Red Door — Maze

Lei and Hubert were transported to an unknown, isolate area once they stepped through the red colored door. The only thing standing in front of them were massive, towering walls with no real indicator for the correct path to choose.

Marron's voice would echo throughout the area.

"Welcome! To the first ever MP S-Class Trials! You have been selected to partake in the Red Door trial. In front of you is a towering maze. Find your way out, and you move on to the next round. However, lurking around seemingly every corner is a threat you will have to vanquish in order to continue forward.

Before you get to the end, you will encounter 1-3 A Class monsters, at least 10 B Class monsters, and a multitude of decoys and traps along the way. Each trap is unique in its own way.

- Some traps have penalty effects. Step into these traps and you lose your magic for 10 minutes.
- Some may simply try and injure you, and prevent you from moving forward.
- Some manifest as platforms. Step on these, and you will be sent to the beginning of the maze to restart.

So be careful!"

In the skies above the duo, a countdown timer would appear.



“You have six hours to complete this trial. The demands are as follows:

- Complete the maze before time is up.
- Defeat at least 10-15 monsters throughout the maze.
- Tag team with your partner, or go it alone!

See you on the other side!”