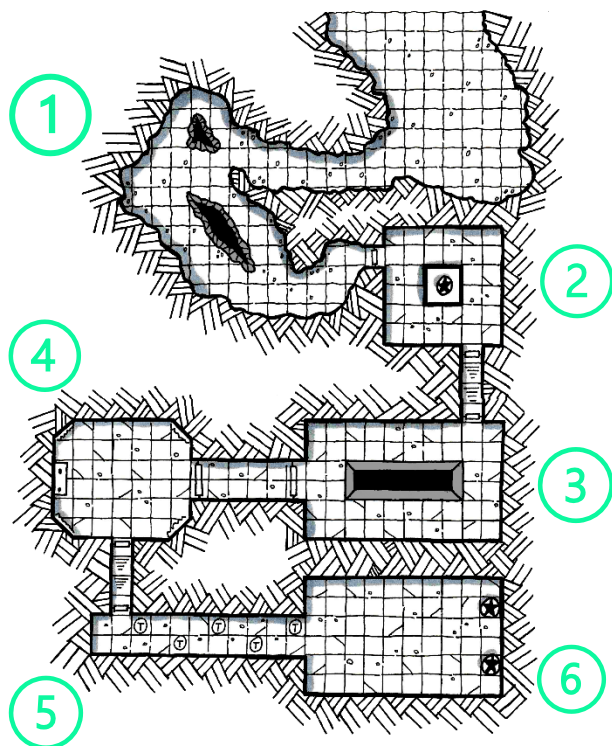


Background:

A wealthy patron has recruited a team of fledgling adventures in the hope of providing protection for the people of their land. However, before the party is formally invited to work for the court, they must pass a trial first. The patron sends the party to complete "The Trial of the Prismatic Way."



Monsters:

- Fire Beetle - Rules Tome p.143
- Pixie - Rules Tome p. 184
- Warp Beast - Rules Tome p.200

1. The Cave of False Light

This cavern leads to the entrance of the trial, its dark but very spacious. As the party ventures farther into the cavern they see 6 glowing lights moving near two pits. The pits are deeper than the eye can see, even in full light.

As the party gets closer still, they realize that the glowing lights are 6 Fire Beetles. They are non-aggressive unless they are physically disturbed or attacked. If disturbed, they will fight for survival. At the end of the cave is a door with an inscription that reads "Trial of the Prismatic Way".

2. A Sight to Remember

As the players enter, they room it is moderately lit by a large triangular prism in the middle of the room on a stone pedestal, as well as another door that is locked by magical means. When a player approaches the prism its sides flash quickly one at a time in the order below. If the players touch the sides in the correct order the prism turns green and begins to flash again following the next order below. If they press incorrectly it flashes red and the players must start over again. Once the players have successfully completed the puzzle the locked door opens.

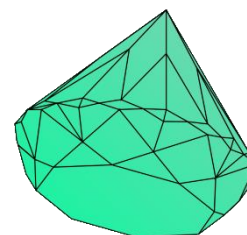
- Roll a D4 to determine which side lights up (1= North, 2= East, 3= South, 4 = West)
- Flash Order: 1st Time: 4d4, 2nd Time: 6d4, 3rd Time: 8d4, 4th Time: 10d4
- The DM should announce the sides quickly, do not repeat the order after you have said it.

3. Manic Dream Pixies

When players enter this room, they see 2 Pixies that are speaking in sylvan to each other, They also see a large pit similar to the pit found in the cave. The walls of the room are well illuminated with all the colors of the prismatic spectrum which appear to move and flow like waves. When the party enters, the pixies do not notice them unless they are loud or disturb the peace of this room. (Dexterity Check to Pass Unnoticed) If the pixies are disturbed, they become enraged over the intrusion and attack the party aggressively. They will focus their attacks on the loudest party member.

4. Color Naturae

When the party enters this room, it is dimly lit by 2 triangular prisms on an altar. They can also see a locked door leading further into the Trial. Each side of the prisms is a different color. The first has Red, Orange, Yellow and Green sides. The second has Blue, Indigo, Violet and White sides. Inscribed on the altar is a poem. *"That which is grass, that which is sky, shines with new life, flows when we die."* Each part of the poem pairs with a color on the prisms. (Grass = Green, Sky = Blue, Shines with new life = Yellow or White ie The Sun, Flows when we die = Red ie. Blood) When the players press these colors in order the door to the next room opens.



5. A Piercing Light

When the players enter this corridor, it is dark. Throughout this hallway are several **spike pit traps** (Rules Tome p.109 & 225) filled with triangular prisms. If they can see, a player can attempt to search for the traps. If they succeed, they notice a faint, multicolored light coming through the edge of a tile where a trap is. If a player falls in a trap, they take the 1d10 damage, but the prisms in the trap also shine brightly and illuminate the corridor.

6. The Lights Play Tricks

As the players enter this room it is once again well lit by 2 very large triangular prisms that glow with all the colors of the prismatic spectrum. In between the 2 prisms the players can see a **treasures chest**.

When a player is within 10 feet of the treasure chest, the prisms glow brightly and the **treasure chest** disappears in a flash of light. In its place now stands a **Warp Beast**. The **Warp Beast** then attacks the party. If the **Warp beast** is within 10 feet of the prisms its **Displacement** does not work due to the light of the prisms.

When the **Warp Beast** is defeated, the **treasure chest** reappears and can be opened by the party. Inside the party can find **Gold, Gems, a Crystal Ball** (Rules Tome p.240) and a **Seal of Approval from the Patron**.

(Amount of Gold and Gems should be Determined by the Treasure Tables on Rules Tome p.229-231)

The Patron

Roll 4d6 to Determine the Name of the Patron

“(Column 1) (Column 2), Lord of (Column 3), (Column 4)”

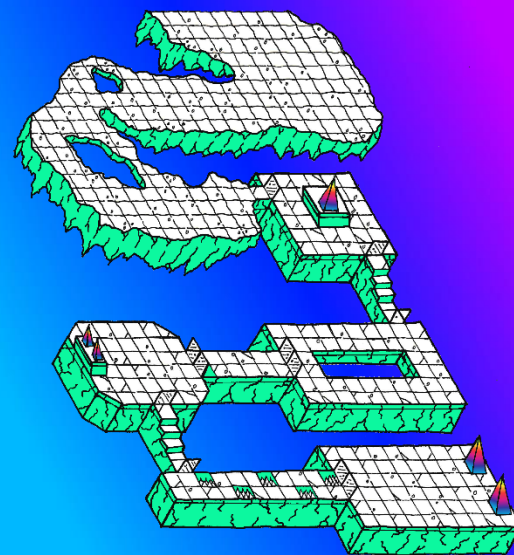
First Name	Last Name	Dominion	Title
Samuel	Copperbottom	Blue Field	Keeper of the Faith
Patricia	Crestwise	Gillamoor	Defender of the Peace
Mikhail	Lightfoot	Black Crystal	Keeper of Bees
Timothy	Glasscutter	Bradford	Master of Coin
Daisy	Blacktailor	Farshire	Protector of Children
Atticus	Bravestand	Star Fall	Master of Arms



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TRIAL OF THE PRISMATIC WAY



A shining start to dungeons
for OSE Adventurers Level 1-3