

# Secret of Ruby Village : by L. K. Scott

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Below the small pass-through town of Ruby Village, lies a secret. Long ago, the Ruby Rogues once made this village a command center and training facility for new initiates, though all that remains now are rumors. The existing thieves' guild has always kept someone at the local inn to guard past secrets, passing down information to select few. Hidden doors offer passage down into the long-forgotten lair. Two are located on the grounds of the inn, while one is lost with the ruins of an old structure, long overgrown. The area is also a residence for underground creatures. Perhaps the party comes looking for the area's secrets, or perhaps they stumble upon one of the ways down into the darkness.

1 – A foundation to an old house can be found in this grassy field. If the found, entry can be made if the character can successfully lift the piece of slab, which has become covered in roots and vines. Steep stairs descend underground where there are doors to either side of the narrow hall.

2a & 2b – Watch post quarters. These two rooms are identical, containing a bed and small cabinet for personal effects. One may contain a journal of a young initiate on his first watch duty.

3 – Trap! A trip wire around the corner will trigger bracing beams to fall, causing the ceiling to cave in. A character may take damage if unable to move out of the way. Afterward, the area is difficult to move through. If spotted, the trap can be disabled. If the ceiling falls, a secret passage becomes easily visible. Otherwise, it would be hidden by a secret door.

4 – Training Grounds. A large sparring ring stands in this room, as well as a practice target. A bucket next to the target contains bolts, arrows, and daggers. Some are still stuck in the target. If the character passes beyond the sparring ring, a number of rats spill out from under it and attack.

5 – Armory. This simple room contains cabinets and racks of weapons. There are a number of useful weapons and tools in this room.

6- Laboratory. A character may know by looking at the equipment on these long work tables that this room may have been used to make poisons and potions. Some remain, unlabeled, on the tables. A nearby closet holds empty vials and bottles, aged ingredients, and more potions/poisons.

7 – This area was impacted by a cave-in. It is difficult to pass through this area, though possible. Rubble is highest on the western side of the passage. Characters who investigate can see the very tops of doors that have been blocked by boulders. The doors open out, and cannot be opened while blocked by debris. A giant wolf spider has made this area her home and will attack if the area is disturbed.

8a & 8b- Storage. The innkeeper (planted by thieves guild) uses this underground area for storage due to proximity to the inn. In 8b, ladder ascends to a trap door within a stall of the inn's stable. A secret door on the east side of the passage leads upstairs to the inn's kitchen in 8a. Sometimes the innkeeper (spy) comes down for supplies. Don't get caught! A secret door on the west side opens to underground living quarters. Scorpions may be hiding in or under the crates and barrels.

9 – Workshop. This area contains all manner of tools for creating disguises, forging letters, and picking locks. Practice locks of varying difficulty lie on the workbench. Other large equipment can be found here, such as a small forge and grindstone.

10 – Living quarters. Beds and chests line the walls of this room, allowing for many to sleep here. Loot may be found in the chests. A secret door leads to another small tunnel.

11 – The passage becomes dark and damp around the corner, sloping downward gently. A fungus has taken residence in a corner here and will attack an unfamiliar presence. The passage continues, dropping twice by 10 feet, and continuing hundreds of feet out of town to the northeast, to the bottom of a long-forgotten well, hidden in the woods.

12 – This wider passage is covered by an opulent rug, hiding pressure plates beneath. Each of the 2 pressure plates trigger a poison dart trap originating from a pair of statues, one on either side of the passage. If the rug is removed, the pressure plates are easily visible. There are double doors to east and west. The set to the east cannot be opened.

13 – Treasury. This room contains a large platform, raised 5 feet above the floor. Atop it is a round pedestal which holds an item of treasure, perhaps a magic item or large ruby. Other treasure or relics of the Ruby Rogues may be present in this room. One or more poisonous snakes are also in this room and they are hungry.

## Magic Item – Ruby Box

A carved box made of dark lacquered wood is inlaid with redwood runes. Can only be used once per day. When a single gold coin is placed inside the box and is left inside for 1 hour, one of the following effects occurs (roll d20):

1-6 - Coin is destroyed. Nothing remains.	7-10 - Coin is turned to a disc of red glass.	11-14 - Coin remains unchanged.
15-17 - Coin is turned to 3 gold coins, but they are covered in a sticky red sap that takes 1 hr to remove.	18-19 - Coin is turned to a tiny red gemstone worth 10 gold pieces.	20 - Coin is turned to a tiny, cut red gemstone worth 25 gold pieces. Beautiful, but very small.