Treasure Trove

(Insight: A truly remarkable treasure in a truly hidden location.)

There is no information about this quest.

When talking to a Nyx Operative: "I've noticed a system of ropes going across the ceiling of this dungeon."

When talking to a Fortuna Representative: "The four brothers of the world. First, runs and never wearies. Second, eats and is never full. Third, drinks yet always thirsty. Fourth, is the singer."

When heroes perform a cunning test in a water tile: You find a lever underneath the water. It's slightly rusted but still seemingly functional. Test might +1 to pull the lever?

You manage to pull the old lever after a bit of difficulty. When it creaks into place, you feel mechanisms rumbling beneath you. It feels like gears of some sort are turning in the tunnel systems below this one, perhaps on the ceiling of a further down dungeon. How bizarre.

When heroes perform an targeted or aoe attack that inflicts burning on the bush: The brush catches ablaze, causing smoke and ash to quickly spread out from the room. The smoke feels unnaturally thick, a dark black hue, as it spreads through the dungeon. All heroes within 5 spaces of the brush take 3 shadow damage. As the thick brush is burned away, a little hole in the wall emerges through the smoke. Does any hero reach inside? (You must be adjacent to the former location of the brush to do so)

A hero reaches inside and fumbles around until their hand reaches something fibrous. They twitch from the startling texture, but on further examination, it turns out to be a long rope. Test might to pull it?

The hero struggles but eventually gets the rope moving downwards as they yank with their only available arm to get it moving. After a few exhausting pulls, a large click echoes throughout the room. Something surely must've happened. As the hero pulls their arm out, they feel a burning on their hand and a little black mist flows away in the air. That hero takes 2 shadow damage.

When heroes perform terraforming near a cave-in obstacle: The obstacle is crushed by the impressive blow, revealing a small hole in its spot. Is there light on this space?
If there is, you reveal that the hole goes a little ways in either direction, but is only a few feet deep. Enter?
If there isn't, you cannot see how deep the hole goes and which direction it expands in. Enter?

The hero that enters notices writing on the wall that seems to be written in blood. It says "Praise Valyndra". There's another phrase carved into the side of the rocky exterior that says "Don't turn around." Do you?
As your hero instinctively turns around, two red dots that seem like blood red eyes stare from the darkness back at you. They don't move. Inflict fear on your character.
Continue onward.
Your hero moves through the tunnel, trying to ignore the looming threat behind them, until they bump into the end of the tunnel. They feel the rocky walls around them until feel a small extrusion that doesn't feel anything like the normal texture of the walls. Interact?
When prodding at the extrusion, it seems as though it can move in towards the wall. The hero pushes it inwards until it clicks into place. The entire tunnel system rumbles beneath you, causing bits of rock to fall from above. You quickly work your way back to the entrance. Whatever was behind you before
must be gone. Strange.
You pull yourself out of the tunnel, shuddering a bit from the experience.

When heroes perform a cunning test with Mists, Sky, or other Wind based equipment:
A small white puff of air emerges surrounding your hero. It twirls around you and then moves out of
the room. You chase after it, around the room, as the breeze it makes hums noisily. It seems as if you
can almost make out words from the wind's song: "Beneath...ground...missing..." As the last word
sounds the white cloud suddenly disperses.

If the heroes have interacted with all four trials and jump into a pit tile:
The hero jumps into the pit, and brace themselves as they expect an impact with the ground below, but
it never comes. They continue falling, falling, falling. Their trajectory is suddenly changed as they slide
along the smooth rocky walls. It's impossible to tell exactly what's happening as the pitch black hole
guides them downwards. Suddenly, it's over. They land with a soft thud in a golden room, well-lit by
torches on either side.

The treasure trove.
Place the hero's figure in the secret room square board. All heroes that enter the pit tile can appear here.
Suddenly, a raspy voice sounds from above, though you have no idea where it's coming from. "Five
thousand years it took for someone to find this. If you dare take any of my treasure, you will suffer."
The torches blow out and the room goes black. Two red dots appear across the room that look like
blood-red eyes. They stare at you and follow you with every move you make.

Light cannot be used in this room. No hero can heal by any method in this room. The only action a
hero can take while in this room is moving one space. At the end of a hero's turn they take 3 shadow
damage. Whenever a previously untouched space is landed in, gather a vial of raw power and 50
cursed coins.

You can leave at any point by pulling on one of the hanging ropes from the dungeon. These can be
accessed by any corner space. If you die while in this room, your body is transported to the pit tile with
full health and full fatigue, but you are overwhelmed.

If there are ever no heroes in the room: You hear an enormous rumbling from the ground beneath you
as if the entire landscape is changing. A raspy, horrific voice sounds through the entire dungeon
"Never...return...or...you...will...die..."

Vials of raw power: Each grant one level. These can be transferred among players.
Cursed coins: Notate the total amount you have on one player's character sheet. These coins can be
spent as regular gold, but when the turn they are spent ends, the shopkeeper dies and can no longer be
accessed during that encounter.