

# Beneath Brymassen

## A Collaborative Dungeon

### Release 2

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## A Basic Fantasy Role-Playing Game Adventure

### Introduction

This adventure module, part of the Adventure Anthologies series, is for use with the **Basic Fantasy Role-Playing Game** rules, and is intended for 3-6 beginning player characters. If you don't have the Basic Fantasy RPG core rules, please visit [www.basicfantasy.org](http://www.basicfantasy.org) and download a free copy.

### Background

### Dungeon Key

#### 3. The Pits:

As you round the corner, you smell the strong odor of death. Ahead you see an open pit. A very narrow ledge leads around it on both sides.

There are two pits in this section of hallway. The one to the north is the open pit described above. It is 10' deep, and thus does 1d6 damage to anyone falling into it. Any character attempting to cross on a ledge must roll a Dexterity ability roll to avoid falling in.

The southern pit is covered by a very well hidden trap door that will open if 100 or more pounds of weight are placed on it (such as a character walking on it). It will spring closed in a single round after opening. Anyone falling into this 10' spiked pit takes 1d6 points of damage for the fall plus 1d4 points of damage from the spikes; a saving throw vs. Death Ray may be rolled to avoid the spikes. In the bottom of the pit is the corpse of an adventurer, dead about three weeks. On his body is 3 gp, a short sword, and a **Potion of Healing**.

**6. Battle Axe Trap:** The door to this room is not locked. When it is opened, a large axe will swing down from over the door, striking as a monster with a +3 AB and doing 1d8 damage if a hit is scored. The door opens into the room, forcing the character who opens the door to walk into the axe's path. Of course, a very careful character might be able to discover a way to avoid the axe.

The room is laid out like a bedroom, with a bed, side table, four chairs and a table with a deck of cards on it, spread out as if four players had just laid their cards down and walked away. The back wall is covered with tapestries. Also on the card table are a pair of bowls made of a rust-colored metal; 20 gold pieces are in one of the bowls, and each bowl is worth 2 sp each.

**9. Storeroom:** The lock on the heavy wooden door leading to this room is visibly broken; only a few twisted, rusting pieces of iron remain. The door swings open easily. The place was once a storeroom but most of its contents have long since been looted. Now it contains a small patch of Green Slime on the ceiling.

Peering through the doorway, you see an unlit room, about 10' square, that is mostly empty. The remains of some broken barrels and crates lie scattered along the walls and in the corners.

Read if the PCs are using a torch, lantern, or other light source:

You see a faint glinting, a reflection of the light you're carrying, apparently from some small objects lying in the middle of the room.

Upon closer inspection these prove to be the badly corroded buttons and buckles from the clothing and gear of the last victim of the Green Slime that clings to the ceiling. It has been a while since the Green Slime has eaten. It occupies a 5' x 5' area in the center of the ceiling and is easily visible to anyone who looks upward with a good light source or Darkvision. The creature will detect and attack the first character venturing into the center of the room (for instance, to examine or

retrieve the metal objects on the floor). It will also attack any pole or similar object that is used to test the floor.

**Green Slime:** AC can always be hit; HD 2\*\*; hp 5; #AT 1; D turns victim to slime in 6+1d4 rounds; MV 1'; SV F2; ML 12; XP 125.

**11. Hobgoblin's Room:** This 20'x30' room is carved from greenish stone and layered with carpets, tapestries, and all manner of decorated pillows lay strewn about. A large, grizzled and apparently ancient Hobgoblin is seating among the pillows reading a large tome.

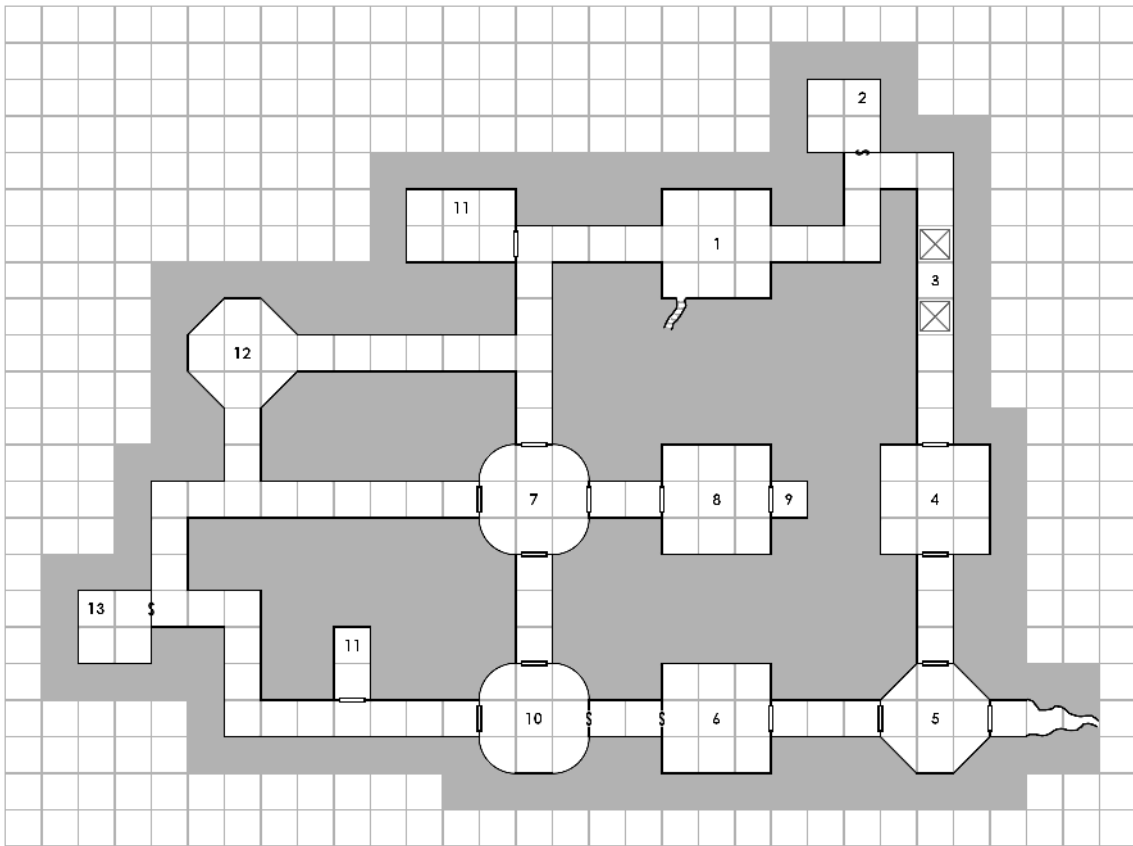
Grizzled Hobgoblin: AC16; HD 2\*; hp 13; #AT 1 + Special; D 1d6+2 Pillow filled with gravel, ESP; MV 4'; SV F2; ML 9; XP 125.

The Hobgoblin wears an Amulet of ESP and has put it to good use over the years. The denizens of the dungeon routinely seek him out for

information and they provide him with food and other luxuries. He will attempt to barter with the PCs, offering information that they may seek by using his Amulet of ESP. Since he genuinely knows little about the PC or much else beyond these halls, he will usually lie but offer enough hints at treasure and magic to be interesting. He knows some information about level two, and will trade it for gold coins (GM's discretion).

He will not be hostile unless outright attacked. The large tome is a cookbook (value 2gp). The tapestries, carpets and pillows are worth 75g but very bulky, dirty, and difficult to move. A purse of 20g lay in a pouch under a pillow the Hobgoblin is laying on. The Amulet of ESP has a 1 in a 1d6 chance of backfiring and letting all around the user know their deepest thoughts. The Hobgoblin has owned the amulet for long enough to ignore this penalty.

Dungeon Map



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