

This installment contains three scenarios for players who like a challenge:

- The Deep Trap is hard because it requires a very careful search to find the treasure
- The Labyrinth of the Basilisk is hard because it is very deadly
- The Old Empire is hard because both

Characters setting out to deal with these scenarios should be told "it's very, very, difficult". If you don't, they will get mad at you.

These adventures are presented by giving you a page from my dungeon master's notebook and then trying to illuminate anything obscure or hard-to-read in the text here. Ideally, after familiarizing yourself, you should be able to just look at the notebook page most of the time and only consult the notes occasionally, so I've included the notebook pages as separate attachments as well as in this document.

Treasure rolls in these modules refer to the attached D1000 Treasure table, originally published in Cube World #3.



Eeping

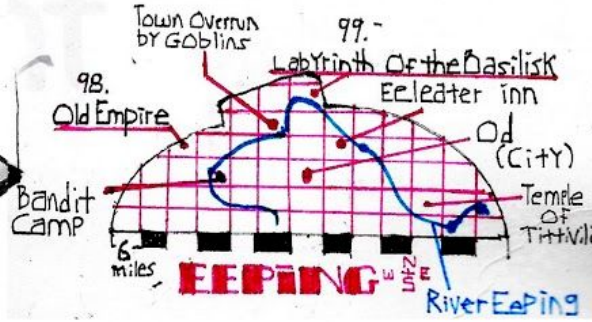
Eeping itself is a human barony about the size of Rhode Island. It's in the predominantly green and elven area of northern Broceliande, just far enough away from the border with the Goblin Empire that its character is more overgrown and wild than wartorn. Baron Aesvid rules from Od, a medium-sized city in the center of the Barony.

If you like the idea of having your players explore this area generally, the sandbox materials in *Warbox: Broceliande* (Cube World #5) and the random dungeon generator in *Siege of Ortheque* (Cube World #6) might help.

EEPING is a ~~large~~ ^{large} ~~island~~ ^{island} ~~is~~ ^{is} ~~mostly~~ ^{mostly} ~~human~~ ^{human} ~~ruled~~ ^{ruled} ~~by~~ ^{by} ~~D&D~~ ^{D&D}
 Avid of Od. See 98 and 99.

Pressure-activated pit-trap is one of many in some
 stately home, lair, or dungeon rumored to contain
 (a McGuffin) Put it in any dungeon.

The McGuffin is
 said to be in a
 pit somewhere
 in Eeping



Falling onto
 spikes does 1d6 hp.

Search will reveal
 Hatch in center
 of spikes opens
 when Save vs Device or Fall into...

Acid does
 3d6 hp
 Per round

Airlock hatch
 Save or Fall
 into...

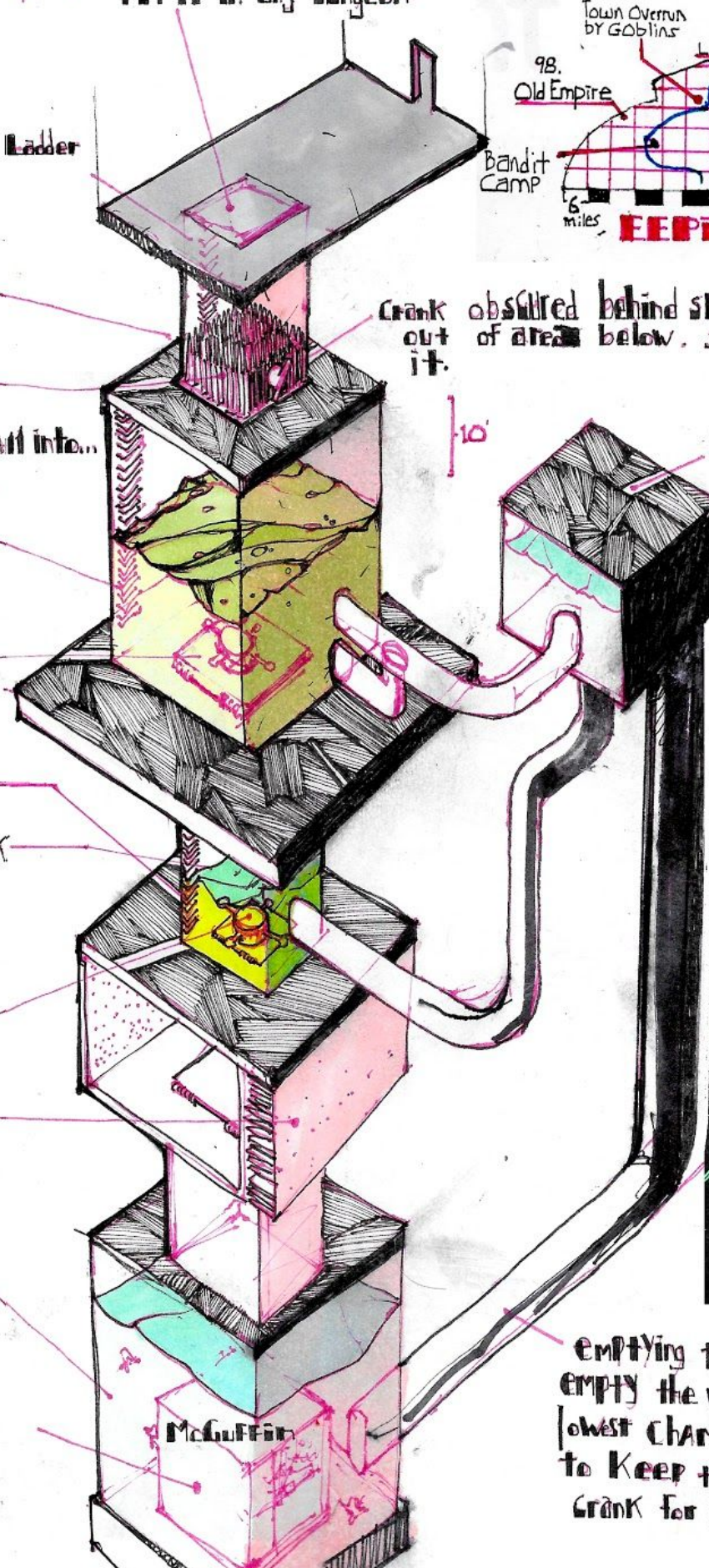
Green Slime,
 Not Pumpable

Airlock

10 seconds after hatch
 opens, all darts fire
 from this wall.
 5d6 hp

Water w/6
 Jellyfish
 Save or take d6,
 trivial to kill

All of this was built with
 Advanced technology courtesy of
 The ~~MEGAT~~ ~~SL~~ ~~ES~~ ~~ES~~



Crank out
 of area
 obscured behind spikes
 PUMPS liquid
 below. Search will reveal

Liquids PUMPED out
 of here

Random
 Small Home/
 Dungeon

1	2	3
11	12	
13	14	4
10	15	16
9	17	18
	19	20
8	7	6

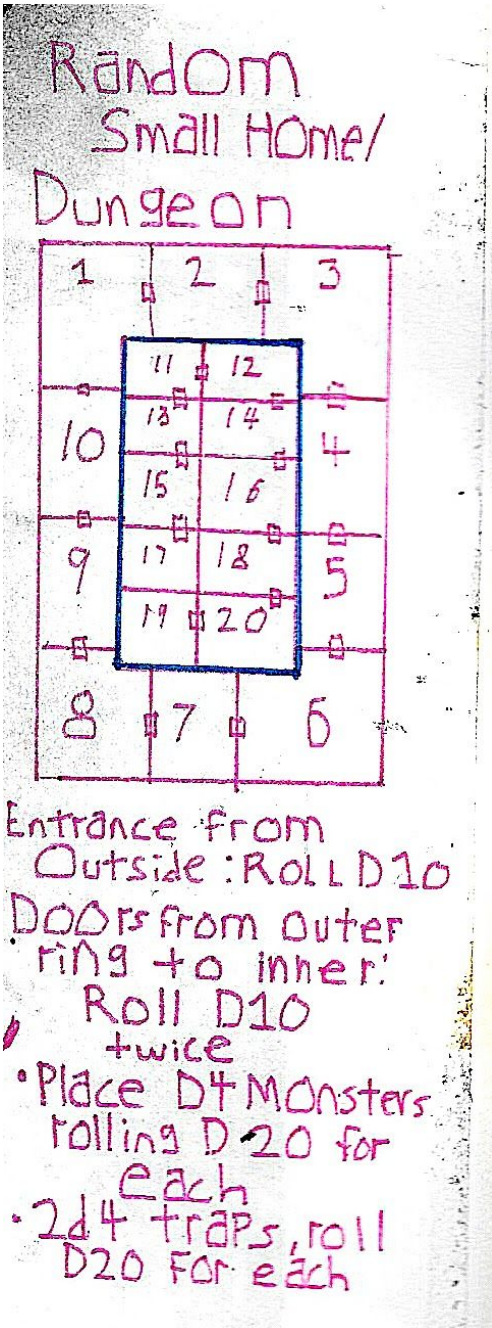
- Entrance from Outside: Roll D10
- DOORS from outer ring to inner: Roll D10 twice
- Place D+ Monsters rolling D20 for each
- 2d4 traps, roll D20 for each

Emptying the Acid won't
 empty the water from the
 lowest chamber, you have
 to keep turning the
 crank for another 10 mins

This scenario—or sub-scenario—has an important item at the bottom of a trap. It can be used in many ways, here are a few:

- 1-You can let the party find out that a given quest item/treasure/McGuffin is in a specific (hopefully small) building or area and place the trap in there in with a few others.
- 2-You can let the party find out that the item is “in a pit somewhere in Eeping”—a human barony in northern Broceliande. In which case it’s a motive to go open-world sandboxing all over the barony.
- 3-You can put it into another dungeon as an easter egg for the maniacally attentive.

The map of Eeping suggests a few landmarks which might orient a party during their search for the trap.



For options 1 and 2 I’ve provided a simple Random Small Home/Dungeon generator on the page, for making little areas to search in a hurry:

- Rooms 1-10 in the outer ring have doors between them
- Rooms 11-12 in the inner ring have doors between them
- Roll d10 to find out where the entrance to the dungeon/building is
- Roll a pair of d10s to find out where the doors from the outer ring to the inner ring are (two different rooms unless you roll doubles).
- Place d4 monsters of your choice and roll d20 to see which rooms they’re placed in
- Place 2d4 traps of your choice (the rest will be more mundane) and roll d20 to see which rooms they’re placed in
- Decide on scale and season to taste

Since the deep trap itself is the punchline of the dungeon, it’s more merciful if the dungeon itself isn’t too elaborate, though holding back one or two minor monsters until someone’s actually in the trap might spice things up a bit.

Notes on The Trap Itself

Most of it is hopefully self-explanatory but....

From the top to the bottom:

The hatch in the center of the spikes causes the entire spiky floor to swing down on a hinge.

The acid doesn’t harm glass or metal but no medieval armor is airtight, leather armor is toast. It doesn’t leave enough residue to hurt you once it’s pumped out.

The reservoir where pumped out liquids go is not drawn to scale so I could fit other stuff on this page.

Green Slime-If you touch it, you lose a point of armor class if you’re in armor. If you’re not or your armor is depleted, the slime begins changing you into slime. The process takes d4+1 rounds. Healing magic will kill it. Scraping, burning, and freezing work, as does cutting off the exposed flesh. Nothing else does. It will just gum up the crank if you try to pump it out.

The hatch in the dart room is easy to open.

The McGuffin is inside the box and small enough to haul out of there.

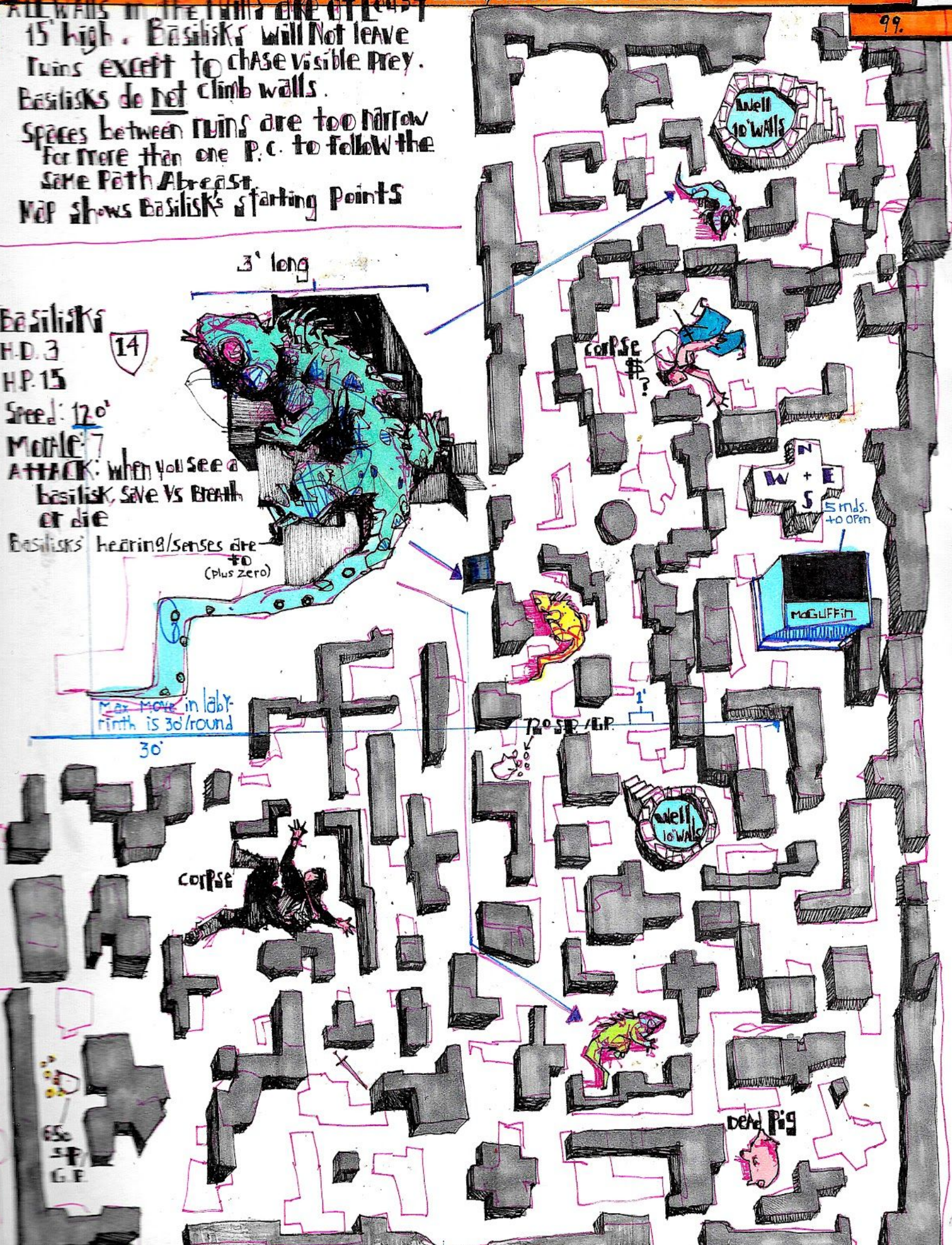
The Negatsar is said to be a bizarre and massive clockwork emperor who rules the chaos wastes far to the north and east.

ALL WALLS in the ruins are at least 15' high. Basilisks will Not leave ruins except to chase visible prey. Basilisks do not climb walls. Spaces between ruins are too narrow for more than one P.C. to follow the same path abreast. MAP shows Basilisks starting points

Basilisks
 H.D. 3
 HP. 15
 Speed: 120'
 MOVE: 7
 ATTACK: when you see a basilisk, save vs breath or die
 Basilisks' hearing/senses are +0 (plus zero)



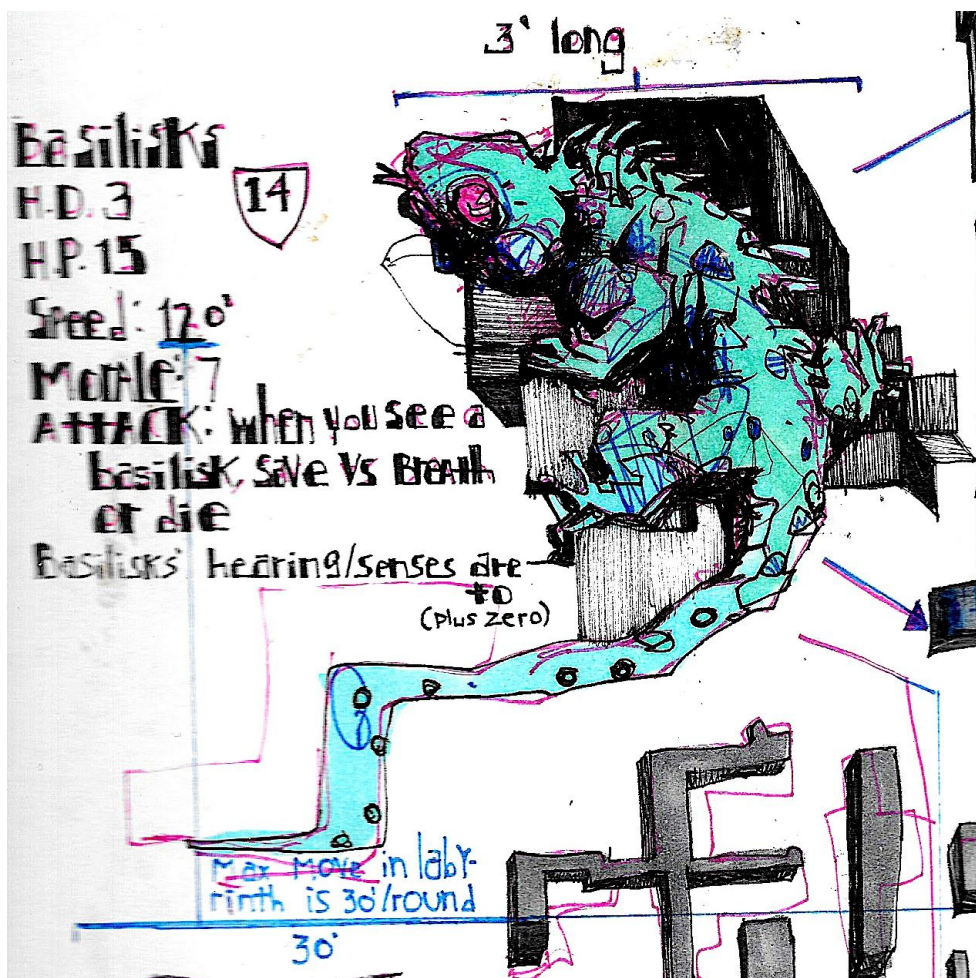
Max move in labyrinth is 30'/round
 30'



LABYRINTH OF THE BASILISK

The party will be told some very valuable item is in *The Labyrinth of the Basilisk!* It is. In the box where it says "McGuffin".

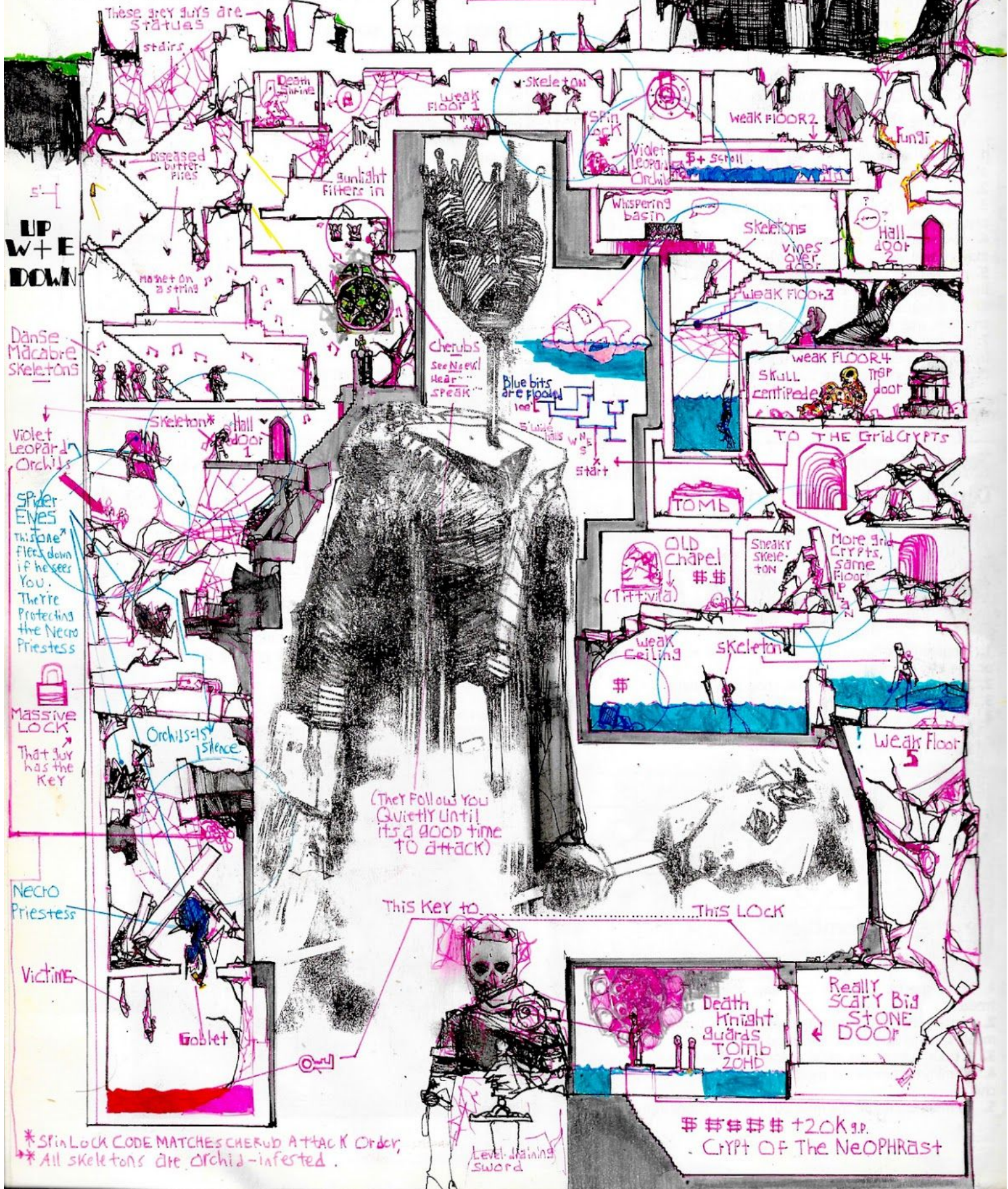
The labyrinth is a small chaotic stone ruin of an early halfling settlement with walls 15'-20' tall—storied, isolated, and strenuously avoided due to wholly accurate rumors of basilisks running around in it. Luckily they hate coming out of the ruins. You can also just stick it in the middle of a dungeon.



Most of this location is self-explanatory but a few things to emphasize:

- As soon as PCs enter, ask for actions round by round and roll for the basilisks to notice the party each round until they do.
- The basilisks will generally hang out in their starting position unless they notice movement (Wisdom/Perception: +0) and then move toward it at 15'/round. They notice and act individually, not as a pack.
- Maximum movement for anyone in here is 30' at a full run and 15' if you want to do anything in a round.
- The \$ indicates a random treasure roll.
- It takes 5 rounds to open the stone compartment containing the McGuffin. Whatever the treasure is it will be too big to exit the labyrinth from the east.
- Treasure is given in gp/sp because LotFP uses silver pieces.
- The pink stuff was just a sketch, ignore it.
- It's possible to climb the walls as usual but that makes it pretty easy to catch a basilisk's eye.
- Remember to ask players about how they want to move around every wall in their path—they don't have a bird's eye view here.
- A lot of the walls are 1 foot or less apart, so you'd have to go sideways and without a pack between them.

The first human court of Broceliande was cursed to persist forever by the Eighth War Elves and now exist as strange revenants. They still believe they rule Broceliande.



UP
W+E
DOWN

Dance Macabre Skeletons

Violet Leopard Orchid

Spider Eyes
This one flies down if he sees you. There're protecting the Necro Priestess

Massive Lock
That Guy has the Key

Necro Priestess

Victims

Goblet

These grey guys are statues
stairs

Death Knight

Weak Floor 1

The Court

Skeleton

Spin Lock

Weak Floor 2

Violet Leopard Orchid

Whispering basin

Skeletons

Hall door

Sunlight Filters in

Market on a string

Cherubs
See Necro
Hear...
SPEAK

Blue bits are floors

Weak Floor 3

Weak Floor 4

Skull centipede

TO THE Grid Crypts

TOMB

Old Chapel

Sneaky skeleton

More Grid Crypts, same floor

Weak Ceiling

Skeleton

Weak Floor 5

(They Follow You Quietly Until it's a good time to attack)

This Key to

This Lock

Death Knight's Tomb

Really Scary Big Stone Door

Level-Drawing sword

+20k g.p. Crypt of the Neophrast

* Spin Lock code matches Cherub attack order; * All skeletons are orchid-infested.

The Approach

The Old Empire is no longer an empire, it's just a ruin. Specifically it's just a neighborhood-sized vestige of the capital of first human court of Broceliande, destroyed by the Eight War Elves*.

The slanting, slate-tiled streets are haunted by shuffling royalty, immortal but grown bizarre, puppetlike. Like the note says—they still think they're in charge. Despite this area's reputation among men, women, elves, and all walking species as cursed, they're disturbing but harmless.

The former but not the latter can be said of the crypts beneath the broad plaza where the undying idiot lords still strut and moan, where a great treasure hoard is said to lie within the Crypt of the Neophrast**. It is with this subterranean area that this section concerns itself.

*Readers of Cube World #3 may be wondering how we got up to the Eighth War—aren't we around the Third War now? The Eighth War Elves were time travelers or at least claimed to be, and their quarrel with humanity was unclear—existing sources suggest either difference in architectural taste or racism.

**A Neophrast is someone who makes up new words or phrases, which, of course, the first human kings were required to do, since during the elven aeons everyone only spoke in warsong and poetry.

Entering the Crypts

Most of the map is an elevation cutaway view. The underground chambers are about 50' deep. The area underground is usually marble, including the doors.

The Court—the aforementioned immortal remnant lords from the first court. They may mistake adventurers for family members, emissaries from distant lands, old lovers or servants. They talk slowly, say nothing helpful and seem to ignore the dungeon entrance.

The only **entrance** to the dungeon/crypt is where it says **"Stairs"** on the left.

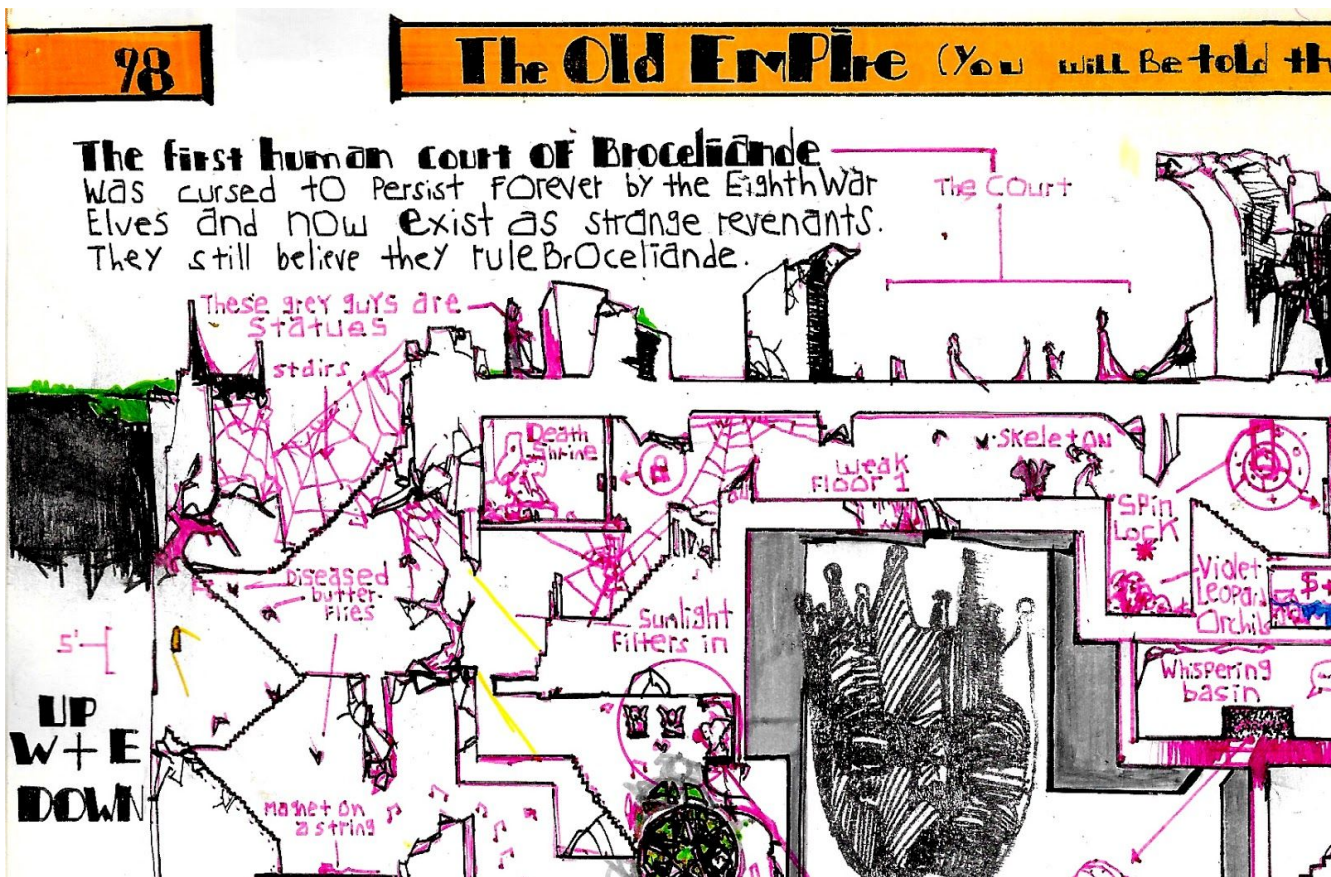
"These grey guys are statues"—So they are, and not magical, just creepy. Special statues are not colored grey on the map. The funerary art in the crypts looks like the Staglieno Cemetery in Genoa which you can Google image search.

There are **cobwebs** on everything but the pink webs drawn in are specifically spider-elf webs—as *Web* spell.

There are also trees and vines everywhere.

Diseased butterflies—Large enough to make their repulsive condition clear at 20' or less, their wings are pitted like cigarette-burned lace. Some drip. Pastel-colored, endemic to this crypt. Harmless.

Sunlight filters in—from the open area around the stairs and then, when the party moves deeper in, through thick stained-glass windows placed periodically through the crypts. These windows are unbreakable, architecturally impossible (the crypts are underground, the light comes in even at night) and whatever color the glass, their light is the pale, almost failing, dust-mote-stirring medium-cool light of a late Sunday in early spring.



Inside the Crypts

A picture of a lock means the door is locked

\$ means one roll worth of random treasure, more \$s mean more rolls

The blue stuff that looks like water is water—gross and brackish.

The big guy with a head on a stick in the middle of the map isn't a colossal underground statue, he's one of the remnant kings, just there to show you what their general vibe is. The map is just drawn around him.

The rest of the entries below refer to the pink and blue labels on the map and are listed in alphabetical order

The blue circles indicate the radius of the silence caused by the violet leopard orchids.

Cherubs—Three marble small statues of singing children in the See No Evil, Hear No Evil, Speak No Evil poses just above a large stained glass window. They appear normal as visitors pass but one will randomly step down and follow them silently at 100', only attacking if the party notices them or if they are already fighting something else, or if they get into danger some other way. If it's defeated the next one will step down and seek out the party and so on. If they have not all attacked by the time the party gets to the Spin Lock, they will do so then, one at a time.

HD 4 HP 20 Speed 120' Armor 20 (16 vs picks, hammers or other weapons meant to destroy stone) **Morale 12 Attack +5** d4hp plus simultaneous touch weapon, no save, depending on specific golem: See No evil—Blindness, Speak No Evil—muteness, Hear No Evil—Deafness. Lasts until *Remove Curse* is cast or Death Knight is defeated. **Defense** Immune to magic unless it specifically affects stone **Special** Move silently

Crypt of the Neophrast—The first human king in Broceliande is buried here with 25,000gp plus 5 other treasure rolls as indicated.

Danse Macabre Skeletons—Their music becomes faintly audible once the party members reach the notes on the map. Once anyone is close enough to see *and* hear these skeletal musicians they'll need to save each round or try to kill themselves until they save or these skeletons are defeated.

HD 4 HP 20 Speed 60' Armor 13 (half damage from arrows et al) **Morale n/a Attack +4** to hit cold touch d8hp **Defense:** Mindless undead **Special** See above.

Death Knight Guards Tomb—The main reason this dungeon is hard. Relentless.

HD 20 HP 100 Speed 120' Armor 20 Morale 12 Attack 3 attacks +10 to hit bastard sword d10+4hp and drains a level **Defense:** Usual undead immunities, reflects all non-divine magic, saves at advantage against any divine magic except gods of death, cannot be turned **Special** Controls undead, Radiates fear: anyone under level 10 must save or flee for 5 rounds. **Treasure:** Sword of the Death Knight does d10+Str bonus and drains a level/HD on a hit. It is impossible to retreat or disengage close combat while in possession of this sword until the foe is dead.

Death Shrine—Inside a small locked room hanging from the ceiling over a partially collapsed staircase. It has a statue of the Death Angel surrounded by ancient coins and other small sacrifices totalling 2000gp.

If you take any of this treasure without leaving something of equal value, you will feel a chill and be cursed to roll saves at disadvantage (roll twice pick the lowest) until you rectify the situation.

If you leave more than you take, then you will automatically succeed on your next save.

Fungi-Spores fill the air here. Save vs poison. Three effects:

-Cures blindness

-Cures violet leopard orchid infestation

-Puts you in automatic telepathic contact with anyone dead within 20' for an hour

The dead's thoughts will be disordered dreams of the First Empire era, and will be increasingly cacophonous if the party descends to the Grid Crypts. If an affected PC can think of anything useful they might glean from the dead of this place allow them a wisdom check to sort out that voice.

Goblet—Sacred to the Spider Goddess, Rangda. A living elf drinking blood from it will turn into an (evil npc) spider-elf. A recently dead (24 hours) creature of any kind of at least 7hd who is fed blood from the cup will be reincarnated into the body of a random spider-elf somewhere within a day's walk of their original corpse—this can be a PC. The cup wants to be used, however, and will urge any owner to keep feeding elves blood from it (save to resist each time) and anyone within 100' of the cup for more than a dead will lose 1 Cha per day they're near it.

Grid Crypts—so-called because the dead are stacked here in a grids like in a morgue, reached by heading north through these arched doorways (pink on the map—"To the Grid Crypts" and "More Grid Crypts" a level below). The flooded parts are flooded about waist deep. These are the main areas where bodies were interred, the little birds-eye view map shows the layout. If the players go into either of the two Grid Crypt areas just elide time-. For every ten minutes of searching through bodies, roll d12: 1-4: skeleton attack, 5-11: Nothing 12: Make a treasure roll.

Hall Door 1 and Hall Door 2—These are places where you can put an entrance/connection to a completely different dungeon or section of dungeon. In the past I've connected them to the the Crypt of the Wretched in Cube World #1 and the Echo Chambers in Cube World #2 respectively.

Key (see Victims)

Magnet on a string—Just lying there, someone must've dropped it. 30' string.

Massive Lock—Protects a trapdoor in the stone, takes 50hp damage to destroy without a key and can only be picked by a 5th-level thief or better.

More Grid Crypts—see Grid Crypts above

Necro-Priestess—Leader of the small band of spider-elves, here to perform a few obscure rituals made possible by the strange magic of this sacred site and to collect some violet leopard orchids

HD 7 HP 28 Speed 120' (including climbing) **Armor 17 Morale 12 Attack +6** to hit d6hp claw or... **Special:** cast a *Web* (as spell) at will, or *Darkness 2'* day, plus *Dancing lights*, *Darkness*, *Detect Magic*, *Forget*, *Sleep*, *Faerie Fire*, *Know Alignment*, *Detect Lie*, *Dispel Magic*, and *Suggestion* as a 7th level caster, plus she can control violet leopard orchid skeletons.

Old Chapel—Usually only reachable if the Weak Ceiling (see below) falls in. Shrine to Tittivilla here, goddess of physical transformation. Praying here once will heal a creature for D8hp, if the same creature prays twice they'll get a mutation instead. Wall to the east is weak enough to crumble after 30 pts of blunt damage.

Really Scary Big Stone Door—Impressive carvings show this is clearly the much-sought Tomb of the Necrophrastic King. The door is impossible to break down, the lock is impossible to pick, it only yields to the key in the Victim room (see below).

Scroll—See Weak Floor 2

Skeletons—these aren't your everyday animated skeletons, they're *violet leopard orchid* skeletons—their bodies overgrown with the infectious blooms that cause silence. Attack anything living.

HD 3 HP 15 Speed 120' Armor 12 (half damage from arrows et al) **Morale 12 Attack +2** claw, bite or weapon d6; on a successful hit, save vs Poison or slowly turn into an npc zombie over the course of an hour (and a skeleton d4 weeks later) **Special** 1 out of every 4 zombies carries a pack containing items worth d100xd10sp. Usual undead immunities and vulnerabilities. Exude silence in a 15' radius.

Skull Centipede—more like a skull caterpillar I guess? Anyway each section of its body is a skull and I'm very proud of inventing it. 12' long.

HD 7 HP 35 Speed 120' Armor 16 Morale 12 Attack: two attacks +7 to hit d12 chill touch

Sneaky Skeleton—This skeleton hides behind the upraised section of damaged floor here and will push the floor over to trap visitors below. Stats like the skeletons above.

Spider Elves—The first spider-centaur-elf to see the party will simply note their party's presence and flee toward the massive lock, hoping the other dangers of the crypt will take care of them. They are just here to protect their Necro-priestess until she's done with her ceremony below. The two above attack if the party tries to get past the massive lock, the necro-priestess and the guard below attack the second the party comes through if they know they're coming (they'll get a surprise round if the party doesn't go in expecting an attack).

HD 4 HP 16 Speed 120' (including climbing) **Armor 15 Morale 11 Attack +4** to hit d6hp short bow, d6hp shortsword or... **Special:** cast a *Web* (as spell) at will, or *Darkness 2'* day. **Treasure:** The one nearest the Massive Lock has the lock's key.

Spin Lock—Opens the main crypts. Three disks concentric separately spinning discs, each of which has the runes in First Broceliandaise for "heart", "mouth", "leg", "eye", "ear", "arm" and arranged so that only one set of three runes can be slid into the reading window at a time. The correct choice matches the order in which the cherubs attacked, with mouth corresponding to the muteness cherub, eye to blindness, ear to deafness.

-*Picking it*—doesn't work.

-*Smashing the door down*—will work and allow you to pass but it takes 10 minutes of serious effort with something that would realistically damage stone (a pick, etc) and will cause the lintel to cave in dropping d12hp worth of falling rock on everyone who doesn't save.

This Key (see Victims)

This Lock (see Victims)

To The Grid Crypts—see Grid Crypts above

Tomb—A countess' body with 900gp of intact jewelry. It clasps a hemispherical stone like a paperweight over its chest, carved with runes. The stone keeps the body (or any) from reanimating, though it won't do anything to a body that's already undead. If removed, the countess will reanimate as a vampire in 5 rounds. She'll be talkative but ultimately only wants one thing.

HD 5 HP 25 Speed 120' (as human or black fox) **Armor 15 Morale 12** (hungry) **Attack:** +6 to hit grapple with 13 Str, vampire bite (see below) d4hp plus level drain on a successful grapple **Special:** Charm, Turn into a black fox plus all the other vampire rules:

Bite: drains a level, adds the hp to vampires' own. Victims drained to 0 become 1hd vampires controlled by their slayer.

Defense:

-If reduced to 0hp, they will regenerate d10hp per round.

-Turn as 5hd undead

Special:

-Can transform into an alternate form. Same abilities as in ordinary form.

-Direct sunlight or a silver or wooden stake kills them permanently. Garlic holds them off for 1 rnd.

-Touch of holy water or silver does d6+1hp

-Can echolocate in the dark but prefer to use their eyes

-They are immune to poison, falling damage, and all forms of mind control (other than the power of a superior vampire or magic that controls undead). They cast no shadow and have no reflection.

-Female vampires may walk in the daytime so long as they employ parasols marinated in unholy water.

-The severed tongue of a virgin, if placed in a vampire's mouth, will do 2d10 points of damage.

-Transforming into an alternate form does not take an attack/action but it must be the vampire's turn (i.e. a vampire cannot willingly transform in response to character action until its part of the initiative cycle).

-A natural 20 rolled with a wooden stake on a vampire by a character announcing their intent to stake should be considered a stake through the heart, a failed stake does no damage.

-If the vampire is being grappled or otherwise restrained by two or more limbs, a modified 22 or better with a wooden stake on a vampire by a character announcing their intent to stake should be considered a stake through the heart. For these purposes, the attacker should receive a +2 per limb restrained. Note however that most vampires will transform at the first opportunity if restrained.

-Vampires are worth zero experience points unless permanently slain, not just removed temporarily as obstacles by reducing them to 0hp.

-Running water paralyzes them and they cannot cross it while conscious, even in the air (though they may go under it, as through a tunnel beneath a riverbed).

Trap Door—Easy to spot.

Victims—Suspended over a 4' deep pool of blood (because necromancy). They have been webbed and fed violet leopard orchids but are bound too tightly to be a threat. If they're cured they'll reward the PCs. The key to the Death Knight's chamber is lying at the bottom of the blood pool.

Vines over door—They completely obscure the door. A faint whispering is audible from here.

Violet Leopard Orchids—Beautiful but deadly, they grow in cryptlight, exuding silence in a 15' radius. If you touch one, save vs Poison or slowly turn into an npc zombie over the course of an hour (and a skeleton d4 weeks later). They are worth 500gp per bloom and they can be used by an alchemist to create an antidote to their own infection provided the victim isn't at skeleton phase yet.

Weak Ceiling—Falls on anyone who stands under it, save or take d12hp, reveals Old Chapel.

Weak Floor 1—Save or fall 20' for 2d6hp.

Weak Floor 2—Save or fall onto jagged stone in flooded area below, taking d6. However, if you crawl around down there you'll find that treasure (\$) and a scroll of *Cure Disease* anyone can cast.

Weak Floor 3—Save or fall, you'll take no damage because it's flooded but that skeleton down there gets a surprise round on you.

Weak Floor 4—This one won't fall in without help. Careful examination of the floor will reveal the tree roots growing in and out and the tiles are clearly a later addition. Smashing it in takes 10hp of damage and alerts the Skull Centipede below.

Weak Floor 5—Collapses after anyone but the skeleton stands here for more than a round. Take d6 falling into the tree below (which does not completely obstruct the way to the room below).

Whispering Basin—a dozen bean-shaped lumps of flesh the size of a bread roll float in a well-like basin. They whisper secrets with their weird mouths. They will whisper one of the PCs' secrets each time the PCs come close enough to hear. These things are worth 300gp each to the right witch or wizard but they must be kept wet at all times.