

One Page Dungeon Contest

2010



I - Introduction

I really enjoyed looking through the One Page Dungeon Contest entries in 2009. At the time I was elated to find dozens of other dungeon masters, game masters, and referees with dungeons that seemed like polished versions of what I could have created myself. Some of them were much better, much more original, much longer, much better looking than what I would have produced, but all in all I felt in good company. I felt good about my own stuff.

The submissions often looked like adventures I could run in a single session. They were easy to take along on holidays with a small rulebook, some paper, some dice, and a pencil. They filled a niche that bigger adventures could not. I was in love.

Congratulations! Let others know if you use any of the One Page Dungeon Contest submissions.

– Alex Schröder



2 - On One Page Dungeons

I've asked three other people to tell us more about the benefits and limitations of the One Page Dungeon format.

Joseph Bloch is the author of the megadungeon *Castle of the Mad Archmage*. He's currently working on his own Emprise!™ game; he says it's "the game I've wanted to own for 25 years." You can find his blog here: <http://greyhawkgrognard.blogspot.com/>

Michael Curtis is the author of the megadungeon *Stonehell: Down Night-Haunted Halls*. He's currently working on the next volume. You can find his blog here: <http://poleandrope.blogspot.com/>

Rob Conley is the author of the miniature campaign setting collections *Points of Light* and *Points of Light II: The Sunrise Sea*. He also wrote an excellent tutorial on how to create a sandbox. You can find his blog here: <http://batintheattic.blogspot.com/>

One Page Dungeons from the Outside

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When Alex Schröder approached me to write an introduction to this collection of one-page dungeons, my first reaction was "why me?" I mean, if anything, I'm associated with the opposite end of the spectrum; my *Castle of the Mad Archmage* is just about as non-one-page-dungeon as you can get. But perhaps I can shed some light on the beauty of the one-page dungeon concept from the outside.

One of the hallmarks of the modern Old School Revival is "simplicity", which we see in the revival of the earliest editions of the game, which were noted for their terse writing style. The earliest published dungeons, such as *G1 Steading of the Hill Giant Chief* were similarly brief in nature, but packed with information in those few pages. I might point out the Judges Guild module *Tegel Manor* as an exemplar of the style.

In that case, the brevity was occasioned by necessity; there were only so many pages that could be filled, and the contents needed to conform to that limitation. The modern one-page dungeon, on the other hand, is a conscious return to that style, forcing the author to pack a lot of information into a small space.

This enforced terseness forces the writer to an almost Hemmingway-esque brevity. Every word has got to count for something, and there is literally no room for any extraneous material. As a side effect of this, the game master who is called upon to run a game from such a design is forced to improvise. This, too, is a hallmark of the Old School Revival, and is perhaps the most important aspect of the one-page dungeon design concept from a practical point of view. Since the text itself is bereft of almost all of the fluff, and cannot have the completist describing of rules for every possible player action that modern modules seem to lean towards, the game master is forced to live by his wits, improvising not only background and other "fluff" (what is the relationship between the vampire in room 4 and the ogre-mage in room 11?).

When there's nothing about it on the page, the game master is free, nay, forced, to invent an answer that will result in maximized enjoyment for the players at the table at that particular moment. One game master might decide that the vampire and the ogre-mage are enemies, letting the party take advantage of the situation. Another might decide that the ogre-mage is the servant of the vampire, and take things into a completely different direction. That ability to derive a completely different experience from the same source material is one of the best things about the modern Old School Revival, and it's one thing that the one-page dungeon format encourages by its very nature. One is actually forced to be a referee, rather than a narrator.

So behold these terse gems, in whose few words are created worlds completely open to the interpretation of those who encounter them in a way that more "complete" adventure modules simply cannot be, by their very nature.

Brevity is, indeed, the soul of wit.

Orthodoxy of One Page Dungeons

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Those of us who came into the hobby during its boom in the 1980s or later are familiar with the standard design of published adventures: ubiquitous boxed "to be read to the players" text, descriptions of every last room and NPC, and notes on everything the monsters may or may not do according to the PCs' actions. This is not a bad strategy if you intend on giving paying customers the biggest bang for their buck, but a lousy one if you're just trying to write up a Saturday night dungeon crawl for you and your friends. Too many novice referees were given the impression that this format was one that every adventure was supposed to follow—even those written for one's own entertainment.

I'm not ashamed to admit that I succumbed to this belief and that many of my early efforts at adventure writing featured boxed text and attempted to predict every possible scenario the players might concoct. It's taken a concentrated effort to rid myself of these bad habits and the One Page Dungeon format helped immensely in rehabilitating my game master sensibilities. The One Page Dungeon requires the referee to pare his notes down to the bone and forces him to game by the seat of his pants, drawing details and location color out of thin air as the adventure progresses. Because of this, I was one of the earliest proponents of the One Page Dungeon.

Of course, every new philosophy has its schisms and the One Page Dungeon was no exception. As much as I welcomed this new template, I could see the limitations it presented. For referees like me—those who love random tables and intricate dungeon specials—the One Page just didn't have enough room to spread out. This is why my earliest abbreviated dungeon designs are actually Two Page Dungeons and my first published effort, *Stonehell Dungeon: Down Night-Haunted Halls*, features numerous Four Page Dungeons—there simply wasn't enough room for all the wonky ideas I needed to throw down.

This shouldn't be taken as a slam against the format. Although not an orthodox practitioner of the method, I remain a devotee of the One Page Dungeon in spirit. I believe that the lessons which a game master can learn by writing an adventure in an

abbreviated format and then running it in actual play will improve any referee's skills regardless of how long he or she has been adjudicating games. By stressing brevity in one's notes, the game master learns what information is most important to have on hand and what sparse details are indispensable when bringing the scenario to life. Everything else becomes secondary. Once these elements are identified, the adventure writing process is much easier and the end result more entertaining. If you've never written or run an adventure using the One Page Dungeon method, I highly recommend it. You might never have a more freeing experience with adventure design.

The One Page Dungeon has another advantage over its much longer brethren when it comes to individuality. The One Page Dungeons you're about to read are not fully fleshed out scenarios ready to be run immediately. Instead, they are microbursts of adventure, ones that give you all the mechanical data you need to run them, but still require your imagination and creativity to become memorable game experiences.

The upshot to this is that each of these scenarios provides you with the opportunity to make the adventure unique to your group. Give any one of these One Page Dungeons to twenty different gaming groups and you'll end up with a score of different iterations of the adventure. Just try that with the Tomb of Horrors or Keep on the Borderlands! Speaking from my own experience with Stonehell Dungeon, it's a great thrill to watch someone else take the framework you've constructed and build something with it you would have never dreamed of on your own. I hope every writer who contributed a One Page Dungeon to this contest gets to experience that same wonderful thrill.

The One Page Dungeon has been dismissed by some as a cheap gimmick or a passing fad. If that was the case, I doubt we would currently be celebrating the second annual One Page Dungeon Contest or still be seeing the format continue to appear in the pages of fanzines such as Fight On! These simplified adventures have obviously struck a chord with gamers regardless of what edition or game they are playing, lending credit to the idea that they are much, much more than simply the "flavor of the week" in game design.

If this is your first experience with the One Page Dungeon, you're in for a treat. You've most likely never seen such a gamut of adventures assembled in one small package. Don't be surprised if after reading these you find your own game notes to be much shorter than they used to be. If this is a return trip to the land of One Page adventure for you, another bevy of brief beauties awaits within. Maybe one of them is your own. In that case, I hope you'll soon be hearing tales of what other gamers did with the germ of your idea.

In Praise of Brevity

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Roleplaying Games were born in the dungeon; the first adventures took place in the many levels and caverns underneath Blackmoor and Greyhawk. Those early dungeons became huge sprawling locales. Yet when we browse the examples from the era, we find terse handwritten notes, sketchy maps, and many random tables; compared to the commercial modules that followed there appeared to be almost nothing. The secret of these early dungeons was in the imagination of their referees: Dave Arneson and Gary Gygax.

The one page dungeons represents the best of that early tradition. Its short format forces the author to include only that which is absolutely necessary to the adventure; leaving the rest to the referee's imagination to breath to life. As consequence, each of the 64 entries for this year will become something unique in referees' hands.

The format has other advantages as well. Referees have a unique world that their players adventure in. No two campaigns are like even those that have their basis in a commercial product like Greyhawk or Forgotten Realms. The one page dungeon terse format makes it ideal for adaptation to a myriad of milieus.

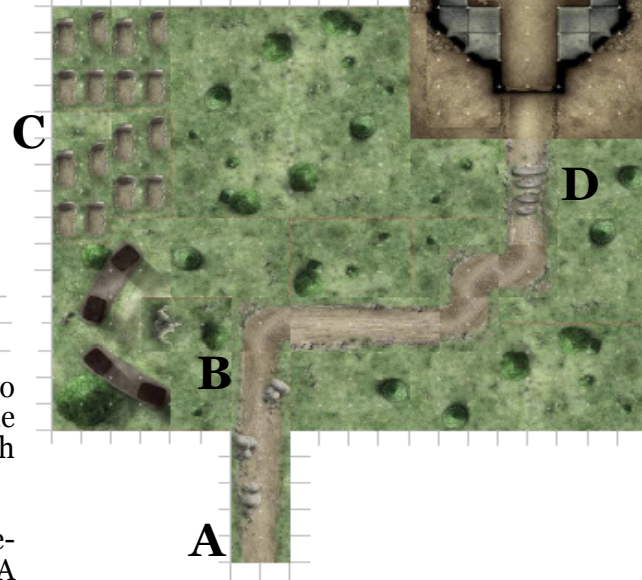
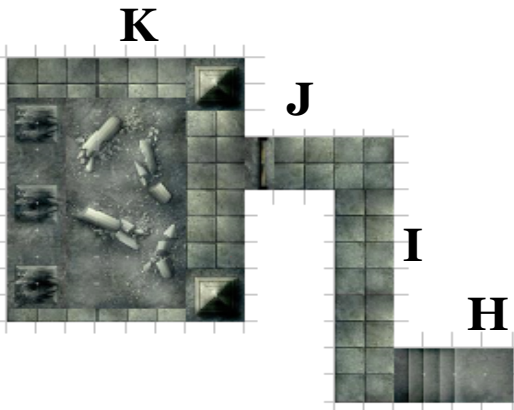
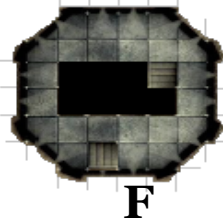
Writing short pieces is often the hardest type of writing. Sixty four authors rose to the challenge and submitted their entries. As I write this I don't know who the winners will be but I congratulate each and every one on a job well done.

I don't think the one-page dungeon format is ideal for all the things we can write about in our hobby. Wildernesses can quickly grow in page count based on the size of the map. Many plots, and NPCs require longer explanations. If you are doing a dungeon as a mythic underworld, even tersely written, many pages can be devoted to that type of locale. Where the one-page dungeon excels is that it teaches us that sometime less can be indeed better and help improve all the material we write for our hobby.

Tower of Light, Tunnel of Stone

■ = 5 feet

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(A) A path slopes gently towards a two story tower. To the west is a statue flanked by four stone pillars. To the north of that is a plot of unmarked graves.

(B) A worn, stone statue of a robe-clad man stands on a large plinth. A stylised icon of the sun is held in its upraised arms. Four moss colored pillars are arrayed behind him.

(C) Little more than grass covered mounds are all that remain of a plot of unmarked graves.

(D) The road slopes sharply here, rising to the entrance of a squat two story tower. The entrance is blocked by a set of large double doors, one of which is off its hinges and propped up against the other. A search will reveal glass bottles balanced on top of the door which will fall and break when the door is moved, alerting the creatures inside.

(E) The ground floor of the tower is dark and musty. Piles of damp cloth, broken crockery, lumber and masonry litter the floor making movement treacherous. A number of giant rats will attack from their concealed locations within the debris once the players have completely entered.

(F) The second level of the tower is as dark and damp as the first, but with less debris. A mangy wererat, Skritch, calls this place home. Skritch and his giant rat companions will attack any intruders. He is cowardly and will change to his rat form and flee if badly wounded. A search of a mushy bedroll in the corner will reveal a polished glass lens.

(G) A hole in the roof of the tower has boards and leaves piled on top of it, preventing sunlight from entering the tower. Near the edge is an articulated brass apparatus in the shape of a stylized sun. It has an oval section in the middle that looks as though something has been removed. The lens found in Skritch's possession at (F) will fit into the oval. The apparatus can then be used to focus sunlight on the statue, causing the statue to move and revealing the crypt beneath.

(H) Steps lay before the players, leading down into darkness. Moss lines the walls and roots push through the stone ceiling. Trickle of water fall from the roots and pool on the floor. This is the entrance to the crypt, revealed when the party manages to move the statue at (B).

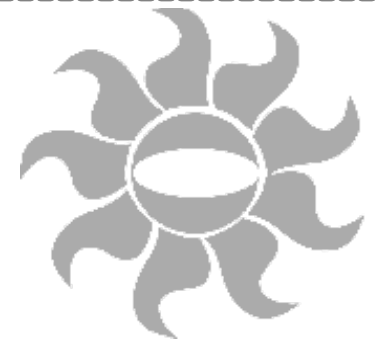
(I) This stone lined corridor is dark. Water drips from the ceiling, pooling in spots on the floor. Halfway down the corridor is a trap that sends dozens of darts flying through the air from the far end of the passageway.

(J) The icon of the sun is laid out in brass across a large set of double doors. A lock secures the doors and it will need to be picked or the doors bashed open to proceed.

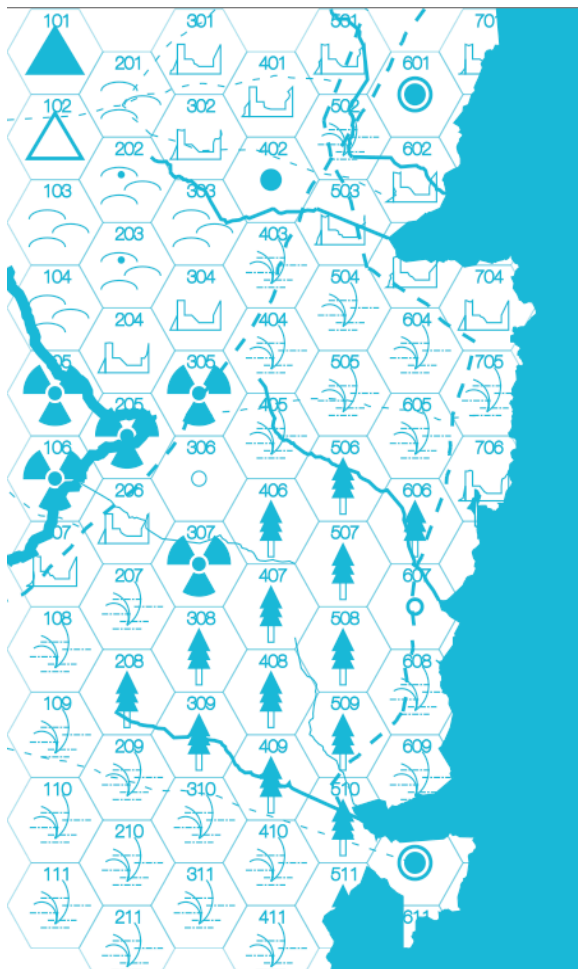
(K) A zombified sun priest, Garvel, is here. Garvel is alerted to the players' presence when the statue at (B) moves so there is no chance of surprising him. When the party opens the door he will have just completed a spell. Soon after, skeletons from the graves above will claw through the ceiling, drop to the floor, and attack the players. Garvel is armed with his claws but will hang back and allow the skeletons to handle the party. He carries the Amulet of the Sun, which he will use to daze the first character that threatens him.

Amulet of the Sun

A brass medallion in the shape of a stylized sun hangs from a heavy chain. It emits a light that illuminates a 5' radius. It can be used once per day to daze an adjacent enemy with a bright flash of light.



Central New Jersey After the "Big Whoops"



Meadowlands Mad Hermit Rumors

d8	Rumor
1	Want some rye? 'Course ya do! (F) (save vs. poison or take damage and pass out)
2	If you get lost, beware the eater of men!
3	Beware the mad hermit of the north lands.
4	Tribes of subhuman pig-men inhabit the Pine Barrens, but they're not the problem: it's strictly bush league down there.
5	Wearing an amulet of bacon around your neck will keep the Jersey Devil away. (F)
6	Strange Magic of the Old Times provides a quick way to get from Acey to Vega\$
7	Drinking the Meadowlands water will give you superpowers (probably F; it's radioactive, so if you got lucky enough with your die rolls, then <i>maybe</i> ...)
8	My cat's breath smells like cat food.

Wandering Monsters

Well, *duh*. They're ubiquitous.

Frequency: Whenever the action slows down, 1 in 8.

Ruins: CHUDs, scavenging tribes, pig-men
Hills/Caves: scavenging tribes, pig-men
Radioactive Zones: CHUDs, tentacle beasts
Swamp: tentacle beasts, Bush League, pig-men
Forest: mutant bears (porridge optional), Jersey Devil, pig-men
Shore: Guidos, Landsharks, pig-men
Mountains: mutant bears, inbred hicks, pig-men
 You get the idea.

Noteworthy Sites

Hex **601:** *Hoboken* – Population 30,000. Ruled by the **Witch-Queen** (imagine Glenn Close as Cruella De Vil), who wants to have the head of hometown hero Frank Sinatra enshrined in the city. The head is believed to be in Vega\$, which has some mystical connection to Acey (Hex 610).

Hex **610:** *Acey* – Population 50,000. A wretched hive of scum and villainy full of loaded dice and rigged card games, it also houses (in the airport ruins to the south) a cult that worships **The Flying Dutch Schultz**, a Boeing 707 with a sentient but deeply delusional autopilot, which still might be able to get a party of adventurers to Vega\$ in return for the right sacrifice. If a party hasn't yet encountered the Jersey Devil, he will come to investigate when they cross the last causeway into Acey.

Hex **502:** *Meadowlands* – home to the Mad Hermit and his puma Whiskers. Looks and smells just like the guy from *B2*. Has some rumors to communicate.

Trenton and Environs (Hex **205** and surroundings): Trenton made, the world took, and then they nuked the hell out of it. Deadly radiation.

Hex **307:** *Fort Dix*. Thoroughly nuked. Probably some pre-Whoops military gear in there, if you could get through the radiation.

Hex **402:** *New Brunswick* – population 4,000. The closest thing to a normal town New Jersey has these days. Kind of wary about adventuring parties.

Hex **607:** *Toms River* – Population 600. Home to a sect that's fond of sacrificing outsiders to the Jersey Devil, who protects the village in exchange for the occasional snack. Has excellent second-hand clothing, weapons, and armor stores, though.

Hex **306:** *Bordentown* – Population 80. Home to the Mastoris Diner, finest restaurant in the state. Just don't ask too many questions about where they get their meat.

Hex **204:** *Princeton* – Plenty of pre-Whoops Mad Science tech in ruined labs, but also home to **The Princeton University Band**, a horrifying giant amoeba, colored orange and black in a plaid pattern (tends to cause *nausea* in viewers), with bits of brass instruments poking out of it. The Band attacks with a cacophonous (and *nauseating*) sonic attack and will eat (and especially drink) *anything*, singing filthy (and *nauseating*) limericks off-key and lurching around erratically all the while.

Pine Barrens (forests east and south of Fort Dix, Hex **407** and surroundings): Stomping grounds of the **Jersey Devil**, who looks exactly like Tenniel's Jabberwock illustration, down to the waistcoat. Speaks with an incongruously high and squeaky British voice. Excruciatingly well-mannered, right up until he eats you. Lack of Vorpal Swords in post-apocalyptic New Jersey makes him a very dangerous opponent.

Bogs (swamps north of Pine Barrens, Hex **505** and surroundings): The fetid depths of the cranberry bogs are home to pig-men and the radical Vegetable Separatists known as the Bush League:

- **Rovin' Karl the Turd Blossom** – Baby face with little white petals, throws feces, *nauseates* opponents by emitting vile stench, speech causes *berserk rage*.
- **The Decider** – Human-sized W-shaped saguaro cactus with cowboy hat and nickel-plated six-shooter; claims to be in charge but tends to hide behind Big Dick if things get violent; speech causes *confusion*.
- **Big Dick** – smaller, more evil, better dressed, less Appalachian Hillbilly Tree from <http://www.somethingpositive.net/sp05042002.shtml>; in addition to his Horrific Cornhole Attack, he carries a shotgun, with which he loves to shoot "meatbags" in the face.

Southern Swamps (Hex **210** and surroundings): home to tribes of subhuman pig-men. Referee's choice whether they're pig-faced orcs, Kallikaks, or just Phillies fans.

Garden State Parkway (road along eastern side of state): has a tollbooth approximately every two hundred yards, each manned by a surly troll demanding a few silver pieces. Trolls are in fact fully licensed and bonded representatives of the New Jersey Highway Authority. Turnpike (center-west to northeast) has higher tolls but many fewer of them.

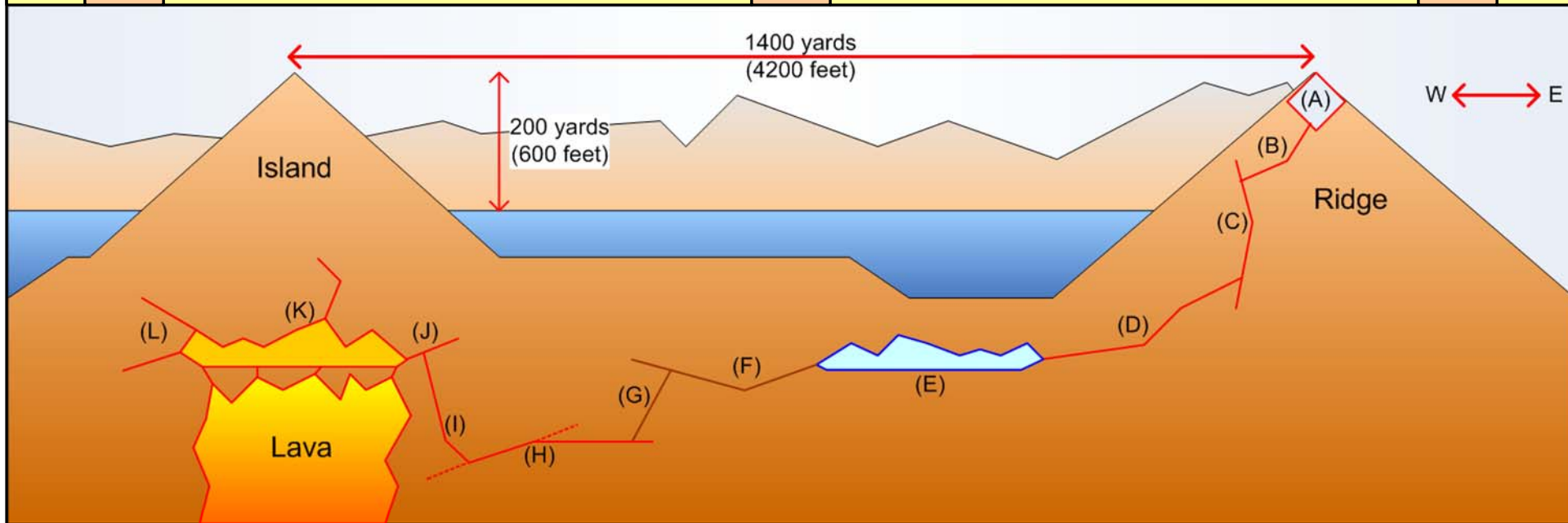
New York City: The map is correct. It no longer exists, period.

"Central New Jersey after the 'Big Whoops'" © 2010, Adam Thornton <athornton@gmail.com>

This One-page Dungeon Contest entry is adapted from *Bring Me The Head Of Frank Sinatra!*, an adventure for *Mutant Future* and similar systems, projected for release in 2010.

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 Documents: <http://www.scribd.com/ajthornton>



Familiar Territory

A familiar is a magician's constant companion. A 2nd right arm one might say. Mages prize creatures of intelligence and ability. Prized above all other are miniature dragons for they mirror their vast brethren in power and skill.

*-- Telengard,
On Creatures & Mages*

Miles into the wilderness stands a mountain. Years ago a mighty explosion, perhaps natural and perhaps not, vaporized the top of the peak in a blast of rock and fire heard far and wide. The opening created soon filled with snow and rain forming a beautiful lake that persists to this day.

Underneath that lake, in the aftermath of the blast, there formed a warren of tunnels, both hot and cold.

Some were naturally formed by actions of lava and water. Others were created by the wurms and other monsters of the underdark.

In the center of the lake, beneath a singular island where the heat still simmers, there lives an elusive miniature red dragon. Your adventure is to successfully reach that lair and gain the companionship of the creature for yourself, your party or your patron

On the eastern side of the lake, a crevasse in the surrounding ridge reveals a tunnel (A) descending into the depths. From the entrance, tunnels and tubes of various sizes and ease of passage thread into the depths of the earth under the lake. Some tunnels, near the lake, are cold and dank. Others, near the lava, are hot and steamy. Hazards, living and otherwise, abound throughout.

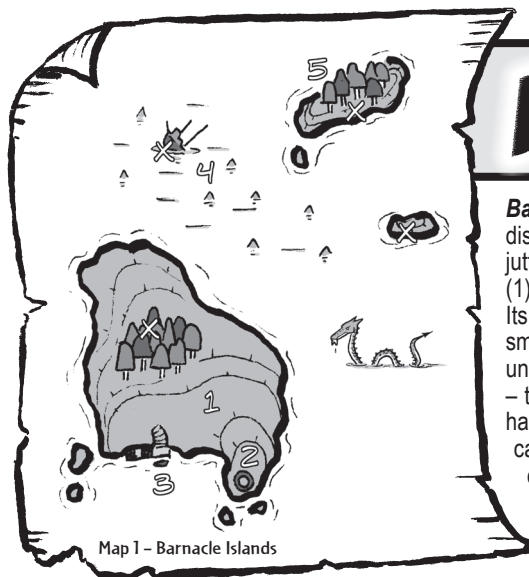
Key

- A: Tunnel entrance at the west base of a crevasse – roughly the height of an average human
- B: 150 yard tunnel – slopes downward but relatively wide [easy climb]
- C: 150 yard vertical tube – narrow and sharp-edged descent [hard climb]
- D: 350 yard tunnel – long, gentle slope but somewhat dank and slippery [medium climb]
- E: 400 yard underground lake – wide and very cold [medium swim]
- F: 300 yard tunnel – irregular and jagged [medium climb]
- G: 120 yard tube – steep tube with fragile handholds and steam vents [hard climb]
- H: 250 yard tunnel – increasing heat, hot surfaces and narrow twists [hard climb]
- I: 200 yard vertical tube – steep, fragile, hot and dangerous [very hard climb]
- J: 80 yard tunnel – hot and hard to breath [medium climb] – the lair of the miniature dragon is concealed toward (K)
- K: 350 yard magma chamber – glows with red light, bubbles with molten rock
- L: Other branch tunnels and possible exits

Encounter Table (Roll 1 to 100)

- 01-10 **Magma Elemental** – basking in the lava pools
- 11-20 **Small Lava Wurm** – armored crawler gnawing on rocks and bones
- 21-30 **Heat-loving intelligent humanoids** – armed, magic-using and dangerous
- 31-40 **Acidic Ooze** – either living and moving or natural and dripping into the tunnel
- 41-50 **Hazard** – a collapse, steam vent or lava burst surprise the climbers
- 51-60 **Bubbling Slime** – either living and approaching or a pool blocking the way
- 61-70 **Rock Snake** – pale and poisonous
- 71-80 **Amphibious semi-intelligent humanoids** – armed and dangerous
- 81-90 **Small Water Wurm** – slippery crawler hiding in pools
- 91-100 **Ice Elemental** – swimming in the deep cold waters

Modifiers: Area K – subtract 20
 Area I and J – subtract 10
 Area F and D – add 10
 Area E – add 20



DEN OF VILLAINY!

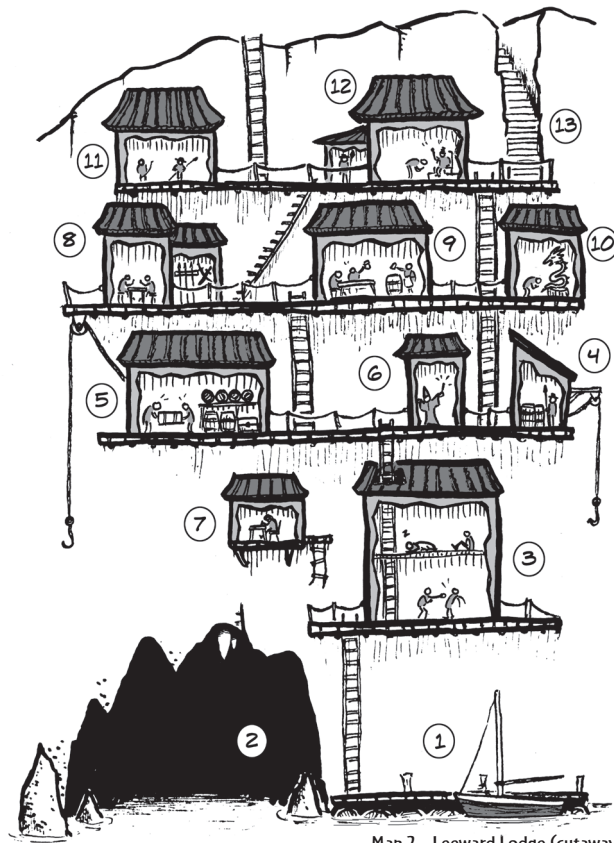
or 'Five Go Missing' – by Antti Hulkkonen

Dedicated to
Milton Caniff
& Enid Blyton.

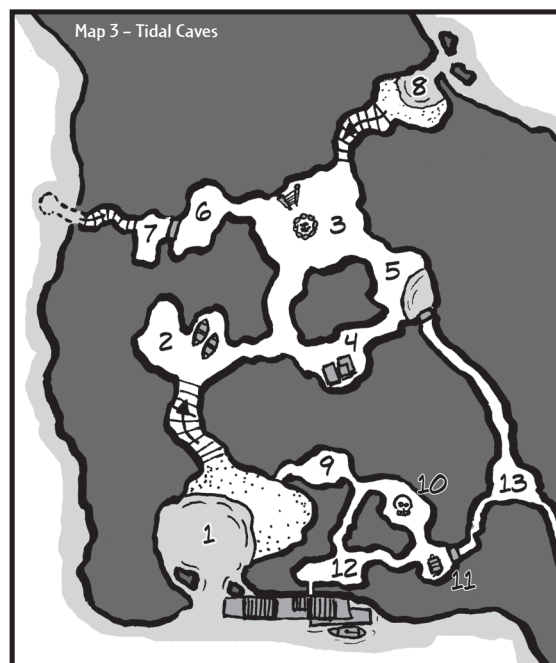
Barnacle Islands, just off the coast, have served as a haven and hideout for all sorts of disreputable types; rebels, outlaws and wreckers have operated from these barren slivers of rock jutting from the stormy waters of the Great Eastern Ocean. The largest of these, **Bootheel Rock** (1), rises sharply towards the south, and even boasts a **ruined lighthouse** (2) at its highest point. Its current inhabitants are a rugged band of smugglers who live in **Leeward Lodge**, a collection of small huts clinging precariously to the sheer southern cliff (3). It is said that they sometimes lure unsuspecting ships to the dangerous **reef** (4) between Bootheel and **Whalehump Islands** (5) – there certainly are plenty of wrecks there. It has long been the wish of mainland authorities to have these shady dealers ousted from the islands, but they know the passages, straits and tidal caves better than anyone alive, and have stashed weapons, boats and emergency **supplies** (X) everywhere. For years, port authorities have been dragging their feet regarding the smugglers, but now things seem to be changing. Maybe it was the rumours about corrupt harbour officials... or the fact that four plucky young treasure hunters (and their dog) went missing shortly after being seen perusing a map of the islands and talking about pirate gold.

Leeward Lodge – Just how the adventurers get to this fantastic shantytown is totally up to them. They may come as raiders, traders, recruits, stowaways... have them come up with a plan and let the smugglers react accordingly. Should things come to a head, note that a) the smugglers are motivated but not suicidal, b) they are experts at close-quarter fighting, either on boats or on the narrow walkways between the huts, and c) the said walkways are rickety and prone to breaking underfoot (either by design or due to shoddy workmanship). This should lead to interesting fights!

1. A floating pontoon platform where boats are moored. It rises and falls with the tide.
2. Entry into the tidal caves (see below). This area is strictly forbidden to outsiders.
3. The largest of the huts serves as the living quarters for both locals and guests.
4. The smaller warehouse is always guarded. It contains the Dragon Lady's personal goods (3 barrels of roasted *kurá* beans*, used in brewing an addictive beverage).
5. The larger warehouse contains crates of silk, barrels of wine, exotic spices etc.
6. Lo Kang the mystic lives here. He is the gang's spiritual leader and soothsayer.
7. Sabatini, an author of popular adventure novels, has taken residence in this unusually rickety (even by local standards) hut. The smugglers don't have any idea why he's here, but they don't mind him (as he's always good for a drink).
8. Wufei and Tsung, Dragon Lady's lieutenants, live here. They are locked in a struggle for primacy – which takes the form of an unending game of Fan-Tan, the winner of which will be considered 'supreme lieutenant'. The adjoining storage shed contains the gang's larger weapons – bows, spears, cutlasses and boathooks.
9. 'Drinking hall' may be a grand name for this dim hovel, but that's what it's called. Barnard, harbourmaster from a nearby port, is often here, drinking and gambling.
10. This small shrine contains a large, exquisite jade statue of a great sea serpent.
11. The lookout post is always manned. There's an ornate brass gong for signalling.
12. The Dragon Lady, leader of the smugglers, holds court here. She is generally immaculately cool and elegant, but becomes ruthless and unforgiving if slighted. She rules her gang with an iron fist, but is well respected by her minions. One of her trusted personal guards is always stationed in the adjoining guardroom.
13. Stairs to the top of the island have been carved into a narrow fissure.



Map 2 – Leeward Lodge (cutaway)



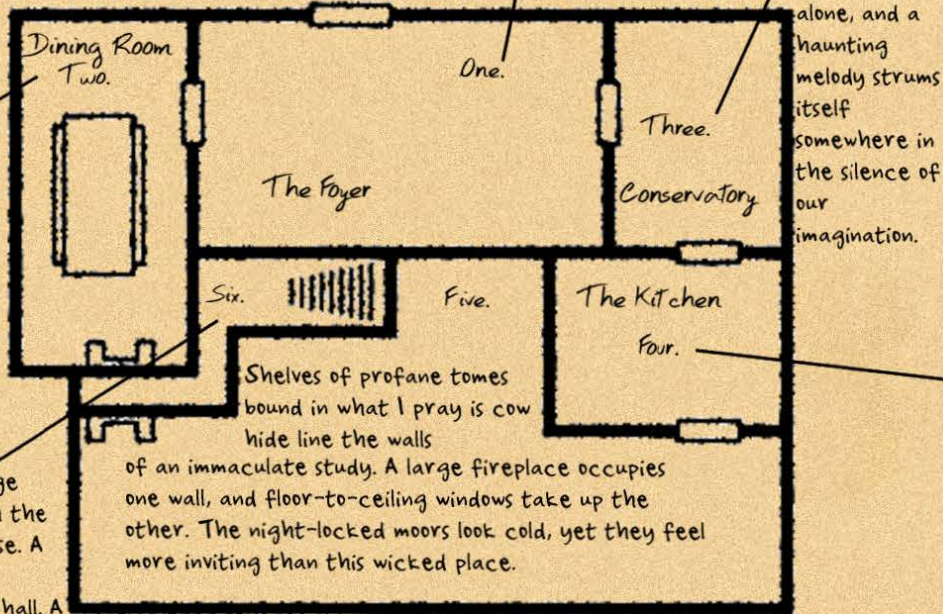
Tidal Caves – At high tide, the two entry caves (1 and 8) are under water. The smugglers have a secret entry hatch in the woods at the top (over cave 3), and an underwater tunnel leads to the chief's treasure vault (7), but they are well-guarded secrets. The gang uses the caves to store their more illicit goods... but there are secrets down there even for them.

1. The large entry cave fills with water at high tide. Carved stairs lead up to drier chambers. Unbeknown to the smugglers, behind a ledge close to the ceiling is a crawlway to cave 9. The lost hobbits were caught in the cave when the tide began to rise and discovered the tunnel by accident. It is located just above the high water mark.
2. The upper caves stay dry even at high tide. The smugglers store their boats here.
3. This large cave is the gang's common living area during a crisis. A ladder leads up top.
4. Valuable goods – currently crates of rare chemicals – are stored in this small alcove.
5. Rainwater from the top trickles into this cave. A loose boulder covers a secret tunnel.
6. This small cave is always guarded, as it leads to the Dragon Lady's treasure vault.
7. Dragon Lady's vault contains a king's ransom in gold, silver and art. The key to the rusty but sturdy door is always with her. Slimy stairs lead to an underwater exit tunnel.
8. The smaller entry cave is hidden behind large rocks. It is used only in emergencies.
9. This cave is the final resting place of four plucky young hobbits and their dog. The five snuck here following rumours of pirate gold and were attacked by ghosts. Remains of their substantial picnic lunch (sandwiches, cake and ginger beer) molder in a smashed hamper.
10. The restless souls of three pirates – Bo'sun, Spike and Stinky Bo – guard this cave.
11. Pirate captain Burr hid his treasure here 400 years ago. He did not spot the secret door.
12. The ghost of Burr's scullion has been scribbling his memoirs to the wall. A peep hole on the opposite wall opens to Sabatini's hut – and he's making a fortune on those tales!
13. The tunnels lead to the ruined lighthouse. Look out for cave-ins and giant rats!

* For more on the invigorating effects of *kurá* beans, see *Arendt's Old Peculiar*, to which this is a sequel of sorts (http://www.4shared.com/file/116475612/8113c31c/Arendts_Old_Peculiar.html)

The front doors open inward, and the foyer is still.
My companion shudders, but grave dust carpets
the room undisturbed. We are alone in the house.

The House of Lost and Found



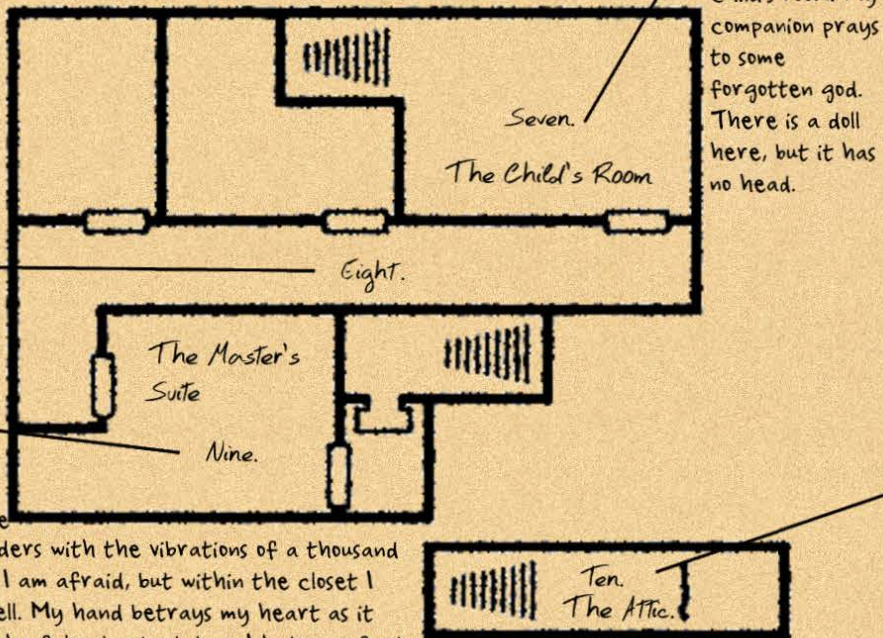
The dining room is filled with opulent silver abandoned upon the table. My companion stuffs his pack as I examine the hearth. The bricks resound with a hollow resonation, but if there is a door here I cannot find it.

A passage through the book case. A cobweb choked hall. A stairwell leading up. My companion falters.

Shelves of profane tomes bound in what I pray is cow hide line the walls of an immaculate study. A large fireplace occupies one wall, and floor-to-ceiling windows take up the other. The night-locked moors look cold, yet they feel more inviting than this wicked place.

A gold-leaf harp stands alone, and a haunting melody strums itself somewhere in the silence of our imagination.

A foul stench fills the air, but nothing rotten can be found.



That coward has left me. A horrible scream from beyond the walls of sanity has caused the cur to flee. I continue on alone, past a hall of well-locked doors.

The sense of ill-will that weighs so heavily upon this house grows palpable here. It shudders with the vibrations of a thousand beating souls. I am afraid, but within the closet I find a stairwell. My hand betrays my heart as it presses open the false-backed door. I hate my feet as they carry me upstairs.

A tiny bed lies unslept in. A child's room. My companion prays to some forgotten god. There is a doll here, but it has no head.

Stairs. The wider side is on the higher floor.



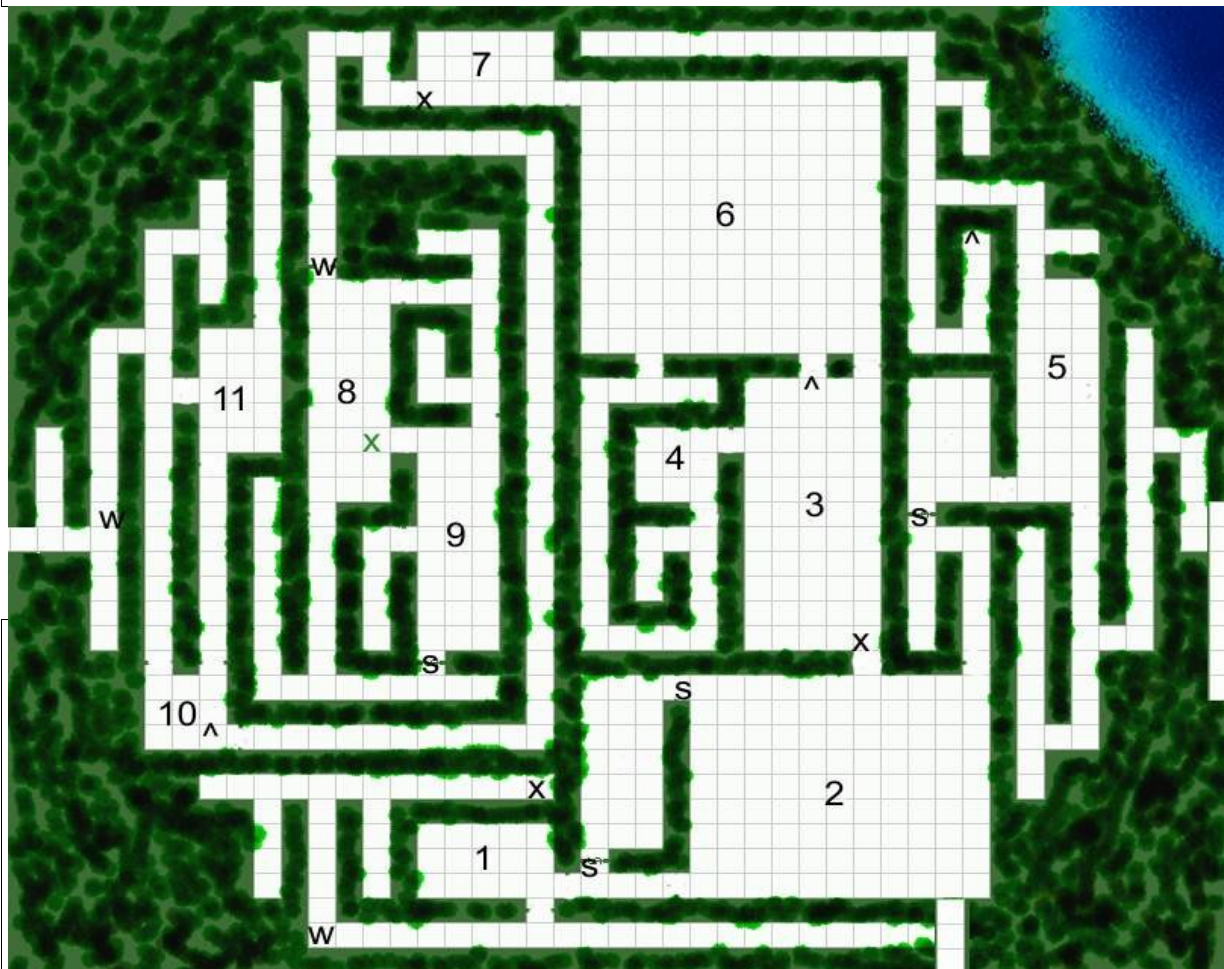
A thick curtain divides this unlit attic. Behind it lies the MADNESS that I seek.

The Unfun Stuff:

My name is Brenton Haerr.
My email is [brenton\[underscore\]haerr\[at\]yahoo.com](mailto:brenton[underscore]haerr[at]yahoo.com).
My blog is adventurematerials.wordpress.com
This map is "The House of Lost and Found", and it's under the creative commons license.
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The Phantom Tribe's Grotto

by Caleb Jensen



In a Mist filled Forrest a savage tribe of Halflings stage raids against the king's caravans and their elven neighbors. Any adventurer who can bring the devious Thenedral to justice can expect great rewards.

Wandering Monsters (1 in 6 chance every two rounds)

- 1) 1d6 Halfling Warriors (Full plate and sword)
- 2) 1D4 Halfling Snipers (Bows, and cross bows)
- 3) 1d6 Halfling Scoundrel (leather armor/ short swords)
- 4) 1d4 Halfling Darter (Blow Gun + Poison Darts) 1d4
- 5-7) Ambush! (Roll again on 1D4 to determine ambushers)
- 8) 1d6 Attack Dogs
- 9) 1d4 Giant Spiders
- 10) Special

Special (1d6)

- 1) Ghostly drum noises
- 2) Shriekers
- 3) Russle in the bush
- 4) Dessicated corpse left as warning
- 5) Snare Traps
- 6) Pit Trap

Legend

- S – Snare Trap
 X – Pit in floor
 ^ - Dart trap
 W - Web

Special Rules

The raiders level equals the average party level +1d4-2

Characters that push through the hedges must succeed in a Strength check and take 1d4 damage from thorns.

Room Keys

- 1) **Training Area:** 2 trainers (Scoundrels) train pack of guard dogs
- 2) **The Staging Grounds:** 2D4 Warriors prepare their weapons and armor for the next raid.
- 3) **Kings Quarters:** Thenedral (Halfling Sheriff) and his 4 chiefs make plans to continue their raids
- 4) **Ill Gotten Goods:** 1d8 warriors guard gold, furs, and other recently plundered goods worth the average party level times 100
- 5) **Spiders nest:** 1D6 Giant Black Widow spiders swarms the area
- 6) **The Commons:** 1d8 Non-combatants (1d4 HD) go about their daily business.
- 7) **Warrior's huts:** 8 raiders prepare equipment for their next raid.
- 8) **Alchemist Hut:** 1 Halfling alchemist makes a variety of poisons with the aid of two assistants.
- 9) **The Temples:** 1d 4 Halfling Wicca's are sacrificing 1d4 captives to their dark gods
- 10) **Rest Room:** They may be savages but everyone needs a place for unmentionables.
- 11) **Look out Roost:** 1d6 Darters watch for travelers from tree top look outs.

The Tunnels of Turrack the Terrible

STORY

Robert the Red was not a very good mage and he knew it. The court of Baron Sillwen called him Bob and he resented that. When he was finally laughed out of town he vowed revenge against those who had made fun of him. He wandered for a time until he found a peculiar friend – a spectral spiderling. He raised the tiny spiderling to adulthood on a diet of small game that could be found in the forest. He also noticed that anything bitten by the spider would become undead. This would be the path to vengeance for the newly-named Turrack the Terrible. Ten years have passed and both the spiderling and Robert have grown. Baron Sillwen has hired you to investigate why the creatures of the forest have become scarce and why the undead have begun to haunt the forest. Your search has led you to a cave in the woods 20 miles from town...

(A) ENCOUNTER ROOM

A room filled with blankets, rags, and hay plus a Random Encounter and Random Treasure

(B) TRAP ROOM

A room filled with barrels, boxes, and crates plus a Random Trap and Random Treasure

(C) EVENT ROOM

An empty room with a Random Event

(1) ENTRANCE

An empty room with d4 Banshees

(2) SPIDER LAIR

Full of webs and a Giant Spectral Spider plus Random Treasure

(3) CORPSE STORAGE

A room full of cocooned corpses plus Random Treasure

(4) PREP ROOM

Full of cast-off clothes of all makes and sizes and styles

(5) AUDIENCE CHAMBER

Well lit with many torches and candles; runes on the floor; torture devices; blood, guts, and bones; and various tables, chairs, and cabinets; plus tools and knives

(6) ROBERT'S ROOM

Bed, rugs, cabinets, junk, devices, potions, jewelry, gems, one-way escape passage, and Robert plus five Random Treasures and diary

GIANT SPECTRAL SPIDER

Level 20 stats: poison causes undead resurrection 48 hours after death

ROBERT THE RED

Level 4 mage/20 necromancer

ENCOUNTER TABLE

1-4	empty
5	2d6 rats
6	slime mold
7	gelatinous cube
8	rust monster
9	d6 skeletons
10	d6 ghastrs
11	2d4 ghouls
12	d6 zombies
13	d4 ghosts
14	d4 shadows
15	d4 spectres
16	3 wights
17	3 wraiths
18	2 banshees
19	1 mummy
20	1 lich

TRAP TABLE

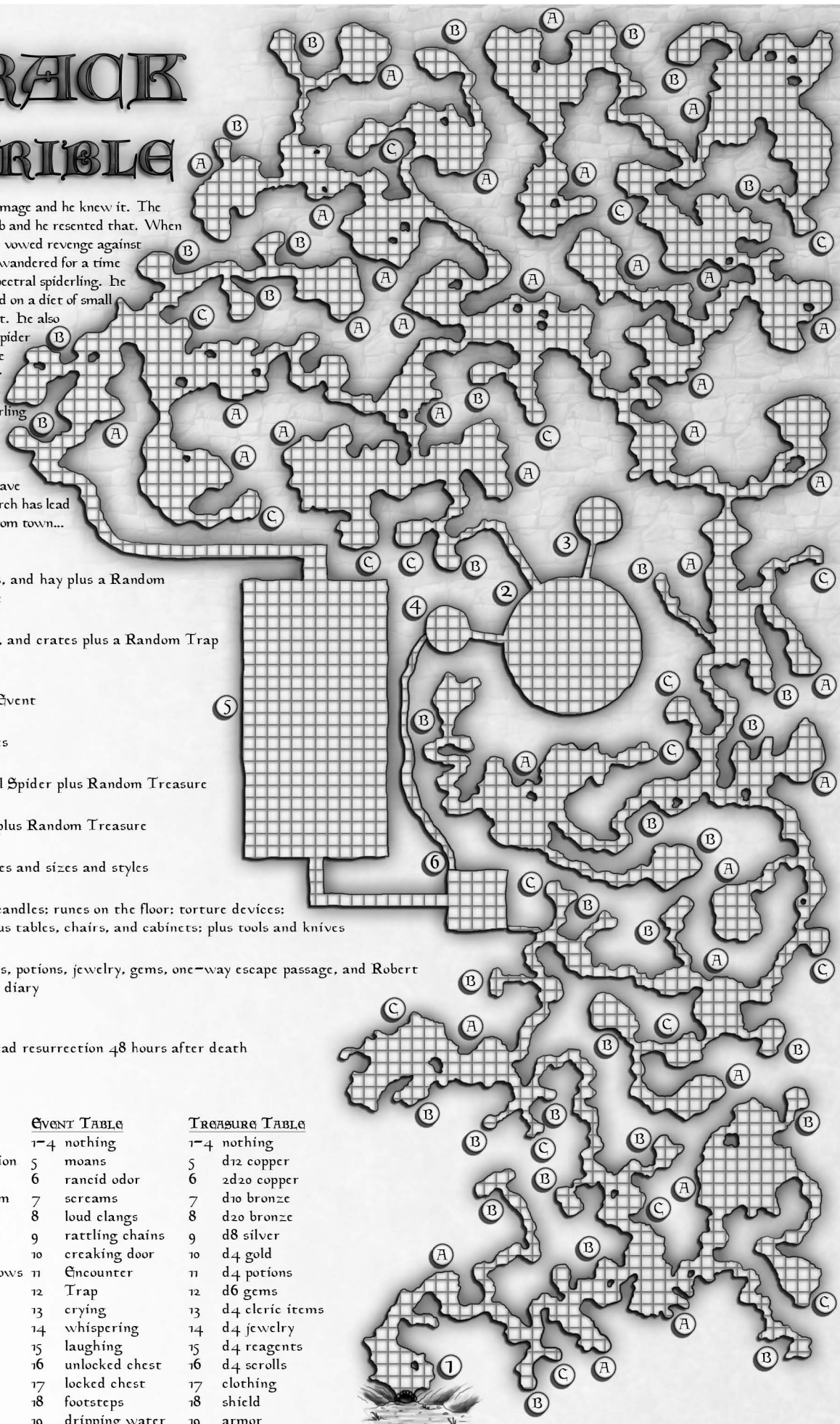
1-4	empty
5	poison potion
6	sleep
7	cursed item
8	Encounter
9	pit
10	gas
11	poison arrows
12	acid
13	confusion
14	fireball
15	lightning
16	scythe
17	crusher
18	explosion
19	mimic
20	hex

EVENT TABLE

1-4	nothing
5	moans
6	rancid odor
7	screams
8	loud clangs
9	rattling chains
10	creaking door
11	Encounter
12	Trap
13	crying
14	whispering
15	laughing
16	unlocked chest
17	locked chest
18	footsteps
19	dripping water
20	chittering noises

TREASURE TABLE

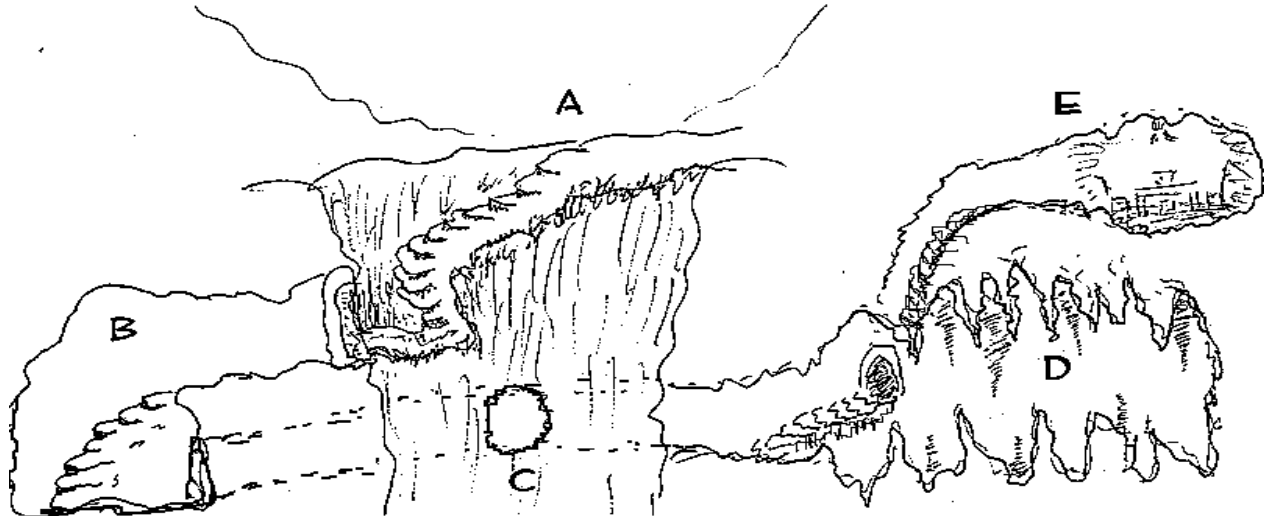
1-4	nothing
5	d12 copper
6	2d20 copper
7	d10 bronze
8	d20 bronze
9	d8 silver
10	d4 gold
11	d4 potions
12	d6 gems
13	d4 cleric items
14	d4 jewelry
15	d4 reagents
16	d4 scrolls
17	clothing
18	shield
19	armor
20	weapon



The Pit of the Mad Sage - A one page high level dungeon, by Chris Maler thegreenman.us@gmail.com

The Mad Sage is a legendary figure, one who is mentioned in many a tavern story. Many think he is only a legend, but he has been sought by those seeking knowledge for decades.

In the foothills of the southern Gold Top mountain range, in a narrow valley, there is a curious hole in the ground, called by some a bottomless pit. It is a place of many rumors: one such rumor is that the hole is home to a terrible dragon which ravages the countryside once every fifty years. Another is that the hole is a gate to the underworld, and anyone who approaches is attacked and eaten by infernal creatures. Still another is that the hole is an accursed place where the god of the underworld struck down a powerful necromancer for challenging his authority over the dead. But, indeed, none of these stories holds the truth, as they were all just rumors spread by the Mad Sage himself in order to keep intruders away from his home.



The pit is a sheer-sided hole in the ground, with a diameter of some 50 feet which descends to a depth of 100 feet. The mad sage has placed several permanent illusions over the area to keep intruders out. There is an illusion covering the stairway and entry (A) which makes it invisible, there is another that makes the pit appear bottomless, and still another that covers the area in perpetual mist and fog.

There are several random illusions which are triggered by the approach, within 500 feet, of any intelligent creature:

1. A **very old Green Dragon** appears to lift its head out of the hole and look around before lowering down into the pit again. If the intruders do not leave, it attacks using its breath weapon first to repel the invaders.
2. A **Baalroch** flies up out of the mist, clutching a bugbear in its claws, and then proceeds to devour it before diving back down with a shriek. If the party persists, the **Baalroch** attacks, using whip and sword.
3. A huge belch of fire and smoke erupts from the pit, accompanied by a minor earthquake. If the party persists, the illusory eruption occurs again, continuously sending flames and burning coals over anyone in the vicinity of the pit.
4. A thunderstorm appears in the sky over the pit, sending hundreds of bolts blasting away at the immediate area until the intruders leave. If the intruders persist they will be struck continuously while within the pit or surrounding area.

Once the illusions are bypassed, dispelled, or disbelieved, the true nature of the pit is revealed, showing the following:

KEY

- A. This is a rough-hewn narrow stairway which can be easily traversed by any medium or small creature, if they first overcome the illusions disguising it.
- B. A small, natural 30x30 cavern with descending stairs. This cavern is inhabited by a half-dozen giant poisonous spiders. There is a secret door in the wall under the stairs with a 6' circular opening.
- C. A 6' circular tunnel of rough-hewn stone with a large opening to the pit where the bats from area D enter and exit the caves.
- D. A large 60x50 natural cavern room filled with stalagmites covered in bat guano. This room is occupied by the sage's colony of several score of pet blind bats, which will not attack, but will fly in a cloud at the approach of any person other than the Sage.
- E. At the top of another set of uneven stairs the Sage makes his home in a small 20X30 cavern. Anyone making the journey will be met by the sage. If the intruders have harmed the sage's pet bats in any way, he will fly into rage and attack immediately using his most powerful spells, otherwise he will agree to use his powers and scrying sphere to answer one question or aid them with one spell in exchange for their promise never to reveal the secrets of his home. If they refuse the promise, he will open a Gate to the underworld; summon forth a powerful demon, and then Teleport away.

The Mad Sage Melarkonin
Epic level Human magic user

The mad sage is actually quite sane, but is extremely moody and hates being disturbed, especially by other wizards. He is rather fond of Dwarves and their matter-of-fact attitudes and will be more approachable by a Dwarf than by a member of any other race. He appears as a wild-haired and bearded old man wearing ragged, worn out robes. He carries a Staff of Power and wears a Ring of Protection. In his home are an assortment of treasures including; piles of assorted coins, hundreds of gemstones which have been embedded in the walls to reflect light in interesting patterns, several spell books, and an assortment of arcane scrolls. There is also a crystal scrying sphere, which is an intelligent and highly capricious augury and divination device named Boniface. If addressed with proper reverence and respect for its brilliance, Boniface will answer one question per day, if it feels in the mood to do so.



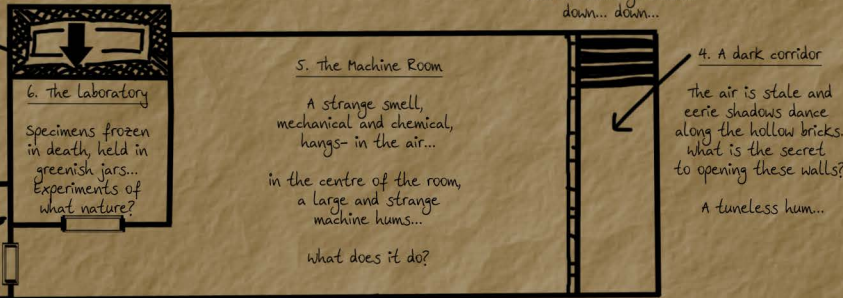


Blueprints of the Empire Trading Warehouse

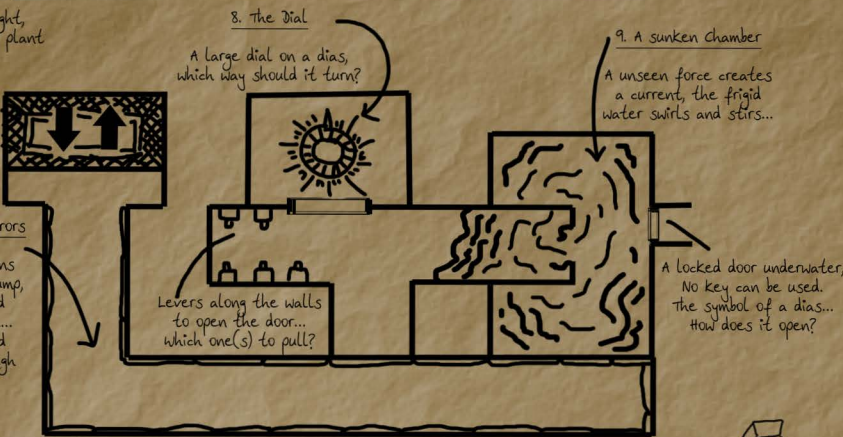
* Notes from a leather journal



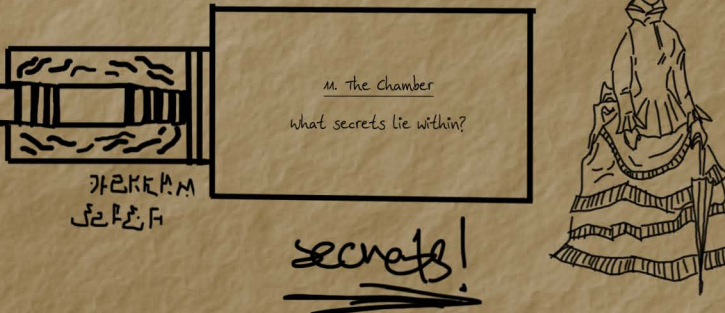
A false wall opens
the doors of a
large caged elevator...
to what depths
does it go?



warm and artificially bright,
strange scents from each plant
a new species?



Through the water &
up onto the raised steps
A rined door & other
unseen dangers guard the
chamber beyond...



TIME 4 TEA



A game of tea, cakes and deadly secrets

In commemoration
Of Her Majesty's Reign
Afternoon Tea for All at
Buxenhall Gardens

Tea dancing & light hearted events
Orient Acrobat Troupe & fireworks

Since the discovery by alchemists that certain types of tea can enhance magical powers, wizards have risen to become the number one patrons of afternoon tea.

But this does not mean that non-magical folk should feel left out. It is said that the usage of tea will positively cure most forms of severe ailments and protect one's health.

LEATHER NOTEBOOK
missing. Contains
scribbles of the
recently interred
Dr. Voln. If found
please contact
Empire Trading Co.

WANTED VOLUNTEERS
For breakthrough
research in medicine.
Token sum awarded.
Applicants should go
to the Institute of
Science & Medicine.

REWARD OFFERED
for the whereabouts
of Thomas Huling.
Last seen headed for
the Empire Warehouse.
Send information to
Plum Terrace Hotel.

Empire Trading Company is officially
recruiting men and boys of the stout
and hardy nature to join their guardsmen
units. Handsome uniforms provided and
salaries paid in full monthly.

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Buy

1 LB TO 2 LBS
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The Societee of Magus
WELCOMES
All Ladies & Gentleman
We discuss books & the latest
magical theories. Rume reading
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Visit us at Sanctum Lodge, Old Hill



Bartle's
Magical
Elixirs
Restores the mind, body & soul

Tea smuggling and tea
piracy has grown to be
highly profitable within
the Crown. Sailors tell of
meeting cruel "tea pirates"
who hijack shipments of
tea while officials remain
baffled by the increase
of smuggled tea to the
colonies.

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VELTH, CITY OF TRAITORS

By Corwin Riddle

BACKGROUND

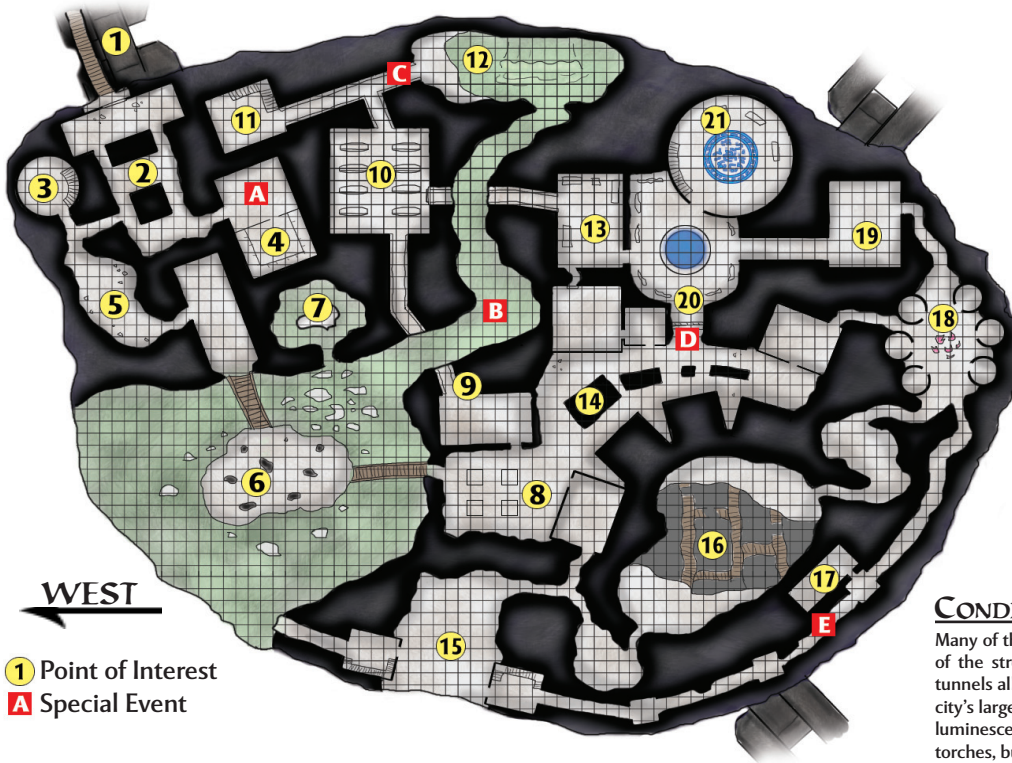
Long ago, in a war forgotten by even the most learned bards, a king called upon the mountain city of Velth to assist in battle. However, the citizens of Velth had become powerful and wealthy and had much to lose, so, believing victory to be impossible, they turned against their king and countrymen at a pivotal point in the war, barricading themselves in the mountains and abandoning their oaths of loyalty.

The war raged on. Eventually, the king's armies were defeated, and he mortally wounded. For abandoning their kingdom in its most dire hour, the king cursed the city with his last breath, offering his soul and lineage to the gods if they would deliver justice. As the story goes, Velth disappeared from the mountaintop, along with its residents, treasure, and every trace of its existence. Hundreds of years passed, and the city of traitors was forgotten... until now.

Deep below the surface, in the darkest caverns, a city sits alone, suspended by colossal stone chains above an abyss—abandoned by the world. Some say the city was slowly rebuilt, others claim it simply appeared. Regardless, rumors tell of the mysteries within: unspeakable horrors, priceless treasures—all waiting for any brave enough to enter the City of Traitors.

CONDITIONS IN VELTH

Many of the buildings have been reduced to rubble, leaving most of the streets impassable. Creatures have burrowed caves and tunnels all over the floating island, allowing passage between the city's larger areas. The outside is dimly illuminated by various bioluminescent plants, fungi, and organisms; some buildings are lit by torches, but darkness is pervasive.



- 1 Point of Interest
- A Special Event

POINTS OF INTEREST

1. **Shackled Pass:** A rickety wooden bridge is attached to one of the giant stone chains and provides entry to the city. There are words and images scratched into the stone in several languages as a warning to turn back.
2. **Guard Quarters:** A large portcullis opens into a poorly-lit courtyard, where 4 **Dark Elves** confront the PCs and demand an outrageous toll for entering the city. They will attack if refused, threatening to feed you to *The Hungerer*.
3. **Watchtower:** Another 3 **Dark Elves** wait in the top of the tower, and signaled the PCs' arrival to their friends in (area 2). If the PCs killed the others, they wait in the shadows to ambush—otherwise, they refuse entrance. There is a small chest here containing appropriate gp.
4. **World's End Inn:** A makeshift inn and den for travelers. A ladder leads up to a 15' high loft, filled with hay and covered in darkness.
5. **Cavernous Passage:** Lit by bioluminescent fungi, the passage has an extremely low ceiling of 4' and is covered with stalactites. The floor is covered with a thin layer of murky water and centipedes. If the PCs are quiet, they can hear voices up ahead.
6. **Hunting Grounds:** A group of 4 **Dark Dwarves** are arguing about how to divvy up the possessions of *The Hungerer's* latest victim. They flee to (area 8), and the PCs can hear screaming coming from (area 7).
7. **The Hungerer's Lair:** Bones litter the island of the cavern, which is filled with murky water, 3' high. Hanging from the ceiling is an **Elf**, shackled in chains. If released, he warns the PCs to stay away from the water and the **Wrathful King**, who haunts the tower. If asked about *The Hungerer*, he tells the PCs that it dislikes fire.
8. **City Square:** Four enormous statues of Velth's (former) leaders tell a noble version of their defection with plaques. 'TRAITORS' is written in blood all over the statues, which provide cover. The 4 **Dark Dwarves** retreated here and wait in the darkness for the PCs to pass the statues, attacking from the shadows.
9. **Sewers:** A grate in the back of a supply room leads to the sewer tunnels, which are ancient and unused, but a slippery slime covers the bottom. 2' wide ledges follow the perimeter of the sewer. A **Giant Snake** is just inside, and may or may not attack, depending on the PCs' actions.

10. **Tomb of Traitors:** Inside are elaborate sarcophagi containing the city's traitorous leaders, who haunt the room as a group of 8 **Ghosts and Wraiths**. Written on the tombs is a curse upon them, condemning them to eternal suffering; if the sarcophagi are destroyed, the ghosts perish for good and the PCs will anger the **Wrathful King**.
11. **Sewage Controls:** A two story building. The basement contains levers to disable the sluice trap (event C). The top level opens to a roof, letting the PCs see a glowing tower (area 14), and a strange waterfall coming from above (area 12).
12. **Shadow Falls:** A giant waterfall rains down from above, though its source is too far to be seen. In the water behind it, PCs can see a ledge covered with something glittering—it's armor from dead adventurers. *The Hungerer*, a **Giant Aquatic Worm**, attacks. If they survive, they find an appropriate level magic weapon on the ledge.
13. **Armory:** Stripped of any valuable items long ago, the room is crowded with rusty weapons, making it difficult to traverse. There are 3 **Suits of Armor**, which attack if disturbed. If killed, one becomes a piece of magic armor.
14. **Market Row:** The ancient and abandoned bazaar, filled with rubble, debris, and derelict buildings. A group of **mindflayers** frequently hunt here, since many adventurers pause to search the buildings for treasure.
15. **Forgotten Gate:** The original entry to Velth now overlooks an abyss and provides towers that reach the great wall. The area is a nesting ground for 2 **Giant Spiders**, and is cluttered with eggs. The spiders dwell on the underside of the city and might come up if the eggs are destroyed or the PCs alert them.
16. **The Undermaw:** A gaping chasm of the abyss, covered with many rickety wooden and rope bridges. A clan of 6 **Goblins** hides nearby, and has a **Large Troll** at their disposal. They will attack the PCs once on the bridges.
17. **Great Wall:** An ancient wall, 30' high, is mostly destroyed, though a guardroom is intact. Someone barred the doors, which are now splintered and broken open.
18. **Crystal Village:** A pile of glowing crystals pulse within a circle of hatched houses. The crystals weaken any mortals near them, and a group of 3 **Mindflayers** attack the PCs, assisted by 10 **Humanoid Slave Minions**.

19. **Vault of Scrolls:** An ancient library, though most of the books and scrolls are now dust. The PCs will find some texts detailing the war and betrayal, and 2 spell scrolls.
20. **Courtyard:** Patrolling a murky and glowing fountain is a group of 6 **Small Water Elementals**. If the fountain is disturbed, a **Large Water Elemental** emerges, forbidding entrance to the **Wrathful King's** sanctum.
21. **Tower of the Wrathful King:** Haunting the tower is the king who cursed Velth, a powerful **Undead Being**, watching over the city to ensure their eternal torment. He objects to the PCs' presence, especially if they destroyed the tombs in (area 10), and attacks, calling 5 **Ghostly Guards** of dead soldiers. If defeated, the PCs will find treasury gems and a powerful magic weapon.

SPECIAL EVENTS

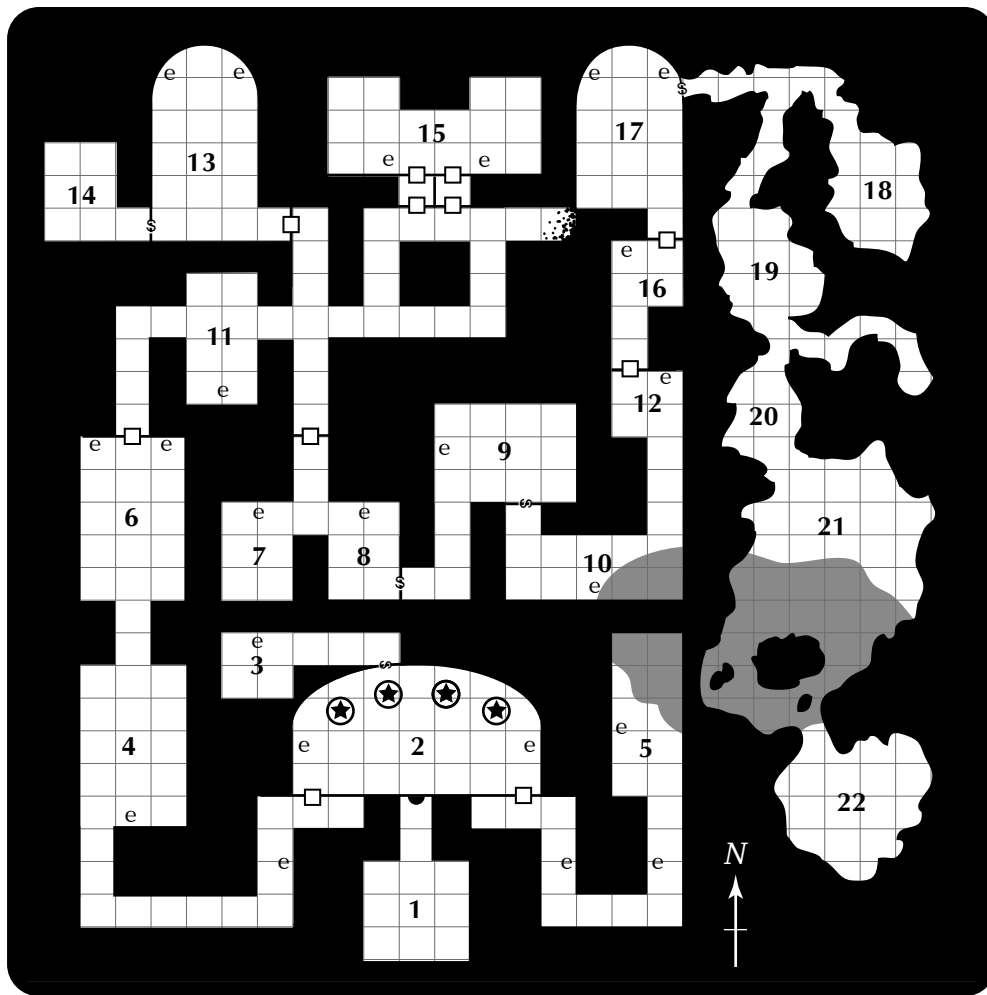
- A. If the PCs linger or take a rest here, 5 **Halfling Thieves** return, and will try to rob and kill the PCs.
- B. The water here is 10' deep, the walls 20' high. If the PCs try to swim down the canal, *The Hungerer* may attack.
- C. A sluice trap triggers, closing the gate and filling with water. The PCs must find the release lever to escape.
- D. The gate is locked, but noisy, and triggers a 3 **Mindflayer** ambush if the PCs attempt to gain entry through it.
- E. The wall begins to collapse, creating a pit trap below.

RANDOM ENCOUNTERS (Roll 2d6)

- | | |
|----|---|
| 2 | 1d8 Giant Centipedes . |
| 3 | 2d4 + 2 Goblins scavenging bodies for weapons. |
| 4 | 1d6 Human Descendants living in Velth, trying to take back the city from all the monsters and adventurers. |
| 5 | 2 Elven Adventurers , fleeing from the city, warning to stay away from the waterfall and <i>The Hungerer</i> . |
| 6 | 3d4 Giant Bats , trying to lift one of the PCs away. |
| 7 | 1 Mindflayer Scout , fleeing to warn others. |
| 8 | 3 Wights , wandering the city in torment. |
| 9 | 2d6 Humanoid Slave Minions , digging a pit trap. |
| 10 | 3 Ghostly Heralds , muttering of the city's former glory. |
| 11 | 1d6 + 3 Fungal Monsters . |
| 12 | 1d4 Dark Elf Messengers , carrying a letter for the Wrathful King , pleading for permission to kill ghosts. |

The Vault of Zerduzan

Designed and constructed by the demonologist Zerduzan as a burial shrine for all his most favored servants and companions. It is located under the ruins of a tower. Others say this place was a sanctum for Zerduzan's efforts to command demons.



KEY

	Door		Rubble
	Secret Door		Enchanted torch
	Magic Mouth		
	Statue		
	Water/flooding		

1. Entrance: This area is accessed via a steel ladder. A magic mouth activates the main vault entrance when its riddle is answered. Three failures activates a disintegration ray trap.

2. Homage Gallery: Four statues of Zerduzan's most favored companions. The second statue (Zerduzan's protege and lover, Tyriana) from the left can be pushed to the left to open the secret door to Room 3.

3. Keepsake Chamber: This very odd room seems to be a wizard's study preserved in fine detail. It is Tyriana's study replicated from a past era. A chest is hidden here containing a robust spellbook. The chest is trapped with a poison needle. The poison ages its victim 3d20 years.

4. Henchman Chamber I: Countless helmed skulls of Zerduzan's favored henchmen are arranged here on shelves carved out of the stone walls.

5. Partially Flooded Room: Rotted furniture litters this room. The back portion of the room is slightly collapsed and depressed and filled with water.

6. Henchman Chamber II: This room is very similar to Room #4. However, if anyone attempts to open the door to the north, a very persistent spirit of one of Zerduzan's elite guard (a huge ogre) will manifest as a wight with a deadly sword.

7. Griggleef's Alcove: A finely stuffed hippogriff stands hear mounted on a massive darkwood base. This was Zerduzan's faithful steed for many years. The dead beast looks extremely lifelike. On the south wall are a fine leather saddle and a harness stored in a darkwood chest.

8. Xurisan's Alcove: Similar to Room #7, a "stuffed" beast resides here: a huge winged serpent. Unfortunately, the beast is not stuffed but merely in suspended animation. Anyone standing in the room for more than 2 minutes that is not Zerduzan will awaken the beast. It seems Xurisan was considered an amazing guardian as well as a steed. There is a secret door in the lower east corner.

9. Trophy Room: In this room are several stone shelves each containing several large jars (about 40 in total in

the whole room). Each jar contains a head. Most are human, but there are also halflings, elves, dwarves, etc. Each is labelled with a small golden placard bearing the head's name. These heads belong to all of Zerduzan's major enemies. The head in a jar labelled "Frithfell" has a powerful magic ring hidden under its tongue. A secret door is hidden in the south wall. Tilting the jar labelled "Oscail" will cause a section of the shelves to swing open.

10. Partially Flooded Room: Rotted tapestries displaying demons engaging in a wide array of perversity dangle from rods here. The room is partially flooded.

11. Art Gallery: This room is filled with paintings and busts all depicting Zerduzan at various points in his life. The northeast corner of the room is completely filled by a massive cobweb. A huge abyssal spider abodes in it.

12. Creepy Antechamber: The light here is not functioning correctly. A crazed imp stays here awaiting new victims.

13. Damondech's Crypt: A sarcophagus lies here containing the revenant of Zerduzan's lieutenant Damondech. He will rise and attack intruders along with his six guards that rest in open shelves on either wall. He is armed with magic armor and weaponry. A secret door is in the southwest corner. Damondech is represented by the left most statue in Room #2.

14. Damondech's Treasure: Several chests are here containing thousands of coins, gems, and various magic items.

15. The Crypt of the Rammels: Twin brother and sister lie here in sarcophagi. Both were high level clerics in service to an ancient evil god. The chamber is adorned with artwork representing the god. If either sarcophagus is disturbed a guardian devil will incarnate from a symbol on the north wall and attack. They are each represented by the two rightmost statues in Room #2.

16. Empty Antechamber: Nothing is here physically but most will feel a very tangible sense of dread when they approach the door in the north wall.

17. Tyriana's Crypt: This is the crypt of Zerduzan's lover. Unfortunately, she died very violently after suffering from madness. Her spirit awaits any that enter and she has become an incredibly potent specter. She will cast spells against and attack any that enter. A secret door is in the northeast wall of the room.

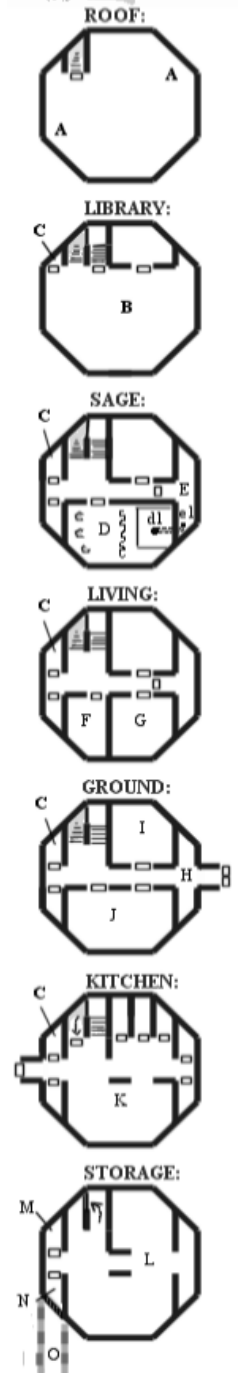
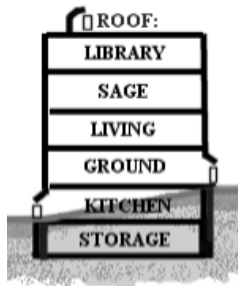
18. Cave of Corpses: About two dozen corpses are neatly arranged on the ground here. They are each wrapped in black felt cloth up to their neck. A strange symbol is burned on to each forehead. Any living being that stands in the room for more than three minutes will cause these bodies to animate and attack as fast, vicious zombies.

19. Empty Cavern: Bones and debris litter this cave. Small strange rodent like creatures scurry when light is cast into this area. A dim warm light can be seen from the south passage. The walls here are festooned with mangled corpses that jeer and mock anyone entering the room.

20. Slaad's Den: This area seems to be the camp of some being. Fine silks are piled as a bed. Wooden shelves containing several texts on magic and demonology are stored there. A brazier stands here emitting smoke from a potent and intoxicating incense.

21. Slaad's Cavern: A very powerful Grey Slaad is magically imprisoned between areas 20 & 21 by Zerduzan. He will always detect any intruder and retreat to the pool in area 21. He will carefully study his opponents before taking any action. He may attack outright or may parlay to get close to the players.

22. Zerduzan's Cave: This cave is a secret arcane laboratory. It is completely destroyed and is cast in darkness. A very powerful greater demon waits here imprisoned. It may respond to anyone claiming to be able to free it. The Slaad is consulted at all, he will reveal that he has a text that contains a spell that will return the demon to Hell. However, he will ask a heavy price (all the party's treasure and a blood sacrifice to release him from his imprisonment). The demon is very impatient and becomes enraged easily. If the players defeat the demon, its body will liquify leaving behind its pertified heart. This artifact is very powerful. Also, careful inspection of the destroyed lab will reveal a small black metal case containing one of Zerduzan's spell books, a magic robe, magic bracers, and a magic wand.



BACKGROUND: The Sage's Keep can be dropped into adventure when the party is searching for a legendary item. Adventurers often need information and they might hear of the nearby keep of the sage Ronale, who specializes in the geography and history of the surrounding region. But recently her keep was secretly taken over by the Naga Askala, along with Askala's Ogre minions and Kobold servants. Askala is seeking a long lost legendary item that she believes to be hidden in this region. In order to find it, Askala has taken Ronale's place, and will stage consultations with adventurers who come seeking Ronale's knowledge. Askala keeps Ronale alive and imprisoned in case she needs to consult with her to find answers to any questions adventurers might ask. Askala hopes to feed the adventurers enough information so that they can find the legendary item, and then she can steal it by having her Ogres and hired bandits ambush them. Askala pretends to be Ronale by slithering through a tunnel into a seated headless mannequin with long skirts, and putting her head up through the neck hole. Her servants then place a hat with floor-length veils on her head to obscure her features. Her right hand man is a human named Anvidio, who pretends to be the butler and oversees the keep, plus liaisons with the bandits. The bandits have a camp in the nearby woods.

5: ROOF. Ronale keeps a lush rooftop garden here. The entrance to the tower is locked. Two metal guardian statues shaped like flamingoes (A) will attack any who try to enter the door without saying the password, "Knowledge".

4: LIBRARY. (B) Both the doors to stairs down and up are locked. The library is a large room, with iron grill-covered glass windows, tome-filled shelves and study tables. Ronale, the septuagenarian sage, is being held prisoner here. She will offer her friendship, her knowledge, and a magic tome to any who rid her of Askala and her minions. Off the library is (C) the privy. There is one on each floor, with the seats on the upper levels near the outer wall, moving farther into the room on each successive lower floor. All privies empty down into (M) on the Storage level.

3: "SAGE". The consultation room (D) is guarded by 2 Ogres, and divided by a curtain. Visitors are escorted here by Anvidio, and required to sit on chairs on the west side of the room, then the curtain in the center of the room is drawn back to reveal the "sage" sitting on a dais on the east end of the room (d2), attended by two jittery Kobold servants. The "sage" is Askala in the hollow headless mannequin pretending to be Ronale. She will be very helpful to anyone who she thinks might be able to bring her the item she seeks. There is a tunnel from the mannequin that runs under the dais to an opening (e1) in Askala's lair (E), where the clothing of all Askala's victims has been piled into a nest, hidden under which are some gems and a necklace.

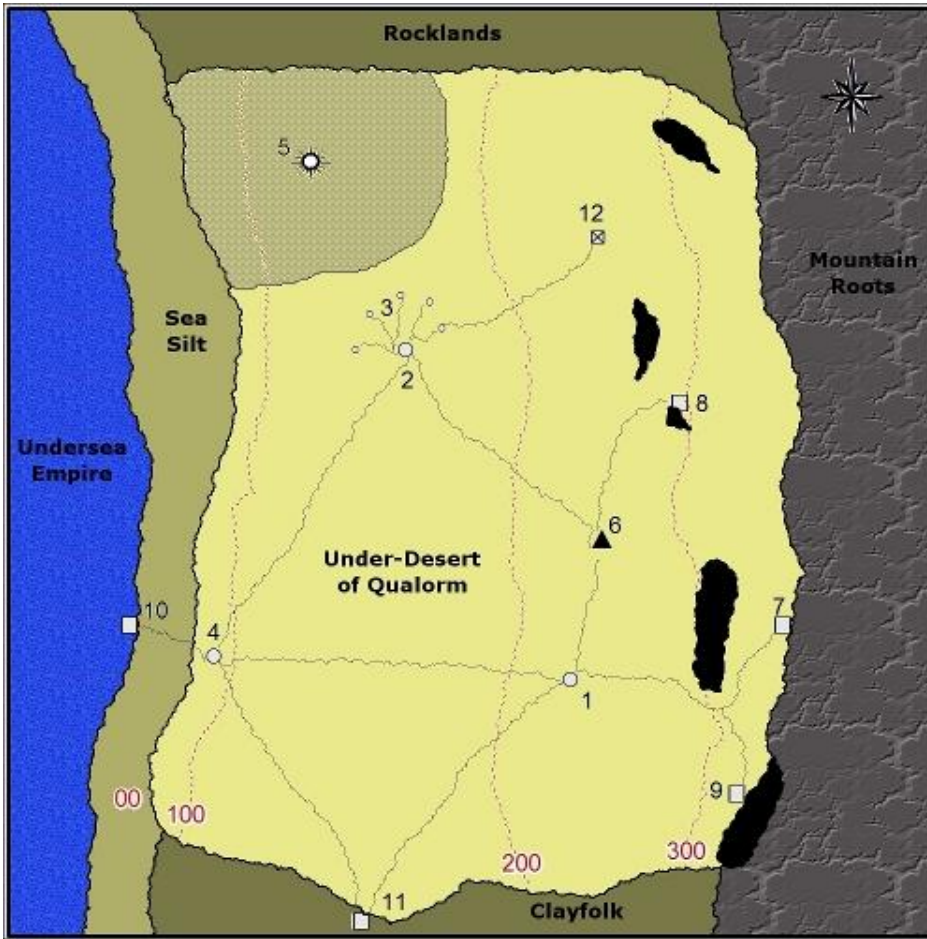
2: LIVING QUARTERS. These rooms are being used by Askala's top minions. When not overseeing visitors to the keep, the "butler" Anvidio can be found in (F), his bedroom. He keeps a locked box of gold in here to pay the bandits. Next door in (G) is the bedroom of the head Ogre, Ogbert, who likes to take advantage of his position and nap all day. The room smells like rotting food. There is a dead kobold servant in the corner.

1: GROUND FLOOR. The main entrance (H) has a bell outside, which will be answered by Anvidio the "butler". Two Ogres stand guard duty here. Visitors are put in the Sitting Room (I) to wait until the sage agrees to see them, and then Anvidio will escort them upstairs. The Dining Hall (J) is being used as Ogre sleeping quarters, and several Ogres are gambling with giant dice carved from bone.

Sub1: KITCHEN. The back door is unlocked by day, locked at night. This level has the servants' quarters. A ramp leads down to the storage cellar. The kitchen (K) is run by Cookie the Ogre cook. Kobold servants scurry around, bossed by Cookie.

Sub2: STORAGE: (L) Foodstuff is kept down here normally, and now there are also cages of giant rats to feed Askala. There are 2-12 loose Giant Rats, and an Ogre is down here setting up giant rattraps. The room where the privies empty (M) features a locked metal door with a "DANGER DO NOT OPEN" sign affixed to it. Inside is a Gelatinous Cube, which deals with all the waste. There are some small metal items there also, like coins, a belt buckle, and a ring. Across the way is another room (N) with a metal door. If the doors to both rooms are open at the same time and bolted together, they create a corridor to herd the Gelatinous Cube into the other room (just in case something needs to be retrieved from the privy!). The last corridor (O) can exist or not exist, depending on if the Game Master wishes to attach some caverns to expand the Keep adventure, or wants to have a tunnel leading outside, or elsewhere...

Under-Desert of Qualorm – (Suggested difficulty 4, 5, or 6 of 10 for entire dungeon level, std deviation ±2)



Legend – (1" : 20 miles/km)

- Living center
- Border living center
- ⊠ Ruins
- ☀ Hive colony center / Overland access
- ▲ Overland access
- ▨ Hive colony territory
- Rock upcropping
- Terrain border
- ⋯ Elevation line, bottom (red)
- ⋯ Pathway / Trade route

Navigation

Pathways – Stone trails with stone placement 5' apart line trade routes for easy travel between common destinations.

Edges – Depending on the terrain changes, travel is possible according to the terrain restriction on either side. Lost rules still apply.

Roaming – Use your own wilderness survival system with inclusion of trailblazing and points of interest creation methods.

Travelling Encounters (Pathways & Edges)

3 checks/day: morning, evening, night (3d6 curve)

Very Rare: 3-4, 17-18 Zorn(1), Landshark(1), Outsider Caravan(20-80), Dwarf Miners(4-24)

Rare: 5-6, 15-16 Clayfolk, Buried Undead Remains, Hive Warriors(10), Quicksand Cavity, Large & Small

Uncommon: 7-8, 13-14 Sandworms(3-18), Hive Workers(1-8 x10), Sandfish(3-18), Oasis Pool

Common: 9-12 Sandpeople [trade caravan(20-80), scouting party(4-24)], Mudmen [trade caravan(10-40), raiding party(2-12)]

This under-desert is small in size measuring about 60 x 80 miles or kms. The sand is fine and white at higher levels, while coarse and dull near the bottom. Top elevation lines are in flux marking the gaseous roof rising up westwards towards the tops of the mountain roots. Bottom elevation lines show stable rock flooring sloping down westward towards the undersea. The strip farthest west is mixed wet sand and sea silt. Rocky upcroppings penetrate the east of the under-desert. Both terrain hazards mean travel is more difficult east and west.

The sandpeople have resided in Qualorm for their whole living memory. The mudmen arrived sometime later from the sea. The creatures of the overland desert dungeon level above (difficulty 1-3) have dug down, disappeared, and reappeared throughout the under-desert's history. The Hive came from above and has destroyed a sandhome to become the area's newest residents.

Trade is strong, both within Qualorm and with surrounding territories on all sides. The level below, the hard stone layer, has never had trade to anyone's knowledge. This may be why Qualorm's wet and soggy bottom border is rarely visited and considered taboo by the sandpeople.

From / To	Sandies	Mudmen	Hive	Clayfolk	Dwarves
Sandpeople (lawful)	Prefer	Trading	Hostile	None	Prefer
Mudmen (neutral)	Trading	Prefer	Hostile	Trading	None
Hive (chaotic)	Hostile	Hostile	Hostile	Hostile	None
Clayfolk (neutral)	None	Trading	Hostile	Prefer	Trading
Dwarves (lawful)	Prefer	None	None	Trading	Prefer

Others - dragon (lawful), sorcerer (chaotic), zorn (neutral), = no open relations

Suggested Outsider Travelling Methods – Movement is in 3D with unerring travel along pathways or along border planes with direction sense. Find the Path, or similar. Freedom of Movement (earthgliding) is the most common travel method. Passwall, Ethereal travel, encapsulation by earthglider (mudmen, sandpeople), or earthgliding ability are less common. Light and light sources are rare. Locating is commonly done by touch, scent, or vibration.

Common Magic Items - Sleeping sand, magic stone weaponry and armor, healing mud, Freedom of Movement potions, Mindmeld ant regurgitate, mirrors.

Common Trade Goods – Worked stone, glass, mirrors, earth, domesticated animals, ore, water, fuel sources, and information. Priced by location and seller.

Strategies & Traps – Cavity cave-ins and quicksand, stone deadfalls, pits, mudslides, mirror mazes, glass shards, and tremor alerts are common. Magic-based traps are used for valuable items and locations.

Strategy is by intelligence and alignment. Loyalty is high for all obedient life except Clayfolk and Mudmen.

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By David Bedell

Room Key

1. **Sandhome Hollow:** 4 layer, clay mortared stone-walled, sand-filled globe. Concentric interior has no increase in difficulty, Pop:224 adult sandpeople, metal ingots & gems, stone weapons & supplies, -175' center elevation.

1A. Defensive layer: Coal heatpits, stone & sand guard, quicksand cavities

1B. Homes: Defined rooms, stone shield doors, barracks, armory, prison

1C. Supplies: Separated by type needs, authority figure homes, treasury

1D. Hall: Defensive center, an undefined area of open sand for meetings.

2. **Sandhome Surface Mine:** 4 layer hemisphere with a layout as Sandhome Hollow, Pop: 98, also comparable treasure type, -0 to -80' elevation range.

2A. Stone-walled cavity traps line gas layer above for fine sand & supplies.

2B. Supply rooms / cells for 2A traps, workrooms, treasury, main hall

2C & 2D as 1B and 1A above.

3 **Sandpeople Watchstones:** 5 hollow boulders 30' in dia., each with one entrance hole, guard the northern border. 10 fortified sandwarriors in each.

4. **Mudmen Mudpit:** A large drainage of wet dirt and sand running from a roof edge to a bedrock crack. Transport via swimming, storage cavities, cut coral as field defenses, Pop: 431 adult mudmen, pearls, assorted treasure.

4A. Mudhall cavity at bedrock for religious ceremonies, sacrifices to zorn.

4B. Birthing Mudpod is rock lined and guarded for asexual reproduction.

5. **Hive Colony:** An ever changing ant farm of tunnels interlaces this zone.

The density of tunnels increases closer to the core. One main entrance, others are built for exploration. Overland travel speeds are halved within long tunnels. Pop: 1000+ workers, 300+ warriors, 1 queen, 1 pseudo-deity: Nuno

5A. Colony design has multi-use room clusters with radiating tunnels.

5B. Rooms contain food storage, pupa, worker resting, and weaponry.

5C. Queen's chamber is in the cluster's center with treasure and guards.

6. **Pyramid Foundation Trademoot:** Undefined sublevel, from -0 elevation.

7. **Dwarfhold Trademoot:** A warehouse compound spurred off from the main hold for regular Qualorm trade. Stone & water works defend multiple rooms.

8. **Sorcerer's Labyrinth:** Sublevel where bizarre creations often escape.

Trade with some inhabitants is ongoing, but the sorcerer's traps are deadly.

9. **Dragon's Lair:** Sand tunnels lead to a maze for a possible encounter with an oracular, but temperamental dragon revered by Sandpeople and Dwarves

10. **Coral Gateway:** The Aquatic Empire's formal entrance to their realm. A trademoot is common with mudmen and aquatic creatures in attendance.

11. **Clayfolk Outpost:** A grid of tunnels comprises a defensive fort with a trading post for many stonework goods. Pop. 200-300. assorted treasure.

12. **Buried Overland Ruins:** Quarried stone from an ancient human civ.

Escape from the Dragon's Lair

A Solo Adventure For a Character of any Level

by Deane Beman

Dragon Action

1	Flame Breath
2	Tail Swipe
3	Claw
4	Bite
5	Stomp (skip to Saving Throw)
6	Gaze (skip Player Action; -1 Luck)

Player Action

1	Duck (Avoid Breath & Bite)
2	Jump (Avoid Claw & Tail)
3	Swift (Avoid Tail & Bite)
4	Dodge (Avoid Breath & Claw)
5	Uncanny Dodge (Avoid All)
6	Riposte (Avoid All, +1 Luck)

Saving Throw

1	Stumble (-2 Luck)
2	Blunder (-1 Luck)
3	Sidestep (0 Luck)
4	Missed Me! (0 Luck)
5	Counterstrike (+1 Luck)
6	Thrust (+2 Luck)

Escape from the Dragon's Lair

You've broken the first rule of adventuring...never split the party. You cautiously wander down a long hallway looking for your companions; or at least for a way out of the dungeon. You enter a large, cavernous room and the door slams shut behind you. Sitting atop a small mound of gold, jewels, and what are presumably the charred remains of your fellow adventurers is a Large Red Dragon.

Since the Dragon has already eaten today he decides to toy with his prey for a little while. Perhaps if you can manage to survive long enough you'll be able to figure a way out of this mess!

Rules:

To begin the game roll 1d6 and place a counter on the appropriate number on the Luck Scale at the bottom of the map.

Play occurs as follows:

1. Roll for Dragon Action
2. Roll for Player Action
3. Roll for a Saving Throw (if necessary)

Dragon Action: Roll 1d6 to determine what (if any) action the Dragon takes. On a roll of 5 the Player skips his or her action and immediately makes a Saving Throw. On a roll of 6 the Player skips his or her action and loses 1 Luck (but does not make a Saving Throw.)

Player Action: Roll 1d6 to determine the Player's action. If the Player does not avoid the Dragon attack he or she makes a Saving Throw and applies the result. If the player avoids the Dragon's attack he or she does not make a saving throw and returns to Step 1.

Saving Throw: Roll 1d6 to determine the outcome of the Dragon's attack. The Player does not make a Saving Throw if he or she avoids the Dragon's attack.

Play continues until a Player's luck reaches 10 (or higher) or 0 (or lower)

If a Player's Luck reaches 10 or higher – The Dragon becomes bored and flies away. The door opens behind you. You pick up as much of the Dragon's Treasure and you can carry and rush out of the dungeon.

If a Player's Luck reaches 0 or lower – You are engulfed in flames.

Smuggler's Chantry
By DeForest Piper

An Adventure for levels 2 to 4

Smuggler's Chantry can be placed within -- or near -- any town or city.

An outlawed chaotic cult has established a fake church (called the Chantry) as a cover for a band of smugglers. The cult uses the neutral church to conceal the activity of the smugglers. The cult uses the smugglers to bring acolytes and sacrifices in without the authorities finding out. Most of the smugglers are unaware that the cult is real.

Rumors. If desired the characters can attempt to find out information about the cult. Roll d6 add Charisma modifier to find highest rumor available to PC. PCs find d4 rumors within their reach for each 6 hours spent searching the town.

1. Poor people have been vanishing from the area around the Chantry (true)
2. The Chantry is mind washing people (false)
3. Black hell beasts seen in the city (true)
4. Smuggling has been on the rise (true)
5. The Chantry is a benevolent group (sortta)
6. Merchant Dibble is offering a 500 gp reward for the information of his daughter Sheddra who was recently kidnapped (true)
7. There is a new cult in town (true)
8. The Mayor is part of this new cult (false)
9. The Chantry is a cover for slavers and a person can sell slaves to Poxtil (true – Poxtil will buy slaves as sacrifices)

Wandering Monsters. Roll a d6 +1 for each loud noise within the last 4 turns. Check every 4 turns.

During the day. (the basement and dungeon)

1. d6 Chantry followers. Normal Humans
 2. Kelpis
 3. d4 Smugglers
 4. d6 Chantry followers. Normal Humans. Drunk
 5. Kelpis
 6. Rothius
 7. d4 Human Cultists
 8. Poxtil (from area 11 investigating noise)
- During the Night and in the lower levels.**

1. 1d4 giant rats
2. 1d4 Human Cultists
3. 1d6 giant rats
4. Rothius
5. Poxtil
6. 1d8 Smugglers
7. Edric
8. Orind

Named NPCs will call for help and flee if attacked

Room Descriptions

Surface Level. This level is uniformly dark and close, filled with shadows. During the day no one will stop the characters from exploring the surface level. People will take note and remember the PCs but will not sound an alarm. There is a real good chance (1-4 on a d6) that a fervent local will extol the wonders of the Chantry (a rambling almost senseless diatribe fueled by alcohol and belief).

1. **Altar Room.** The Chantry conducts rituals in this room. At most times Rothius is in here, usually drinking unless a service is underway. He is aware of the cults plans and has been hired to be the front man because of his mercenary nature (if it looks like he will die he may sell out to the PCs). The room is old, bare, dusty, and poorly lit. The altar is wooden and moved around to accommodate crowds.
2. **Stairway.** Empty. A Dwarf PC (or others PCs where appropriate) may notice the filled in arrow slits.
3. **Stairway.** Room used to store robes and equipment for Chantry rituals. The door is always locked.
4. **Rothius' Room.** A poorly appointed bedchamber. Spartan furnishings are made slightly more comfortable by a fireplace in the inner corner. Rothius has assorted coins worth 70 gp hidden in a chest.
5. **Hall.** This is an open area similar in nature to #7 but much darker.
6. **Kitchen.** A well stocked kitchen and food storage area. Kelpis sleeps here at night.
7. **Porch.** This area is usually kept open during the day (locked at night) filled with smugglers (2d6) and locals (2d6) gaming, talking, and drinking. The Cult opens this place up as a shelter to the locals.

Basement Level. No light at all. Tall (15 foot) ceilings. Lots of spider webs. Intruders will be attacked.

8. **Ossuary.** The niches around this room have been carved into the original stone and filled with human bones carefully sorted. A long search through the bones will turn up a rotted leather sack with 5 opals each worth 200gp. The smugglers use this room as a storage area for goods – 4d100 gp worth of random items. The black shape on the map is an old stairwell that has been filled in.
9. **Stairway.** Empty. Inspection will reveal that the stairs down were not original to the building.
10. **Stairway.** Empty
11. **Poxtil's Room.** Spartan bedchamber. Poxtil spends most of his day here studying and working.
12. **Spider Room.** 8 large spiders (1-1HD, poison save at +1 fail causes -1 in combat). They have been trained to leave the smugglers and cultists alone, but will attack anyone who enters. Because of the darkness and pillars these spiders surprise on a 1-4 on a d6.
13. **Armory.** There are a large number of weapons of all sorts stored here in racks and boxes.
14. **Barracks.** At any time there are 2d4+4 Smugglers and 2d4+2 cultists in this room. They will attack anyone they do not know. There are many bunk beds and chests with personal items in this room.
15. **Edric the Red.** This is a very sumptuous sleeping chamber. Hidden amongst the cushions and rugs are five pieces of jewelry worth 125 gp each and a jeweled chess set worth 500 gp. Edric will be here at night but will be busy during the day. The tunnel leads far enough away to avoid suspicion.

Dungeon Level. Strangely warm. Very dark and ominous feeling. The ever present cob webs of the level above are conspicuously absent. Very tall ceilings (about 20 feet)

16. **Orind's Room.** A very opulent bedchamber. Among the rest are 7 statues of obscene gods worth 400 gp (if a buyer can be found). A Lawful church would offer favors in exchange for their destruction.
17. **Ceremony Room.** The Cult sacrifices victims to the 2 Hell Hounds which live here. The victims are slowly eaten alive while the cultists watch and chant. The room is black stone and bloodstains. The hell hounds will attack any non cultist who enters. They will attempt to work with Orind to fight intruders.
18. **Storage Room.** The cult stores robes and other paraphernalia here. The cultists also chain captives here waiting for sacrifice. Currently the only captive is Sheddra the daughter of a wealthy merchant.

New Monsters

Edric the Red: Smuggler leader – Fighter 4, Chaotic(evil), +2 short sword, +1 buckler

Human, Cultist: These are the fanatic believers of evil chaotic cults. When fighting for their cult they get a +2 to morale saves. They will fight to the death if so ordered. HD: 1+2, AC: often unarmored otherwise by armor, Damage: by weapon.

Human, Smuggler: Treat as Pirates – If they discover the actual cult ½ will lose heart –2 morale

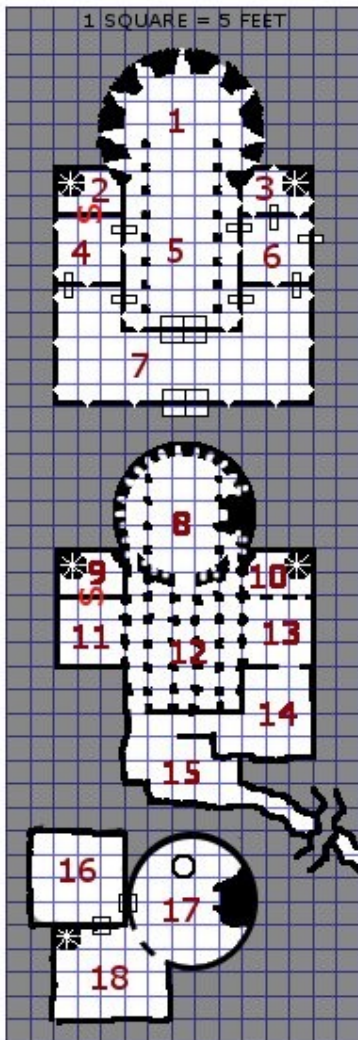
Orind: MU-5; Chaotic(evil); cult leader; Spells: Charm Person, Magic Missile, Invisibility, Mirror Image, Hold Person; Ring of Protection +2; Ring of Levitation (as spell no time limit). Knows about the cult.

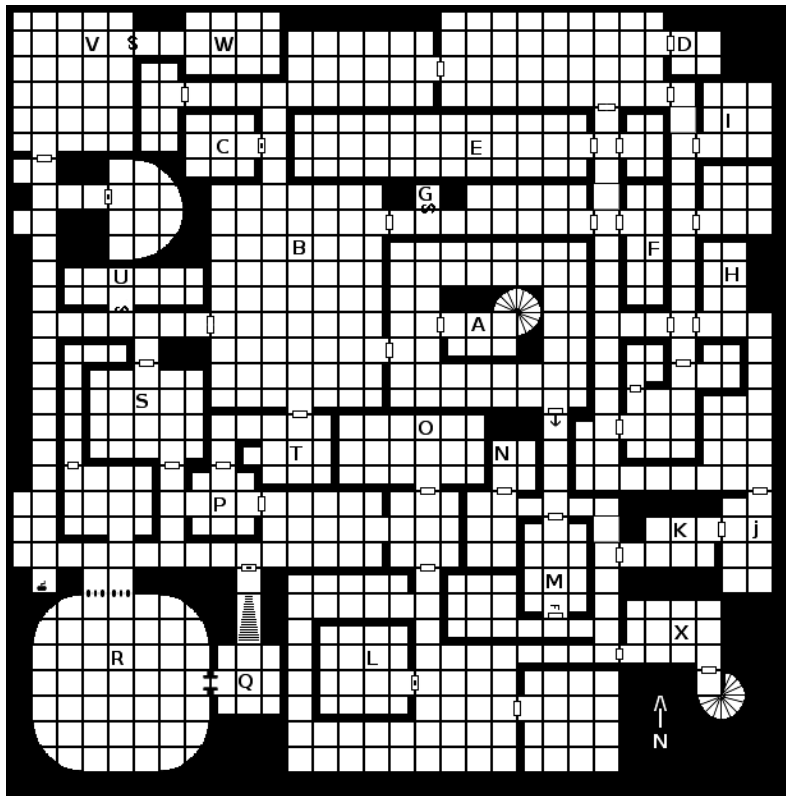
Kelpis: Smuggler Lieutenant. Treat as Human, Sergeant of 3HD

Poxtil: Cult Lieutenant. MU-3; Chaotic(evil); Spells: Charm Person, Detect magic, Detect Invisible

Rothius: MU-3; Neutral; Spells: Ventriloquism, Hold Portal, ESP; Ring of Charm Person

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The Order of the White Wick (1 square = 10 feet)

by Dennis Carter

Formerly a haven of magical study, this complex is now a decayed, monster-haunted ruin. Due to a spell gone horribly wrong, its mages are now degenerate ghouls, feasting on the flesh of any treasure hunter foolhardy enough to seek out their secrets. If used as part of a larger complex, the stairs in room A ascend to the previous level and the ones near room 20 descend to a deeper one. Alternatively, this location could be used independently, removing the stairs near room X and using the door in the room's south wall as an outside entrance. The stairs in room A could be removed if desired or used to lead to further levels. The walls are masonry, the ceiling is 12' high unless otherwise noted, and the doors are reinforced wood. On the map, a door symbol with a dot in it designates a locked door.

Room Keys:

- A** : The ceiling is damp here and drips, forming a small pool on the floor.
B : This is where the mages would test newly-created magic items or challenge each other to non-lethal duels. Now it is the home to two subterranean lizards. There are scorch marks on the walls and floor. Scattered about the room are 10 cp, 30 sp, and 15 gems worth 100 gp each.
C : The doorway here says "Exit" in glowing Gnomish script. The room beyond is richly furnished, with folding decorative screens, an elegant writing desk, a wardrobe, and a comfortable looking bed. It is lit by a softly glowing glass sphere that hangs on a thin chain from the ceiling. These furnishings are all illusions. If someone passes through the doorway from either direction, they are shunted into the Deep Ethereal (no save). The mages designed this doorway as a means of exploring the planes, and illusionists would practice their art by creating illusions of what could lie in the room beyond.
D : The doorway to room D says "Return" in glowing Elvish script. If the door is opened, smoke billows out from an unstoppered *eversmoking bottle* lying on the floor. On the walls of this room are six gems: red, orange, yellow, green, blue, and purple. If touched in that order, any characters who are in the Deep Ethereal due to being teleported via the doorway to C will see a portal open in front of them, which will last for 5 rounds. If they pass through it, they will find themselves in room C. There is also a 5% chance of a creature in the Deep Ethereal passing through the portal and appearing in room D.
E : This room was once a dining hall. It still contains several tables and chairs, a few of

which are broken or lying on their side. Eight hungry ghouls now make their home here.

F : A trio of fire toads inhabit what was once the kitchen. There are three enchanted ovens used to cook food here. When a fire is burned in them, no smoke is produced.

G : Polearm +1, +4 scale mail, Potion of Rainbow Hues

H : There is an empty chest in the northeast corner of this room. Underneath it is a loose stone that covers a secret compartment containing several stone jars holding 6,000 total sp.

I : In this room is a magical cage which reverses the alignment of anyone who enters (save negatives). In the cage is a scroll with the mage spells Shape Change, Protection from Cantrips, Slow, Sending, Legend Lore, Avoidance, and Locate Object.

J : 5 shriekers grow here. On the floor is the key to room C.

K : An Owlbear makes its lair here. Scattered among its refuse is a sack with 1,000 sp and 3 gems worth 500 gp each.

L : This room contains 5 heucuva, former priests who were convinced the mages of the Order of the White Wick were heretics. They came to investigate and were transformed in the magical cataclysm. Among their possessions are 2 gems worth 500 gp each, a shield +1, a +2 mace, a sword +1 (+3 vs. regenerating creatures) and a diary.

M : A mimic lurks near the false door in the South wall, disguised as a chest.

N : Under some loose stones in the floor is a large chest containing 750 gp.

O : 20 large bats roost in the ceiling of this room.

P : 6 wererats live in this room. They have the 3 gems worth 50 gp each and the key which opens room Q and unlocks the lever mechanism to raise the portcullis of room R.

Q : This room has an open archway 5 feet wide that overlooks room R from a height of about 15 feet.

R : The mages would keep large, dangerous monsters in this room for study. Now, the wererats in room P keep a mantichore in here, bringing captives up to room Q and pushing them through the archway, serving as a source of food for the mantichore and a source of entertainment for the wererats. The portcullis in the north wall is operated by a locked lever mechanism in the alcove to the Northwest.

S : A group of large sacks in this room contain 1,500 gp. However, anyone opening the sacks will be struck by poisoned (type B) needles hidden in the sackcloth.

T : This room contains an inanimate scarecrow golem that the mages used for combat practice. A lever in the south wall will, when pulled, animate the golem who will fight until defeated or the lever is pulled again. The golem need not be in this room for the lever to activate it.

U : There are two large clay jars in this room that have been illusioned to look like boulders. One contains a sword -1, the other contains a wand of conjuration (36 charges).

V : In this room are 6 ghouls, 1 ghast, and 7 homunculi. The ghouls, driven mad by their ravenous hunger, are unable to take advantage of the psychic link between themselves and their homunculi, though attacks that destroy one or the other will result in damage to the ghoul or destruction of the homunculus, as normal.

W : A gauth has made its way into the ruins of the Order of the White Wick, and it currently lairs here. It feeds on the magical auras of the items left behind. Its lair will have the drained remnants of several items, such as sticks that used to be wands and normal weapons that used to be magical. There is also a small chest containing 900 gp.

X : There are cobwebs along the ceiling of this room. 5 large spiders lair here.

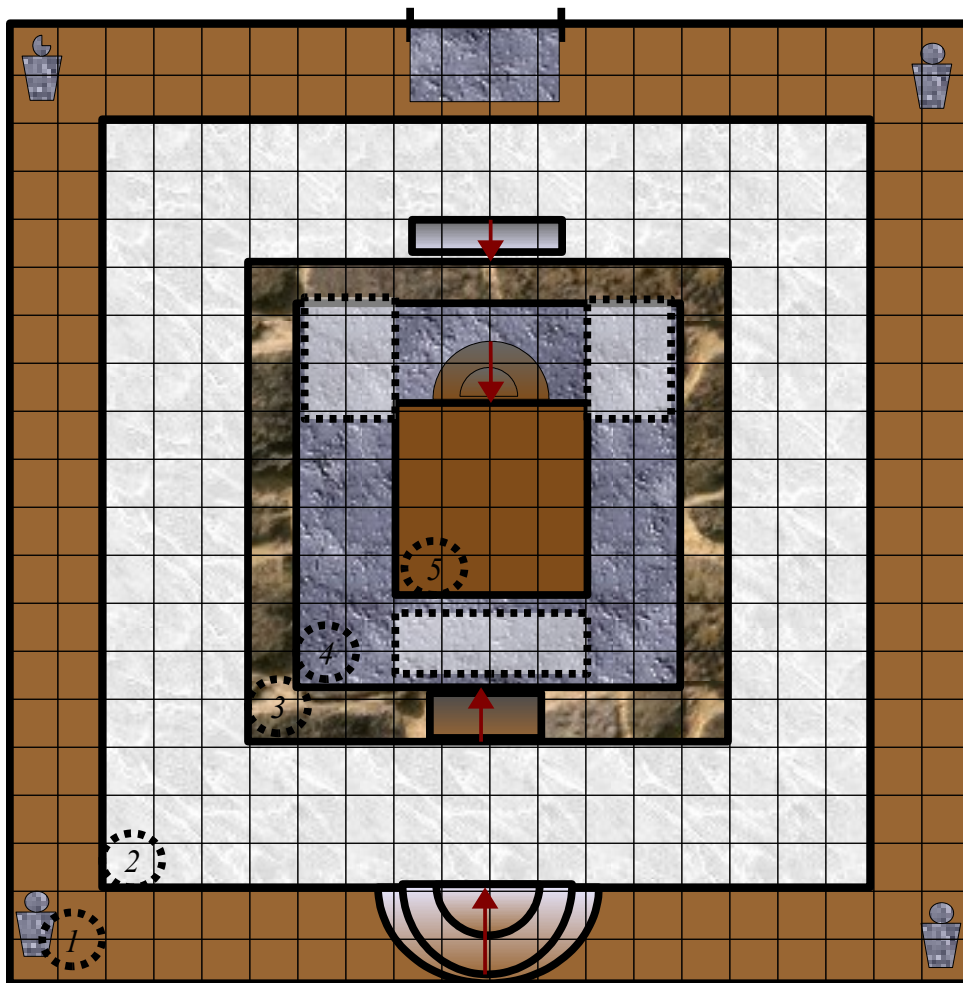
Random Encounters/Events (d20)

- 1—Fire Toad (1d3)
- 2—Carrion Crawler (1d3)
- 3—Homunculus (1)
- 4—Ghouls (1d6)
- 5—Ghouls (1d6)
- 6—Gargoyle (1)
- 7—Necrophidius (1)
- 8—Heucuva (1d3)
- 9—Wererats (1d2)
- 10—Owlbear (1, the same one as found in room K)
- 11—Gauth (1, the same one found in room W)
- 12—Phase Spider (1)
- 13—Large Spiders (1d8)
- 14—Groaning (sound)
- 15—Chanting (sound)
- 16—Scratching (sound)
- 17—Whispering (sound)
- 18—Putrid smell (scent)
- 19—Dank, moldy smell (scent)
- 20—Incense (scent)

Random Room Contents (d4 tens place, d10 ones place), d4 items per room as desired

- | | |
|---------------------------------------|---------------------------------------|
| 10—empty trunk | 30—mortar and pestle |
| 11—candlestick | 31—cauldron |
| 12—empty scroll case | 32—bookshelf |
| 13—scorch marks | 33—incense burner |
| 14—harmless orange mold | 34—bed (d6 depending on size of room) |
| 15—empty bottle | 35—spellbook (1d4 spells level 1-4) |
| 16—box of unidentifiable powder | 36—empty bottle |
| 17—box of glass globes | 37—bones |
| 18—box of strange yellow pellets | 38—unidentified animal skin |
| 19—ashes | 39—empty sack |
| 20—wax drippings | 40—barrel |
| 21—blank parchment | 41—ashes |
| 22—tankard | 42—bell |
| 23—plate | 43—book (miscellaneous contents) |
| 24—bowl | 44—small knife |
| 25—quill | 45—mirror (1-4 small, 5-6 large) |
| 26—chair (1-2: broken, 3-6: normal) | 46—lantern (1-4 broken, 5-6 usable) |
| 27—table (1-4: small, 5-6: large) | 47—prism |
| 28—old clothes (1-5: rags, 6: usable) | 48—cupboard |
| 29—cobwebs | 49—dried herbs |

The Reliquary of Adin – A one page “dungeon” by Eric C. Alderson



The details of Adin's history are lost to time. It is known that Adin was hero who fought a great evil that threatened the world. After his death (ascendance?) his allies built a monument in the dessert town of his birth to house his reliquary.

The town of Adin's birth was lost to the sands when the oasis the town was built around dried up. Finding this town is no simple task. However, the monument has become a pilgrimage for heroes in great need, as the monument houses Aden's sword, called Lightning-brand. Those with great need willing to climb the ziggurat monument will have the sword bestowed upon them, for a time. When the holder of the sword no longer has need of it, it is lost by the holder; but it has been found in Adin's monument multiple times over the centuries.

The ziggurat is housed inside a large temple lit by skylight. Within the temple magical spells suppresses all flight spells, and flight abilities. Each level of the ziggurat is 10' tall.

First Level: The first level is entered from the North. From the entrance, the

shape of the ziggurat can be seen, but sight lines are limited. Once anyone steps off the granite pad at the entryway on to the sandstone three large stone golems come to life (the fourth, stationed in the North-west corner, is damaged beyond operation). These are armed with massive greatswords, and will approach the closest party member moving in straight lines, moving slowly, and attacking when within reach. They have great damage resistance and strength, but poor dexterity. The golems will ignore anyone on the granite pad at the entrance or the stairs to the next level. Climbing the wall to the second level is Very Difficult, but surmounting to the second level is Heroic.

Second Level: This level may be approached from the stairs to the South. The floor and facing wall appear to be a highly polished marble. It is a surface with no friction. Individuals stepping onto the surface without any anchor lose purchase and fall. It is obviously very easy to carom off a wall, and fall to the first level. Damaging the surface is possible, but it heals in ~ 5 minutes.

Third Level: This level is approached by the stairs to the North. This level is narrow, roughly 3' wide, requiring a Moderate Dexterity check to move 15' (3 squares). However, the surface is also cursed. Every For every check there is a 1:6 chance of a forced fall, if the character fails to save against a Moderate difficulty curse.

Fourth Level: The stairs of this level is on the South, though climbing up the third level wall to the fourth level is Difficult. The granite floor seems rough hewn, but stable. There are three 10' deep pit traps (shown by shaded regions, with dotted outlines) that are hidden by illusions that are Very Difficult to notice, without interacting with them (i.e. seeing something fall through them).

Fifth Level: This entire level is an enclosed chamber. The door to this chamber is reached by the stairs to the North. This chamber is empty with an inscription on the wall:

The solution: *WHAT goes up MUST COME down.*

The Lightning-brand can be found under the granite pad at the entrance of the First Level. Having surmounted the ziggurat, the golems will lift the granite pad for the party's access.

TMC
AUO
HSM
WTE

Sewers of Victorian London, by Fabien Deneuve

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Background:

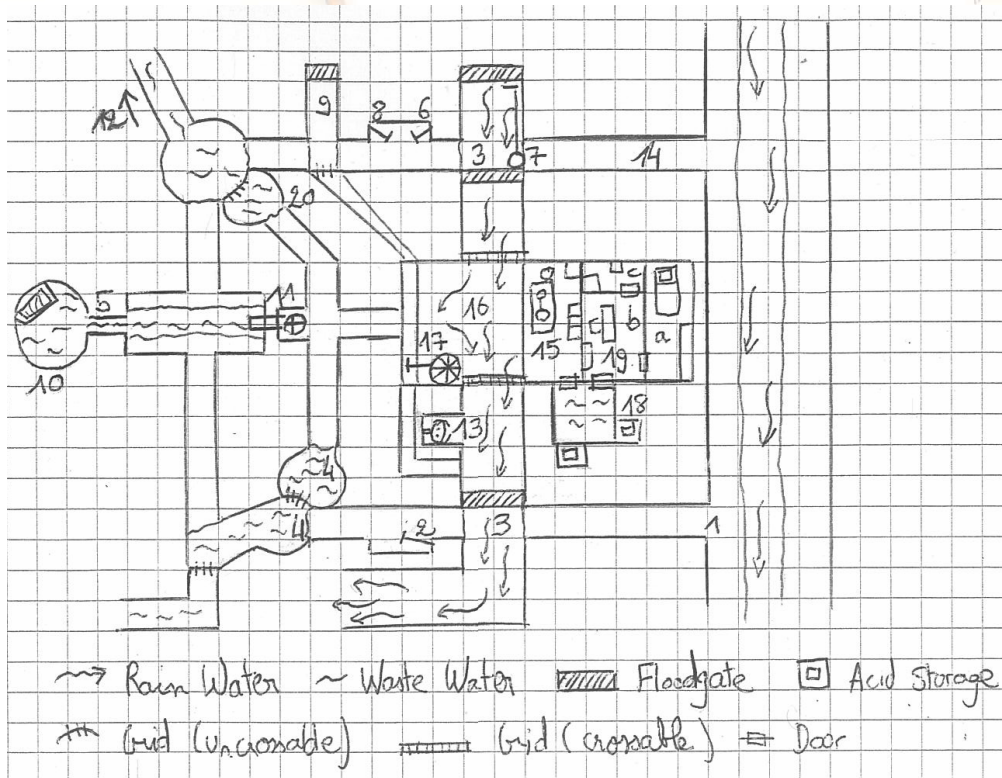
1898, Victorian Era, London. Investigating mysterious murders near the docks of River Thames, the group discovers that the crimes are done by a weird creature, some sort of aquatic hybrid. They chased it all the way up to this area of the sewers near the docklands. As they follow the traces of the monster, they discover an abandoned experimental water treatment lab, which was used for darker experiences...

Wandering monsters:

1d12, every hour	
1-6	Nothing
7-8	Swarm of rats
9-10	Scientist, servitor of the Doc, armed with gadgets and instant mutation serum
11-12	The creature! A horrible form of piranha hybrid

The Story behind the scene:

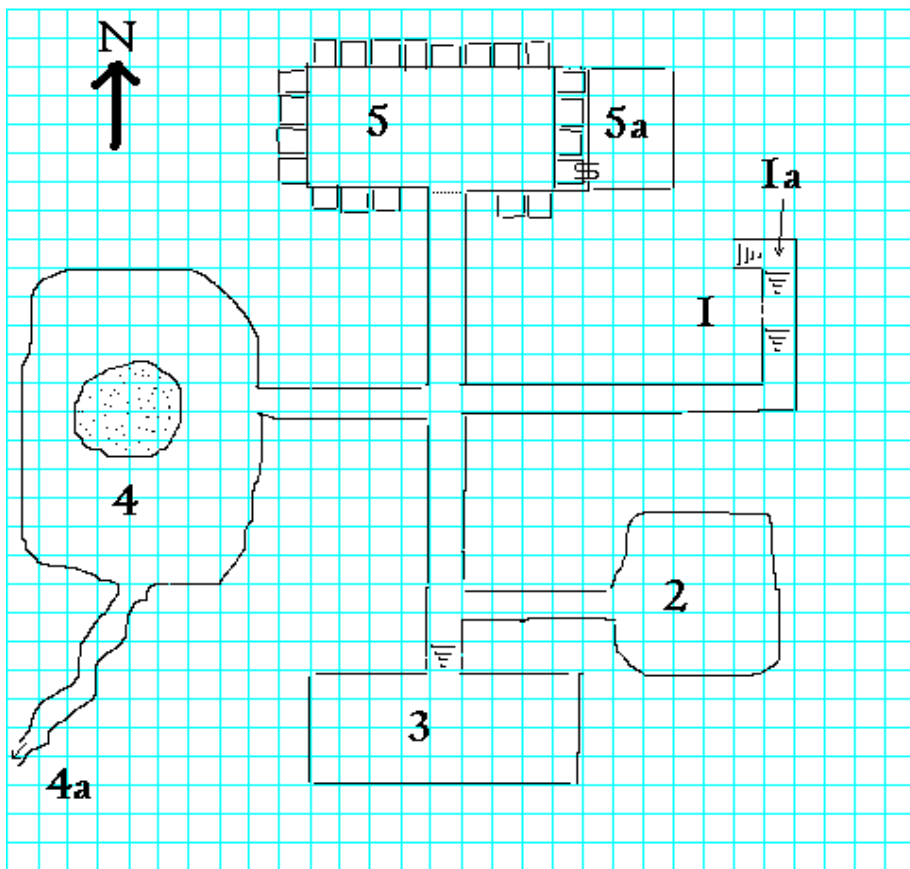
At the origin of this place is the evil scientist named The Doc. Man of influence, he was close enough from the engineer who designed the sewer system to get installed what he presented as being one of the first "water treatment unit." This was a cover up for the lab where he was carrying experiences to create animal hybrids from human beings. He now left this place to bigger headquarters, but one of his hybrids escaped and set itself up back into its old quarters. The Doc sent one of its minions to catch it; will the PCs ally with him or fight both the monster and the scientist?



Room Key :

1. From the main tunnel, a corridor goes to the west, with a sign on the wall stating "LAB"
2. Floodgate control: this lever is initially maintaining the downstream water gate open. If pulled, it will close the gate. If upstream lever hasn't been manipulated yet, the PCs will hear the n°7 gate shutting, to prevent flooding of the system.
3. If water gate is open, this area is dangerous, due to stronger currents. PCs have to jump, climb over the current or use some rope to help the crossing, otherwise they will be taken by the current.
4. Pool of waste water, full of piranhas fish, remaining from the experiences of the Doc.
5. Access tunnel: if the pump has not been activated, this tunnel is completely under water level. To access the lair of the creature, adventurers have to swim through, while holding their breath. It is quite dangerous, knowing that the creature inside the lair is aquatic!
6. Floodgate control: this lever is initially maintaining the upstream water gate open. If pulled, it will close the gate. To enter the lab, the water needs to be bled, which means having the n°2 floodgate opened and the n°6 closed.
7. Flood control system: in case the downstream water gate is closed while the upstream one is still open, this lever will activate when water reaches a certain level and completely shut the water entrance gate.
8. Floodgate control: this lever control the floodgate feeding the energy generator of the complex. It is initially closed.
9. Initially empty narrow tunnel, if lever 8 is pulled, it fills with water flowing to the energy generator.
10. Lair of the hybrid: if pump has not been activated, this room is half filled with waste water which gives a certain advantage to the monster. If the pump has been activated, PCs can walk through the access tunnel and have water only up until waist level. In a corner, on an elevated step, is a small living place, with a wet straw mattress and some items (childhood pictures, stolen watches...)
11. Pump: this pump can be activated only if the energy generator is working inside the lab. However, it needs to be fixed, using the tools found in the toolbox of the main lab room.
12. To an area of the sewers underneath a butchery. Some meat stinks under the ladder, it is a great feeding place for the hybrid.
13. Mechanical copper golem, created by the Doc to protect the lab. Only starts if the generator is activated. Letters E, M, O, A, U, R are engraved on the body of the golem.
14. Skeleton of killed dust man, who was doing an inspection and was attacked.
15. Main lab room. Everything is under water until water is bled through the floodgate system. Experimental equipments sit on an old table. Drawers contain soaked notebooks full of diagrams and calculations. Only thing usable is a waterproof metal toolbox that contains the equipment to fix the pump.
16. At low level, the water reaches knee level in this part of the main room. A giant mutant water snake lives in the water and will attack whoever stands for too long in it.
17. Energy generator for the complex. A little water mill sits in the channel at ceiling's level fed by the corridor n°9. If water runs through it, it will produce electricity and bring lights to the complex. It will also activate the golem (13) and will allow the PCs to use the pump (11).
18. Trap room! The entrance is 2 yards above the floor of this room; a heavy waterproof gate allows the exit to the living area. There is waste water up until knee level in this room. To be opened it requires the input of a 6 letter code on six wheels allowing the 26 letters of the alphabet. Code is MOREAU, referring to the recently published book of HG Wells, rearranging the letters of the golem in the right order. After 2 wrong attempts, acid starts to fall into the water, after 5 rounds, the PCs start to suffer damage from this acid mixed into the water.
19. Living area of the lab, with bedroom (a), office (b) and storage area (c). The latest contains a ladder leading into a discrete street near the docks.
20. A disgusting mutant body is in the waste water pool, horrifying mentally fragile adventurers.

Dungeons of the forsaken abbey by Gabriel P. (urudnd@gmail.com)



Lighting: All rooms & passages are dark unless noted.

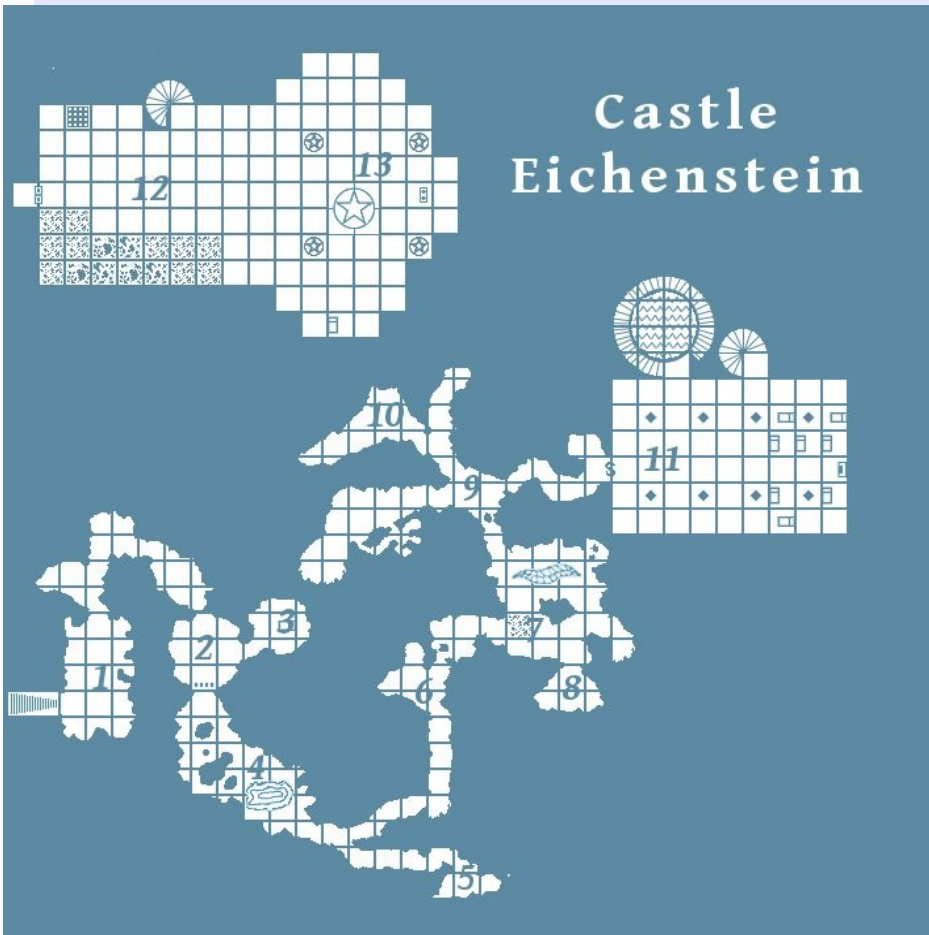
Design: Room & passage heights are 10' unless noted. All passages are 10' wide unless noted.

Wandering monsters (1d6):

1. 1d4 adventurers
2. 2d4 spiders (hatchlings)
3. 2d4 giant rats
4. Ooze
5. 1d4 Skeletons
6. 1d3 Zombies

Atop of a hill stands the ruins of what once was an abbey. Long ago the studious monks became corrupted by some evil they found while expanding the underground complex. Soon, the corrupted monks were slaughtered and the abbey burnt to the ground by an order of wizards. But the root of the evil is still here, waiting and slowly corroding all around it...

1. **Stairs:** Three flights of stairs lead down from the ground floor and the ruins of the abbey into the dungeons. One of the steps of the first flight is trapped and anyone stepping on it will cause the floor under **1a** to open.
 - a. **Spiked pit trap:** Anyone standing here when the trap is triggered will fall down 20' into a series of rusty spikes. The corpse of an unfortunate adventurer rots here.
2. **Tiled cave:** This roughly domed room has been carved in the rock and its floor is covered with square black marble tiles. Here the air is strangely cooler than in the rest of the dungeon. If any of the walls are touched they are oddly cold and a sensation of something quickly approaching as if reaching for the hand from the other side can be sensed. If even after that the person continues touching the wall a hand emerges from the wall grabbing his hand and pulling him into an extradimensional room. The entity there is not evil but what else is in that room and how to come back from it is for the DM to determine.
3. **Wine cellar:** A series of huge wooden casks fills the southern wall of this room. Some are whole but empty and some are broken. This room is the den of giant rats that will attack anyone disturbing the place.
4. **Large cave:** Water oozes down the walls of this natural cave and form a small pond in the middle of it. It also drips down from the ceiling almost 30' above. The exceeding water runs to the south and is lost in a large crack on the wall. The surface of the pond is covered with a dark green algae. At the bottom covered by a heavy iron slab is a fist sized ruby.
 - a. **Guardian:** A couple of large spiders inhabits the caves beyond the crack and has been corrupted by the hidden gem which it now guards. Any disturbance in the pond will cause the spiders to attack anyone in the room. If followed, the passages lead to an exit on the hillside.
5. **Catacombs:** A rusting iron portcullis blocks the access to this room. From floor to ceiling a series of niches covers every wall. In the niches rests the bones of long dead monks but some of them are in fact undead creatures: zombies and skeletons. They will attack and pursue anyone who disturbs any niche.
 - a. **Ritual chamber:** Behind one of the niches of the eastern wall there's a secret door that leads to a room whose walls are covered by demonic scriptures from floor to ceiling. On the east wall there's a wooden X to which a now mummified corpse is tied with barbed wire.



Castle Eichenstein

Background

The castle of **Eichenstein** has been towering over **Oak Hill** for centuries, protecting and ruling the valley below. But now, long after the last of the **von Eichensteins** passed away and the castle fell into ruins. Lately it has been occupied by bandits who use it to raid the villages around. Even worse, the famous chapel in the castle has been desecrated and used for dark rites of some sort. At least that's what the priests of the town have been told in their dreams for two weeks now. And now something started killing the peasants' cattle. Someone has to go up there and stop this madness! Unfortunately the castle is known to be impenetrable. Nobody ever managed to capture it. So far...

Luckily there may be some old folks in the villages around who know something that might help.

Rumors (1d6):

1. The bandits have been a scourge on the lands around for months now, they must have been hoarding a lot of goods somewhere. The castle must be packed with loot (partially true)
2. Once Barus the Ogre lived under that hill, his slayer build the castle. The ogre's cave might still be around (partially true)
3. The old lords of the castle were good friends with a tribe of dwarves living under the hill, their spirits are still haunting the castle (true)
4. There are bad things going on in the castle (obviously true)
5. The bandits are not human but demons from the underworld/living corpses/half-orcs/etc. (false)
6. There is a secret passage from the castle to outside (true)

Outside The Castle

Only one path leads to the castle, on all the other sides steep cliffs surround it (90 feet). The bandits are aware that they are hated by everyone around and will shoot anybody coming close. If the PCs manage to even get to the gates they will be greeted by a rain of boiling hot oil and excrements, to the laughter of the bandits above.

The Caves

Might be found by searching the woods and hillside around the castle (10% chance per hour searching)

Inside: Constant dripping and darkness,, stalactites and stalagmites lace the walls, floors and ceilings

Wandering Monster (1d6):

- 1-2. 1d6 rats
- 3-4. 1d4 bats
5. benign dwarven ghost, mourning, looking sad
6. undead cavebear

1. Entrance: once a dwarven armor smithy once, some broken tools and an anvil. Now it houses a family of bears (3 cave bears)

2. Old Living quarters: a heap of moldy, decaying wood; exit S is barred by a grate

3. Cave Hall: former bedroom, now cold and small, not even 3 feet high, one of the tunnels is wet, one big spider lives in the SE part but will do nothing if not disturbed

4. Muddy Waters: something golden shines on the ground of this waterhole, but any try to get it will attract of a giant leech living in the mud, 3 rings can be found in there as well, all cursed

5. Sanctuary: after some yards of winding tunnel it ends in a small room, walls painted with unknown symbols, rests of candles and a small idol made of bone here (lighting a candle will make the paintings glow and create a sanctuary zone in this room)

6. Ancient Bear Lair: littered with old bear bones, due to warlock's rituals above 33% chance of 1d3 of them becoming alive

7. The Bonehall: bones of hundreds litter the ground, victims of an ogre slain hundreds of years ago. Also the ogre, undead; any hour spent: 5% chance of more skeletons coming alive; exits can after climbing a steep, slippery ascension

8. The Ogre's Cave: the exit to outside collapsed centuries ago, nothing here but and old stinky ogre lair, 1 rusty dagger in the mud

9. Twisty Little Passages, All Alike: some

obviously man-made and contains a stone that can be moved (check on secret doors), leads to room 11

10. Empty, dark room: darker than usual. Light seems to be swallowed by darkness, strange voices can nearly be heard, if resting here dark dreams occur

11. The Castle's Cellar: lots of food and goods in the W, at any time 1d6 bandits sleeping or cooking in fireplace; well in the NW; stairs lead to **12**; the bandits' gold is hidden in well: **700gp**

In The Castle

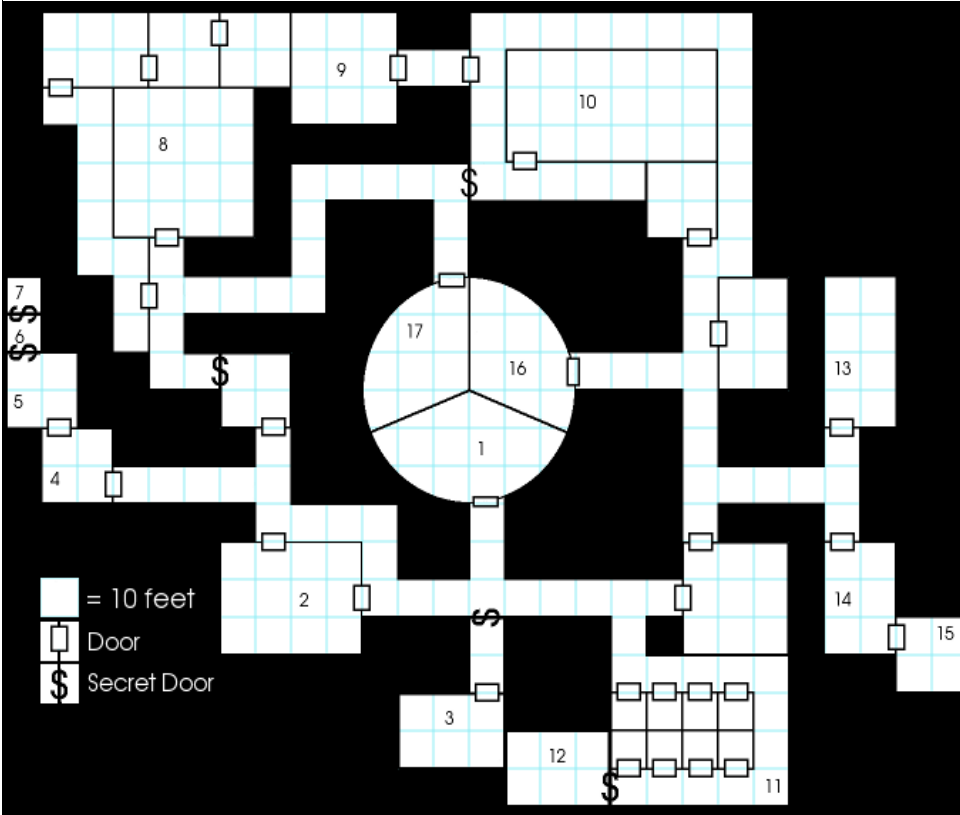
(11 inhabitants: 9 bandits, 1 captain, 1 warlock)

12. The Castle's Court: The walls are still standing, the rest is broken, ruined and full of ivy. No wonder the bandits seem to live in the cellar. There are always 3 guards with bows on the walls, 1 at the gate.

13. Desecrated Chapel: The former lords of Eichenstein were pious people, now there is a horse's head on the altar, a big pentagram on the floor, the smell of sulphur around, **Bruno** the captain of the bandits and **Marr** the warlock are planning their next move, he can call on one supernatural familiar (imp) to aid him

Hall of the Undying

A One-Page Dungeon by Greg Hartman



Background

Ages ago, a necromancer, aspiring to be as the necromancer-kings of old, built this tomb in a hidden place, accessible only through a magical portal. He meant for this place to be his starting point for domination of his home nation, and filled its halls with a twisted mockery of life and comfort to entertain his apprentices.

Random Encounters

20% chance every 10 turns, then 1d8

1	1d2 wraiths
2	1d2 shadows
3	1d4 armed coffer corpses
4	2d4 armed & armored skeletons
5	2d4 armed zombies
6	1d4 armed juju zombies
7	1d4 ghouls
8	1d2 wights

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1: The portal the PCs came in through is a 7' diameter circle of swirling shadows on the NW wall.

2: A well-appointed sitting room, with several overstuffed chairs, small tables, and candelabras. Shelves along the western wall appear to hold chapbooks, or other light reading; upon inspection, these are all bound volumes of gruesome tales and histories of terrible wars and atrocities. There is a bar on the northern wall, with crystal decanters of liquor and silver and crystal cups (worth 100 gp total, but very fragile). The south wall has a small puppet stage; on command, several spectral and skeletal marionettes will appear and begin to silently act out stories of necromancer-kings from ages past.

3: A scrying room; several tables and cabinets hold mirrors, orbs, and basins for water. On one of the side-tables, there is a skull, which will speak and answer questions when addressed (or if it sees the PCs doing anything untoward). The statements it gives are not particularly truthful, as the intelligence trapped inside it is poorly informed, bored, and slightly crazy. The skull is nonviolent, but if accosted, it will float into the air and attack by biting.

4: The locked guardroom has 3 ghouls and one wight, trapped in stasis, which is lifted when the room is entered by someone who does not possess the key from area 17. The room itself is outfitted with several chairs and tables, and racks of (rusty and useless) weapons along the walls.

5: The necromancer's vault. The only furnishings are a small table and chair, and a candelabrum. The room also contains two coffers of gold and silver coinage, jewelery, and gems (3,000 sp, 1,000 gp, silver & gemstone toe-ring worth 2,500 gp, silver pendant worth 200 gp, three pearls (500 gp each), four serpentes (50 gp each)).

6: The necromancer's familiar, a quasit, is here, guarding the hidden vault. It prefers the form of a man-sized, shadowy bat-thing, and has an 80% chance to remain hidden when the PCs enter. The northern secret door is locked (see area 17) and trapped; opening it without disarming the trap will cause the floor to magically dissolve, dropping the PCs into a 20' pit filled with 10d3 crawling claws.

7: The hidden vault contains a locked and trapped chest (poison needle, save or 1d6 turns of paralysis). It contains the necromancer's traveling spellbook (referee's discretion as to spells, written in code), as well as a variety of magical items: a *ring of protection* +2, *potion of extra-healing* x4, *potion of undead control*, *staff of withering* (5 charges left), *wand of fear* (12 charges left), *wand of paralysis* (17 charges left), *cloak of resistance*, and a *dagger of venom* +1.

8: This library contains four spellbooks, divided by spell level (level 1-2, levels 3-4, and level 5, referee's discretion on contents), several workbooks describing the creation of magic items and undead creatures, and two shadows, hiding amidst the bookshelves.

9: This morgue reeks of embalming spices. It contains a lab bench covered in gruesome equipment, and four steel slab tables holding three juju zombies and one mummy.

10: An ossuary; the walls are covered in bones, complete with a bone chandelier; only the floor is stone, and there are heaps of bones lying about. PCs straying too close to a wall will be grabbed suddenly (save at -4, 1d6 damage per round until freed); if the walls are attacked, or the bone piles disturbed, the walls and piles will disgorge 2d8 unarmed skeletons.

11: Each of these rooms is a small, dismal cell containing only a bucket and a straw mattress.

12: This torture room has a rack and a table with

shackles as its only furnishings. The two ghastr torturers are insane with hunger and will attack immediately. Any living creatures spending more than 10 rounds here will begin to hear the wailing of the victims sacrificed to speed the necromancer into lichdom (save or affected as per a *fear* spell).

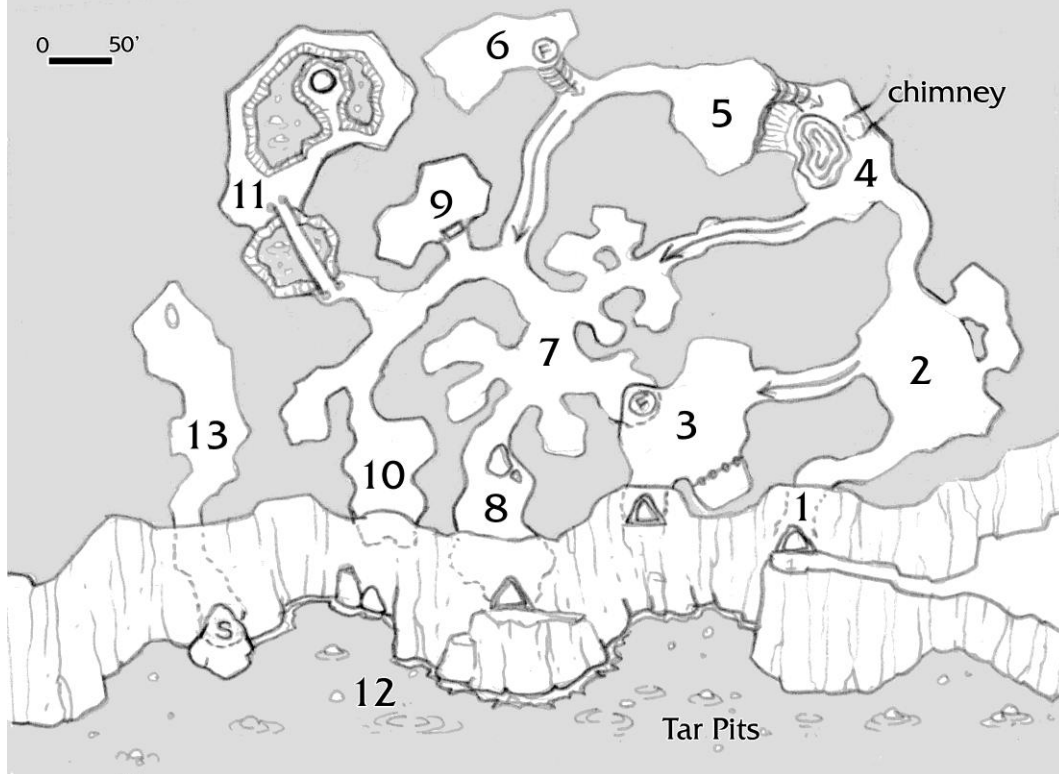
13: A long dining table, complete with tarnished silver service, dominates this well-appointed room. Macabre paintings and tapestries hang upon the walls. Eight zombie servants stand ready for orders.

14: Four juju zombies, garbed as chefs and armed with large knives and cleavers, man this traditionally-appointed kitchen. There are large cupboards here filled with non-temperature-sensitive ingredients such as potatoes and onions (long since rotted into a foul sludge).

15: This pantry is kept very cold through permanent enchantments. Temperature-sensitive ingredients, such as milk and cream (long since curdled and rotted), and various cuts of meat and edible offal (PCs examining these closely must save or be sickened for 2d4 rounds due to the source of the ingredients).

16: A summoning circle is carved into the floor of this bare room. Within it is a trapped erinyes, unable to use any of her powers due to the circle; she will bargain for her escape.

17: A stone sarcophagus dominates this room; inside is the rotted corpse of the necromancer, wearing rich velvet robes of purple and black. The pockets contain two keys (see areas 4 and 6). Next to the sarcophagus is a pedestal, upon which sits a fist-sized diamond, inside of which is the necromancer's soul, trapped there when he incorrectly concluded the rituals to become a lich. The necromancer cannot escape without assistance. The PCs may use a variety of means to communicate with the necromancer's soul; he will promise anything within his power to be freed.



Background:

Vulture's Crag sits at the outer edge of civilized lands, looming over a vast plain of tar pits and boiling mud. It's said Trolls have dwelt in its timeworn caverns for millennia, but they had caused little trouble in recent times. Now, with the arrival of the Troll witch, Stencheye, those troubles have begun anew. Stencheye's children ravage the holdings of the nearby Lords, devouring cattle, serfs, and men-at-arms. Worse, they have begun looting caravans on the Imperial Road, threatening trade with neighboring lands.

Expeditions by the Lords' own garrisons have proved disastrous. In desperation, they have posted a sizeable bounty on Stencheye's head. Adventurers and mercenaries have begun to gather, some drawn by the bounty, and some by rumors of more precious cargo, looted from the Imperial caravans...

Common features:

Vulture's Crag is a steep-walled mesa, riddled with caves and crowned with the nests of countless scavenger birds. Red-painted pictographs and Troll symbols cover the surrounding cliff-side. Tunnels are sized for giants, at least 15' wide and 20' high, with hard packed earthen floors. All are smooth and worn from centuries of use, and many bear ancient markings in an unknown script. Roars and sounds of fighting are commonplace, but lightning, explosions, and other unusual sounds may bring investigation from adjacent rooms.

Stencheye -- Stencheye is a notorious Troll witchdoctor of unusual cunning and ability. She is never without her *amulet of fire resistance*, hidden beneath layers of fur and rags, and wears a filthy *Robe of Eyes* as a shawl. Stencheye is crafty, and does not hesitate to flee for reinforcements. Seldom idle, she is typically found roaming throughout the caverns (roll 1d4 for her location: 1. meeting with *Molly Longfingers*; 2. Just leaving the Tusk, on the outer bridge; 3. In the Reeking Dens, flogging a juvenile Troll; 4. dallying in her chambers with one of her lovers). When outside her quarters, she has a bodyguard of 2 large trolls.

Half-Trolls - Stencheye's children have many fathers, and not all are trolls. Appearances vary, but most are smaller and less regenerative than their brothers, and armed with banded mail, longbows (often with arrows treated with a *Slow* poison), and polearms. Much less common, **Devil-Trolls** have additional spell-like abilities, and are marked by demonic or diabolic features. Devil-Trolls attack with spell-like powers or their natural weaponry.

1. Treacherous Ascent. A narrow ledge climbs steeply to a large cave mouth. Kelgg the Gatekeeper, a **giant 2 headed troll**, stands guard. He hoots and snorts happily as he rolls boulders down upon intruders. If approached, he rushes out to hurl enemies from the ledge. Coiled around his shoulders is a **giant constrictor snake**, which he tosses at lightly armored foes. Kelgg is too stupid to summon aid.

2. Upper Guardroom. Cracks in the ceiling provide dim light. A **drunken troll** slumps against the wall, singing loudly. He ignores the party, but any "cultured" characters are horrified by his performance. 3 **half-troll warriors** throw horseshoes, their ears plugged with cloth. A **Cave Bear** pet sits chewing bones. Sounds of combat may awaken 2 **Trolls** from the connecting caves, but only if the singing is silenced. One of the caves doubles as a latrine, and emits an eye-watering stench.

3. The Grisly Larder. Curtains of stiff, uncured hides screen the entrances. A large fire-pit holds a spit and huge cook pot. Butchered horses and a human torso hang from a wooden rack. Tending a chopping block is Meat-Hacker Yog, a deranged, hog-headed **Hill Giant** (the head was a Faerie curse) in a chainmail apron. 2 **Troll** assistants and a **Dire Boar** rush enemies while Yog grabs his arbalest. A trapdoor reveals a notched log, serving as a ladder down to area 7. A wooden cage holds 2 would-be troll-hunter. One has a severed leg, and is delirious with fever. The other is lucid, but has a broken collarbone and cannot fight. If rescued, he describes a spear and beaded satchel taken by his captors, both of which would be useful against Trolls.

4. Cistern. A natural chimney rises 30' to the top of the crag. Water, 12' deep, collects below in a natural cistern. A natural ledge allows those in area 5 to look down into this lower chamber, but no one appears to be watching. Observant characters notice someone has lowered a rope down the chimney, but there is no one in sight.

5. The Drinking Room. A **Giant Troll** sits munching live chickens from a pen, while 2 **half-troll archers** and a thorny-skinned female **Devil-Troll** drink and play dice. The Giant Troll hurls intruders into the cistern, then tosses rocks. A crude still sits in one corner, along with 3 jugs of *troll moonshine* (treat as a highly-flammable, low-grade poison). A small collection of coins and jewelry sits on a stone table.

6. Stencheye's Chambers. A 200 lb. stone lid blocks the entry hatch. A glowing dagger imbedded in a crate lights the room, revealing rich tapestries and thick (though soiled) carpets. Two censers waft narcotic incense throughout the chamber, causing those unused to the effects to hit at -2. One of Stencheye's lovers will be here, lounging in a heap of soiled furs (roll 1d4: 1. A **Minotaur Chieftan**; 2. A **Type III Demon**; 3. An **Ogre Mage Warlord**; 4. The **Scragglebeard Brothers**, a pair of insane, lecherous **Dwarven Warriors**). Stencheye's treasure is in a triple-locked iron chest on a shadowed ledge, 12' up. Within are gems, jewelry, and several potions, but if a hidden catch is not released, a second compartment releases a puff of **yellow mold**.

7. The Reeking Dens. These disgusting caverns house most of the Trolls. Mounds of furs, straw, and soiled bedding lie in lice-ridden heaps. 1d6 **Trolls** snore peacefully.

8. Lower Guardroom. 2 **Trolls** wrestle for the hundredth time while a blue-scaled **Devil-Troll** and 2 **Dire Wolves** look on in boredom. The Devil-Troll has a paralytic touch and a poison bite. A stout gate of logs blocks an exit onto the cliff-side. The entire place reeks of troll urine.

9. The Plunder Trove. A heavy stone door stands slightly ajar. Inside lie three dismembered and acid-scorched Trolls. The cave is piled with looted goods, awaiting trade to parties unknown. Two thieves are already here, rifling through boxes. They are *Feargus the Cutter* (a **Human Thief**) and his **Spriggan** partner, *Droopteats*. Both are villains of the worst sort, and neither likes to share a score. The loot includes valuable silks, spices, ingots, amphorae of wine and oils, and piles of weapons and armor (total contents and value to be determined by the referee). If players know to look, they can spot the troll-hunter's satchel (holds 6 acid vials and 2 *potions of fire breathing*). Otherwise, a search takes hours, and is certain to be interrupted.

10. Visiting Giantess. These are temporary quarters for *Molly Longfingers*, a powerful **Annis** seeking Stencheye's aid. To ease negotiations, she appears as a statuesque Troll queen in a dress of bones. Accompanying her are two eunuch **Ogre Champions** (plate armor, 2-handed swords). If her Ogres are killed, she may parley. A locked chest holds gold and gems intended as tribute for Stencheye.

11. The Tusk of Gwall. A gleaming, ivory spike, 20' wide and 40' high, thrusts up through the center of this vaulted cavern. Ledges circle the walls, dropping to steaming pits of boiling mud, 15' below. The Tusk is considered holy by many Trolls and Ogres, though they will not explain its importance. It vibrates with a high, keening sound, affecting Trolls as a *Chant* spell. Along the outer wall, 3 **Trolls** hoot and pound on drums, while a visiting **Ogre Mage** meditates near the Tusk. Perched near the ceiling is a winged **Devil Troll** (gaseous breath; magic resistance). The Ogre Mage waits to assess the party's strength before committing to combat. ...The Tusk is unbreakable, but if struck it releases one of several **primordial troll spirits** (banshees). Its base is heaped with gold, silver, and numerous bloody offerings.

12. Littered Shoreline. Mounds of half-submerged detritus poke from the shallow mud, including several splintered wagons. 15' from the shoreline, a pole with an ornamented grip sticks up from the tar. It is the troll-hunter's spear - a *flametongue lance*. Anyone trying to wade out to it becomes stuck in the tar.

13. Ancestral Barrow. Hidden behind an illusionary wall is an undiscovered cave, its walls lined with ancient cave paintings of animals and Trolls. Three images hold bound **Animal Spirits**, which attempt to possess intruders (one attack per spirit; those possessed run out into the tar and immerse themselves). ...At the far end, a set of fossilized Troll bones lies on a heap of flint shards, flanked by disintegrating mammoth tusks. Within the remains sit a bone necklace and a green stone club. If approached, flint shards swirl up and begin to spin around the body. Passing through them on the first round does minimal damage, but the shards accelerate rapidly, becoming a *Blade Barrier*. If players retreat at least 30', the shards settle until approached again. By darting in and out when the shards first rise, a player can grab a single item with only minor cuts. The necklace acts as a *Ring of Free Action*, while the club functions like a *Staff of Striking* (24 charges).

Notes for Further Development: Returning raiders replenish the population by 1d4 per day (max. 16). If Stencheye is displaced, a rival band of Ogre Magi may seize control. Vulture's Crag is ancient, and larger than the area shown. Its numerous caves hold more Trolls, Giants, and many forgotten secrets...

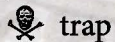
THE CRYPT OF LUÂN PHIÊN

According to ancient legend, the crypt of Luân Phiên is stacked with immense treasure. But it is also protected heavily, and none who entered ever returned! It is said to make you go insane as the walls keep shifting...

And that the mad treasure hunters that failed, still roam the crypt, as at night, a howling is heard through the stone walls of the Crypt.



1 square = 5 feet



trap

Objective:

The main objective is to get in, grab the treasure, and get out alive. The crypt contains artifacts and ancient knowledge.

Encounters:

- Guardian statues may come to life and try to fend off all who enter.
- Undead treasure hunters inhabit the crypt grabbing all that glitters!
- Some restless spirits of servants of Luâm roam the corridors.

Notes:

Every five minutes, the three discs rotate 45 degrees in the direction of the arrow. After each rotation, the players will be slightly dizzy.

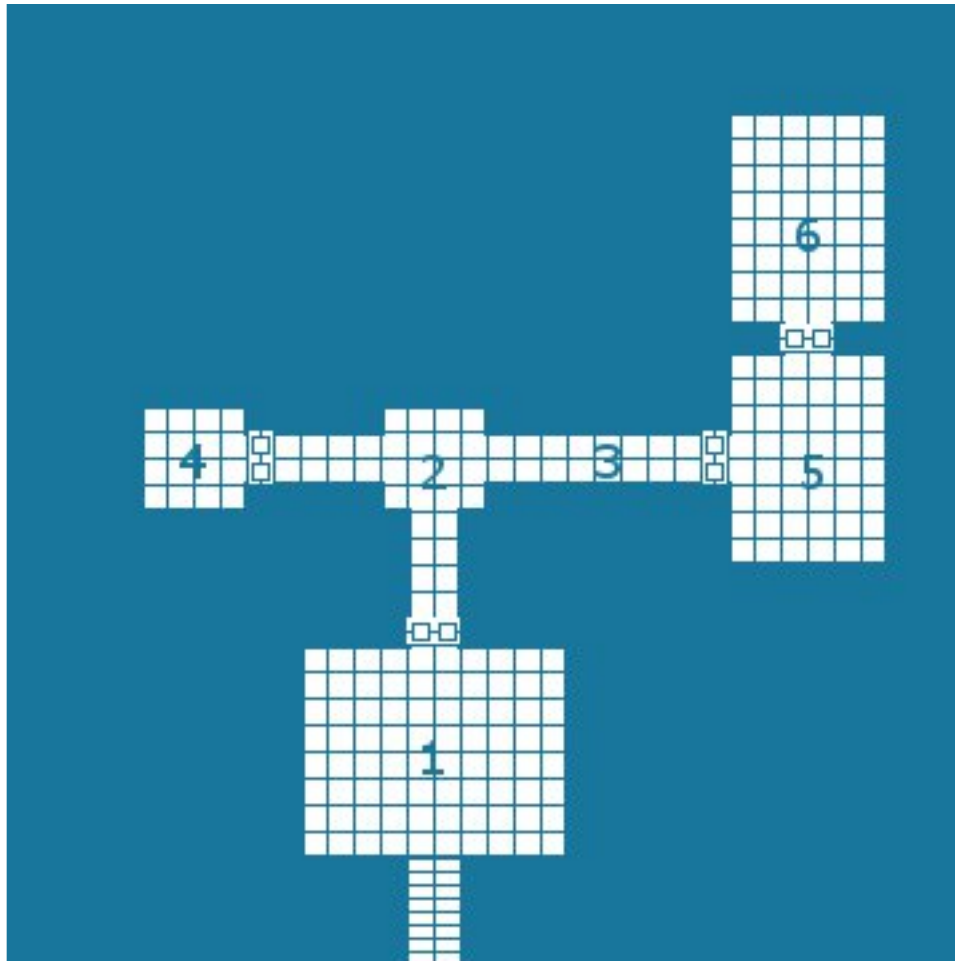
In the center of the crypt, a large iron pillar is located that makes compasses always point to the center of the crypt.

There is a magic shield inside the crypt preventing special spells like Passwall and other spells that allow players to pass through the walls.

Map Key:

- 1 - Main Entrance.
- 2 - Guard Halls. Containing statues of the guardians of the crypt.
- 3 - Hidden room with extra treasure ... and monsters!
- 4 - Library. Dusty bookshelves containing the books describe the life of Luân. Also contains information on the crypt itself.
- 5 - Storage.
- 6 - Back Entrance. Although the exit is the same as the front entrance
- 7 - Prayer room
- 8 - Spirit room. Containing 25 statues of workers that will serve Luân in the afterlife.
- 9 - Hallway.
- 10 - Room containing items that can be used in the afterlife such as beds, chairs, weapons, etc.
- 11 - Contains the food needed to survive after death.
- 12 - Journey room. Walls are inscribed with instructions on how to get to the afterlife.
- 13 - Prize room. Room filled with trophies collected by Luân during his lifetime.
- 14 - Crypt with a large iron pillar, and the coffin of Luân Phiên himself. And, of course he rises once the adventures enter the room!!

WOODLAND RUINS



Key:

□ Door

≡ Stairs

Adventure Seed:

A goblin shaman, Worsoth, has made its way into the heart of the forest; though physically weak, Worsoth can summon arcane bolts and shields. With a small band of goblin warriors, a tomb from several Ages past has been unearthed. The chieftain of the nearby elven camp suspects it may hold a relic from the past. This artifact, a cylinder as long as a forearm, surges with barely contained power.

The first few steps into the ruin reveals sputtering torchlight reflecting off moist stone walls. The large room is littered with rubble. A trio of goblin minions wait here.

Room 1: The large room has a few patches of rubble to provide cover from ranged attacks; one wily goblin minion wields a bow, while the other two possess short blades. After one goblin is defeated, another will attempt to flee to room 2.

If the genlocks win the battle, the unconscious bodies will be escorted to room 4.

Room 2: If a goblin escaped, it is quick to offer what little information it has; it is already out of the fight and will likely be punished for failure by Worsoth. The interrogation intimidation or persuasion.

Failure: The cowardly goblin can offer extra help.

Success: The goblin points and explains Worsoth is in room 5.

Critical: The goblin explains where Worsoth is located and how to avoid the trap in room 3.

Room 3: A long stone hallway leads from the room; the light dims considerably as each end is sealed shut by stone walls falling into place. The air is filled with a hiss as luminous green vapor drifts down toward the floor.

The walls are built of stone, thinner than the walls, and are treated as strong as weakened stone; lifting the stone is a challenging task. After two attempts at escape, the protagonists must make a check against poison of average potency each successive round. On a failure, the protagonists are rendered unconscious and taken to room 4..

Room 4: The room has one exit and little clutter. If captured, each protagonist is bound by weak ropes tied around the wrist. Their weapons rest in a dimly lit corner of the room. Regardless, two goblins rummage through the rubble searching for trinkets.

Room 5: This large room is lit by chandeliers hanging from black iron chains. A lone genlock creature wanders about and mutters to itself, its short black staff clacks against the flooring with each step. The other hand holds a silver cylinder just under a foot long.

Worsoth may have no armor and physically weak; however, the goblin shaman has potent magical power.

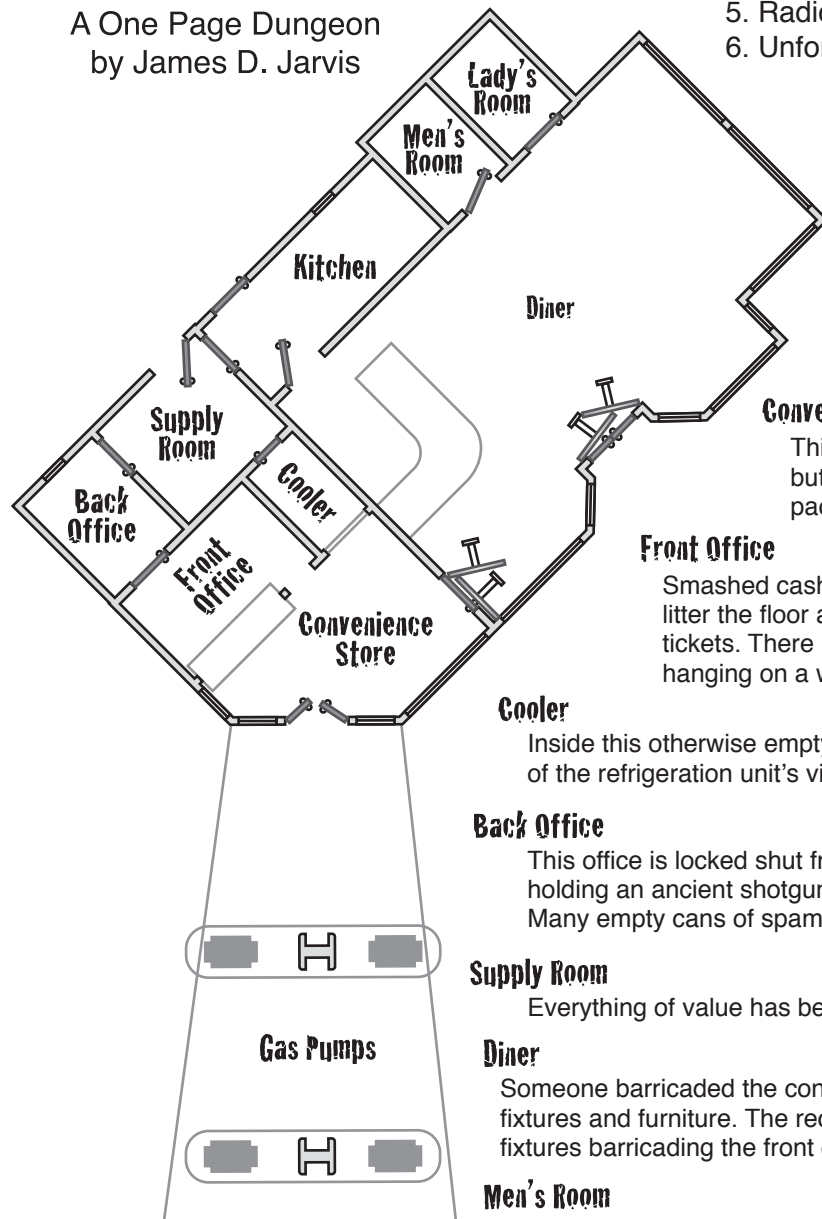
Room 6: The murals along the back wall of the large room reveals more of the history regarding the artifact. Understanding the ancient writings and images requires a check against magical histories. With success, perhaps the adventure may continue in the future...

Gas-n-Die

A One Page Dungeon
by James D. Jarvis

Random Encounter Table

1. Mutant Bikers (2-5), armed with bowie-knives and chains
20% chance one has a pistol
2. Cannibals (2-7), armed with clubs, knives and throwing nets
3. Rabid Coyote
4. Carnivorous Cactus
5. Radioactive Alley Cat
6. Unfortunate Road Runner, explodes on impact



Gas Pumps

The four pumps are without power. It's likely these pumps have been sucked dry but that shouldn't stop adventurers from trying all they can to milk out a few last drops.

Convenience Store

This tiny store front has been searched time and again but if someone is really stubborn they may just find a pack of chocolate bubble gum (infested with spider eggs)

Front Office

Smashed cash registers and dozens of empty cigarette cartons litter the floor along with hundreds of used Instant-Loto scratch tickets. There is a usable pair of cheap sun glasses still hanging on a wall display.

Cooler

Inside this otherwise empty cooler is a **Combat Android** scavenging the last of the refrigeration unit's vital coolant.

Back Office

This office is locked shut from the inside. There is a dried up old corpse holding an ancient shotgun sitting in a chair next to a small coffee can fire place. Many empty cans of spam are piled in and about the wastebasket.

Supply Room

Everything of value has been stripped from this room long ago.

Diner

Someone barricaded the convenience store door and the outside door with the diner's fixtures and furniture. The records in the ancient juke-box (propped up along with fixtures barricading the front door) are still mostly usable.

Men's Room

Other than the dried chewing tobacco and chili on the walls there doesn't seem to be much of interest here. Among the graffiti in the toilet stall one can find the message "ENTRY CODE 4312".

Women's Room

If one breaks down the locked door the **Zombie** within will most certainly attack.

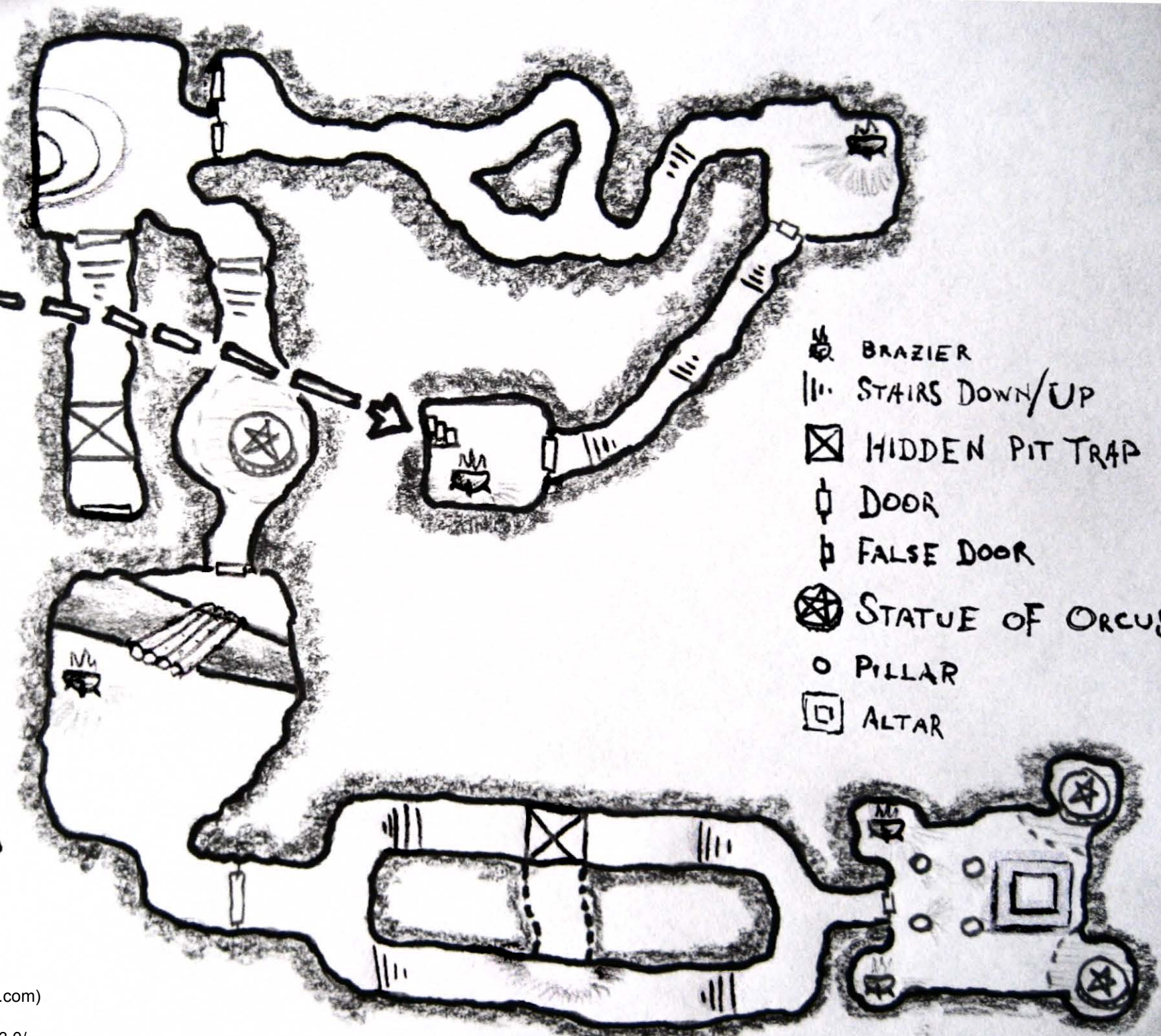
Kitchen

This room is an awful mess but there might still be some usable knives or other such implements lost in the chaos. **100 Piranha-Roaches** dwell under the sink.

Key:

-  Door
-  Counter
-  Window
-  3 ft

Tomb of ORCUS



ARENA OF BLOODLUST BY JESSE ROTHACHER

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BACKGROUND: A subterranean battle arena has been created by a mysterious cult in order to sate the bloodlust of an otherworldly being. Those victorious few survivors of the gauntlet are to be rewarded with a grand prize. Instead, they are sacrificed to the being so that it might feed upon their prowess and grow ever stronger. The cultists are rewarded for their offerings and work to extend their sphere of influence.

CAVERN #1:

This grand cavern is illuminated by an ornate chandelier and creates a mood of eerie calmness. Dozens of humans and humanoid creatures of various types can be found milling about and purchasing tickets for the upcoming battles. Three armed cultists block the southerly door.

Tickets can be bought for the night's events through the ticket window in **Room A**. It is staffed by a grim looking cultist, hooded and none to pleased with his assignment.

Encounters:

1. Tall, fat, and green, this Orc is a professional gladiatorial manager. He's currently scouting for new talent.
2. Lawful Cleric seeking to learn more about this cult.
3. Fragile looking Kobold with a terrible cough. He's looking to prove himself in the arena.
4. A band (2d6) of Goblins looking to buy tickets.
5. 2d4 Berserkers looking forward to cheering on their wonderful chieftian.
6. An ill-tempered Ogre who just happened to stumble into the cave. He's very confused.

CAVERN #2:

Only ticket holders are permitted to enter this room. They can purchase food and drinks here. Bets can be made in **Room B** from an odd, smiling gypsy woman. The wall barring entry into Cavern #3 is mechanically lowered.

Encounters:

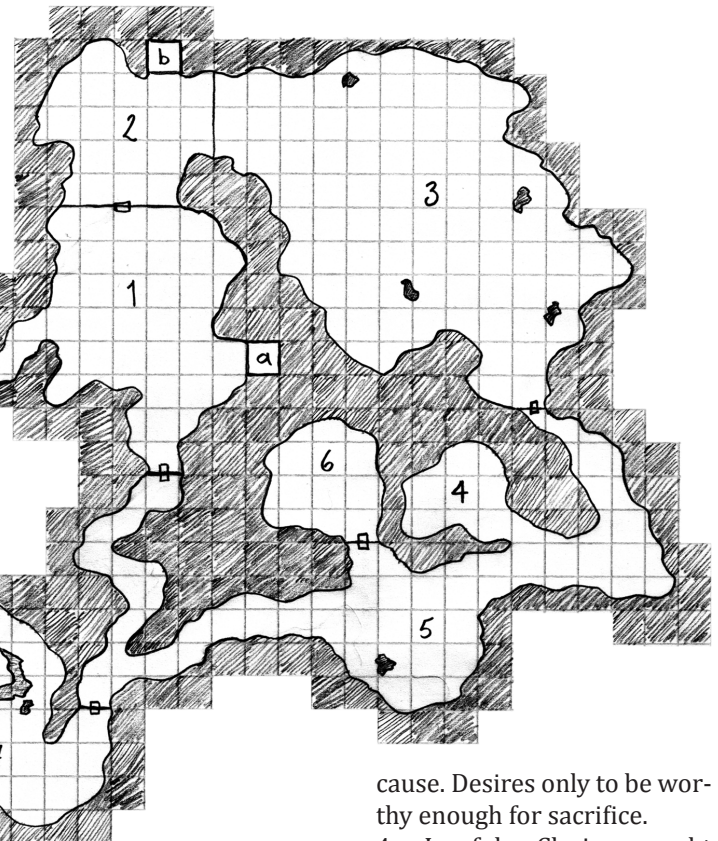
1. A thin, oily looking man is selling "gold" trinkets—he's also a known pickpocket.
2. Brother of the Orc in Cavern #1. He trains new talent.
3. Eccentric Magic-user—dressed in garish yellow robes. Intent on studying the caves and their structures.
4. Hooded cultist preaching to a small, disinterested crowd of onlookers.

CAVERN #3:

This is the grand arena. It's illuminated magically during combat. A fighting pit has been established in the center of the cavern. Blood and guts litter the floor.

CAVERN #4:

This is the holding cave for those fighters scheduled for the night's combat. They're in individual, portable cages. The floor is covered with a sickly, viscous liquid that releases vapors which causes



bloodlust and mania.

Encounters:

1. Berserker chieftian foaming at the mouth.
2. Thin, skeletal looking Orc, brooding in his cage.
3. Two goblins gnawing at their bars, who act together as one during combat.
4. Armored Dwarf with a nasty looking battle axe, tearing out at his own skin.

CAVERN #5:

This chamber is for holding prospective fighters. Many are slaves, chained along the walls awaiting their fate. 1d6 Guards can be found here at any given time.

Encounters:

1. Cowardly nobleman gambler; lost a bet to the cultists.
2. Downtrodden Dwarven merchant. Abducted by goblins and sold into slavery.
3. Zealot; this man offered to sacrifice himself to the

cause. Desires only to be worthy enough for sacrifice.

4. Lawful Cleric caught snooping around by the cultists and awaiting rescue.

CAVERN #6:

Storage room filled with gambling winnings, stolen equipment, and various food stuffs.

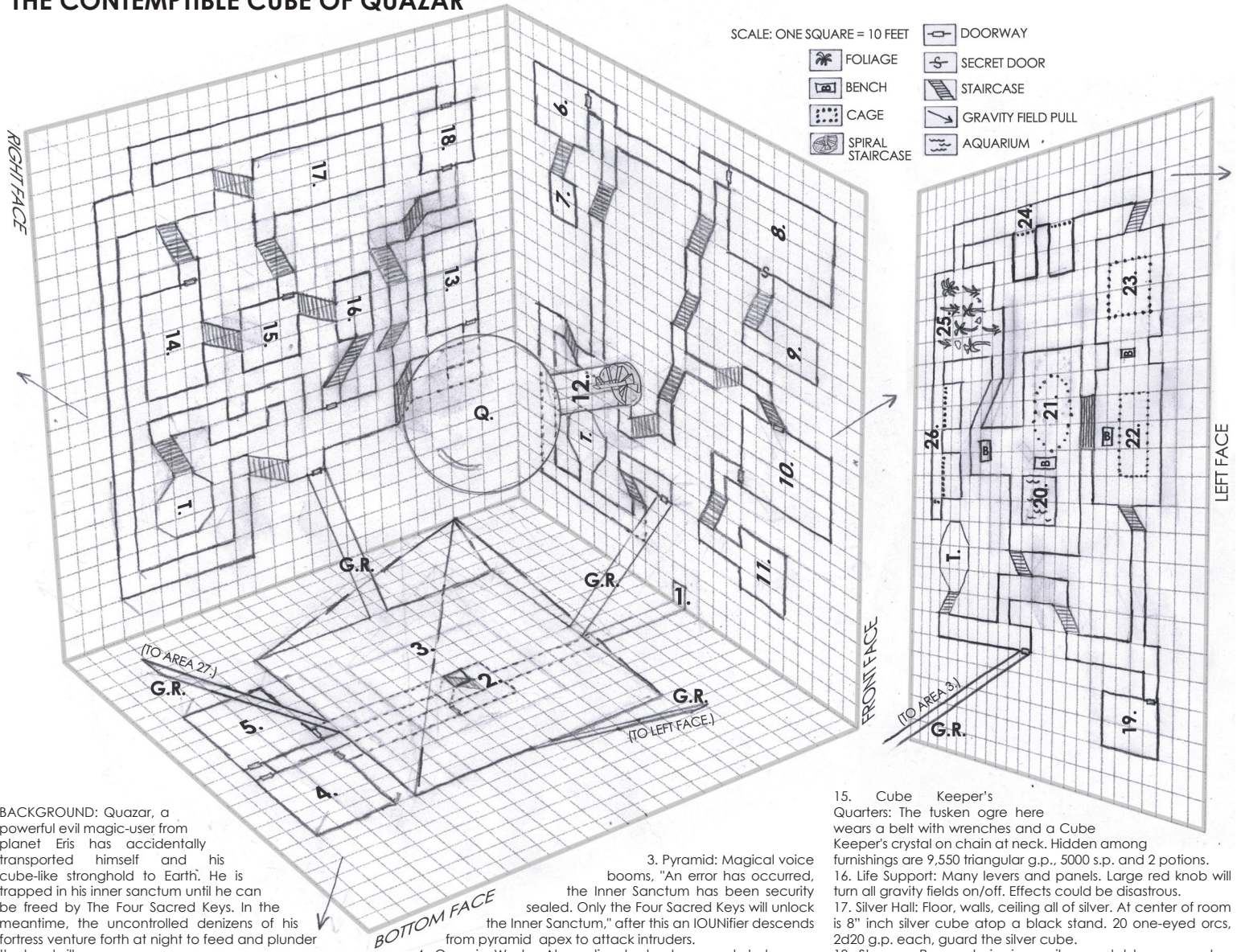
CAVERN #7:

Lair of the otherworldly being, which drips and oozes from the ceiling. Sacrifices are thrown alive into the murky pool below, and the cultists are rewarded for their faith the following morning.

Blessings of the Being:

1. Hair bristles that, when chewed, increases vitality beyond normal keen.
2. Viscous liquid whose fumes cause bloodlust.
3. Rancid smelling dust which causes paralyzation when inhaled.
4. A small, brilliant white orb that, when held, gives the user an unnatural clarity of vision.

THE CONTEMPTIBLE CUBE OF QUAZAR



BACKGROUND: Quazar, a powerful evil magic-user from planet Eris has accidentally transported himself and his cube-like stronghold to Earth. He is trapped in his inner sanctum until he can be freed by The Four Sacred Keys. In the meantime, the uncontrolled denizens of his fortress venture forth at night to feed and plunder the local villages.

NOTES: Designed for 5 or more characters of 4th-6th level. The Four Sacred keys are 8" metallic cubes in areas 4, 7, 17, & 23. Cube keeper's crystals work teleporters and open most locked areas and cages. One-eyed orcs are standard orcs with one eye in center of forehead. Most walls/floors/ceilings are dark green marbled stone.

WANDERING MONSTERS: Check for 1 on d6 every 2 turns.

1. d6+1 One-Eyed Orcs
2. 1 Tusken Ogre with a Cube Keeper's Crystal
3. 1 Large Adult Vapor Crane
4. d2 IOUnifiers
5. d4 Worker Amphorons
6. 1 Thelidu

LETTERED AREAS

G.R. Gravity Ramps: These ramps are used to transition from the gravity field of one Cube-face to another. When ramp is entered, travelers feel as if they are walking uphill. At center of ramp it feels like one is walking on a level surface. At ramp end it feels like walking downward.

Q. Quazar's Inner Sanctum: Large hollow sphere where Quazar is trapped. Gravity pulls outward so that one walks upon the sphere's inner surface. Inner surface is black with slow-shifting constellations & galaxies. Quazar is 8th level magic-user. REF select spells. He has staff of wizardry and Cube Master's crystal that will access and control all areas.

T. Teleporter Rooms: With Cube keeper's crystal, this room will teleport party to any desired area except area Q. Without crystal, it teleports to random numbered area.

NUMBERED AREAS

1. Entrance Tunnel: Portal at the base of the Cube is open to this tunnel.
2. Stairway: Stairs lead up to area 3. Doors to either side of stairs are magically locked, can only be opened with Cube keeper's crystal. Clerical healing scroll hidden under 6th step.

3. Pyramid: Magical voice booms, "An error has occurred, the Inner Sanctum has been security sealed. Only the Four Sacred Keys will unlock the Inner Sanctum," after this an IOUnifier descends from pyramid apex to attack intruders.

4. Organic Waste: Abounding trash, dung, and sludge are absorbed by a gelatinous cube. Inside gelatinous cube is 8" cube of decorated bronze. A 4' circular opening is in ceiling.
5. Metallic Waste: Scrap metal and wire are being devoured by 2 rust monsters. d6 x 1000 g.p. worth of scrap gold is here. There is a 4' circular opening in ceiling.
6. Wizard's Chamber: Door trapped, delivers 2d6 electrical damage on touch. Room has bed, desk. Three worker amphorons are here. Bracers of defense are hidden in desk.
7. Library: Bas relief on wall of four stacked cubes. Cubes are labelled "AU," "AG," "AE," and "Q." Near one wall is a black stand holding 8" cube of ornate gold. Opposite wall is shimmering portal that teleports to area 12.
8. Library: Many shelves of large books in foreign/alien languages. 2 one-eyed orcs wander here, 2d20 g.p. each.
9. Secret Library: Two magic-user spell books sit atop ornate pedestals. One of the spell books is inhabited by an Inaed. A Tsalakian has just arrived to steal these books.
10. Laboratory: Filled with strange machines, computers, and laboratory devices. Four potions of healing hidden about and one potion of poison. Clerical scroll, locate object, is tucked under a computer. Two 4' circular openings on wall are chutes to areas 4 & 5.
11. Conjuring Room: Three evil clerics (3 HD each, REF determine spells, 66 g.p. each) are conducting a ceremony. Six one-eyed orcs are assisting, 2d20 g.p. each. One cleric has a mace +3.
12. Spiral Staircase: Atop the stair is a stand with fittings for the Four Sacred Keys. If placed in proper sequence (gold, silver, bronze, black), magic portal in the ceiling opens. Beyond is Quazar's Sanctum.
13. Armory: Weapon racks. Many are empty. A few contain One-eyed orc weapons and armor. One rack holds 4 Civil War era rifles. A +2 sword is hidden in panel behind this rack.
14. Control Room: Many levers and panels. Controls for transporting the entire Cube are here. they are malfunctioning. If activated roll d6; 1 = electrical shock (2d dam.), 2 = explosion (4d6 dam.), 3 = no effect, 4 = Cube moves 100 yds. in random direction. A 4' circular opening on wall is a chute to area 4.

15. Cube Keeper's Quarters: The tusken ogre here wears a belt with wrenches and a Cube Keeper's crystal on chain at neck. Hidden among furnishings are 9,550 triangular g.p., 5000 s.p. and 2 potions.
16. Life Support: Many levers and panels. Large red knob will turn all gravity fields on/off. Effects could be disastrous.
17. Silver Hall: Floor, walls, ceiling all of silver. At center of room is 8" silver cube atop a black stand. 20 one-eyed orcs, 2d20 g.p. each, guard the silver cube.
18. Storage: Rope, chain, iron spikes, metal beams, crates, barrels and many unidentifiable items. A pouch of dust of disappearance is hidden at the bottom of a cask of pipeleaf.
19. Zoo Keeper's Quarters: A tusken ogre with Cube Keeper's crystal. (NOTE: Cube Keeper's crystal can open cages.) He wears boots of flying.
20. Aquarium: Giant Squid. Force field across top of aquarium is malfunctioning. Squid will reach out & attack. 75,000 g.p. of gold, gems, and treasure line bottom of tank.
21. Broken Cage: Something has escaped. Floor of cage is a shallow boiling pool with large boulders. Several vapor cranes were here, but are now wandering the cube. A 4' circular opening on wall behind cage is a chute to area 4.
22. Monkey Cage: Three Flying Apes.
23. Dragon Cage: Black Cube guarded by sleeping (immature) black dragon. If cube is removed from stand, dragon awakens.
24. Captured Soldiers: Each cages houses 2 captured Confederate soldiers.
25. Arboretum: Scattered among strange foliage are 1 tangle weed and 2 strangle vines. A bronze horn of Valhalla is hidden in the tangled brush.
26. Captured Villagers: Each of these three cages holds several local villagers.
27. Dimension Engine Room: The door to this room is magically locked. If entrance is gained, a room of limitless size is revealed. It contains endless strange conduits and devices that surge with power. If anything is touched, the offending character must save or blink out of existence.

END NOTE

Once Quazar is freed, he will be able to work the magic and mechanisms that will return the Cube to his own world... Unless he has decided not to leave!

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THE EMBOWELED COFFIN OF THE TUTELAR FIEND

After the last of 99 blasphemous wizards were educated in the Tower of Fiends, its basalt walls were torn down and set stone by stone into a maddening maze around the belly of the dark academy. Deep in the cavernous foundation are the remains of the Tutelar Fiend, whose dripping bones must be destroyed to unpin the power of the rampaging wizards!

BY LEE BARBER

Exterior Maze Encounters: Roll randomly to determine which guardian occupies each corner of the maze.

- 1) Banshee Charioteer - she carries victim to random location, passing through any non-magical barrier.
- 2) Puckered Ghouls - these undead melt into acid pools when slain.
- 3) Demonic Linsangs - this feral pair have poisonous claws and resistance to magic.
- 4) Sorrel Jelly - an Ochre Jelly with a crust of protective brown clay.

KEY TO TOWER DUNGEON:

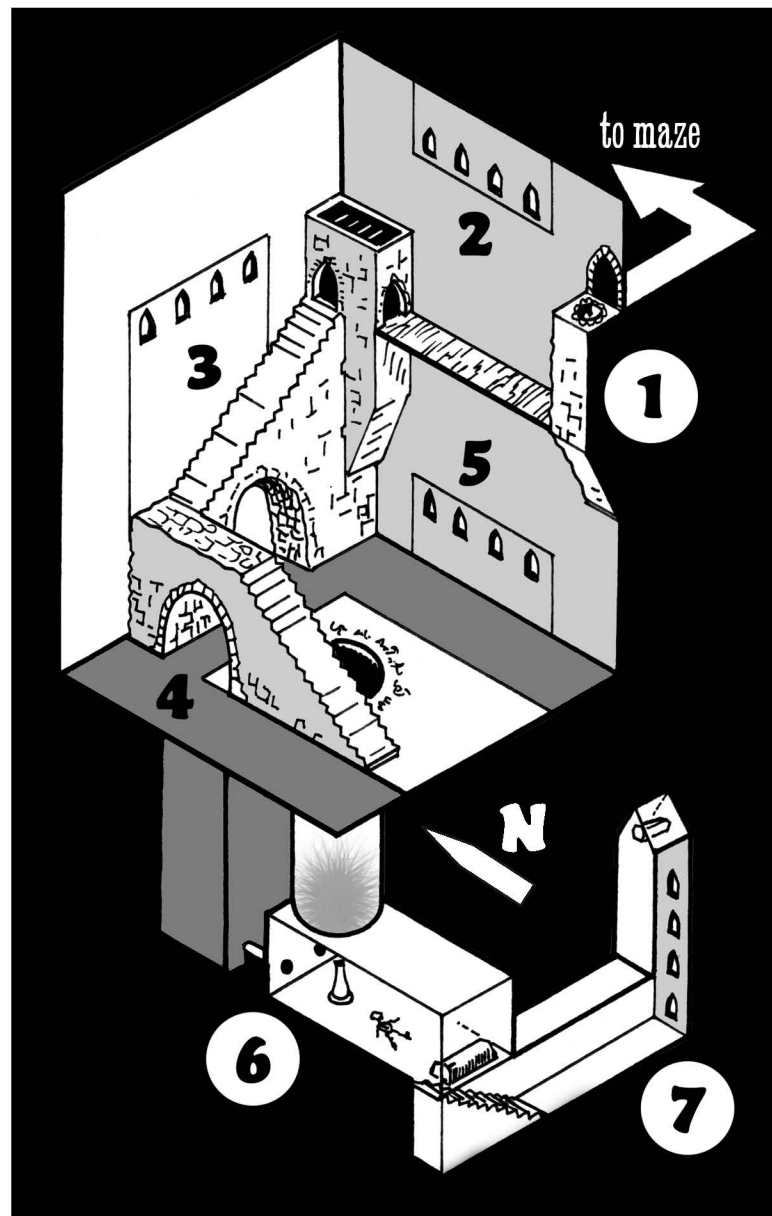
1) **Corbelled Entry** - This high ledge appears to have a winding stair leading down to a wooden catwalk. Any PC descending inside the turret interior will dispel its illusionary form, and fall into the cylindrical nest of a zombified Ant Lion. Examining the exit onto the bridge first will reveal the illusion safely.

2) **Bridge of the Wary Gryphs** - Hidden in darkness, four fiendish Gryphs perch in staggered alcoves. These birds will attack any living being flying about the cellar, or attempting to cross the 50 foot bridge. Every round of combat on the rotting beams incurs a 15% cumulative chance of total collapse. Each alcove holds an egg-shaped gem worth 8d10 + 100 gp.

3) **Vestibule and Slimy Stair** - Lattices of bronze can seal the doorways into this damp room. On the floor is a kettle of cooked beans, dozens of which have been used to spell "RED CLOUD BAD" in moldy letters. The next set of alcoves feature the carved faces of meazels, magically trapped to expectorate oily slime (also infectious) when passed beneath. From this height, the moat and central pit at the cellar floor can be discerned.

4) **Hungry Hydra** - Submerged in the brackish, three-sided canal is an underfed Hydra with five heads. It will not leave the water, allowing a party to reach safety closer to the pit. Spread across the moat bottom are 19 magic sling stones and a petrified Elf clutching a softly glowing crystal ball.

5) **Quartet of Fire Maws** - Encircling the pit are cogent runes of warning. If touched or read, the static display of dragon head sculptures along the far wall will belch cones of fire. The blast range extends to the lowest stair, but won't strike the south wall. Any player soaked in slime from Area 3 will continue to burn. The trap resets in 10 minutes, unless the runes are pulverized or dispelled.



6) **Transmuting Cloud and False Coffin** - The 60 ft. pit ends in a room lit by iridescent gas, billowing up the shaft from a very large urn. The magical gas transmutes any person exposed on a failed Save. Depending on the cloud's random tint, one of the following effects happen:

- a) RED GAS - victim turned to stone.
 - b) INDIGO GAS - victim is shrunk to half size, equipment unaffected.
 - c) GREEN GAS - victim turned into a gryph.
 - d) YELLOW GAS - victim's feet become lobster tails.
- The urn is impervious to physical damage, but it can be moved. However, doing so triggers a pressure plate that opens water pipes. A shrunken skeleton is here, loosely donning magic gloves. Locked inside the casket is a Styx Devil; the bottom side over the last stair is an illusion.

7) **Cleft of the Levitating Remains** - Hovering above four more alcoves are the foul bones of the Fiend. In each recess is a modeled snail shell, which sprout Black Tentacles when a living creature passes within 10 feet. Once the serpentine limbs are dispatched, the coffin can be lowered with extra weight, force applied by rope lines, or certain spells. After the required exorcism, the spellbooks of the 99 apprentices turn to ash, and all age 99 moons (just over 8 years, slaying the eldest two).



THE HEART OF DARKNESS

by Lord Kilgore

www.lordkilgore.com

Adventure in the treacherous valley of an immense river snaking deep into an unknown continent






- 0118** START: Trading post town serving ivory hunters, prospectors, and explorers. Tales of untold riches attract those seeking glory and adventure.
- 0215** Boat with load of ivory beached on east shore. Crewed by ghouls.
- 0216** Stones and sandbars. Piloting check to avoid grounding. Half move.
- 0218** Band of brigands on north shore. Friendly native tribe on south.
- 0219** Rumor claims that a tower in this area has a large labyrinth below it.
- 0312** A man raised in the wild rules a huge tribe of apes. He is fiercely territorial and might attempt to take attractive an female PC as a mate.
- 0313** Shrine on hill visible from river. Occupied by peaceful friars who become vampire monks by night. They guard a hoard of gold and ivory.
- 0316** Giant statue of snake man waist-deep in middle of river.
- 0414** Small ivory collection camp is last permanent outpost of civilization.
- 0417** Statue of elephant with golden tusks is a stone golem with double HD.
- 0514** 20% chance 1d6 giant eagles from mountains in 0513 attack any boats on river. Legend says nests are lined with ancient gold.
- 0515** 100' square tone platform atop 20' columns. Origin unknown.
- 0614** Ruined temple complex on north bank. Home to savage beastmen.
- 0712** Fallen iron tower buried in a sandbar is actually a primitive submarine.
- 0713** Hut of a hunter with huge ivory hoard and a tribe of loyal native followers. He is ill and hopelessly insane from his isolation. Each day he is equally likely to be either a sickly old man or a powerful, megalomaniacal sorcerer. He is revered as a god by locals and envied by other ivory hunters.
- 0812** Giant octopus lairs in cave in river bed. 1 in 6 chance of attacking.
- 0813** Tribe of cannibalistic natives patrols this hex looking for next meal.
- 0814** Gigantic sinkhole. Entrance to extensive megadungeon near bottom.
- 0816** Tribe of stone age tech snake-men will attempt to sacrifice any females they capture to the volcano. They are in awe of upriver snake-men.
- 0906** Legendary Graveyard of the Elephants. Protected by fanatic natives.
- 0907** Astute observers may be able to make out an overgrown terrace city on the mountainside. It is inhabited by evil spirits with much treasure.
- 0909** Family of green dragons lair here and patrol surrounding 2 hexes.
- 0912** Malarial swamp containing an overgrown manor house from ages past. Each hour spent in swamp doubles chance of contracting malaria.
- 0914** Ancient stone bridge spans river. Spirits haunt it at night.
- 0915** Rumbling volcano spews smoke and ash. 10% chance/week for major eruption. Castle partly buried in hardened lava half-way up the east side.
- 1005** Jade tower inhabited by otherworldly shaman and his charmed slaves.
- 1006** Sunken graveyard inhabited by undead snake-men that rise out of the river to attack. Mausoleum contains swamp mummy lord and cursed gold.
- 1008** Large tribe of civilized snake-men led by snake-woman druid.
- 1011** Giant pyramid, possibly part of a tomb complex. No entrance evident.
- 1013** Spider Mountain. Entire hex crawling with various giant spiders ruled by a horrible woman/spider queen living in a temple covered with web.
- 1014 & 1015** Ash and devastation from volcano in 0915. Totally barren.
- 1015** Clan of fire demon worshipping dwarves lair in mountain tunnels.

1 hex = 15 miles

The river is an average of 500' wide, 25'-40' deep in the center, and flows at 3 mph.

Boats with a full crew of rowers can travel upstream 10 miles per day and downstream 15 miles per day.

The Heart of Darkness is ripe for your own creations, published adventures, and especially other 1-Page Dungeons.

-  Heavy Forest
 -  Forest Hills
 -  Forest Mountains
 -  Mountains
 -  Volcano
- Map created with Hexographer Pro

- 1111** 100' obelisk has fallen into river. Base conceals stairs leading down to tunnel network.
- 1115** Small island is home to barbaric but noble elves who battle the dwarves in 1015.
- 1205** Huge iron chain on east bank leads upward and disappears out of sight into the sky.
- 1213** Pier jutting into river connects to paved road leading northwest into the unknown.
- 1216** A giant is manacled to the side of a mountain. His bellowing can be heard for many miles. He is the deposed king of the fire giants, his throne taken wrongfully by his sister.
- 1403** Small tribe of natives live in fear of snake-men who live to the northeast.
- 1404** Band of raiders led by native ranger lord battle against snake-men from city in 1502.
- 1501** Giant lizards are very common here. A tyrannosaur roams the hex.
- 1502** Advanced tribe of snake-men ruling an ancient crumbling city on the southern bank allow none to travel upriver.

The Bride of Visbek

An old legend: Once a young girl was to be married against her will. Her whole family came to accompany to the village of Visbek, where her husband-to-be lived. The moment she saw the first houses of Visbek at the horizon, she screamed out a single hateful wish: to stop the wedding.....at any price.

And something fulfilled her wish. All of her family turned to stone and she herself was never seen again. Her huge dowry disappeared as well..

Near Visbek you can still see the standing stones. Recently someone has dug a hole in the middle of the stones. So what's going on?

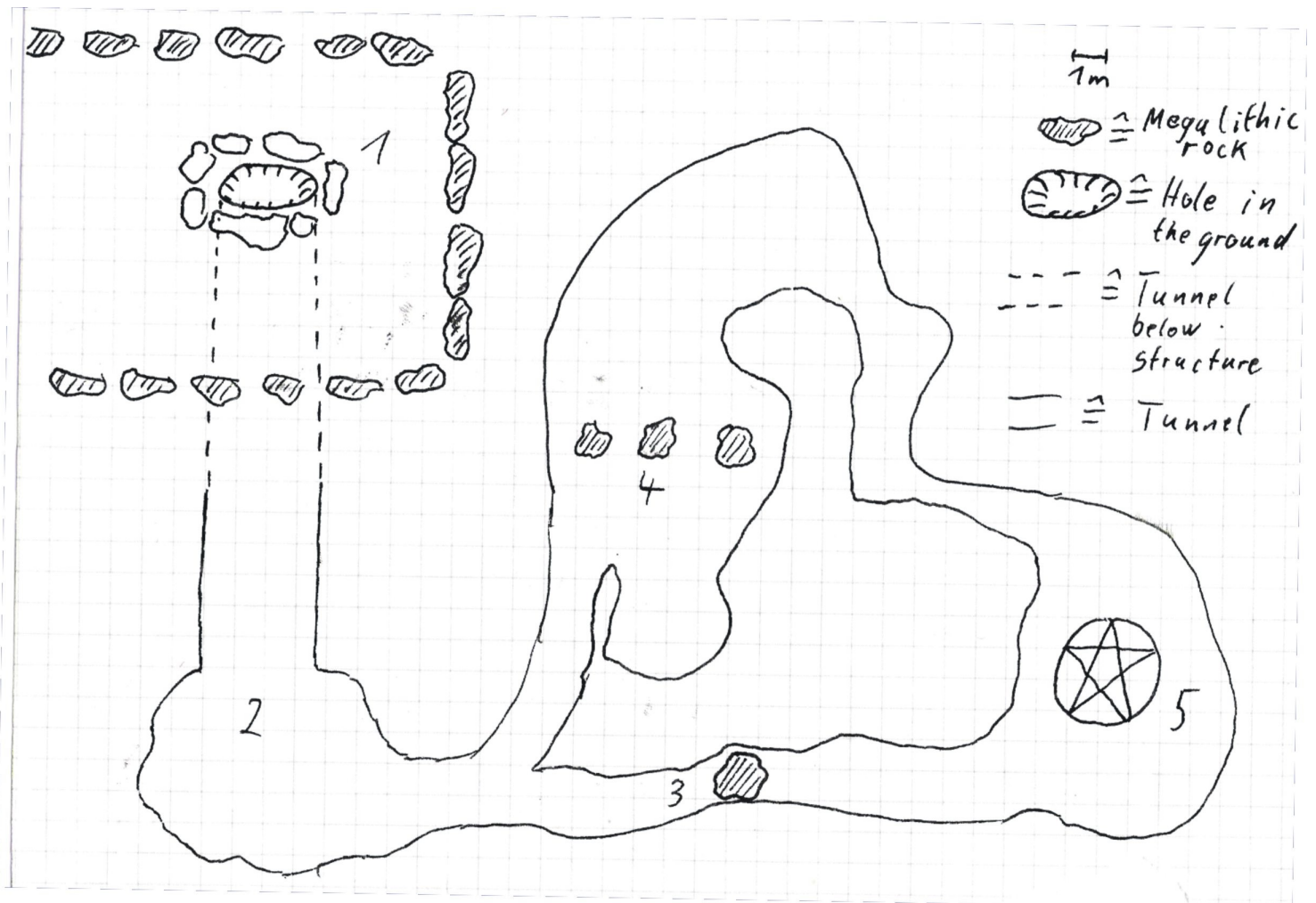
1 The standing stones. Some shovels lie around. Something is disturbing the animals...be careful some beast might even attack you.

2 The remains of the treasure hunters. Hovering above is the vengeful spirit of the Bride of Visbek. Call her banshee, wraith or haunt, she animates the corpses and retreats into the dark.

3 A huge rock blocks the way. Sure extremely difficult to move , but impossible?

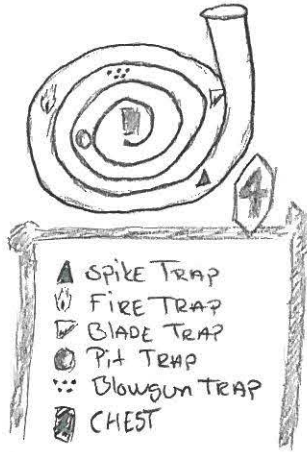
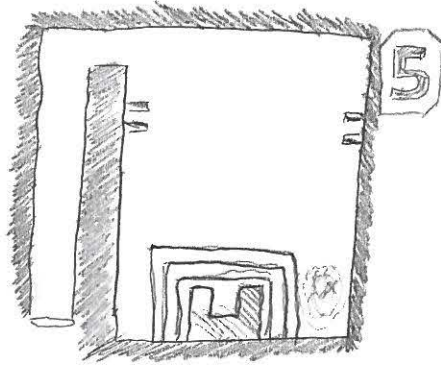
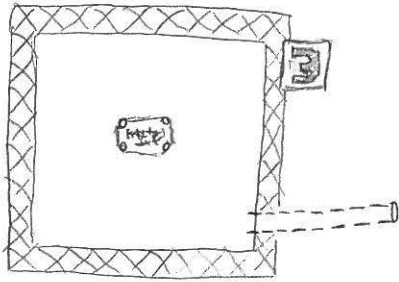
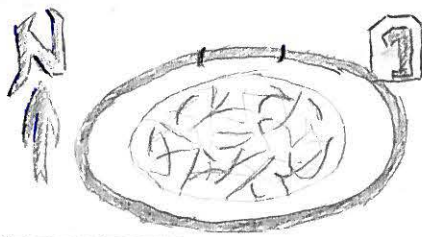
4 The rocks in this chamber were once the bridesmaids. The spirit of the Bride will hide in the shadows cast by her once best friends to catch intruders by surprise.

5 Huge piles of old and jewels are in this chamber. In the middle of it rises a grotesque creature, a demon of greed, who once granted the bride her wish. It is bound to the middle of the chamber, but can use its powers freely at sight. Defeating the demon will free the tortured soul of the Bride and leave quite some loot to pillage.



By Maximilian "Yoscha" Thieme

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ARCHIBALD'S ARENA

Deep in the mountains north of Everlund in the Forgotten Realms lives a lich named "Archibald Dementinius", he has too much time on his hands and therefore he has created some dungeons to entertain him. He arranges a "kidnapping teleport" of unsuspecting heroes and watches them go through his dungeons like mice in a maze. He has no interest in killing anyone, but if they are not up for the challenge he doesn't help them either.

Some time ago a shadowy organisation heard rumours about his dungeons and sought him out, for unknown reasons they sometimes pay him to kidnap specific people into his dungeons. Archibald has not been bothered to question their reasons and he doesn't really care as long as he gets his entertainment. Pride is his biggest weakness, as such he left his markings all about his dungeons.

Archibald lived in Baldur's Gate, the son of a common blacksmith, gifted with a great intellect and a desire to not end up like his father. He sought out wizards to become apprentice and learn the arcane, but was often turned down until he met Krakzot Vlanco. Beneath the masquerade of being a regular wizard, Krakzot was researching necromantic powers and as time went by Archibald grew in power and was soon sent out on missions to fetch Krakzot specific ingredients. 'It was during one of his missions Archibald discovered what his old master was about, lichdom and greed got the better of Archibald. He hid a few key ingredients pretending to fail in getting them for his master and waited until he was powerful enough to cast down and kill his master. The ensuing fight between them tore apart most of the old masters tower and when Archibald stood victorious he quickly gathered up all he could and fled north. Eventually he achieved the lichdom his old master had sought and settled in an ancient dwarven keep long abandoned deep inside the mountains near Everlund in the silvermarches.

1: "You wake up in an oval chamber with no visible door, the walls are completely smooth and black. The floor is covered by a large fresco, it shows warriors, wizards and other heroes fighting." The fresco shows all the gods fighting during the times of trouble, it functions as a lock for unlocking a portal to the next room. The stones the fresco is made upon can be moved around, it shows Bane killing Torm, when in reality it was Torm who killed Bane. On the western wall surface is a small skull with a rune in the forehead it is Archibald's arcane mark.

Upon unlocking the fresco, a watery surface appears on the northern wall face, it functions as a portal.

"stepping into the watery portal you feel your body being pulled forward, and you feel yourself stretched like a tiny spec of butter on a piece of bread. As you feel gravity come rushing towards you, you hear a raspy voice in the darkness 'Ready for Clarity sake or Clarity for readiness sake? Who is clearest of all?'"

2: "You enter a room that meddles with your comprehension of its dimensions, you feel like you are inside a hollowed out pocket in a crystal. The chamber is made completely of crystal, all rugged and filled with stalagmites. It looks like the crystal was allowed to grow freely and chaotic like weeds in a garden."

This room is the home of a crystal golem that has the ability to "meld into crystal" when defeated it leaves a crystal rock with a wording carved into it "Northern wind blows in EAST, I now live where the sun rises".

A spot check during fight or search after when dead reveals Archibald's mark on the golem's right knee.

The crystal rock also functions as a key, placed in a hole in the southern part of the room. The wording means that

the compass is moved one turn clockwise so east is now north and south is now east where the sun rises. When the key is placed in its matching hole in the crystal "the stone glows blue and a faint humming fills the room as if the crystal is vibrating, slowly all the crystal begins to glow blue faint at first until it is hurting your eyes, finally the room is filled with the sound of breaking glass."

3: "With closed eyes and the sound of glass filling your ears you suddenly feel cold and weightless. When you open your eyes you see yourself 'hanging' in midwater and you can't see an immediate surface. It is cold and dark and your lungs are beginning to scream for air. Abit further down you see a rocky floor and a huge metal plate bolted to the rocks. The plate has the words carved 'Only a POLITE soul may enter for the gods favor.'" The wording means that you have to cast the spell knock on the plate, if you do it opens up and reveals a drain that swallows all the water. At the top of one of the bolts on the plate is another of Archibald's markings.

"with all the water gone you find yourself in a square granite room, 30 feet up on one of the walls close to the ceiling you notice a small shaft." The shaft is just big enough for a normal human to lie down and crawl, at the end of the shaft is a mirror that functions as a one way door to the next room, all you have to do is push thro and it flips.

4: "You tumble head first into a hallway and behind you is a huge mirror on the wall but you cannot push your way back through it. The hallway continues on ahead and turns left, but what seems odd is that the walls themselves are made out of purple silk that appears to be blowing in a constant wind without any cracks or splits anywhere in the cloth."

The silk walls form a small spiral, along the way several traps are laid, in the center is a chest with four scrolls each has a letter on it E, R, C, U, and a red wand, there are no exists at the center of the spiral and when the chest closes the traps reset. Back at the mirror,

there are now fiery words hanging in it, the red wand can write new letters, the writing says "A great treasure lies here under a curse and only those who may enter who provide the"

The word "cure" has to be written at the end with the wand and the letter S in CURSE crossed out.

"As you finished arranging the words the mirror begins to melt away, revealing a hallway with red glowing lavastones."

5: "You enter the red glowing hallway and immediately notice the intense heat here, further ahead the hall takes a right turn. As you come around the corner the hall opens up into a huge chamber that most of all appears like some sort of throne room. Upon the throne sits a huge giant with black skin and flaming red beard, he is wearing a black iron mask topped with a titanium crown that holds a huge ruby. He looks down at you and laughs loudly 'Hahaha you have proven your courage, cleverness and cunning skills. You have entertained me mightily, now you must show me your strength!' He rises from the throne and lifts high a mighty axe and begins to descend towards you."

At the right side of the room are 2 levers a red and a yellow one and on the left side is a red and a green one. Only one of the 4 can be pushed down at any given time, each has a different effect. His titanium crown will glow with the color that is activated.

Blue - makes him susceptible for all kinds of magic - will make his body glow blue.

Yellow - removes a haste effect he has on him

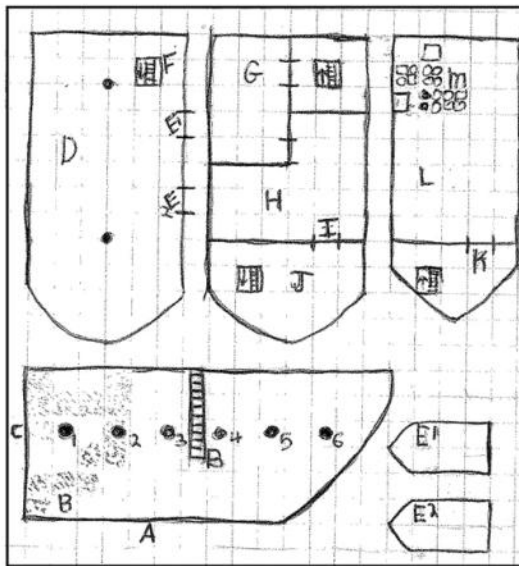
Red - lowers his AC - will make it appear as if his armor melts away.

Green - heals the party, only works once. - will blow a wind through the room.

During the fight he will summon a fire elemental to fight for him.

If he is defeated he will utter his last words "you have proven your worth and liberated me from my immortal boredom, take your prizes and go home" Behind his mask is the head of a construct, the fire giant appearance was an illusion, as the construct giant dies an flaming portal in on the floor will appear and take the party back to their homes.

Beside the throne lies a huge treasure.



Zombies, Maties

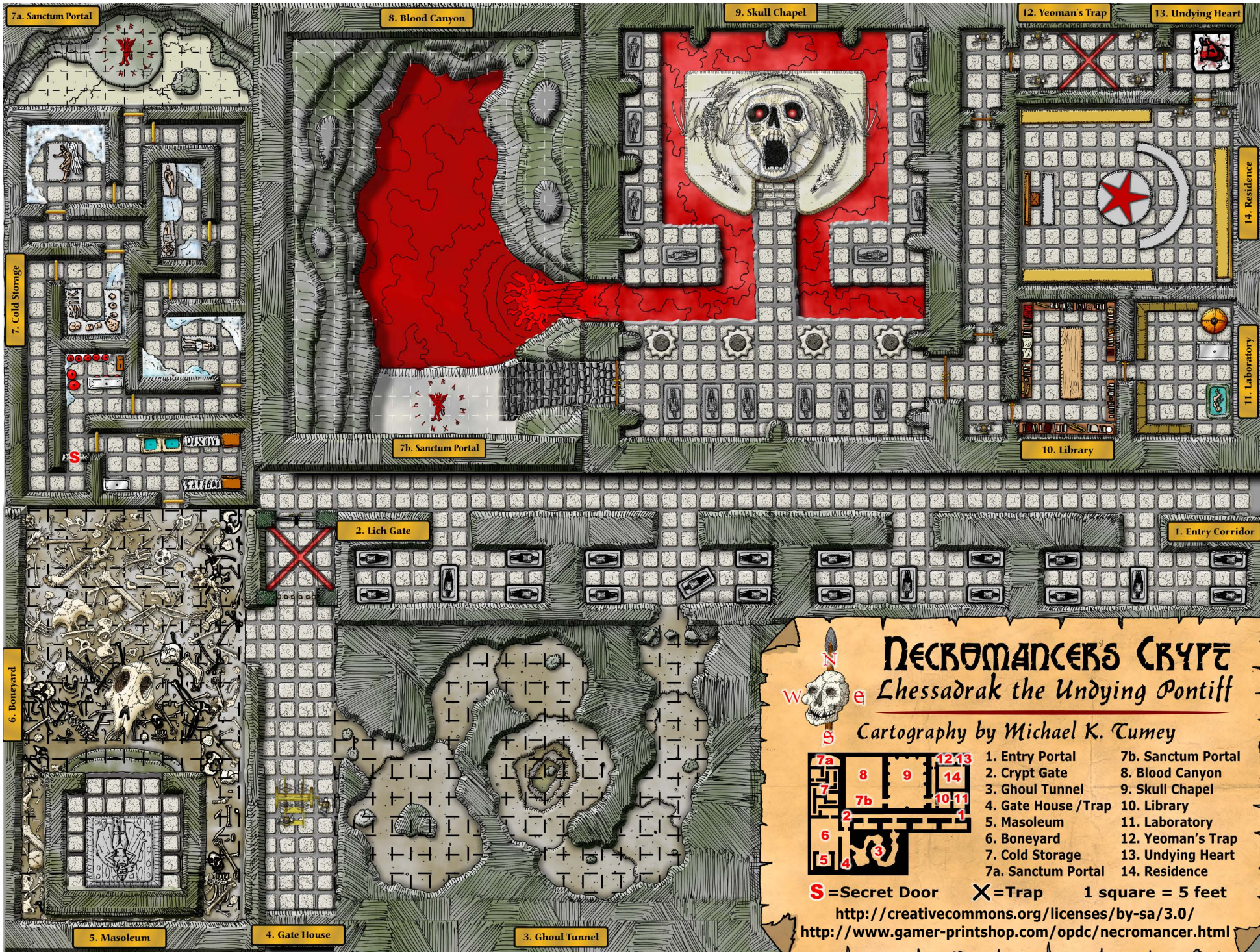
A One Page Dungeon by Michael Hutchinson
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PREFACE: I wanted to create a cross genre OPD, I decided to try a derelict small vessel which can represent a small frigate, a multi-deck modern power boat or even a space galleon. Enjoy.

The Lucky Maiden drifts effortlessly, its motion guided by only its environment. While at her birth the Maiden was a fine ship no expenses spared in her construction, her current state is much less glamorous though if a fraction of the riches used to finance her is in her hold a lucky find she is.

The Ship Lists: Once the players reach *D* and every turn following roll 1D6 to see which way the ship is tossed by the Sea, or a faulty gravity generator ect.
1-3: Nothing happens
4: Light Lurch, an easy check to remain standing
5: Hard Lurch, a moderate check to remain standing
6: Shakes, a small penalty to all rolls this turn

- A:* The party comes to the base of the ship and must climb up the side. It is slick wood or non-magnetic but in some way difficult to scale, and a character can only move one square per turn.
- B:* Either the ladder or the pockmarks in the side of the ship make it easier to climb, allowing a character to move 2 squares per turn up the ship.
- C:* When the first player reaches here two things happen, first roll 1D6 per two players, any player in a square adjacent to the portholes/windows labeled 1-6 that's number is rolled will be attacked (weak) and attempted to be grabbed by a zombie reaching through. Also a small swarm (2 per player) of carnivorous birds/space parasites attack, they are weak but any successful hit will have a chance (easy save) of knocking them off of the ship's side.
- D:* This is the top deck, it has 7 zombies (weak) roaming around who will attack as soon as the first player gets to the top, the players should be somewhat strung out from the side of the ship which will make this fight a bit more interesting. Depending on your genre you can use necromantic zombies, disease zombies or even alien parasite zombies, it is up to you to adapt and enjoy.
- E1 and E2:* These are lifeboats/escape pods, any player stepping into the square of *D* labeled will be attacked by 2 zombies who if the hit grab and pull (hard save) them into the corresponding section.
- F:* This hatch to below is locked/sealed. A skill roll of some kind (moderate) to open the lock or disable the security computer. If the party is not able to do this allow a much noisier way of bypassing it, if they use this method add 2 zombies (easy) to rooms *G* and *H*.
- G:* The Ships Kitchen, inside it has 2 zombies (easy), 1 larger zombie with a meat cleaver (medium) and 3 zombie dogs (easy but fast).
- H:* Crew Quarters, zombie swarm, this room contains 15 zombies (easy). Your party should wade through them, once the zombies are dead point out that the room seems striped of anything that could be moved, with drag marks going toward door *I*.
- I:* This door is locked/sealed, a skill roll of some kind (easy) to bypass it. The door is also trapped/mined very well, it will take a skill check (moderate) to notice is and a skill check (hard) to disarm it, if it is not disarmed it should do moderate damage.
- J:* The drag marks go to the hatch down which is open, 3 dismembered bodies and much gore are strewn about the room.
- K:* Once the whole party is in this room a swarm of tiny creatures (easy), risen hands, alien parasites whatever your flavor start to jump at them from the walls and drop down on them from the ceiling and the room they were in before. There should be 4 per player and while they should do little damage and are easy to kill, they add to the atmosphere of the ship.
- L:* Ships Hold, the players will notice all of the valuables and the ships safe are in the back left corner. This room also contains 10 zombies (easy) 4 dog zombies (easy but fast), 10 of your tiny creatures (easy) and 1 Patient Zero (boss). The zombies in this room are not mindless as they are controlled by Patient Zero, the ships captain. The ships captain is the prime zombie, he could be the alien host, the necromancer or an evolved plague zombie, any way he is smart, faster and can manipulate objects just like when he was alive. He is well equipped and will use ranged and area attacks on the group while they are fighting his minions.
- M:* This is all the ships goods, including the ships safe which will take a skill check to bypass (medium). The stash contains semiprecious trade goods along with the personal possessions of the crew including some petty cash and jewelry. The safe contains the ships log book, payroll and captains valuables along with anything genre or game specific you decide.



7a. Sanctum Portal

8. Blood Canyon

9. Skull Chapel

12. Yeoman's Trap

13. Undying Heart

7. Cold Storage

7b. Sanctum Portal

10. Library

14. Residence

11. Laboratory

6. Boneyard

2. Lich Gate

1. Entry Corridor

5. Masoleum

4. Gate House

3. Ghoul Tunnel

Necromancers Crypt
Chessadrak the Undying Pontiff
 Cartography by Michael K. Tumey



- 1. Entry Portal
- 2. Crypt Gate
- 3. Ghoul Tunnel
- 4. Gate House / Trap
- 5. Masoleum
- 6. Boneyard
- 7. Cold Storage
- 7a. Sanctum Portal
- 7b. Sanctum Portal
- 8. Blood Canyon
- 9. Skull Chapel
- 10. Library
- 11. Laboratory
- 12. Yeoman's Trap
- 13. Undying Heart
- 14. Residence

S = Secret Door **X** = Trap 1 square = 5 feet
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<http://www.gamer-printshop.com/opdc/necromancer.html>

The Last Priest of The Argent Scale

by weem @ enworld

The blood of the dark priest is fresh upon the stone before you. He is cornered now, and his time draws near as you cross the bridge leading to his temple. He will have barricaded himself in to be sure, but the others fell at your feet before him, and so shall he.

Room 1: The Entry

The trail of blood runs through this room, and ahead under a large door. The muffled tones of a conversation in the room to the west can be heard from here. Perhaps they are talking about how they will soon die...

Room 2: The Side Hall

Three minions of the Dark Priest are discussing the events that have occurred. That their Priest has returned to the temple must have been a fact they are unaware of... otherwise, they would probably be groveling at his feet right now.

Room 3: Empty Storage Chamber

Did I say empty? I meant to say empty "with the exception of those monstrous rats". It's said they are demonic rats... horrifying versions of their former selves, an experiment gone RIGHT as the Dark Priest would have you believe.

Room 4: The Second Storage Room

Crates litter this room, begging to be opened. What lies within only the Dark Minions know.

Room 5: The Mid-Hall

The floors of this room have fallen into the molten lava 10 feet below. Two Dark Minions stand guard here, on alert after the quick entry of their leader. They are as prepared as they are going to be to die at your hands.

Room 6: Former Guest's Hall

The Dark Priest of the Argent Scale doesn't have time for guests. In fact, it is in this room that a trap has been set for any unwanted visitors. Largely ignored as a useless area of the temple now, the trap was put in place to ensnare anyone who chose to enter the temple from the lower tunnels accessible from room 8.

Room 7 and 8: Former Guest Quarters

These small rooms are no longer used as they once were. Beyond garbage, only the trap remains to be... discovered.

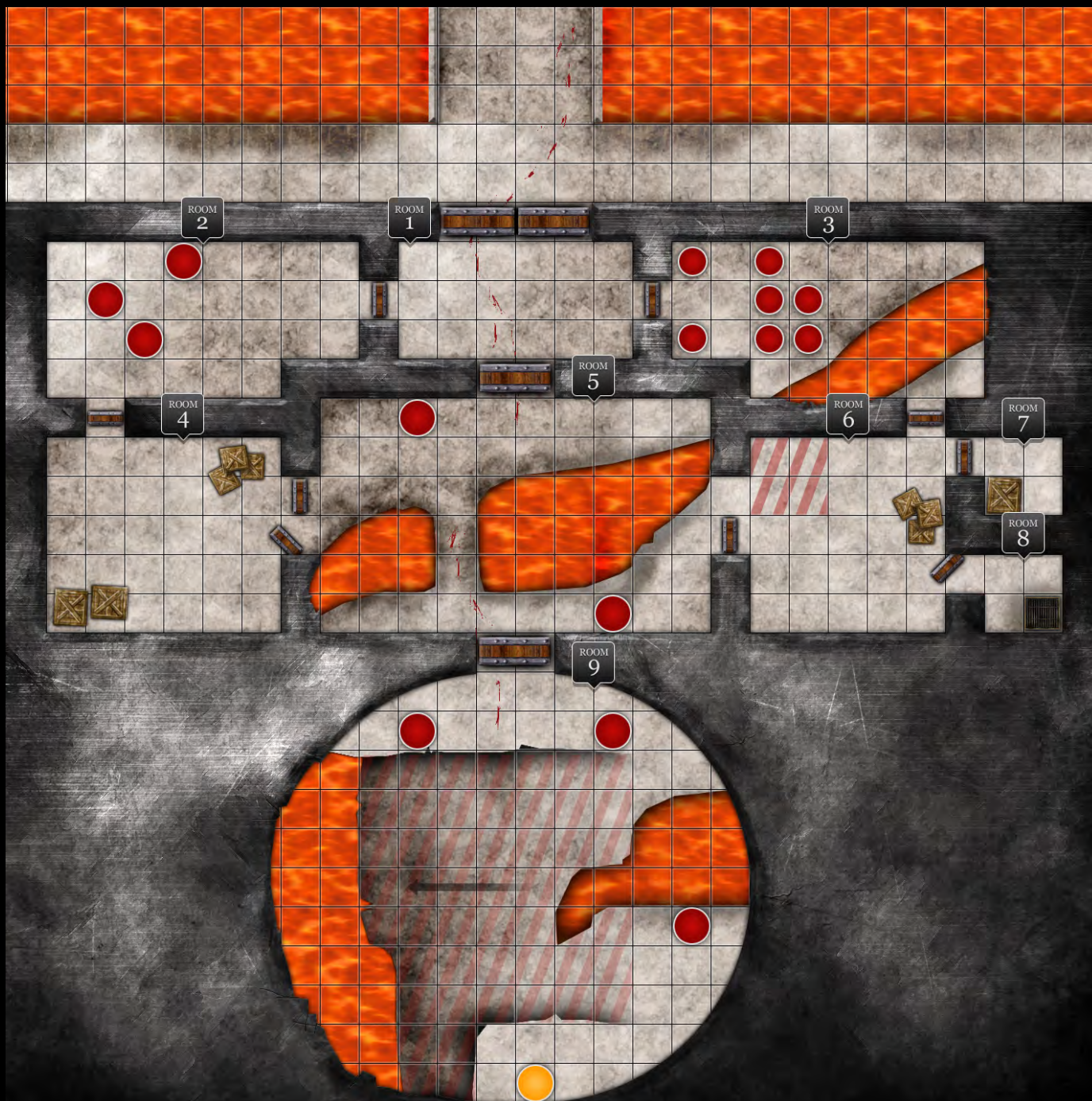
Room 9: The Dark Priest

Not surprised at all by your coming, the Dark Priest [orange] is more than prepared to face you. His three most loyal guards stand at the ready, and he waits on the other side of the room. Between him and the door, the floor slopes to the west, down into the lava.

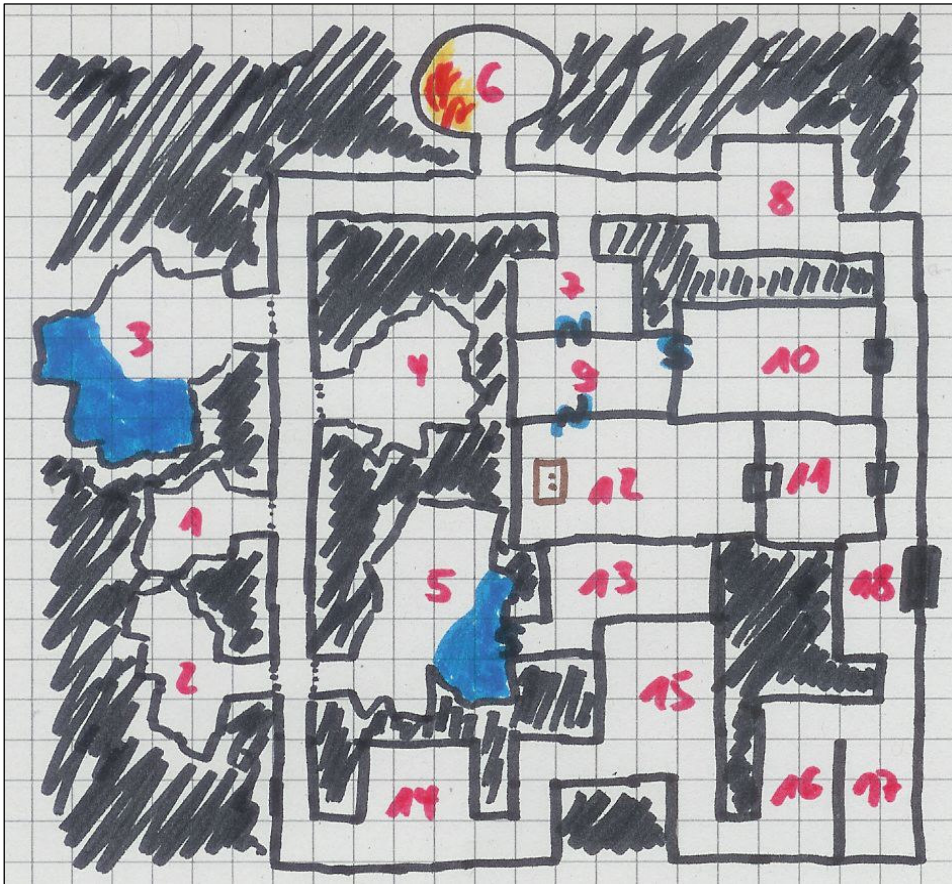
He is prepared to die for this cause... are you?

One Page Dungeon: The Last Priest of the Argent Scale

by weem @ enworld



PRISONERS OF THE MOUNTAIN KING



The Background

Glgnfz, the Mountain King, a notorious kobold, who is the leader of a gang of brigands, has caught the characters and has imprisoned them in his dungeon, which is located in an old dwarven mine.

The characters' equipment can be found nowhere, as the Mountain King has already sold it. The heroes must make do with whatever they can steal from their enemies.

The Mountain King's gang consists of various humanoids. They all follow him because he's equipped with (kobold size) *gauntlets of ogre strength* and *bracers of defense* and has shown them repeatedly who is the tough guy around.

Wandering Monsters (1d20)

1	Ogre Lieutenant
2+3	1 Troglodyte
4+5	1 Hobgoblin
6+7	1 Orc
8-10	2 Goblin Guards
11-13	2 Kobold Guards
14+15	1 Morlock
16+17	1 Gnoll
18+19	1 Bugbear
20	Glgnfz, the Mountain King

Legend

S – Secret Door

I – Door

1 square = 10' x 10'

By Moritz "Glgnfz" Mehlem

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ROOM KEY

- CELL:** It's empty. **Here is where the characters begin the adventure.** Two *bugbears* patrol the corridor with the cells. One of them has all the keys to the cell doors. Both orcs are armed with axes and wear leather armor.
- CELL:** A young and severely wounded *gold dragon* can be found in a corner of this cell. It's unconscious and currently in its human form.
- CELL:** This cell is always open as it's the mine's toilet. In the small subterranean lake lives a water-dwelling *otyugh*, which devours all the feces, thus keeping the room clean and odorless.
- CELL:** 5 *giant rats* are kept here as a food source.
- WATER SUPPLY:** The water in this pool is clear and potable. Schools of small fish swim in it. A secret door at the opposite side of the lake leads to the treasure room (13).
- THE ETERNAL FIRE:** Nobody knows what fuels the incredibly hot eternal fire.
- ARMORY:** Rusty daggers, swords, axes and maces are lying scattered in this room. These weapons inflict 1 point of damage less than normal weapons of their type. A secret door leads to room 9.
- GUARD POST:** 2 *troglodytes* stand guard. They are very watchful and alert. Both wield swords and wear chainmail.
- GLGNFZ' CHAMBER:** This is where the Mountain King has made his lair. There's a huge bed, a wardrobe and a small wooden chest. In the chest is an assortment of the finest clothes (kobold-sized). Next to the bed is a gigantic pile of coins – the Mountain King's loot. It comprises 3200 copper pieces, 1400 electrum pieces, 950 gold pieces and 280 platinum pieces. Secret doors lead to rooms 7, 10 and 12.
- LIBRARY:** A *spectre* haunts this library. That's the reason why it hasn't been ransacked. Except for a thick layer of dust, the library is in perfect condition. If a character has been blessed by Brimli (room 12) he can release the spectre of its task of protecting the library and send it away.
- ANTSCHAMBER:** 6 partly-destroyed stone statues line this room's walls. They were statues of Brimil, the dwarven god, but Glgnfz and his men have used them for their weapon training. At any time there's a chance of 15% that 1d4 gang members are here training their weapon skills (see room 14).
- ALTAR ROOM:** Here's an altar of the dwarven god Brimli. The altar is adorned with his relief and his name is written all over it, in dwarvish of course. If the name is spoken aloud in this room, the character saying it, permanently gains 1500 experience points and adds one point to his constitution score. Of course he must be able, to speak the dwarven language. The altar is imbued with Brimli's godly might, so Glgnfz' band weren't able to destroy it or to extinguish the 4 candles that are burning in golden candle stands (worth 200 gold pieces each). What happens to dwarves or lawful characters, who steal the candles or the stands, is up to the game master.
- TREASURE ROOM:** Glgnfz and his men haven't found this room, but the dwarves took most of the treasure with them when they left the mine complex. Still there's one box containing 2000 gold pieces (trapped), and a magical axe as well as a set of magical chainmail, both attached to a dummy.
- SUPPLIES/BARRACKS:** A few dirty bedrolls are spread between 10 huge barrels filled with clean water. All in all the Mountain King's gang consists of: 1 ogre (club, no armor), 3 troglodytes, 2 hobgoblins (swords, chainmail), 4 orcs, 4 goblins (dagger, no armor), 5 kobolds (no weapon, no armor), 3 morlocks, 2 gnolls (dagger, bow, leather armor) and 2 bugbears. They all get the same share after the hauls, so no matter which gang member, they will always own 2d20 gold pieces. There's a 15% chance that 1d6 of the gang members can be found here.
- BARRACKS:** A few bedrolls can be found here. There's a 20% chance that 1d4 of the gang members can be found here.
- SUPPLIES:** 2 small barrels of oil, tinder box, a heap of rotten meat, torches (used and unused), 3 wooden hammers, a rope (50'), 5 empty boxes
- GUARD POST:** 2 *morlocks* stand guard. They are not at all watchful. Both wield halberds and wear leather armor.
- EXIT:** Only 2 *orcs* and a wooden gate (only Glgnfz and one of the orcs have the key) separate the characters from the outside world and thus freedom...

The U-Turn Challenge: Enter through one door and exit the other. Couldn't be simpler, right?

Background: Succeed by entering through one door and exiting the other within 12 hours. If you lose your way, remember that a U-turn is all it takes.

Random Encounters: d6 for Dungeon (1-19), d8 for Cavern (20-26)

- | | |
|----------------------------|--------------------|
| 1) displacer beast | 5) rakshasa ruhk |
| 2) diseased rats (1d12+10) | 6) umberhulk |
| 3) mustard jelly | 7) shambling mound |
| 4) crimson death | 8) roper |

Dungeon Encounter Key (Areas 1-19)

1. **Entrance:** The locked, stone doors bear identical inscriptions: "Enter with wit and all that is profound / And find release in a key found and sound." Once entered, the doors become inaccessible.

2. **Bath & Alcoves:** This shallow pool with its patterned tiles resembles a soothing bath. It is filled with an irritating acid (-1 DEX). In nearby alcoves, a pair of defaced, rusting sentries vacantly stare out into the hall with trails of rust running from where bejeweled eyes once shone.

3. **Obscured Blessings:** A passage to the altar of a benign deity is revealed when the face of the statue blocking it is splashed with *holy water* (hence the rust). Upon the altar is a **deck of many things**. Genuine prayers are rewarded by a 12 hour *blessing*.

4. **Hunger Pangs:** Littering the floor are the fleshless remains of wannabe heroes. Liberally applied scorch marks adorn the walls. Agarathalisk, a unique **guardian daemon** bars passage but can be bribed with food, in the form of magic items. Proffered items are immediately devoured.

5. **Phantom Menace:** The ghost of an unspectacular former adventurer jealously haunts the vicinity.

6. **Alluring Display:** Centered within the shaded area is a remarkable protuberance resembling a fancy coffer (this is a **trapper**). Note the *wall of force*.

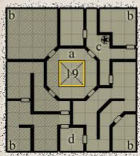
7. **The Key to Success:** (or not) A golden key glistens, floating amongst other mundane items. This could be the window of a forlorn soul, or, just the insides of a **gelatinous cube**.

8. **Statuesque Magnificence:** In a disproportionate tone this stalwart granite knight parrots advice to all passersby, "A U-turn is all it takes."

9. **Fatal Attraction:** Someone or something (with a pool fetish) polished the marble floor to a mirror-like finish, perhaps to accent the empty (?) pool at the center of the room. Closer inspection reveals that the bottom of the "pool" is 20' deep and lined with magnetized iron spikes. Anyone with ferrous objects will feel a tug up to 90' away. At 30' the tug becomes a force that will snap thin, leather straps. Armored persons standing on the slick tiles are pulled into the pit.

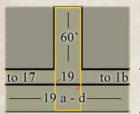
10. **Grand Corridor:** Leading the double row of ornate columns is a more intricately carved pair depicting a striking man and woman (**caryatid columns**). One wears a platinum necklace with a marble key. Both will attack when approached. This key is needed to complete the challenge. If the key is deformed in any way its magic will be lost and the party should recheck their options.

11. **A Suspenseful Moment:** The first person to enter the trapped area ("X") is affected by *temporal stasis* for 2d6 turns - just enough time for a snack. Roll for a random encounter.



19. **What goes up must come down:** The marked area has a pivoting floor, a 60' ceiling and is affected by *reverse gravity* (marked yellow). When an object makes contact with the ceiling (a pressure plate), two things occur: normal gravity is restored for 2d4 rounds and the locks stabilizing the floor are released. The floor, a teeter-totter that pivots from pins at its center, will flip once before the locks catch preventing another rotation (each rotation resets the locks like winding a watch). The locks can be disengaged by flipping all 4 levers (b) toward the center of the room; mixed positions restore the locks. The shaded area is affected by an *anti-magic field*.

- a. **Servant's Lair:** A berserk aerial servant gone insane from failing its mission finds solace here. It is aware of its neighbor (see "d") and has grown fond of her.
- b. **Levers:** These heavy, copper levers sprouting from the floor can be flipped toward or away from the center of the room.
- c. **Stoned Adventurer:** This is the victim of a basilisk's gaze.
- d. **Thief's Den:** A woman who slunk away while her companions were slain by the aerial servant stalks the dark corridors around area "a". She navigates them flawlessly with senses heightened by her circumstances, in search of anything warm and tender to sink her teeth into. Once a thief, the now deranged woman has forgotten who she is. If she happens past a lever, she will flip it; she is ignorant of its purpose, but the action comforts her.



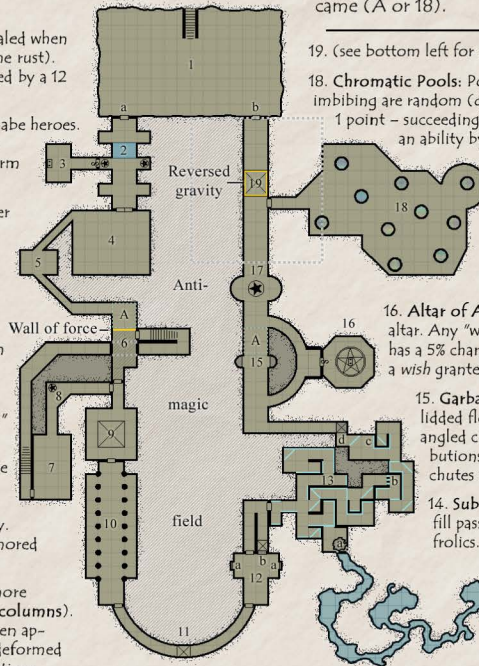
Cross section of 19
The area within the yellow border is affected by *reverse gravity*.

Created by: Mrrkyllothur "Mrrkyl"
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DM's Notes: This high level challenge can be used to test a party's mettle or to qualify for a special task. Encounters may be skipped but the exit can only be accessed with a special key (from area 10). The *anti-magic* field in the middle is a shortcut deterrent. Magical effects are level 22. The scale is 5'/square in the dungeon (1-19) and 10'/square in the caverns (20-26).

Notations for the capitalized letters are as follows:

- A. At the center of the outlined area is a *glyph* that teleports occupants to a faraway cavern (20B). The *glyph* disappears once triggered.
- B. This is the destination of the dungeon teleporters (A's).
- C. These are "wandering gnoll food" access tunnels and possible expansion areas.
- D. The teleporter found here is activated by speaking the phrase: "A U-turn is all it takes". Travelers are returned from whence they came (A or 18).



19. (see bottom left for details)

18. **Chromatic Pools:** Pools of iridescent liquid beckon to be sampled. Effects of imbibing are random (durations for 4-7 are 1d4 rounds): 1) raises an ability by 1 point - succeeding rolls by the same character are treated as "3's", 2) lowers an ability by 1 point, 3) no effect, 4) *slowed*, 5) *wraithform*, 6) *hallucinate*, 7) *deafened* 8) one affliction *cured* or *healed* 2-20 HP (succeeding 8's teleport to 20B).

17. **Hall Monitor:** The stench of rotten fish hangs around an immense bronze of a paunchy, fish-headed man. Murals of aquatic scenes surround the sculpture, a double strength **kuo-toa monitor** that animates to assail landlubbers.

16. **Alta of Annihilation:** A pentagram encircles a stained, limestone altar. Any "wishful thinking" made within the confines of the circle has a 5% chance per level of manifesting in a destructive way (treat as a *wish* granted by a power bent on annihilation).

15. **Garbage In, Garbage Out:** A pair of half-moon alcoves with lidded floor holes connects 60' beneath the center of the hall via angled chutes. At the bottom a **bag of devouring** collects contributions. Anyone going "dumpster diving" will discover that the chutes are unnaturally slick (as if affected by a *grease spell*).

14. **Submerged Passage:** Varying depths of leech-infested water fill passages that lead to a bottomless (?) pool where a **neredid** frolics.

13. **Reflections of Clarity:** Double-sided glass mirrors (light blue) give this maze of corridors a "fun-house" feel. One of the thicker panels hides a small room with a crater-like depression (a). Additionally, there are a few obstacles: an *illusory wall* (b), a *mirror of obstacles* (c), and a 160' deep, open pit (d).

12. **Are we familiar?** An array of whimsical animal figurines is displayed in the niches (a). The painted miniatures are less than 1 1/2 inches tall and are made of lead. Creatures on display include a black cat, cawing crow, curious quasit, faerie-dragon, leaping toad, playful beagle pup, red-tailed hawk, sad imp, screech owl, shy brownie, and a spotted weasel. Handling a figurine will either deliver a painful jolt (2d6 damage) for an unsuitable selection, or transform it into a full-sized, living creature (of what is depicted) that instantly bonds with the handler as his or her new **familiar** or pet (one **familiar** per party; someone who already has one can "upgrade", free of penalty). Suitability depends on whether the selected creature could be that person's **familiar**. A person who can't normally gain a **familiar** has only one suitable option: the dog, as it's the only creature that can't be one. The shaded door (b) causes an *incendiary cloud* to form ("X").

Cavern Encounter Key (Areas 20-26)

Notes: These caverns are miles away from the dungeon. Their inhabitants may or may not be affiliated with the administrators of the challenge. The river flows from left to right, feeding the pool in area 22.



20. **Cavernous Conundrum:** Persons teleported from "A" are brought here, to "B". Roll for a random encounter.

21. **The Laughing Hyena:** Upon a gently sloping floor, Flynn the flind leans with his back against a column. Beside him is Chort, his pet **hyenodon**. Flynn is bored and in sore need of a good laugh. If the party amuses him by making him laugh, he will grant them safe passage. Otherwise, there are 2-12 **gnolls** nearby. At the sound of battle, reinforcements from area 23 will arrive within 1-4 rounds.

22. **Crystal Waters:** Magnificent formations of stalagmites and stalactites shelter a clear pool of icy water. This site is a favorite of gnoll hunting parties.

23. **Gnoll Lair:** A tribe of 20-200 **gnolls**, including females and young, share this labyrinthine area with their **troll ally** (see area 26). The gnolls revere Flynn and obey him without question.

24. **Hyena Haven:** The crawspace to this area is concealed by a large rock. Flynn stashes his treasures here and a filthy mat hides a trap door that leads to another cavern.

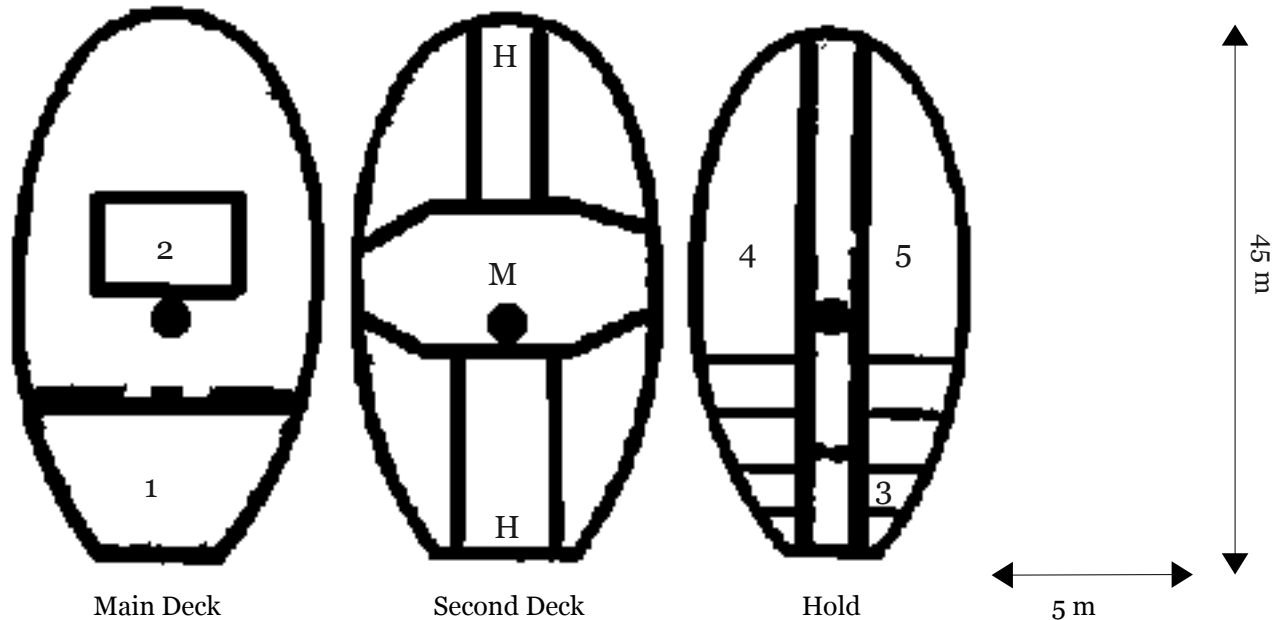
25. **Whistling Chasm:** Air sucked into this chasm sounds like a demonic chorus.

26. **A Spirited Path:** Herman, a reclusive **spirit troll**, has a defensive pact with Flynn but he mostly minds his own affairs.

The Sunken Pegasus

Once, Dasyklos, king of Panaetolika, a favourite of Ares, took the city of Pylos and stole the Statue of Pegasus that was dedicated to Poseidon. Dasyklos, arrogant from his many triumphs, sent the statue home by ship. But challenging the gods is never wise for mortals: Poseidon, in his wrath, caused a maelstrom that sunk the ship with its precious freight. Till today, it rests at the bottom of the sea...

The player characters might be involved in several ways: Zeus might have decreed that mortal champions are to settle the dispute between Ares and Poseidon, they might simply have heard of the treasure and got its location from an oracle, or some underwater creatures told them about the wreck as reward or to get rid of them or the wreck's current inhabitants.



1 – The wrecked remains of the aft-castle. There is nothing here but some rusted weapons, rotten tools and a few coins (2d4 electrum).

2 – The mid-castle was damaged as well, but not as horribly. Today, it serves as a Giant Crab's lair. While it objects to visitors, it can easily be tricked or lured away. One can reach the second deck through a trap door in here, otherwise, the mid-castle is completely empty.

Second deck – When the ship sank, the hoplite guard (18 warriors, 2 priests) tried to get downstairs and to throw the pegasus statue overboard, hoping to thus escape Poseidon's wrath. They never made it to the Hold though and drowned here. Ares ire turned them into sea zombies (drowned ones), forever protecting their cargo. They won't leave the ship, but will fight the characters as long as they are aboard. Each of the warriors is equipped with short spear, short sword, shield and helmet. The (unanimated) 100 oarsmen corpses cover the sea zombies, which thus gain automatic surprise against the attackers. With oars, chains, tools, catapult ammunition and similar things lying around, it is rather tricky to keep ones balance, but the cramped space also grants cover against the third and each further attacker. If the party defeats the sea zombies, they will find 2752 silver coins on the oarsmen; 700 gold pieces, 2 potions of healing, 1 potion of heroism, a spear +1 and a shield +1/+2 against spell users (Shield 1/day) on the hoplites; 300 gold pieces, 2 clerical magic scrolls (purify food and water, remove fear), 2 silver holy symbols on the priests.

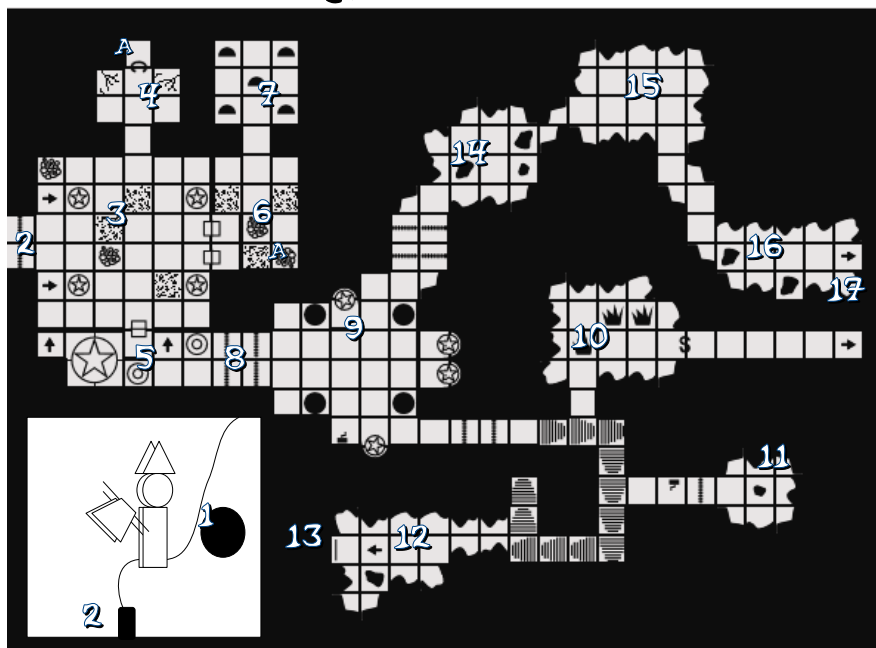
M – Trapdoor leading from / to Mid-castle

H – Trapdoor leading from / to Hold

3 – Here the ship's hull is breached and allows a direct entrance to the Hold. The breach is quite small and it will take some time to wriggle through. Inside, one can see seaweed (actually: strangleweed) growing throughout the room. The room's door is closed and stuck, thus there is no easy way in and out of the room.

4 – In here, the crews food and drink were stored. All of it has been spoiled by salt water and rotten away.

5 – This room contains a live-size statue of a winged horse made of platinum, a mane of gold and eyes from sapphire. It also contains the rotten and broken remains of loot: broken vine amphores, rotten garments and the like. The statue is protected by a Water Weird, which will turn into its serpent form as soon as somebody enters the room and will attack whoever touches the statue. It was ordered to guard the statue by Poseidon and might be tricked or bargained to give the statue away, if the player characters can convince it that they act with Poseidon's permission. (It is rather suspicious though)



BLURB

The Ksarlian Pass tunneling beneath the slopes of the Dwemer mountains has been closed shut for ages. The gateway citadel set above its entrance is now a ruin defaced by the years. Whoever built it is long dead and forgotten by ungrateful chroniclers. Yet, as your party stands less than a mile away on this snowy and cold morning, it seems that you have no other choice.

WANDERING MONSTERS

Encounter occurs 1 in 1d6, check each turn.

- 1 Giant Weasel.
- 1 Halfling.
- 2d4 Ice Kobolds.
- 1 Dimetrodon dinosaur.
- 1d3+1 Cavemen. They carry alarm horns.
- 1 female Cavemen Shaman.
- 2d2 Troglodytes.
- 1 White Pudding.

Stat blocks compatible with LL, S&W, Pathfinder and OSRIC upon <http://kaiserkabuki.blogspot.com>

HALLS & CAVES KEY

Most rooms and caves are unlit and damp. A raiding party of ice kobolds led by Kamarthal, their sergeant, has invaded the halls up to the Pillared Vault (9). They all wear fur hats, black tabards with a white dragon crest and use barbed spears and long daggers in combat unless stated otherwise.

- PTERODACTYLS' NEST:** This grisly cave set upon the steep mountain slope 30' above the portcullis hosts 14 pterodactyls. The pterodactyls arrived just after the kobolds managed to stumble in and have cut their retreat short. Their nest contains the remains of a half a dozen preys, including ice kobolds and an elf. A few gems lay scattered about the nest.
- PORTCULLIS:** A pair of fierce statues overlook the portcullis closed shut. The snow has covered ancient holes in its rubble wall. Once cleared, a small-sized humanoid can crawl inside. The statues' eyes follow the intruders' moves.
- GREAT HALL:** Lined with statues of bearded warriors, this hall is covered in rubble. Any noise attracts ice kobolds from (4) and (5). One of the statues actually keeps a large bag disguised as stone containing a few ancient silver coins. These coins are worth platinum to a collector.
- FRESCO ROOM:** 4 ice kobolds are here, trying to dig a passage in the northern wall's fresco. They wield picks and conical helmets they've stolen in the mausoleum (7). The ice kobolds suspect a secret passage, but didn't find it. There's actually a concealed door hidden in the fresco's motives 5' above the floor level.
- HORN TRAP:** The concealed door opens into a small room crowded with bronze horns. If touched, the horns all blow at once and collapse the entire fresco room, causing heavy damage and pinning unaware victims under the rubble. One of the horns is magical and conjures 1d4 dwarf berserkers once a week.

- GALLERY:** This long gallery allows to peek and shoot inside the great hall. It's currently used as a guard quarter for 7 ice kobolds. The ice kobolds keep 2 crossbows and a score of bolts. The gallery's ancient beauty still pervades the place, with a couple of frozen fountains and the tall statue of a braided warrior lady.
- RUBBLED ROOM:** This rubble room is covered by a thin sheet of treacherous ice.
- HIDDEN NICHE:** A secret niche is hidden beneath the rubble, it hides a glowing huge blue gem. The gem is cursed, making one wish to never part with it. It confers its holder a small magic bonus when facing undeads.
- MAUSOLEUM:** Five tombs of fallen Ksarlian warriors lie in this hall. They all have been looted except one, the poisoned body of two ice kobolds laying close. The trap, having sprung twice, is now disarmed, though the ice kobolds ignore it. The tomb holds the remains of a warrior that will raise as a wight if disturbed. It wears a full scale armor, a conical helmet and a silver-bladed lochaber axe. It uses the lochaber axe in combat and can't channel negative energy through its silver blade.
- WEASEL KENNEL:** The ice kobolds keep their giant weasel pet here, using an ancient portcullis trap as a cage. Kamarthal knows how to set the trap on and off from the room 9.
- PILLARED VAULT:** Kamarthal and 9 ice kobolds keep watch upon this room with 2 halfling slaves. They have discovered the mechanism of the portcullis traps around and used them to keep both the cavemen and the troglodytes at safe distance. Ice kobold and cavemen bodies litter the floor of this beamed sturdy hall.


Yashalob rules the cavemen. A secret passage allow them to leave the place, but they can't come back from the front gate because of the pterodactyls. Their caves extend on each side of stairs lining a bottomless pit.

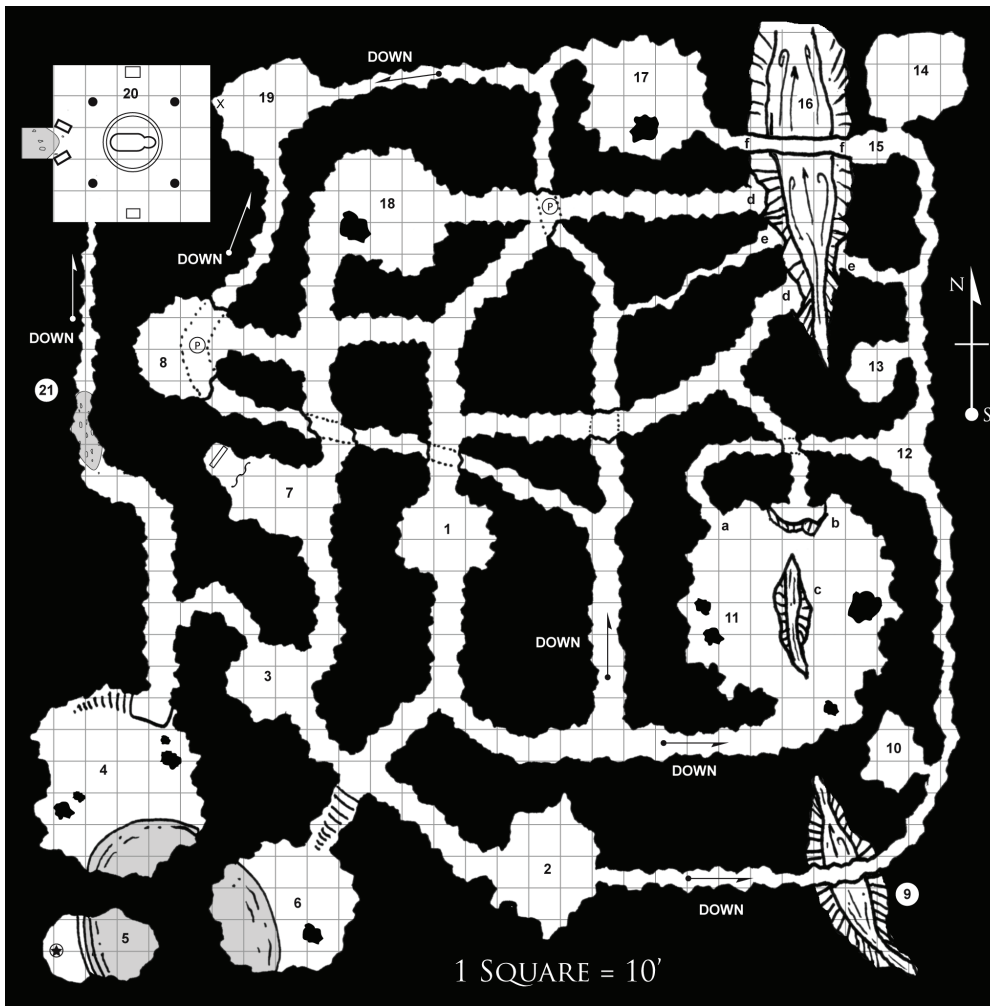
- FIERY PITS:** 12 cavemen play human-skinned drums around the flames of the 10' deep fiery pits of this wide cave. They wield stone axes and wear thick furs.
- CAGED CAVE:** This cave is barred with strong wooden bars. The bar's mechanism is hidden in an alcove nearby. 3 giant carnivorous apes are inside. They attack all creatures on sight if freed, including the cavemen.
- SHAMAN'S LAIR:** Along with 6 cavemen, Yashalob, the tribe's shaman completes her rituals here. She wears a magical voodoo mask enabling her to scare her enemies away. The lair is all pelts, skinned animals and ivory tusks.
- BLACK DOOR:** This black stone slab opens only when its magic is dispelled or knocked away. Beyond the door, the secret vale of the ape-men lays in all its jungle glory. There are hundreds there, mounting axe beaks and feeding on dinosaurs. Ties connect them to a two-headed demon lord to whom they sacrifice victims.

Keeping an ancient strife with the cavemen alive, the troglodytes have sent a war party to the surface. They are stuck by the portcullis traps and intent on killing the ice kobolds as well. Their caves are all wide and slightly glowing with phosphorescent lichens.

- AMBUSH:** 8 hidden troglodytes watch over the Pillared Vault (9) from this cave.
- LICHEN CAVE:** A small underground lake fills the half of this room. A dimetrodon dinosaur wades in its water.
- TROGLODYTE WAR PARTY:** 12 troglodytes led by 2 strong troglodytes wander along this long gangway towards the surface. They fight with war axes.
- INTO THE DEPTHS:** The cave eventually leads deep below to the troglodytes' gargantuan lair. The tribe is the size of a small city and opens into many different dungeons.

THE FORGOTTEN TOMB OF THE WARRIOR KING

By Paul Fini
(Bliss_Infinite) 



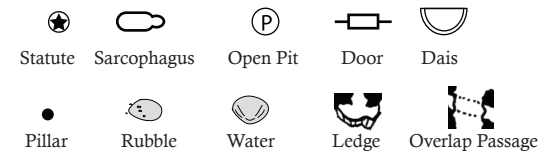
BACKGROUND

Over two-thousand years ago a fabled warrior king was laid to rest in a stone tomb beneath a burial mound. A lone, solemn obelisk of carved black stone was the only marker for his grave. As the centuries passed, the tomb was forgotten, the obelisk fell in ruin and the mound became over-grown with weeds and brush and overrun by burrowing horrors and blasphemous cults. It is rumored that the actual Tomb of the Warrior King itself has yet to be unearthed and that his ancient riches have been untouched throughout the long ages....

ENCOUNTERS d10

- 1 3-12 Giant Rats
- 2 A slow guttural croaking/clicking noise that is soon answered by another coming from a different direction.
- 3 2-4 Giant Spiders
- 4 The sound of rubble falling
- 5 4-8 Hungry Ghouls
- 6 2-8 Mushroom-Men
- 7 7-12 Crypt Crawlers
- 8 The sound of something soft and fleshy slithering on the stone in the shadows behind you.
- 9 1 Walking Slime
- 10 1 Head Stealer

DUNGEON KEY



The entrance is a small hole in the ground which leads to room (1) 40 feet below.

1. empty chamber.
2. scattered gnawed humanoid bones
3. empty
4. A sunken cavern with a pool of deep cold water. 6 Giant frogs. Beneath water's surface are two tunnels, one leading to room 4, the other to room 5.
5. A hidden cavern with a pool of water. Stone steps lead out of water to raised dais with a statue of a blasphemous amphibian god. There is treasure piled at base (1500 in treasure and gems.). Also, eyes are gems (250g) that, if touched, cause blindness. Save applied. 1 Giant frog. Beneath the surface of the water there is one tunnel that leads to room 4.
6. A sunken cavern with a pool of water. 2-6 crypt crawlers drinking water. Beneath the surface of the water there is one tunnel that leads to room 4.
7. Trick Room. Behind a velvet curtain there is an alcove with a standing silver mirror. If PC(s) looks in mirror while curtain is closed, he will see his sex change to the opposite. Others in the room will see that same thing as the PC steps out from behind the curtain. It is only an illusion which ends when the PC exits the chamber.
8. An empty cave with a hole in the floor that leads to a 5 foot wide tunnel beneath.
9. A natural 3 foot wide stone bridge crosses an open fisher in the earth. There is rushing water about 40 feet below. Walking across the bridge should not prove difficult. Running however is a

different story. If a PC falls to the water below, he is swept north. He may have a chance to save himself as he passes through room 11 and again in room 16.

10. Small cavern. Some gnawed humanoid bones and a dark stained trail leading out of the room and north down the passage. A rusty sword.

11. Very large natural cavern lit with a dim purple glow coming from fungus growing on the walls and ceiling. The room is lush with oversized fungi, bizarre vines and mushrooms. 3 Mushroom-Men. A natural cave opening on the main floor (a). A 15 foot high ledge with a cave opening (b). A fisher in the earth with running water 40 foot below(c). Anyone swept away in room 9 has a chance to catch one of the vines that dangle over the edge.

12. 3 Cave Eels.

13. Empty cave.

14. Lair: 15 Crypt Crawlers.

15. A natural 3 foot wide stone bridge crosses an open fisher in the earth (16). This bridge is even in elevation with caves 16-e.

16. An open fisher in the earth. There is rushing water about 40 feet below. Walking across the bridge should not prove difficult. Running however is a different story. If a PC falls to the water below, he is swept north. There are 6 cave openings, 2 marked (d) are from the main level and higher up with a ledge, 2 marked (e) are from the lower level also with narrow ledges and 2 marked (f) are from the lower level and connected by a bridge (15)

17. Lair: 20 Crypt Crawlers.

18. One Grick . Pouch with gem (100g) among bones

19. A cavern with rusted digging tools (shovels and picks) near a niche in the wall that appears to have been dug out. A large dark stain that leads from the tools down the east passage. Niche in the wall can be dug out and leads to the Tomb of the Warrior King. A dwarf character can dig through the niche in an hour. Other characters will take three hours. The digging will cause a lot of noise and bring wandering monsters and Crypt Crawlers from 17.

20. The Tomb of the Warrior King! A man made room with a high arched ceiling. The west doors have been burst open due to the ancient entrance tunnel being completely collapsed (1/4 mile long). Tomb guarded by 2 Jackals of Darkness. Inside sarcophagus is Warrior King, 8 foot tall skeleton in Plate with Shield. Wields 2 handed sword (+2/+3 vs Giants) in one hand. Fights as level 4. Cannot be turned due to amulet. Total treasure: 3,000 gp in coin, gems and items.

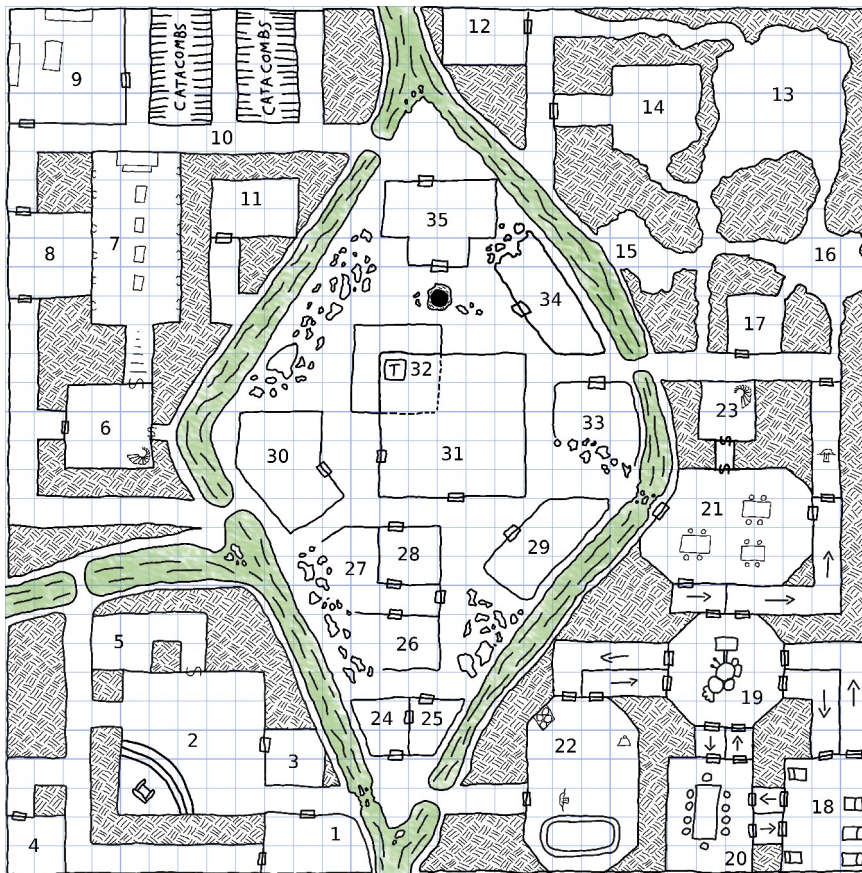
21. Rubble has blocked this passage. It is possible to dig through but it is a time consuming process. Wandering encounter checks apply. Beyond the rubble, in the northern passage there is a 2 in 20 chance of another cave-in trapping or burying the PCs. The end of the northern passage opens into the Tomb of the Warrior King with a small opening 10 feet off the ground.

Four Corners

Underneath the city exists a block of the old city whose streets have become the new town's sewers. The remains of the old city block act as a buffer between the dwellers of the new underground that surround it.

By Paul Siegel

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The Vagabond King's Court

A lone bugbear lives beneath an abandoned building and fashions himself the Vagabond King. Local tramps insist new arrivals bring him a tribute of food.

- Abandoned Basement:** A trap door in the ceiling of this empty room leads to the abandoned building above.
- The Court Room:** The room is cast in shadow. A stuffed dummy sits in a throne on a raised dais, and the bugbear lurks in the shadows. If entrants do not present a snack to the king, they risk becoming one themselves.
- The King's Bedchamber:** The bugbear sleeps here.
- Hidey-Hole:** A tramp hides here from the king.
- Forgotten Room:** Amongst the old city antiquities is hidden a +1 short sword.

Secret Temple of the Death Cult

A secret cabal of cultists have a hidden shrine to their evil god under the city streets. They have cooked up a poisonous gas they intend to release on the city above. Anyone inhaling the stuff must Save vs. Poison or attack the nearest target (including allies) until 1d6 rounds after removal from the gas.

- Dusty Old Basement:** The spiral stair leads to the cultist's front above. Sometimes they leave a guard here.
- Sunken Temple:** The cultist's temple is sunk deep in the ground, with a 20' high arched ceiling. The walls are lined with niches containing skeletal remains. The wall between the back of the niches high on the west side is crumbling away, revealing cracks into room 8.
- Robing Room:** The walls contain hooks, from which hang the cultist's ceremonial robes. Behind those on the Eastern wall, flickers of light emit from the cracks when the cultists are performing their rituals in the temple.
- Preparation Chamber:** Ostensibly used to prepare the dead for entombment, the cultists now use this room to prepare a vile poisonous fog. A large cauldron of the stuff sits in the center of the room, venting through a grate in the ceiling to infect those in the streets above.
- Catacombs:** The dead filling the niches in the walls here make willing servants to the cultists.
- Forgotten Storeroom:** Once a building of the old city, some arms and armaments still lie hidden here. Even the cultists are unaware of its presence.

Kobold Warrens

A band of kobolds have found their way into the underground and carved a niche for themselves from the more rubble filled area. They sneak into the city above at night to rob food and any valuables they can find.

- City Supply Room** Common supplies for maintaining the sewers are here: shovels, buckets, ropes, etc.
- Kobold Den:** The primary living area of the kobolds is littered with sleeping mats. Three fire pits dot the room, and sentries are placed at all exits.
- Chief's Room** Chief Bunga lives in this half broken old room. He will hide behind his harem if attacked.
- Sewer Grate:** A loose sewage great in the ceiling here allows the kobolds access to the surface world at night.
- Viper Room:** A pit viper lives under a rock in this room. The kobolds placate it with a dead rat on a string when they want to access their stash.
- Kobold Stash:** The kobolds store their non-perishable ill-gotten gains here, relying on the locked door to keep out any would-be thieves.

Gnomish Workshop

Some clever gnomes have evaded land taxes by expanded their basement below their neighbors property. Where their rooms encountered other halls (22 and east of 23), they have set heavy crossbows on stands which fire at anyone entering the opposite door. The flagstones of the tunnels marked with arrows are tilted slightly up in the direction of the arrow. Anyone traveling in the counter direction has a 1 in 6 chance of stubbing his toes on the raised edges and stumbling or shouting out in pain.

- Dormitory:** The gnomes sleep here, leaving by the north passage in the morning to begin their daily work.
- Machine Room:** The gnomes have built a mighty device here intended to exert great pressure on blocks of coal in hopes of producing diamond. More likely they will destroy several city blocks when the thing blows up.
- Dining Hall:** The gnomes eat all meals here, proceeding back to the dorm rooms after breakfast and supper, and back to the machine room after lunch. They're very regimented.

Wandering Monsters

(d12) The Old City (Center)

		(d3) The Vagabond King's Court (SW)
1	1	The Vagabond King himself
2	2	1-2 vagabonds, come to pay tribute.
3	3	Screams are heard coming from area 2.
		(d3) Secret Temple of the Death Cult (NW)
4	1	1-4 cultists
5	2	1-6 skeletons
6	3	The Fog – slowly fills the corridor (see Secret Temple)
		(d3) Kobold Warren (NE)
7	1	1-6 kobolds
8	2	1-6 giant rats
9	3	1-3 of Chief Bunga's harem, who flee back to 14.
		(d3) Gnomish Workshop (SE)
10	1	1-4 gnomes
11	2	Uncontrolled gnomish propulsion device from room 22.
12	3	A bell tolls (marking meal, exercise, or sleeping time)

21. Workshops: Used for more fiddly work than is practicable in the loud machine room. The door to the sewers is kept locked, and used only for disposal of refuse.

22. Exercise Room: The gnomes break for exercise in the afternoon. They have devised many machines to aid in efficiency: a device on the North West wall hurls and catches balls against the wall, several pulley systems on the North East wall make lifting great weights trivial, and the track along the southern wall has several devices for the propulsion of a gnome about an ellipse.

23. Safe: The secured basement of the gem exchange above ground holds cut gems for sale.

The Old City

This chunk of the old city somehow remains in tact below the foundations of the new city.

24. Gatehouse Foyer: An inanimate skeleton wielding ancient chain and spear lies slumped in this room.

25. Gatehouse Interior: A rack of ancient decaying weaponry lines the Eastern wall.

26. Inn Common Room: The common room of this ruined old inn is full of rubble and dust. Hidden amongst the rubble on the West wall is an old pouch holding 1d6 gems.

27. Inn Tap Room: A few casks can still be salvaged from the former tap room. Drinkers must save vs. poison or become violently ill and lose 1d3 hp.

28. Inn Kitchen: The most intact room of this dilapidated old inn still holds a few ancient cookery implements. A giant bat roosts in the rafters, and will drop on unsuspecting intruders.

29. Storehouse: The casks of moldering old foodstuffs in this room are now a den to 30 normal rats, who will swarm any that disturbs their lair.

30. Warehouse: This old warehouse is now a garden of strange fungal growths across floor, walls, and ceiling. A hungry giant toad lives within

31. Manse: The interior of this ancient mansion is largely empty, save for the secret trap door hidden below the rubble in the North Western corner.

32. Panic Room: The wooden stairs to this secret basement have rotten away. The room is filled with skeletons wearing disintegrating finery, and a few choice pieces of jewelry.

33. Spider Lair: A pair of crab spiders lurk in the ruins of the southern wall of this building.

34. Kobold Thieves Den: Four kobolds hide in this ruined old building examining the huge gem they stole from the surface, and debating whether to turn it in to Chief Bunga, or strike off on their own.

35. Old House: The windows and doors to this sturdy old house are all barred from within, but inside it is empty.

LABORATORY OF THE ASMODEAN TECHNO-MAGE

A PLACE OF WIERD SCIENCE,
DARK SORCERY, AND EVIL ALCHEMY!!



PETER MULLEN

The Laughing Mausoleum

The Morgensturm barons used to reign on a desolate area. Their last heir, Heinrich, mysteriously disappeared one century ago, and the castle burned down. Today, their mausoleum is said to be haunted; a strange laughter can sometimes be heard from its depths...

Wandering monsters (roll d6)

Rooms I-16

I-4: **Goblin**

5: **Giant spider**

6: **Id6 bats**

Goblins & skeletons armed with short swords.

Rooms 17-25

I-4: **Skeleton**

5: **Giant rat**

6: **Zombie**

Rooms I-15: The mausoleum

I: Long corridor

2-8: Burial rooms of the Morgensturm barons and baronesses. All riches have been stolen, but the embalmed bodies are still there.

2: Peter & Gertrude Morgensturm

3: Helmut & Katje Morgensturm

4: Hans & Charlotte Morgensturm

5: Lothar & Maria Morgensturm

6: Heinrich (empty sarcophagus) + secret door

7: Robert & Waltraud Morgensturm

8: Unused tomb

9: Unused tomb + entrance to the goblin caves

I0: Abandoned tunnel

II: Abandoned tunnel, with a **giant spider**

Room I2-I4: Goblin caves

I2: Goblin sleeping room, **Id3 goblins** waking up

I3: Goblin living room, **Id6 goblins** playing dice

I4: The **goblin chief** lives here. He's a big goblin, and uses equipment from a dwarf warrior; he fights with a metal shield and a slightly magical longsword, and wears chainmail. He keeps all treasure stolen by his comrades: gold, gems...

Rooms I5-2I: Heinrich's lair

I5: Treasure room: it used to be a trick, to make adventurers believe they've finished the dungeon. Now, it's used by the goblins as junkyard and toilets (stinking hole in the corner).

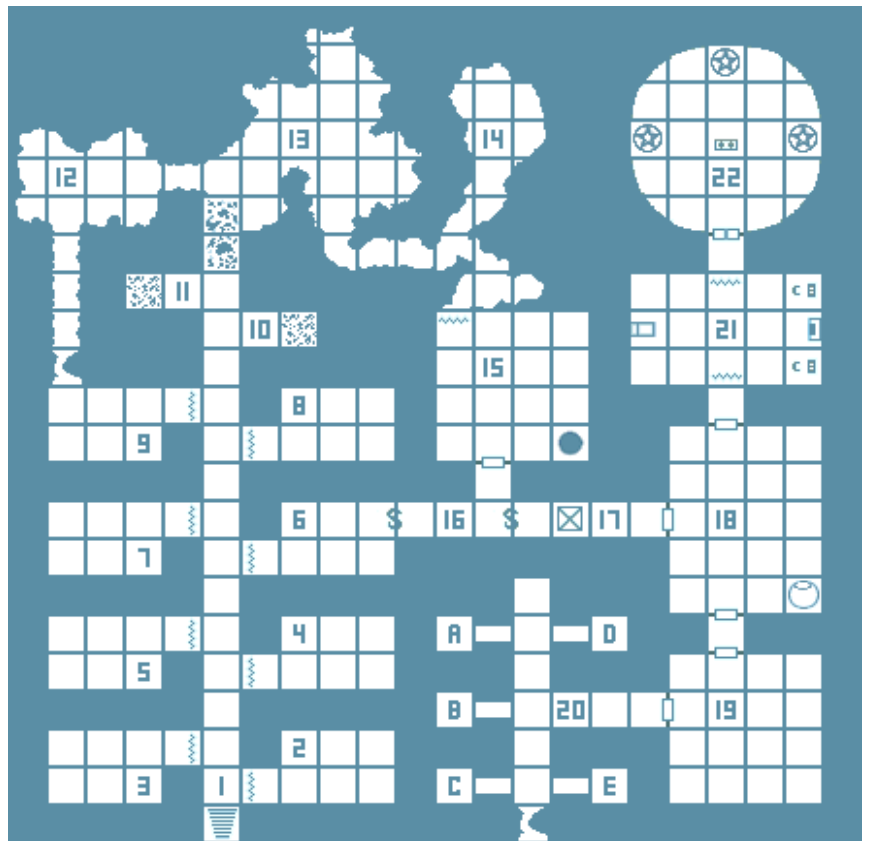
I6: Corridor, with two secret doors.

I7: Corridor, with a trap: a 20-foot deep pit

I8: Heinrich's Laboratory, with a fountain and six tables covered with alchemical equipment, chemicals, scrolls and **Id3** inert or twitching adventurer's corpses.

I9: Guard room, with equipment from deceased adventurers. **Id6 skeletons** are waiting; they'll attack intruders.

20: Cells with various test subjects. The corridor is watched over by 2 big, mean, sneering female **hyenas**. The exit hole is



not visible from outside (hidden in bushes).

A / Goblin **zombie**

b / Halfling **ghoul**

c / Empty cell

d / Two-headed human **zombie**

e / **Dwarf thief**, alive but critically wounded

2I: **Heinrich Morgensturm's** room, with a bed, a fireplace, 2 treasure chests, and a desk. Heinrich will flee to the temple.

22: Temple of the Extremely Evil Dark Gods. The 3 statues will animate as soon as Heinrich tells them, or when someone tries to move the altar. The bigger one is a standard **gargoyle**, the two others are smaller **gargoyles**, half as powerful and vulnerable to non-magical weapons.

Heinrich Morgensturm

Heinrich is a self-made alchemist, who experimented on himself and various cadavers, brought to him by the goblins.

He's a ghoul, but with genius intelligence. He can be considered a sage, specialised in alchemy and dark knowledge. He knows some low-level spells, but nothing useful in combat.

Heinrich has excellent hearing, and will quickly be aware of any invasion, as soon as someone enters room I6. He'll go to his bedroom (room 2I), and when the PC's enter, he will quickly flee to the temple, lock the doors and wake the gargoyles up.

He'll beg for mercy if defeated, proposing his services. Of course, he's evil, and will betray the party as soon as possible.

Heinrich's library and personal notes could be sold for lots of money, but their contents is blasphemous and evil.

Hidden passage in cliff.



<http://www.viewingdale.com>

Everglowing brazier sends out flickering shadows.
Some attack !

Passage appears to end.
But there is an exit behind the stalagmites.

Rock slide.
Body under rubble holds torch and bag of gold.

Bats or Stirges fly from fissures.

Pit !

Sarcophagus !
Morning stars animate if its tampered with.

Old jail.

Stores & Provisions.

Many remains of various races.
Nothing valuable.

Coffins.
Vampire homes - now extinct.
Treasure for those who dare open them.

Old crates
Haven for molds.
Don't breathe too deep !

Culdrion
Lots of jars with strange contents.

Locked
Trapped

Barricaded

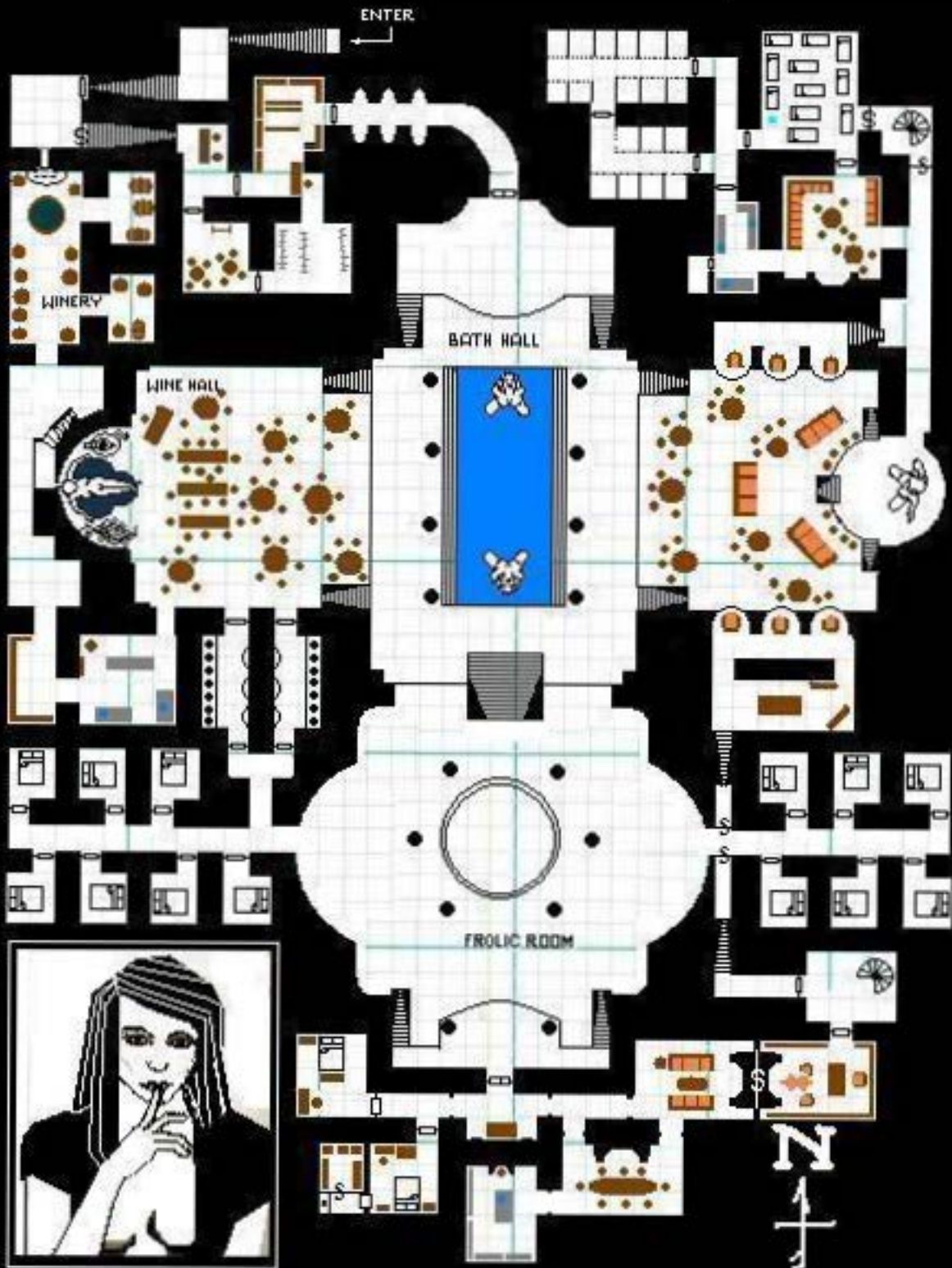
The Hermit
Bad mannered !
But is he evil ?

Three witches.
The home of three witches which may appear old and haggard or young and beautiful. They have magic and cursed items but not much gold.
Their home invaded ! They will attack and fight to the death.
Or lure adventurers to their doom.

Three witches and a hermit.

The party must get through a ravine which appears to be blocked. a hidden cave entrance is discovered. Maybe there is a way through ?
But what dangers lurk in the shadows ?
A mini adventure for low level characters.

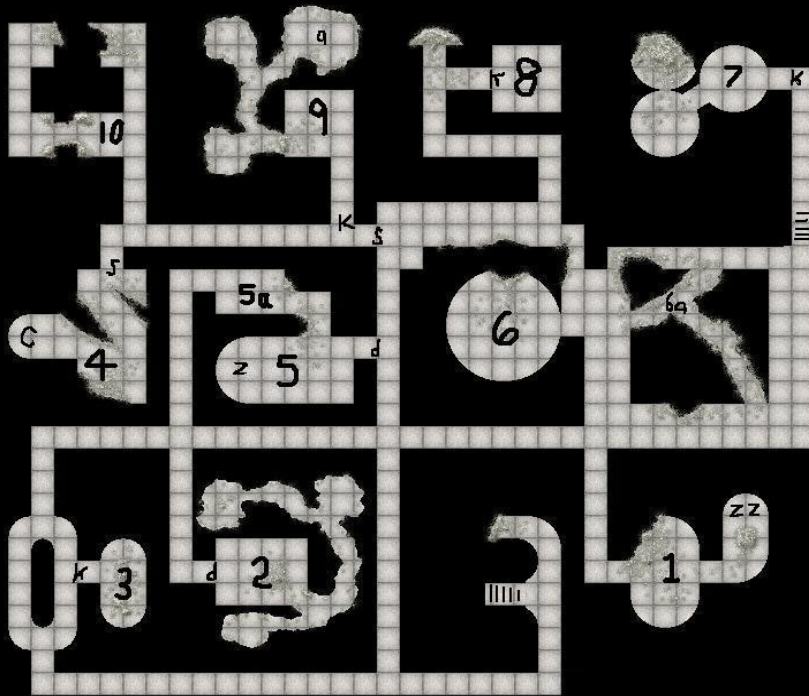
Exit to other side.



Madam Lila's Speakeasy, Bath, and Brothel

Crypt of the Shattered Mage-King

By Rick Ray



History: Buried deep within the mountains, a few miles outside the ruined city of Jhavek, is the ancient Crypt of the Shattered Mage-King. His name is long forgotten, yet his legend still lingers, drawing adventurers seeking fame and fortune. The entrance to the crypt is found within a small cave on the side of a cliff, the party can see stairs leading straight down to the east...in entering the crypt the party can see that the walls had been worked with precision, yet over the centuries now they are beginning to crumble and fall apart...

Wandering Monsters (d20)

10% chance, check every hour or so

01 – 03: 1d4 ghouls

04 – 06: 1d6 zombies

07 – 11: Carrion Crawler

12 – 14: Wight

15 – 16: Giant Spider

17: 1d10 Skeletons

18: 1d10 Stirges

19: 1d4 Shadows

20: Spectre

Legend

S – Secret Door

III – Stairs

a – Murky pool of water

d – Door

k – Locked Door

c – Sarcophagus

z – Statue

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Room Key

1. **Crumbling Chamber:** Crumbling stone and debris covered floor, 'z' marked areas are actually two gargoyles waiting for an opportunity to attack. The floor has multiple gold and silver pieces scattered around.
2. **Storage Room:** Debris covered floor with cave-like opening in S-E corner, 1d4 giant spiders dwell here. There are 1d3 ink wrapped bodies located here. Standard treasure can be rolled for each.
3. **Study:** Located here are various scrolls and books located on multiple shelves, most are ruined but there are a few that may be worth keeping.
4. **Burial Chamber:** The area marked 'c' is the location where lies the sarcophagus of the Shattered Mage-King himself. Now a lich he has a Wand of Fireballs, and a Ring of Magic Missiles. The lich will be randomly wandering through the area and will attack when any intruders are spotted. There is a small chest located in a false bottom of sarcophagus contains diamonds and rubies.
5. **Meeting Room:** this room contains a large wooden table, with broken down chairs surrounding it. Two wraiths occupy this area and attack once the once the marble statue is touched. Hidden under the statue is a secret chamber, inside are various gems and gold pieces.
- 5a. **Reception Hall:** Once used as a reception hall, but now is in shambles. A Gray ooze is located here. There will be scattered gold and silver pieces on the ground.
6. **Dining Hall:** Once was used as the dining area for the Mage-King. Walls are starting to crumble in; there are a couple of tables which are now rotting. In the northern section of the room lurk two ropers. Standard treasure.
- 6a. **Zombie Zone:** Venturing down inside the rifts in the walls will bring you face-to-face with a group of zombie's, 1d8 zombies. There will be scattered along the ground a few gold pieces, some silver and copper pieces, plus a couple of gems. Also, hidden among some of the rubble will be a Potion of Extra Healing.
7. **Circular Vault:** In the ante-chamber of the vault is a single Death Knight. The only way around the Death Knight, besides fighting it, is to show it the golden dagger from room 8. Located in the chamber is a large collection of variously sized locked (and some - times trapped) chests. Roll for traps and treasure types.
8. **Guardroom:** Originally sleeping chambers for the Mage-King's guard. Now there are only rotting beds and 1d6 ghosts. Hidden in the rotting mattresses are a Potion of Giant Strength, a silver-plated war hammer, and a golden dagger.
9. **Bed Chamber:** The long abandoned bed chamber of the Mage-King. There is only an old and very large rotting bed here. Located in the cavern area to the west a small Black pudding has taken up residence here. Located at the area marked 'a' is a small murky pool of water. At the bottom can be found a Potion of Invisibility, a +1 long sword, and 200 gold pieces.
10. **Shattered Laboratory:** The very walls of this area have almost cut off half of the room. Located in here are various debris, some

Mine! Not Yours!

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by Rob and Harris Antonishen <http://ffaaf.pointclark.net/blog/>



Map 'A': This is a small mining settlement on the side of a cliff overlooking the ocean. There are two larger houses and a mine works.

A1: A rough path runs around a mine shaft. The mine shaft goes down fairly deep. It is dark and the bottom can not be seen. The hoist is broken. **Mine shaft goes down 80 ft.**

A2: This is a fairly large house that appears to have housed several families. Inside it has been completely trashed. **There is nothing of value inside.**

A3: This house is in better condition than the other. Inside there are two miners hiding. They tell you that there was a collapse several days ago which revealed a new passage. Lizard-folk came out and attacked the miners that were investigating the cave-in, then came up and took their families and looted the houses. These two cowards (the mine manager and his accountant) hid from them. They offer a reward of gemstones to clear the mine of beasts and find their miners and families.

A4: This cliff has a metal ladder attached to it. The ladder leads to a mine entrance below the ocean that is only accessible at low tide. **If they wait for low tide, 1d4+2 lizard-folk armed with spears will climb up out of the mine shaft (A1) and attack.**

Map B': The mine underground and connecting areas. **All mine tunnels are only 6 ft. high. There are extinguished oil lamps every 20 ft. that have 1d4-1 hours of oil in them.**

B1: The bottom of the mine shaft. There are tracks for mine carts. **If they didn't wait for low tide there are 1d4+2 lizard-folk with spears here.** It is very dark. There are four mine tunnels; one west, one south, one southeast, and one north east. The two southern ones slope downwards.

B2: This area is a mined-out room. There is a tipped over mining cart at the end of the track in the northern part of the room. **There are 6 lizard-folk busy torturing a near-dead miner here. If you save him, he will tell you there is a submerged tunnel to room B8 where his friend had hidden stolen gems.**

B3: This is another mined out area that is a natural cavern to the NW with a rough tunnel leading steeply down to the north. **A dexterity check is needed to get safely through this tunnel.**

B4: This mine tunnel slopes down to a cliff exit and the ladder up to A4. **The tunnel will be flooded in high tide and slippery with slime at low tide.**

B5: This mine tunnel slopes down to a cliff exit, and has tracks on the floor. There is evidence of a caved-in tunnel that previously led north. **The tunnel will be flooded in high tide and slippery with slime at low tide.**

B6: Here is a four-way intersection. There is a rough-carved tunnel leading down to the east, a tunnel to the west and a tunnel to the north. A tunnel leading to the south is completely caved in. **2 lizard-folk come out of the tunnel to the east. If they see the adventurers, they will run back into the tunnel to get reinforcements if not stopped.**

B7: This room has a low ceiling. Both the floor and ceiling slope down to the northeast and end in murky water. There is a pile of mining gear placed near the edge of the water. **If they spoke with the miner in B2 they will know about the underwater passage. The passage is about 6 ft. below the surface.**

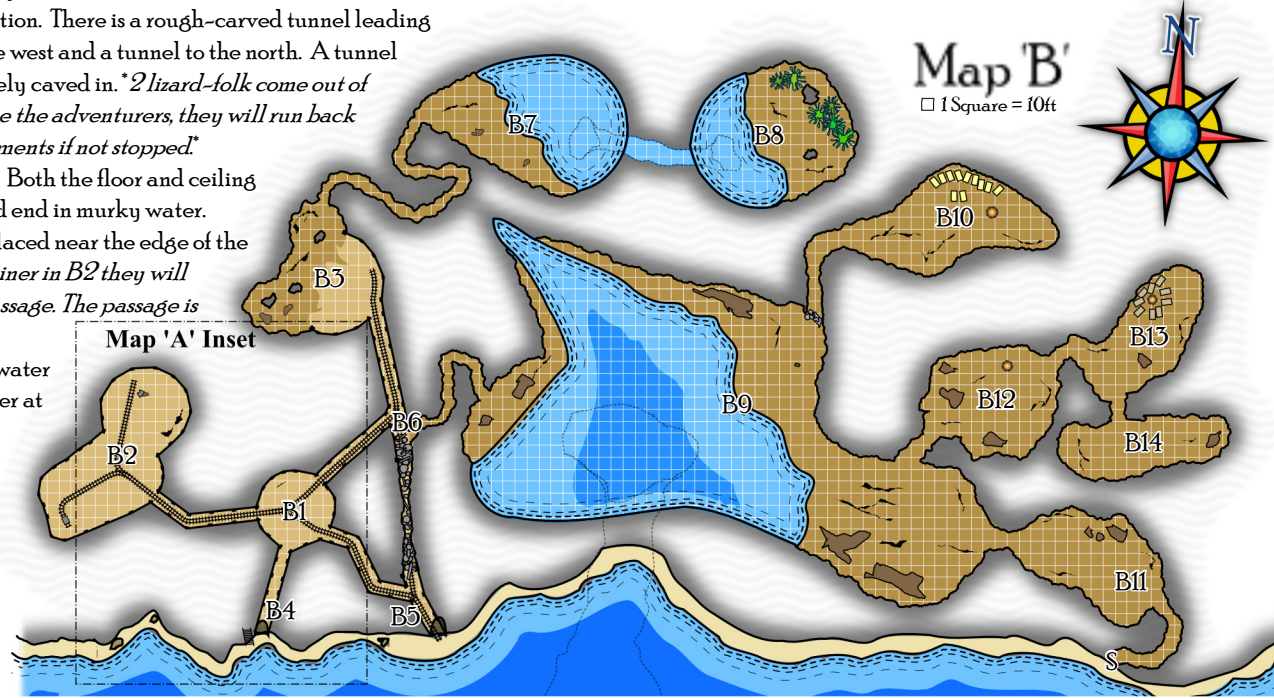
B8: This room slopes out of the water to the east. Away from the water at the back of the room is a corpse holding something. **There is a phantom fungus hiding in the room. When the adventurers leave the water it will attack. The corpse has a leather purse containing 10 small diamonds and a large uncut ruby.**

B9: This is a huge cavern. The ceiling is 50 ft high in places. A large underground salt-water lake takes up most of the cavern. There is no way across but to swim or wade where shallow. There are 20 lizard-folk on the east shore armed with bows. **There is a kraken deep in the lake. Only when all of the lizard-folk are defeated will it attack the adventurers. If the battle is not going well, the kraken will escape through an underwater tunnel into the ocean. If the tunnel is blocked by the adventurers, the kraken will fight until the end.**

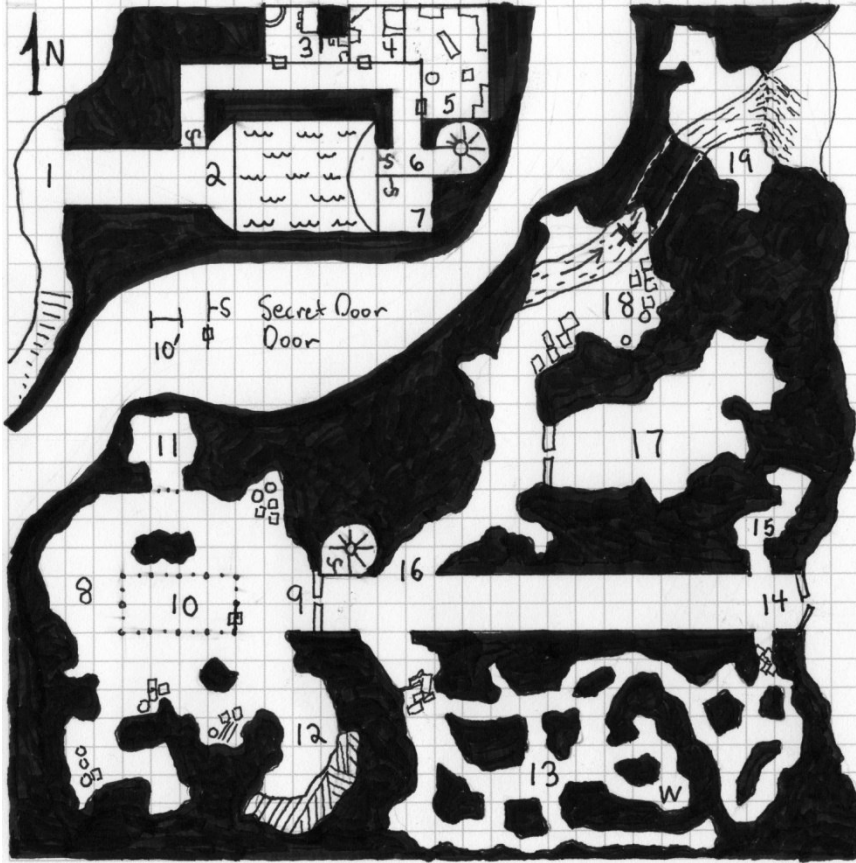
B10: The entrance to this room is blocked by a large pile of boulders. A strength check is necessary to open the passage. This room has many humans in it, presumably the miners and their families. **There is nothing of value in this room. If spoken to nicely, one of the miners' children will give you a bottle of soup. The soup acts as a minor healing potion, and also increases all melee attack damage by 1 for 1d4+3 rounds.**

B11: This appears to be a staging area. There are racks with various poor quality weapons in it. A rough tunnel leads up to a hidden entrance at the top of the cliff.

B12-B14: This is where the lizard folk live. In B12 there are 10 lizard-folk with rusty short swords. In B13 there are 5 lizard-folk with long swords and a shaman lizard-man. In B14, the lizard-folk chieftain waits. He has a +5 masterwork great sword and an amulet of protection. **In the last room all manner of treasure is lying around, consists of gems, gold, silver, and magic artifacts.**



Squatters!



Overview

All of the villages and hamlets in the land have been paying tribute to Krug the red dragon. Krug has terrorized the local villages in the past. Tributes are taken to a nearby mountain and put into a flaming pool. The local mayor has sent a party, that included his son, with the latest tribute but they are a couple weeks past due coming home. The mayor is especially worried since there has been a lot of goblin activity all over the area.

Background

Krug built his lair over 150 years ago but he left well over 30 years ago mainly due to the fact that he outgrew the tunnels. The place was taken over by a very clever illusionist, Droon, who has carried on the tradition by using just enough magic to keep the villages convinced that Krug was still in business. This incredible wealth allowed him to have several other posh abodes. The real problem is that a little over a month ago a large band of goblins found the secret back door and overran the complex. The bugbear chief has been using the money to prepare a kingdom of his own.

Notes

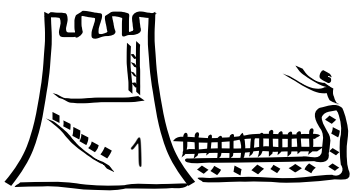
- Once the bugbear chief is gone who will clear the countryside of all the goblin raiders?
- Krug is rumored to have an offspring who might come home to rest.

Random Encounters d6

- 1-2 : 4 Goblins, 2 Hobgoblins
- 3-5 : 4 Goblins
- 6 : Large Wasp

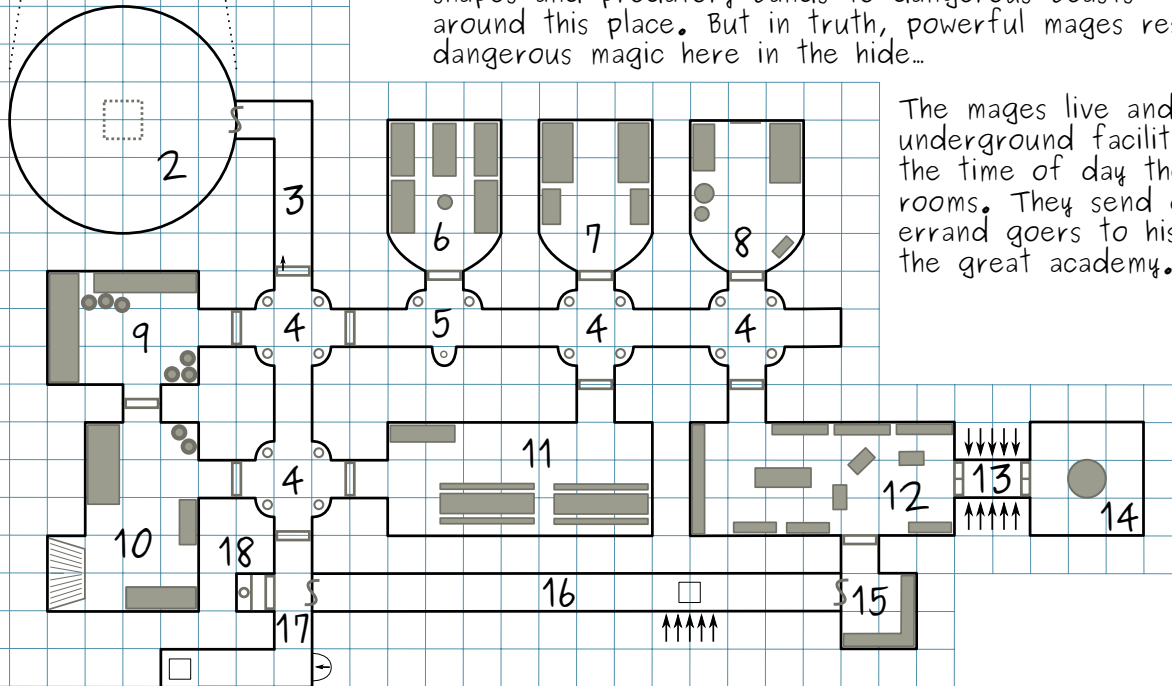
- 1. Entrance.** Through an ornately carved arched the hall leads to a flickering glow.
- 2. Pool Room.** The room flickers with reflections of flames. The flames spread sporadically across the water. The walls are lined with brass mirrors. A wall of flames covers the back wall (an illusion). Everything thrown in the water sinks 20' then feather falls 75' through air to the cage below (10). All tributes were to be thrown in the water. Nothing thrown in actually gets wet. (magic!)
- 3. Kitchen.** Nicely equipped kitchen with a large pantry. Some food is beginning to spoil. Search: Magical pot that requires no fire.
- 4. Bedroom.** Nice bedroom with expensive bedding and furnishings. Search: bag of 5 marbles (when thrown acts as light spell), dagger under pillow (magic, acts as silver or iron)
- 5. Study.** A body lies slumped near the desk (dead at least a month). The room smells. Several empty potion bottles litter the floor. Droon was mortally wounded and made it to here before perishing. The goblins never found the secret doors to this upper section. Three large asps still guard the room. Search: wand of Illusion (few charges), scroll of invisibility, bag of gems, small key on Droon
- 6. Stairway Down.** There is a secret door on the west wall that leads to the pool room. The spiral staircase leads down to the next level.
- 7. Holding Room.** The door is trapped. Save vs. Blindness. This is where Droon kept most of treasure before taking it to his other residences. He had just cleared most of it out before his death so the room is near empty. There are several shelves all lined with chests, boxes and bags. There is some brass and silverware scattered among the containers. One ornate box is locked (trapped unless Droon's key is used, Save vs. Paralysis, 100 Platinum, 500 Gold, Potion of True Seeing). Search: Bag of Holding.
- 8. Bugbear Chief.** Behind the cage sits the chief and his cohorts. They sit here waiting to see what is thrown in the pool above. The immediate area is a mess since they have been living here. Most of the recent loot has been squandered. Large bugbear (chief), 2 bugbears, and 4 hobgoblins. There is 100 Gold and 300 Silver among the goblins. The Chief also has a Magic Shield and a Magic Spear.
- 9. Large Doors.** These heavy doors will close by themselves.
- 10. Pool Cage.** The iron cage reaches up 15'. It does not have bars on the top so items from the pool areas can fall into the trap. There is a single door and the key hangs on the wall near the entrance. Small creatures might be able to squeeze through the bars.

- 11. Holding Cell.** The cell holds the remainder of the party except for Mayor's son. They are all weak from starvation. No equipment.
- 12. Dump.** Large bottomless pit that is used to dispose of debris. (Is it bottomless...?)
- 13. Tunnels.** Currently infested with large wasps that entered the caves after the goblins broke the secret doors (14). The entrances have been partially blocked with debris. 3 wasps (W) huddle around a recent victim. Nice set of chain armor, 25 Gold, and a Potion of Strength.
- 14. Back Door.** Broken secret doors that exit to a 300' drop outside. There are several ropes and roper ladders leading down. There are 6 goblins guarding this area. 50% chance they are asleep.
- 15. Equipment Room.** Climbing gear including rope ladders, rope and large block and tackle.
- 16. Intersection.** Four goblins and two large wolves guard the intersection. 50% chance they may have wandered away momentarily.
- 17. Lair.** The old dragon lair full of bones and scrap. Currently being used to house the goblin squatters. 12 goblins and 4 Hobgoblins. Subtract Random Encounters from this group. Search: red dragon scales, magically sharp short sword, and 100 Gold.
- 18. Storage.** A stream runs swiftly and loudly through this room. There is a 50' chain (X) anchored to a rock. The chain reaches to room 19. The room is full of useless "tributes" such as clothing, trinkets, statues, and furniture. A Large Spider has taken residence here. This spider collects bottles. Search - Potions of Cure Poison, Invisibility, and Healing.
- 19. Waterfall Cave.** The stream exits the caves here and drops 300' to the bottom of the mountain. The Mayor's son managed to sneak past the spider but he is now trapped in this room. He is near starving.

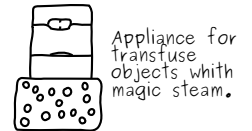


The secret lab of the mages

Near a small, quiet village are the ancient ruins of a tower. Various rumours are flying around this weird place. They tell from spooky shapes and predatory bands to dangerous beasts – all should gad around this place. But in truth, powerful mages research on new dangerous magic here in the hide...



The mages live and work in this underground facility. Depending on the time of day they stay in other rooms. They send often their loyal errand goes to his superiors in the great academy.



Appliance for transmute objects with magic steam.



Embroidery on the cloaks of the mages.

1. The ancient tower. The archway to the overgrown dooryard is protected by tow, at daytime turned into stone, Gargoiils. The wooden interior is rotten and brittle.
2. A trapdoor leading in the moistly towercellar. Many filth ling around. Behind a brocken rack conceals a passageway.
3. A narrow passage. The massive door at the end has a poison trap in his lock.
4. Brightly lit corridor built whith clean rocks. In the corners are large burning candle sticks. The chandeliers are magic guards and will attack intruders.
5. Inanimate Candlesticks are standing here. The small one in the alcove is especially valuable.
6. Room of the servants includes five beds and a table. Some of the superstitious attendants enjoy some houres off. If they need to fight, they will use the beds as a cover.
7. Chamber of the lower mages. Whith exception of the night time, it is mostly unoccupied. In tow chests are clothes and some personal articles.
8. Cozy room of the archmage. He has hiddend the imprest money of the lab under some clothes. Some reading and a chamber-pot are under the bed. Behind the painting on the wall is the secure safe whith a lot of gold in it.
9. In the well-stocked pantry the kitchenmaid just looking for the salt. should one of the barrels break up, was it probably the one with the best content: Beer, wine, ...
10. A hunger-causing fragrance hangs over the spacious kitchen. The cook stands there with a large butcher knife. Is it for the Roast or the Intruders?
11. In the dining- and study hall, are often the two lesser mages. In a shelf are some Books, equipment and emergency-healing-pots.
12. The lab full of almanacs, scrolls and magic junk. Here the archmage is absorbed in complex readings. He doesn't like to be disturbed. For intruders he likes to summon magical beasts. If he get in to distress, he will try to escape – but not bevore setting the lab in flames.
13. This heavy doors do a mechanic clicking sound when opened. There behind is a course full of holes whith spikes in it. A deadly trap if you forgot to lock it whith the small lever outside...

15. Mighty artefacts can be produced in this magic workshop. Many different sandglasses are among the tools. It looks like an exact timing is needed for the production of such artefacts.
14. A reagents store filled with all major stock – but where is the searched stuff?
16. The hidden escape tunnle. For the uninitiated, the slab which will release the trap is hard to detect.
17. Roughly hewn stone tunnel. The door to the lab is particularly stable. Even the finest "knock" will produce a loud sound. Standing on the sensorplate will shoot magic arrows out from the wall.
18. An acrid smell fills the small closet. Through the privy you could go in a forgotten cave.
19. In the cellar of the tavern is in front of the hidden door the supply of food ready.
20. The innkeeper in the taproom is getting all excited about the delayed payment of certain supplies...

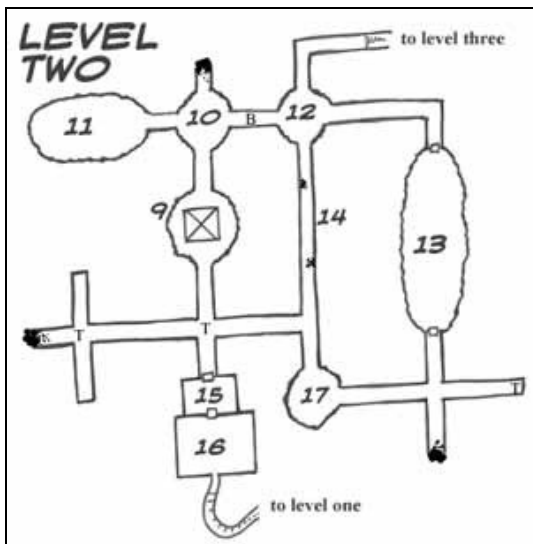
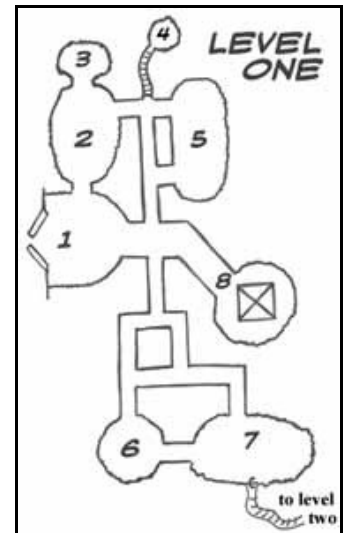


COPPER MINE CONUNDRUM

THE HOOK: A small village asks the characters to check on a copper mine two days away. No one has heard from the miners in over a week, and the townspeople are concerned about a possible goblin attack on the miners.

THE STORY: A millennia ago, a half-mad necromancer names Malathane made his lair in a series of caves in the far side of the mountain. An earthquake sealed his lair, and over the past centuries he has gone from partially- to completely mad. Recently, miners were following a vein of ore and accidentally opened his lair, whereupon his skeletons killed them and then moved throughout the mine, killing the rest of the miners and bringing their bodies back. Meanwhile, a goblin war party, seeing none of the normal mine activity, decided it would be a good time for a raid. Shortly after entering, they were attacked by the skeletons. The goblins managed to drive them back but had to destroy the mine shaft elevator to keep them trapped in the lower levels.

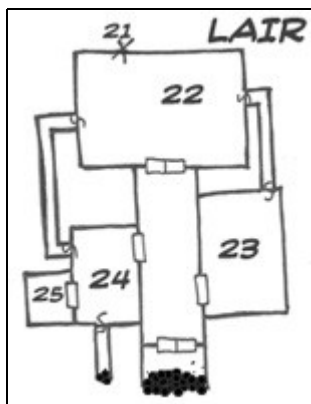
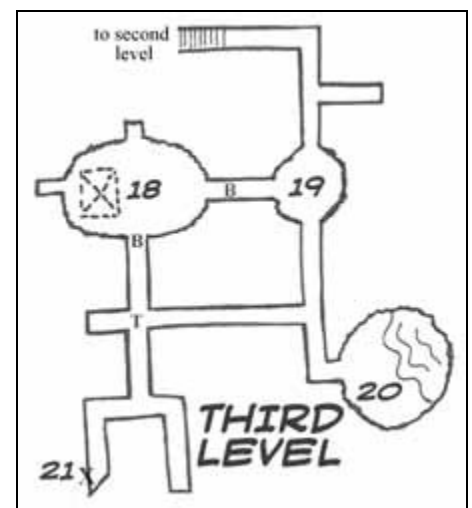
1. ENTRANCE: Signs of recent battle. 6 goblins are paying more attention to hallway than the entrance and can be easily surprised.
2. KITCHEN: Four goblins, sitting and drinking.
3. STOREROOM: Dried foodstuffs, cooking oils, pots, pans. Barrel of ale -- hacked open.
4. PRIVY.
5. BARRACKS: A dozen cots and chests, all smashed. Eight goblins and a lieutenant are playing dice with the few valuables found: a handful of copper coins.
6. STOREROOM: Mining supplies including lanterns, lantern oil, barrels of water, and several long coils of rope. A family of giant rats is hiding behind the water barrels.
7. WELL ROOM: The distant sound of rushing water beneath the ground can be heard, and there is a well here that dips into that deep underground stream. Barrels of water are against the south wall, in front of tapestry that conceals a hidden staircase down.
8. SHAFT ROOM: A 15' diameter, 140' deep shaft dominates the center of this room. The remains of wooden poles can be seen on either side of the shaft, supports for the elevator recently destroyed by the goblins. Six heavily armed goblins and a goblin lieutenant guard the room, warily watching the shaft.



9. SECOND LEVEL: 60 feet below the first level, the shaft opens up into a larger room, but also continues down for another 80 feet.
 10. INTERSECTION: Watched over by five skeletons.
 11. STORAGE ROOM: Carts full of copper ore are stored here, guarded by six skeletons.
 12. INTERSECTION: Astute characters will hear the sound of feet coming up the stairs to the north. A minute after the characters enter the room, ten skeletons arrive.
 13. STORAGE: Empty mine carts line one wall. Barrels of fresh water line the other, along with several lanterns, a barrel of lantern oil, and two 120' coils of rope.
 14. AMBUSH: Four skeletons with bows are behind the far pile of rubble, while four skeletons advance toward the characters from the closer pile. Three rounds later, six more skeletons come around the corner behind the characters.
 15. LOCKED ROOM: Mine office. There is a map of the mine posted on the wall.
 16. LOCKED ROOM: A starving terrified miner is hiding in here. He can tell the characters what happened. He is useless in any sort of fight.
 17. INTERSECTION: Careful characters will notice several recent cracks running across the floor. Unwary or unlucky ones will have the floor will collapse beneath them, hurtling them into a bottomless dark. Falling characters will likely be able to grab onto a thin ledge 30' below.
18. THIRD LEVEL. The destroyed wooden elevator platform litters the floor, along with the dead bodies of several goblins and scattered bones.
19. INTERSECTION: Five skeletons plus six recently-created zombies.
20. SPRING ROOM: An underground spring forms a small pool of clear water in this room. Several barrels of water are next to the pool.
21. BREAK IN THE WALL. A 4x4 break in the wall opens into Malathane's lair.
22. WORK ROOM: Three stone slabs are in the center of the room, each with a dead miner splayed open upon it. The walls hold shelves containing vicious looking surgical instruments and flasks of various substances; several are likely magical and valuable. Eight skeletons are here. Malathane is also here, working on one of the miners. Using his abilities and knowledge of the secret passages, he will flee immediately.
23. MORGUE: This is where Malathane kept the skeletons who are now roaming the mine. There are several piles of discarded bones along the walls. Small animated skeletons of rats run past, but are harmless.
24. MALATHANE'S QUARTERS: A rotting bed, desk and chair are within. A bookshelf holds a variety of ancient and profane toms, some quite valuable and/or cursed. Malathane will make his last stand here.
25. LOCKED ROOM: Door is locked and trapped. Malathane keeps his most precious belongings here, including several magical scrolls, two wands (empty of charges), a hefty necromantic tome, and faded paintings of long-dead family.

KEY	
	door
	double door
	rubble
S	secret door
C	concealed door
	mine shaft

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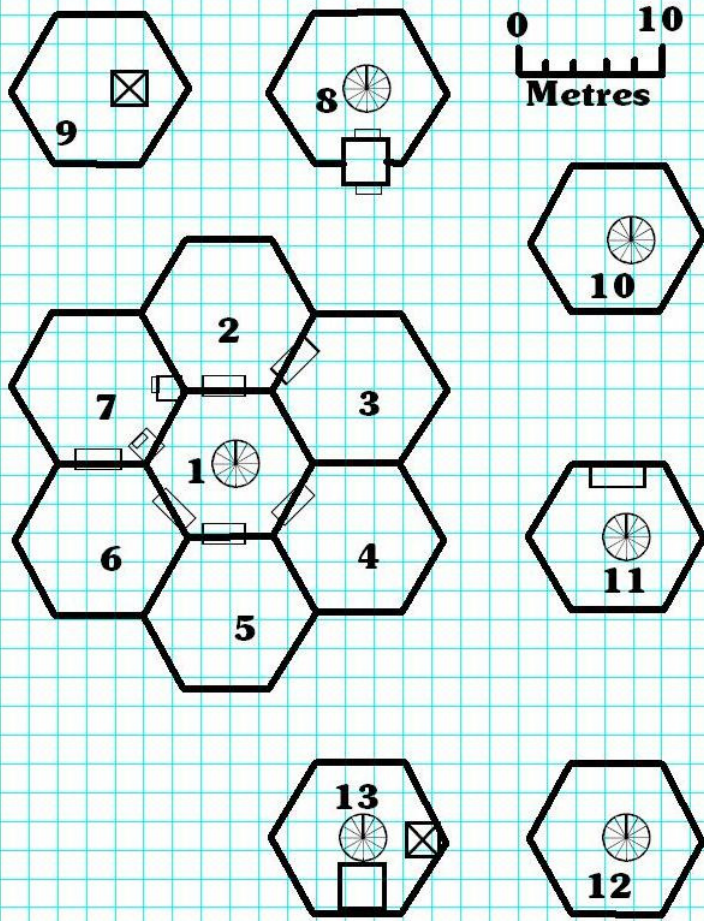


T = Tremor (1d6: 1-3 minor, 4-5 moderate, 6 major)
 B = For a more difficult (and more linear) adventure, recent rock falls completely block the tunnels at this point

Wandering Monsters (1 in 6)
 LEVEL ONE: 1d3+3 Goblins
 LEVEL TWO, THREE: 2d4 skeletons, 24% chance 1d4 zombies.

Malathane has been tinkering with his skeletons for centuries, and now they are more constructs than undead. All are armed with a weapon and shield, two weapons (two attacks/round), or a short bow. They have improved HP and AC. They are frighteningly cunning, and have at least a 2/3 resistance to turning. The zombies have been created from the recently dead miners and are armed with picks. They respond normally to turning. The exact nature of Malathane depends on the party's level and DM's whim. Though powerful, he is cowardly and completely off-his-rocker.

Epsilon Outpost – a Prefabricated Base in a Distant Galaxy



Background

This is one of many thousands of prefabricated bases, scattered across known space. These domed bases may be placed in orbit, undersea, raised on platforms, or sunk into the ground in remote areas. Due to the modular construction, the bases see a variety of uses: scientific research, listening post, supply depot, etc. Epsilon Outpost was one of numerous bases established during the early colonial period of the star system. While it was officially decommissioned decades ago, the base is still on the register of survival shelters. As a viral cataclysm overwhelms the colony, a desperate band sets out to raid the base for its supplies.

Structure

The outpost is constructed of mass produced, standardised panels. The materials used are fashioned to withstand extreme environmental conditions. Due to the rugged nature of the construction materials, a properly assembled base requires little maintenance and can stand, untenanted, for centuries. Each of the hexagonal compartments is 10 metres across, and 3.5 metres high. Each level is separated by a crawspace of 1.5 metres. If located on a planet, only the upper level is above ground; in space, the upper level includes a docking boom. The bulkhead doors are 3 metres high by 2 metres wide, and slide into the wall when activated by keypads on the doorframe. They may be electronically locked from within a compartment, or sealed from central control or as mandated by quarantine protocols.

Inhabitants

To determine the possible inhabitants, roll 1d10:

- 1 – Research scientists (1d4+1, plus 75% chance of 1d3 robots).
- 2 – Pirates (2d4 plus leader, 50% chance known criminals).
- 3 – Vampire (1), blood slaves (1d6), and captives (1d4).
- 4 – Genetic refugees (1d6 mutants and 1d6 eugenic minions).
- 5 – Psychic students (1d6 plus mentor, 75% chance alien).
- 6 – Synthetic separatists (2d4, 50% chance known terrorist cell).
- 7 – Militia unit (2d4 soldiers plus sergeant, 25% chance AWOL).
- 8* – Vermin (3d6 spine rats, crystal spiders, or red weed patches).
- 9* – Defender robots (1d3+1, 75% only one is active at a time).
- 10* – Empty (emergency supplies already looted, 75% chance).

*: Base is otherwise abandoned and initially powered down.

Levels are linked by a spiral staircase (2 metres in radius) that forms the central spine of the infrastructure. Early models featured a 3x4 metre freight elevator instead, but this was withdrawn – ostensibly due to the need to encourage crew to exercise regularly, although the elevator manufacturer went out of business soon after. The standard assembly is for one main level, one upper level, and one of several alternate lower levels. Due to the modular design, the base can be expanded upon; one common variant is to link a secondary main level below the first (see **Table D** for alternate rooms), another is to stack two to six lower levels directly atop each other.

Main Level

- 1 – Central Core:** The central compartment is bare, save for a few potted plants (50% chance of carnivorous) and storage crates (supplies plus one other item).
- 2 – Control Chamber:** The doors to this compartment feature a secondary locking mechanism, with the key code intended to be known only to the base commander. The walls are lined with consoles, from which all base functions and systems can be accessed (data logs, internal sensors, etc). One tech item may be found here.
- 3 – Power Control:** The door to this compartment features a secondary locking mechanism, similar to that of the Control Chamber. The walls are lined with consoles, monitoring the base power source (fusion, geothermal, solar array, induction coils, or even zero-point). Power to individual compartments can be shut off from here.
- 4 – Galley:** This cramped compartment contains a fully stocked kitchen and pantry, including a fridge, deep freeze, gas cooker, microwave oven, sink, cupboard and drawers of crockery and cutlery, etc. Under ideal conditions, there is enough food to supply a full complement of base personnel for up to three months.
- 5 – Medical Bay:** Three beds, shelves of medical equipment, and a medical scanner are along the outer walls, with an operating table in the middle of the room.
- 6 – Lounge:** Couches and armchairs are arranged around coffee tables and a large screen. A library (**Table E**) is against one wall, and a dining table against another.
- 7 – Crew Quarters:** Bunk beds (12 in total) are arranged along two outer walls, and lockers along the third. In each corner of the inner wall, there is a small cubicle; one is a toilet, the other is a shower. All water in the base is recycled; tanks and pumps are in the crawspace underneath. One-third of inhabitants will initially be asleep here.

Upper Level

- 8 – Entry/Docking Chamber:** This compartment holds a few lockers and crates (supplies plus one tech item), and docking boom control if off-world. The airlock takes three rounds to cycle, and only one door may be open at a time. A large storage crate holds 1d3+1 space suits or a one-person vehicle (motorcycle, snowmobile).

Lower Levels

- 9 – Crawspaces:** Trapdoors in compartments link to these “sublevels”. These areas are filled with cables, conduits, and pipes, hampering movement and combat.
- 10 – Laboratory:** This compartment is taken up by benches, computers, whiteboards, and other scientific equipment. One tech item may be found here.
- 11 – Portal Chamber:** This compartment is not present in all configurations, as not all bases are connected to the portal network. If present, this chamber is bare except for the portal against one wall, a dialling console, and a dedicated power tap. This is an alternate entrance to the base (particularly for fantasy adventurers).
- 12 – Storage Chamber:** This compartment is filled with shelving, crates, and spare furniture. One turn of searching will reveal one tech item among the supplies.
- 13 – Dive Pool:** This area is only present if the base is underwater. Storage lockers contain assorted aquatic gear. A two-person mini-sub is docked underneath.

Random Tables

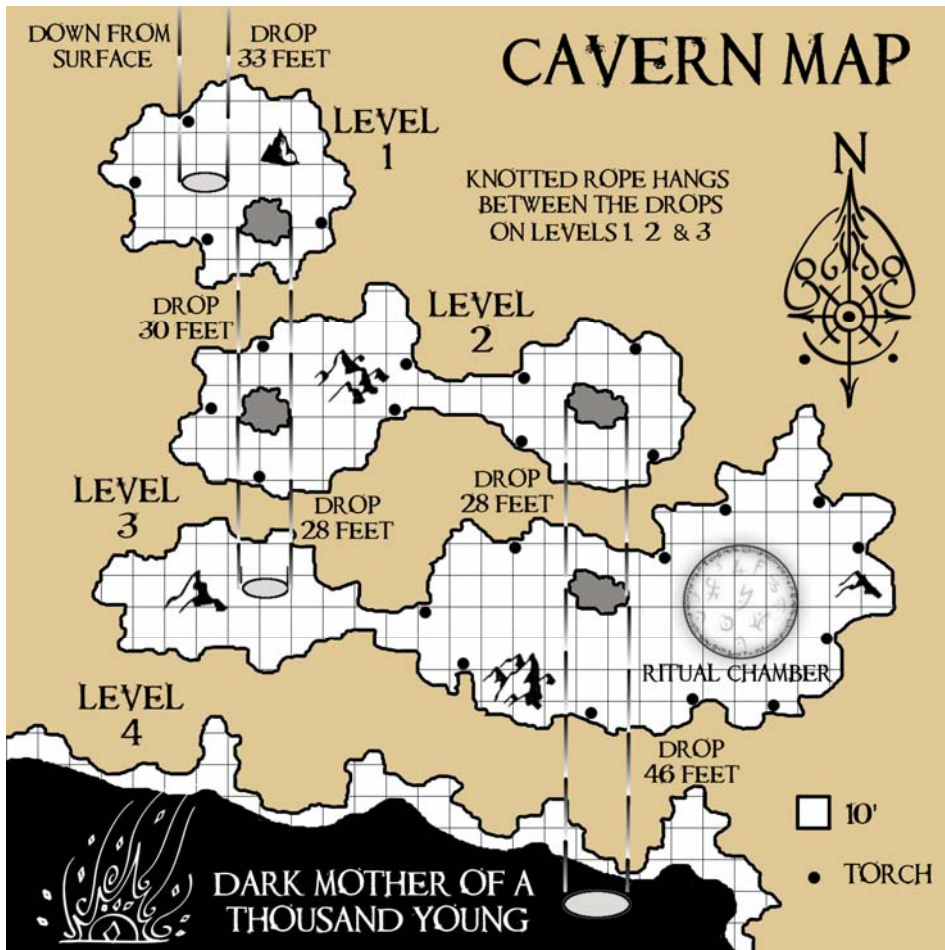
Roll 1d6 on each table. Place one other item in each room on a 25% chance. Place one additional item (tech or other) as desired. Roll for one quirk, 50% or as desired.

- A – Tech Items:** 1) blaster, 2) sub-ether distress beacon, 3) language graft nasal spray, 4) force shield bracer, 5) life signs detector, 6) stun gun.
- B – Other Items:** 1) art print (25% erotic), 2) illicit drug stash, 3) coffer of 2d4x100 gold credits, 4) ore sample, 5) travel database, 6) cloning service brochure.
- C – Base Quirks:** 1) 1d3 compartments sealed due to damage, 2) life support failing (50% gravity loss if off-world), 3) water tanks contaminated with flesh-eating bacteria, 4) redecorated as religious shrine, 5) oasis for portal nomads, 6) quarantine protocols activate 1 turn after entry for no immediately apparent reason.
- D – Secondary Level Compartments:** 1) communications, 2) armoury, 3) auxiliary control, 4) brig, 5) cryogenic stasis, 6) secondary airlock. (1d4 alternate rooms 2-7)
- E – Library Contents:** 1) crossword magazine, 2) sword & psychic novel, 3) gaslight detective game, 4) martial arts movie, 5) chess set, 6) live concert movie.

RAID ON BLACK GOAT WOOD

A sanity bending Sword & Sorcery adventure designed for use with any old school fantasy RPG

Written/Designed by Shane Mangus
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"They were flutes, I tell you. Mad piping! The music was mesmerizing... It echoed from all around. Enticing us to come closer, come deeper into the wood. If I hadn't grabbed that girl and spurred my horse on when I did we would have been doomed! I am sure of it!"

-- Statement of a local road warden

RUMORS

- 1) Shadowy folk skulk about in the old forest.
- 2) Nonsense! Lies, all lies! (F)
- 3) Horned devils, I tell ye! I know what I saw!
- 4) Men and women have gone missing from all of the surrounding villages.
- 5) If you hear music while traveling through the old forest, you had better run for your life!
- 6) Some say all this is the work of evil Druids! (F)
- 7) Animals avoid the place and the plants have become twisted and malformed!
- 8) I hear tell other sinkholes have been found. (?)
- 9) That hole is a hell-mouth! Takes ye straight to the infernal bowls of the Abyss! (F)
- 10) A girl was pulled from the wood, and people are whispering that she came back seeded with child...

RANDOM ENCOUNTERS

(Check Every Turn / 2 in 6 Chance)

Outside the Sinkhole:

- 1) Escaped Prisoner
- 2) Shrieker (1-4)
- 3) Green Slime (1-6)
- 4) Dark Satyr (1-4)
- 5) Rot Grub (6-60)
- 6) Violet Fungi (1-4)
- 7) Ochre Jelly (1-2)
- 8) Dark Satyr (1-6)
- 9) Assassin Vine
- 10) Brown Mold
- 11) Shambling Mound
- 12) Dark Satyr (1-8)

Inside the Sinkhole:

- 1) Dark Satyr (1-4)
- 2) Prisoner (1-8)
- 3) Yellow Mold
- 4) Dark Satyr (1-6)
- 5) Grell (1-2)
- 6) Grey Ooze (1-3)
- 7) Dark Satyr (1-6)
- 8) Gibbering Moulder
- 9) Grick
- 10) Dark Satyr (1-8)
- 11) Otyugh
- 12) Black Pudding

ADVENTURE NOTES

- **Setup:** A gaping sinkhole has emerged in the old wood. The vegetation in the surrounding area has changed, and there are no animals to be seen. An unusual amount of mushrooms, molds and fungi now grow upon everything within a two-hundred yard radius of the hole. A foul stench lingers in the area. During the day eerie flute music can be heard playing, and chanting at night.
- **The Horrible Truth:** The sinkhole in the old wood is in fact the birthing chamber for a *minor* manifestation of Shub-Niggurath (Dark Mother of a Thousand Young). The hole leads down to a cave system that runs four levels deep and the birthing chamber is in the very bottom level where the Dark Mother resides. The Dark Satyrs are members of her insidious cult.
- **Tone:** This adventure is for all intents and purposes a Weird Tale, and it is up to the GM to convey a sense of eldritch horror, mystery and dread. The players should never feel safe or comfortable as the events in the game unfold.
- **Goals:** Survive!/Unlock the mystery behind the sinkhole/Help prisoners escape/Kill the Dark Mother's young/If possible, seal off the cavern system
- **Random Encounters:** Begin rolling for these as soon as the adventuring party is within the fungal radius of the sinkhole.
- **The Dark Mother of a Thousand Young:** This vile entity is of enormous proportions and takes up the entirety of **Cave Level 4**. The presence of the Dark Mother herself has caused the surrounding area of the old forest to mutate into a mockery of what it once was. She is also the source for all monsters encountered within the caverns. There is no chance the adventurers will be able to defeat her. At best they may be able to devise a way to seal her off, and hopefully her young as well. Her very presence acts as a *Symbol of Fear*, *Insanity* or *Hopelessness* (equal chance for each). Each round of being within 60' of the Dark Mother warrants a saving throw. Seeing her is worse! (-4 to saves)
- **Dark Satyrs:** Statistically treat as a normal satyr, but this variety is the direct offspring of the Dark Mother, and is ultimately twisted and evil. Physically, they are more goatish than their counterparts, and have thick coarse black fur. Their goal is to copulate with the local women, and enslave the men. They will use *Charm* to entice women, and *Fear* to subjugate the men.
- **The Birthing Process:** Male prisoners are ritually sacrificed to the Dark Mother by allowing her to consume them while they are still alive. Once consumed they will be transformed (takes d6 days) into Dark Satyrs and emerge devoted members of her cult. Also, monsters are spawned from her periodically, moving about the various levels of the cave complex by use of cracks and fissures.

- **Prisoners:** When a prisoner is encountered there is a 50/50 chance they are either a male or female. Male prisoners will try to escape if freed (75%) or join the fight (25%). Female prisoners will most likely be under the influence of *Charm* (75%), and if not will *always* try to escape if freed.

- **Misc.:** The cult uses knotted rope to climb between the various cave levels.

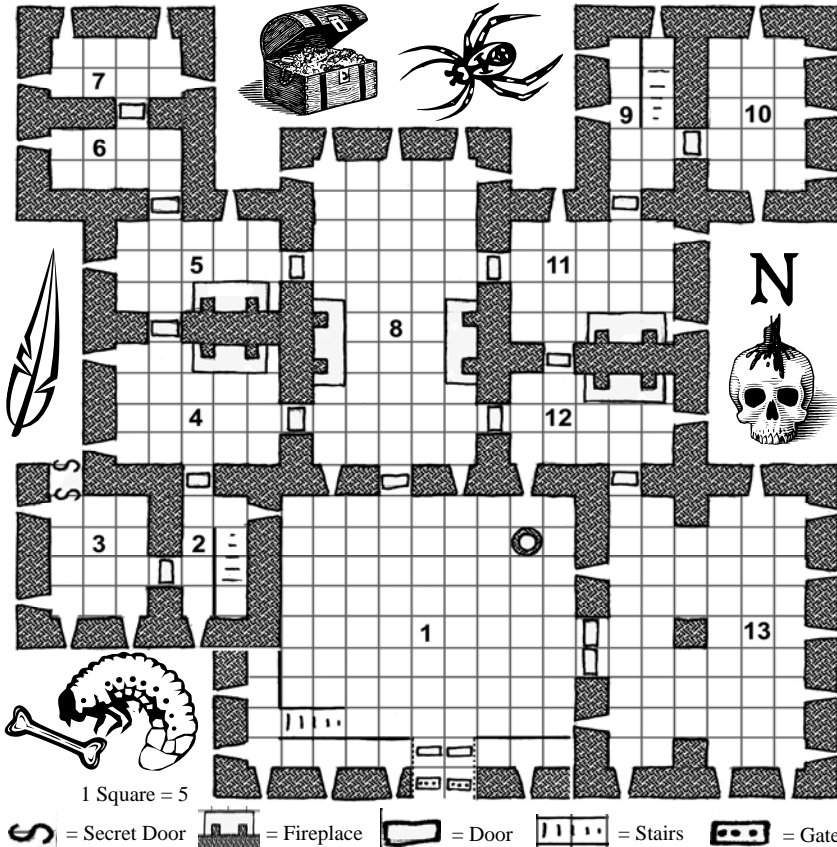
ADVENTURE LOCALES

- **The Opening of the Dark Mother's Womb:** A random encounter roll is required upon discovering the hole. The mouth of this hole is approximately 15' wide. If an adventurer wishes to descend down into the depths of this vile pit it will be hard not to be noticed. Also, they will need to save vs. *Poison* to avoid becoming sick, suffering from nausea and stomach cramping due to the intensely noxious smell. (Effects = *Ray of Enfeeblement*/5th level caster)
- **Cave Level 1:** Top of the cave system. A random encounter should be rolled immediately upon entering the cave. There is a hole leading down to Level 2. Miscellany taken from prisoners can be found here. Randomly roll on standard treasure charts to determine contents of the stockpile. Remember, this is the only such area in this adventure. *Do not be afraid to be generous.*
- **Cave Level 2:** Second level of the cave system. A random encounter should be rolled immediately upon the character's entrance. This cavern acts as the main **Prisoner Hold** for the cult. When found, prisoners will be bound and gagged. There are two holes leading down to Level 3. (see *Adventure Notes* for more information on Prisoners)
- **Cave Level 3:** This cavern acts as the **Ritual Chamber** for the cult. The adventurers are met with a scene of Dark Satyrs and imprisoned women enthralled in a mass ritualized orgy (20+1d10 Dark Satyrs/20+1d10 women). There is a large hole leading down to Level 4. Characters should witness the Dark Satyr cultists flinging several male prisoners down the hole and into the clutches of the Dark Mother. The western cave holds barrels of wine and crates of food.
- **Cave Level 4:** Here lies the **Birthing Chamber** of the Dark Mother. The characters should witness the "birth" of Dark Satyrs upon first sight. Her form is entirely amorphous, and always in a state of flux. Mouths, eyes, limbs, tentacles and monsters constantly emerge and submerge from the gelatinous mass. Any being coming within 60' of the Dark Mother risks being grappled and immediately consumed, and also is subject to her dark influence (see *Adventure Notes* on the Dark Mother). She will even attempt to reach through the hole that leads up to Level 3 to grab anyone or anything she can.

The Horrible Hermitage

—A one page medium level dungeon by S.J. Harris

Gaming Blog : <http://baffoonsandbeasts.blogspot.com/>



Description: This worm-eaten fortress of ragged stone appears to have lost a battle long ago. The upper stores appear to have taken the brunt of siege weapons. A wooden sign proclaims it to be the 'Hermitage of Fesal of the Pillar.'

Background: The despot Scavdreen the Scourge died during the fortress's siege. He is renown for finding the rookery of the Firebirds & returning with one of their glowing feathers. The fortress fell into ruin. Years later a group of hermits inhabited the fortress providing help & aid to travelers. All was well until the evil sorcerer Jando defeated the hermits selling them into slavery. He poses as a hermit while working to resurrect the despot. He does this to find out the location of the Firebirds & their magic. He has the 'Firebird Plume' with him at all times. He uses the hermitage as a front to capture visitors then selling them into slavery to fund his experiments. Jando summoned part of Scavdreen's spirit in the form a giant larva. All Jando needs is to cocoon the Scavdreen's body with the larva. He is just waiting for enough giant spider silk and the blood of a true hero. To test for heroes he has arranged false attack on the hermitage by 10 bugbears. The attack starts and stops with Jando's secret signal.

Lighting: Normal light in area 1 courtyard. Dim light in all other interior areas.

Random Encounters

Roll 1d20 per hour.

1-10: No encounter (add 2 to next roll)

11-12: Sounds of wind whistling outside or water dripping inside.

13-14: Black Bear (polymorphed hermit) and (2) False Hermit (Brigand) patrolling or (1) Sprite Olindee sneaking around

15-16: Moans of spider poisoned prisoners area 13 or ghostly sounds of battle and blood shed from area 1.

17-18: (3) False Hermit (Brigand) or (1) traveler

19: Jando (mid-level wizard) (wearing the 'Cloak of Simpleness')

20: Larva (Giant Leech).

Room Key

1. Crumbling Courtyard: A bell is outside of the gate to summon the gate keeper. This open air courtyard has a few horses tethered to the east wall & well to the north east. A large ballista has been rebuilt by the bored 'hermits'. *Monster:* (4) False Hermit (Brigand) *Hazard:* Stone debris litters the courtyard causing 1/2 move rate & a 25% chance of tripping. *Gate/Doors:* Locked.

2. Southern Stairwell: A rotting tapestry on the wall shows a young black armored knight (Scavdreen) plucking a red and gold feather from a flying red, orange and golden bird. The upper stair is blocked by rubble. *N. Door:* Open.

3. Jando's Chamber : This rich furnished room has a laboratory of sorts on the south wall. Notes on the table describe a terrible plan to resurrect a dark lord using his spirit in larva form, his former body cocooned in spider silk & the blood of a hero. *Monsters:*(1) Jando 25% of time,(4) skeletons (dead hermits). *Treasure:* book titled 'Firebirds a Prophecy Fulfilled', potion of fire resistance, Jando's Spellbook (priceless). *Doors:* North Locked, Trapped: Teleports the intruder to area 13. *Secret Door:* locked, Jando has the key.

4. Hermit Quarters: This room of bunks beds appears more like a barracks then a hermits cell. *Monster:* (1) hermit (Brigand), (1) ape (pet), *Doors:* barred. *Treasure:* Secret niche above fireplace. 64 cp, 30sp,12 gp, ivory/ebony chess set (40gp), Map of the area showing location of bugbear cave & slaver camp.

5. Hermit Quarters: Bunk beds line the walls & two hermits are to be playing darts. *Monster:* (2) hermit (Brigand) *Doors:* barred. *Treasure:* Chest 78cp, 34 sp, 13 gp, (2) ivory handled daggers (24gp each), Braded gold ring (45 gp)

6. Armory: All manner of weapons & armor line the walls. All are of common quality. *Treasure:* (10) Arrows of Slaying ..., (1) fancy leather quiver (100gp) *Doors:* Locked - Flay the hermit (Brigand) wandering about has the key.

7. Strongroom: This is the hermitages treasure room and almost everything is stolen from the hermit's victims. *Monsters:* (1) ghost hermit (helpful) *Doors:* Locked, Jando's has the key. *Trapped:* Those who attempt the bypass the lock or breakdown the door receive a magical curse. Roll 1d6. The victim's ...
1. treasure is confiscated & transported to the strongroom. 2. is branded with 'T' for thief on both hands. 3. forgets the last 24hrs. 4. shadow attacks him/her. 5. weapons animate & attack him/her. 6. speaks only gibberish. *Treasure:* Any (30) items of equipment, 24cp,187sp, 229gp, 2 gems (75gp each), 1 sapphire lake serpent necklace (60gp), potion of healing, deed to the fortress,1 gold statue of Fesal of the Pillar (300gp), barrel of elven wine 50gp.

8. Hall: This hall is well stocked and has a few fellow travelers in it and at least 4 hermits (Brigand) at all times. A 'T' shaped table sits in the north part of

the room behind it is a articulated skeletal bird with ruby eyes. The hermits claim that the firebird is sacred to their order and that is why they venerate it's bones. Jando states - "The firebird flies around giving hope to those who need it and that is what we do." *Monsters:* (1) Firebird skeleton (skeleton) project jet of flame from pair of ruby eyes once per round doing 1d6 damage. (1) Sprite named Olindee a former companion of a traveler killed by the Jando & crew. Olindee has been sneaking around trying to defeat the 'false ones'.

9. Northern Stairwell: A rotting tapestry on the wall shows a peacock like bird with orange, red, and gold plumage. It appears to be missing a feather.

Hazard: Falling debris will strike all who touch the stairs doing 2d4 damage.

10. Chapel: If asked the hermits claim the room is used for devotions. A spell of antipathy pervades the area around the door. This room has alter with a (spider) silk shrouded skeleton on it. It is not a saints bones but the those of the despot Scavdreen. A curtain bisects the north part of the room. Behind the curtain is the larva munching on a dead maiden. *Monsters:* (1) Larva (Giant Leech), Jando 25% time. *Treasure:* crown gold (230gp).*Doors:* Locked.

11. Guest Chamber: This area has rows of clean bunk beds. 6 travelers (future slaves) are resting here. A large chest is painted with the words 'loan locker' - any traveler may be permanently loaned an item from it. *Monster:* (1) false traveler (brigand) who spies on the travelers. *Doors:* unlocked.

12. Kitchen: This large kitchen well stocked. The cook Maylin knows what is going on but is well paid to keep quite and a little fear helps as well. She will not reveal the 'little secret' unless by force. If she does she will flee for her life.

13. Spider Stable: Webs cling to the walls of this large stable. It is used to house caged prisoners waiting to be delivered into slavery. It is also the prison for Feroneae a talking giant black widow spider. She has a special hatred for Jando who captured her. She will bargain for her freedom but, may betray the heroes and devour them if given the chance. She is leashed with a chain to the ceiling, Jando has the key to the lock. A few of Feroneae's cocooned snacks hand from the ceiling. *Doors:* Locked Jando and Flay have the keys. *Monster:*(1) Giant Black Widow Spider,(10) caged poisoned slaves.

Magical Items

Cloak of Simpleness - Causes the wearer to appear as a simple peasant or hermit. Nothing of the wears true nature magical or otherwise is revealed.

Firebird Plume - It functions as a light source 15 ft radius. It provides a sphere of protection +2 to the wielder & any he/she chooses within the light's radius.

Eyes of the Firebird - This pair of gems are enchanted to produce a jet of flame 20 ft long. They do 1d6 damage and must both be wielded together.

The Ruination of Tenamen (Grom's Undoing) - A One Page Dungeon by Waysoftheearth

Background

Grom is a regional menace. His Orks have raided the pastoral shires of Tenamen repeatedly, and avoided retribution by hiding out in the nearby crags. When a band of adventurers happen upon Grom's hideout, they aren't the only visitors he has to handle...

Grom's Hideout

Grom's hideout is busy, vermin filled, and irregularly lit by sooty candles and torches burning in the upturned skulls of Goblins, Men and Sheep. The floors are partially covered by filthy rugs, litter and rat droppings. The walls are decorated with Orkish "art" of wax drippings and soot bums. (S) denotes a secret door, (?) an unexplored way.

Dungeon Key

(1) **Entry.** A deep spiral stair descends from above...

(2) **Bridge.** A narrow stone bridge crosses 30ft above a swift stream. On the far side an armoured Ork sits on the precipice. The sentry is actually a propped up corpse which will topple into the chasm if hit, dragging with it a chain and 6 helmets, creating a royal clatter.

(3) **Vestibule.** Sergeant **Bolgug** and 6 Orks are posted here. They play games of chance with dice and rodent skulls for a pool of 54 coins and bully one another to pass time. They will be alerted by loud noises or approaching lights. They sometime receive surly guests on evil business, and might be persuaded that the PCs are of this sort but despise Demi-humans. The Orks may escort the PCs to Grom's Court (9) or, if suspicious, trick them into taking the north exit – a one-way chute down to the Cage (14).

(4) **Common Digs.** The Ork clan dwells in this warren of grubby digs. There is a 50% chance each turn of 1d3 Orks entering the main passage. There are 1d6 female, 1d6 youngling, and 1d3 male Orks in each dig. The younglings have musty rocks, bones and slugs as toys. The females have 1d6 coins each and 1 in 6 of them has a trinket worth 3d6 coins. The males have 2d6 coins each. Any commotion will be noticed throughout the digs.

(5) **Abandoned Digs.** The deepest digs are vacant due to the stench of The Pit (6) and the recent disappearance of several Orks. One dig contains a bizarre statue of an Ork mother suckling a youngling – petrified by Morguhliiss on one of her hunts. **Frolg** loiters in the other dig. He was blinded by Grom, but has recently fallen in love with a "nymph" who is helping him exact his revenge. He runs errands for her, informs on his fellows, and steals treasure for her. He doesn't know how she comes and goes.

(6) **The Pit.** The Orks usually leave their garbage where it falls, but when they must, they shovel it into this foul pit. The heap is teeming with **Rats** and **Rot Grubs**, but concealed deep within is the secret crawlway by which Morguhliiss comes and goes.

(7) **Pantry.** The stout door is locked. Inside is a store of Orkish victuals. Sides of mutton and the remains of a farmer hang from meat hooks. Casks of rough wine and ale are hoarded along with sacks of weevily-grain, bins of hard bread and barrels of dried fish. Foremost is a box of fresh apples. There is 1 chance in 12 of taking the one poisoned by Frolg. A Taste is equal to being bitten by Morguhliiss.

(8) **Scullery.** The scullery is hot, smoky and busy with 6 Ork women working bubbling cauldrons and scorching spit roasts under the tyrannical eye of **Pignag**. She is Grom's 4th wife but spares him no affection. She is hugely obese and almost as mean as he is. Dubious meats, sweets and drinks are being prepared for Grom's Court (9). Dozens of drained skull goblets are stacked in a trough; more casks of dark wine are cracked and ready to be sent out. Pignag

carries the key to the Pantry (7) on a chain about her fat neck, and wears a jade hair comb worth 50 coins.

(9) **Grom's Court.** Chief **Grom**, his 4 **Bodyguards**, 7 **Orks** and 1 **Hobgoblin** feast in this hall while his harem of 5 dangerous **Harlots** provide such song and dance as is considered "entertaining" by Orks.

The tables ring frayed carpets which conceal a large trapdoor that Grom can trigger from his seat – dropping victims 20ft into the Owlbear's Pen (10).

Grom is a huge, cunning Ork and a veteran of many fights. He wears a great helm adorned with minotaur horns which shields him from beguilement, and fights with shield and the malign axe, Calamity.

Grom's bodyguards will fight to the death. The other Orks are a rough lot who hoot, jeer and spit. Snade is a shifty Hobgoblin, who is supposedly here on a diplomatic mission. In fact, his people know nothing of his plotting. He is armed with poisoned knives and carries a pouch of gems (worth 500 coins) for bribery.

Hidden beneath Grom's skull adorned throne is a locked chest containing Grom's loot; 3,000 coins, 2 pieces of jewelry and a bag of 12 small gemstones.

(10) **Owlbear's Pen.** The stout iron door to this pen is double barred on the outside. The pit trap in Grom's Court (9) drops 20ft into this pen which houses a ravenous Owlbear. It will rush to devour whatever morsel the Orks toss it. Amid the remains of victims are several serviceable weapons, 50ft of rope, 124 coins (cast down by Orks as "payment" for entertainment) and a scruffy looking copper band which is actually a Ring of Alarm.

(11) **Dungeons.** Two dark, wet and awful dungeons, both soundly locked. One holds a pair of terrified shepherds (Bill and Ted) who will pay in sheep if rescued. The other is empty, but has a secret escape tunnel under a loose rock, emerging amid the Cold Stream (16).

(12) **Bricked Up Dungeon.** This dungeon has recently been bricked up – the tools are still at hand. Trapped within is an irate **Werewolf**.

(13) **Torture Chamber.** A well equipped torture chamber, run by the sickening necromancer **Morgag** and his 2 **Apprentices**. Morgag knows a dozen perilous spells and carries a wand of paralysis as well as the dungeon keys.

(14) **Cage.** The one-way chute from (3) drops here in a cramped, filthy prison. There are 3 depraved fighters held here, who promise their lands for their rescue, but...

(15) **Fishery.** Racks of nets, drying fish, and a smelly little dingy which the Orks use to fish the Cold Stream (16).

(16) **Cold Stream.** An icy cold, swift flowing stream runs through a natural ravine. The water is rarely greater than waist deep (1 in 6 chance of wading into a hole), but PCs risk being swept away or drowning.



(17) **Angler's Perch.** A ledge 20ft above the stream.

(18) **Waterfall.** Hazardous rapids spill over a 40ft drop into a churning tumult below. Desperate PCs might cling to slippery rocks here, but will be exposed to the Cavefisher. At the bottom, the falls conceal a rocky stair that climbs up to the Cavefisher's Roost (19).

(19) **Cavefisher's Roost.** A **Cavefisher** lurks above the waterfall, striking by surprise if the PCs are not wary. It can reach anyone on the brink of the waterfall. The roost hides the remains of 5 Orks, and 1 lost adventurer.

(20) **Dark Lake.** A deep, cold underground lake...

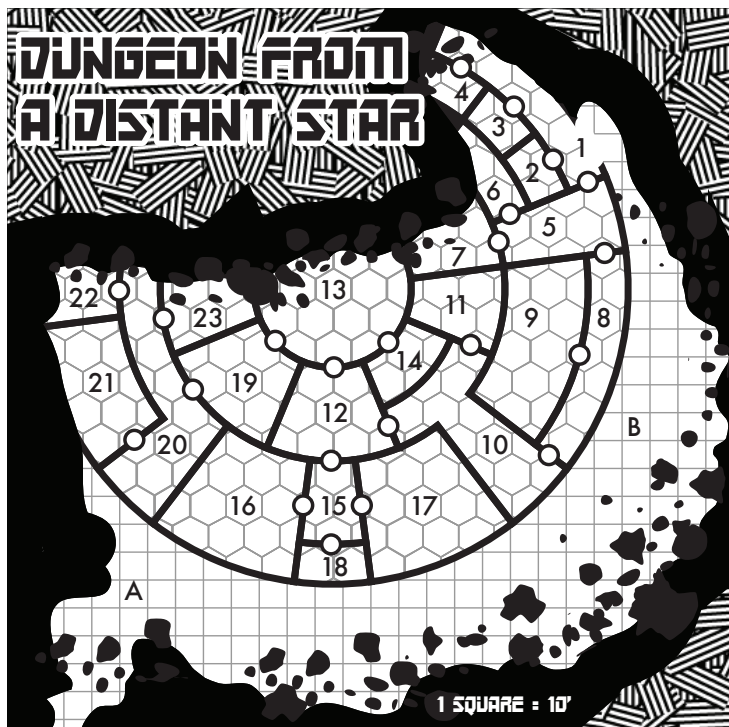
(21) **Eerie Redoubt.** This is the hidden lair of Frolg's "nymph". **Morguhliiss**, a grotesque **Medusa** who has crept up from the depths of the underworld and has been devouring careless Orks. Frolg's blindness made him easy to beguile and he has proved a useful tool. It also appeals to the monster's immense vanity to have him pining after her, convinced of her beauty. Morguhliiss will entertain any flattery. If surprised or threatened, she plays cat-and-mouse in her labyrinth, licking arrows to poison them. Hidden in two caches she has 2,000 coins, a potion of invisibility, 3 pieces of jewelry and Lenses of Cat's Sight.

(22) **Cavern.** A limestone cave providing access to the deeper underworld from whence Morguhliiss came...

(23) **Backstair.** The stair which Morguhliiss uses to enter the Ork lair has a peep-hole into Grom's Court.

Random Encounters

1d6	Encounter
1	d3+1 Treacherous treasure hunters.
2	Grey Ooze.
3	d6+2 Orks patrolling the catacombs.
4	d4 Orks and Sergeant, tracking the PCs.
5	Rat Swarm of 6d6 x10 Rats.
6	1d6 predatory Giant Spiders



Background

Buried underground for hundreds of years lies a spaceship from the 3rd planet in the Altair system, in the constellation Aquila. While heavily damaged, the ship still has power for many of its systems and doors and lights are still fully operational in most sections.

During a battle between the crew (*Flumph*, *Grey Aliens*) and an attacking race (*Grell*) the saucer was damaged and forced to crash land on this planet. The remaining crewmembers escaped into the Phantom Prison to survive the crash, but are now trapped. The pilot who was to free them was killed during landing, and its restless spirit still haunts the ship.

Many of the automated systems are still active, trying to both repel intruders and bring survivors to the Phantom Prison to be "saved".

A. The Saucer - The tunnel opens into a large cave containing a partially buried saucer shaped craft. The silver surface of the ship is scorched and twisted in many places.

B. The Cave-In - seems to have collapsed some time in the past (after the saucer crash landed). From this point the hole torn in the hull at #1 can be seen.

1. Damaged Corridor - The hole in the ship leads to a darkened corridor of alien construction. A small grayish leather disc lies on the floor (a dead *Flumph*) with an Ioun Stone (Survive without Air) nearby.

2. Flumph Chamber - This sparse room has several pedestals with shallow basins connected to tubes leading up to the ceiling. Searching finds an Ioun Stone (protection)

3. Equipment Locker - Cylinders of strange liquids, various tools (pick, shovel, etc) a rod of Light (100 charges), and an Environment Suit (AC5 Protection from Heat/Cold)

4. Destroyed Flumph Chamber - Pushing open the door reveals a severely damaged room, similar to #2, with smashed pedestals and wires hanging from the ceiling.

5. Battlefield - Scorch marks cover the walls and bodies litter the floor. The long dead remains of 3 *Flumph*, 4 *Grey Aliens*, and 2 *Grell* are here, along with 2 Bolt Pistols (d12 x24 charges) and a Rod of Heat Ray (3d6 dmg, save for ½, 18 charges) near a *Grell*.

6. Collapsed Corridor - The ceiling has collapsed at the far end of the hall.

7. Navigator's Room* - Beautiful maps and models of distant star systems.

8. Curving Corridor - The saucer's lights are working in this section. One of the ship's *Antibodies* (*Ascomoid*, without spore attack) emerges from #10 if there is any noise.

9. Globe Room* - This room is filled with large translucent spheres and hanging wires. 2 *Antibodies* (*Ascomoid*, without spore attack) attempt to drive off any intruders.

10. Entry Corridor - Speaking the phrases "Open Door" and "Close Door" in Altairian will activate the portal and entry ramp on the exterior wall, leading back to "B".

11. Maintenance Room* - Assorted tables filled with bits of alien machinery and tools. A *Magnetobot* (*Adherer*) will activate after 1 round and try to bring any humanoids to room #14 for digitizing. An Altair tech pad containing a Manual of Golems can be found.

12. Antechamber* - A large glowing sphere hangs from the ceiling bathing the room in a soothing blue light. Resting 10 minutes here regains d6 stamina (once per day).

13. Control Room - Flickering lights reveal a heavily damaged room with tubes and wires hanging from a partially collapsed ceiling. Damaged pedestals and control panels fill the room. Searching reveals a dead *Flumph* and a Ioun Stone (Survive without Air). The *Haunt* of this *Flumph* will try to possess someone so it can free the crew from room #14.

14. Phantom Prison* - Multiple glowing spheres and tubes flank a large screen dominating the far wall. A short control pedestal is the only furniture here. After 1 round the person closest to the Mirror of Life Trapping will be drawn into the last remaining spot. The mirror will then deactivate and not draw anyone else inside. The commands for the Mirror are written in Altairian on the pedestal allowing the release of any or all of the 16 slots. Damaging the mirror will release all the occupants.

15. Corridor of Doors - The button to open the door to room #17 has a cover on it.

16. Medical Lab* - Tables with alien bodies and pedestals with sharp tools are arranged in a semi-circle around the room. An Orb of Resurrection and Reanimation sits atop one of the pedestals. Touching it animates the bodies creating *Alien Zombies*.

17. Bio-Preserve - A self-contained alien eco-system with water, filtration and a day/night cycle. The alien vegetation has evolved into a colony of *Vegepygmies*. Once the seal to this room is open they will start venturing out to explore their new surroundings.

18. Observatory - One way transparent walls allow anyone in this room to look into any of the adjacent rooms. A pair of goggles (*Eyes of the Eagle*) have been left here.

19. Sending Room* - Strange circles are etched on the floor in alien writing (*Antarian*). A Cirlet of Comprehend Languages is here and reveals the room as one for sending and receiving messages of some sort (via Telepathic Projection).

20. Darkened Corridor - This section is heavily damaged and without lights.

21. Tubes Room* - Filled with pipes and humming machinery. 3 *Antibodies* (*Ascomoid*, without spore attack) are here and attempt to drive off any intruders.

22. Storage Room - Shelves of strange tools, mysterious supplies, a gas gun (*Stinking Cloud* x10 charges), and 2 Environment Suits (AC5 Protection from Heat/Cold).

23. Crypt - 5 smooth metal caskets contain the remains of former Altairian crewmembers. Other caskets are buried beneath the collapsed wall and ceiling.

Random Encounters - 1 in 8 chance, check every 10 minutes

1	<i>Magnetobot</i> (<i>Adherer</i> , brings humanoids to room 14)
2	<i>Antibody</i> (<i>Ascomoid</i> , without spore attack)
3	<i>Defence Screen</i> (<i>Stun Jelly</i> , causing only non-lethal damage)
4	<i>Vegepygmy</i> (disregard if they have not yet been released from room #17)

*** Effects of missed shots**

roll d4 for rooms 7,11,12,14,19; roll d6 for rooms 9,16,21

1-3	No Effect
4	Electrical Arc - Everyone in room makes a save each round or loses d8 stamina
5	Fire - Alarm sounds and door will seal in 2 rounds, after which all air will be pumped out of room (lasts 10 min)
6	Explosion - Everyone in room loses d20 stamina

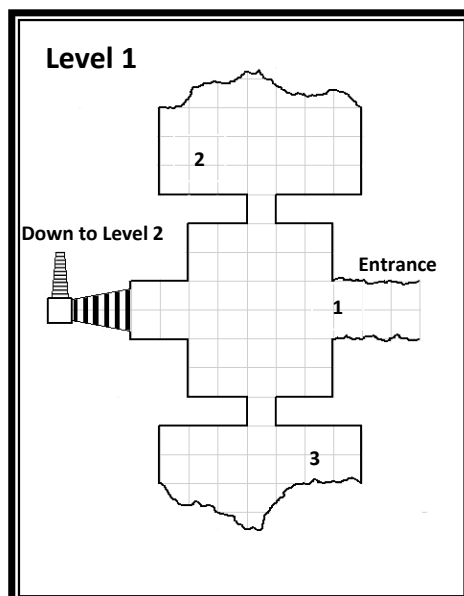
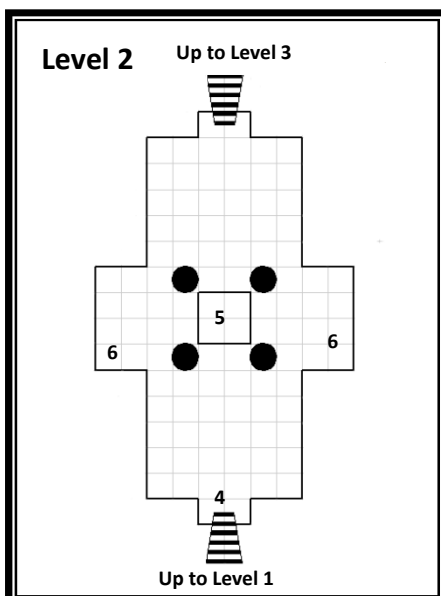
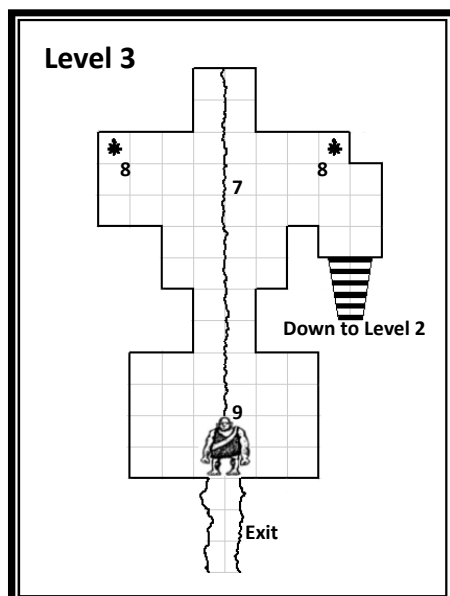
Phantom Prison Contents

1-6	Altairians (<i>Flumph</i>), flight crew and scientists	᠘᠒᠐᠗᠙᠓᠙
7-11	Altairian (<i>Grey Alien</i>), explorers, warriors and scientists	᠐᠐᠑᠒᠘᠔
12	<i>Grell</i> - Prisoner, will try to escape via room #10	᠑
13	<i>Xag-Ya</i> - Prisoner, will try to destroy Altairians	᠑
14	Xill - Prisoner, will try to become Ethereal and escape	᠙
15	Human NPC (determined by the GM)	᠒
16	Empty slot (possibly occupied by a recently added character)	᠒

Under the Mountain

A One Page Dungeon by Sven Vogler for 3-5 characters of low experience

On your way through the mountains, your group has been attacked by a pack of Harpies. Though outnumbered you managed to escape into a small cave without serious injuries. As the beasts are waiting for you outside, you have no choice but to look for another exit.



1. The natural cave the characters come through opens to an artificially shaped room.
2. In this half-collapsed room a giant centipede and his two young are guarding their home against any intruder.
3. A sword lies half-buried under the rubble from the collapsed ceiling. Once it must have been a real masterpiece. Maybe a good armourer can make it one again.
4. The lowest stair is the trigger for a fog-trap. If stepped upon the room below quickly fills with waist-high fog, concealing the dangers that may lurk there.
5. A simple pit-trap, surrounded by four columns. It is almost impossible to overlook, unless the floor is covered in fog.
6. As the characters enter the room, [Number of players - 1] Dire-Rats awaken in the alcoves at the sides and attack. If there is fog in the room, they are difficult to spot and may give a hard fight.
7. A heavy chain ties the undead ogre in the south to the northern wall.
8. At every side of the room is a winch. If both are turned simultaneously, the chain is retracted into the northern wall by one square per round, forcing the ogre to move with it. If it is fully retracted (after 11 rounds) a gate from the ceiling locks the Troll in the northern chamber.
9. At the end of the chain is an undead ogre that was used to ward off intruders from this side. It is dumb, but will furiously try to kill and eat everyone in his sight.

The battle for the exit:

The undead ogre is watching the exit, but will move north as the chain starts retracting, always attacking the nearest character. As no one can operate a winch while being eaten alive, the ogre must be distracted long enough to lock him in the northernmost chamber. This only takes a few rounds, but the strength and ferocity of the monster should make this a challenge nonetheless. Maybe the players have ideas for more save ways to reach the exit.

The small tunnel opens to a valley. You don't exactly know where you are, but as there seem to be no Harpies around here, maybe you can continue your journey in peace now.



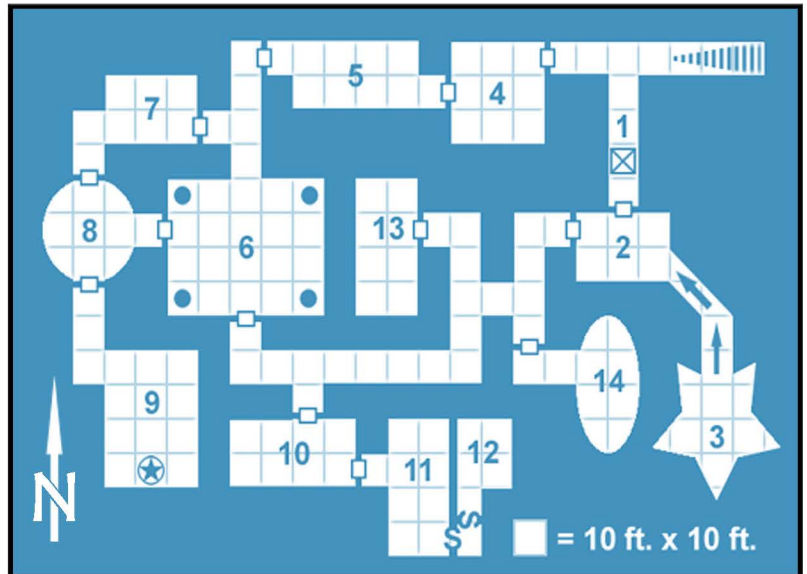
UNDER THE BLOOD MOON BANNER

By Tim Hartin

Background: A motley group of monsters have banded together and have been raiding the nearby area for months. The raiders are a mix of goblins, hobgoblins, orcs and ogres who are led by a frightful ogre mage known as Otorobu. He rules the raiders with an iron fist. Disobedience is punishable by death. The raiders' aim is to cause as much chaos as possible while they loot and plunder. All of the raiders have pledged their loyalty to Otorobu and his sacred ancestral banner of the Blood Moon.

Potential Character Hooks:

- 1) The Player Characters (PCs) are hired by local merchants to track down and deal with these raiders.
- 2) There is a bounty on the raiders' heads that the PCs wish to collect on.
- 3) They stumble on to the remains of a recent raid and find a dying old man who warns the PCs of the monstrous raiders and the direction they left.
- 4) A noble pays the PCs to rescue his daughter from the raiders.
- 5) The raiders have attacked someone the PCs personally know and now the PCs are out for vengeance.

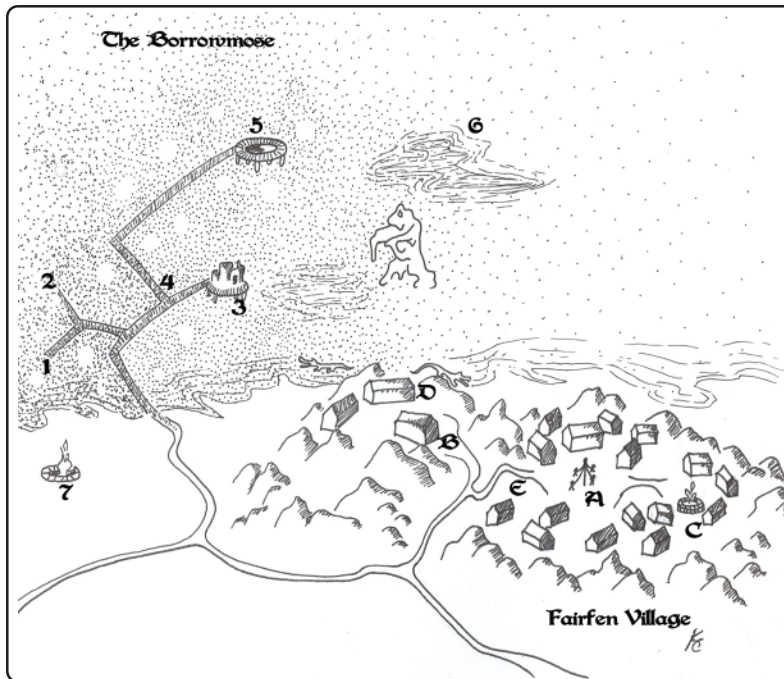


- 1. Pit Trap:** The floor's stonework conceals a deep pit trap. Any weight over 50 lbs will cause the floor to collapse tossing any standing on it into a 30 ft. deep pit with rusted metal spikes at the bottom. The cramped environment of the bottom of the pit is damp and humid. There is several inches of water at the bottom that has leaked from small cracks in the walls. Humidity and moisture has caused various molds to grow on the surrounding stonework. Note that any open wounds runs a risk of becoming infected. Should the pit trap be triggered, the cover will reset itself and close after 12 hours have past.
- 2. Ancient Library:** Both doors to this chamber are bolted shut. Their padlocks have been melted and as such, there is no hole for a key. Should entry into this chamber become possible, the player characters will find an ancient library covered in several thick layers of dust. There are many wooden shelves containing thousands of parchments, scrolls and dusty old tomes. There is a 40% chance of finding 1d3 magical scrolls or tomes in this library.
- 3. Star Chamber:** The passageway to this chamber has a steep incline. The floor is made from highly polished black marble. The combination of the steep angle and the slipperiness of the marble floor creates a chance of losing one's footing and tumbling back down. The walls are decorated with dark stonework. All over the walls and ceiling are various carved stars and painted with a fluorescent coating that makes the stars shine in the dark. Hidden in one of these stars near the entrance is a switch that if pushed, will cause a stone pathway to raise out of the left side of the floor. The center of the star chamber is illuminated with a star-shaped glow. This light will fully heal the first person that steps into it (healing magic available once per month). Once the healing nature has been used, the light becomes just normal light.
- 4. Sentry Post:** A large dented metal gong hangs from a wooden frame in the south-eastern corner. 10 orcs are stationed in this room. At the first sign of intruders, nine of the orcs will engage them while the tenth will bang the gong alerting the goblins in the next chamber. The orcs have mundane treasure only.
- 5. Cookhouse:** In the center of this chamber are three fire pits. Spits thick with meat roast over the fires. Next to the firepits are large wooden stumps that are being used as makeshift cutting boards. 14 goblins scuddle about as they prepare the meals for the ogres and the ogre mage. The north wall is lined with slabs of meat in various sizes (the remains of previous prisoners). Should the alarm be raised, two goblins will run to alert those in the Great Hall while the rest go to aid the orcs. The goblins have mundane treasure only.
- 6. Great Hall:** A large fire pit smolders in the center of the hall. At the east wall is a large wooden chair on a short stone dais. Behind it, high on the wall, is the banner of the Blood Moon (Otorobu's personal tribe). In each corner are four elegantly carved pillars. The pillars depict an army of men battling many strange beasts. An owlbear is tied to the south-eastern pillar with a short chain leash. There are 16 hobgoblins and 12 goblins in this chamber at any time. There is a 25% chance that Otorobu is sitting in his throne but invisible (that's his preferred method of keeping an eye on his followers). The hobgoblins and goblins have mundane treasure.
- 7. Orc Barracks:** 14 orcs, from the Broken Bone Tribe, share this room. A foul musky odor fills the room and everything in it. The orcs have mundane treasure only.
- 8. The Howling Chamber:** This circular chamber appears to be carved straight from the surrounding rock. The walls arch upwards to an apex of 30 feet. Ten feet below the apex is a series of metal bars that run along a west-east direction that block access to the ceiling. There are many holes carved into the surrounding rock. These tiny holes act as tunnels that funnel air from outside which produces a wide range of whistling and howling sounds.
- 9. Defiled Shrine:** This chamber was once a shrine to a now forgotten god. A once proud statue lies battered and faceless at the south wall. The altar is covered with dried blood. In the south-eastern corner, there is a small pile of skulls, each with its forehead bashed in. Sacrifices are now performed in the name of Vaparak the Destroyer.
- 10. Ironbelly Brothers Quarters:** This chamber belongs to the Ironbelly Brothers: Urch, Nurk, and Kunch. These ogres are especially sadistic and enjoy torturing those weaker than themselves, especially their weaker humanoid raiders. The ogres have minor treasure.
- 11. Otorobu's Quarters:** The ogre mage leader uses this chamber for his personal quarters. Otorobu is a tall ogre mage with light blue skin and long dark blue-green hair tied into a top knot. Has a wide selection of fine quality spears. Otorobu has major treasure.
- 12. Secret Vault:** Should both secret doors be detected, they will reveal an ancient vault that contains treasure. A deceased knight is slumped against the eastern wall. His skeletal hands still rests on the hilt of his sword as if he is ready to protect the treasure around him. This vault has major treasure.
- 13. Slave Pen:** All human and demi-human captives are kept in this chamber. The humans are usually used as slaves, while demi-humans often land in the pot (to be used as food) and some are used as sacrifices to Vaparak the Destroyer. The pen currently has 16 human, 12 elves and 3 gnome captives.
- 14. Owlbear Den:** Otorobu keeps his foul tempered pet owlbear in this chamber when it isn't in the Great Hall. Straw, chewed bones and excrement litter the floor. A large nest of straw is at the southern end of the chamber. Hidden in the straw is minor treasure (gems).

THE VILLAGE OF FAIRFEN

This village of about 130 men, women and children lies on a hillock overlooking a large, dangerous bog called the *Borremose*. These hard-working, friendly people make a living by farming, raising pigs and cattle, and by selling bog iron. While they prefer to be peaceful, the men of Fairfen Village are well trained with sword and spear and can defend themselves from those who might wish them harm.

Interest: The PCs are here because Fairfen is renowned for making the finest steel in the land, perfect for the creation of magical weapons and armor. The characters could be here at the request of some king or enchanter, or for themselves.



The Sacrifice: The items sacrificed by the PCs must meet certain qualifications or else the steel will, instead of being blessed by Volund, will be *cursed*. Any item made with the blessed steel is enchanted in half the time and powered as if cast by a wizard of five levels greater. Any item made with cursed steel is easy to enchant, but whatever enchantment is placed on it works against the user, rather than in his favor.

The sacrifices must meet one of these qualifications:

- Be unique and of exceptional personal attachment to the character.
- Be one of the character's three most valuable magic items.
- Be coin equal to 20% of the character's net worth.

A. The village green. As the PCs arrive, a festival is being held — full of dancing, games, a roast cow and friendly competitions. It is in honor of the King of Summer, a handsome, blonde lad of 17 named *Burri*. The King is treated as royalty for the next four weeks leading up to the village's most holy day, Midsummer, dedicated to their patron God, *Volund*. *Burri* is a strong, proud lad and while friendly, will not tolerate any mocking of himself or his position. If the PCs do not show him respect, he becomes their enemy and does little things to make their lives in Fairfen more difficult. Likewise, if they honor him or give him gifts, he becomes their best friend.

B. This longhouse overlooks the approach to Fairfen and is the home of the headman, *Red Elof*, whose red hair is now mostly gray. He is the one the PCs must negotiate with to get their steel. He loves to barter, but will accept a fair price. The steel must be made for them and he allows the party to stay with him.

C. *Hagen the Smith* is both a smith and the High Priest of Volund. He offers to show the PCs the process of making their steel which involves 2 weeks of collecting it from the bog (area #1 & #2) and a week preparing a smelting pit (area #7).

D. The home of *Stig Elofsson*. A few days into their stay, Stig asks a PC to meet with him privately. He wants to be King of Summer and asks the PCs to kill *Burri* for him. One way he might suggest is to have them go hunting the Shambling Mound rumored to be deep in the swamp, and have *Burri* not survive. He offers to double the amount of iron they are getting in exchange.

E. The home of *Rolf Woodcutter*. The day after the PCs are approached by Stig, a group of four other adventurers arrive in Fairfen — *Belus the Stongarmed*, *Lenus the Holy*, *Taranis the Lightning Thrower*, and *Cessaira of the Shadows* — and are lodged here. They are rude and loutish foreigners, here also for the magic iron. They will take up Stig's offer if the PCs have refused him.

Written by Tim Morgan (<http://sabledrake.com>). Map by Katherine Sizer (<http://insidethejuicebox.com>). This work is licensed under the Creative Commons Attribution-Share Alike 3.0 Unported License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-sa/3.0/> or send a letter to Creative Commons, 171 Second Street, Suite 300, San Francisco, California, 94105, USA.

The Borrowmose: The bog is home to a variety of dangers: quicksand, snakes, poisonous plants and even monsters. To avoid these hazards, the villagers have built a network of wooden roads. Will-o-Wisps are common in the swamp but staying on the roads keeps a person safe from them.

1. The current iron “mining” area. The villagers use poles to probe down into the swamp. When they encounter solid matter they hop in and dig it out. This area is almost mined out and it is abandoned on day 6 in favor of area 2.

2. Once area #1 is mined out, the villagers spend a day pulling up the wooden road and re-laying it to reach this area. PCs willing to help with this dirty job earn respect from the miners.

3. The temple area. Villagers come here twice a week (led by Hagen) and make prayer to Volund. Small sacrifices (usually of handmade items) are made one a week. If the current King dies or goes missing, a new one is appointed after an all night meeting of the village elders. It is Stig, who volunteers for it, and his ceremony takes place here. All of the visitors are invited.

4. The PCs are told that this path has sunk into the swamp a short way out of sight and is no longer used.

5. This temple to Volund is only used for special ceremonies on the equinoxes and solstices. If the characters are respectful and good guests, they are invited to the Midsummer ceremony where the King is dethroned. He is tied and ritually strangled before being thrown into the bog. Exploring the bog here uncovers the remains of many victims, as well as iron, gold and silver items.

6. The lair of a Shambling Mound. Its nest is full of shiny metal objects, mostly mundane, but it does contain a magic hunting horn and a chalice made of ivory laced with gold.

7. The smelting pit. On day 15 (or day 22 if the PCs are getting a double order) the iron is ready to be processed into steel. Hagen supervises the digging of a pit and the gathering of much wood from the nearby hills. The entire village gathers at dusk and prays to Volund. Hagen instructs the PCs to each make a sacrifice of something meaningful to them and place it on the pyre. It is then lit aflame and burns for the next three days. Hagen then spends 4-8 days hammering the steel out.

Where is Margesh Blackblood?

by Tim Shorts

Current Situation

Margesh Blackblood and his bandits are terrorizing the countryside. The local lord is offering a large reward. Margesh is able to elude the guards because of his many hideouts.

GM Notes

The players will need to spend some coins and crack some skulls to discover the locations of the bandit lord's hideouts.

There are four hideouts. A GM can roll a d4 to determine which hideout Margesh is in. When Margesh is present he uses a +2 axe and +1 shield.

1. A House in Town

The bandits are celebrating a successful raid with wine and women. It is a two story home with the main entrance on the street and two shuttered windows on the 2nd floor.

One bandit sleeps on the roof. He is supposed to be on watch.

1. The door is barred. There are three drunken bandits inside. They are playing a dice game with a pair of ivory six sided dice.

2. The door to this room is open. Four bandits live in this room with Jerron, one of Margesh's trusted men. Jerron fights with a +1 sword.

3. This is a trapped stairwell. There is a small scone at the bottom that locks the section of the stairs from falling away and dropping into a 20' pit. The trap is reset by the scone at the top of the stairs.

4. This is Margesh's room. If present, he is entertaining two women. He has been drinking and will attack in a drunken rage.

2. Hunting Camp

The hunting camp is a one-story, stone structure with one entrance. On the way to the camp the bandits were ambushed by rival brigands. All of the bandits have suffered wounds and Margesh as well if present.

Two bandits stand outside. Both are tending to their wounds. A warhound sniffs the air and growls in the players' direction.

1. Inside the door is the body of a slain warhound killed by the brigands. There are two mounted deer heads on the wall. Hidden behind one of the mountings is an old treasure map that Margesh cannot decipher.

2. Two bandits accompanied by a warhound rest in this room. This warhound is larger than the others and does extra damage. If Margesh is here he will be in this room.

3. Two brigands are chained to the wall. Both are wounded, but still have some fight left in them. They say they know where Margesh hides his treasure and the reason why they were attacked. If freed they will lead the players into brigand ambush.

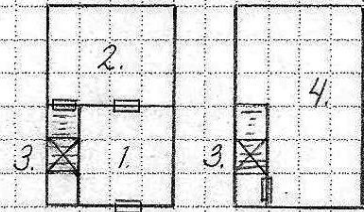
2. Hunting Camp



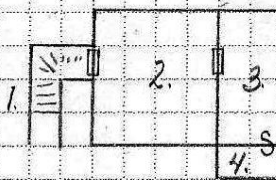
1. A House in Town

1st Floor

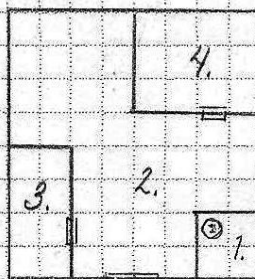
2nd Floor



4. Tower Ruin



3. Hill Fort



Key



Scale: 1 square = 5'

4. The bandits stash extra weapons and food supplies here. There are enough weapons to arm a dozen men and enough food to feed a dozen men for one week.

3. Hill Fort

The hill fort is surrounded by a 12' wooden stockade and one covered platform tower. Inside are three single story buildings made of wood. The bandits are preparing for a raid.

1. One bandit stands watch in the tower. If anyone approaches he will sound the alert. He is armed with a long bow and two dozen arrows.

2. The courtyard has seven bandits and three warhounds ready for battle. Tyber, second in command of the bandits, is shouting orders. He is a priest of the dark god of fortune. He wields a +2 staff that can set flesh afire. If Margesh is present he will join the battle.

3. This is the shrine to the dark god of fortune. The altar is made from a solid piece of wood. There is a small hole in the top for the bandits to make offerings. If someone reaches their hand in the hole it will trigger a metal trap that will clamp onto the offender's hand.

4. This is Margesh's home. A large table dominates the room with a very accurate and detailed map of the region. There is a book detailing caravans, the cargo and guard compliment. There are plans to attack

two caravans in the next week.

4. Tower Ruin

The tower has crumbled to the ground, but the bottom level remains intact. The stairwell leading to the lower level is within the rubble.

Two ogres have attacked the tower. They have nearly killed everyone inside.

1. The stairwell is slick with blood. There are bits of body on the steps and walls. One body has been crushed into the stones.

2. An ogre is standing on the body of a bandit. He is eating the food from a table. There are three other bandit corpses scattered through the room. The door to room 3 has been torn off its hinges and a horrible shouting can be heard from the room beyond.

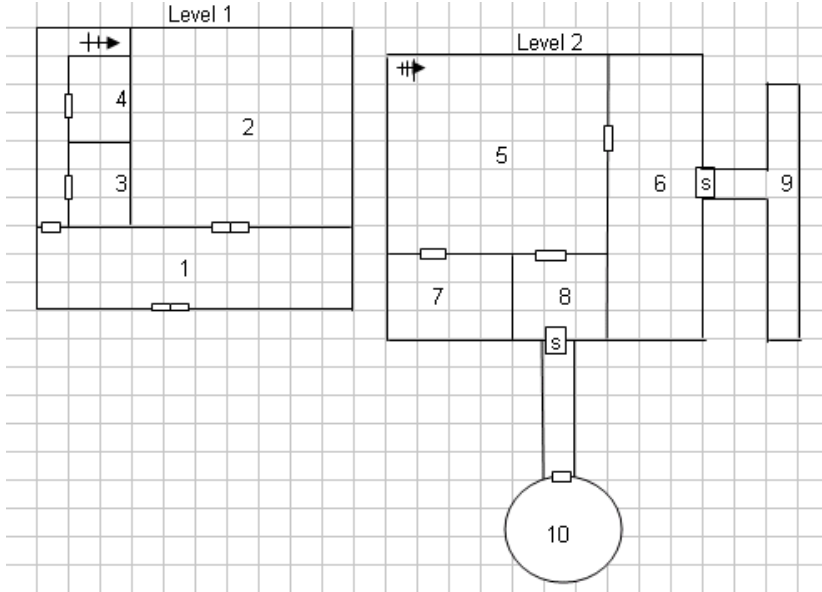
3. The second ogre is pounding on the south wall. It is howling in frustration. All the furnishings in this room are destroyed. The ogre saw someone disappear into the wall and wants to finish what it started.

4. If Margesh is here he will be hiding in this secret room. If no, then a bandit will be hiding here. If the players kill the ogres Margesh or bandit will be grateful. If it is a bandit he will tell the players where Margesh is hiding. If it is Margesh he will promise them a cache of magic items and gold.

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The Haunted Shrine

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Background

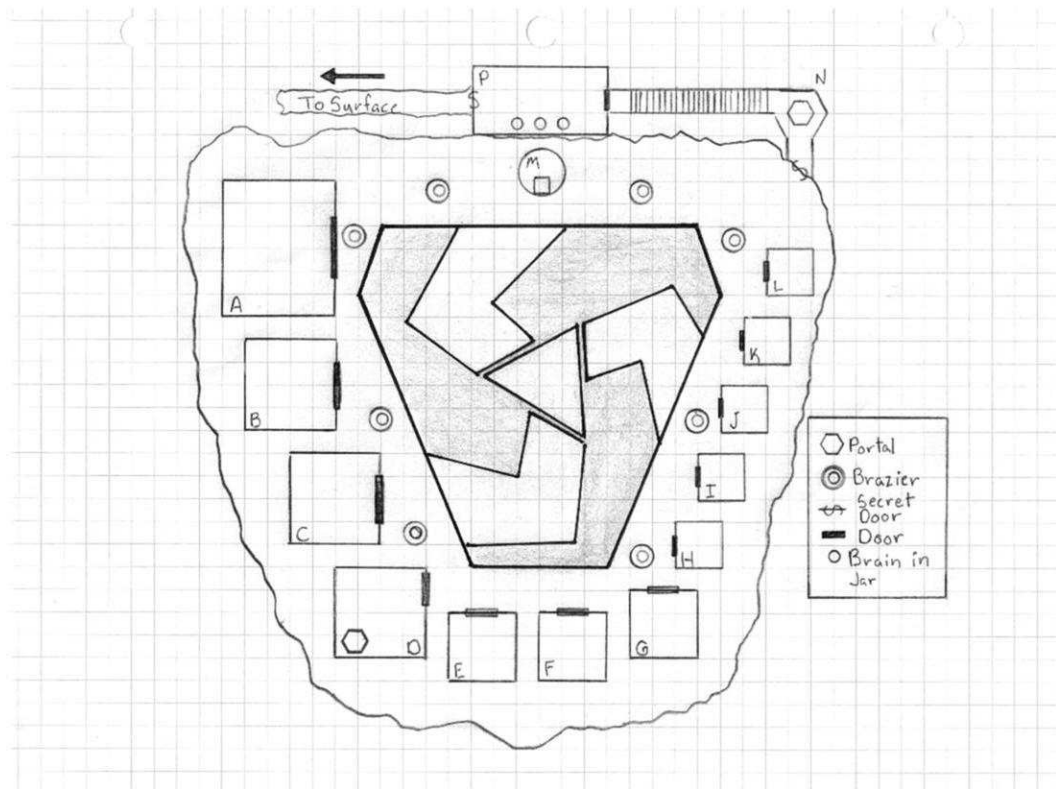
The shrine in a local town has been abandoned for months because of the rumors of a haunting. After the long time priest was murdered in the shrine people began seeing his ghost in the halls. Lately people have been disappearing, mostly travelers passing through, and townsfolk blame the ghosts in the shrine.

1 square = 10 feet s = secret door ≡ = stairs

Key

1. Greeting Area – There are several dusty benches in this area, and cobwebs fill the corners.
2. Main Temple Area – Main worship area, it has a number of wooden pews and a small raised stage with an altar and podium. A silver holy symbol worth 50 gold is hidden in the podium.
3. Secretary Office – Former office of secretary has old records, dusty undisturbed.
4. Priests office – Priests former office, dust in this room has been recently disturbed. Nest of 4 giant centipedes.
5. Main basement Room – basement old furniture covered with tarps. 10 giant rats nest here.
6. Casket Storage – Room full of caskets, strange noises can be heard from the walls.
7. Pantry – Old food stored here, nest of 3 giant spiders.
8. Priests Private Quarters – Bedroom of priest recently disturbed.
9. Catacombs – When a criminal was executed the town paid a small amount for the church to dispose of the bodies. They buried them here in these catacombs without ceremony, it is now a warren of 6 hungry ghouls.
10. Shrine Vault – Area where donations were kept. Now lair of a doppelganger, the doppelganger killed and took the form of the old priest and he made sure he was seen around the shrine to make people believe he was a ghost. He has been killing travelers and taking their form so he could venture into town. He knows the players are there and if he can isolate one he will kill them and take their form. Room has a chest with 800 gold, 200 silver, and 3 small emeralds (worth 100 gold each)

By: Todd Hughes



ARENA OF HORRORS

Before you go any further, let me first say that this dungeon was inspired by one of my favorite Star Trek episodes called the Gamemasters of Triskelion written by Margaret Armen. Having said that, I think that this will make a cool Dungeon.

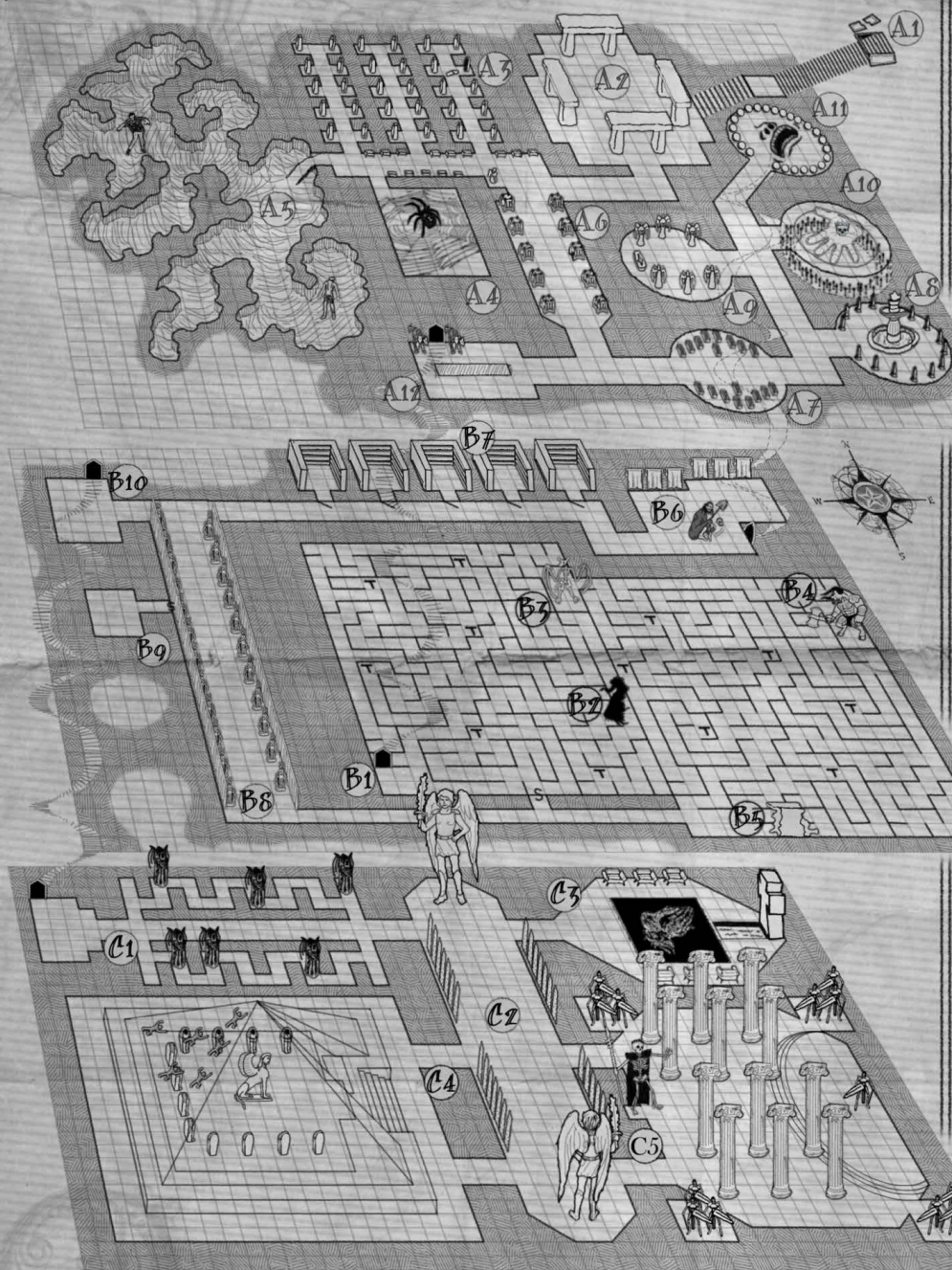
Basically, the PC's are transported to the Arena against their will. The squares on the map are actually large cages of unbreakable steel, with magical locks on the doors. The intrepid heroes appear on the portal in cage "D". There are several other humanoids who act as trainers/slaves/gladiators around the arena, and a Master Slave, who controls the creatures and the slaves. The PC's are compelled to follow directions by some magical device such as a Spell Scar or an unremovable magic item. Fill the rest of the cages with your favorite monsters.

In room "P" are 3 Brains in Jars who wager on the gladiatorial type combat. The Master Slave moves monsters and Players around at the whims of the "Masters". Area "M" is a low platform with some sort of panel with runes or levers to control the action. The Master Slave knows where the Secret Doors are, but the other slaves don't. You can also limit the PC's to the light colored squares of the arena. **Have fun!**

You can find this page on my blog at : <http://www.thevorpalspork.blogspot.com/>

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The Bone Harvest Horror



A1: Entrance - both stone doors are open with one broken. Middle of field.
 A2: Foyer - four sets of standing stones.
 A3: Catacombs - five ghouls.
 A4: Great spider - attacks one unarmored party member and drags back into web.
 A5: Zombie caverns - 9-12 zombies enter fight each round with no limit.
 A6: Hall of tombs - four ghosts.
 A7: Coffin dome - 18 vampire thralls.
 A8: Obelisk dome - anti-magic area, healing fountain (only works in room).
 A9: Vampire mage - six animated statues.
 A10: Stone hand - devious trap. If the large crown is lifted from the giant skull, the floor around collapses onto spikes.
 A11: Animated mouth yells nonsense words in the language of magic. Will try to bite anyone jumping on ramp.

A12: Empty armor suits - stairs down to B.
 B1: Maze entrance - rusted bolts hold slabs of rusted iron one inch thick.
 B2: Eight shadows haunt this area.
 B3: Great undead demon.
 B4: Mighty undead minotaur tries to catch party in fight with something else.
 B5: Tunnel filling slime pursues the living.
 B6: Dozen ghouls will hear anyone coming down the ramp and set upon them as they tumble out, two per round.
 B7: Poison crypts - two sealed crypts full of bad air that will poison anyone near door.
 B8: Hall of champions - eyes of statues move to follow intruders but statues are not otherwise animated.
 B9: Secret room - Behind curtain a secret room holds a font of endless holy water.

B10: Stairway down to C. Ominous moans emanate from the opening.

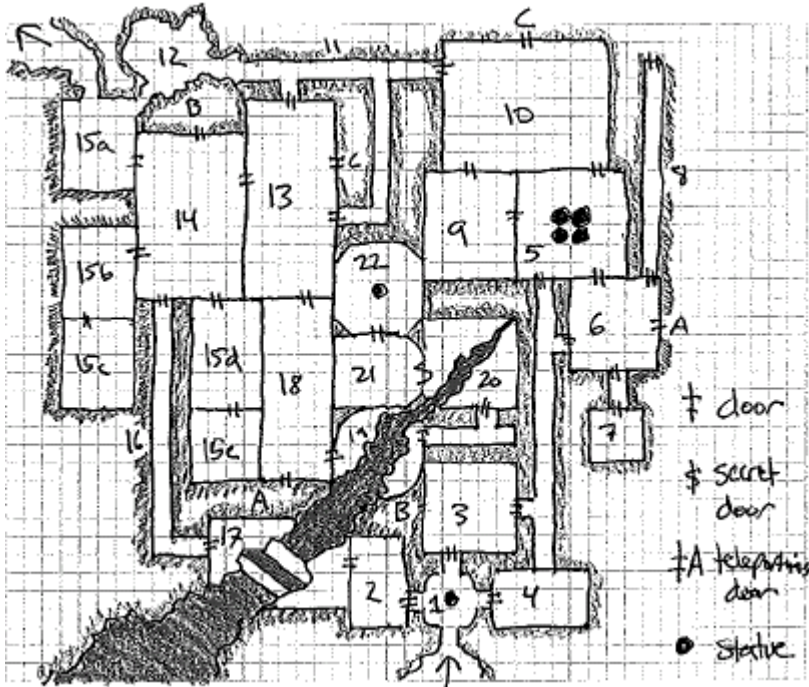
C1: Tortured warrens - vampiric demons try to cut out a weak party member and slay him. If they manage it, they retreat into walls ethereally, then wait for others to leave before returning to feast on blood.
 C2: Stained hall - stained glass windows line this hall with a great angel on either end. The windows portray scenes of haunting beauty.
 C3: The sanctuary - undead cannot enter the sanctuary threshold. Nothing ages in this room and wounds heal at four times the normal rate. The water in the pool will stabilize any unconscious character and provides drink and nourishment sufficient to sustain a person for one twenty-four hour period.

C4: Pharaoh's rest - if characters enter the pyramid, sphinx begins asking riddles. If no character has answered the riddle within sixty seconds, four sarcophagi open, releasing four mummies. The sphinx immediately asks another riddle and releases four more in sixty seconds. After twelve mummies have been released, sphinx attacks. Six mummies on back of pyramid come down and block exit.
 C5: Vault of the lich lord - death knight sits on stone throne in center of dais while actual lich waits behind curtain in back wall. The death knights from one corner room enter the fight each round. The lich waits until the characters are significantly weakened before entering the fray. He then uses battlefield control and debuffs to influence the battle to his benefit.

For as long as anyone can remember, the village of Bone Harvest has pulled up their yearly crop of oats, barley and wheat each fall, and each spring, the fields would offer a second harvest of human bones to the farmers' plows. It is believed by most that there was once a terrible battle fought between great armies in that very area, and that the splintered bits that float to the top each year are the remains of the fallen soldiers, slain in endless days of fighting. But this spring, two farmers have gone missing during the night, and the remains of partially eaten livestock are found each morning, sometimes in the very barns used to shelter them. Something is very wrong, and the villagers know it. Jim's the baker speaks in a hushed voice of the terrible shambling man he saw stumbling past his house on the edge of the village just two nights past, growling in a horrible voice and sniffing at the air every few steps. Sheriff Duncan swears there is no sign of either of the missing men, and has begun claiming that the dead are driven to wreak vengeance on those who disturb their sleep.

The Illusionist's Tomb

by Tom Livak



Background

Gimble Boddynock was a gnome illusionist who greatly enjoyed practical jokes. When his time came, he built this tomb of hazards and tricks to prevent anyone unworthy from finding his greatest treasures. Since that time a tribe of kobolds have moved in, learning how to avoid the traps and hence having an easily defensible base for raiding operations. An ogre mage has also recently moved in, who has been searching for Gimble's actual tomb and treasures there in, but is as of yet unsuccessful.

Rumors (1d6)

- 1 Gimble's famous staff of illusions rests in his tomb
- 2 Gimble never died, the tomb is his greatest practical joke
- 3 A band of kobolds bandits have taken residence in the tomb
- 4 You can't believe anything you see in Gimble's tomb
- 5 Gimble is actually a *polymorphed* gold dragon, the tomb is the entrance to his lair
- 6 Gimble's traps won't hurt anyone who is absolutely silent

Wandering Monsters (1d8)

- | | | | |
|-----|------------------------|---|------------------|
| 1 | 1 kobold | 6 | ogre mage from 9 |
| 2-3 | 1d3 kobolds | 7 | 1d3 dire rats |
| 4 | 1d4 kobolds, +1 leader | 8 | 1d2 gray ooze |
| 5 | gelatinous cube | | |

- Foyer:** There is a statue of Gimble Boddynock here, which will magically say: "Welcome, brave souls, to the final resting place of the greatest gnome to have ever cast a spell, the glorious Gimble Boddynock! If you keep your eyes and wits about you, you might find great treasure, but more likely, you'll find your doom!"
- Illusion Foes:** After entering the room, five *fire elementals* appear. Two are summoned, the other three are illusions. They will convincingly continue to miss their opponents, but will disappear when hit.
- Arrow Traps:** There are several tiles that are uneven in this room. They look like obvious pressure plates, but are not; there are several well hidden pressure plates that activate arrow traps in the walls.
- Magic Missile Treasure:** There is a heaping pile of illusionary treasure in the middle of the room. For every round a character is in the room, a *magic missile* will fly from the wall, striking them.
- Dragon Statues:** Four stone dragon statues adorn the room, each facing a corner of the room. Walking in front of the statues triggers a magical dragon breath, similar to a *fireball* but conical in shape. Two of the statues are broken, but the dragon breath still works.
- Golem:** There is a *stone golem* here who will attack anyone who has a weapon drawn or says a word with the letter 'e' in it.
- Mimic:** There is a large treasure chest in this room, which is actually a *mimic*.
- Boulder Hallway:** Upon entering this hallway, a huge boulder will appear at the far door and roll down towards the PCs. It magically vanishes if it hits the near doorway. The far doorway is fake.
- Ogre Mage's Lair:** An *ogre mage* has taken residence in this room. Among his possessions are 4,000 gp, a *potion of flying* and a *potion of polymorph Self*.
- Spike Room:** There are several grates in the floor, with sharp spike tips poking through. Stepping on the grates has no effect. Between the grates are *invisible, silenced* whirling axes traps.
- Lightning Hall:** This hall is filled with swirling lightning, which deals 1d6 damage each round.
- Otyugh Lair:** The kobolds throw their trash here, and there is an *otyugh* living amongst the refuse.
- Mirror Room:** Every surface of this room is covered in mirrors, which are magically reinforced and impossible to break. It's very easy to get turned around here, roll randomly to see which exit the players actually leave through. There is a %50 chance that 1d4 *imps* will be summoned on entering. They can somehow avoid the mirrors; the players have a 1 in 4 chance of hitting a mirror instead of an *imp*.
- Whirling Blades Room:** This room is filled with large, noisy machines that are continually swinging a large number axes, swords and the like. A gnome-sized or smaller creature can find a path to simply walk through.
- Kobold Rooms:** The kobolds live in these rooms. The noise from 14 means they won't be able to hear fighting from one room to the next, but attacked kobolds will try and run to other rooms for reinforcements.
- 15a. Guard Room:** There is a small tunnel the kobolds have made that exits to the surface, and there's always 1d3 *kobolds* standing guard here.
- 15b. Common Space:** There are several tables and chairs here; this is where the *kobolds* eat and spend most of their time. 2d4 *kobolds*.
- 15c. Living Area:** This is where most of the kobolds sleep. 2d4 *kobolds*, %50 chance for each to be sleeping.
- 15d. Leaders' Room:** The leaders of the kobold tribe live in this slightly nicer room. 1d4 *kobolds*, and 1d3 leader *kobolds*.
- 15e. Storage:** The kobolds store their food and the spoils of their raids here. There's 300 gp in coins, and 3,000 gp in trade goods (spices, cloth, etc).
- Fire Hall:** This hall is filled with illusionary fire.
- Bridges:** There is a bridge across the chasm, which is an illusion. Next to that is an invisible, but solid bridge.
- Reverse Gravity Room:** There are several furnishings in this room, including a table and chairs, which are all bolted to the floor. There is a permanent *reverse gravity* spell in effect.
- Chasm Room:** There is a large chasm, 20 ft across, running through this room.
- Broken Trap Room:** A large chasm runs through this room, and the ceiling has also partially collapsed. Several incredibly large axes blades and mechanisms lie in ruin; they appear from a very large and nasty trap that was destroyed when the ceiling collapsed.
- Animated room:** This is an opulently decorated room, with several upholstered chairs, a fine table, and a piano. There are all *animated* and will attack the party.
- Tomb:** There is an overly large statue of Gimble Boddynock; he is buried beneath it. There's 8,000 gp in treasures, a *staff of illusion*, a *hat of disguise* and spellbooks containing all illusion spells up to 4th level.