Family DnD Session 10 - The Sanctuary

Puzzle 1: Pressure plates for binary + Riddle => Opens tree door.

*In ancient tales and cosmic lore,*

*A number's sought, a hidden core.*

*It answers all, yet none can wring,*

*in life, the 'verse, and everything.*

*Twice three times seven finds the key,*

*and you'll unlock this mystery.*

Puzzle 2: An altar with a 5 cup, a 3 cup, and a basin. Limerick:

*From deserts a far, comes this sand*

*two differing cups, are at hand*

*Pour once, precise,*

*but measure twice.*

*A single lone cup, per demand.*

Puzzle 3: 8 stones, numbered 1 to 8: and a square with circles for each corner and edge.

*In dungeons deep, where shadow looms,*

*place stones in circles, like mystic runes.*

*Align them true, with wizard's smarts,*

*else welcome ghastly beastial farts.*

*Let edges sum the corners' might,*

*else ancient gloom will take your sight.*

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Scenario outline:

1. bad guys are dead. Slaves need to be freed - down the tunnel.

2. Secret tunnel/passage. leading to the sanctuary

3. riddle 1: binary sconces - poem is incomplete.

- on solve: ethereal voice:

*"your wisdom runs deep as the roots of the oak. you may proceed."*

tree grows in the middle of the room with a doorway leading down under it's trunk.

4. riddle 2: the 8 stones/runes

- on solve: ethereal voice:

*"your wisdom is as sharp and precise as the mason's square. you may proceed."*

stone archway appears in the middle of the room with shimmering light

5. riddle 3: desert sands - oasis - drink water

- on solve: ethereal voice:

*"your wisdom is as broad and deep as the sands of the desert. drink and you may proceed."*

Oasis appears. after drinking the proper amount...

water spout spins up in the middle of the room with shiny particles floating into it.

6. ice cold, wet, you are all dizzy, faint, no strength, and cannot talk. You are all bound with ice.

7. Evil Lady Ariel appears with her night shade beast. She has her henchmen take Zawn captive. "Murshk. Fetch me that druid. Tie her onto good Duskwind here." "yes, Sharelle."

Sharelle says:

"""Ah, I love myself a bit of revenge. I can't believe you all actually drank the water. Wisdom? hahaha... your egos are so easy to manipulate. And to think... you honestly thought you could beat me? hahaha, you are like ants fighting a dragon. But like ants, you can be annoying and get in the way yoo. So now I have to take more ... drastic... measures to continue gathering these Kotkan eggs. I just need to scare the parents away once and for all. hahaha, you will see what i mean, as you take your final breaths. I just hope your minds are clear enough to comprehend how utterly pitiful you all are and how hopeless your situation is. Enjoy the rest of your time on this earth... or don't. ta ta!!!"""

She lights a fuse and it quickly burns to a nearby pile which explodes making a big hole in the ground, lava spews forth, and fireworks erupt into the air. Two fuses continue burning towards two other piles. You notice there are dozens of these firework piles all around you and that you are in the middle of the volcano's caldera. all the land you are standing on is going to sink into the volcano in just a few minutes.

Sharelle mounts Duskwind with Murshk and Zawn and flies away.

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