

# Silver Landscape

— a one-page dungeon —

As the pale light of the full moon falls on the silver door of the hidden mirror temple, it starts opening. The explorers know, that from now on they'd only have about an hour to discover its secrets, or be forever lost within. Yet, all of them grab their gear and fearlessly head down the ancient stairs.

## 4. Fake Mirror South

This room has the same features as its northern twin. The only difference is, that the pillars both turn 90° clockwise when the lever is pulled. Looking closer at the windows in the north wall, a faint outline of a key can be seen. To get out of this room, the players have to find two half parts of a key and put them into this outline to "mirror" it into a full key.

## 5. Trapped Keypart

This room can only be accessed by using the movable mirror in room 6 to create the reflective tunnel in room 3.

## 6. The Man in the Mirror

Kill the monster that can only be seen in the mirror to get this movable mirror out of this room.

## 7. Mirrored Pests

The second key part hangs on the neck of one of many flying beasts, infinitely reflected by the two wall mirrors.

## 8. Half of a message

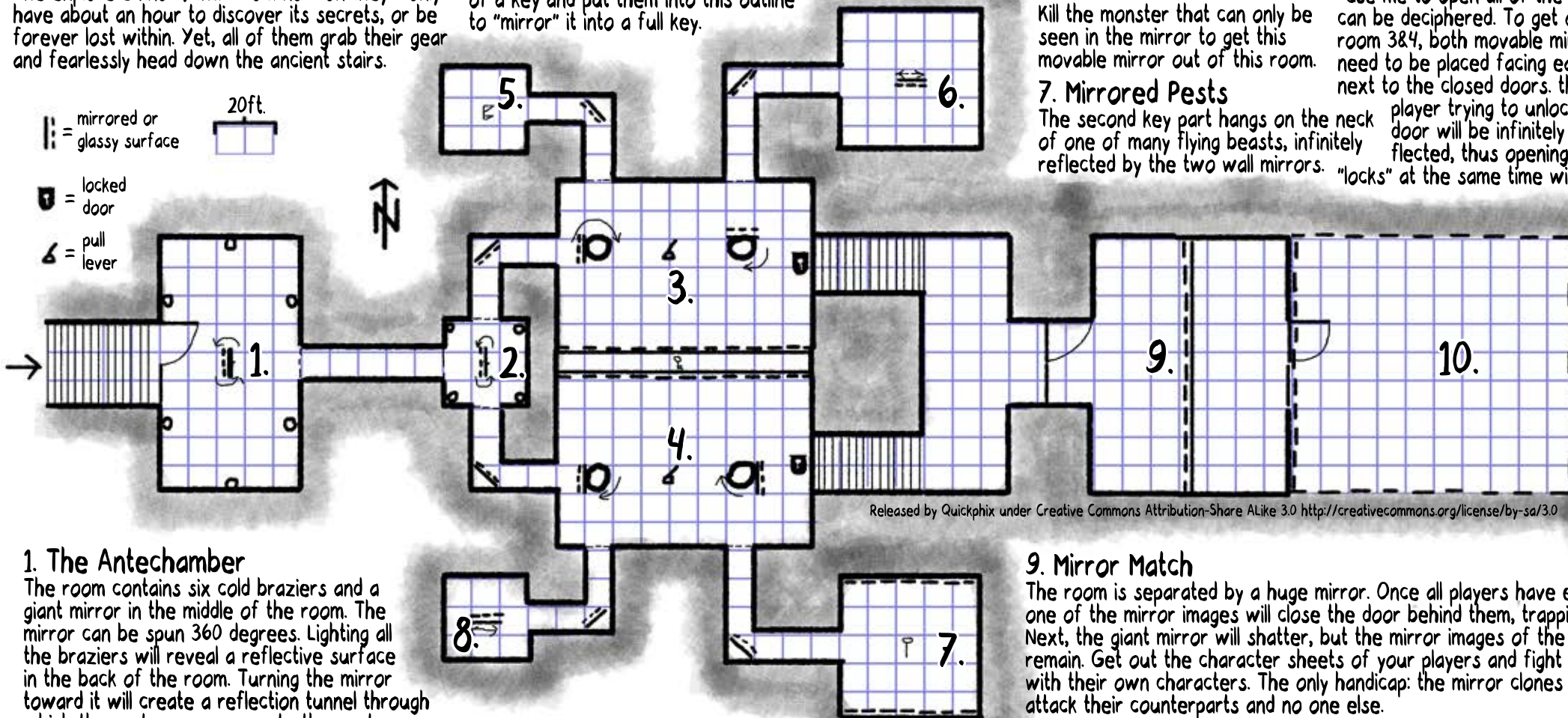
The second mirror can just be removed from the room. Within it, half of message can be seen. Once it has been placed across of another mirror, the message "Use me to open all of the locks" can be deciphered. To get out of room 3&4, both movable mirrors need to be placed facing each other next to the closed doors. The

player trying to unlock the door will be infinitely reflected, thus opening "all the locks" at the same time with 1 key.

|| = mirrored or glassy surface  
20ft.

□ = locked door

△ = pull lever



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## 1. The Antechamber

The room contains six cold braziers and a giant mirror in the middle of the room. The mirror can be spun 360 degrees. Lighting all the braziers will reveal a reflective surface in the back of the room. Turning the mirror toward it will create a reflection tunnel through which the party can move on to the next room.

## 2. At the Crossroad

The small dark room works much the same as the previous one. Once the party lights all the braziers, two reflective surfaces in the north and south of the room will be revealed. Turning the mirror towards them will create another reflective tunnel to pass on to one of the next rooms.

## 3. Fake Mirror North

The most striking feature of this room is the giant mirror at the south wall. However, at close inspection something is wrong with the reflection. The players reflection within the mirror is really faint. Of course, this is because it isn't a mirror at all, but a giant window in to the next room. There are two pillars with mirrors attached to them. Turning the lever in the middle of the room will rotate both pillars at the same time. The western pillar will make a 180° rotation, the eastern pillar a 90° rotation clockwise. If the eastern pillar faces the reflective surface in the north wall, a tunnel will be revealed.

## 9. Mirror Match

The room is separated by a huge mirror. Once all players have entered one of the mirror images will close the door behind them, trapping them. Next, the giant mirror will shatter, but the mirror images of the players remain. Get out the character sheets of your players and fight them with their own characters. The only handicap: the mirror clones will only attack their counterparts and no one else.

## 10. The Silver Landscape

From the outside, this room looks like a room with mirrors on each wall. Upon entering it, the silver door behind them closes. For a second, everything becomes infinitely reflected, only to give way to an infinite silver landscape. The door behind the players has vanished. In the distance, the players can just make out the ruins of a massive city. The explorers have found what they were looking for: the origin of the civilization who've built the mirror temple. The only question is, how will they ever get back home?