MAPS AND DUNGEONS: A REFERENCE
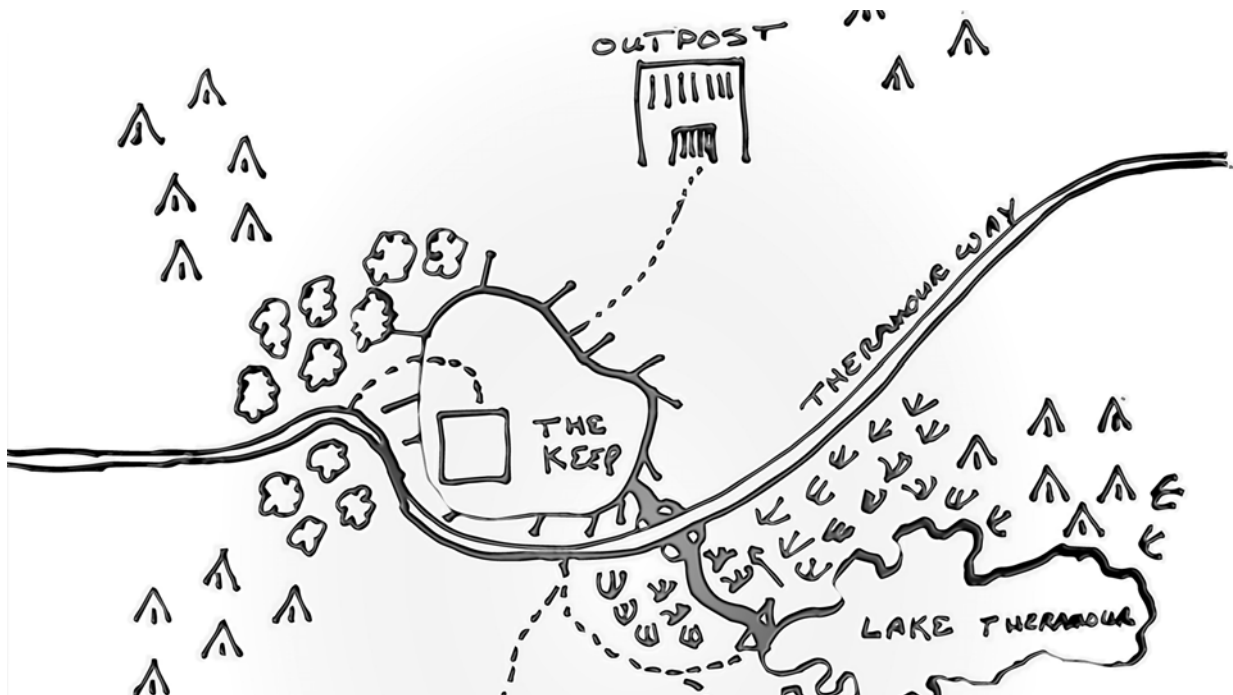
Tim Krause

TRG
TOMORROW
RIVER GAMES

Maps
The Maps of Tomorrow River Games

by Tim Krause

This booklet is for Dungeon Masters who want the creativity and flexibility of having a handful of maps and dungeons and the freedom to create their own stories. Tomorrow River Game Modules are presented for reference.

This product created under the WOTC OGL, found in full at:
http://media.wizards.com/2016/downloads/SRD-OGL_V1.pdf

Preface

When it comes to a good adventure, it's all about the maps and the monsters. However, if you press me on it? It's really about the maps: a rough outline, something with guard rails, a plan.

These are my maps, my dungeons, my plans. I don't know if they'll make sense by themselves, but sometimes a DM just wants to pick up a map and run a session. Some of these may be helpful; likely, others won't. Note that the original module numbers are provided. You don't have to, but logically (or originally) those with the same module number were originally part of the same campaign and should be fairly easy to combine, should you so choose. It's also quite possible to create your own campaign. Often, DMs purchase campaigns rather than face the daunting task of creating their own. Hopefully this maps inspire you to create a unique campaign for your own adventurers—as you know what they enjoy most when they play!

I leave that to you, intrepid DM! However, if you need a place to start, each map is prefaced with 1-2 paragraphs that propose the start of an adventure and a plot outline for each map or dungeon.

Tim

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Dedication

Edward Soja was my first introduction to mapping, then Denis Woods and the *Power of Maps*. I've always been struck by maps, but in more of a fantasy kind of way.

When I first met Christine Koeller, we created a mobile application for the maps she had created for local waterways. It was a wonderful project for both us and our students.

It only seemed natural to co-teach a course on Mobile GIS.

Christine taught me some of the techniques that, had she not, the following maps wouldn't be in this collection. For that, I owe her a debt of gratitude.

Game on, and happy adventures!

Tim

WARNING! If you are a player and planning on playing any of the Tomorrow River Game adventures, you should stop here! This is a reprint of the maps and dungeons from all of our modules: roughly 40 of them. You can view this one of two ways.

First, this could just be a way of capturing the map artwork from all of our modules. What we do is relatively unique: everything is one-draft, ink and paper, and designed to look much like AD&D, but for home adventures. This isn't glossy stuff: this is all about friends getting together and collectively telling a story and having an adventure together. If all this does is capture that nostalgia, this will have been a success.

But DMs are also often looking to run something quick without running a module or campaign. I offer these maps and dungeons in that spirit as well. As I've researched these sorts of reference books the main criticisms that I hear:

- There is no logic to the maps: they're linear, they don't lead anywhere and they lack detail, like traps, secret doors and more interesting rooms.
- There is also no place to help with the start of a story.

It's possible to get books of mini adventures. This book doesn't intend to replace that reference. The goal here is to provide a more creative outlet.

The maps are referenced to their original modules, so if you want to put them together, that's a logical way to do so, and should not be discouraged.

If you want to grab a map or a module, and just make something up? That works too!

But I think there's a middle ground that is missing, and that this book tries to fill: each map and dungeon provides some level of overview and ideas for how to start quickly with them. The maps are more interesting, and the adventuring should be more fun.

What's missing? There are no tables or charts for treasure or monster statistics. As DM, those are entirely up to you, depending upon the level of your party, and the kind of adventure you want to run. Remember: the maps and outlines are just plans to help you run epic adventures your friends won't forget.

Happy adventuring!

The *TMR* maps, with their portals, can easily be tied together as an adventure to slay a number of epic creatures.

Places to start: This is a water adventure, if played as intended. Like many of the TMR1 maps, there are portals that direct the players in and out of the area, so they are convenient as stand-alone adventures.

Lake Wazee is over 300 ft. deep. As DM, you can use it as a foil to the real adventure. The lake could be populated by giant sturgeon or any variety of large fish, making it a dangerous place for your adventurers.

The real adventure takes place on Lake Pepin, which has three towns surrounding it: Lake Port, Lake City and Pepin. If played as planned, the party would rent one or more boats and seek out the Lake Pepin Monster (Pepie).

Treat Pepie as a significant monster, remembering that there is more strength in numbers than in one large monster. You'll want to know your boats' armor class and hit points as well.

Pepie may have treasure in his stomach and/or he may have a hidden lair somewhere in the Lake as well.

DM Notes:

LAKE PEPIN

LAKE PORT

LAKE WAZEE

PEPIN

LAKE CITY
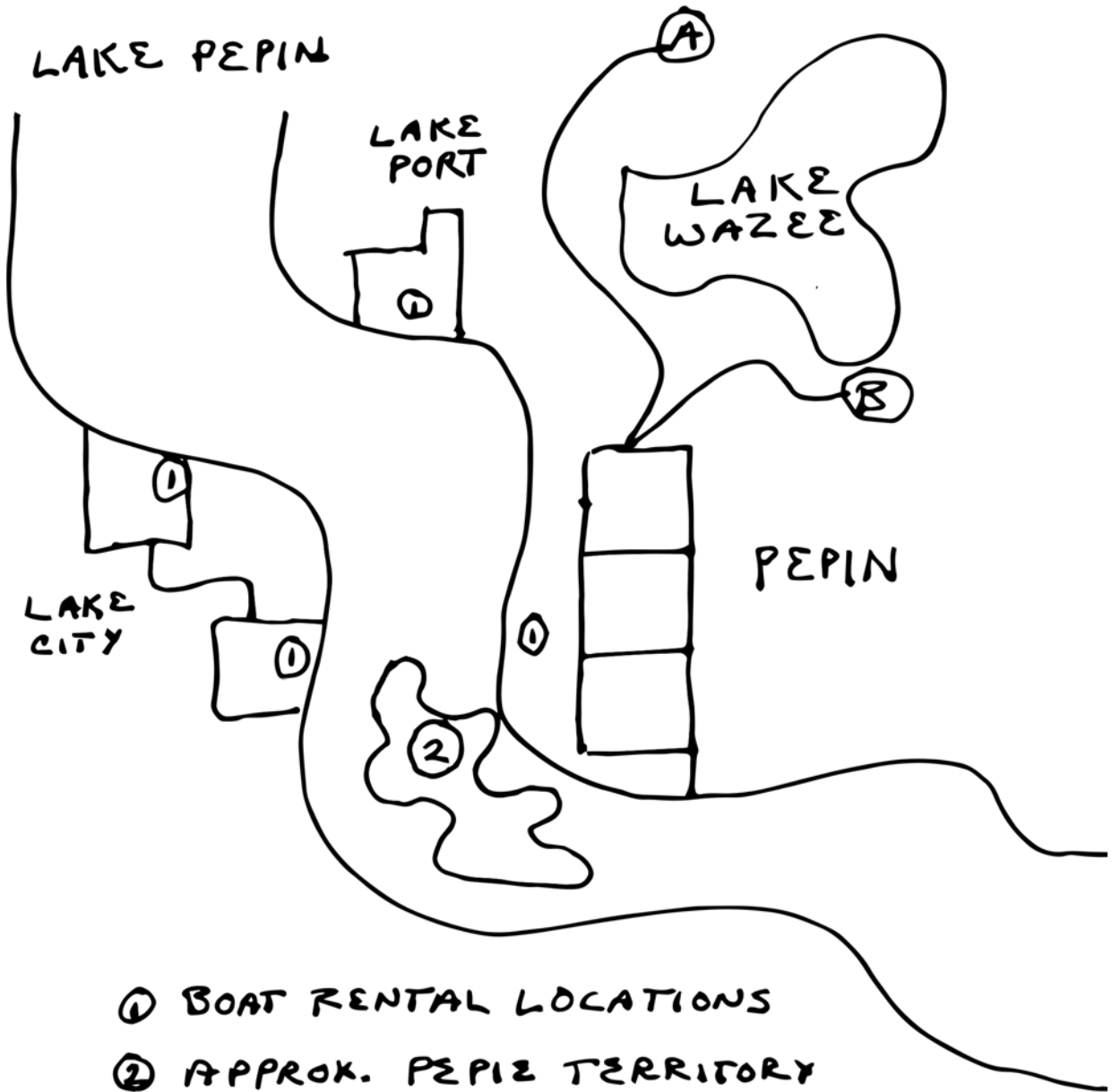
① BOAT RENTAL LOCATIONS

② APPROX. PEPIZ TERRITORY

Ⓐ PORTAL IN

Ⓑ PORTAL OUT

Places to start: If the party stops at the *Dirty Oar Inn*, they may hear that Rhinelandia is being ravaged by a mythical beast (the Hodag) that either lives in or around the Ouisconsin River.
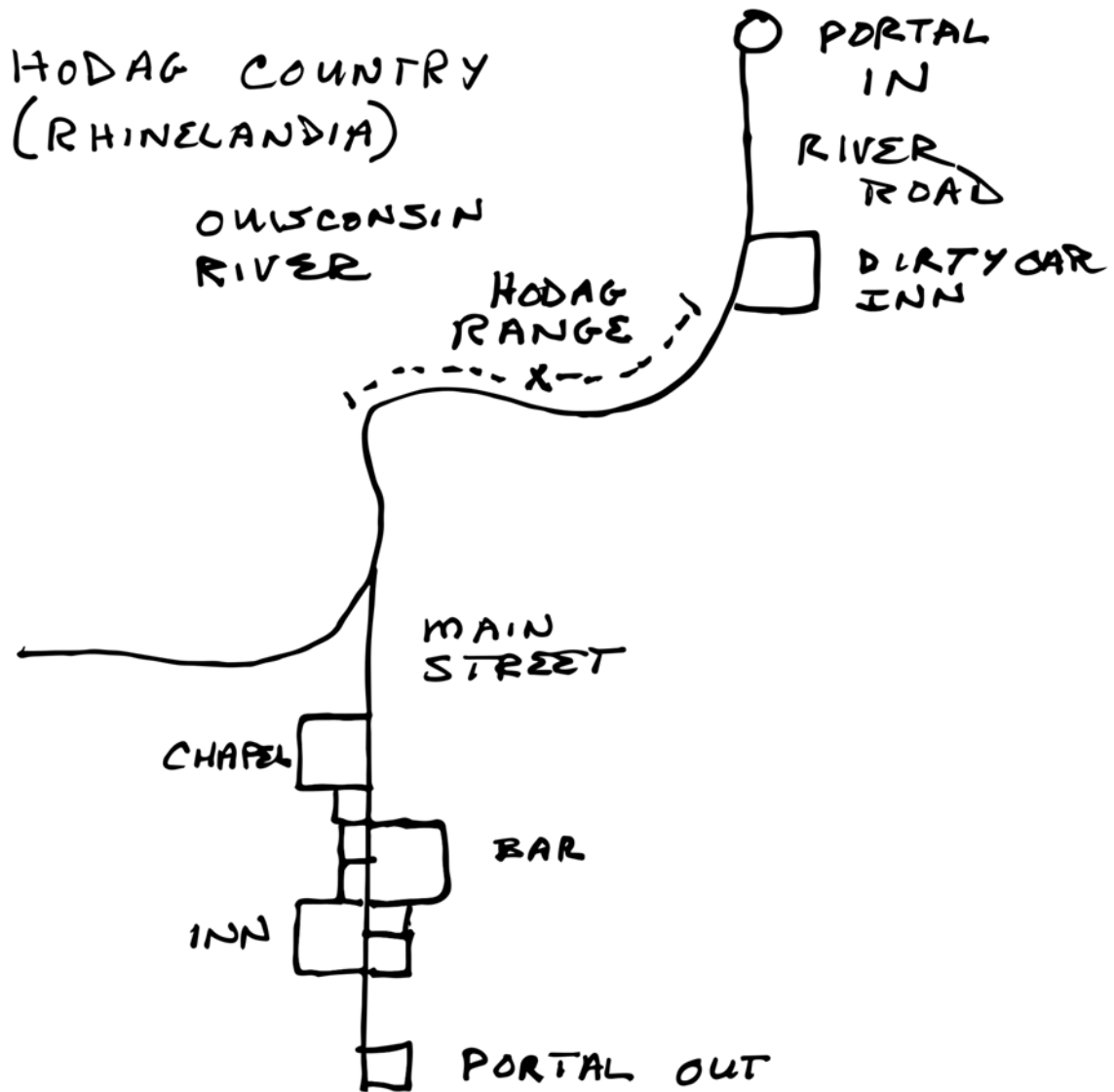
When encountered, the beast looks something like a cross between a dragon and a stegosaurus. Either treat the beast as extremely deadly (as there is, again, only one) or you might accompany it with a variety of smaller beasts, depending upon the size and level of your party.

Note that there is a small chapel on this map: this beast should be treated as fierce. The chapel leaves open the opportunity for assistance with healing and resurrection.

The unlabeled items on the map are most logically houses of local citizens, though as DM you should repurpose them as you see fit.

DM Notes:

HODAG COUNTRY
(RHINELANDIA)

OWLSCONSIN
RIVER

HODAG
RANGE

PORTAL
IN

RIVER
ROAD

DIRTY OAR
INN

MAIN
STREET

CHAPEL

BAR

INN

PORTAL OUT

Places to start: Although this appears to be a relatively simple map, as DM there are a number of options available. You can play this straight-up as a cemetery filled with any variety of undead. You might sprinkle it with a number of crypts and small side adventures, depending upon the party's level and amount of time they want to devote to an adventure.

However, Puchyan River lies to the east and Green Lake to the south. Any combination of underwater spirits and hags could inhabit either body of water and surprise the unsuspecting party. Likewise, a tomb or crypt might reference a mysterious death of the interred by drowning in either body of water—that spirit might also attack the party (alternatively: the party might be asked to set the spirit free from the area as well).

DM Notes:

DARTFORD
CEMETERY

PUCHYAN
RIVER

6

GREEN
LAKE

4 PORTAL IN   GATE
5 CEMETERY
6 PORTAL OUT
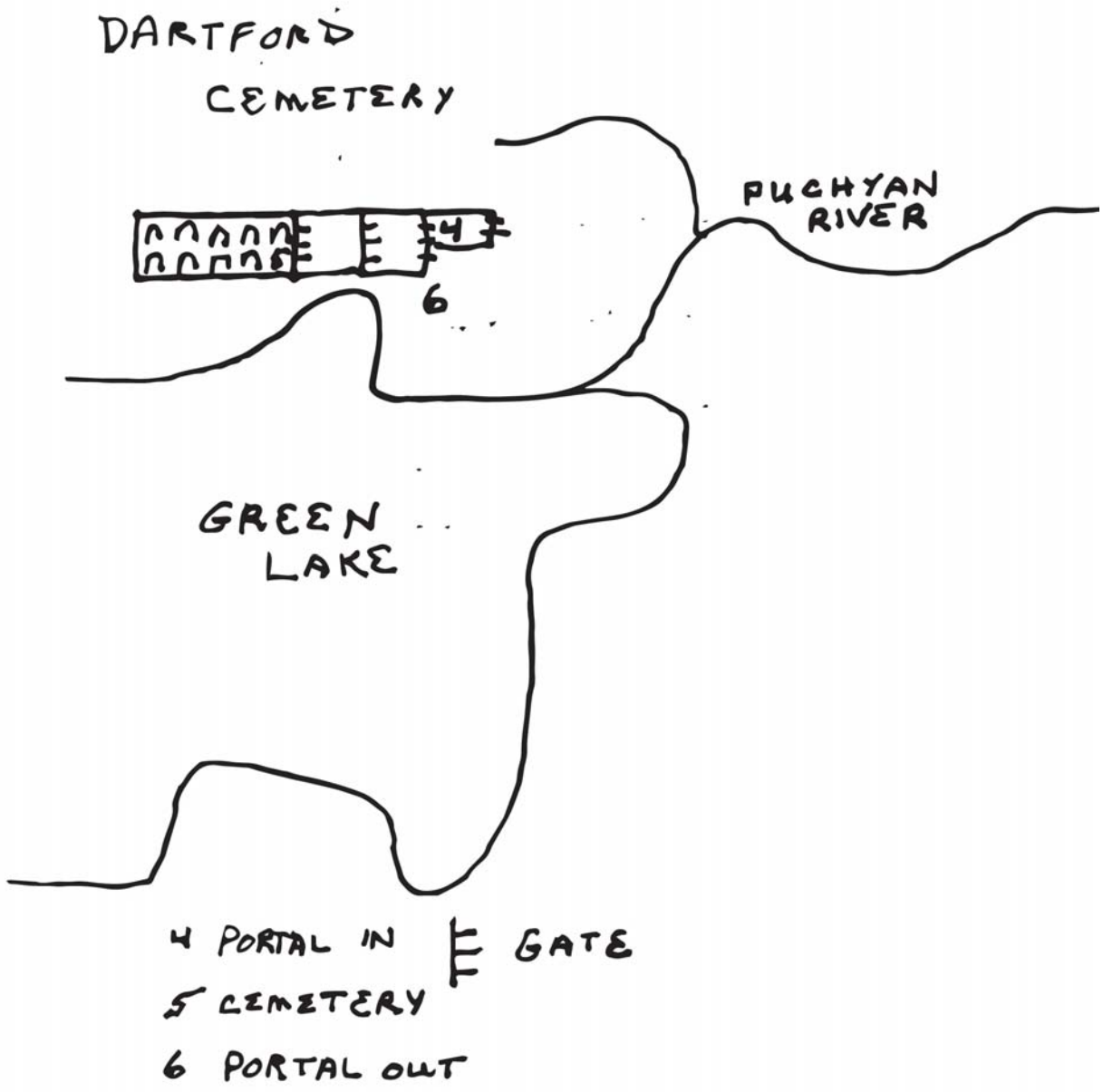
Places to start: The simplest of maps in the collection, you may likely want to flesh out the terrain around the road.
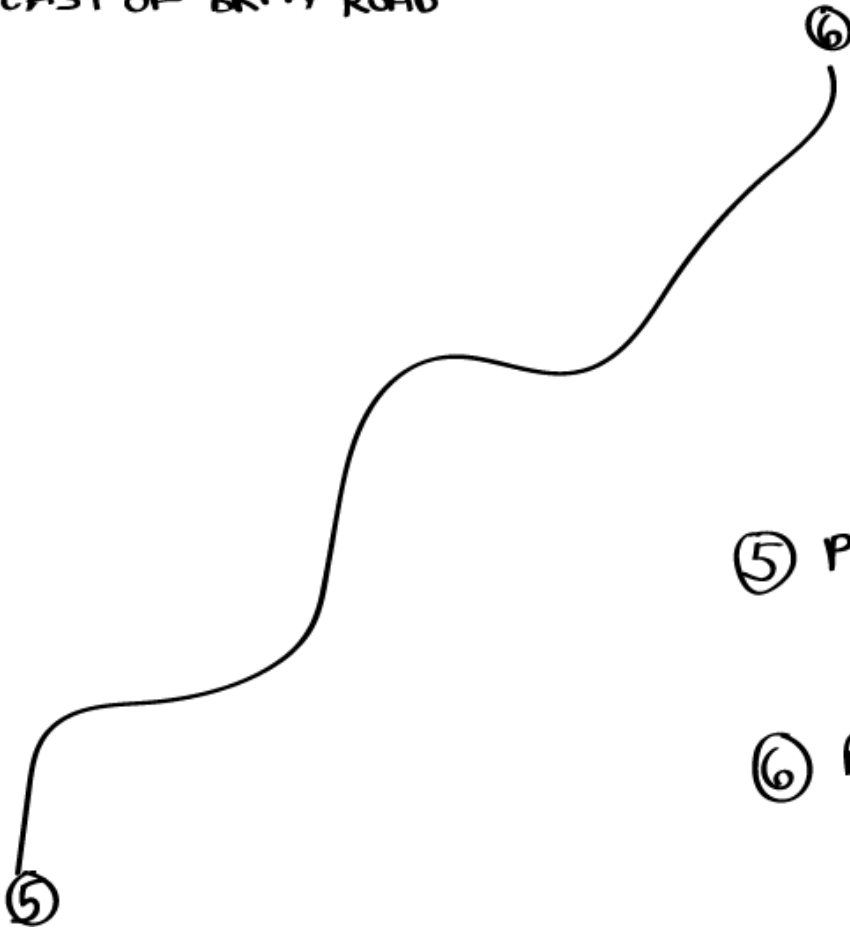
Otherwise this map might work best as an intermediate or random-feeling encounter for the party as they are between other encounters.

Originally, this map was intended for some kind of were-wolf like creature to attack the party, especially as they might be traveling in the middle of the night.

DM Notes:

BEAST OF BRAY ROAD

⑥

⑤ PORTAL IN

⑥ PORTAL OUT

⑤

Places to start: Ridgeway is a tiny little community. You can assume there are a small number of houses, even though they are not drawn on the map.

If the party stops at Jarvis' Bar, they will learn that the locals have conflicting stories about a ghost or ghosts that haunt Ridgeway. Some claim they appear as animals and are entirely harmless; yet others claim that they appear as headless men or women and have taken their children—to never be seen again.

One thing is certain, the barkeep is fairly certain there is no one currently living in Ridgeway who has seen the ghost and lived to tell about it.

The most logical place for the party to encounter the ghost or ghost will be on *South Street*. Based on the strength of the party, determine the number and approach they take to the party.

DM Notes:

RIDGEWAY GHOST HEIST

PORTAL EXIT

JARVIS' BAR

GENERAL STORE

CHURCH

SOUTH STREET

MAIN STREET

PORTAL ENTRANCE
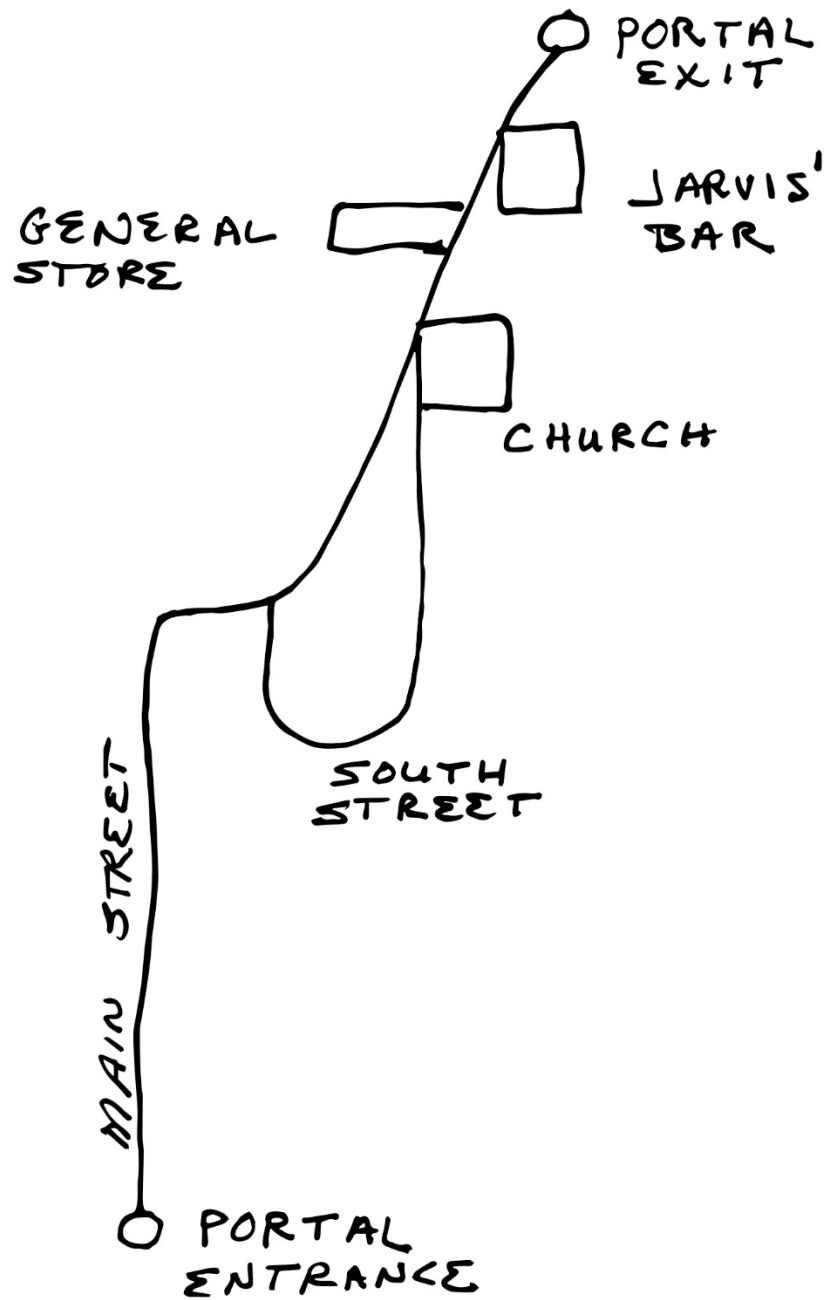
Places to start: The Haunchies of Muskego are a medium- to large-sized band of marauders. The logical place for the party to encounter them would be along the road. However, there are a number of geographical features on the map that could also provide for some interesting alternatives. These might be moved into play through rumors that the party hears at the Muskego Inn:
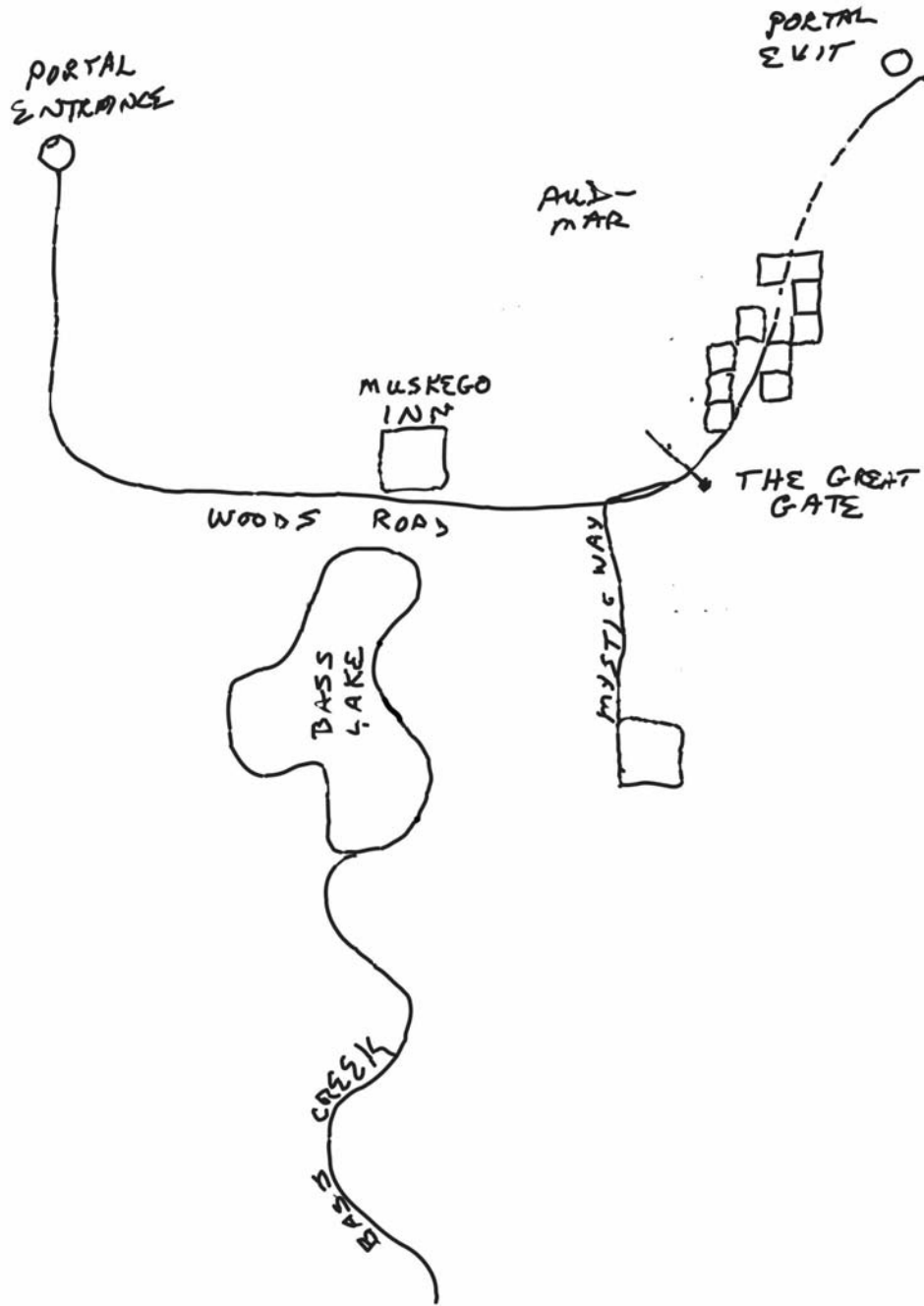
- Bass Lake: The party might be encouraged to camp by the lake for the evening. The lake is rich with fish, and the party may be told that it's a relatively safe alternative to the inn. The marauders will attack late in the evening. The DM may also decide that the marauders will attempt to surprise the party by attacking by boat from the water instead of by land.
- Bass Creek: The party may be told that the marauders have a den just off of Bass Creek (not on the map). They may be attacked while traversing the creek to the south; if so, treat this as difficult and extremely tight terrain. It should be virtually impossible, for example, for anyone in the party to be able to use pack tactics: this is single-file terrain at best.
- Mystic Way: The road ends in small clearing surrounded by dense forest. The marauders will be hiding in the forest.
- Aud-Mar: This area, other than by name, may be whatever the DM chooses: dense, dark swamp; forest. Much like the Bass Creek area, the party may be told that the marauders den is hidden deep in Aud-Mar. The map is intentionally open for this area, and it is up to the DM to determine how to run an adventure in this space.

Muskego is a small community, and it is up to the DM to determine the nature of the buildings behind the Great Gate. Most likely, only the most basic supplies and weapons will be available, and they are likely to cost some kind of additional premium over what is listed in the *Player's Handbook*.

DM Notes:

HAUNCHIES OF MUSKEGO

PORTAL
EXIT

PORTAL
ENTRANCE

AUD-
MAR

MUSKEGO
INN

THE GREAT
GATE

WOODS ROAD

MYSTIC WAY

BASS LAKE

BASS CREEK

Places to start: This is another water adventure on a relatively shallow lake. If the party starts in Harbor Town, they may learn of the other three towns on Lake Winnebago: Stockbridge, Van Dyne and Pipe. When they learn about the water monster, they will also learn that if they want to slay the beast they will have to venture out to the middle of the lake, as it is too shallow for the monster to approach land.

The rental costs listed on the map are also a good indicator of the relative strength of the boat or boats that the party chooses to rent.

DM Notes:

⑧ LAKE WINNEBAGO MONSTER

☐ = 1 MILE

HARBOR TOWN

① (in top-left square)

MAX DEPTH (21')

② STOCKBRIDGE

CHANNELS: 50' DEEP

VAN DYNE

③

④ PIPE
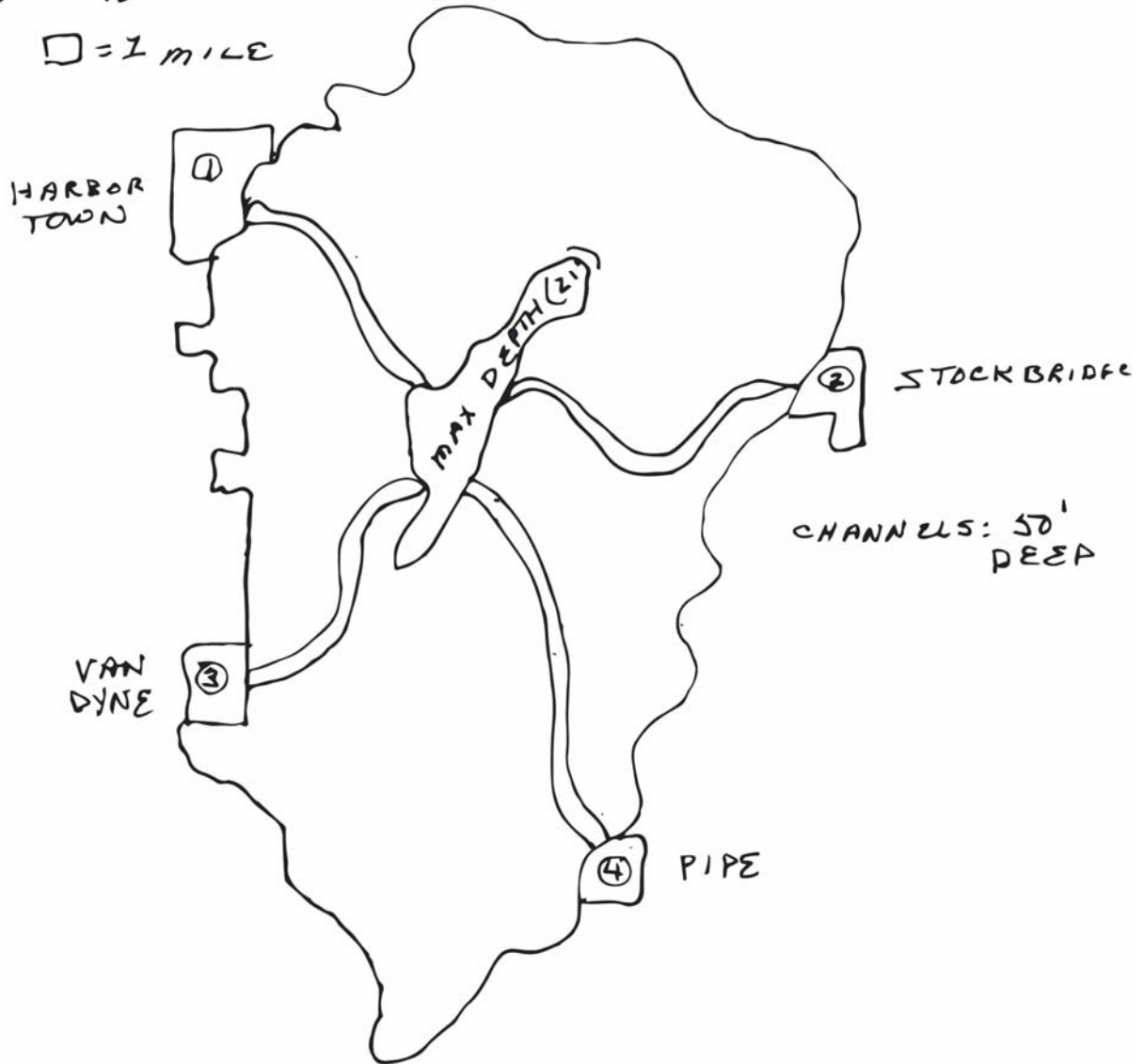
① PORTAL IN/OUT
   BOAT RENTAL 500 GP
② BOAT RENTAL 150 GP
③ BOAT RENTAL 150 GP
④ BOAT RENTAL 150 GP

Places to start: Devil's Lake itself is a very clear, deep lake, and it's possible to run another water-based adventure with this map. The Lake is surrounded by steep cliffs, affording amazing views and an opportunity for a wilderness-based adventure as well. Given the cliffs, the DM might choose a variety of airborne creatures that the party may have to contend with.

The surrounding areas alternate between being heavily forested, to other areas (like Steinke's Basin) that might be lowland, marshy, or prairie. There are a variety of small creeks and streams that traverse the area as well.

As DM, you might choose to treat the *Devil's Cemetery* as the culminating part of the adventure: note that there are no trails that go all the way to it, though one will get the party to the approximate area. The Cemetery is in the middle of the woods and should be considered extremely difficult for the party to find.

DM Notes:

THE {DEVIL'S PLAYGROUND ©

{47'}
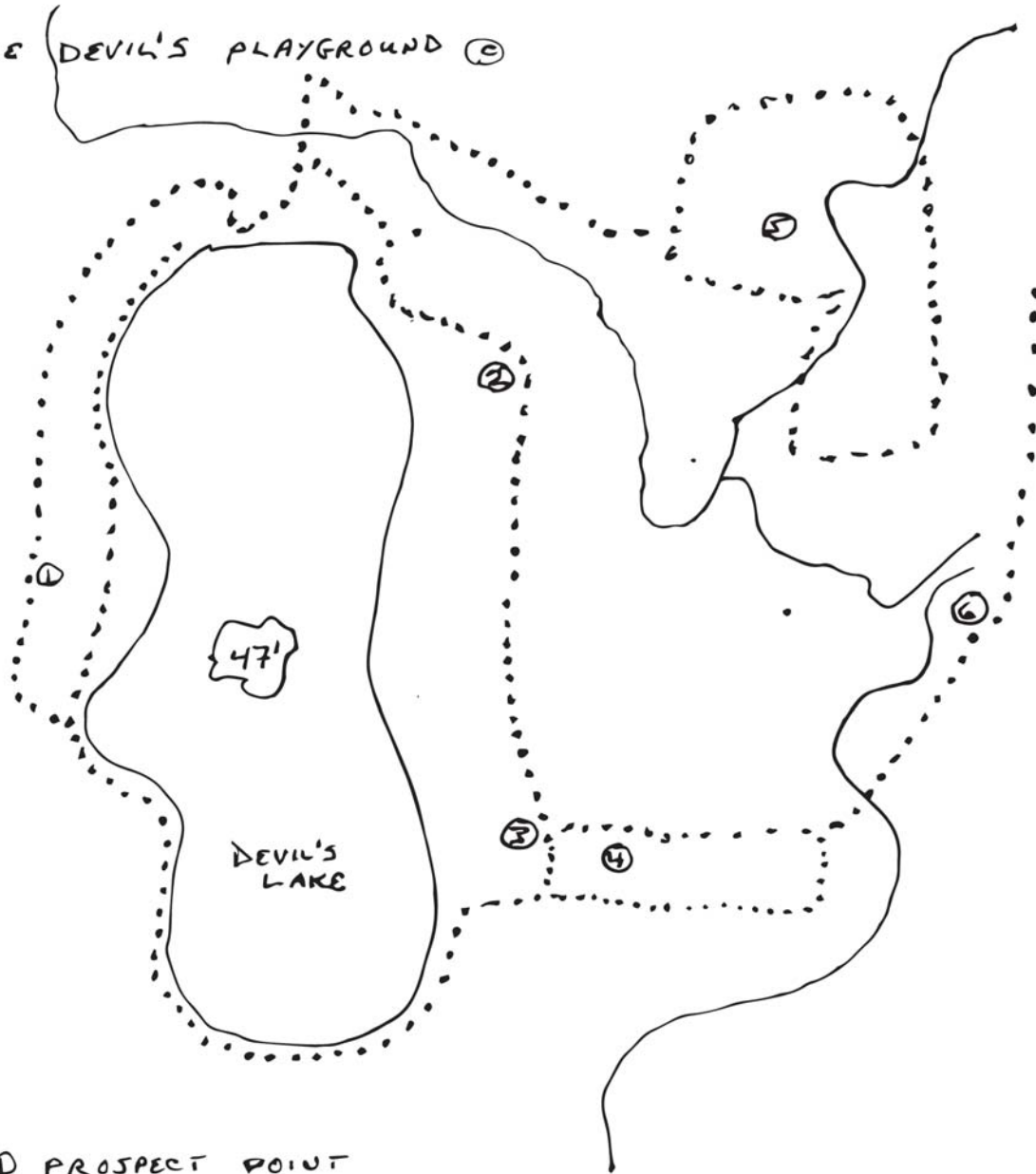
DEVIL'S
LAKE

① PROSPECT POINT
② ELEPHANT ROCK
③ BALANCED ROCK
④ DEVIL'S DOORWAY
⑤ STEINKE BASIN
⑥ PARFREY'S GLEN
⑦ THE DEVIL'S CEMETERY

Places to start: This is designed to be a more urban adventure setting with a twist: Pendarvis is an old mining settlement located within the Village of Mineral Point. The buildings are much older than those of Mineral Point and abandoned. They are also rumored to be haunted.

Although not detailed on the map, as DM you might also assume that major buildings and structures in both Mineral Point and Pendarvis are connected by a series of tunnels that might further complicate any encounters your party has. Entrances are noted on the corresponding dungeon maps in the second section of the supplement—and are often concealed behind secret doors.

DM Notes:

MINERAL POINT

1. THE ARMORY
2. MINERAL POINT INN
3. JAIL
4. TRINITY CHURCH
5. KIDDLYWINK PUB
6. PENDARVIS HOUSE
7. TRELAWNY HOUSE
8. ROWHOUSE

PENDARVIS

SHAKE RAG STREET

COMMERCE STREET

MERRY CHRISTMAS LANE

MINE

1

2

5

3

4

8

7

6

WALKER HOUSE

OLD DARLINGTON DR

GRASE LAND CEMETERY

OLD MILITARY ROAD

26
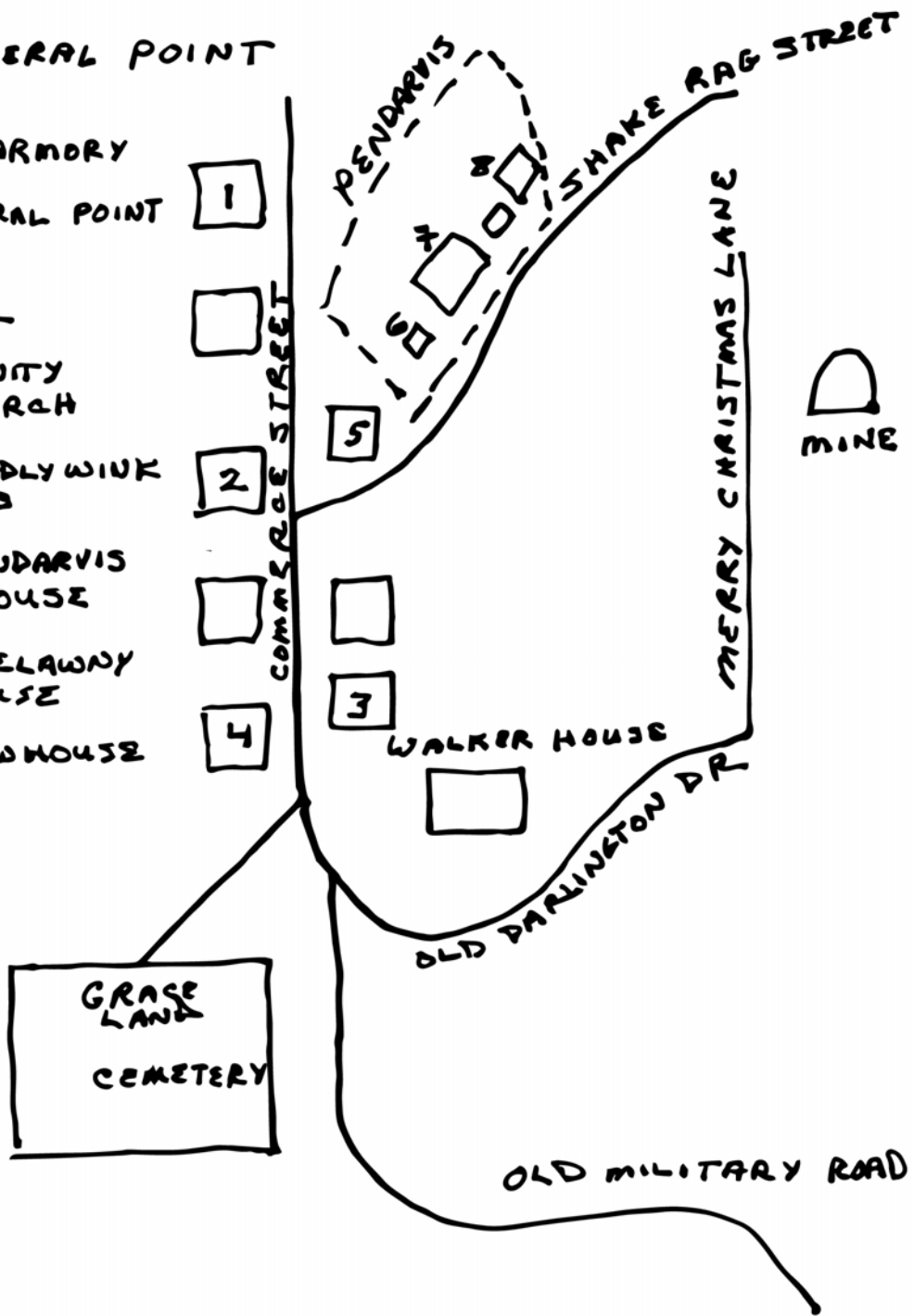
Places to Start: The little town of Paulding seems to be overprotected by a military tower for its size—only a smattering of small houses and an inn.

The adventurers may be asked to solve a series of mysterious and ominous lights that haunt the little town at night.

The map is also designed to bring together about half a dozen locations for small adventures, depending on how much time you have to devote to a side adventure.

The east side of Bond lake has a small band of humanoids that protect the island in Bond lake directly to their west. As DM, you might decide if it's the location of a mythical relic, a shaman, or creature that must be slain. The island might also serve as a location for the party to teleport in and out of this side adventure.

DM Notes:

TMR3; THE PAULDING LIGHTS

SLEEPY HOLLOW RD

PAULDING

BOND
FALLS
LAKE

BOND
FALLS
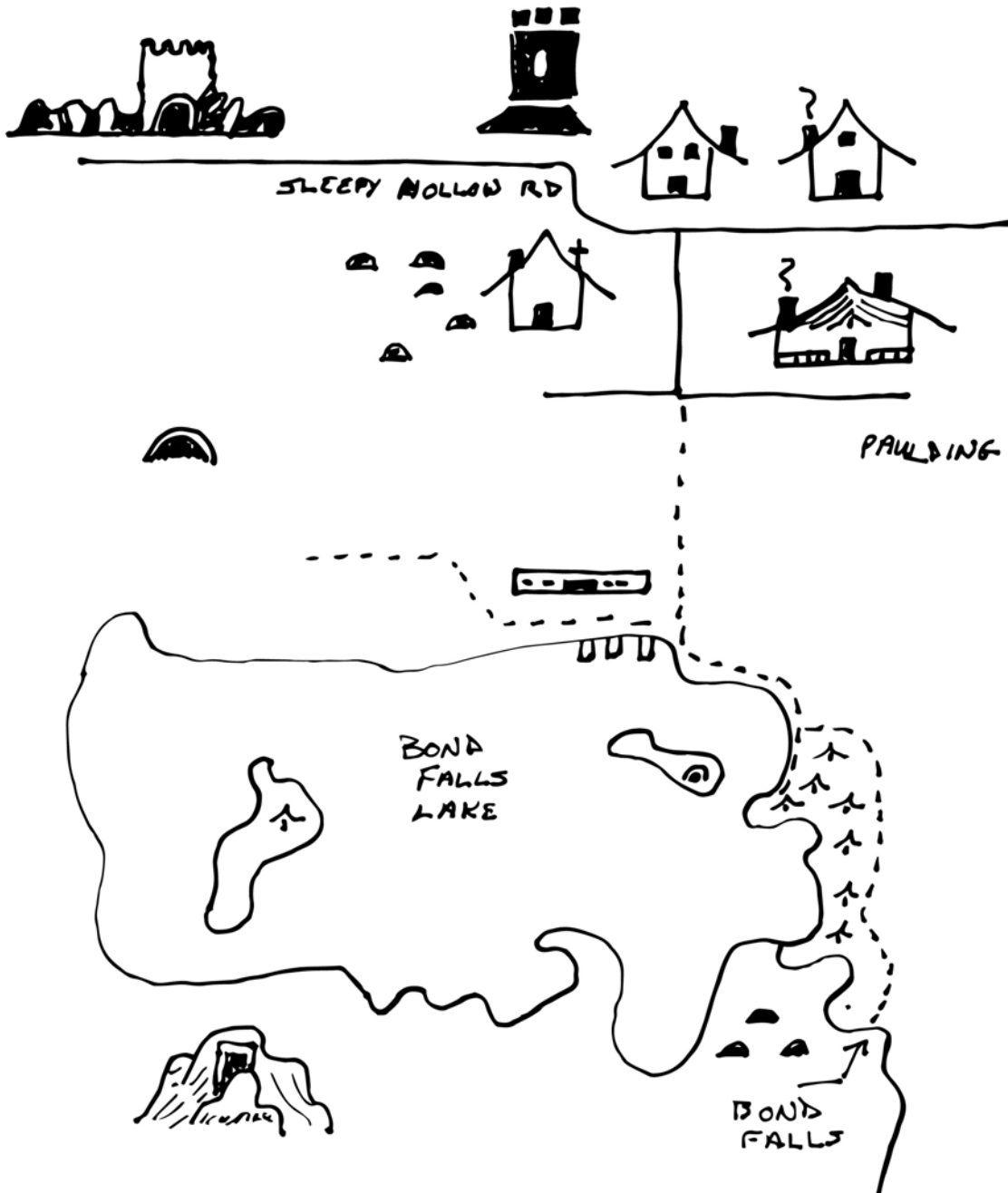
The Mining Town of Nonesuch (TMR4)

Places to Start: This is still an active mining town. As an urban adventure, the DM might simply have the party fortify their ranks with local NPCs before embarking on a larger adventure.

In town is where the party might also learn that the main mine to the northeast is haunted and impeding on the livelihood of Nonesuch.

The smaller mine and ruins might also be sources of exploration for the party.

The DM should assume that some of the structures in Nonesuch are for the processing of the ore mined to the northeast.

DM Notes:

Places to Start: Treat this as a fairly typical dungeon-crawl with a simple goal, like vanquishing an evil (Wizard) who lives deep in the dungeon. Location (**3**) is intended to depict a partially flooded well. It might include secret passage to the underground lake and river (**17**). It might also be home to a creature that will attack the party.

DM Notes:

LEGEND:

⊙ WELL   Ⓕ TRAP DOOR IN FLOOR
Ⓒ TRAP DOOR IN CEILING   Ⓣ TELEPORT

7 8 9 10 11 12 13

14

4 6 C 3 15

5 C 2

16

Ⓣ T

17

Places to Start: A cross between a dungeon-crawl and urban adventure. Location (**9**) is an old coliseum. The DM might still construct a challenge for the party at the coliseum. Choose whether they're competing for their lives, some kind of prize or hints to the adventure you have prepared for them.

Location (**11**) is Xan Yae's temple and likely we're you'll plan a final encounter. Location (**10**) is a geographic feature that serves as a source of power for the temple.

DM Notes:

THE RUINS OF XAN YAE'S KINGDOM
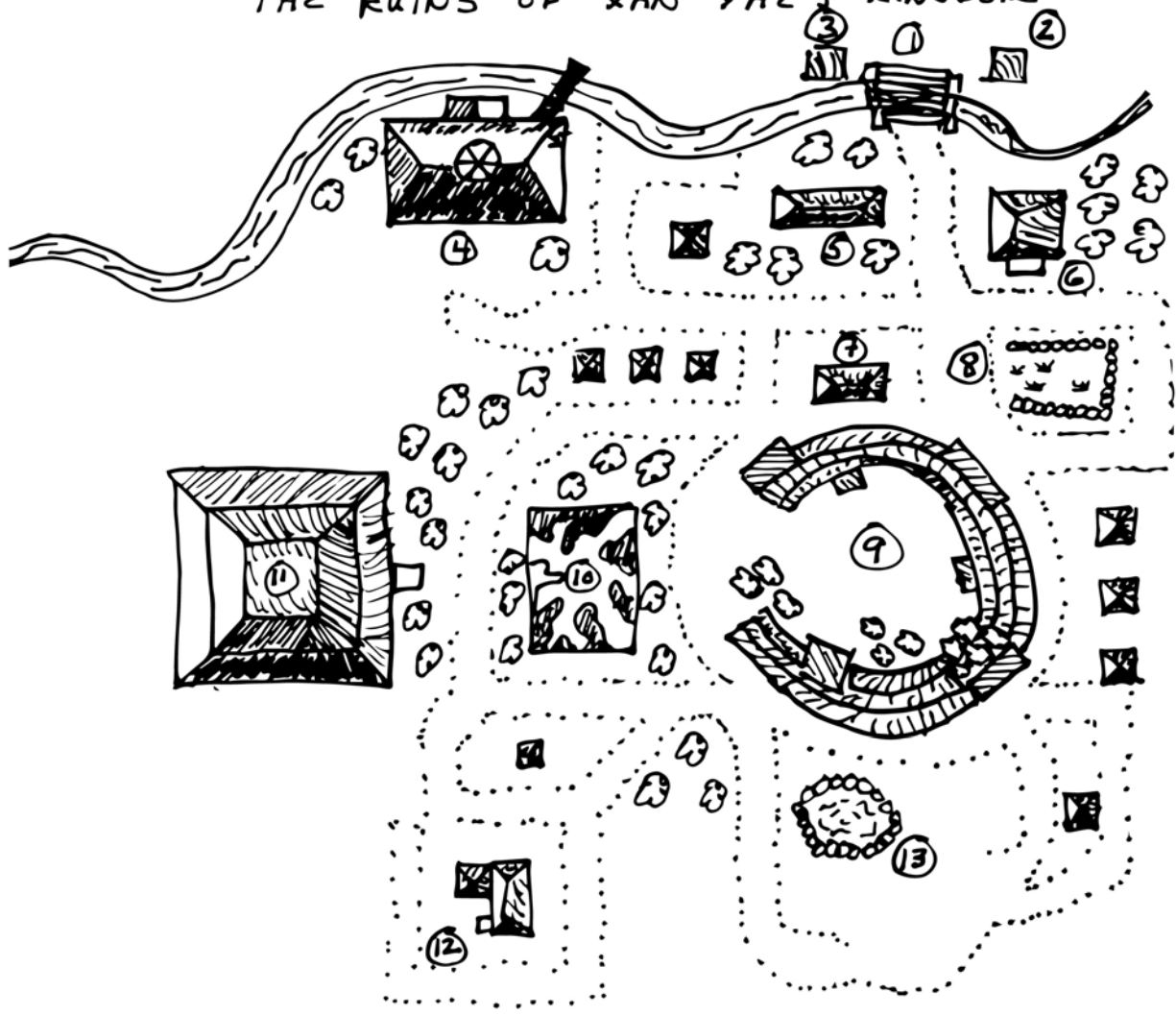
Places to start: Theramour was originally intended as a tactical adventure but could also be a wilderness adventure. The original notion was that the party had to use a combination of the Outposts and Keep to defend any number of oncoming armies. In this scenario, they might be assigned small armies to control —changing the focus of the adventure to something more tactical.

DM Notes:

THERAMOUR
(TGK1)

OUTPOST

THERAMOUR WAY

THE KEEP

LAKE THERAMOUR

OUTPOST

LOCKS

TREES

FENS

TENTS

ROAD   TRAIL
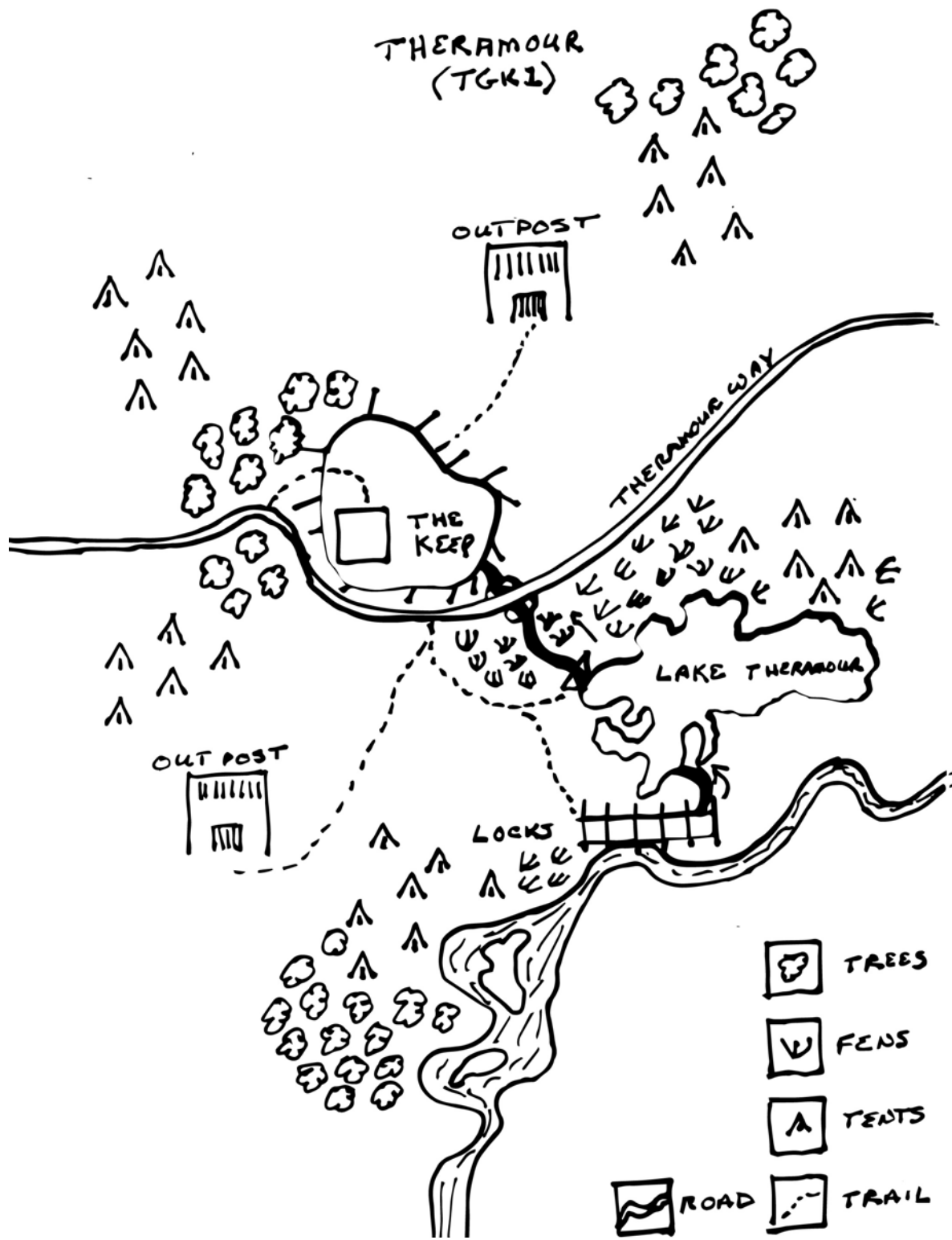
Places to start: The large cave likely serves as the central location. The ruins and other features, could be combined into the same adventure by a clever DM, or the map might serve as a series of small, inter-connected side-adventures that the party might return to on a semi-regular basis. Location (**21**) is a teleportation portal and might serve as a convenient way for the party to come and go from this land.

DM Notes:

THE CAVES OF THERAMOUR

THERAMOUR FALLS

③

②

①

TOMORROW RIVER

④

⑤

⑥

⑦

⑧

⑨

⑲

⑱

⑳

60'

80'

CRYSTAL LAKE

⑩

⑪

⑫

⑬

⑭

⑮

⑯

⑰

TOWN OF CRYSTAL

②①

THE FORBIDDEN SEAS

TO THERAMOUR
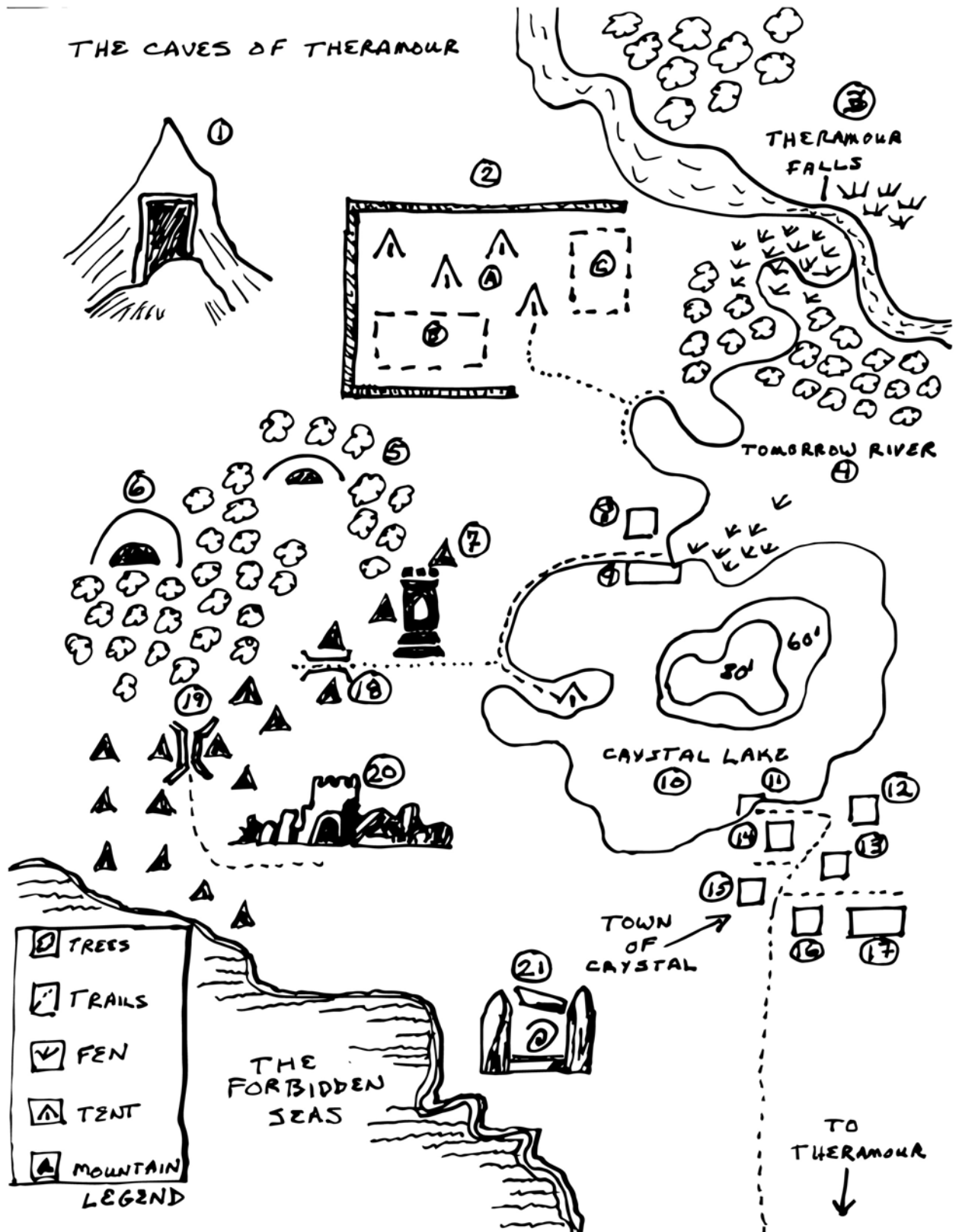
LEGEND
- ▣ TREES
- ⌐ TRAILS
- ⱽ FEN
- ⌂ TENT
- ▲ MOUNTAIN

Places to start: Consider the suggestions for the previous two maps as this map combines notions of both given the DM the opportunity to provide a mixed adventure for their party that might include urban, wilderness, and tactical elements to it.

DM Notes:

EMERALD RIVER

EMERALD LAKE
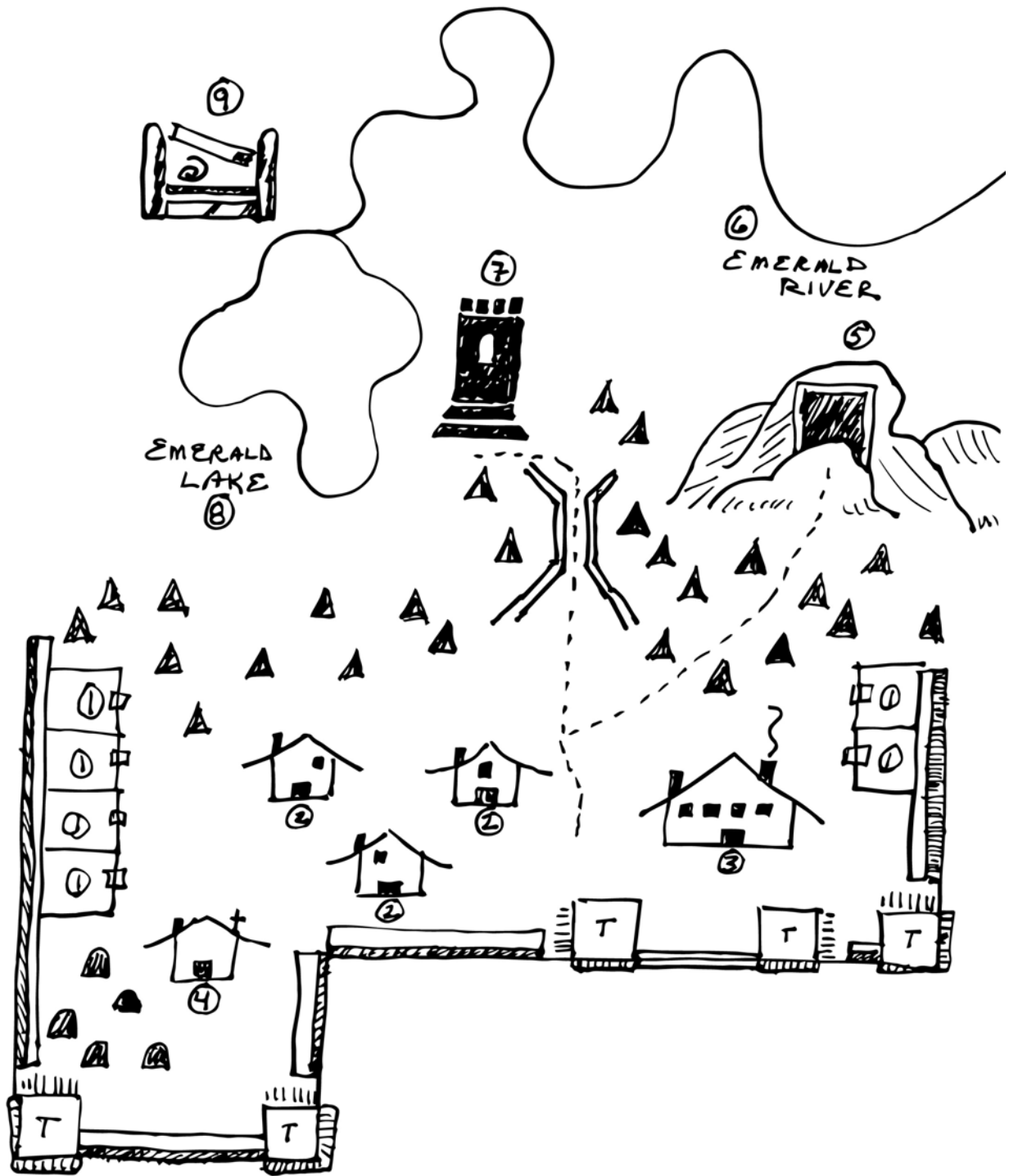
Places to start: For a DM who might want to combine some of the prior maps into a campaign rather than a series of one-off side adventures, use this map to provide overall context for your adventurers.

DM Notes:

THE LANDS OF THERAMOUR
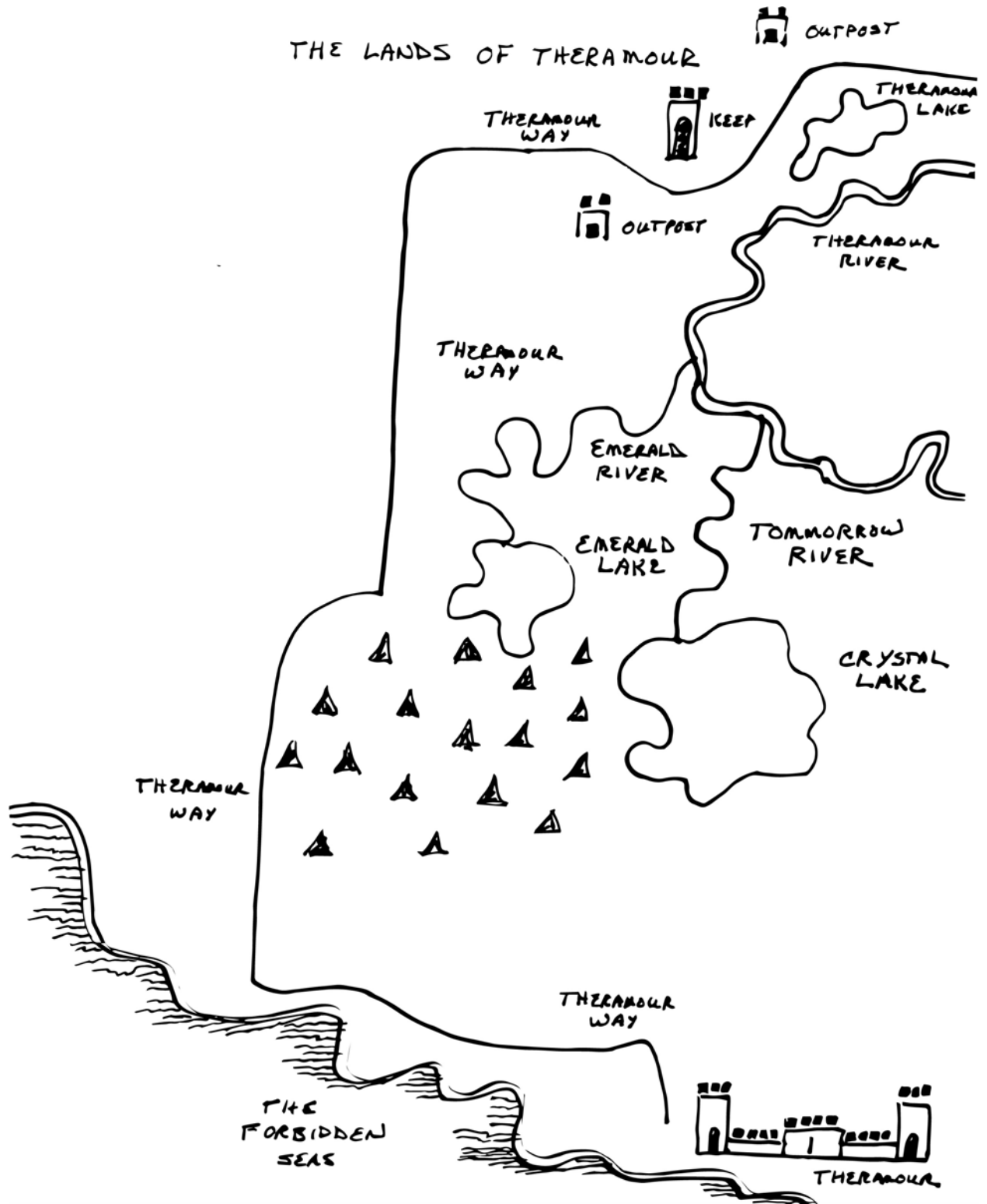
Places to start: All of the TMR series dungeons are very loosely modeled after interesting locations in the state of Wisconsin, originally named *Ouisconsin* by the earliest French explorers. They are not literal translations of the locations.

Taliesin is very roughly the home of an architect, so the DM might plan for a number of rooms to be libraries, to contain drafting tables, and other spaces that might accommodate an architect and his or her apprentice architects.

This adventure might occur before subsequent adventures: there might be clues hidden at Taliesen to get to the next adventure. Or it might be that the architect—Taliesen—has been captured by some evil creature and the goal is to try and figure out how to rescue him.

In general, this space would work well if the DM assumes any kind of artist or wizard, and a place to explore by his or her adventurers.

DM Notes:

TALIESEN
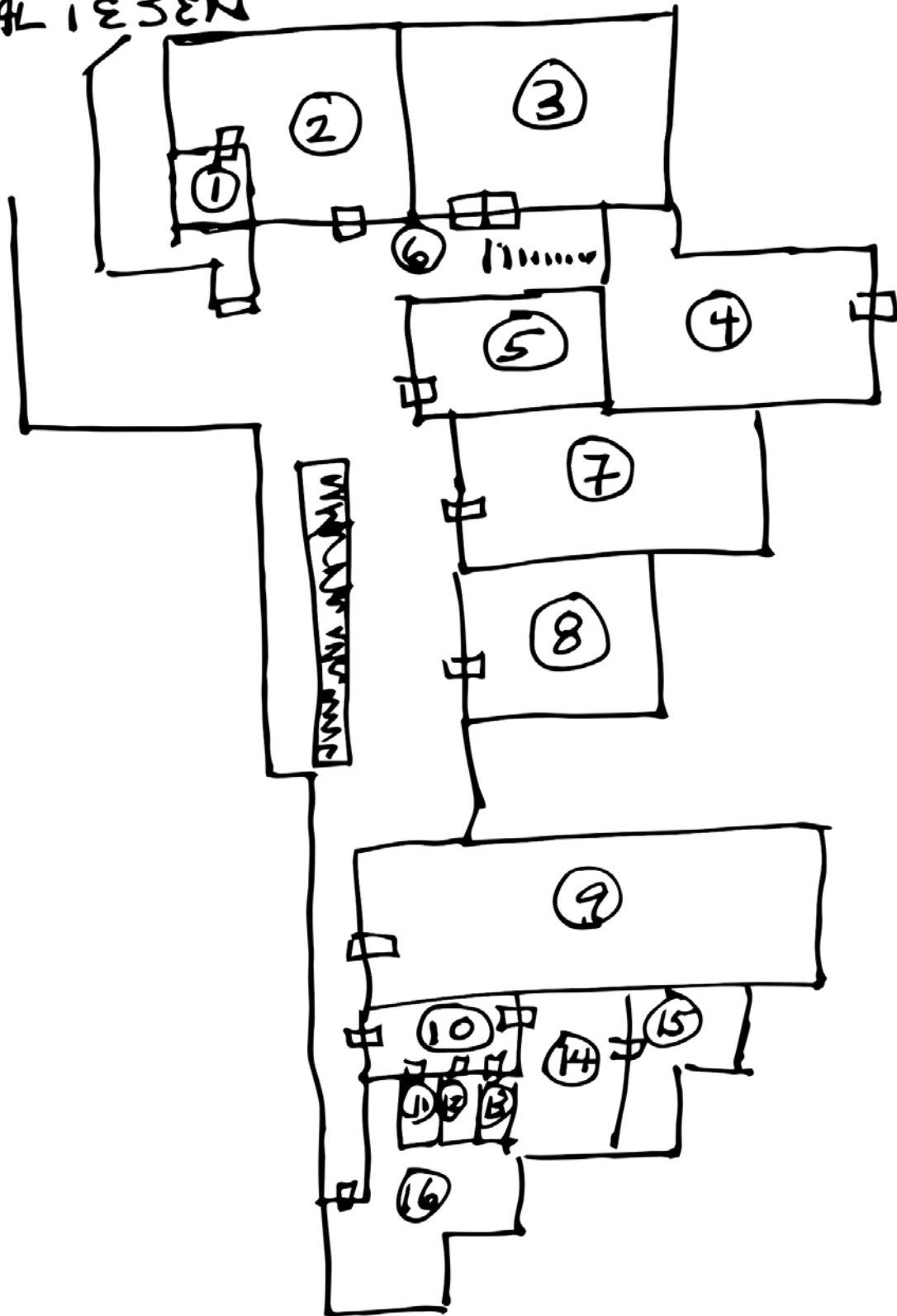
Places to start: Level 1 is a stables, level 2 living quarters, and level 3 an observation deck of sorts.

This structure is built into a standalone stone pillar from which one can see miles in any direction.

The space might work best for an adventure where the party encounters an evil wizard that needs to be defeated.

It may also be a continuation of the party looking for clues, much like in TMR1.

DM Notes:

HOUSE ON THE ROCK

HAY
LOFT

LEVEL 1

① ② ③

LEVEL 2

④ ⑤ ⑥ ⑦ ⑧ ⑨
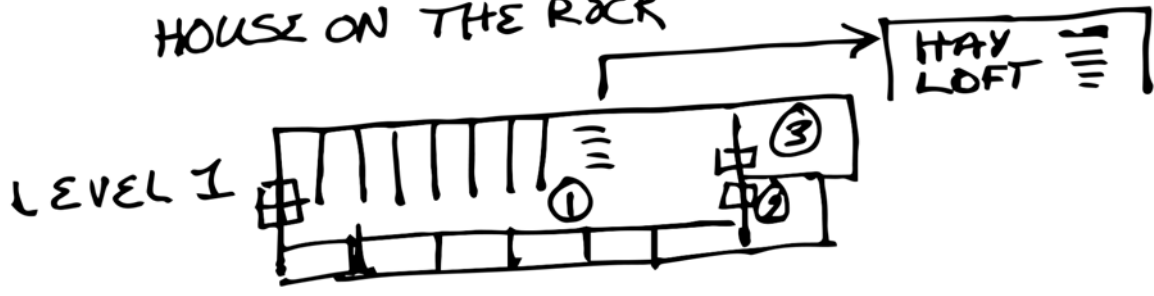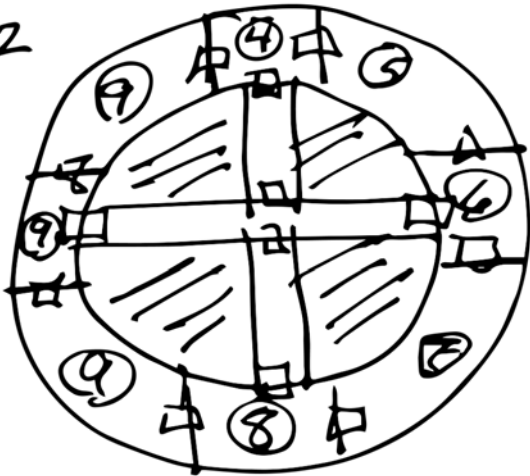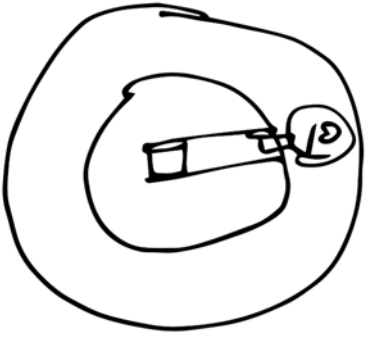
LEVEL 3

⑩

Places to start: This is a simple map with a lot of flexibility. It is designed to facilitate an outdoor adventure for your party—of any level. As DM, you are given basic geographic land markers, and little else. The goal is to allow you to adapt to your party's size and abilities.

The most notable feature is a bluff that can only be traversed by a trail that beings at (**2**) and ends at (**3**). There are many opportunities for ambushes by creatures, including avians.

This map will probably work best as an "intermission" of sorts as your party travels from one adventure to the next.

DM Notes:

ROCHE-A-CRI

ROCHE-A-CRI

49
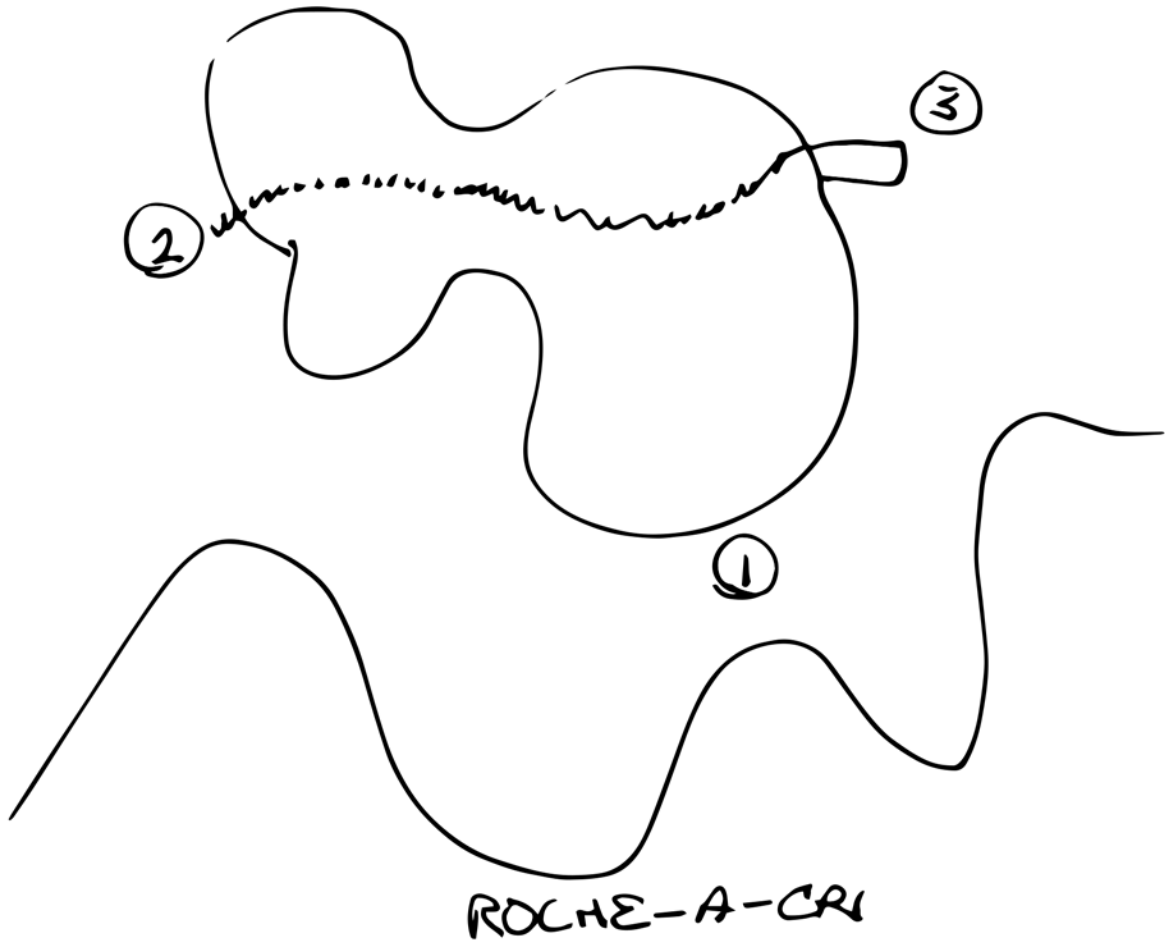
Places to start: Aztalan is designed primarily as a wilderness adventure. An ancient civilization settled this area originally and there are burial mounds and ruins (1, 2, 3, 4, 6) that speak to that.

At the edges of those ruins, though, their ancestors live on in the shadows. As DM, you might have the party discover that the ruins are haunted and that the denizens of Aztalan are hoping your party will save them from ancient ghosts and other undead.

Alternatively, if part of a larger campaign, there may be an artifact hidden in the ruins of Aztalan that they need to recover in order to move on to the next part of their adventures.

DM Notes:

AZTALAN Ⓔ

FIELDS Ⓖ

NORTH PUBLIC SQUARE

WHIP FACTORY

BLACK SMITH

SHOE SHOP

BRICK YARD

INN

HOTEL

PUBLIC SQUARE

STORE

CHURCH

SAW MILL

NURSERY

CRAWFISH RIVER

STONE QUARRY
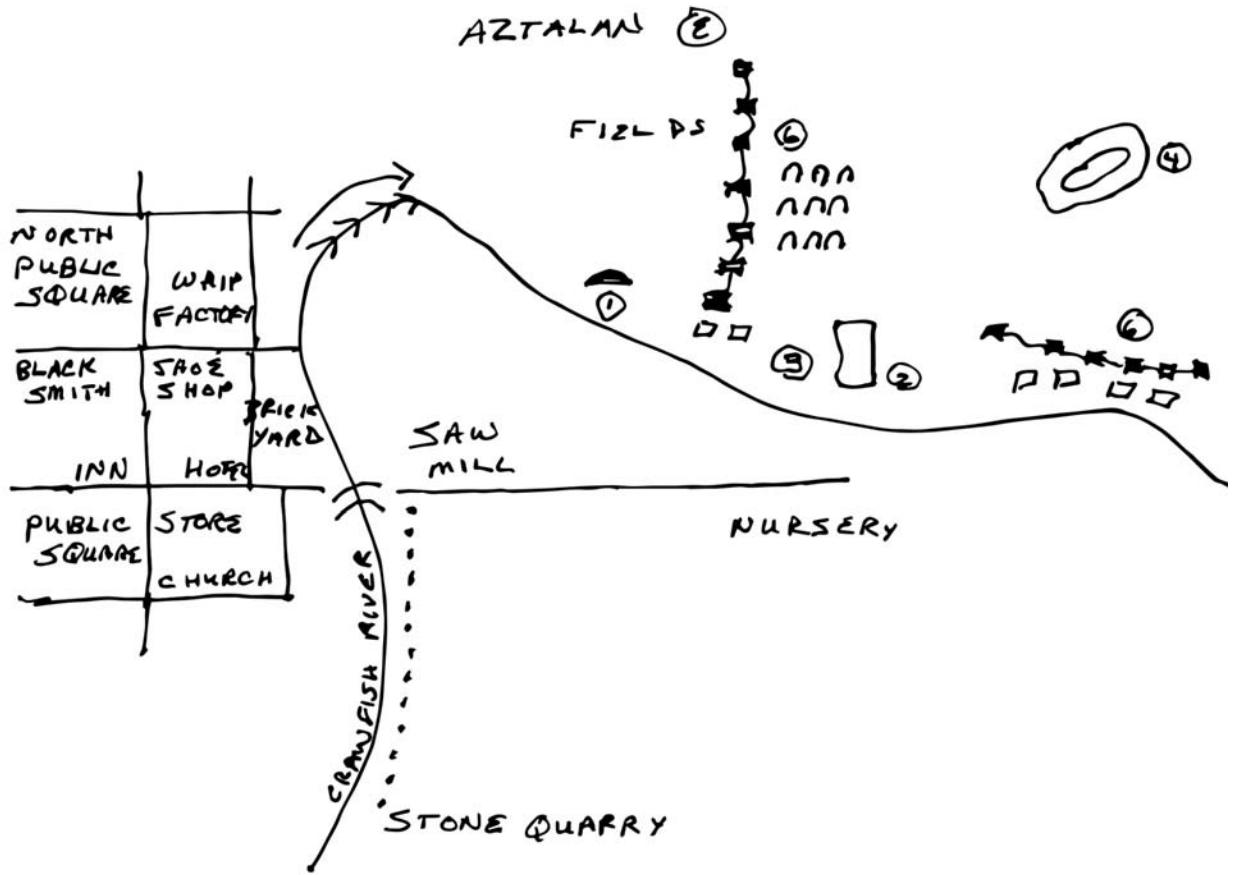
Ⓓ PRINCESS MOUND

Places to start: Bon Secour is designed to be an *underwater* adventure. There is an island in the middle of Lake Bon Secour. Other than two beaches (**1** and **6**) and a solitary burial plot (**2**), the rest of the adventure should occur underwater.

Although you may adapt them as appropriate, the original intent underwater was: (**3**) abandoned village and (**5**) old cemetery. The area to the south of the island is also part of the village. The party might note very faded paths on the bottom of the lake that not only connect these features, but will help them to find them.

As DM, think creatively about dangerous lake creatures that might attack the party.

Most likely this is another map where the goal for the party is to discover some kind of artifact or relic. It may have its own intrinsic value or you may choose to tie it to a larger campaign of your own design.

DM Notes:

BON SECOUR
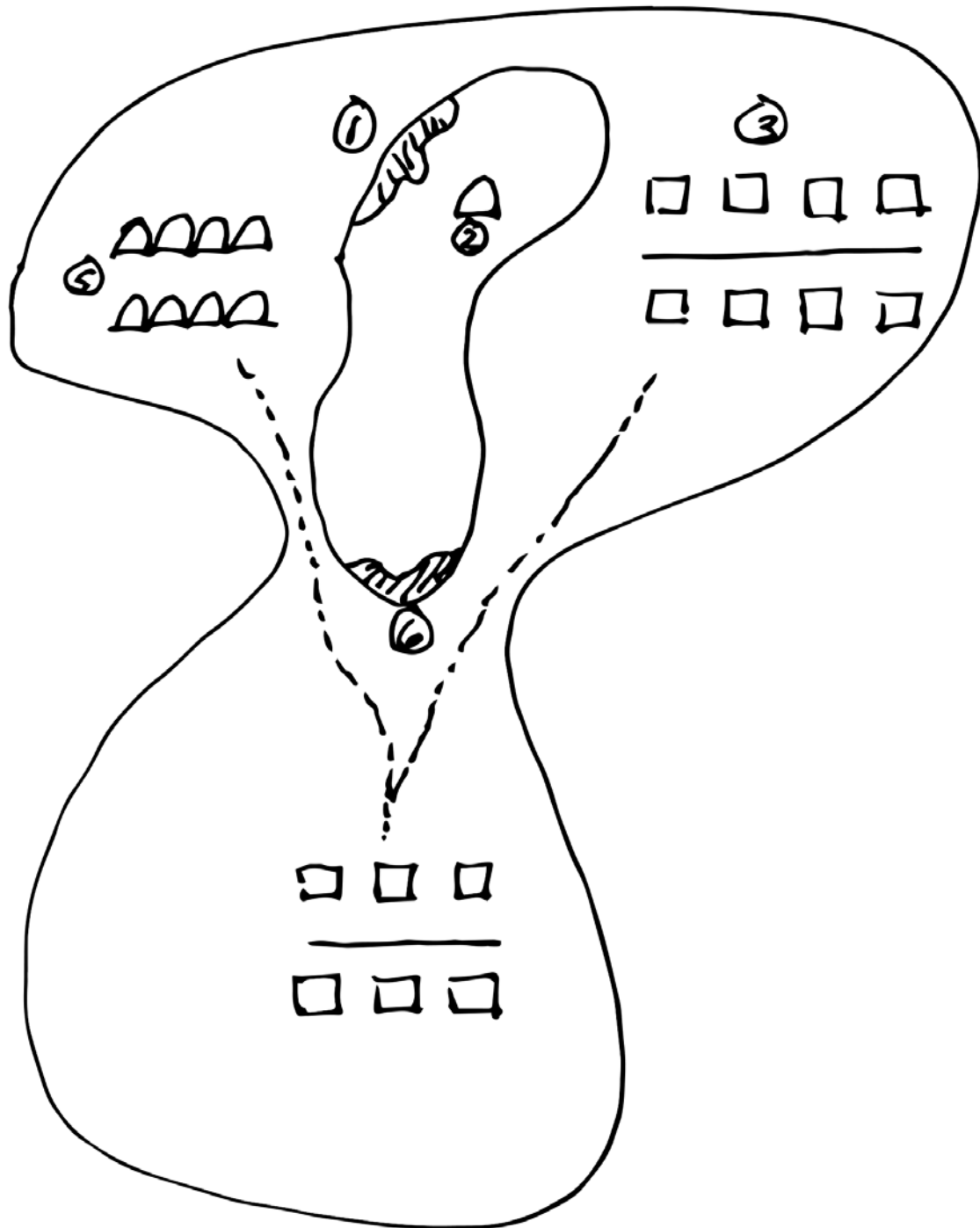
Places to start: Graceland Cemetery is decidedly haunted, even if it a very small cemetery. There is only one crypt (**2**). The plot marked (**3**) is the only family plot in the cemetery if that might be useful to your adventure.

The crypt has a secret door that connects it to other houses/locations in this collection. If you choose to use more of the houses, the party can be given the opportunity to find it. Otherwise ignore the secret doors and passageways.

DM Notes:

Places to start: Walker House is an abandoned inn (first floor) and sleeping quarters (second floor). There is a cellar that will connect the adventurers to other houses that are part of TMR2, if you choose to play them that way.

Walker House is haunted, and it might largely be the sole goal of the party to vanquish the ghost that haunts this old inn.

DM Notes:
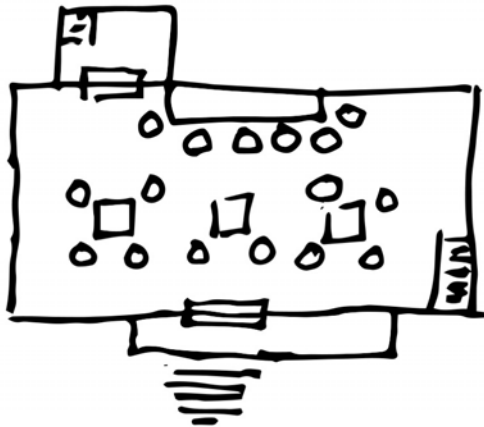
FIRST FLOOR

①

SECOND FLOOR

② ③ ④ ⑤

CELLAR

TO PENDARVIS

TO GRACELAND CEMETARY

57
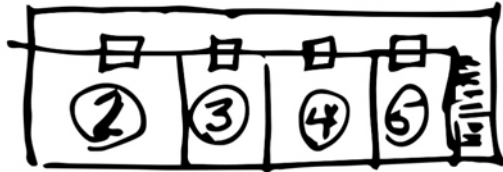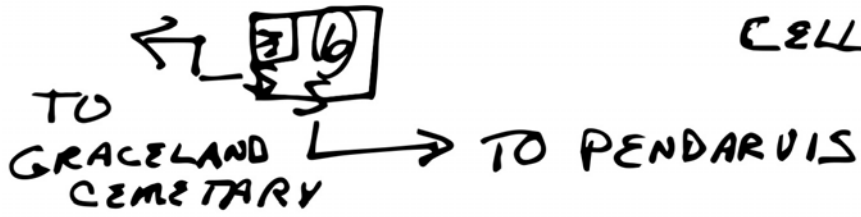
Places to Start: Sometimes DMs need convenient places to start adventures, providing places for their party to learn what their next objective is going to be.

Kiddlywink Pub is nothing more than a very small pub designed to give the DM a visual of a place to start an adventure.

DM Notes:

Places to Start: Pendarvis House is an old miner's house. It has low ceilings and is sparsely furnished. The cellar (lower) will connect it to other houses, structures and locations. That may be its only purpose. It may also be a "safe house" for the adventurers to rest as they explore other (TMR) houses.

It is also possible that the DM might create an adventure where the party stumbles about rogues or thieves and a chase ensues across the tunnels and houses of (TMR).

Another option is to consider this house one of the central to Pendarvis. It may also be haunted by a ghost that is protecting some small amount of treasure.

DM Notes:

① ② ③ ⑤ ④

Ⓐ MAIN

MINERAL POINT INN

⑥

TRELAWNEY HOUSE

WALKER HOUSE

Ⓑ LOWER

⑦
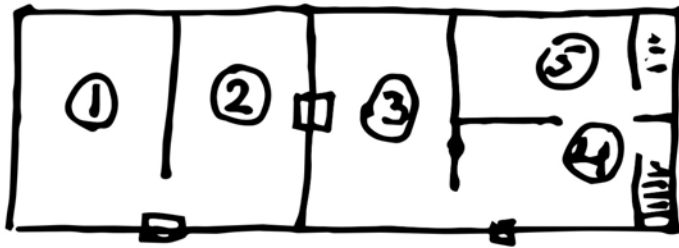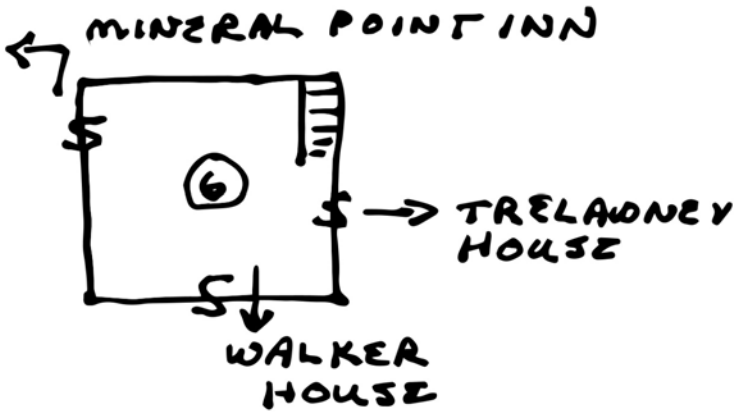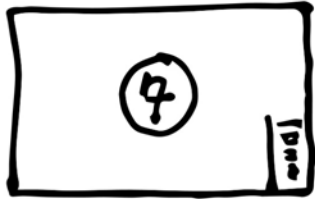
Ⓒ UPPER

Polperro House (TMR2)

Places to Start: Near Pendarvis House, this also was one of the statelier houses of Mineral Point. Depending upon the adventure you design for your players, one possible end reward for the adventurers (treasure gets boring) is to award them Polperro House—it has multiple rooms and could serve them well as a central location for future adventures.

DM Notes:

(A) FIRST FLOOR

(B) SECOND FLOOR

(C) THIRD FLOOR

Places to Start: The party may have some kind of random encounter in Trelawny House; otherwise, consider it as a general part of the tunnel system connecting the TMR structures and locations in your adventure.

DM Notes:

PENDARVIS HOUSE

(A) MAIN

(B) LOWER
ROW HOUSE

WALKER HOUSE

(C) UPPER

Places to Start: If the party has become a bit accustomed to houses where little happens—assuming you are using the TMR houses together—the (**s**) in (**4**) provides an opportunity for bandits to attack the party unsuspecting (no save against surprise).

DM Notes:
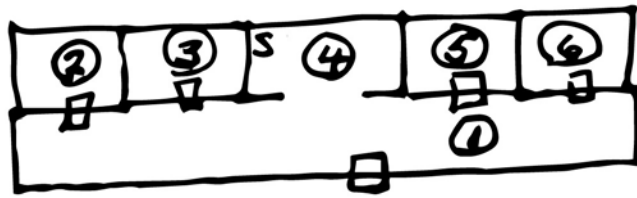
Places to Start: The Merry Christmas Mine was intended as the culminating adventure for TMR. The numbered locations are suggestions for: random encounters with monsters, sudden cave ins, and traps. Although any location might serve, (**9**) was designed to be the culminating encounter with a more significant monster like a vampire or a lich that has been haunting the local area.

DM Notes:

MERRV CHRISTMAS MINE
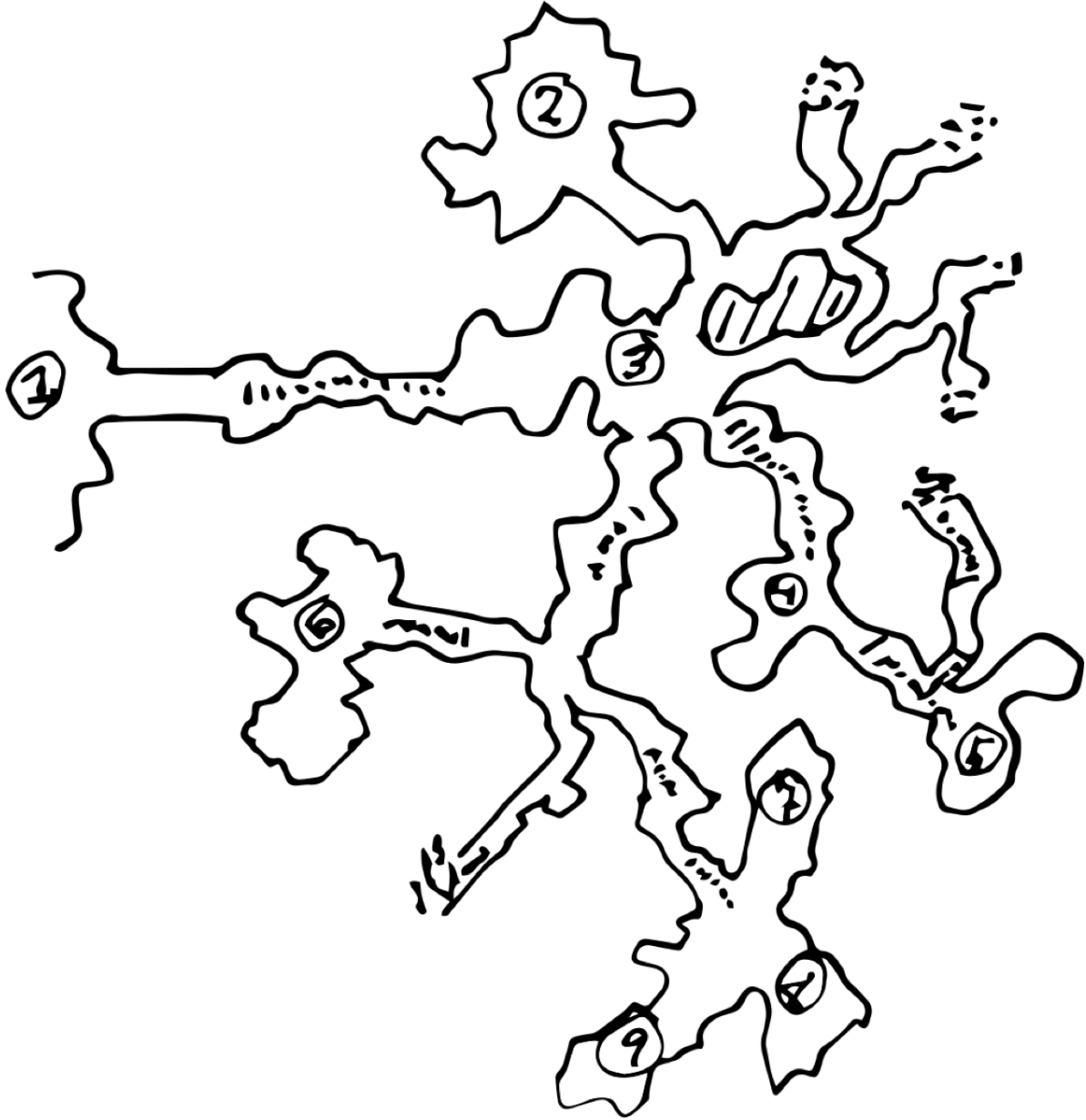
Places to Start: This is intended to be a more tactical adventure for the party. Choose a large number of appropriate creatures to attack the party. To be successful the party should figure out how to use local geography (the swamp and the boardwalk) along with the guard houses to defeat what will likely feel like an overwhelming number of creatures.

DM Notes:

① BOARD WALK

⑤ SWAWP

② GUARD HOUSE

③ GUARD HOUSE

④ GUARD HOUSE

Places to Start: Nonesuch Mine has an underground lake and river (20). It also features a small barracks and assumes that miners probably live in the mine for short amounts of time.

As a mine, in addition to creatures, think about other perils that the party might face like rare molds and oozes, along with sudden cave-ins and collapses.

DM Notes:

TMR4: DESCENT INTO THE
NONESUCH MINES

Places to Start: Very similar to the previous map, though intended to provide a shorter adventure for your party. The first two levels are intended as living and staging areas; the bottom two levels, the actual mine.

DM Notes:
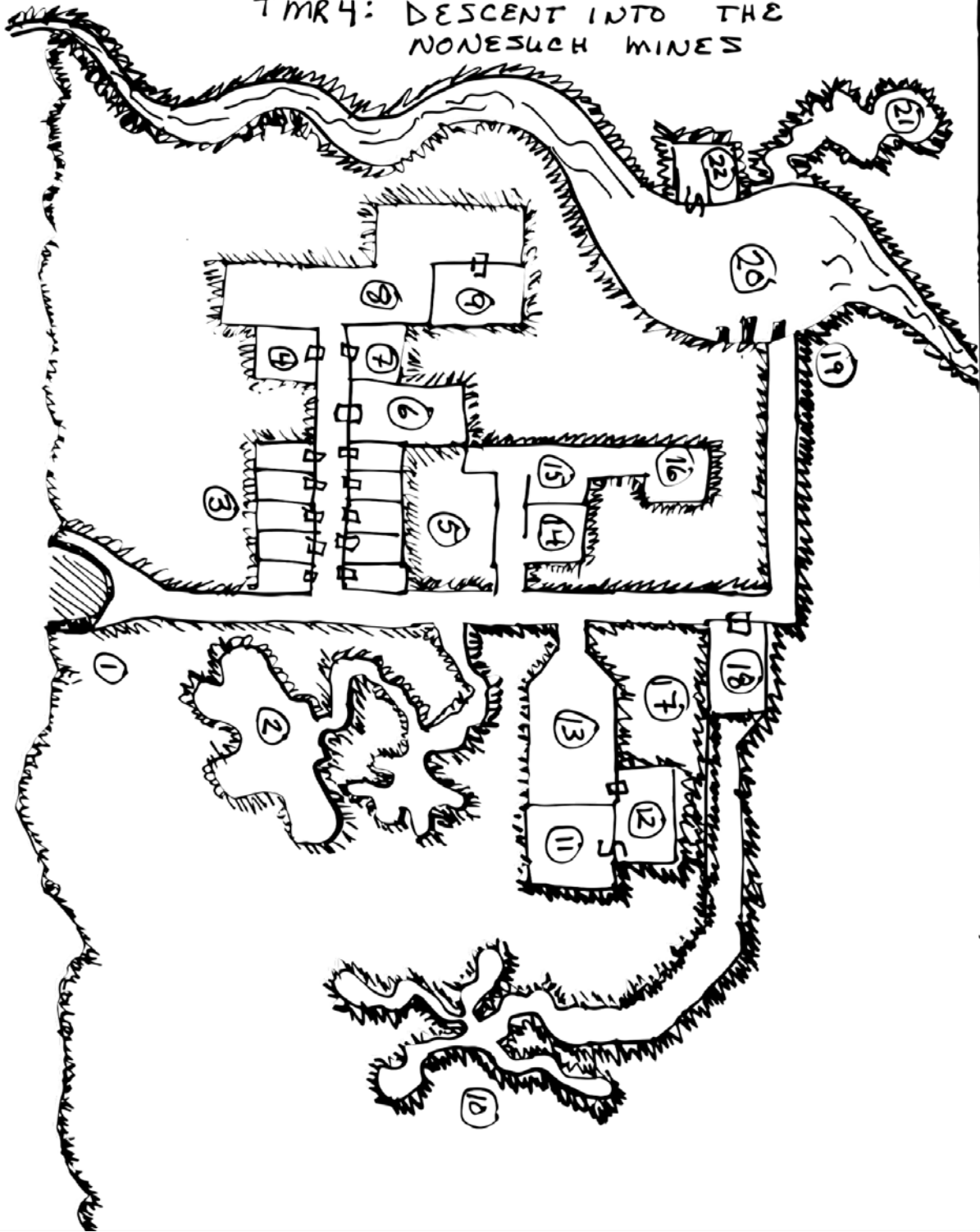
TMR4: THE RUINS OF NONESUCH MINES

LEVEL 1

LEVEL 2 [DOWN]

LEVEL 2

LEVEL 1

LEVEL 3

LEVEL 3

LEVEL 2

LEVEL 4

LEVEL 4

LEVEL 3

Places to Start: This adventure is intended to serve as an add-on to one of the two previous maps. The premise is that this is either a hidden mine or a hidden mine within a mine. An unscrupulous NPC is diverting ore to the factory, processing it and using an underground network of streams to sneak it out of the area for his own profits.

DM Notes:
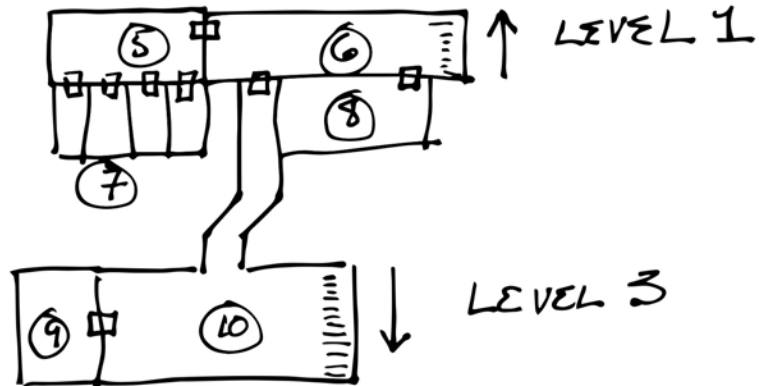
TMR 4: THE HIDDEN FACTORY OF NONESUCH MINES

LEVEL 1

LEVEL 2

LEVEL 3

Places to Start: Use this as a more classic dungeon, though one fraught with traps (the Xs), secret doors and other surprises. Most encounters will be with undead, and creatures found beneath the surface (molds, oozes, and trappers for example).

DM Notes:
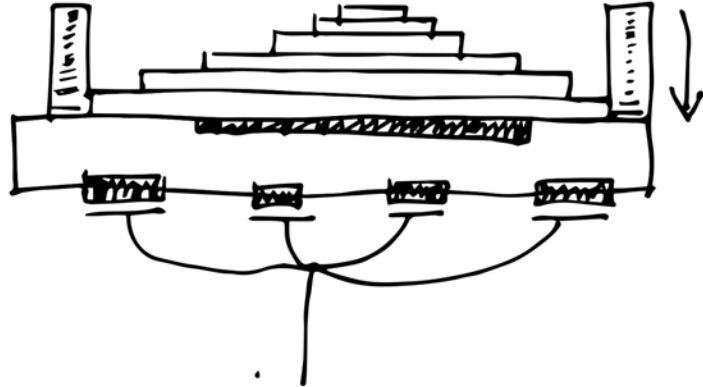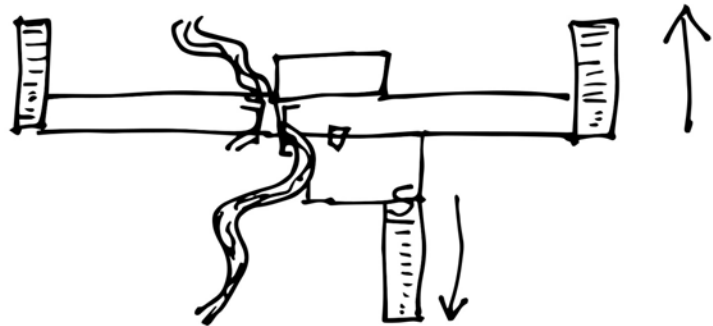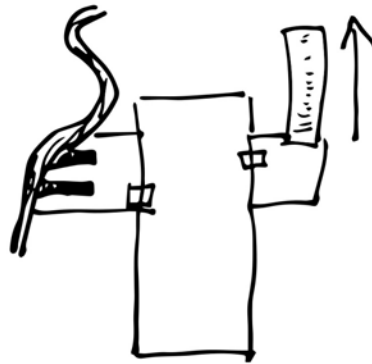
IN THE DUNGEON OF THE WIZARD LORD
KERAPTIS

(A) TO: IN THE CHABERS OF KERAPTIS

Places to Start: Treat this map similar to the previous. The most interesting feature of the map (**67**) is a combination of garden, crypt and cemetery with more than 100 internment sites.

Although still part of a subterranean space, this vast area seems to have been very carefully excavated and is still well cared for.

It's a dreary, grey place with lots of hanging vines. The party can make out that there are somewhere between six and eight above ground crypts They will have to contend with any combination of undead that might include: wights, zombies, ghouls, mummys and ghasts.

Given the deadly nature of (**67**) consider it a source of great treasure for the party as well.

DM Notes:

THE CHAMBERS
OF
KERAPTIS

67

A
B

−300'
−200'
−100'
−50'   72

71

AT ELEVATION

70

66   65   68

64   63
62

60

56   57   58   59

55   54   53   52

50   46   51   75

47   48   EXTRA WEAR   74

42   49   A   B
73   44   B
43   44   45
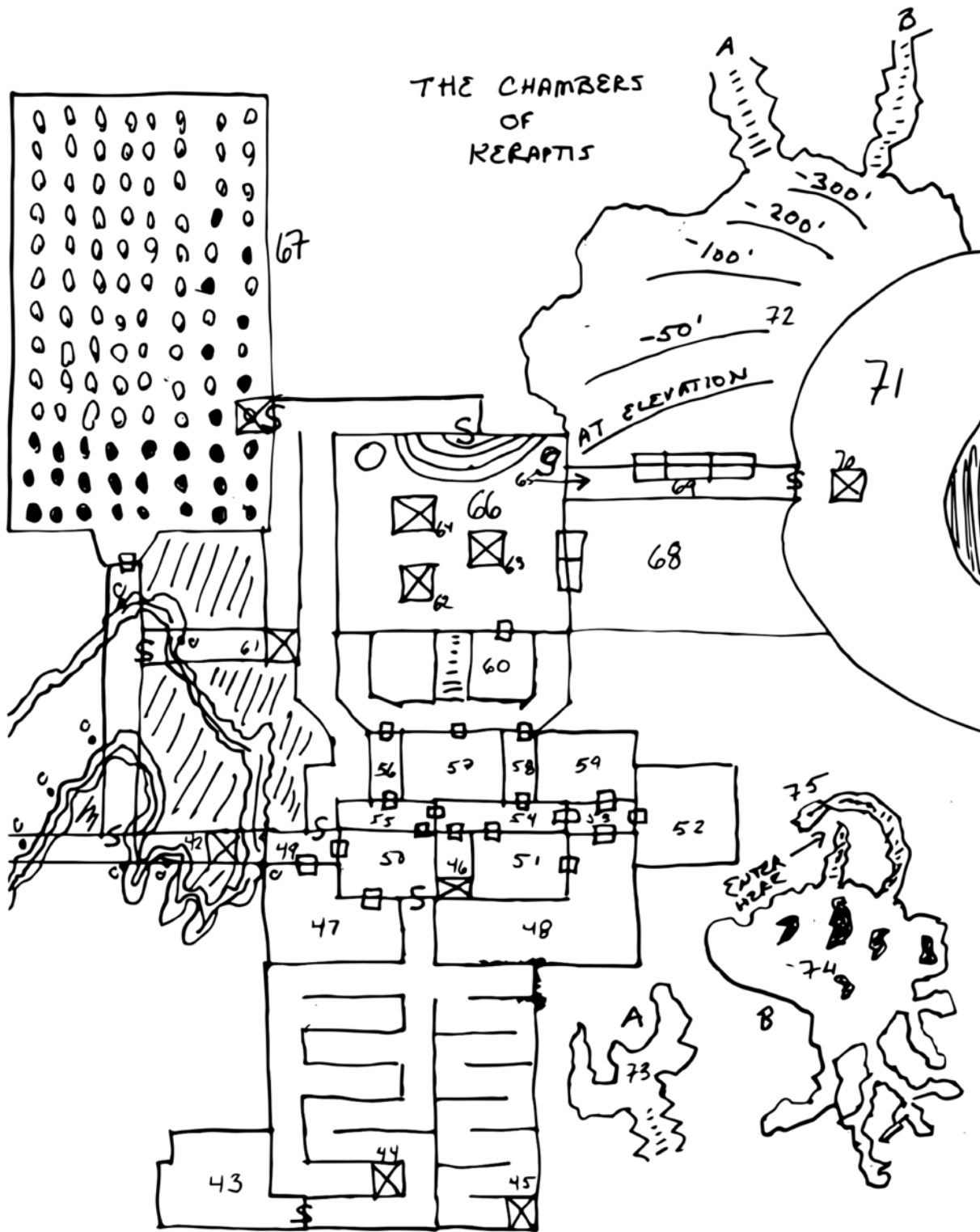
Places to Start: Ultimately the goal of this dungeon is for the party to get to (**18**). They will teleport in at (**1**), then from (**14**) to (**15**) to (**16**).

There are a significant number of traps—be creative. They are designed to weaken the party before they get to the end of the dungeon.

(**6**), (**7**), (**8**) and (**9**) are old mine tunnels. The party might watch for cave-ins.

(**10**), (**11**) and (**12**) provide interesting cover for an encounter with monsters who might be more tactical in their attacks and use that structure to their advantage.

DM Notes:

THE TOMB OF KERAPTIS (TRG 1-3)
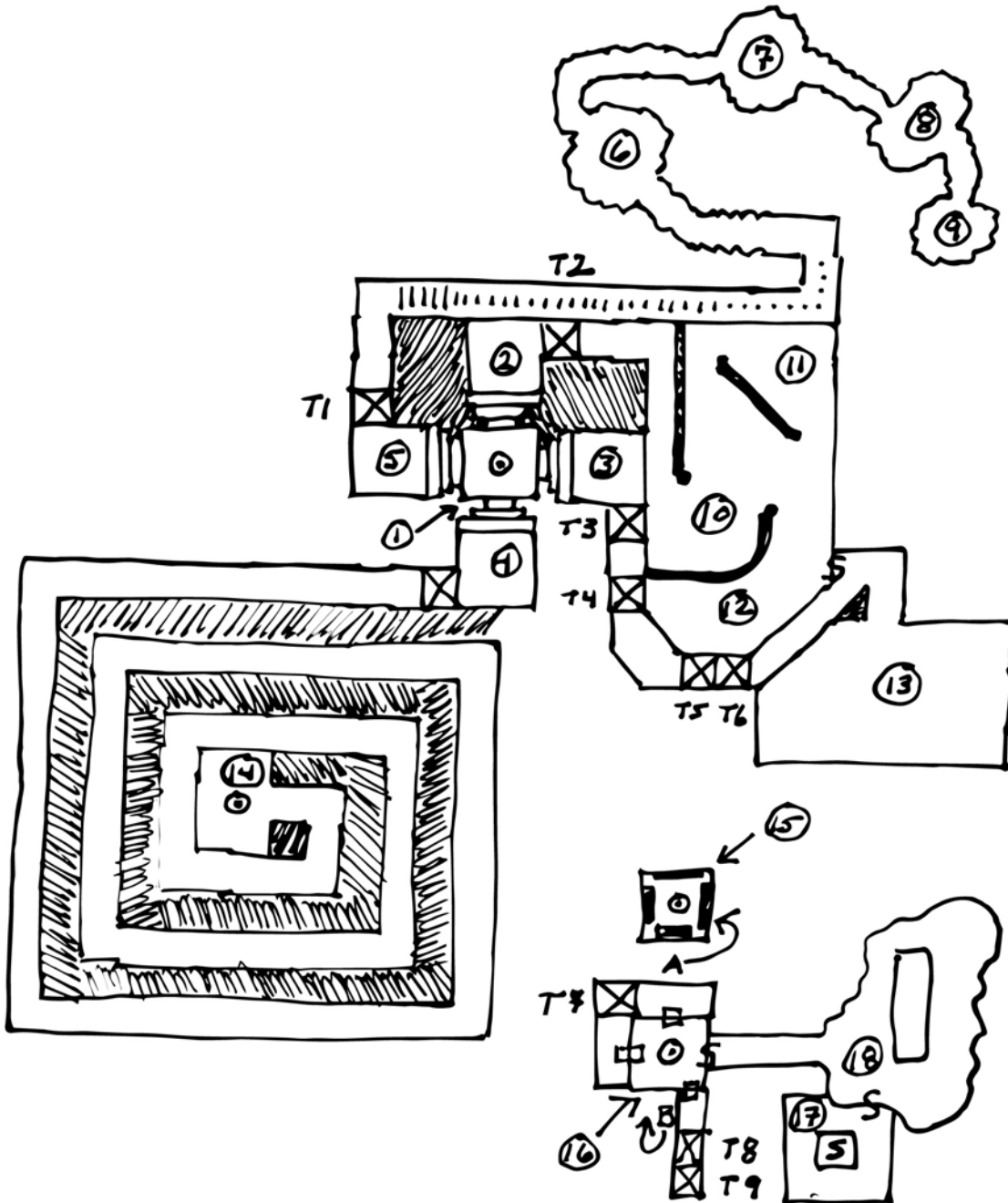
Places to Start: The maze is triggered by trap (T6). For each player, roll 1d4 and place them accordingly in the maze:

1. NW Corner (1)
2. NE Corner (5)
3. SW Corner (20)
4. SE Corner (24)

Two minotaur's will start in the center (C) room of the maze. Minotaurs will be able to move two rooms per turn or use one turn to try and sense (smell) where party members are located, DC 10 perception. Once identified, a minotaur will pursue that target until found.

While the minotaurs will rely on their superior sense of smell, the party's sense of smell will be completely overwhelmed by the stench of minotaur that permeates the maze to a degree as to be entirely unhelpful in locating them.

Given the sequence of rooms and stairways, the party will have to rely entirely on sound as a means of helping to find each other. Sound in the maze travels with remarkably good clarity and party members also succeed in identifying a correct location on a DC 10 perception. As DM, you may choose not to tell the party if they succeeded and instead give them a direction (whether accurate or not—as the party member won't necessarily know that they're not hearing accurately!).

If a minotaur does not have a specific target, it will move based on 1d4 for its first move:

1. North
2. South
3. East
4. West

As a second move, if the minotaur moved North or South, it will then move East or West. If the minotaur first moved East or West, it will next move North or South. In either scenario, it will angle toward the closest corner.

Start: Each of the starting rooms has a limited amount of writing on the walls that will explain to the players that they have limited time (6 turns) to find the two minotaur's of the maze. Upon finding them, the clock will reset and they will have a minute (10 turns) to defeat each minotaur.

To Win: If the party defeats the minotaur they know to proceed to the center of the maze to locate a talisman that will allow them to destroy the lich's phylactery.

There is a small dais in the center of **C**. On it is an **amethyst pendant** that the party will need to destroy the phylactery. There are no immediate effects should anyone decide to wear the pendant.

There is no time limit to this step. The party will then be teleported back to **T6** regardless of their individual locations in the maze.

Failure: Should the party not succeed, they will be returned to **T6**. They may retry the maze as many times as they choose; however, the minotaurs statistics will automatically reset themselves. The DM should re-roll starting points any time the party makes a second effort.

DM Notes:

THE MAZE OF KERAPTIS
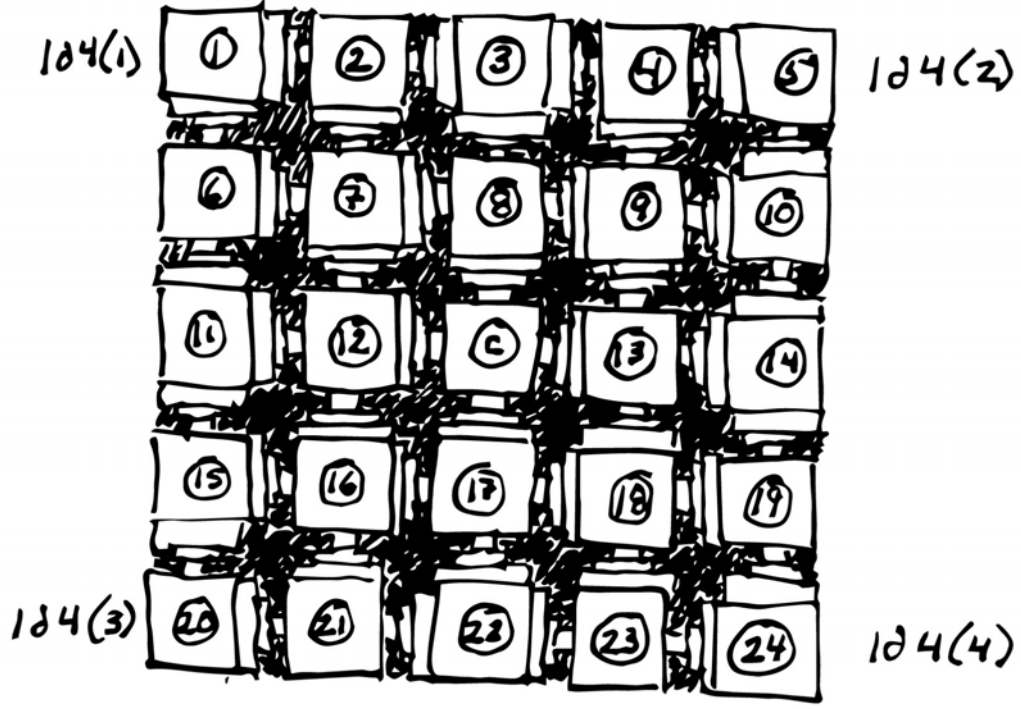
Places to Start: Overview: The puzzle is triggered by Trap (T5). This puzzle is a series of four rooms separated by secret panels that may only be opened by solving the puzzle in each respective room.

Start: Each room has one puzzle. The DM should roll a die to determine which character must solve the first puzzle. Thereafter, move around the table in clockwise fashion until all of the puzzles have been solved. If the party is repeating an attempt, re-roll for which party member starts with the first puzzle.

Failing any puzzle will return the party to **T5** immediately.

1. There is a stone placard on the wall. To its right, a series of three buttons, each with an adjacent switch (currently all in the down position). The placard reads: *As you watch the sky, listen to your heart and do not succumb to greed.* The first button, when pushed will change colors between: green, blue (correct) and purple. Once selected, the player must also move the lever to the up position.

A correct answer will unlock the second button which also changes colors: pink, blue and red (correct).

A correct answer will then unlock the third and final button which changes between: silver, copper and gold (correct).

A final third correct answer, and the secret door on the eastern wall will slowly rise into the ceiling allowing the party to continue.

2. The layout of this puzzle is very similar to the first; however, there is only one button and one lever (also in the down position). The placard asks: *What was the color of the gem that you needed as one of the three keys earlier in this dungeon?*

The buttons will change color between green (correct), gold and red. A correct answer, and the second secret door, on the eastern wall will slowly rise into the ceiling allowing the party to continue (or be returned to **T5**).

3. The layout of the puzzle is familiar to the party, and the placard reads: *In order what were the correct answers?* They should select: blue, red, gold and emerald in that order (those are the four options on each button) in order to proceed to the final room of the hall (or be returned to **T5**).

4. There are three identical switches in the room. Next to the one on the northern wall, is inscribed in stone: *At the top of the hour, raise the switches in the correct order. Hurry! Time is of the essence.* The correct order: North, East, South (clockwise starting at twelve o'clock).

To Win: A small chest will rise up from the center of the room. It is unlocked and untrapped (as the puzzle serves the purpose of these things). Inside there are a number of **rubies equal to the number of party members times three**. They are individually worth 50 gp each.

Failure: Should the party not succeed, they will be returned to **T5**. They may retry the puzzle as many as three times; however the amount of treasure will **decrease by one ruby per party member for each**

attempt. They will discover this on a fourth attempt. If successful, the small chest will still appear, but it will be empty.

DM Notes:

THE COLORFUL HALL OF KERAPTIS
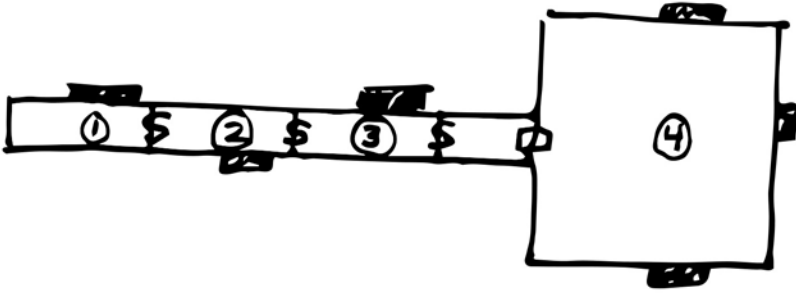
Places to Start: The party might be asked to help defend the Keep from outside attackers—in that sense it can also be used with the Outposts, or separately. As DM, you will need to decide how strongly defended the Keep is against the invaders and what role the party might play in its defense. Buildings include: barracks, inns, taverns, weapons stores, and guilds. However, feel free to include whatever you see fit.

DM Notes:

THE KEEP OF THERAMOUR

Places to Start: The Outposts are small though they house barracks, small prison cells, a chapel, a kitchen and dining area. They might supplement what you choose to do with the keep or serve as a smaller adventure where the party has to help defend an Outpost.

In the tower, think about the logistics of a siege weapon and the number of guards and adventurers that might be on the top deck at any given time.

DM Notes:

THE OUTPOSTS

UP

3

4

2

1

LEVEL 1

DOWN

7   8

6   9

5   10

UP

LEVEL 2

13   14

12   15

11   17   16

UP   DOWN

LEVEL 3

19   [S]   20

[S]   22   [S]

18

[S]

21

PARAPET
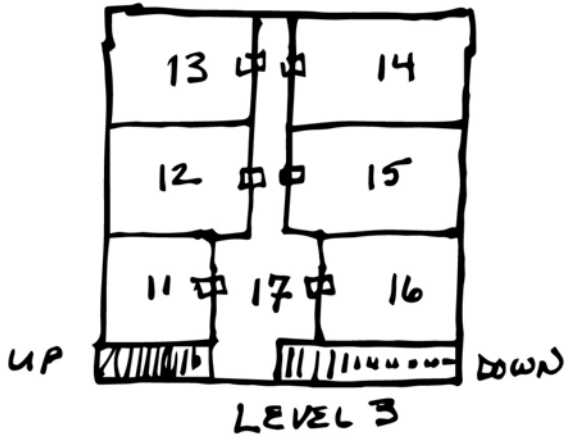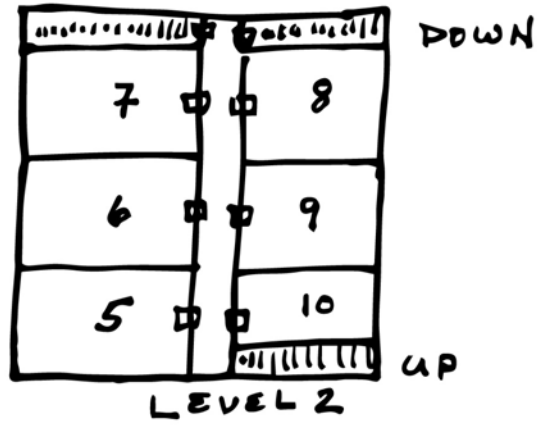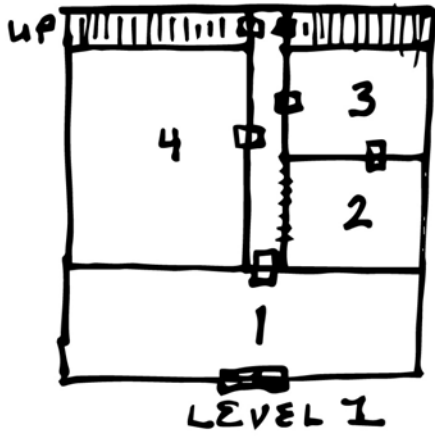
[S] SIEGE-ENGINE

Places to Start: The Caves might be best described as old mining caves: dark, damp, oppressive. This cave has multiple entrances if you use the map from (TGK). Otherwise, you might choose to ignore those entrances.

DM Notes:

THE CAVES OF THERAMOUR - LEVEL 1
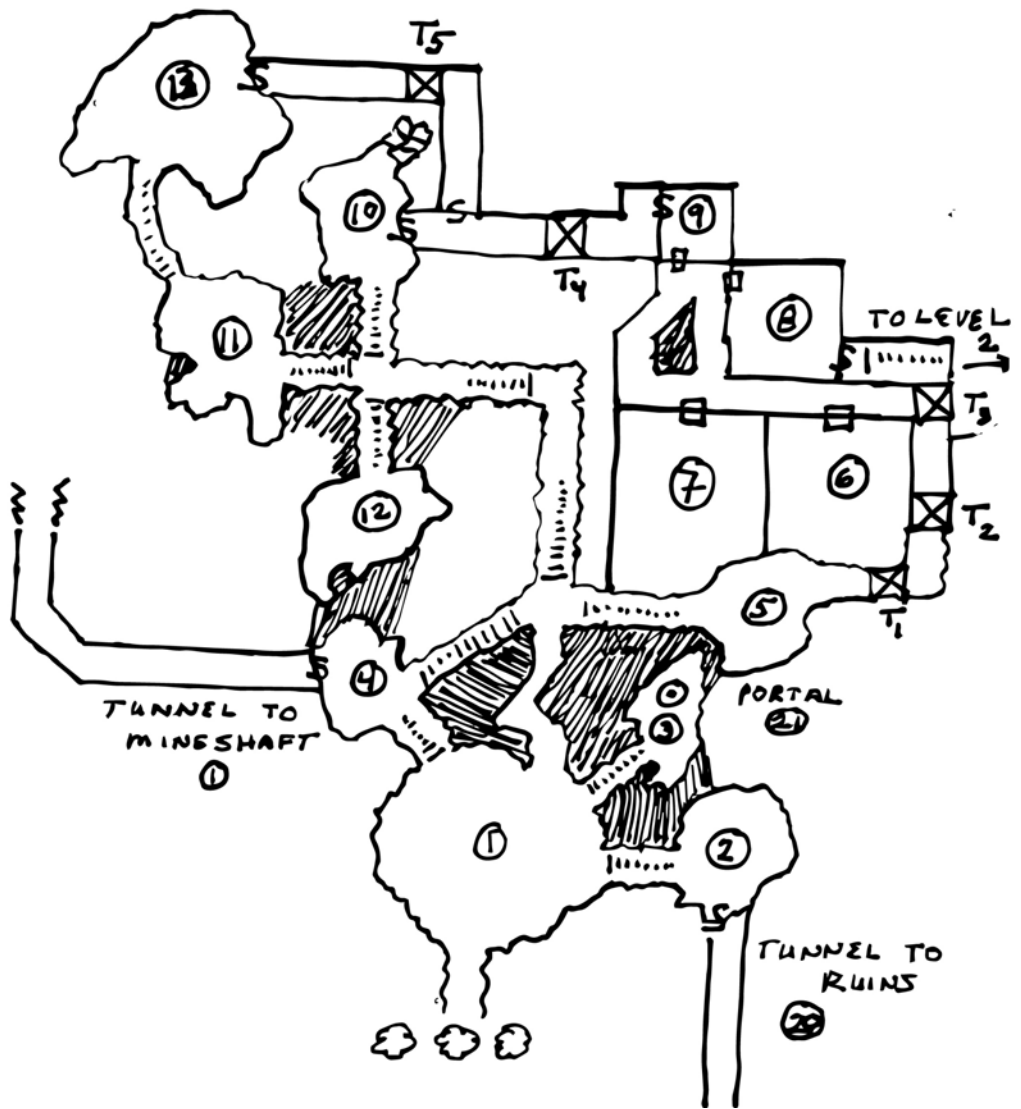
Places to Start: If used with (**TGK1**) the Caves mysteriously give way to more carefully engineered and constructed spaces that someone apparently wants to keep hidden.

DM Notes:

THE CAVES OF THERAMOUR — LEVEL 2

TO
LEVEL 1

TO
LEVEL
3

97
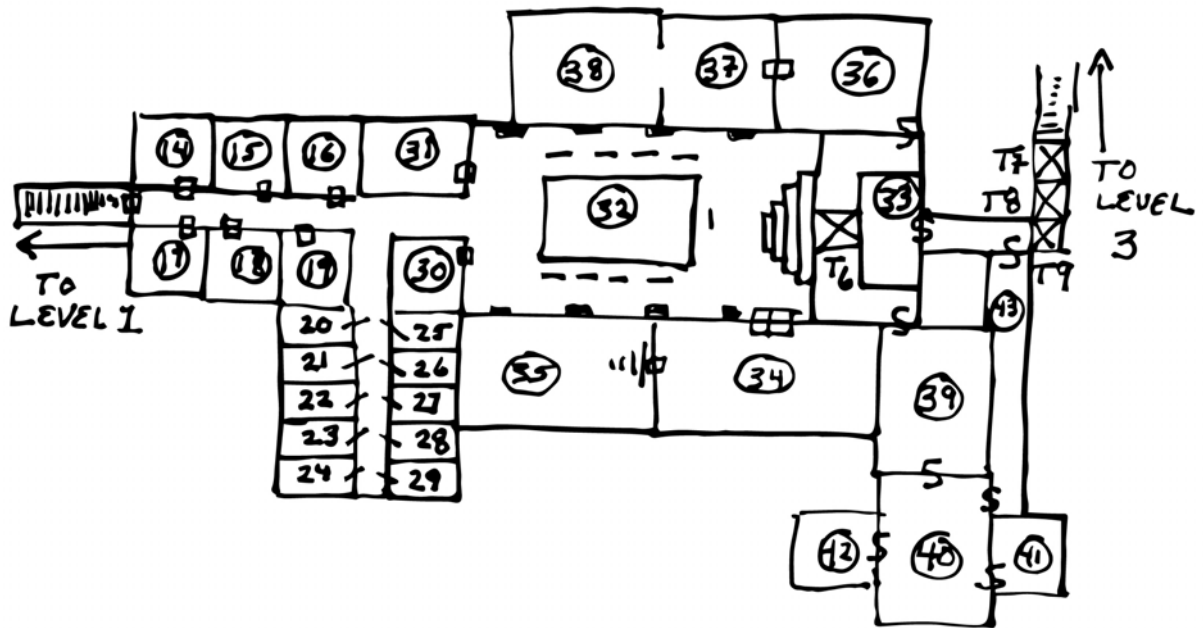
Places to Start: This was intended partially as a dungeon crawl, but partially as a more tactical adventure. (**45**), (**46**), (**47**) and (**48**) are a barracks and staging area to launch an assault of guards to the surface on an unbeknownst community. The goal of the adventurers should be to stop the attack.

(**49**) and adjacent rooms are the rooms of the royalty that are behind the attack. If encountered, they will attempt to flee to lower levels.

The dots and circles are teleportation devices. (**A**) will teleport to (**C**).

DM Notes:

THE CAVES OF THERAMOUR — LEVEL 3

TO LEVEL 2

T10 T12

TO LEVEL 4

T10

A

44

45

46

47

48

49

52

50

54

55

51

53

62

63

B

C

64
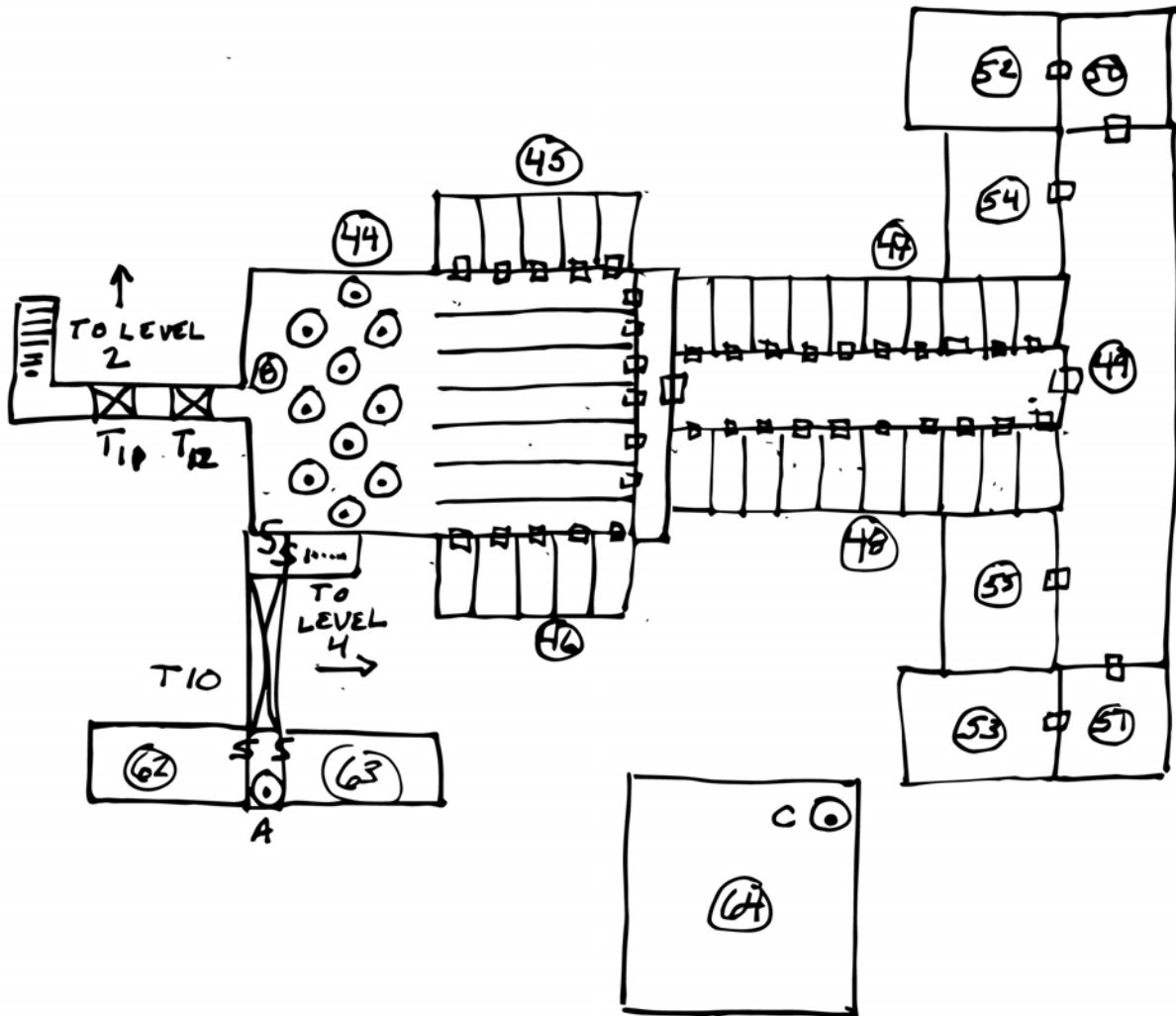
Places to Start: Treat (**61**) as a final safe place for the leader. The rooms at (**57**) are designed as arrow/dagger slots and a final defense against your party.

DM Notes:

THE CAVES OF THERAMOUR — LEVEL 4

61

58 59 60

57

52

T_{13} T_{14} T_{15}

← TO LEVEL 3

FROM LEVEL 2
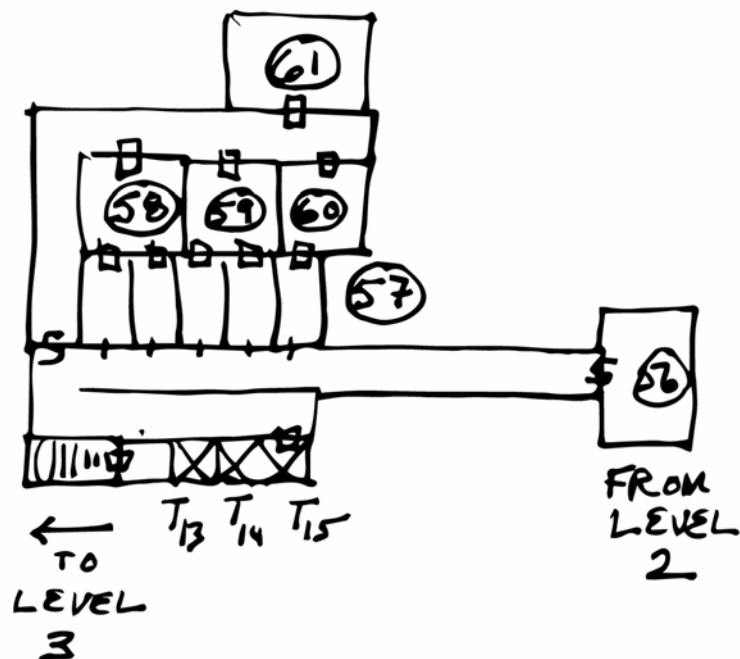
Places to Start: This could be a standalone Keep or part of a larger campaign. It is designed as a simple Wizard's tower, with nothing on the first floor, a library, alchemy and living space on the second, and observation deck for the third floor.

DM Notes:

THE WIZARD'S KEEP

LEVEL 1
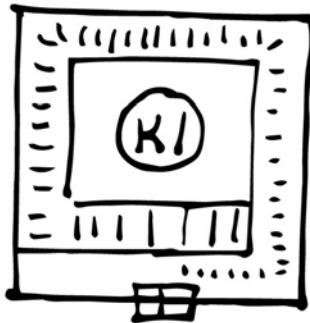
LEVEL 2
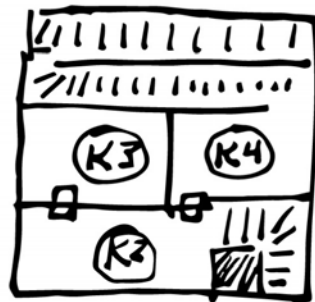
TO LEVEL 3

FROM LEVEL 1

LEVEL 3

FROM LEVEL 2

Places to Start: This is a smaller version of the Keep of Theramour. It could work as a standalone adventure, or it could be a side adventure as the party is somehow transported into the past and needs to discover some kind of secret about the ruins before they can return to their main adventure.

DM Notes:
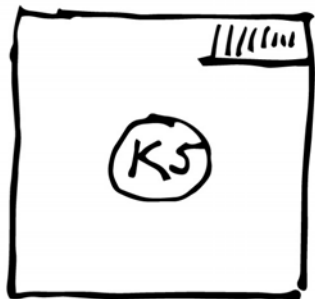
THE RUINS OF OLD THERAMOUR

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