

===== STRANGE ADVENTURES FROM THE MULTIVERSE =====

FORCED LABOR

ONE PAGE DUNGEON

„THEY NEVER SLEEP. THEY DO NO EAT. THEY DO NOT COMPLA

Forced Labor

A small town is swamped with shoddy trade goods like pots, axes, swords, razors, and forks. The goods are practically given away for free, destroying the business of every law-abiding vendor. The town council banned the import of these wares, to no avail. Piles of unsold trade goods can be found outside of the town's walls. The local guilds implore the characters to solve this problem!

Part 1: Finding the Source of the Shoddy Goods

Every other day a hunchbacked man named Kolvin arrives with his cart and waits at the town limits to see if anyone comes to buy his wares. If not he empties his cart in front of the town walls and drives away. He is accompanied by two hooded **skeletons** (MM 272). Kolvin is rather dumb and claims to work for Lord Juzibell. He says his Lord is a wise and generous man who operates a mine not far from town. Kolvin leads the characters to the mine if they are interested in meeting Juzibell.

The characters can see black smoke clouding the sky long before they arrive at the mine. The entrance is guarded by two **skeletons** (MM 272). They are not aggressive and let the characters pass. A note is attached to the skull of one of the skeletons: *These are private grounds. Please do not disturb the workers and vacate the area immediately.*

As long as the characters remain peaceful, they will not be harmed by any skeleton.

Part 2: Inside Juzibell's Mine

The mine buzzes with activity. Skeletons mine metal and deliver it to the furnaces. Some furnaces are located in front and some within the mine.

Area 1

12 **skeletons** (MM 272) are jammed in an attempt to walk past each other. They can go neither forward nor backward. If the characters untangle the skeletons, a character with a **passive Wisdom (Perception) of 14** notices a skeleton wearing a ring. It is a *ring of warmth* (DMG 193).

Area 2

High shelves line the inside of the warehouse. The common household items and weapons of low quality are destined to be traded off in the near future.

Area 3

This room holds digging implements and other supplies. However, the door is locked and trapped. The door can be unlocked with a successful **DC 10 Dexterity (Thieves' Tools) check**.

The *skulltrap* (Appendix B) can be spotted with a **passive Wisdom (Perception) of 13** or a successful **DC 8 Intelligence (Investigation) check** and disarmed with a successful **DC 10 Dexterity (Thieves' Tools) check**.

Inside the room, the characters find a hidden stash of 4 bottles of *alchemist's fire* (PHB 148) with a successful **DC 15 Intelligence (Investigation) check**.

Area 4

In this room, the characters find a large mechanically operated platform that leads further down where endless shafts meander through the hills. The platform is raised and lowered by several skeletons on a regular basis. They operate a large wheel, but the mechanism behind it cannot be seen. 30 **skeleton** workers can be found below.

Area 5

When the characters approach Area 5, read out loud:

You can hear intense hammering and the familiar hissing sound of quenched metal from the end of the corridor. The smell of freshly worked metal permeates the air.

When the characters enter the room, continue:

You open the door, and you find a room filled with dozens of skeletons, laboring away relentlessly. This is without a doubt the place you were looking for. To your left you see a gnome standing on a balcony high above the workers. He looks across the room with pride.

When Lord Juzibell (CN male gnome **grifter** Appendix A) notices the characters, he is startled and retreats into his office in Area 6.

Area 6

The characters find the gnome sitting behind a large desk. He is flanked by a **minotaur skeleton** (MM 273). He welcomes the characters with the following words:

Greetings travelers! I gather you didn't notice the warning sign I placed at the entrance of my mine? It is a rather dangerous area, and I'm required to deny entrance to any unauthorized people by law. It is a safety matter, you see? Would you now please excuse me? I'm a very busy man and have much to do!

With a successful **DC 15 Wisdom (Insight) check**, the characters can determine that he is lying. If the characters press the matter, Juzibell attempts to persuade them:

Look, I'm running a legitimate business. Here are the official documents and deeds which you can peruse at your leisure. You will also find a permit concerning limited necromancy among the papers. You see, the undead are great workers. They never sleep, they don't eat, and they never complain! But if you are still unconvinced I will offer you the following deal: You could become my associates for a measly sum of 50 gold pieces. You are allowed to help yourself to all the wares in the storeroom. I will also pay a lump sum of 10 gold pieces for every trade agreement you negotiate! Come here, let us toast to commemorate this occasion.

With a successful **DC 15 Wisdom (Insight) check**, the characters determine that he is lying. With a successful **DC 10 Intelligence (Investigation or History) check**, the characters determine that the papers are forged. The wine Juzibell produces is laced with a sleeping poison named *Halli's root* (Appendix B).

Area 7

With a successful **DC 10 Intelligence (Investigation) check**, the characters find a mechanism to open a secret door. It leads into a treasure vault containing a mountain of copper pieces. The total worth is 250 gp, but the treasure weighs several tons.

Appendix A: Monsters and NPCs

GRIFTER

Medium humanoid (any race), any alignment

Armor Class 11
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Int +4, Cha +4
Skills Deception +4, Persuasion +4
Senses passive Perception 11
Languages any two languages (usually Common)
Challenge 1/2 (100 XP)

TRAITS

Natural Born Liar. The grifter has advantage on all Charisma (Deception) checks.

ACTIONS

Multiattack. The grifter makes 3 attacks with his dagger.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4+1) piercing damage.

Appendix B: Poisons & Traps

Halli's Root (Ingested). A creature subjected to this poison must succeed on a **DC 10 Constitution saving throw**. On a failed save, the creature falls **Unconscious** (PHB 292) for 1d4 hours. The creature wakes up if it takes damage or is treated by expending one use of a healer's kit.

Skull Trap. When this trap is triggered, several undead skulls fall from the ceiling and cover a circular area of 5-foot radius centered around the trigger. All creatures located in the affected area must make a **DC 10 Dexterity saving throw**. An affected creature takes 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

The affected area counts as difficult terrain, and every creature entering the area after the trap was triggered is affected as described above.

The Author: Christian Eichhorn

Greetings!

I'm glad you take the time to read the author's paragraph. I certainly never do. Therefore I assume you like *Forced Labor* and want to know more about my adventures. You can find all of my contributions to the DMs Guild here: [Christian Eichhorn's products on the DMs Guild!](#)

If you want to contact me, you can write an e-mail to christian.eichhorn.dmg@gmail.com or add me on [Twitter](#).

An overview of my most successful adventures and supplements:

Storm King's Barrows. This community project is a collection of 10 dungeons you can run in your *Storm King's Thunder* campaign or as stand-alone one shots. My contribution is a dungeon called *Geschmalig's Tomb*.

Lledrith's Wagon. Lledrith is a drow trader who travels the surface world incognito. She has a wagon, a giant spider, and several magic items to her name. Each of the 65 items in the collection comes with a short excerpt about the item's history or the history of a famous owner.

Ravenhome's Plight. The village of Ravenhome is plagued by an army of rats which feast on their supplies and threaten the survival of the village, as winter is approaching. Venture into the deep to stop an onslaught of vile rats on the ravaged village of Ravenhome. Dispose of the cranium rats which escaped from the Underdark or strike a deal with the devilish creatures.

The Cage. A valuable trinket was stolen from the well-protected manor of the lady Morrigan Strange, and she enlists the help of some able-bodied adventurers to retrieve it. As it is the way of things, it turns out the problem is not as simple as it first seemed. A vile demon was trapped in the stolen orb and threatens to kill everyone in sight after its release!



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