

# Introduction

The future duke Firmin, who has a taste for shiny things, has asked the adventurers to find some ornaments for his crown. He wants a dozen of those pretty, **glittering hexagonal crystals** sometimes found in elven ruins (he has lent them one as a sample to facilitate their prospecting).

After extensive research, the adventurers have discovered the location of an elven temple lost in a swamp teeming with mosquitoes. A large marble staircase leads to the top, but the access is hermetically sealed by a very heavy block of rock.

## STARTING THE ADVENTURE ↓

### Level 0

- A dozen identical elf **statues** decorate the room. One of them has been knocked over and broken, probably by runaways in a hurry.
- **Bas-reliefs** showing elves coming to the temple and leaving with infants and baby animals of extinct species.
- A huge **slab of luminous crystal** covered in a layer of sticky fluid. Manipulating the crystal and tapping on the strange symbols that appear on it **displays a map** and **reveals a door** leading to the lower level. Upon closer inspection, it is also clear that the temple has been sealed off after some sort of “life fluid” leaked.

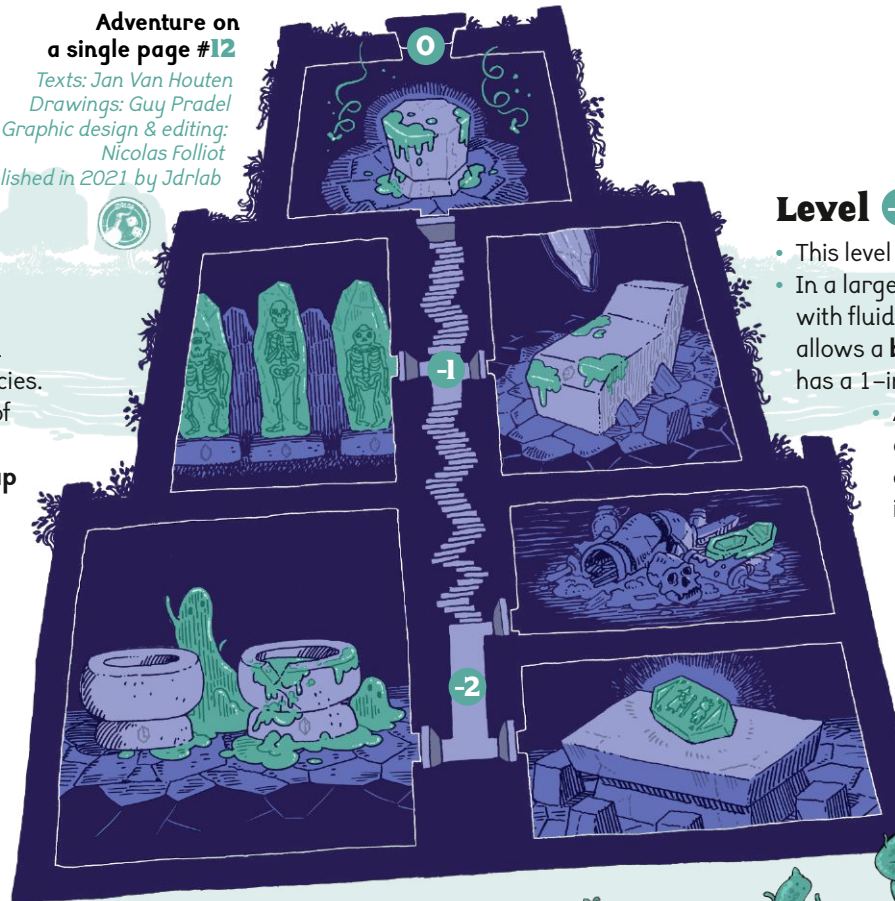
### Level -1

- Walls, floors and ceilings ooze with fluid and are lit with flickering light coming from crystals embedded in the ceiling.
- In the **gallery**, various skeletons are encased in huge glass blocks on pedestals: humans, elves, goblins, kobolds, some extinct animals... The fluid has tried in vain to infiltrate them. On each pedestal, a hexagonal slot allows loading into a crystal the information needed to **create a clone**.
- A room containing a comfortable **examination bed** that can accommodate a hexagonal crystal. If an adventurer lies down on it, soft music is played and the information needed to clone them is loaded into the crystal.

# THE ELVEN TEMPLE

## Adventure on a single page #12

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## The glowing fluid, eager for contact and knowledge

The fluid seeks above all to touch the adventurers. With each new contact, it needs a short rest in order to evolve and return in a more intelligent form.

A mosquito has entered with the adventurers. The fluid creates hundreds of copies of it, to try and make contact with other creatures.

It starts forming eyes, mouths, arms, and so on.

It is then able to produce slimy humanoids with little detail.

It can now create fairly faithful copies of adventurers (sometimes mixing their features a bit), which study and imitate them.

The fluid has absorbed enough information to become a multiple, conscious being. Its behavior will depend on what it had learned from the adventurers.

## The elven technology

- A long time ago the elves mastered **cloning**. The “temple” was sealed when the highly magical liquid used to create the clones got tainted, giving birth to something that was not quite alive, but wished it were.
- Hexagonal crystals are **storage media**, notably capable of holding the information needed to clone an individual. A loaded crystal glows slightly.
- The **automatic doors** open upon contact with skin and close without a sound.

### Level -2

- This level is completely immersed in several centimeters of fluid.
- In a large room, **two marble “tubs”**: one is broken and overflowing with fluid, the other is intact and, by inserting a charged crystal, allows a **baby clone** to be produced. After each use, the machine has a 1-in-2 chance of breaking down permanently.
- A **small study** littered with piles of smelly mould and broken objects and jars. By rummaging hard enough, one can find a **small artifact** used to **identify** which individual is being “copied” into a crystal.
- The **resting room**. An alcove containing cutlery. A large table where a crystal the size of a large book has been left behind and lights up when touched. It then displays a bright and noisy mind-controlled game involving a wizard facing waves of humans, goblins, kobolds, etc.

