



Finally, you've reached the bottom floor of the lighthouse. In the center of the room you see a large round hole in the ground covered by a heavy metal grate. A continuous stream of water rushes through the flooded tunnel beneath the grate. Judging by the sheer amount of noise it's making, you can't help but think of how powerful the current must be. You also notice that the walls of the tunnel are covered in some kind of slimy, spongy goo. A big arrow carved into the stone floor points towards the hole and, next to it, in big writing, an inscription reads 'SECRET LAB'. The only other thing in the room are 8 levers next to the wall. Now that you see this, you remember one of the drawings you saw on the floor above.

Goal: Close BCEG and open ADFH.

Mechanics: Lever 0 closes all grates. The other levers toggle the state of a grate. So if A is open, pulling Lever 1 will close it and if it's closed it will open instead.

If they get stuck, you can give out hints for successful skill checks for clever RP or use of spells. For example, players might try to inspect the handles of the levers to see if any of them are more worn down than the others.

Hints:

1. Close all grates with Lever 0
2. 2 cannot be flipped because B must remain closed
3. 4 must be flipped because D must remain open
4. Next, 1 has to be flipped because E must be closed

Solution:

1. Close all grates
2. Pull 1, 3, 4, 5, 7 in any order (pull everything except 2 and 6).