

Helmfield Cave

Description:

This cave used to be a mining facility used for getting gold for trading with other city travelers. It was good for the business of the town yet sadly it has been overrun by some unknown group. The mysterious group took the place overnight and when the morning came they realized that the cave was no longer their own. So they did not attempt to overtake it because of their fear of what could be inside.

When approaching the cave they find a statue on the outside that is been eroded by the sands of time. You can see that they have 3 arms.

- When the party approaches the statue ask them to make either a Perception (WIS) check or Investigation (INT) check of DC 12.
 - If they succeed, they can see that the arm on the left is nothing more than an illusion.
 - If they fail, they can't tell the difference between the left and center arms.

The one in the middle has a slight shimmer, may it be from the crystalized rock or the sunshine you don't know but it gives you a positive feeling. The right one has been slightly corroded and the arm barely stays intact with the statue itself. This statue has been there for years but no one can decipher its intent or meaning.

There is a legend when it comes to this cave, it is as follows: "Once a man of great greed decided to go into the cave with the sole purpose of gaining high fame and wealth, but when he reached the farthest point he was never seen or heard from again." The cave is said to hold many great riches but also many dangers, while locked behind a door that very few have opened before.

Mapping and Information:

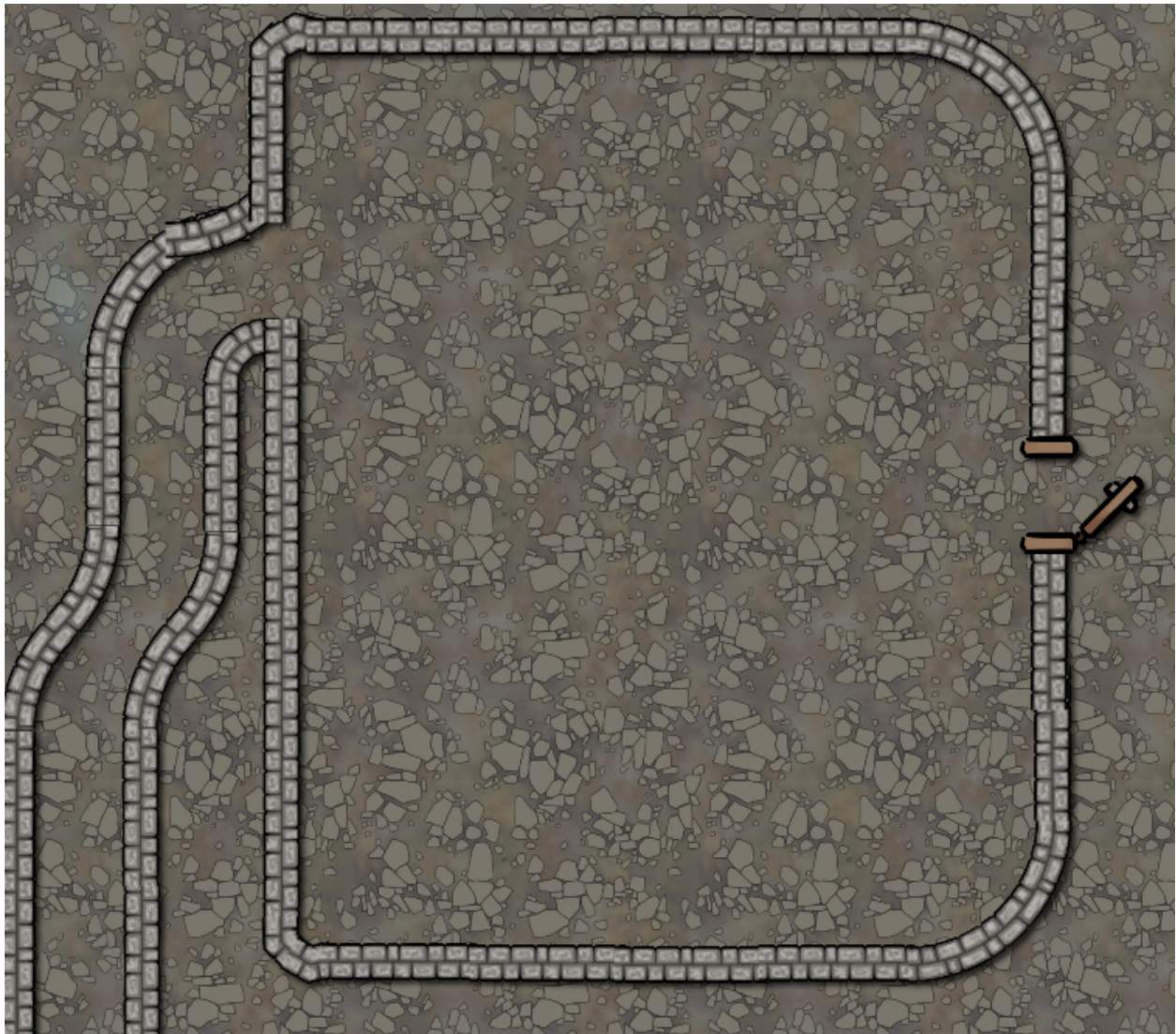
Once the party enters the cave they see a dim but lit room with lanterns and many pickaxes and shovels lying on the ground most broken or trampled. Alongside them are empty minecarts and tracks leading down multiple strips of the mine. The path leading is relatively small for a mine about 10ft tall and wide. The mine seems to go down for a while and also dip into the earth. On the path seems to be dusty and rocky terrain. What do you do?

- If the party decides to go into one of the strips and make an Investigation (INT) check with DC 12.
 - If they succeed, they can roll a D10 to find that many GP along all the strips.
 - If they fail, they see just deep dark corridors with dead ends at the end of each of them.
- If the party decides to look at the ground for footprints they can make a Perception (WIS) check with DC 10.
 - If they succeed, they can see monstrous feet, and they can discern that there are a great group of small humanoid creatures going deeper into the cave.

- If they fail, they see many different footprints of all sizes going up and down the corridor.

The party going down the corridor takes about 10 minutes, they travel slowly losing light. They continue traveling forward until they begin seeing a small amount of light.

- Ask the party to make a Perception (WIS) check with DC 10
 - Those who succeed, hear small bits of goblin-like talk.
 - Those who get higher than 18 can hear that there are 5 of them.
 - Those who fail, cannot hear anything ahead of them.



Those who look at the goblins find that some of them are taking a break and some are trying to breach the door. They are attempting a brute force method but you can see that the door does not even get a scratch. You can see that there is some writing found on the top of the door, that is unable to be read from afar but you can see 2 mages looking at it while scratching their chins.

Encounter:

<https://www.dndbeyond.com/encounters/22fbb72a-45b2-4041-bb8e-d466b04ee936>

Puzzle:

When the party is done with the encounter they find that the top of the door states:

"Find the combination to discover the secrets within ... The numbers can not be used more than once and numbers from 0 to 8 must be used..."

The last 3 numbers are the days of the year ... The middle 2 numbers add up to 10 and are both even ... The first 5 digits add to 20 ... The number 4 appears before 0, and the first 2 digits plus the last 2 digits equal the middle 2 digits."

Solution: 174082365

Through the Door:



Walking through the door you reach another corridor although there is no light guiding the way as the miners never reached this far into the cave. When approaching the room the entrance has a message that reads:

“Be careful what you pick ... there are three chests in this room ... A chest of Gold ... A chest of Poison Gas ... A chest of Fools Gold ... The answer is from the beginning of your escapade”

As they continue they reach a room that is full of gold items but something is not right about them, and there are 3 chests each of which has a beautiful rug underneath them. You see that the chest on the far left has a corpse with no cuts or bruises upon him and his face deep in the chest of the Fools Gold. The other two are left untouched.

Solution: The chest on the left is the chest of fools gold, the chest in the middle has gold within it and the far right chest casts [Poison Cloud](#). Each of the false Gold Chests has a [Suffocation Rug](#). If one of the party members opens up the Poison Chest or attempts to look into the Chest of Fools Gold then both rugs are active. If they open up the Gold Chest they find 100 GP and find a scroll containing a [Shield of Faith](#), and a [Short Sword+1](#).

Encounter: <https://www.dndbeyond.com/encounters/66eb1616-f816-428b-ac26-ba592cc1a50c>