

# **One Page Dungeon Contest**

## **2010**



***The Winning Entries***

*One Page Dungeon Contest 2010: The Winning Entries*

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## I - Introduction

I really enjoyed looking through the One Page Dungeon Contest entries in 2009. At the time I was elated to find dozens of other dungeon masters, game masters, and referees with dungeons that seemed like polished versions of what I could have created myself. Some of them were much better, much more original, much longer, much better looking than what I would have produced, but all in all I felt in good company. I felt good about my own stuff.

The submissions often looked like adventures I could run in a single session. They were easy to take along on holidays with a small rulebook, some paper, some dice, and a pencil. They filled a niche that bigger adventures could not. I was in love.

Congratulations! Let others know if you use any of the One Page Dungeon Contest submissions.

– Alex Schröder



## **2 - On One Page Dungeons**

I've asked three other people to tell us more about the benefits and limitations of the One Page Dungeon format.

**Joseph Bloch** is the author of the megadungeon *Castle of the Mad Archmage*. He's currently working on his own Emprise!™ game; he says it's "the game I've wanted to own for 25 years." You can find his blog here: <http://greyhawkgrognard.blogspot.com/>

**Michael Curtis** is the author of the megadungeon *Stonehell: Down Night-Haunted Halls*. He's currently working on the next volume. You can find his blog here: <http://poleandrope.blogspot.com/>

**Rob Conley** is the author of the miniature campaign setting collections *Points of Light* and *Points of Light II: The Sunrise Sea*. He also wrote an excellent tutorial on how to create a sandbox. You can find his blog here: <http://batintheattic.blogspot.com/>

### ***One Page Dungeons from the Outside***

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When Alex Schröder approached me to write an introduction to this collection of one-page dungeons, my first reaction was "why me?" I mean, if anything, I'm associated with the opposite end of the spectrum; my *Castle of the Mad Archmage* is just about as non-one-page-dungeon as you can get. But perhaps I can shed some light on the beauty of the one-page dungeon concept from the outside.

One of the hallmarks of the modern Old School Revival is "simplicity", which we see in the revival of the earliest editions of the game, which were noted for their terse writing style. The earliest published dungeons, such as *G1 Steading of the Hill Giant Chief* were similarly brief in nature, but packed with information in those few pages. I might point out the Judges Guild module *Tegel Manor* as an exemplar of the style.

In that case, the brevity was occasioned by necessity; there were only so many pages that could be filled, and the contents needed to conform to that limitation. The modern one-page dungeon, on the other hand, is a conscious return to that style, forcing the author to pack a lot of information into a small space.

This enforced terseness forces the writer to an almost Hemmingway-esque brevity. Every word has got to count for something, and there is literally no room for any extraneous material. As a side effect of this, the game master who is called upon to run a game from such a design is forced to improvise. This, too, is a hallmark of the Old School Revival, and is perhaps the most important aspect of the one-page dungeon design concept from a practical point of view. Since the text itself is bereft of almost all of the fluff, and cannot have the completist describing of rules for every possible player action that modern modules seem to lean towards, the game master is forced to live by his wits, improvising not only background and other "fluff" (what is the relationship between the vampire in room 4 and the ogre-mage in room 11?).

When there's nothing about it on the page, the game master is free, nay, forced, to invent an answer that will result in maximized enjoyment for the players at the table at that particular moment. One game master might decide that the vampire and the ogre-mage are enemies, letting the party take advantage of the situation. Another might decide that the ogre-mage is the servant of the vampire, and take things into a completely different direction. That ability to derive a completely different experience from the same source material is one of the best things about the modern Old School Revival, and it's one thing that the one-page dungeon format encourages by its very nature. One is actually forced to be a referee, rather than a narrator.

So behold these terse gems, in whose few words are created worlds completely open to the interpretation of those who encounter them in a way that more "complete" adventure modules simply cannot be, by their very nature.

Brevity is, indeed, the soul of wit.

### ***Orthodoxy of One Page Dungeons***

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Those of us who came into the hobby during its boom in the 1980s or later are familiar with the standard design of published adventures: ubiquitous boxed "to be read to the players" text, descriptions of every last room and NPC, and notes on everything the monsters may or may not do according to the PCs' actions. This is not a bad strategy if you intend on giving paying customers the biggest bang for their buck, but a lousy one if you're just trying to write up a Saturday night dungeon crawl for you and your friends. Too many novice referees were given the impression that this format was one that every adventure was supposed to follow—even those written for one's own entertainment.

I'm not ashamed to admit that I succumbed to this belief and that many of my early efforts at adventure writing featured boxed text and attempted to predict every possible scenario the players might concoct. It's taken a concentrated effort to rid myself of these bad habits and the One Page Dungeon format helped immensely in rehabilitating my game master sensibilities. The One Page Dungeon requires the referee to pare his notes down to the bone and forces him to game by the seat of his pants, drawing details and location color out of thin air as the adventure progresses. Because of this, I was one of the earliest proponents of the One Page Dungeon.

Of course, every new philosophy has its schisms and the One Page Dungeon was no exception. As much as I welcomed this new template, I could see the limitations it presented. For referees like me—those who love random tables and intricate dungeon specials—the One Page just didn't have enough room to spread out. This is why my earliest abbreviated dungeon designs are actually Two Page Dungeons and my first published effort, *Stonehell Dungeon: Down Night-Haunted Halls*, features numerous Four Page Dungeons—there simply wasn't enough room for all the wonky ideas I needed to throw down.

This shouldn't be taken as a slam against the format. Although not an orthodox practitioner of the method, I remain a devotee of the One Page Dungeon in spirit. I believe that the lessons which a game master can learn by writing an adventure in an

abbreviated format and then running it in actual play will improve any referee's skills regardless of how long he or she has been adjudicating games. By stressing brevity in one's notes, the game master learns what information is most important to have on hand and what sparse details are indispensable when bringing the scenario to life. Everything else becomes secondary. Once these elements are identified, the adventure writing process is much easier and the end result more entertaining. If you've never written or run an adventure using the One Page Dungeon method, I highly recommend it. You might never have a more freeing experience with adventure design.

The One Page Dungeon has another advantage over its much longer brethren when it comes to individuality. The One Page Dungeons you're about to read are not fully fleshed out scenarios ready to be run immediately. Instead, they are microbursts of adventure, ones that give you all the mechanical data you need to run them, but still require your imagination and creativity to become memorable game experiences.

The upshot to this is that each of these scenarios provides you with the opportunity to make the adventure unique to your group. Give any one of these One Page Dungeons to twenty different gaming groups and you'll end up with a score of different iterations of the adventure. Just try that with the Tomb of Horrors or Keep on the Borderlands! Speaking from my own experience with Stonehell Dungeon, it's a great thrill to watch someone else take the framework you've constructed and build something with it you would have never dreamed of on your own. I hope every writer who contributed a One Page Dungeon to this contest gets to experience that same wonderful thrill.

The One Page Dungeon has been dismissed by some as a cheap gimmick or a passing fad. If that was the case, I doubt we would currently be celebrating the second annual One Page Dungeon Contest or still be seeing the format continue to appear in the pages of fanzines such as *Fight On!* These simplified adventures have obviously struck a chord with gamers regardless of what edition or game they are playing, lending credit to the idea that they are much, much more than simply the "flavor of the week" in game design.

If this is your first experience with the One Page Dungeon, you're in for a treat. You've most likely never seen such a gamut of adventures assembled in one small package. Don't be surprised if after reading these you find your own game notes to be much shorter than they used to be. If this is a return trip to the land of One Page adventure for you, another bevy of brief beauties awaits within. Maybe one of them is your own. In that case, I hope you'll soon be hearing tales of what other gamers did with the germ of your idea.



## ***In Praise of Brevity***

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Roleplaying Games were born in the dungeon; the first adventures took place in the many levels and caverns underneath Blackmoor and Greyhawk. Those early dungeons became huge sprawling locales. Yet when we browse the examples from the era, we find terse handwritten notes, sketchy maps, and many random tables; compared to the commercial modules that followed there appeared to be almost nothing. The secret of these early dungeons was in the imagination of their referees: Dave Arneson and Gary Gygax.

The one page dungeons represents the best of that early tradition. Its short format forces the author to include only that which is absolutely necessary to the adventure; leaving the rest to the referee's imagination to breath to life. As consequence, each of the 64 entries for this year will become something unique in referees' hands.

The format has other advantages as well. Referees have a unique world that their players adventure in. No two campaigns are like even those that have their basis in a commercial product like Greyhawk or Forgotten Realms. The one page dungeon terse format makes it ideal for adaptation to a myriad of milieus.

Writing short pieces is often the hardest type of writing. Sixty four authors rose to the challenge and submitted their entries. As I write this I don't know who the winners will be but I congratulate each and every one on a job well done.

I don't think the one-page dungeon format is ideal for all the things we can write about in our hobby. Wildernesses can quickly grow in page count based on the size of the map. Many plots, and NPCs require longer explanations. If you are doing a dungeon as a mythic underworld, even tersely written, many pages can be devoted to that type of locale. Where the one-page dungeon excels is that it teaches us that sometime less can be indeed better and help improve all the material we write for our hobby.

### 3 - The Judges

**Alex** lives in Switzerland and rediscovered roleplaying games with *D&D 3.5* in 2006 after many years of abstinence. He is currently playing twelve sessions per month distributed over eight campaigns including a *Song of Ice and Fire* and a *Traveller* campaign. You can find his blog here: <http://emacswiki.org/alex/RPG>

**JB** has been playing roleplaying games since his first *D&D Basic* set in 1981. He has played and run dozens of different roleplaying games over the years and has been a regular poster on the Forge forums. You can find his blog here: <http://bxblackrazor.blogspot.com/>

**Jeffrey** has been a Dungeon Master and player in the old school tradition since around 1979. You can find his new blog that concerns the old school here: <http://hobbitualoffenders.blogspot.com/>

**Rusty** is currently running *Castles & Crusades* for two groups (one face-to-face, the other online). He's also playing in a *Swords & Wizardry* campaign using the *Majestic Wilderlands* run by the author Rob Conley. You can find his blog here: <http://rustybattleaxe.blogspot.com/>

**Norman** resides in Austin, TX and claims to have "no credentials other than some dude who's been playing RPGs a long time." He's active in the OSR, Austin's *D&D Meetup*, and area game conventions. You can find his blog here: <http://trollandflame.blogspot.com/>

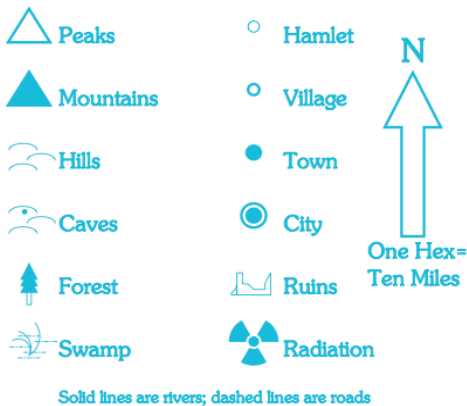
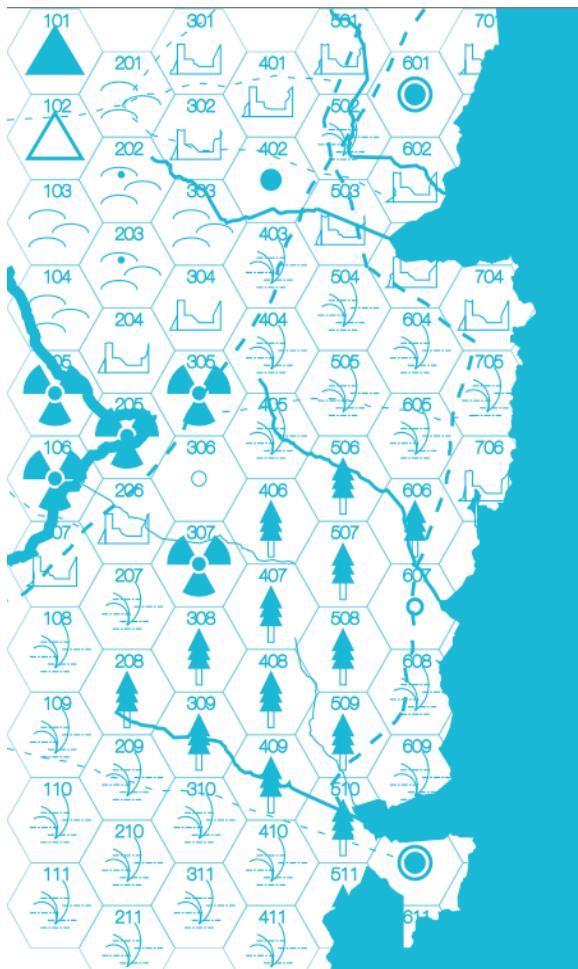
**Pukako** lives in New Zealand and accidentally killed several parties in some of the 2009 entries, has never played *D&D*, but has run *MERP*, *Rolemaster*, *L5R* and *Dragon Warriors*, and is currently converting old *Dungeon* adventures into a modified *Dragon Warriors* campaign that uses a lot of *OD&D* mechanics. He posts occasionally on *rpg.net*.

**Ravells** from the Cartographers' Guild had a look at last year's entries and loved the quality of design and variety. You can find his posts here: <http://www.cartographersguild.com/>

## 4 - The Winners

- **Adam Thornton: Central New Jersey After the “Big Whoops”**  
– *Best Apocalyptic Goodness*
- **Antti Hulkkonen: Den of Villainy** – *Best Pirates*
- **Chris Gonzales: The Tunnels of Turrack the Terrible** – *Best Sound Effects*
- **Clarabelle Chong: Time for Tea** – *Best Victorian Sci-Fi*
- **Corwin Riddle: City of Traitors** – *Best Lost City*
- **Craig Brasco: The Vault of Zerduzan** – *Best Evil Cultist Hangout*
- **Heron Prior: Trolls will be Trolls** – *Best Lair*
- **Herwin Wielink: The Crypt of Luân Phiên** – *Best Architectural Design*
- **Jimm Johnson and Jeff Lynk: The Contemptible Cube of Qazar**  
– *Craziest Map Award*
- **Lord Kilgore: Heart of Darkness** – *Best Mini Campaign*
- **Paul Siegel: Four Corners** – *Best Fitness Center*
- **Peter A. Mullen: Laboratory of the Asmodean Techno-Mage**  
– *Snazziest Way to Push the Envelope*
- **Rob Antonishen: Mine! Not Yours?** – *Best Mine Crawl*
- **Shane Mangus: Raid on Black Goat Wood** – *Best Cthulhu*
- **Simon Bull: The Ruination of Tenamen** – *Best Monsters*
- **Stuart Robertson: Dungeon from a Distant Star** – *Best Mixing of Genres*
- **Tim Shorts: Where is Margesh Blackblood?** – *Most Hideouts for the Head Bad Guy*
- **Tom Holmes: The Bone Harvest Horror** – *Best Cartography*

# Central New Jersey After the "Big Whoops"



## Meadowlands Mad Hermit Rumors

d8	Rumor
1	Want some rye? 'Course ya do! (F) (save vs. poison or take damage and pass out)
2	If you get lost, beware the eater of men!
3	Beware the mad hermit of the north lands.
4	Tribes of subhuman pig-men inhabit the Pine Barrens, but they're not the problem: it's strictly bush league down there.
5	Wearing an amulet of bacon around your neck will keep the Jersey Devil away. (F)
6	Strange Magic of the Old Times provides a quick way to get from Acey to Vega\$
7	Drinking the Meadowlands water will give you superpowers (probably F; it's radioactive, so if you got lucky enough with your die rolls, then <i>maybe</i> ...)
8	My cat's breath smells like cat food.

## Wandering Monsters

Well, *duh*. They're ubiquitous.

Frequency: Whenever the action slows down, 1 in 8.

**Ruins:** CHUDs, scavenging tribes, pig-men  
**Hills/Caves:** scavenging tribes, pig-men  
**Radioactive Zones:** CHUDs, tentacle beasts  
**Swamp:** tentacle beasts, Bush League, pig-men  
**Forest:** mutant bears (porridge optional), Jersey Devil, pig-men  
**Shore:** Guidos, Landsharks, pig-men  
**Mountains:** mutant bears, inbred hicks, pig-men  
 You get the idea.

## Noteworthy Sites

Hex **601:** *Hoboken* – Population 30,000. Ruled by the **Witch-Queen** (imagine Glenn Close as Cruella De Vil), who wants to have the head of hometown hero Frank Sinatra enshrined in the city. The head is believed to be in Vega\$, which has some mystical connection to Acey (Hex 610).

Hex **610:** *Acey* – Population 50,000. A wretched hive of scum and villainy full of loaded dice and rigged card games, it also houses (in the airport ruins to the south) a cult that worships **The Flying Dutch Schultz**, a Boeing 707 with a sentient but deeply delusional autopilot, which still might be able to get a party of adventurers to Vega\$ in return for the right sacrifice. If a party hasn't yet encountered the Jersey Devil, he will come to investigate when they cross the last causeway into Acey.

Hex **502:** *Meadowlands* – home to the Mad Hermit and his puma Whiskers. Looks and smells just like the guy from *B2*. Has some rumors to communicate.

*Trenton and Environs* (Hex **205** and surroundings): Trenton made, the world took, and then they nuked the hell out of it. Deadly radiation.

Hex **307:** *Fort Dix*. Thoroughly nuked. Probably some pre-Whoops military gear in there, if you could get through the radiation.

Hex **402:** *New Brunswick* – population 4,000. The closest thing to a normal town New Jersey has these days. Kind of wary about adventuring parties.

Hex **607:** *Toms River* – Population 600. Home to a sect that's fond of sacrificing outsiders to the Jersey Devil, who protects the village in exchange for the occasional snack. Has excellent second-hand clothing, weapons, and armor stores, though.

Hex **306:** *Bordentown* – Population 80. Home to the Mastoris Diner, finest restaurant in the state. Just don't ask too many questions about where they get their meat.

Hex **204:** *Princeton* – Plenty of pre-Whoops Mad Science tech in ruined labs, but also home to **The Princeton University Band**, a horrifying giant amoeba, colored orange and black in a plaid pattern (tends to cause *nausea* in viewers), with bits of brass instruments poking out of it. The Band attacks with a cacophonous (and *nauseating*) sonic attack and will eat (and especially drink) *anything*, singing filthy (and *nauseating*) limericks off-key and lurching around erratically all the while.

*Pine Barrens* (forests east and south of Fort Dix, Hex **407** and surroundings): Stomping grounds of the **Jersey Devil**, who looks exactly like Tenniel's Jabberwock illustration, down to the waistcoat. Speaks with an incongruously high and squeaky British voice. Excruciatingly well-mannered, right up until he eats you. Lack of Vorpal Swords in post-apocalyptic New Jersey makes him a very dangerous opponent.

*Bogs* (swamps north of Pine Barrens, Hex **505** and surroundings): The fetid depths of the cranberry bogs are home to pig-men and the radical Vegetable Separatists known as the Bush League:

- **Rovin' Karl the Turd Blossom** – Baby face with little white petals, throws feces, *nauseates* opponents by emitting vile stench, speech causes *berserk rage*.
- **The Decider** – Human-sized W-shaped saguaro cactus with cowboy hat and nickel-plated six-shooter; claims to be in charge but tends to hide behind Big Dick if things get violent; speech causes *confusion*.
- **Big Dick** – smaller, more evil, better dressed, less Appalachian Hillbilly Tree from <http://www.somethingpositive.net/sp05042002.shtml>; in addition to his Horrific Cornhole Attack, he carries a shotgun, with which he loves to shoot "meatbags" in the face.

*Southern Swamps* (Hex **210** and surroundings): home to tribes of subhuman pig-men. Referee's choice whether they're pig-faced orcs, Kallikaks, or just Phillies fans.

*Garden State Parkway* (road along eastern side of state): has a tollbooth approximately every two hundred yards, each manned by a surly troll demanding a few silver pieces. Trolls are in fact fully licensed and bonded representatives of the New Jersey Highway Authority. Turnpike (center-west to northeast) has higher tolls but many fewer of them.

*New York City:* The map is correct. It no longer exists, period.

"Central New Jersey after the 'Big Whoops'" © 2010, Adam Thornton <athornton@gmail.com>

This One-page Dungeon Contest entry is adapted from *Bring Me The Head Of Frank Sinatra!*, an adventure for *Mutant Future* and similar systems, projected for release in 2010.

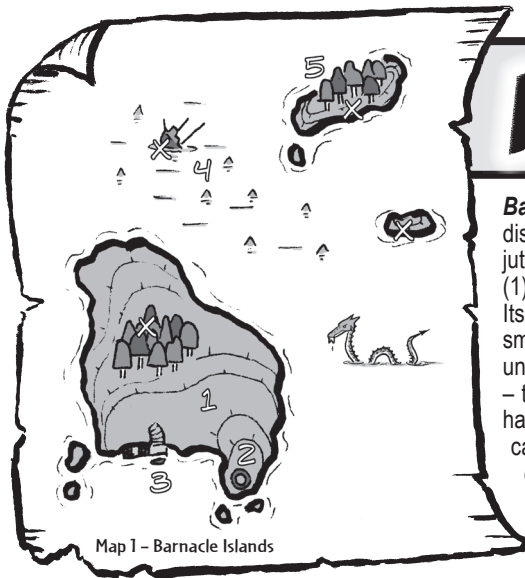
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Gaming blog: <http://athornton.dreamwidth.org>  
 Documents: <http://www.scribd.com/ajthornton>

# DEN OF VILLAINY!

or 'Five Go Missing' – by Antti Hulkkonen

Dedicated to  
Milton Caniff  
& Enid Blyton.

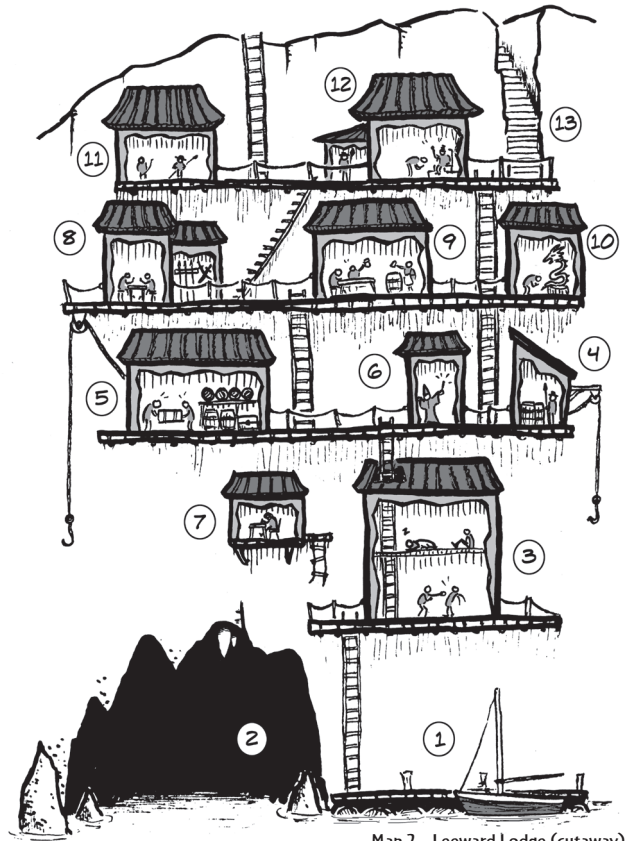


Map 1 - Barnacle Islands

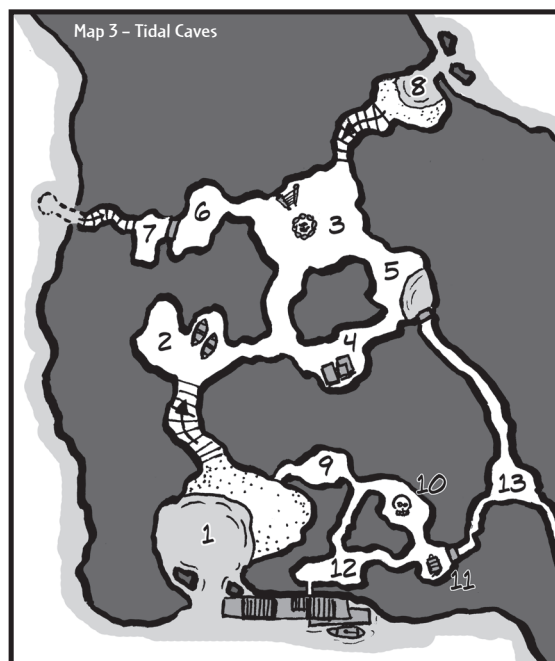
**Barnacle Islands**, just off the coast, have served as a haven and hideout for all sorts of disreputable types; rebels, outlaws and wreckers have operated from these barren slivers of rock jutting from the stormy waters of the Great Eastern Ocean. The largest of these, **Bootheel Rock** (1), rises sharply towards the south, and even boasts a **ruined lighthouse** (2) at its highest point. Its current inhabitants are a rugged band of smugglers who live in **Leeward Lodge**, a collection of small huts clinging precariously to the sheer southern cliff (3). It is said that they sometimes lure unsuspecting ships to the dangerous **reef** (4) between Bootheel and **Whalehump Islands** (5) – there certainly are plenty of wrecks there. It has long been the wish of mainland authorities to have these shady dealers ousted from the islands, but they know the passages, straits and tidal caves better than anyone alive, and have stashed weapons, boats and emergency **supplies** (X) everywhere. For years, port authorities have been dragging their feet regarding the smugglers, but now things seem to be changing. Maybe it was the rumours about corrupt harbour officials... or the fact that four plucky young treasure hunters (and their dog) went missing shortly after being seen perusing a map of the islands and talking about pirate gold.

**Leeward Lodge** – Just how the adventurers get to this fantastic shantytown is totally up to them. They may come as raiders, traders, recruits, stowaways... have them come up with a plan and let the smugglers react accordingly. Should things come to a head, note that a) the smugglers are motivated but not suicidal, b) they are experts at close-quarter fighting, either on boats or on the narrow walkways between the huts, and c) the said walkways are rickety and prone to breaking underfoot (either by design or due to shoddy workmanship). This should lead to interesting fights!

1. A floating pontoon platform where boats are moored. It rises and falls with the tide.
2. Entry into the tidal caves (see below). This area is strictly forbidden to outsiders.
3. The largest of the huts serves as the living quarters for both locals and guests.
4. The smaller warehouse is always guarded. It contains the Dragon Lady's personal goods (3 barrels of roasted *kurá* beans\*, used in brewing an addictive beverage).
5. The larger warehouse contains crates of silk, barrels of wine, exotic spices etc.
6. Lo Kang the mystic lives here. He is the gang's spiritual leader and soothsayer.
7. Sabatini, an author of popular adventure novels, has taken residence in this unusually rickety (even by local standards) hut. The smugglers don't have any idea why he's here, but they don't mind him (as he's always good for a drink).
8. Wufei and Tsung, Dragon Lady's lieutenants, live here. They are locked in a struggle for primacy – which takes the form of an unending game of Fan-Tan, the winner of which will be considered 'supreme lieutenant'. The adjoining storage shed contains the gang's larger weapons – bows, spears, cutlasses and boathooks.
9. 'Drinking hall' may be a grand name for this dim hovel, but that's what it's called. Barnard, harbourmaster from a nearby port, is often here, drinking and gambling.
10. This small shrine contains a large, exquisite jade statue of a great sea serpent.
11. The lookout post is always manned. There's an ornate brass gong for signalling.
12. The Dragon Lady, leader of the smugglers, holds court here. She is generally immaculately cool and elegant, but becomes ruthless and unforgiving if slighted. She rules her gang with an iron fist, but is well respected by her minions. One of her trusted personal guards is always stationed in the adjoining guardroom.
13. Stairs to the top of the island have been carved into a narrow fissure.



Map 2 - Leeward Lodge (cutaway)



Map 3 - Tidal Caves

**Tidal Caves** – At high tide, the two entry caves (1 and 8) are under water. The smugglers have a secret entry hatch in the woods at the top (over cave 3), and an underwater tunnel leads to the chief's treasure vault (7), but they are well-guarded secrets. The gang uses the caves to store their more illicit goods... but there are secrets down there even for them.

1. The large entry cave fills with water at high tide. Carved stairs lead up to drier chambers. Unbeknown to the smugglers, behind a ledge close to the ceiling is a crawlway to cave 9. The lost hobbits were caught in the cave when the tide began to rise and discovered the tunnel by accident. It is located just above the high water mark.
2. The upper caves stay dry even at high tide. The smugglers store their boats here.
3. This large cave is the gang's common living area during a crisis. A ladder leads up top.
4. Valuable goods – currently crates of rare chemicals – are stored in this small alcove.
5. Rainwater from the top trickles into this cave. A loose boulder covers a secret tunnel.
6. This small cave is always guarded, as it leads to the Dragon Lady's treasure vault.
7. Dragon Lady's vault contains a king's ransom in gold, silver and art. The key to the rusty but sturdy door is always with her. Slimy stairs lead to an underwater exit tunnel.
8. The smaller entry cave is hidden behind large rocks. It is used only in emergencies.
9. This cave is the final resting place of four plucky young hobbits and their dog. The five snuck here following rumours of pirate gold and were attacked by ghosts. Remains of their substantial picnic lunch (sandwiches, cake and ginger beer) molder in a smashed hamper.
10. The restless souls of three pirates – Bo'sun, Spike and Stinky Bo – guard this cave.
11. Pirate captain Burr hid his treasure here 400 years ago. He did not spot the secret door.
12. The ghost of Burr's scullion has been scribbling his memoirs to the wall. A peep hole on the opposite wall opens to Sabatini's hut – and he's making a fortune on those tales!
13. The tunnels lead to the ruined lighthouse. Look out for cave-ins and giant rats!

\* For more on the invigorating effects of *kurá* beans, see *Arendt's Old Peculiar*, to which this is a sequel of sorts ([http://www.4shared.com/file/116475612/8113c31c/Arendts\\_Old\\_Peculiar.html](http://www.4shared.com/file/116475612/8113c31c/Arendts_Old_Peculiar.html))

# The Tunnels of Turrack the Terrible

## STORY

Robert the Red was not a very good mage and he knew it. The court of Baron Sillwen called him Bob and he resented that. When he was finally laughed out of town he vowed revenge against those who had made fun of him. He wandered for a time until he found a peculiar friend – a spectral spiderling. He raised the tiny spiderling to adulthood on a diet of small game that could be found in the forest. He also noticed that anything bitten by the spider would become undead. This would be the path to vengeance for the newly-named Turrack the Terrible. Ten years have passed and both the spiderling and Robert have grown. Baron Sillwen has hired you to investigate why the creatures of the forest have become scarce and why the undead have begun to haunt the forest. Your search has led you to a cave in the woods 20 miles from town...

### (A) ENCOUNTER ROOM

A room filled with blankets, rags, and hay plus a Random Encounter and Random Treasure

### (B) TRAP ROOM

A room filled with barrels, boxes, and crates plus a Random Trap and Random Treasure

### (C) EVENT ROOM

An empty room with a Random Event

### (1) ENTRANCE

An empty room with d4 Banshees

### (2) SPIDER LAIR

Full of webs and a Giant Spectral Spider plus Random Treasure

### (3) CORPSE STORAGE

A room full of cocooned corpses plus Random Treasure

### (4) PREP ROOM

Full of cast-off clothes of all makes and sizes and styles

### (5) AUDIENCE CHAMBER

Well lit with many torches and candles; runes on the floor; torture devices; blood, guts, and bones; and various tables, chairs, and cabinets; plus tools and knives

### (6) ROBERT'S ROOM

Bed, rugs, cabinets, junk, devices, potions, jewelry, gems, one-way escape passage, and Robert plus five Random Treasures and diary

### GIANT SPECTRAL SPIDER

Level 20 stats: poison causes undead resurrection 48 hours after death

### ROBERT THE RED

Level 4 mage/20 necromancer

#### ENCOUNTER TABLE

1-4	empty
5	2d6 rats
6	slime mold
7	gelatinous cube
8	rust monster
9	d6 skeletons
10	d6 ghosts
11	2d4 ghouls
12	d6 zombies
13	d4 ghosts
14	d4 shadows
15	d4 spectres
16	3 wights
17	3 wraiths
18	2 banshees
19	1 mummy
20	1 lich

#### TRAP TABLE

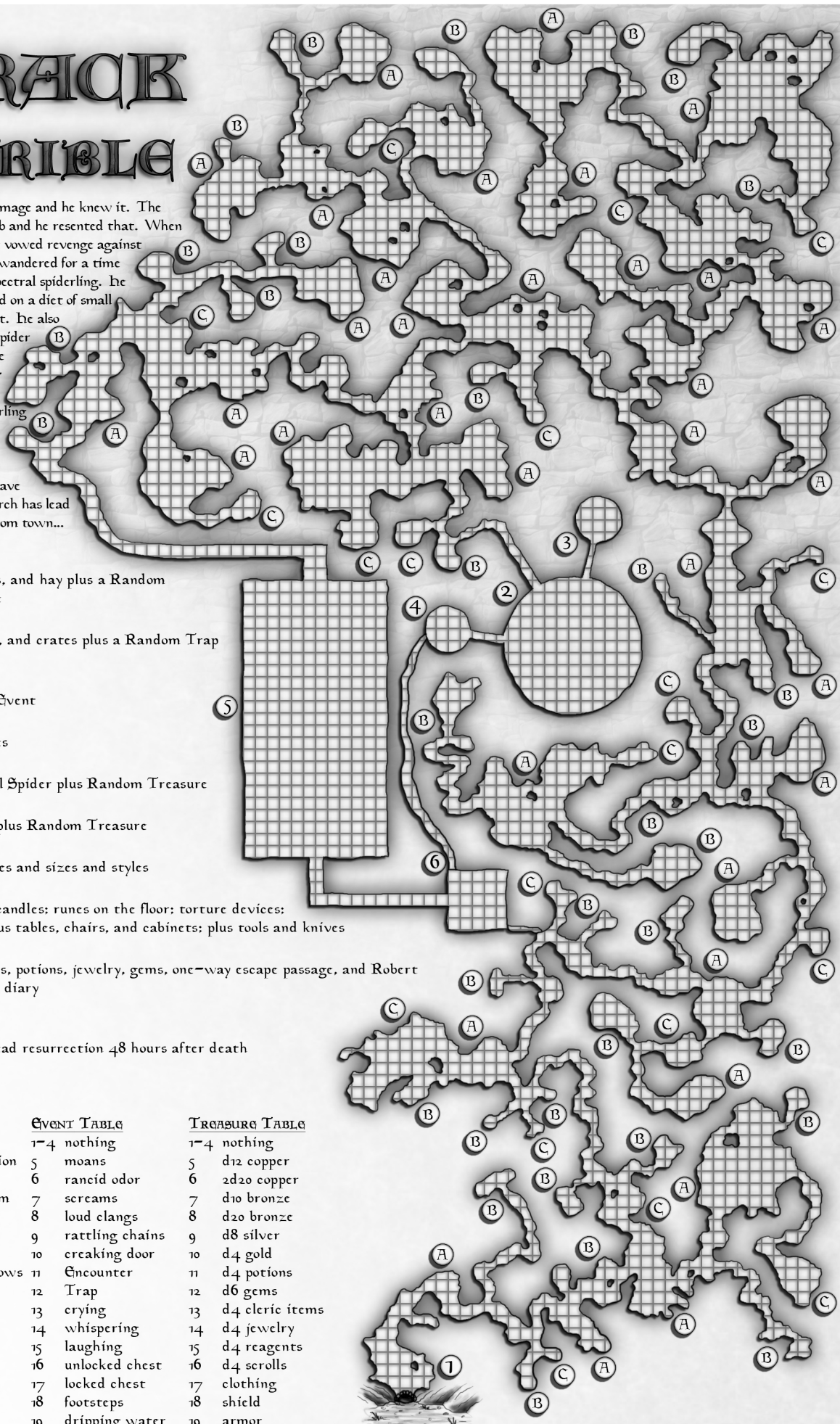
1-4	empty
5	poison potion
6	sleep
7	cursed item
8	Encounter
9	pit
10	gas
11	poison arrows
12	acid
13	confusion
14	fireball
15	lightning
16	scythe
17	crusher
18	explosion
19	mimic
20	hex

#### EVENT TABLE

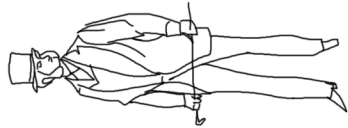
1-4	nothing
5	moans
6	rancid odor
7	screams
8	loud clangs
9	rattling chains
10	creaking door
11	Encounter
12	Trap
13	crying
14	whispering
15	laughing
16	unlocked chest
17	locked chest
18	footsteps
19	dripping water
20	chittering noises

#### TREASURE TABLE

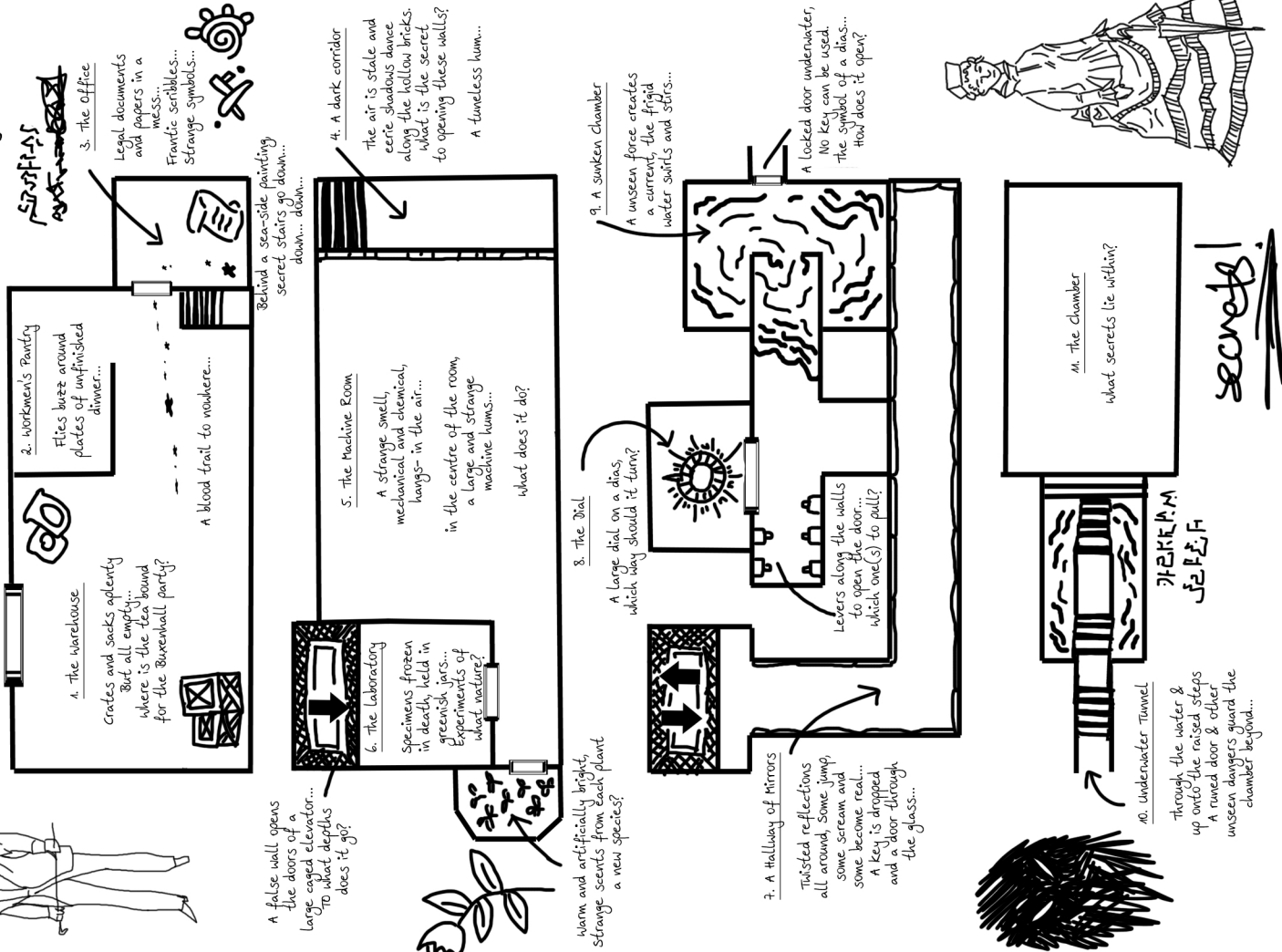
1-4	nothing
5	d12 copper
6	2d20 copper
7	d10 bronze
8	d20 bronze
9	d8 silver
10	d4 gold
11	d4 potions
12	d6 gems
13	d4 cleric items
14	d4 jewelry
15	d4 reagents
16	d4 scrolls
17	clothing
18	shield
19	armor
20	weapon



# Blueprints of the Empire Trading Warehouse



\* Notes from a leather journal



# TIME 4 TEA

A game of tea, cakes and deadly secrets

In commemoration

Of Her Majesty's Reign

Afternoon Tea for All at

Buxenhall

Gardens

Tea dancing & light hearted events

Orient of ourat Troupe & fireworks



Since the discovery by alchemists that certain types of tea can enhance magical powers, wizards have risen to become the number one patrons of afternoon tea.

But this does not mean that non-magical folk should feel left out. It is said that the usage of tea will positively cure most forms of severe ailments and protect one's health.

## LEATHER NOTEBOOK

missing. Contains scribbles of the recently interred Dr. Voln. If found please contact Empire Trading Co.

## WANTED VOLUNTEERS

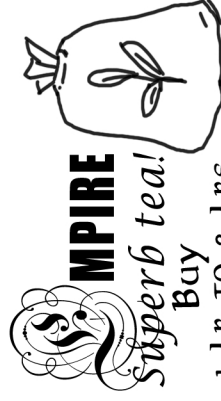
For breakthrough research in medicine. Token sum awarded. Applicants should go to the Institute of Science & Medicine.

## REWARD OFFERED

for the whereabouts of Thomas Huling. Last seen headed for the Empire Warehouse. Send information to Plum Terrace Hotel.

## Empire Trading Company is officially

recruiting men and boys of the stout and hardy nature to join their guardsmen units. Handsome uniforms provided and salaries paid in full monthly.



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The Societee of Magus

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# VELTH, CITY OF TRAITORS

By Corwin Riddle

## BACKGROUND

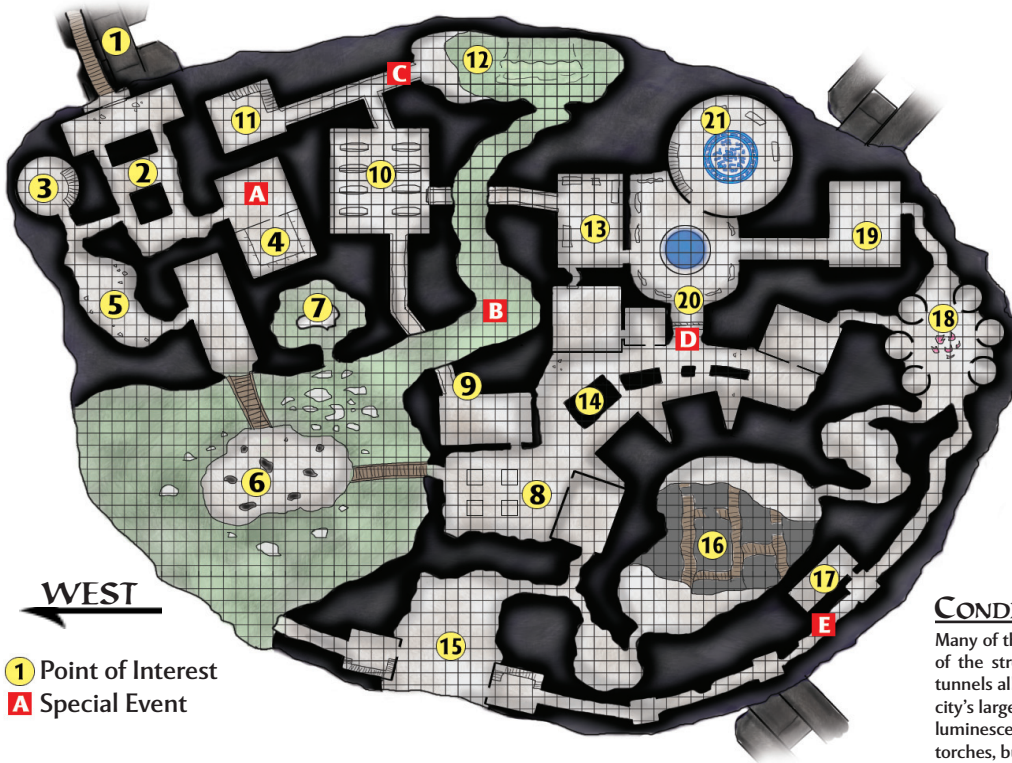
Long ago, in a war forgotten by even the most learned bards, a king called upon the mountain city of Velth to assist in battle. However, the citizens of Velth had become powerful and wealthy and had much to lose, so, believing victory to be impossible, they turned against their king and countrymen at a pivotal point in the war, barricading themselves in the mountains and abandoning their oaths of loyalty.

The war raged on. Eventually, the king's armies were defeated, and he mortally wounded. For abandoning their kingdom in its most dire hour, the king cursed the city with his last breath, offering his soul and lineage to the gods if they would deliver justice. As the story goes, Velth disappeared from the mountaintop, along with its residents, treasure, and every trace of its existence. Hundreds of years passed, and the city of traitors was forgotten... until now.

Deep below the surface, in the darkest caverns, a city sits alone, suspended by colossal stone chains above an abyss—abandoned by the world. Some say the city was slowly rebuilt, others claim it simply appeared. Regardless, rumors tell of the mysteries within: unspeakable horrors, priceless treasures—all waiting for any brave enough to enter the City of Traitors.

## CONDITIONS IN VELTH

Many of the buildings have been reduced to rubble, leaving most of the streets impassable. Creatures have burrowed caves and tunnels all over the floating island, allowing passage between the city's larger areas. The outside is dimly illuminated by various bioluminescent plants, fungi, and organisms; some buildings are lit by torches, but darkness is pervasive.



- 1 Point of Interest
- A Special Event

## POINTS OF INTEREST

1. **Shackled Pass:** A rickety wooden bridge is attached to one of the giant stone chains and provides entry to the city. There are words and images scratched into the stone in several languages as a warning to turn back.
2. **Guard Quarters:** A large portcullis opens into a poorly-lit courtyard, where 4 **Dark Elves** confront the PCs and demand an outrageous toll for entering the city. They will attack if refused, threatening to feed you to *The Hungerer*.
3. **Watchtower:** Another 3 **Dark Elves** wait in the top of the tower, and signaled the PCs' arrival to their friends in (area 2). If the PCs killed the others, they wait in the shadows to ambush—otherwise, they refuse entrance. There is a small chest here containing appropriate gp.
4. **World's End Inn:** A makeshift inn and den for travelers. A ladder leads up to a 15' high loft, filled with hay and covered in darkness.
5. **Cavernous Passage:** Lit by bioluminescent fungi, the passage has an extremely low ceiling of 4' and is covered with stalactites. The floor is covered with a thin layer of murky water and centipedes. If the PCs are quiet, they can hear voices up ahead.
6. **Hunting Grounds:** A group of 4 **Dark Dwarves** are arguing about how to divvy up the possessions of *The Hungerer's* latest victim. They flee to (area 8), and the PCs can hear screaming coming from (area 7).
7. **The Hungerer's Lair:** Bones litter the island of the cavern, which is filled with murky water, 3' high. Hanging from the ceiling is an **Elf**, shackled in chains. If released, he warns the PCs to stay away from the water and the **Wrathful King**, who haunts the tower. If asked about *The Hungerer*, he tells the PCs that it dislikes fire.
8. **City Square:** Four enormous statues of Velth's (former) leaders tell a noble version of their defection with plaques. 'TRAITORS' is written in blood all over the statues, which provide cover. The 4 **Dark Dwarves** retreated here and wait in the darkness for the PCs to pass the statues, attacking from the shadows.
9. **Sewers:** A grate in the back of a supply room leads to the sewer tunnels, which are ancient and unused, but a slippery slime covers the bottom. 2' wide ledges follow the perimeter of the sewer. A **Giant Snake** is just inside, and may or may not attack, depending on the PCs' actions.

10. **Tomb of Traitors:** Inside are elaborate sarcophagi containing the city's traitorous leaders, who haunt the room as a group of 8 **Ghosts and Wraiths**. Written on the tombs is a curse upon them, condemning them to eternal suffering; if the sarcophagi are destroyed, the ghosts perish for good and the PCs will anger the **Wrathful King**.
11. **Sewage Controls:** A two story building. The basement contains levers to disable the sluice trap (event C). The top level opens to a roof, letting the PCs see a glowing tower (area 14), and a strange waterfall coming from above (area 12).
12. **Shadow Falls:** A giant waterfall rains down from above, though its source is too far to be seen. In the water behind it, PCs can see a ledge covered with something glittering—it's armor from dead adventurers. *The Hungerer*, a **Giant Aquatic Worm**, attacks. If they survive, they find an appropriate level magic weapon on the ledge.
13. **Armory:** Stripped of any valuable items long ago, the room is crowded with rusty weapons, making it difficult to traverse. There are 3 **Suits of Armor**, which attack if disturbed. If killed, one becomes a piece of magic armor.
14. **Market Row:** The ancient and abandoned bazaar, filled with rubble, debris, and derelict buildings. A group of **mindflayers** frequently hunt here, since many adventurers pause to search the buildings for treasure.
15. **Forgotten Gate:** The original entry to Velth now overlooks an abyss and provides towers that reach the great wall. The area is a nesting ground for 2 **Giant Spiders**, and is cluttered with eggs. The spiders dwell on the underside of the city and might come up if the eggs are destroyed or the PCs alert them.
16. **The Undermaw:** A gaping chasm of the abyss, covered with many rickety wooden and rope bridges. A clan of 6 **Goblins** hides nearby, and has a **Large Troll** at their disposal. They will attack the PCs once on the bridges.
17. **Great Wall:** An ancient wall, 30' high, is mostly destroyed, though a guardroom is intact. Someone barred the doors, which are now splintered and broken open.
18. **Crystal Village:** A pile of glowing crystals pulse within a circle of hatched houses. The crystals weaken any mortals near them, and a group of 3 **Mindflayers** attack the PCs, assisted by 10 **Humanoid Slave Minions**.

19. **Vault of Scrolls:** An ancient library, though most of the books and scrolls are now dust. The PCs will find some texts detailing the war and betrayal, and 2 spell scrolls.
20. **Courtyard:** Patrolling a murky and glowing fountain is a group of 6 **Small Water Elementals**. If the fountain is disturbed, a **Large Water Elemental** emerges, forbidding entrance to the **Wrathful King's** sanctum.
21. **Tower of the Wrathful King:** Haunting the tower is the king who cursed Velth, a powerful **Undead Being**, watching over the city to ensure their eternal torment. He objects to the PCs' presence, especially if they destroyed the tombs in (area 10), and attacks, calling 5 **Ghostly Guards** of dead soldiers. If defeated, the PCs will find treasury gems and a powerful magic weapon.

## SPECIAL EVENTS

- A. If the PCs linger or take a rest here, 5 **Halfling Thieves** return, and will try to rob and kill the PCs.
- B. The water here is 10' deep, the walls 20' high. If the PCs try to swim down the canal, *The Hungerer* may attack.
- C. A sluice trap triggers, closing the gate and filling with water. The PCs must find the release lever to escape.
- D. The gate is locked, but noisy, and triggers a 3 **Mindflayer** ambush if the PCs attempt to gain entry through it.
- E. The wall begins to collapse, creating a pit trap below.

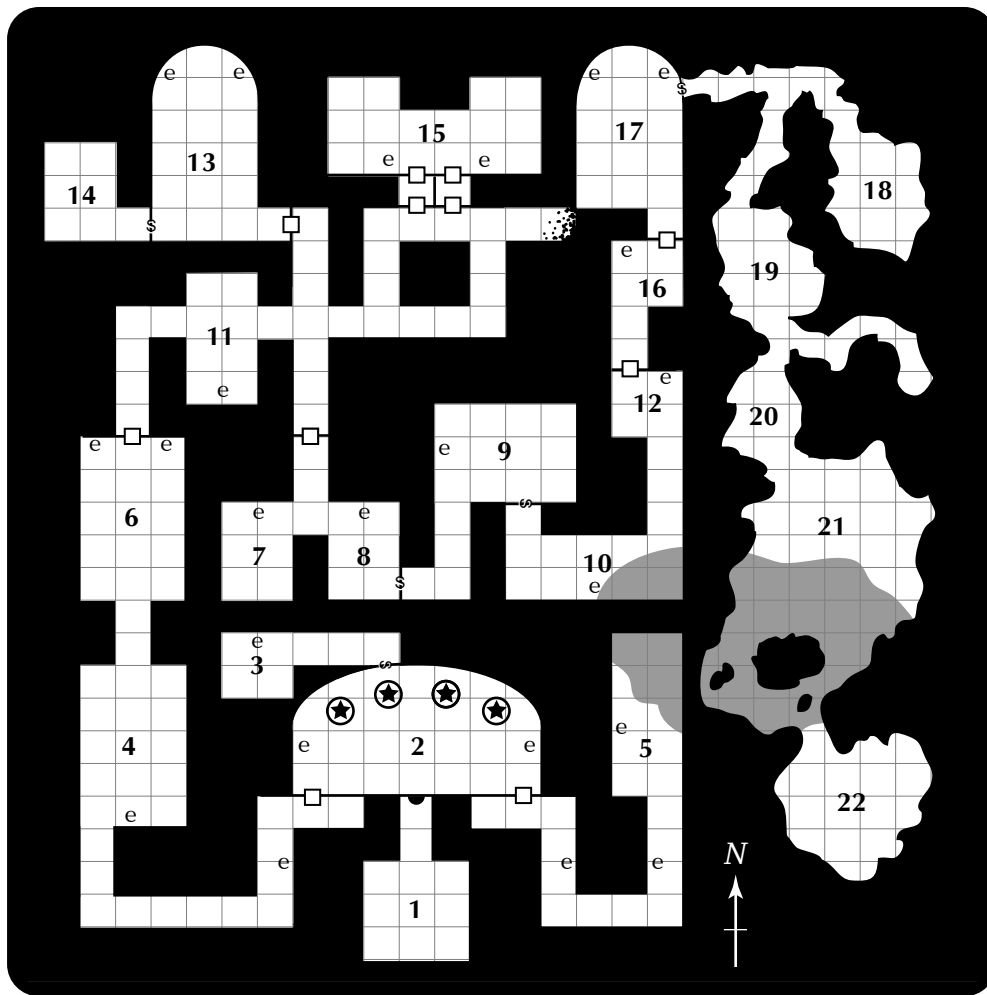
## RANDOM ENCOUNTERS (Roll 2d6)

- |    |   |
|----|---|
| 2  | 1d8 <b>Giant Centipedes</b> .   |
| 3  | 2d4 + 2 <b>Goblins</b> scavenging bodies for weapons.   |
| 4  | 1d6 <b>Human Descendants</b> living in Velth, trying to take back the city from all the monsters and adventurers.         |
| 5  | 2 <b>Elven Adventurers</b> , fleeing from the city, warning to stay away from the waterfall and <i>The Hungerer</i> .     |
| 6  | 3d4 <b>Giant Bats</b> , trying to lift one of the PCs away.   |
| 7  | 1 <b>Mindflayer Scout</b> , fleeing to warn others.   |
| 8  | 3 <b>Wights</b> , wandering the city in torment.  |
| 9  | 2d6 <b>Humanoid Slave Minions</b> , digging a pit trap.   |
| 10 | 3 <b>Ghostly Heralds</b> , muttering of the city's former glory.  |
| 11 | 1d6 + 3 <b>Fungal Monsters</b> .  |
| 12 | 1d4 <b>Dark Elf Messengers</b> , carrying a letter for the <b>Wrathful King</b> , pleading for permission to kill ghosts. |



# The Vault of Zerduzan

*Designed and constructed by the demonologist Zerduzan as a burial shrine for all his most favored servants and companions. It is located under the ruins of a tower. Others say this place was a sanctum for Zerduzan's efforts to command demons.*



## KEY

	Door		Rubble
	Secret Door		Enchanted torch
	Magic Mouth		
	Statue		
	Water/flooding		

**1. Entrance:** This area is accessed via a steel ladder. A magic mouth activates the main vault entrance when its riddle is answered. Three failures activates a disintegration ray trap.

**2. Homage Gallery:** Four statues of Zerduzan's most favored companions. The second statue (Zerduzan's protegee and lover, Tyriana) from the left can be pushed to the left to open the secret door to Room 3.

**3. Keepsake Chamber:** This very odd room seems to be a wizard's study preserved in fine detail. It is Tyriana's study replicated from a past era. A chest is hidden here containing a robust spellbook. The chest is trapped with a poison needle. The poison ages its victim 3d20 years.

**4. Henchman Chamber I:** Countless helmed skulls of Zerduzan's favored henchmen are arranged here on shelves carved out of the stone walls.

**5. Partially Flooded Room:** Rotted furniture litters this room. The back portion of the room is slightly collapsed and depressed and filled with water.

**6. Henchman Chamber II:** This room is very similar to Room #4. However, if anyone attempts to open the door to the north, a very persistent spirit of one of Zerduzan's elite guard (a huge ogre) will manifest as a wight with a deadly sword.

**7. Griggleef's Alcove:** A finely stuffed hippogriff stands hear mounted on a massive darkwood base. This was Zerduzan's faithful steed for many years. The dead beast looks extremely lifelike. On the south wall are a fine leather saddle and a harness stored in a darkwood chest.

**8. Xurisan's Alcove:** Similar to Room #7, a "stuffed" beast resides here: a huge winged serpent. Unfortunately, the beast is not stuffed but merely in suspended animation. Anyone standing in the room for more than 2 minutes that is not Zerduzan will awaken the beast. It seems Xurisan was considered an amazing guardian as well as a steed. There is a secret door in the lower east corner.

**9. Trophy Room:** In this room are several stone shelves each containing several large jars (about 40 in total in

the whole room). Each jar contains a head. Most are human, but there are also halflings, elves, dwarves, etc. Each is labelled with a small golden placard bearing the head's name. These heads belong to all of Zerduzan's major enemies. The head in a jar labelled "Frithfell" has a powerful magic ring hidden under its tongue. A secret door is hidden in the south wall. Tilting the jar labelled "Oscail" will cause a section of the shelves to swing open.

**10. Partially Flooded Room:** Rotted tapestries displaying demons engaging in a wide array of perversity dangle from rods here. The room is partially flooded.

**11. Art Gallery:** This room is filled with paintings and busts all depicting Zerduzan at various points in his life. The northeast corner of the room is completely filled by a massive cobweb. A huge abyssal spider abodes in it.

**12. Creepy Antechamber:** The light here is not functioning correctly. A crazed imp stays here awaiting new victims.

**13. Damondech's Crypt:** A sarcophagus lies here containing the revenant of Zerduzan's lieutenant Damondech. He will rise and attack intruders along with his six guards that rest in open shelves on either wall. He is armed with magic armor and weaponry. A secret door is in the southwest corner. Damondech is represented by the left most statue in Room #2.

**14. Damondech's Treasure:** Several chests are here containing thousands of coins, gems, and various magic items.

**15. The Crypt of the Rammels:** Twin brother and sister lie here in sarcophagi. Both were high level clerics in service to an ancient evil god. The chamber is adorned with artwork representing the god. If either sarcophagus is disturbed a guardian devil will incarnate from a symbol on the north wall and attack. They are each represented by the two rightmost statues in Room #2.

**16. Empty Antechamber:** Nothing is here physically but most will feel a very tangible sense of dread when they approach the door in the north wall.

**17. Tyriana's Crypt:** This is the crypt of Zerduzan's lover. Unfortunately, she died very violently after suffering from madness. Her spirit awaits any that enter and she has become an incredibly potent specter. She will cast spells against and attack any that enter. A secret door is in the northeast wall of the room.

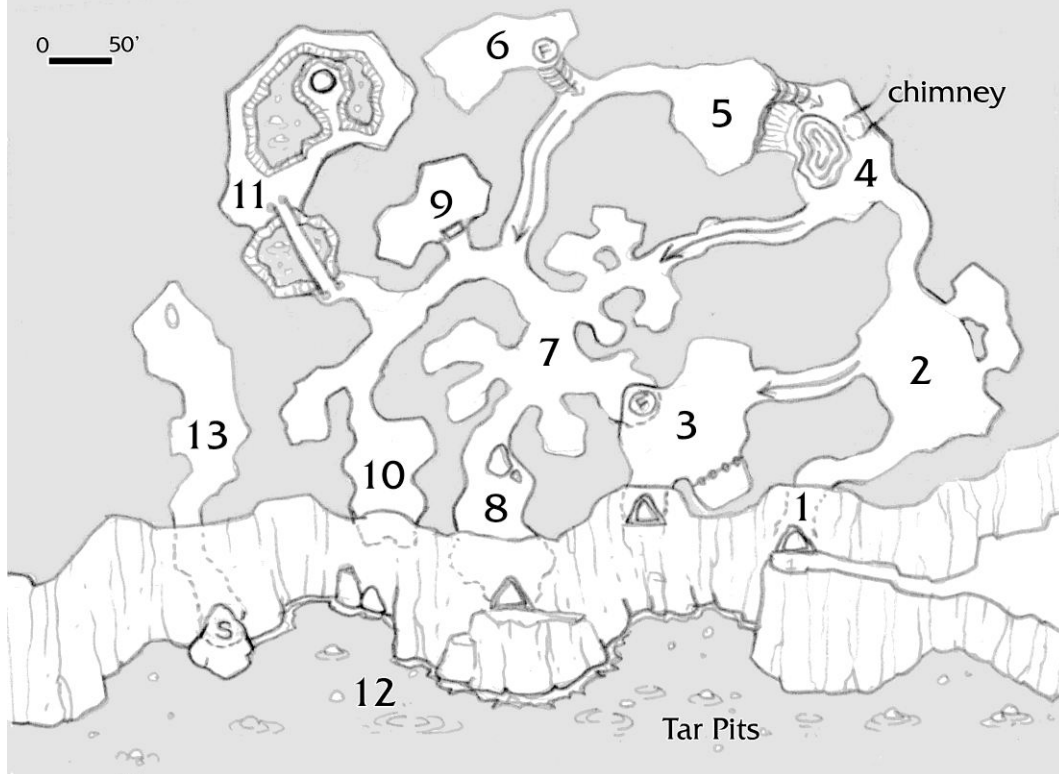
**18. Cave of Corpses:** About two dozen corpses are neatly arranged on the ground here. They are each wrapped in black felt cloth up to their neck. A strange symbol is burned on to each forehead. Any living being that stands in the room for more than three minutes will cause these bodies to animate and attack as fast, vicious zombies.

**19. Empty Cavern:** Bones and debris litter this cave. Small strange rodent like creatures scurry when light is cast into this area. A dim warm light can be seen from the south passage. The walls here are festooned with mangled corpses that jeer and mock anyone entering the room.

**20. Slaad's Den:** This area seems to be the camp of some being. Fine silks are piled as a bed. Wooden shelves containing several texts on magic and demonology are stored there. A brazier stands here emitting smoke from a potent and intoxicating incense.

**21. Slaad's Cavern:** A very powerful Grey Slaad is magically imprisoned between areas 20 & 21 by Zerduzan. He will always detect any intruder and retreat to the pool in area 21. He will carefully study his opponents before taking any action. He may attack outright or may parlay to get close to the players.

**22. Zerduzan's Cave:** This cave is a secret arcane laboratory. It is completely destroyed and is cast in darkness. A very powerful greater demon waits here imprisoned. It may respond to anyone claiming to be able to free it. The Slaad is consulted at all, he will reveal that he has a text that contains a spell that will return the demon to Hell. However, he will ask a heavy price (all the party's treasure and a blood sacrifice to release him from his imprisonment). The demon is very impatient and becomes enraged easily. If the players defeat the demon, its body will liquify leaving behind its pertified heart. This artifact is very powerful. Also, careful inspection of the destroyed lab will reveal a small black metal case containing one of Zerduzan's spell books, a magic robe, magic bracers, and a magic wand.



## Background:

Vulture's Crag sits at the outer edge of civilized lands, looming over a vast plain of tar pits and boiling mud. It's said Trolls have dwelt in its timeworn caverns for millennia, but they had caused little trouble in recent times. Now, with the arrival of the Troll witch, Stencheye, those troubles have begun anew. Stencheye's children ravage the holdings of the nearby Lords, devouring cattle, serfs, and men-at-arms. Worse, they have begun looting caravans on the Imperial Road, threatening trade with neighboring lands.

Expeditions by the Lords' own garrisons proved disastrous. In desperation, they have posted a sizeable bounty on Stencheye's head. Adventurers and mercenaries have begun to gather, some drawn by the bounty, and some by rumors of more precious cargo, looted from the Imperial caravans...

## Common features:

Vulture's Crag is a steep-walled mesa, riddled with caves and crowned with the nests of countless scavenger birds. Red-painted pictographs and Troll symbols cover the surrounding cliff-side. Tunnels are sized for giants, at least 15' wide and 20' high, with hard packed earthen floors. All are smooth and worn from centuries of use, and many bear ancient markings in an unknown script. Roars and sounds of fighting are commonplace, but lightning, explosions, and other unusual sounds may bring investigation from adjacent rooms.

**Stencheye** -- Stencheye is a notorious Troll witchdoctor of unusual cunning and ability. She is never without her *amulet of fire resistance*, hidden beneath layers of fur and rags, and wears a filthy *Robe of Eyes* as a shawl. Stencheye is crafty, and does not hesitate to flee for reinforcements. Seldom idle, she is typically found roaming throughout the caverns (roll 1d4 for her location: 1. meeting with *Molly Longfingers*; 2. Just leaving the Tusk, on the outer bridge; 3. In the Reeking Dens, flogging a juvenile Troll; 4. dallying in her chambers with one of her lovers). When outside her quarters, she has a bodyguard of 2 large trolls.

**Half-Trolls** - Stencheye's children have many fathers, and not all are trolls. Appearances vary, but most are smaller and less regenerative than their brothers, and armed with banded mail, longbows (often with arrows treated with a *Slow* poison), and polearms. Much less common, **Devil-Trolls** have additional spell-like abilities, and are marked by demonic or diabolic features. Devil-Trolls attack with spell-like powers or their natural weaponry.

**1. Treacherous Ascent.** A narrow ledge climbs steeply to a large cave mouth. Kelgg the Gatekeeper, a **giant 2 headed troll**, stands guard. He hoots and snorts happily as he rolls boulders down upon intruders. If approached, he rushes out to hurl enemies from the ledge. Coiled around his shoulders is a **giant constrictor snake**, which he tosses at lightly armored foes. Kelgg is too stupid to summon aid.

**2. Upper Guardroom.** Cracks in the ceiling provide dim light. A **drunken troll** slumps against the wall, singing loudly. He ignores the party, but any "cultured" characters are horrified by his performance. 3 **half-troll warriors** throw horseshoes, their ears plugged with cloth. A **Cave Bear** pet sits chewing bones. Sounds of combat may awaken 2 **Trolls** from the connecting caves, but only if the singing is silenced. One of the caves doubles as a latrine, and emits an eye-watering stench.

**3. The Grisly Larder.** Curtains of stiff, uncured hides screen the entrances. A large fire-pit holds a spit and huge cook pot. Butchered horses and a human torso hang from a wooden rack. Tending a chopping block is Meat-Hacker Yog, a deranged, hog-headed **Hill Giant** (the head was a Faerie curse) in a chainmail apron. 2 **Troll** assistants and a **Dire Boar** rush enemies while Yog grabs his arbalest. A trapdoor reveals a notched log, serving as a ladder down to area 7. A wooden cage holds 2 would-be troll-hunters. One has a severed leg, and is delirious with fever. The other is lucid, but has a broken collarbone and cannot fight. If rescued, he describes a spear and beaded satchel taken by his captors, both of which would be useful against Trolls.

**4. Cistern.** A natural chimney rises 30' to the top of the crag. Water, 12' deep, collects below in a natural cistern. A natural ledge allows those in area 5 to look down into this lower chamber, but no one appears to be watching. Observant characters notice someone has lowered a rope down the chimney, but there is no one in sight.

**5. The Drinking Room.** A **Giant Troll** sits munching live chickens from a pen, while 2 **half-troll archers** and a thorny-skinned female **Devil-Troll** drink and play dice. The Giant Troll hurls intruders into the cistern, then tosses rocks. A crude still sits in one corner, along with 3 jugs of *troll moonshine* (treat as a highly-flammable, low-grade poison). A small collection of coins and jewelry sits on a stone table.

**6. Stencheye's Chambers.** A 200 lb. stone lid blocks the entry hatch. A glowing dagger imbedded in a crate lights the room, revealing rich tapestries and thick (though soiled) carpets. Two censers waft narcotic incense throughout the chamber, causing those unused to the effects to hit at -2. One of Stencheye's lovers will be here, lounging in a heap of soiled furs (roll 1d4: 1. A **Minotaur Chieftan**; 2. A **Type III Demon**; 3. An **Ogre Mage Warlord**; 4. The *Scragglebeard Brothers*, a pair of insane, lecherous **Dwarven Warriors**). Stencheye's treasure is in a triple-locked iron chest on a shadowed ledge, 12' up. Within are gems, jewelry, and several potions, but if a hidden catch is not released, a second compartment releases a puff of **yellow mold**.

**7. The Reeking Dens.** These disgusting caverns house most of the Trolls. Mounds of furs, straw, and soiled bedding lie in lice-ridden heaps. 1d6 **Trolls** snore peacefully.

**8. Lower Guardroom.** 2 **Trolls** wrestle for the hundredth time while a blue-scaled **Devil-Troll** and 2 **Dire Wolves** look on in boredom. The Devil-Troll has a paralytic touch and a poison bite. A stout gate of logs blocks an exit onto the cliff-side. The entire place reeks of troll urine.

**9. The Plunder Trove.** A heavy stone door stands slightly ajar. Inside lie three dismembered and acid-scorched Trolls. The cave is piled with looted goods, awaiting trade to parties unknown. Two thieves are already here, rifling through boxes. They are *Feargus the Cutter* (a **Human Thief**) and his **Spriggan** partner, *Droopteats*. Both are villains of the worst sort, and neither likes to share a score. The loot includes valuable silks, spices, ingots, amphorae of wine and oils, and piles of weapons and armor (total contents and value to be determined by the referee). If players know to look, they can spot the troll-hunter's satchel (holds 6 acid vials and 2 *potions of fire breathing*). Otherwise, a search takes hours, and is certain to be interrupted.

**10. Visiting Giantess.** These are temporary quarters for *Molly Longfingers*, a powerful **Annis** seeking Stencheye's aid. To ease negotiations, she appears as a statuesque Troll queen in a dress of bones. Accompanying her are two eunuch **Ogre Champions** (plate armor, 2-handed swords). If her Ogres are killed, she may parley. A locked chest holds gold and gems intended as tribute for Stencheye.

**11. The Tusk of Gwall.** A gleaming, ivory spike, 20' wide and 40' high, thrusts up through the center of this vaulted cavern. Ledges circle the walls, dropping to steaming pits of boiling mud, 15' below. The Tusk is considered holy by many Trolls and Ogres, though they will not explain its importance. It vibrates with a high, keening sound, affecting Trolls as a *Chant* spell. Along the outer wall, 3 **Trolls** hoot and pound on drums, while a visiting **Ogre Mage** meditates near the Tusk. Perched near the ceiling is a winged **Devil Troll** (gaseous breath; magic resistance). The Ogre Mage waits to assess the party's strength before committing to combat. ...The Tusk is unbreakable, but if struck it releases one of several **primordial troll spirits** (banshees). Its base is heaped with gold, silver, and numerous bloody offerings.

**12. Littered Shoreline.** Mounds of half-submerged detritus poke from the shallow mud, including several splintered wagons. 15' from the shoreline, a pole with an ornamented grip sticks up from the tar. It is the troll-hunter's spear - a *flametongue lance*. Anyone trying to wade out to it becomes stuck in the tar.

**13. Ancestral Barrow.** Hidden behind an illusionary wall is an undiscovered cave, its walls lined with ancient cave paintings of animals and Trolls. Three images hold bound **Animal Spirits**, which attempt to possess intruders (one attack per spirit; those possessed run out into the tar and immerse themselves). ...At the far end, a set of fossilized Troll bones lies on a heap of flint shards, flanked by disintegrating mammoth tusks. Within the remains sit a bone necklace and a green stone club. If approached, flint shards swirl up and begin to spin around the body. Passing through them on the first round does minimal damage, but the shards accelerate rapidly, becoming a *Blade Barrier*. If players retreat at least 30', the shards settle until approached again. By darting in and out when the shards first rise, a player can grab a single item with only minor cuts. The necklace acts as a *Ring of Free Action*, while the club functions like a *Staff of Striking* (24 charges).

**Notes for Further Development:** Returning raiders replenish the population by 1d4 per day (max. 16). If Stencheye is displaced, a rival band of Ogre Magi may seize control. Vulture's Crag is ancient, and larger than the area shown. Its numerous caves hold more Trolls, Giants, and many forgotten secrets...

# THE CRYPT OF LUÂN PHIÊN

According to ancient legend, the crypt of Luân Phiên is stacked with immense treasure. But it is also protected heavily, and none who entered ever returned!

It is said to make you go insane as the walls keep shifting...

Objective:  
The main objective is to get in, grab the treasure, and get out alive. The crypt contains artifacts and ancient knowledge.

Encounters:

- Guardian statues may come to life and try to fend off all who enter.
- Undead treasure hunters inhabit the crypt grabbing all that glitters!
- Some restless spirits of servants of Luâm roam the corridors.

Notes:  
Every five minutes, the three discs rotate 45 degrees in the direction of the arrow. After each rotation, the players will be slightly dizzy.

In the center of the crypt, a large iron pillar is located that makes compasses always point to the center of the crypt.

There is a magic shield inside the crypt preventing special spells like Passwall and other spells that allow players to pass through the walls.

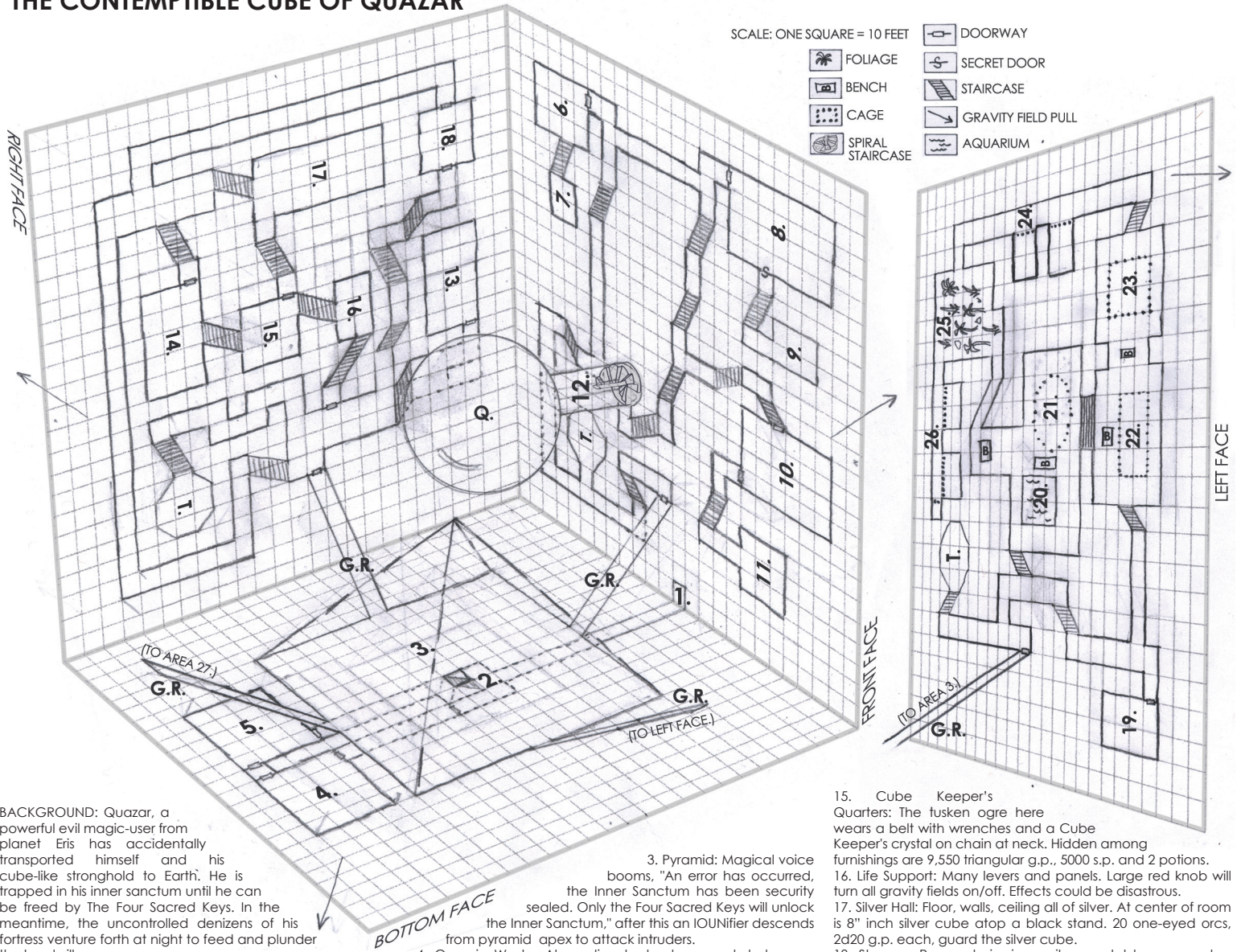
Map Key:

- 1 - Main Entrance.
- 2 - Guard Halls. Containing statues of the guardians of the crypt.
- 3 - Hidden room with extra treasure ... and monsters!
- 4 - Library. Dusty bookshelves containing the books describe the life of Luân. Also contains information on the crypt itself.
- 5 - Storage.
- 6 - Back Entrance. Although the exit is the same as the front entrance
- 7 - Prayer room
- 8 - Spirit room. Containing 25 statues of workers that will serve Luân in the afterlife.
- 9 - Hallway.
- 10 - Room containing items that can be used in the afterlife such as beds, chairs, weapons, etc.
- 11 - Contains the food needed to survive after death.
- 12 - Journey room. Walls are inscribed with instructions on how to get to the afterlife.
- 13 - Prize room. Room filled with trophies collected by Luân during his lifetime.
- 14 - Crypt with a large iron pillar, and the coffin of Luân Phiên himself. And, of course he rises once the adventures enter the room!!



1 square = 5 feet  
☠ trap

# THE CONTEMPTIBLE CUBE OF QUAZAR



**BACKGROUND:** Quazar, a powerful evil magic-user from planet Eris has accidentally transported himself and his cube-like stronghold to Earth. He is trapped in his inner sanctum until he can be freed by The Four Sacred Keys. In the meantime, the uncontrolled denizens of his fortress venture forth at night to feed and plunder the local villages.

**NOTES:** Designed for 5 or more characters of 4th-6th level. The Four Sacred keys are 8" metallic cubes in areas 4, 7, 17, & 23. Cube keeper's crystals work teleporters and open most locked areas and cages. One-eyed orcs are standard orcs with one eye in center of forehead. Most walls/floors/ceilings are dark green marbled stone.

**WANDERING MONSTERS:** Check for 1 on d6 every 2 turns.

1. d6+1 One-Eyed Orcs
2. 1 Tusken Ogre with a Cube Keeper's Crystal
3. 1 Large Adult Vapor Crane
4. d2 IOUnifiers
5. d4 Worker Amphorons
6. 1 Thelidu

## LETTERED AREAS

**G.R.** Gravity Ramps: These ramps are used to transition from the gravity field of one Cube-face to another. When ramp is entered, travelers feel as if they are walking uphill. At center of ramp it feels like one is walking on a level surface. At ramp end it feels like walking downward.

**Q.** Quazar's Inner Sanctum: Large hollow sphere where Quazar is trapped. Gravity pulls outward so that one walks upon the sphere's inner surface. Inner surface is black with slow-shifting constellations & galaxies. Quazar is 8th level magic-user. REF select spells. He has staff of wizardry and Cube Master's crystal that will access and control all areas.

**T.** Teleporter Rooms: With Cube keeper's crystal, this room will teleport party to any desired area except area Q. Without crystal, it teleports to random numbered area.

## NUMBERED AREAS

1. Entrance Tunnel: Portal at the base of the Cube is open to this tunnel.
2. Stairway: Stairs lead up to area 3. Doors to either side of stairs are magically locked, can only be opened with Cube keeper's crystal. Clerical healing scroll hidden under 6th step.

3. Pyramid: Magical voice booms, "An error has occurred, the Inner Sanctum has been security sealed. Only the Four Sacred Keys will unlock the Inner Sanctum," after this an IOUnifier descends from pyramid apex to attack intruders.

4. Organic Waste: Abounding trash, dung, and sludge are absorbed by a gelatinous cube. Inside gelatinous cube is 8" cube of decorated bronze. A 4' circular opening is in ceiling.

5. Metallic Waste: Scrap metal and wire are being devoured by 2 rust monsters. d6 x 1000 g.p. worth of scrap gold is here. There is a 4' circular opening in ceiling.

6. Wizard's Chamber: Door trapped, delivers 2d6 electrical damage on touch. Room has bed, desk. Three worker amphorons are here. Bracers of defense are hidden in desk.

7. Wizard's Study: Bas relief on wall of four stacked cubes. Cubes are labelled "AU," "AG," "AE," and "Q." Near one wall is a black stand holding 8" cube of ornate gold. Opposite wall is shimmering portal that teleports to area 12.

8. Library: Many shelves of large books in foreign/alien languages. 2 one-eyed orcs wander here, 2d20 g.p. each.

9. Secret Library: Two magic-user spell books sit atop ornate pedestals. One of the spell books is inhabited by an Inaed. A Tsalakian has just arrived to steal these books.

10. Laboratory: Filled with strange machines, computers, and laboratory devices. Four potions of healing hidden about and one potion of poison. Clerical scroll, locate object, is tucked under a computer. Two 4' circular openings on wall are chutes to areas 4 & 5.

11. Conjuring Room: Three evil clerics (3 HD each, REF determine spells, 66 g.p. each) are conducting a ceremony. Six one-eyed orcs are assisting, 2d20 g.p. each. One cleric has a mace +3

12. Spiral Staircase: Atop the stair is a stand with fittings for the Four Sacred Keys. If placed in proper sequence (gold, silver, bronze, black), magic portal in the ceiling opens. Beyond is Quazar's Sanctum.

13. Armory: Weapon racks. Many are empty. A few contain One-eyed orc weapons and armor. One rack holds 4 Civil War era rifles. A +2 sword is hidden in panel behind this rack.

15. Cube Keeper's Quarters: The tusken ogre here wears a belt with wrenches and a Cube Keeper's crystal on chain at neck. Hidden among furnishings are 9,550 triangular g.p., 5000 s.p. and 2 potions.

16. Life Support: Many levers and panels. Large red knob will turn all gravity fields on/off. Effects could be disastrous.

17. Silver Hall: Floor, walls, ceiling all of silver. At center of room is 8" silver cube atop a black stand. 20 one-eyed orcs, 2d20 g.p. each, guard the silver cube.

18. Storage: Rope, chain, iron spikes, metal beams, crates, barrels and many unidentifiable items. A pouch of dust of disappearance is hidden at the bottom of a cask of pipeleaf.

19. Zoo Keeper's Quarters: A tusken ogre with Cube Keeper's crystal. (NOTE: Cube Keeper's crystal can open cages.) He wears boots of flying.

20. Aquarium: Giant Squid. Force field across top of aquarium is malfunctioning. Squid will reach out & attack. 75,000 g.p. of gold, gems, and treasure line bottom of tank.

21. Broken Cage: Something has escaped. Floor of cage is a shallow boiling pool with large boulders. Several vapor cranes were here, but are now wandering the cube. A 4' circular opening on wall behind cage is a chute to area 4.

22. Monkey Cage: Three Flying Apes.

23. Dragon Cage: Black Cube guarded by sleeping (immature) black dragon. If cube is removed from stand, dragon awakens.

24. Captured Soldiers: Each cages houses 2 captured Confederate soldiers.

25. Arboretum: Scattered among strange foliage are 1 tangle weed and 2 strangle vines. A bronze horn of Valhalla is hidden in the tangled brush.

26. Captured Villagers: Each of these three cages holds several local villagers.

27. Dimension Engine Room: The door to this room is magically locked. If entrance is gained, a room of limitless size is revealed. It contains endless strange conduits and devices that surge with power. If anything is touched, the offending character must save or blink out of existence.

## END NOTE

Once Quazar is freed, he will be able to work the magic and mechanisms that will return the Cube to his own world... Unless he has decided not to leave!

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# THE HEART OF DARKNESS

by Lord Kilgore

[www.lordkilgore.com](http://www.lordkilgore.com)

Adventure in the treacherous valley of an immense river snaking deep into an unknown continent

- 0118** START: Trading post town serving ivory hunters, prospectors, and explorers. Tales of untold riches attract those seeking glory and adventure.
- 0215** Boat with load of ivory beached on east shore. Crewed by ghouls.
- 0216** Stones and sandbars. Piloting check to avoid grounding. Half move.
- 0218** Band of brigands on north shore. Friendly native tribe on south.
- 0219** Rumor claims that a tower in this area has a large labyrinth below it.
- 0312** A man raised in the wild rules a huge tribe of apes. He is fiercely territorial and might attempt to take attractive an female PC as a mate.
- 0313** Shrine on hill visible from river. Occupied by peaceful friars who become vampire monks by night. They guard a hoard of gold and ivory.
- 0316** Giant statue of snake man waist-deep in middle of river.
- 0414** Small ivory collection camp is last permanent outpost of civilization.
- 0417** Statue of elephant with golden tusks is a stone golem with double HD.
- 0514** 20% chance 1d6 giant eagles from mountains in 0513 attack any boats on river. Legend says nests are lined with ancient gold.
- 0515** 100' square tone platform atop 20' columns. Origin unknown.
- 0614** Ruined temple complex on north bank. Home to savage beastmen.
- 0712** Fallen iron tower buried in a sandbar is actually a primitive submarine.
- 0713** Hut of a hunter with huge ivory hoard and a tribe of loyal native followers. He is ill and hopelessly insane from his isolation. Each day he is equally likely to be either a sickly old man or a powerful, megalomaniacal sorcerer. He is revered as a god by locals and envied by other ivory hunters.
- 0812** Giant octopus lairs in cave in river bed. 1 in 6 chance of attacking.
- 0813** Tribe of cannibalistic natives patrols this hex looking for next meal.
- 0814** Gigantic sinkhole. Entrance to extensive megadungeon near bottom.
- 0816** Tribe of stone age tech snake-men will attempt to sacrifice any females they capture to the volcano. They are in awe of upriver snake-men.
- 0906** Legendary Graveyard of the Elephants. Protected by fanatic natives.
- 0907** Astute observers may be able to make out an overgrown terrace city on the mountainside. It is inhabited by evil spirits with much treasure.
- 0909** Family of green dragons lair here and patrol surrounding 2 hexes.
- 0912** Malarial swamp containing an overgrown manor house from ages past. Each hour spent in swamp doubles chance of contracting malaria.
- 0914** Ancient stone bridge spans river. Spirits haunt it at night.
- 0915** Rumbling volcano spews smoke and ash. 10% chance/week for major eruption. Castle partly buried in hardened lava half-way up the east side.
- 1005** Jade tower inhabited by otherworldly shaman and his charmed slaves.
- 1006** Sunken graveyard inhabited by undead snake-men that rise out of the river to attack. Mausoleum contains swamp mummy lord and cursed gold.
- 1008** Large tribe of civilized snake-men led by snake-woman druid.
- 1011** Giant pyramid, possibly part of a tomb complex. No entrance evident.
- 1013** Spider Mountain. Entire hex crawling with various giant spiders ruled by a horrible woman/spider queen living in a temple covered with web.
- 1014 & 1015** Ash and devastation from volcano in 0915. Totally barren.
- 1015** Clan of fire demon worshipping dwarves lair in mountain tunnels.

1 hex = 15 miles

The river is an average of 500' wide, 25'-40' deep in the center, and flows at 3 mph.

Boats with a full crew of rowers can travel upstream 10 miles per day and downstream 15 miles per day.

The Heart of Darkness is ripe for your own creations, published adventures, and especially other 1-Page Dungeons.

-  Heavy Forest
  -  Forest Hills
  -  Forest Mountains
  -  Mountains
  -  Volcano
- Map created with Hexographer Pro

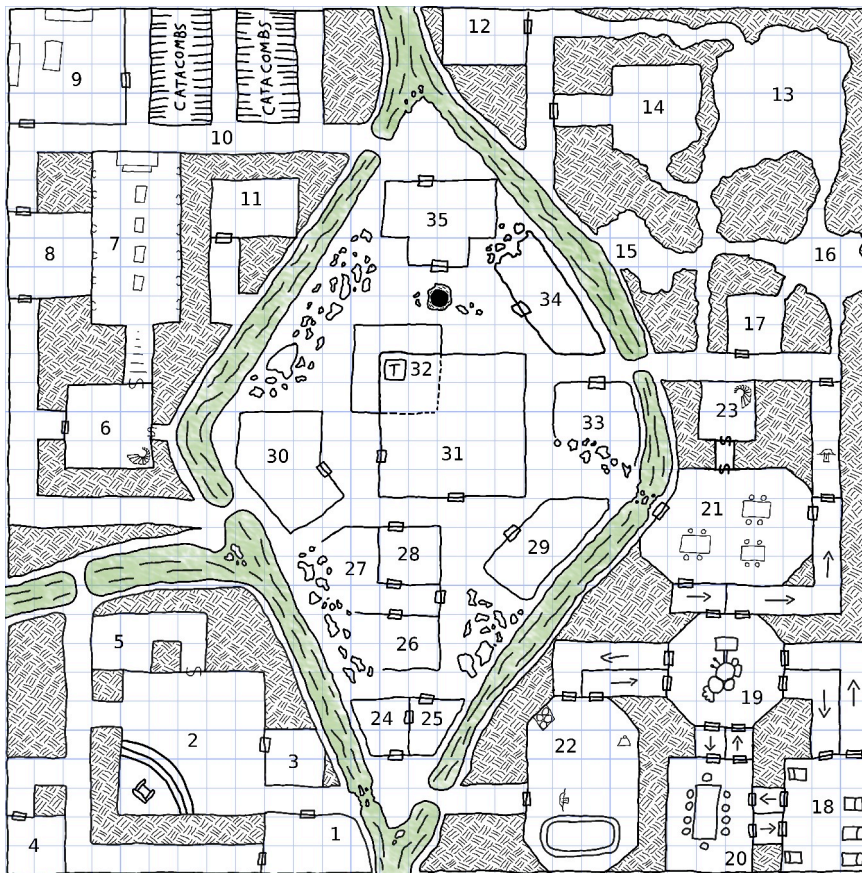
- 1111** 100' obelisk has fallen into river. Base conceals stairs leading down to tunnel network.
- 1115** Small island is home to barbaric but noble elves who battle the dwarves in 1015.
- 1205** Huge iron chain on east bank leads upward and disappears out of sight into the sky.
- 1213** Pier jutting into river connects to paved road leading northwest into the unknown.
- 1216** A giant is manacled to the side of a mountain. His bellowing can be heard for many miles. He is the deposed king of the fire giants, his throne taken wrongfully by his sister.
- 1403** Small tribe of natives live in fear of snake-men who live to the northeast.
- 1404** Band of raiders led by native ranger lord battle against snake-men from city in 1502.
- 1501** Giant lizards are very common here. A tyrannosaur roams the hex.
- 1502** Advanced tribe of snake-men ruling an ancient crumbling city on the southern bank allow none to travel upriver.

# Four Corners

Underneath the city exists a block of the old city whose streets have become the new town's sewers. The remains of the old city block act as a buffer between the dwellers of the new underground that surround it.

By Paul Siegel

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## The Vagabond King's Court

A lone bugbear lives beneath an abandoned building and fashions himself the Vagabond King. Local tramps insist new arrivals bring him a tribute of food.

- Abandoned Basement:** A trap door in the ceiling of this empty room leads to the abandoned building above.
- The Court Room:** The room is cast in shadow. A stuffed dummy sits in a throne on a raised dais, and the bugbear lurks in the shadows. If entrants do not present a snack to the king, they risk becoming one themselves.
- The King's Bedchamber:** The bugbear sleeps here.
- Hidey-Hole:** A tramp hides here from the king.
- Forgotten Room:** Amongst the old city antiquities is hidden a +1 short sword.

## Secret Temple of the Death Cult

A secret cabal of cultists have a hidden shrine to their evil god under the city streets. They have cooked up a poisonous gas they intend to release on the city above. Anyone inhaling the stuff must Save vs. Poison or attack the nearest target (including allies) until 1d6 rounds after removal from the gas.

- Dusty Old Basement:** The spiral stair leads to the cultist's front above. Sometimes they leave a guard here.
- Sunken Temple:** The cultist's temple is sunk deep in the ground, with a 20' high arched ceiling. The walls are lined with niches containing skeletal remains. The wall between the back of the niches high on the west side is crumbling away, revealing cracks into room 8.
- Robing Room:** The walls contain hooks, from which hang the cultist's ceremonial robes. Behind those on the Eastern wall, flickers of light emit from the cracks when the cultists are performing their rituals in the temple.
- Preparation Chamber:** Ostensibly used to prepare the dead for entombment, the cultists now use this room to prepare a vile poisonous fog. A large cauldron of the stuff sits in the center of the room, venting through a grate in the ceiling to infect those in the streets above.
- Catacombs:** The dead filling the niches in the walls here make willing servants to the cultists.
- Forgotten Storeroom:** Once a building of the old city, some arms and armaments still lie hidden here. Even the cultists are unaware of its presence.

## Kobold Warrens

A band of kobolds have found their way into the underground and carved a niche for themselves from the more rubble filled area. They sneak into the city above at night to rob food and any valuables they can find.

- City Supply Room** Common supplies for maintaining the sewers are here: shovels, buckets, ropes, etc.
- Kobold Den:** The primary living area of the kobolds is littered with sleeping mats. Three fire pits dot the room, and sentries are placed at all exits.
- Chief's Room** Chief Bunga lives in this half broken old room. He will hide behind his harem if attacked.
- Sewer Grate:** A loose sewage grate in the ceiling here allows the kobolds access to the surface world at night.
- Viper Room:** A pit viper lives under a rock in this room. The kobolds placate it with a dead rat on a string when they want to access their stash.
- Kobold Stash:** The kobolds store their non-perishable ill-gotten gains here, relying on the locked door to keep out any would-be thieves.

## Gnomish Workshop

Some clever gnomes have evaded land taxes by expanded their basement below their neighbors property. Where their rooms encountered other halls (22 and east of 23), they have set heavy crossbows on stands which fire at anyone entering the opposite door. The flagstones of the tunnels marked with arrows are tilted slightly up in the direction of the arrow. Anyone traveling in the counter direction has a 1 in 6 chance of stubbing his toes on the raised edges and stumbling or shouting out in pain.

- Dormitory:** The gnomes sleep here, leaving by the north passage in the morning to begin their daily work.
- Machine Room:** The gnomes have built a mighty device here intended to exert great pressure on blocks of coal in hopes of producing diamond. More likely they will destroy several city blocks when the thing blows up.
- Dining Hall:** The gnomes eat all meals here, proceeding back to the dorm rooms after breakfast and supper, and back to the machine room after lunch. They're very regimented.

## Wandering Monsters

(d12) The Old City (Center)		
(d3) The Vagabond King's Court (SW)		
1	1	The Vagabond King himself
2	2	1-2 vagabonds, come to pay tribute.
3	3	Screams are heard coming from area 2.
(d3) Secret Temple of the Death Cult (NW)		
4	1	1-4 cultists
5	2	1-6 skeletons
6	3	The Fog – slowly fills the corridor (see Secret Temple)
(d3) Kobold Warren (NE)		
7	1	1-6 kobolds
8	2	1-6 giant rats
9	3	1-3 of Chief Bunga's harem, who flee back to 14.
(d3) Gnomish Workshop (SE)		
10	1	1-4 gnomes
11	2	Uncontrolled gnomish propulsion device from room 22.
12	3	A bell tolls (marking meal, exercise, or sleeping time)

**21. Workshops:** Used for more fiddly work than is practicable in the loud machine room. The door to the sewers is kept locked, and used only for disposal of refuse.

**22. Exercise Room:** The gnomes break for exercise in the afternoon. They have devised many machines to aid in efficiency: a device on the North West wall hurls and catches balls against the wall, several pulley systems on the North East wall make lifting great weights trivial, and the track along the southern wall has several devices for the propulsion of a gnome about an ellipse.

**23. Safe:** The secured basement of the gem exchange above ground holds cut gems for sale.

## The Old City

This chunk of the old city somehow remains in tact below the foundations of the new city.

**24. Gatehouse Foyer:** An inanimate skeleton wielding ancient chain and spear lies slumped in this room.

**25. Gatehouse Interior:** A rack of ancient decaying weaponry lines the Eastern wall.

**26. Inn Common Room:** The common room of this ruined old inn is full of rubble and dust. Hidden amongst the rubble on the West wall is an old pouch holding 1d6 gems.

**27. Inn Tap Room:** A few casks can still be salvaged from the former tap room. Drinkers must save vs. poison or become violently ill and lose 1d3 hp.

**28. Inn Kitchen:** The most intact room of this dilapidated old inn still holds a few ancient cookery implements. A giant bat roosts in the rafters, and will drop on unsuspecting intruders.

**29. Storehouse:** The casks of moldering old foodstuffs in this room are now a den to 30 normal rats, who will swarm any that disturbs their lair.

**30. Warehouse:** This old warehouse is now a garden of strange fungal growths across floor, walls, and ceiling. A hungry giant toad lives within

**31. Manse:** The interior of this ancient mansion is largely empty, save for the secret trap door hidden below the rubble in the North Western corner.

**32. Panic Room:** The wooden stairs to this secret basement have rotten away. The room is filled with skeletons wearing disintegrating finery, and a few choice pieces of jewelry.

**33. Spider Lair:** A pair of crab spiders lurk in the ruins of the southern wall of this building.

**34. Kobold Thieves Den:** Four kobolds hide in this ruined old building examining the huge gem they stole from the surface, and debating whether to turn it in to Chief Bunga, or strike off on their own.

**35. Old House:** The windows and doors to this sturdy old house are all barred from within, but inside it is empty.

# LABORATORY OF THE ASMODEAN TECHNO-MAGE

A PLACE OF WIERD SCIENCE,  
DARK SORCERY, AND EVIL ALCHEMY!!



# Mine! Not Yours!

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by Rob and Harris Antonishen <http://ffaaf.pointclark.net/blog/>



**Map 'A':** This is a small mining settlement on the side of a cliff overlooking the ocean. There are two larger houses and a mine works.

**A1:** A rough path runs around a mine shaft. The mine shaft goes down fairly deep. It is dark and the bottom can not be seen. The hoist is broken. *\*Mine shaft goes down 80 ft.\**

**A2:** This is a fairly large house that appears to have housed several families. Inside it has been completely trashed. *\*There is nothing of value inside.\**

**A3:** This house is in better condition than the other. Inside there are two miners hiding. They tell you that there was a collapse several days ago which revealed a new passage. Lizard-folk came out and attacked the miners that were investigating the cave-in, then came up and took their families and looted the houses. These two cowards (the mine manager and his accountant) hid from them. They offer a reward of gemstones to clear the mine of beasts and find their miners and families.

**A4:** This cliff has a metal ladder attached to it. The ladder leads to a mine entrance below the ocean that is only accessible at low tide. *\*If they wait for low tide, 1d4+2 lizard-folk armed with spears will climb up out of the mine shaft (A1) and attack.\**

**Map B':** The mine underground and connecting areas. *\*All mine tunnels are only 6 ft. high. There are extinguished oil lamps every 20 ft. that have 1d4-1 hours of oil in them.\**

**B1:** The bottom of the mine shaft. There are tracks for mine carts. *\*If they didn't wait for low tide there are 1d4+2 lizard-folk with spears here.\** It is very dark. There are four mine tunnels; one west, one south, one southeast, and one north east. The two southern ones slope downwards.

**B2:** This area is a mined-out room. There is a tipped over mining cart at the end of the track in the northern part of the room. *\*There are 6 lizard-folk busy torturing a near-dead miner here. If you save him, he will tell you there is a submerged tunnel to room B8 where his friend had hidden stolen gems.\**

**B3:** This is another mined out area that is a natural cavern to the NW with a rough tunnel leading steeply down to the north. *\*A dexterity check is needed to get safely through this tunnel.\**

**B4:** This mine tunnel slopes down to a cliff exit and the ladder up to A4. *\*The tunnel will be flooded in high tide and slippery with slime at low tide.\**

**B5:** This mine tunnel slopes down to a cliff exit, and has tracks on the floor. There is evidence of a caved-in tunnel that previously led north. *\*The tunnel will be flooded in high tide and slippery with slime at low tide.\**

**B6:** Here is a four-way intersection. There is a rough-carved tunnel leading down to the east, a tunnel to the west and a tunnel to the north. A tunnel leading to the south is completely caved in. *\*2 lizard-folk come out of the tunnel to the east. If they see the adventurers, they will run back into the tunnel to get reinforcements if not stopped.\**

**B7:** This room has a low ceiling. Both the floor and ceiling slope down to the northeast and end in murky water. There is a pile of mining gear placed near the edge of the water. *\*If they spoke with the miner in B2 they will know about the underwater passage. The passage is about 6 ft. below the surface.\**

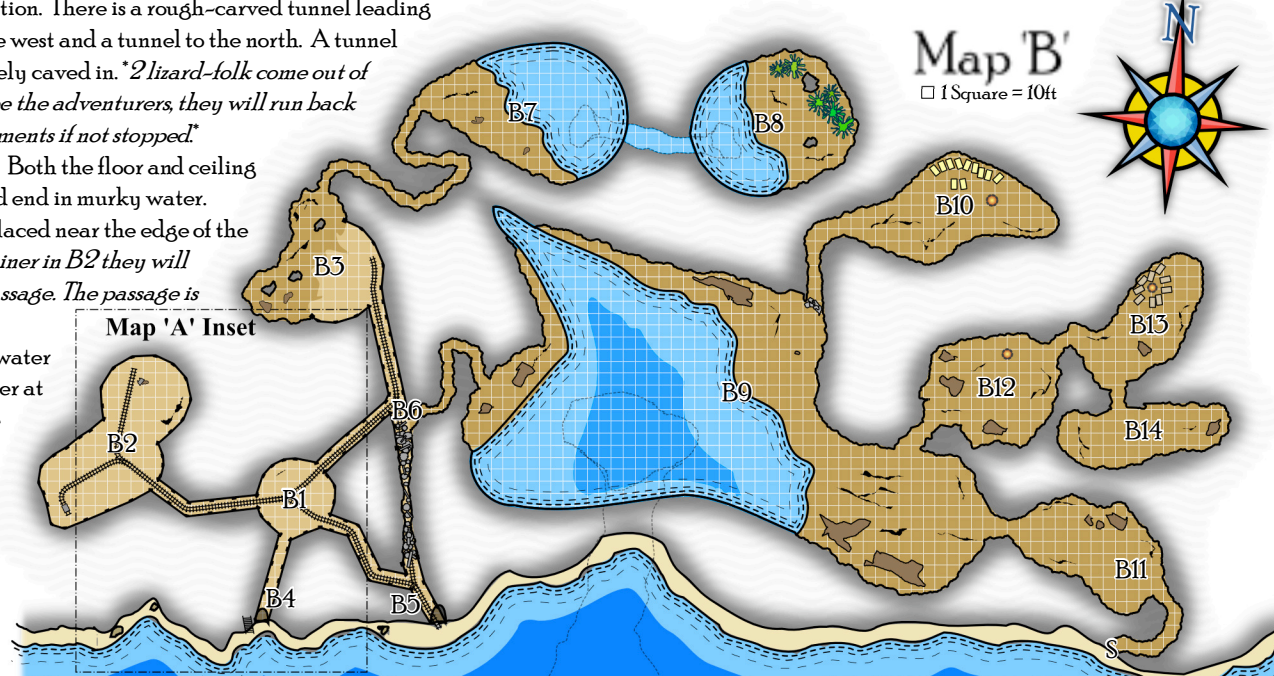
**B8:** This room slopes out of the water to the east. Away from the water at the back of the room is a corpse holding something. *\*There is a phantom fungus hiding in the room. When the adventurers leave the water it will attack. The corpse has a leather purse containing 10 small diamonds and a large uncut ruby.\**

**B9:** This is a huge cavern. The ceiling is 50 ft high in places. A large underground salt-water lake takes up most of the cavern. There is no way across but to swim or wade where shallow. There are 20 lizard-folk on the east shore armed with bows. *\*There is a kraken deep in the lake. Only when all of the lizard-folk are defeated will it attack the adventurers. If the battle is not going well, the kraken will escape through an underwater tunnel into the ocean. If the tunnel is blocked by the adventurers, the kraken will fight until the end.\**

**B10:** The entrance to this room is blocked by a large pile of boulders. A strength check is necessary to open the passage. This room has many humans in it, presumably the miners and their families. *\*There is nothing of value in this room. If spoken to nicely, one of the miners' children will give you a bottle of soup. The soup acts as a minor healing potion, and also increases all melee attack damage by 1 for 1d4+3 rounds.\**

**B11:** This appears to be a staging area. There are racks with various poor quality weapons in it. A rough tunnel leads up to a hidden entrance at the top of the cliff.

**B12-B14:** This is where the lizard folk live. In B12 there are 10 lizard-folk with rusty short swords. In B13 there are 5 lizard-folk with long swords and a shaman lizard-man. In B14, the lizard-folk chieftain waits. He has a +5 masterwork great sword and an amulet of protection. *\*In the last room all manner of treasure is lying around, consists of gems, gold, silver, and magic artifacts.\**



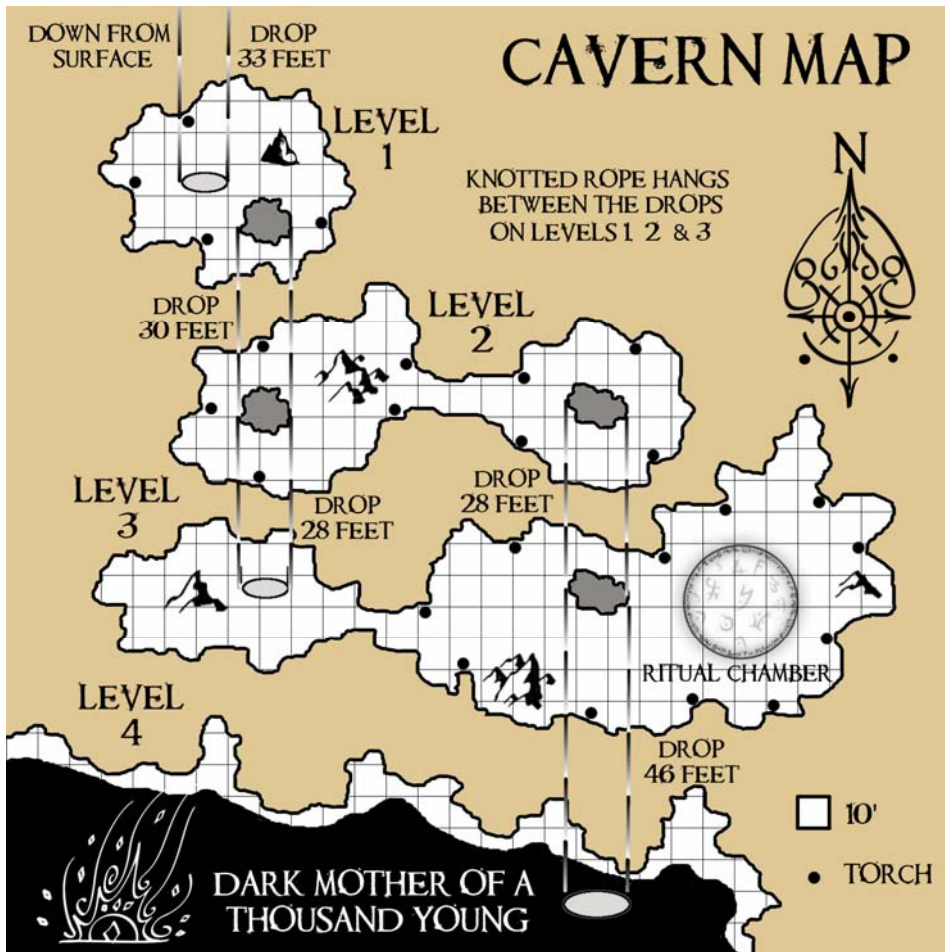
Map 'A' Inset



# RAID ON BLACK GOAT WOOD

A sanity bending Sword & Sorcery adventure designed for use with any old school fantasy RPG

Written/Designed by Shane Mangus  
Blog: [Swords Against the Outer Dark](#)  
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"They were flutes, I tell you. Mad piping! The music was mesmerizing... It echoed from all around. Enticing us to come closer, come deeper into the wood. If I hadn't grabbed that girl and spurred my horse on when I did we would have been doomed! I am sure of it!"

-- Statement of a local road warden

## RUMORS

- 1) Shadowy folk skulk about in the old forest.
- 2) Nonsense! Lies, all lies! (F)
- 3) Horned devils, I tell ye! I know what I saw!
- 4) Men and women have gone missing from all of the surrounding villages.
- 5) If you hear music while traveling through the old forest, you had better run for your life!
- 6) Some say all this is the work of evil Druids! (F)
- 7) Animals avoid the place and the plants have become twisted and malformed!
- 8) I hear tell other sinkholes have been found. (?)
- 9) That hole is a hell-mouth! Takes ye straight to the infernal bowls of the Abyss! (F)
- 10) A girl was pulled from the wood, and people are whispering that she came back seeded with child...

## RANDOM ENCOUNTERS

(Check Every Turn / 2 in 6 Chance)

### Outside the Sinkhole:

- 1) Escaped Prisoner
- 2) Shrieker (1-4)
- 3) Green Slime (1-6)
- 4) Dark Satyr (1-4)
- 5) Rot Grub (6-60)
- 6) Violet Fungi (1-4)
- 7) Ochre Jelly (1-2)
- 8) Dark Satyr (1-6)
- 9) Assassin Vine
- 10) Brown Mold
- 11) Shambling Mound
- 12) Dark Satyr (1-8)

### Inside the Sinkhole:

- 1) Dark Satyr (1-4)
- 2) Prisoner (1-8)
- 3) Yellow Mold
- 4) Dark Satyr (1-6)
- 5) Grell (1-2)
- 6) Grey Ooze (1-3)
- 7) Dark Satyr (1-6)
- 8) Gibbering Moulder
- 9) Grick
- 10) Dark Satyr (1-8)
- 11) Otyugh
- 12) Black Pudding

## ADVENTURE NOTES

- **Setup:** A gaping sinkhole has emerged in the old wood. The vegetation in the surrounding area has changed, and there are no animals to be seen. An unusual amount of mushrooms, molds and fungi now grow upon everything within a two-hundred yard radius of the hole. A foul stench lingers in the area. During the day eerie flute music can be heard playing, and chanting at night.
- **The Horrible Truth:** The sinkhole in the old wood is in fact the birthing chamber for a *minor* manifestation of Shub-Niggurath (Dark Mother of a Thousand Young). The hole leads down to a cave system that runs four levels deep and the birthing chamber is in the very bottom level where the Dark Mother resides. The Dark Satyrs are members of her insidious cult.
- **Tone:** This adventure is for all intents and purposes a Weird Tale, and it is up to the GM to convey a sense of eldritch horror, mystery and dread. The players should never feel safe or comfortable as the events in the game unfold.
- **Goals:** Survive!/Unlock the mystery behind the sinkhole/Help prisoners escape/Kill the Dark Mother's young/If possible, seal off the cavern system
- **Random Encounters:** Begin rolling for these as soon as the adventuring party is within the fungal radius of the sinkhole.
- **The Dark Mother of a Thousand Young:** This vile entity is of enormous proportions and takes up the entirety of **Cave Level 4**. The presence of the Dark Mother herself has caused the surrounding area of the old forest to mutate into a mockery of what it once was. She is also the source for all monsters encountered within the caverns. There is no chance the adventurers will be able to defeat her. At best they may be able to devise a way to seal her off, and hopefully her young as well. Her very presence acts as a *Symbol of Fear*, *Insanity* or *Hopelessness* (equal chance for each). Each round of being within 60' of the Dark Mother warrants a saving throw. Seeing her is worse! (-4 to saves)
- **Dark Satyrs:** Statistically treat as a normal satyr, but this variety is the direct offspring of the Dark Mother, and is ultimately twisted and evil. Physically, they are more goatish than their counterparts, and have thick coarse black fur. Their goal is to copulate with the local women, and enslave the men. They will use *Charm* to entice women, and *Fear* to subjugate the men.
- **The Birthing Process:** Male prisoners are ritually sacrificed to the Dark Mother by allowing her to consume them while they are still alive. Once consumed they will be transformed (takes d6 days) into Dark Satyrs and emerge devoted members of her cult. Also, monsters are spawned from her periodically, moving about the various levels of the cave complex by use of cracks and fissures.

- **Prisoners:** When a prisoner is encountered there is a 50/50 chance they are either a male or female. Male prisoners will try to escape if freed (75%) or join the fight (25%). Female prisoners will most likely be under the influence of *Charm* (75%), and if not will *always* try to escape if freed.

- **Misc.:** The cult uses knotted rope to climb between the various cave levels.

## ADVENTURE LOCALES

- **The Opening of the Dark Mother's Womb:** A random encounter roll is required upon discovering the hole. The mouth of this hole is approximately 15' wide. If an adventurer wishes to descend down into the depths of this vile pit it will be hard not to be noticed. Also, they will need to save vs. *Poison* to avoid becoming sick, suffering from nausea and stomach cramping due to the intensely noxious smell. (Effects = *Ray of Enfeeblement*/<sup>5</sup>th level caster)
- **Cave Level 1:** Top of the cave system. A random encounter should be rolled immediately upon entering the cave. There is a hole leading down to Level 2. Miscellany taken from prisoners can be found here. Randomly roll on standard treasure charts to determine contents of the stockpile. Remember, this is the only such area in this adventure. *Do not be afraid to be generous.*
- **Cave Level 2:** Second level of the cave system. A random encounter should be rolled immediately upon the character's entrance. This cavern acts as the main **Prisoner Hold** for the cult. When found, prisoners will be bound and gagged. There are two holes leading down to Level 3. (see *Adventure Notes* for more information on Prisoners)
- **Cave Level 3:** This cavern acts as the **Ritual Chamber** for the cult. The adventurers are met with a scene of Dark Satyrs and imprisoned women enthralled in a mass ritualized orgy (20+1d10 Dark Satyrs/20+1d10 women). There is a large hole leading down to Level 4. Characters should witness the Dark Satyr cultists flinging several male prisoners down the hole and into the clutches of the Dark Mother. The western cave holds barrels of wine and crates of food.
- **Cave Level 4:** Here lies the **Birthing Chamber** of the Dark Mother. The characters should witness the "birth" of Dark Satyrs upon first sight. Her form is entirely amorphous, and always in a state of flux. Mouths, eyes, limbs, tentacles and monsters constantly emerge and submerge from the gelatinous mass. Any being coming within 60' of the Dark Mother risks being grappled and immediately consumed, and also is subject to her dark influence (see *Adventure Notes* on the Dark Mother). She will even attempt to reach through the hole that leads up to Level 3 to grab anyone or anything she can.

# The Ruination of Tenamen (Grom's Undoing) - A One Page Dungeon by Waysoftheearth

## Background

Grom is a regional menace. His Orks have raided the pastoral shires of Tenamen repeatedly, and avoided retribution by hiding out in the nearby crags. When a band of adventurers happen upon Grom's hideout, they aren't the only visitors he has to handle...

## Grom's Hideout

Grom's hideout is busy, vermin filled, and irregularly lit by sooty candles and torches burning in the upturned skulls of Goblins, Men and Sheep. The floors are partially covered by filthy rugs, litter and rat droppings. The walls are decorated with Orkish "art" of wax drippings and soot burns. (S) denotes a secret door, (?) an unexplored way.

## Dungeon Key

(1) **Entry.** A deep spiral stair descends from above...

(2) **Bridge.** A narrow stone bridge crosses 30ft above a swift stream. On the far side an armoured Ork sits on the precipice. The sentry is actually a propped up corpse which will topple into the chasm if hit, dragging with it a chain and 6 helmets, creating a royal clatter.

(3) **Vestibule.** Sergeant **Bolgug** and 6 Orks are posted here. They play games of chance with dice and rodent skulls for a pool of 54 coins and bully one another to pass time. They will be alerted by loud noises or approaching lights. They sometime receive surly guests on evil business, and might be persuaded that the PCs are of this sort but despise Demi-humans. The Orks may escort the PCs to Grom's Court (9) or, if suspicious, trick them into taking the north exit – a one-way chute down to the Cage (14).

(4) **Common Digs.** The Ork clan dwells in this warren of grubby digs. There is a 50% chance each turn of 1d3 Orks entering the main passage. There are 1d6 female, 1d6 youngling, and 1d3 male Orks in each dig. The younglings have musty rocks, bones and slugs as toys. The females have 1d6 coins each and 1 in 6 of them has a trinket worth 3d6 coins. The males have 2d6 coins each. Any commotion will be noticed throughout the digs.

(5) **Abandoned Digs.** The deepest digs are vacant due to the stench of The Pit (6) and the recent disappearance of several Orks. One dig contains a bizarre statue of an Ork mother suckling a youngling – petrified by Morguhliiss on one of her hunts. **Frolg** loiters in the other dig. He was blinded by Grom, but has recently fallen in love with a "nymph" who is helping him exact his revenge. He runs errands for her, informs on his fellows, and steals treasure for her. He doesn't know how she comes and goes.

(6) **The Pit.** The Orks usually leave their garbage where it falls, but when they must, they shovel it into this foul pit. The heap is teeming with **Rats** and **Rot Grubs**, but concealed deep within is the secret crawlway by which Morguhliiss comes and goes.

(7) **Pantry.** The stout door is locked. Inside is a store of Orkish victuals. Sides of mutton and the remains of a farmer hang from meat hooks. Casks of rough wine and ale are hoarded along with sacks of weevily-grain, bins of hard bread and barrels of dried fish. Foremost is a box of fresh apples. There is 1 chance in 12 of taking the one poisoned by Frolg. A Taste is equal to being bitten by Morguhliiss.

(8) **Scullery.** The scullery is hot, smoky and busy with 6 Ork women working bubbling cauldrons and scorching spit roasts under the tyrannical eye of **Pignag**. She is Grom's 4th wife but spares him no affection. She is hugely obese and almost as mean as he is. Dubious meats, sweets and drinks are being prepared for Grom's Court (9). Dozens of drained skull goblets are stacked in a trough; more casks of dark wine are cracked and ready to be sent out. Pignag

carries the key to the Pantry (7) on a chain about her fat neck, and wears a jade hair comb worth 50 coins.

(9) **Grom's Court.** Chief **Grom**, his 4 **Bodyguards**, 7 **Orks** and 1 **Hobgoblin** feast in this hall while his harem of 5 dangerous **Harlots** provide such song and dance as is considered "entertaining" by Orks.

The tables ring frayed carpets which conceal a large trapdoor that Grom can trigger from his seat – dropping victims 20ft into the Owlbear's Pen (10).

Grom is a huge, cunning Ork and a veteran of many fights. He wears a great helm adorned with minotaur horns which shields him from beguilement, and fights with shield and the malign axe, Calamity.

Grom's bodyguards will fight to the death. The other Orks are a rough lot who hoot, jeer and spit. Snade is a shifty Hobgoblin, who is supposedly here on a diplomatic mission. In fact, his people know nothing of his plotting. He is armed with poisoned knives and carries a pouch of gems (worth 500 coins) for bribery.

Hidden beneath Grom's skull adorned throne is a locked chest containing Grom's loot; 3,000 coins, 2 pieces of jewelry and a bag of 12 small gemstones.

(10) **Owlbear's Pen.** The stout iron door to this pen is double barred on the outside. The pit trap in Grom's Court (9) drops 20ft into this pen which houses a ravenous Owlbear. It will rush to devour whatever morsel the Orks toss it. Amid the remains of victims are several serviceable weapons, 50ft of rope, 124 coins (cast down by Orks as "payment" for entertainment) and a scruffy looking copper band which is actually a Ring of Alarm.

(11) **Dungeons.** Two dark, wet and awful dungeons, both soundly locked. One holds a pair of terrified shepherds (Bill and Ted) who will pay in sheep if rescued. The other is empty, but has a secret escape tunnel under a loose rock, emerging amid the Cold Stream (16).

(12) **Bricked Up Dungeon.** This dungeon has recently been bricked up – the tools are still at hand. Trapped within is an irate **Werewolf**.

(13) **Torture Chamber.** A well equipped torture chamber, run by the sickening necromancer **Morgag** and his 2 **Apprentices**. Morgag knows a dozen perilous spells and carries a wand of paralysis as well as the dungeon keys.

(14) **Cage.** The one-way chute from (3) drops here in a cramped, filthy prison. There are 3 depraved fighters held here, who promise their lands for their rescue, but...

(15) **Fishery.** Racks of nets, drying fish, and a smelly little dingy which the Orks use to fish the Cold Stream (16).

(16) **Cold Stream.** An icy cold, swift flowing stream runs through a natural ravine. The water is rarely greater than waist deep (1 in 6 chance of wading into a hole), but PCs risk being swept away or drowning.



(17) **Angler's Perch.** A ledge 20ft above the stream.

(18) **Waterfall.** Hazardous rapids spill over a 40ft drop into a churning tumult below. Desperate PCs might cling to slippery rocks here, but will be exposed to the Cavefisher. At the bottom, the falls conceal a rocky stair that climbs up to the Cavefisher's Roost (19).

(19) **Cavefisher's Roost.** A **Cavefisher** lurks above the waterfall, striking by surprise if the PCs are not wary. It can reach anyone on the brink of the waterfall. The roost hides the remains of 5 Orks, and 1 lost adventurer.

(20) **Dark Lake.** A deep, cold underground lake...

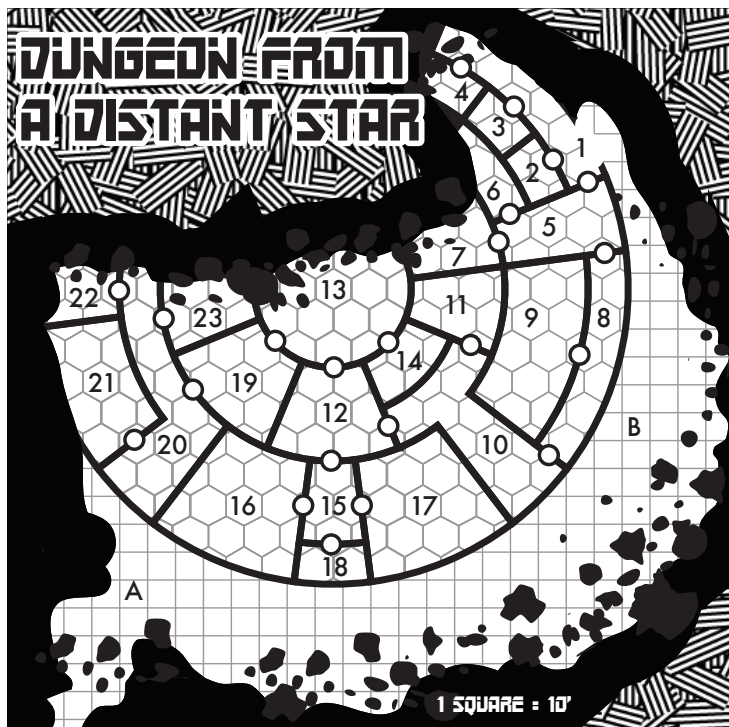
(21) **Eerie Redoubt.** This is the hidden lair of Frolg's "nymph". **Morguhliiss**, a grotesque **Medusa** who has crept up from the depths of the underworld and has been devouring careless Orks. Frolg's blindness made him easy to beguile and he has proved a useful tool. It also appeals to the monster's immense vanity to have him pining after her, convinced of her beauty. Morguhliiss will entertain any flattery. If surprised or threatened, she plays cat-and-mouse in her labyrinth, licking arrows to poison them. Hidden in two caches she has 2,000 coins, a potion of invisibility, 3 pieces of jewelry and Lenses of Cat's Sight.

(22) **Cavern.** A limestone cave providing access to the deeper underworld from whence Morguhliiss came...

(23) **Backstair.** The stair which Morguhliiss uses to enter the Ork lair has a peep-hole into Grom's Court.

## Random Encounters

1d6	Encounter
1	d3+1 Treacherous treasure hunters.
2	Grey Ooze.
3	d6+2 Orks patrolling the catacombs.
4	d4 Orks and Sergeant, tracking the PCs.
5	Rat Swarm of 6d6 x10 Rats.
6	1d6 predatory Giant Spiders



## Background

Buried underground for hundreds of years lies a spaceship from the 3<sup>rd</sup> planet in the Altair system, in the constellation Aquila. While heavily damaged, the ship still has power for many of its systems and doors and lights are still fully operational in most sections.

During a battle between the crew (*Flumph*, *Grey Aliens*) and an attacking race (*Grell*) the saucer was damaged and forced to crash land on this planet. The remaining crewmembers escaped into the Phantom Prison to survive the crash, but are now trapped. The pilot who was to free them was killed during landing, and its restless spirit still haunts the ship.

Many of the automated systems are still active, trying to both repel intruders and bring survivors to the Phantom Prison to be "saved".

**A. The Saucer** - The tunnel opens into a large cave containing a partially buried saucer shaped craft. The silver surface of the ship is scorched and twisted in many places.

**B. The Cave-In** - seems to have collapsed some time in the past (after the saucer crash landed). From this point the hole torn in the hull at #1 can be seen.

**1. Damaged Corridor** - The hole in the ship leads to a darkened corridor of alien construction. A small grayish leather disc lies on the floor (a dead *Flumph*) with an Ioun Stone (Survive without Air) nearby.

**2. Flumph Chamber** - This sparse room has several pedestals with shallow basins connected to tubes leading up to the ceiling. Searching finds an Ioun Stone (protection)

**3. Equipment Locker** - Cylinders of strange liquids, various tools (pick, shovel, etc) a rod of Light (100 charges), and an Environment Suit (AC5 Protection from Heat/Cold)

**4. Destroyed Flumph Chamber** - Pushing open the door reveals a severely damaged room, similar to #2, with smashed pedestals and wires hanging from the ceiling.

**5. Battlefield** - Scorch marks cover the walls and bodies litter the floor. The long dead remains of 3 *Flumph*, 4 *Grey Aliens*, and 2 *Grell* are here, along with 2 Bolt Pistols (d12 x24 charges) and a Rod of Heat Ray (3d6 dmg, save for 1/2, 18 charges) near a *Grell*.

**6. Collapsed Corridor** - The ceiling has collapsed at the far end of the hall.

**7. Navigator's Room\*** - Beautiful maps and models of distant star systems.

**8. Curving Corridor** - The saucer's lights are working in this section. One of the ship's *Antibodies* (*Ascomoid*, without spore attack) emerges from #10 if there is any noise.

**9. Globe Room\*** - This room is filled with large translucent spheres and hanging wires. 2 *Antibodies* (*Ascomoid*, without spore attack) attempt to drive off any intruders.

**10. Entry Corridor** - Speaking the phrases "Open Door" and "Close Door" in Altairian will activate the portal and entry ramp on the exterior wall, leading back to "B".

**11. Maintenance Room\*** - Assorted tables filled with bits of alien machinery and tools. A *Magnetobot* (*Adherer*) will activate after 1 round and try to bring any humanoids to room #14 for digitizing. An Altair tech pad containing a Manual of Golems can be found.

**12. Antechamber\*** - A large glowing sphere hangs from the ceiling bathing the room in a soothing blue light. Resting 10 minutes here regains d6 stamina (once per day).

**13. Control Room** - Flickering lights reveal a heavily damaged room with tubes and wires hanging from a partially collapsed ceiling. Damaged pedestals and control panels fill the room. Searching reveals a dead *Flumph* and a Ioun Stone (Survive without Air). The *Haunt* of this *Flumph* will try to possess someone so it can free the crew from room #14.

**14. Phantom Prison\*** - Multiple glowing spheres and tubes flank a large screen dominating the far wall. A short control pedestal is the only furniture here. After 1 round the person closest to the Mirror of Life Trapping will be drawn into the last remaining spot. The mirror will then deactivate and not draw anyone else inside. The commands for the Mirror are written in Altairian on the pedestal allowing the release of any or all of the 16 slots. Damaging the mirror will release all the occupants.

**15. Corridor of Doors** - The button to open the door to room #17 has a cover on it.

**16. Medical Lab\*** - Tables with alien bodies and pedestals with sharp tools are arranged in a semi-circle around the room. An Orb of Resurrection and Reanimation sits atop one of the pedestals. Touching it animates the bodies creating *Alien Zombies*.

**17. Bio-Preserve** - A self-contained alien eco-system with water, filtration and a day/night cycle. The alien vegetation has evolved into a colony of *Vegepygmies*. Once the seal to this room is open they will start venturing out to explore their new surroundings.

**18. Observatory** - One way transparent walls allow anyone in this room to look into any of the adjacent rooms. A pair of goggles (*Eyes of the Eagle*) have been left here.

**19. Sending Room\*** - Strange circles are etched on the floor in alien writing (*Antarian*). A Cirlet of Comprehend Languages is here and reveals the room as one for sending and receiving messages of some sort (via Telepathic Projection).

**20. Darkened Corridor** - This section is heavily damaged and without lights.

**21. Tubes Room\*** - Filled with pipes and humming machinery. 3 *Antibodies* (*Ascomoid*, without spore attack) are here and attempt to drive off any intruders.

**22. Storage Room** - Shelves of strange tools, mysterious supplies, a gas gun (*Stinking Cloud* x10 charges), and 2 Environment Suits (AC5 Protection from Heat/Cold).

**23. Crypt** - 5 smooth metal caskets contain the remains of former Altairian crewmembers. Other caskets are buried beneath the collapsed wall and ceiling.

**Random Encounters** - 1 in 8 chance, check every 10 minutes

1	<i>Magnetobot</i> ( <i>Adherer</i> , brings humanoids to room 14)
2	<i>Antibody</i> ( <i>Ascomoid</i> , without spore attack)
3	<i>Defence Screen</i> ( <i>Stun Jelly</i> , causing only non-lethal damage)
4	<i>Vegepygmy</i> (disregard if they have not yet been released from room #17)

**\* Effects of missed shots**

roll d4 for rooms 7,11,12,14,19; roll d6 for rooms 9,16,21

1-3	No Effect
4	Electrical Arc - Everyone in room makes a save each round or loses d8 stamina
5	Fire - Alarm sounds and door will seal in 2 rounds, after which all air will be pumped out of room (lasts 10 min)
6	Explosion - Everyone in room loses d20 stamina

**Phantom Prison Contents**

1-6	Altairians ( <i>Flumph</i> ), flight crew and scientists	d902e90
7-11	Altairian ( <i>Grey Alien</i> ), explorers, warriors and scientists	003024
12	<i>Grell</i> - Prisoner, will try to escape via room #10	5
13	<i>Xag-Ya</i> - Prisoner, will try to destroy Altairians	e
14	Xill - Prisoner, will try to become Ethereal and escape	9
15	Human NPC (determined by the GM)	n
16	Empty slot (possibly occupied by a recently added character)	n

# Where is Margesh Blackblood?

by Tim Shorts

## Current Situation

Margesh Blackblood and his bandits are terrorizing the countryside. The local lord is offering a large reward. Margesh is able to elude the guards because of his many hideouts.

## GM Notes

The players will need to spend some coins and crack some skulls to discover the locations of the bandit lord's hideouts.

There are four hideouts. A GM can roll a d4 to determine which hideout Margesh is in. When Margesh is present he uses a +2 axe and +1 shield.

### 1. A House in Town

The bandits are celebrating a successful raid with wine and women. It is a two story home with the main entrance on the street and two shuttered windows on the 2nd floor.

One bandit sleeps on the roof. He is supposed to be on watch.

1. The door is barred. There are three drunken bandits inside. They are playing a dice game with a pair of ivory six sided dice.

2. The door to this room is open. Four bandits live in this room with Jerron, one of Margesh's trusted men. Jerron fights with a +1 sword.

3. This is a trapped stairwell. There is a small scone at the bottom that locks the section of the stairs from falling away and dropping into a 20' pit. The trap is reset by the scone at the top of the stairs.

4. This is Margesh's room. If present, he is entertaining two women. He has been drinking and will attack in a drunken rage.

### 2. Hunting Camp

The hunting camp is a one-story, stone structure with one entrance. On the way to the camp the bandits were ambushed by rival brigands. All of the bandits have suffered wounds and Margesh as well if present.

Two bandits stand outside. Both are tending to their wounds. A warhound sniffs the air and growls in the players' direction.

1. Inside the door is the body of a slain warhound killed by the brigands. There are two mounted deer heads on the wall. Hidden behind one of the mountings is an old treasure map that Margesh cannot decipher.

2. Two bandits accompanied by a warhound rest in this room. This warhound is larger than the others and does extra damage. If Margesh is here he will be in this room.

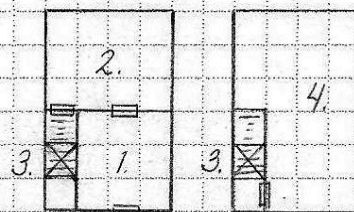
3. Two brigands are chained to the wall. Both are wounded, but still have some fight left in them. They say they know where Margesh hides his treasure and the reason why they were attacked. If freed they will lead the players into brigand ambush.

### 2. Hunting Camp

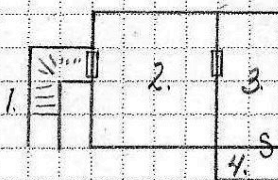


### 1. A House in Town

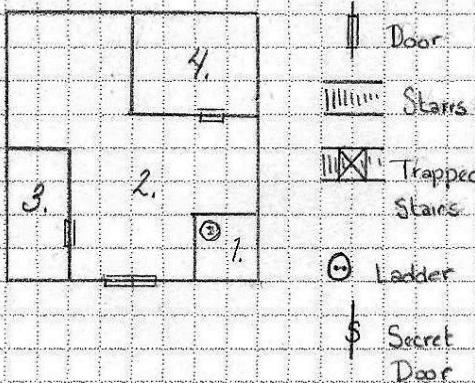
1st Floor 2nd Floor



### 4. Tower Ruin



### 3. Hill Fort



Scale: 1 square = 5'

4. The bandits stash extra weapons and food supplies here. There are enough weapons to arm a dozen men and enough food to feed a dozen men for one week.

### 3. Hill Fort

The hill fort is surrounded by a 12' wooden stockade and one covered platform tower. Inside are three single story buildings made of wood. The bandits are preparing for a raid.

1. One bandit stands watch in the tower. If anyone approaches he will sound the alert. He is armed with a long bow and two dozen arrows.

2. The courtyard has seven bandits and three warhounds ready for battle. Tyber, second in command of the bandits, is shouting orders. He is a priest of the dark god of fortune. He wields a +2 staff that can set flesh afire. If Margesh is present he will join the battle.

3. This is the shrine to the dark god of fortune. The altar is made from a solid piece of wood. There is a small hole in the top for the bandits to make offerings. If someone reaches their hand in the hole it will trigger a metal trap that will clamp onto the offender's hand.

4. This is Margesh's home. A large table dominates the room with a very accurate and detailed map of the region. There is a book detailing caravans, the cargo and guard compliment. There are plans to attack

two caravans in the next week.

### 4. Tower Ruin

The tower has crumbled to the ground, but the bottom level remains intact. The stairwell leading to the lower level is within the rubble.

Two ogres have attacked the tower. They have nearly killed everyone inside.

1. The stairwell is slick with blood. There are bits of body on the steps and walls. One body has been crushed into the stones.

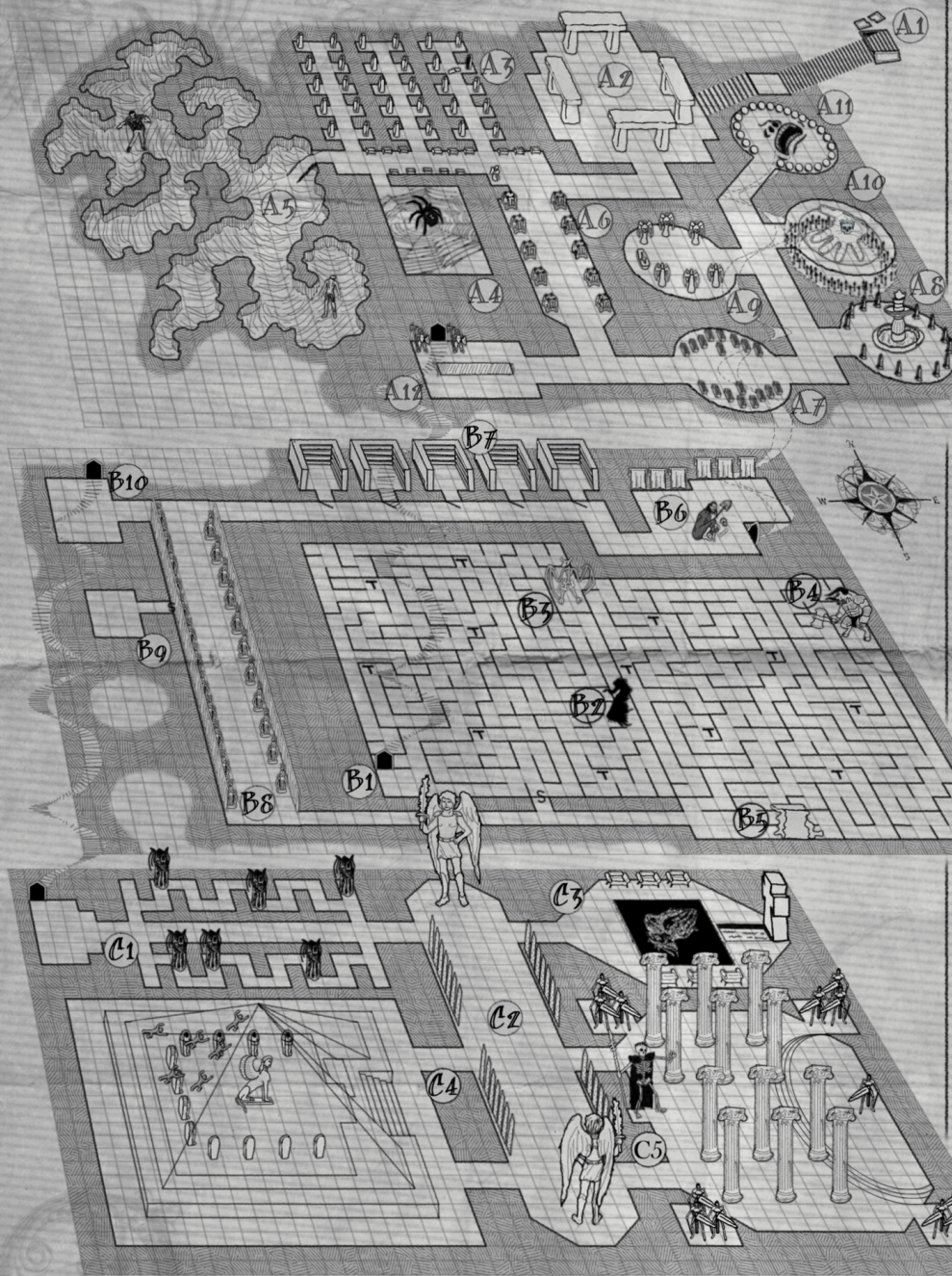
2. An ogre is standing on the body of a bandit. He is eating the food from a table. There are three other bandit corpses scattered through the room. The door to room 3 has been torn off its hinges and a horrible shouting can be heard from the room beyond.

3. The second ogre is pounding on the south wall. It is howling in frustration. All the furnishings in this room are destroyed. The ogre saw someone disappear into the wall and wants to finish what it started.

4. If Margesh is here he will be hiding in this secret room. If no, then a bandit will be hiding here. If the players kill the ogres Margesh or bandit will be grateful. If it is a bandit he will tell the players where Margesh is hiding. If it is Margesh he will promise them a cache of magic items and gold.

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# The Bone Harvest Horror



- A1: Entrance - both stone doors are open with one broken. Middle of field.  
 A2: Foyer - four sets of standing stones.  
 A3: Catacombs - five ghouls.  
 A4: Great spider - attacks one unarmored party member and drags back into web.  
 A5: Zombie caverns - 9-12 zombies enter fight each round with no limit.  
 A6: Hall of tombs - four ghosts.  
 A7: Coffin dome - 18 vampire thralls.  
 A8: Obelisk dome - anti-magic area, healing fountain (only works in room).  
 A9: Vampire mage - six animated statues.  
 A10: Stone hand - devious trap. If the large crown is lifted from the giant skull, the floor around collapses onto spikes.  
 A11: Animated mouth yells nonsense words in the language of magic. Will try to bite anyone jumping on ramp.  
 A12: Empty armor suits - stairs down to B.  
 B1: Maze entrance - rusted bolts hold slabs of rusted iron one inch thick.  
 B2: Eight shadows haunt this area.  
 B3: Great undead demon.  
 B4: Mighty undead minotaur tries to catch party in fight with something else.  
 B5: Tunnel filling slime pursues the living.  
 B6: Dozen ghouls will hear anyone coming down the ramp and set upon them as they tumble out, two per round.  
 B7: Poison crypts - two sealed crypts full of bad air that will poison anyone near door.  
 B8: Hall of champions - eyes of statues move to follow intruders but statues are not otherwise animated.  
 B9: Secret room - Behind curtain a secret room holds a font of endless holy water.  
 B10: Stairway down to C. Ominous moans emanate from the opening.

- C1: Tortured warrens - vampiric demons try to cut out a weak party member and slay him. If they manage it, they retreat into walls ethereally, then wait for others to leave before returning to feast on blood.  
 C2: Stained hall - stained glass windows line this hall with a great angel on either end. The windows portray scenes of haunting beauty.  
 C3: The sanctuary - undead cannot enter the sanctuary threshold. Nothing ages in this room and wounds heal at four times the normal rate. The water in the pool will stabilize any unconscious character and provides drink and nourishment sufficient to sustain a person for one twenty-four hour period.

For as long as anyone can remember, the village of Bone Harvest has pulled up their yearly crop of oats, barley and wheat each fall, and each spring, the fields would offer a second harvest of human bones to the farmers' plows. It is believed by most that there was once a terrible battle fought between great armies in that very area, and that the splintered bits that float to the top each year are the remains of the fallen soldiers, slain in endless days of fighting. But this spring, two farmers have gone missing during the night, and the remains of partially eaten livestock are found each morning, sometimes in the very barns used to shelter them. Something is very wrong, and the villagers know it. Jim's the baker speaks in a hushed voice of the terrible shambling man he saw stumbling past his house on the edge of the village just two nights past, growling in a horrible voice and sniffing at the air every few steps. Sheriff Duncan swears there is no sign of either of the missing men, and has begun claiming that the dead are driven to wreak vengeance on those who disturb their sleep.

- C4: Pharaoh's rest - if characters enter the pyramid, sphinx begins asking riddles. If no character has answered the riddle within sixty seconds, four sarcophagi open, releasing four mummies. The sphinx immediately asks another riddle and releases four more in sixty seconds. After twelve mummies have been released, sphinx attacks. Six mummies on back of pyramid come down and block exit.  
 C5: Vault of the lich lord - death knight sits on stone throne in center of dais while actual lich waits behind curtain in back wall. The death knights from one corner room enter the fight each round. The lich waits until the characters are significantly weakened before entering the fray. He then uses battlefield control and debuffs to influence the battle to his benefit.

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