**The Trials of Mirrodin**

As the group approaches Mirrodin’s Tower they are overcome with the feeling that something is terribly wrong. The field around the tower is pocketed with scorch marks and bodies. Coming into view of the door reveals the massive oak plank to be ajar and smashed.

Investigation reveals that a massive battle took place within the walls of the tower. There are numerous scorch marks all through the lower levels of the tower. Most of the decorations and statues have been smashed. The third floor study has been ransacked with books and alchemical items strewn about the floor. One item that stands out from the others is an obsidian block with a strange symbol on it.

Mirrodin is nowhere to be found. As the group tries to figure out what to do Mirrodin’s familiar (a Faerie Dragon) swoops down from the rafters and lands on a bookshelf, and begins prowling around a specific book. Investigation reveals that the book is a switch that opens the bookcase revealing a portal.

Stepping through the portal transports the group to a pocket dimension devoid of all magic. No Supernatural/Spell Like abilities or magic works. Any permanent magic effects (including stat increases) stop working. The portal will not allow evil beings to pass.

**Door 1**

The portal deposits the group in a tunnel cut in obsidian rock. After a few meters and a couple of twists they come to a two meter wide, four meter tall obsidian door surrounded by an arch with cubic sockets in it. Next to each socket is a symbol. Retracing the tunnel will provide 8 cubes of obsidian with matching symbols. The last two are in Mirrodin’s study. The symbols are the numbers 1 - 10.

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 1 2 3 4 5 6 7 8 9 10

Placing each cube in its appropriate receptacle raises the door. At the other end is a rectangular room cut in sandstone.

**Door 2**

This room contains a throne like fixture cut from a single piece of granite complete with what appears to be a foot rest to the left. The chair is facing a door on the opposite side of the room as the ingress. There is a shallow trough running from the footrest to the door.

To the right of the ingress door is a pile of ten sandstone blocks, all the same size. Each has a symbol on it. Each weighs a different amount from lightest (1) to heaviest (10).

Investigation shows a set of six symbols (1-6) on the center of the throne. This order is 6-3-5-4-2-1. Adding the corresponding blocks opens the next door.

**Door 3**

This room appears to have been cut in marble and measures 120ft door to door, 60ft wide and 60ft tall. There are six marble pillars with levers on their backs in a line five feet from the ingress wall. Three on the left and three on the right. Near the top of each pillar a symbol is engraved, numbering them 1-6 from left to right. The same numbers show on the walls of the room in the same orientation. The shallow trough from the last room continues on through this one bisecting the line of pillars. Ten feet in front of the pillars there is a hole in the center of the trough.

Directly in front of the door is a hologram of a cube with the first six symbols on it. One is on the bottom, with six on the top. The face pointing back the way the group had come is 2 with the numbers counting up in clockwise order. In its center is a new symbol.

Sixty feet down the hall the marble changes to a black ring going up the sides and across the ceiling and floor. This ring is thirty ft deep, followed by another thirty feet of white marble leading up to the opposite wall. Holes are spaced in what appears to be a random pattern along the wall and on the floor. The trough remains white going through this ring. The ring has the same symbol as the center of the cube:

\_\_\_\_\_\_\_\_\_\_\_ = Gravity

Pressing a lever sends a marble ball hurtling down the corridor. Touching a face on the holographic cube rotates it so that face is up. This alters the gravity along the ring of black to the direction of the face touched with the gravity in the ring always heading towards 1. This affects the flight of the balls. When the number on the highlighted face matches the number of the column triggered the ball will land in one of the holes at the other end of the room. However if the balls are not pocketed in a particular order they will pop out of the pockets and roll down the trough into the hole. The appropriate order is 6-3-5-4-2-1. When done in the correct order the door on the opposite wall opens.

**Door 4**

This room is made of metal and measures 200ft in all aspects. The symbols on the walls in the previous room are engraved on the walls, floor and ceiling again. 40 feet from the door the entire floor slants upwards at a 45 degree angle. This lasts for 120ft before flattening back out for the last 40 feet. At the top is another door blocked by a 10ft diameter metal sphere sitting on a pedestal. It is resting against a latch set in the door.

At each end of the raised section the symbol for Gravity is repeated. The daise raises slightly to them. Investigation will reveal that the area over the symbol on the right has gravity reversed and at ¼ strength. The left has gravity simply at ¼ strength. The left field is 10ft in diameter but the right is 5ft.

The trough from the previous rooms follows the incline up all the way to the ball bearing.

On the ceiling is a network of crisscrossing paths of dust. There is also a small room set into the ceiling adjacent to the number 5 wall. The paths do not lead to the other gravity field.

The group must use the up field to the ceiling, then use the sequence from the previous two rooms to navigate the maze of dust, taking the first turn corresponding to their progress through the sequence of numbers. This leads them into the room. At the end is a window showing the forward section of the room and a small console with a display and two numbered buttons. The display shows the end of the room with a red haze floating downwards from the ceiling on the left gravity symbol and a blue haze floating upwards on the right. The platform the ball is on has a yellow arrow pointing towards the left G symbol, and is ringed by a green light moving clockwise.

The first button rotates the daise 90% clockwise. The hazes representing altered gravity go out, and the arrow is now pointing towards the door. At 180% from start the fields come back on, but reversed. At 270% they are off. No matter the orientation the fields never change size.

Pressing the second button ejects the ball in the direction of the arrow on the display.

* Ejecting it at 90% slams it into the door before rebounding to land back on the pedestal.
* At 180% it rolls towards the wall in the down field. Anyone trying to get down gets crushed to death by the ball. If the fields are switched after the ball is placed it lifts enough to roll back to the daise.
* At 270% it rolls down the trough to the first room, landing in the “throne” and closing that door.
* At 0% it lands in the larger down field. Rotation again will cause it to rise to the ceiling.

NOTE: The buttons will not work unless everyone is in the room.

If the group solves the puzzle without locking themselves in they can access the last room where the hilt awaits. An image of Mirrodin shows and says:

“Congratulations. I am truly shocked that a group of feet first adventurers such as yourselves passed my tests. Perhaps you’ve learned just a tough of foresight in your travels.”

If the group fails he appears and says:

“Great job locking yourselves in. Ah, well I suppose I couldn’t have expected anything more. And on the plus, you’ve definitely proven you’re the witless mules I met not long ago.” They are then teleported to the entrance of the realm.