

SERPENT'S PEAK

Locked Doors

Roll 1d6. If a 5 or 6, the door is locked. If the door is locked, roll a Random Trap.

Random Trap

1. **Door Trap:** The door creates an electric shock. 1d6 damage.
2. **Floor Trap:** The floor breaks away exposing a pit below. Spikes in the pit. 1d6 damage.
3. **Wall Trap:** A large spiked slab falls from the wall. Anyone in the way takes 3d6 damage.
4. **Door Trap:** When the door is opened, a spring powered knife swings down. 1d6 damage. (Watch out for your eyes).
5. **Wall Trap:** A large blade swings out from the bottom of the wall. The blade has enough force to sever any unarmored legs below the knee.
6. **GM's Choice**

Random Treasure

1. Golden Statue (5d6x10 gp)
2. Magic Scroll (Any LVL)
3. Ancient Blade (1d6x100 gp)
4. Jeweled Crown (1d5x50 gp)
5. Purse of Coins (5d6 gp)
6. GM's Choice

Random Encounters

1. Skeleton (1d3)
2. Goab Slave (1d2)
3. Evil Priest (1d3)
4. Noog Noog (1d6)
5. Ogra Slave (1)
6. Vampire (1)

LOCATIONS

1. **Entry Path:** Scary. Lava flows beneath. Don't fall. Bones litter the place.
2. **Grand Chamber:** Pillars. Skulls and bones. Ornate carvings. Smells like sulfur.
3. **Waste Room:** Pool of lava. Waste and refuse is discarded and thrown into lava.
4. **Guard Rooms:** Stinks of old cheese and feet. Bedrolls, candles, weapons, armor.
5. **Arrow Way:** Arrows shoot from holes in the wall. To evade, make a DEX check versus a TN of 5.
6. **Acid Room:** Small recess in the wall has a fake gold statue trigger. The statue cannot be removed. Pulling the statue will release a torrent of acid from behind. 3d6 acid damage per round.
7. **Guard Room:** Stinks of fart, body odor, and dirty laundry. Bedrolls and personal items. Refuse. Small fire pits. Openings high in the stone above.
8. **Lock Room:** The door to this room closes as soon as the PCs enter. Five waist high stones sit in the center. Each stone has a lock embedded within. Four of the locks release traps like fire, toxic gas, ceiling lowering, etc.. One lock will disable all traps and unlock the room.
9. **Skull Room:** Big skull on the floor. Smells like incense and death.
10. **Holding Cells:** Prisoners, some dead, some alive. Metal bars. Locks. Blood stains on the floors. Several guards.
11. **Spinning Blade Room:** Entering this room activates several spinning blades which do 1d6 damage. As the blades spins faster, damage increases. Evade these blades by making a DEX check versus a TN of 5.
12. **Sky Watch Chamber:** An empty room. The floor is damp. A large, barred opening nearly forty feet up exposes the sky above.
13. **Old Guard Chamber:** Remnants of personal effects. Stains. Refuse.
14. **Throne Room:** The wizard's throne. In front of the throne is a trap door which leads to a slide. The slide exits the mountain through a hole which leads to a 200 foot drop to the stones and lava below.
15. **Mountain View:** An opening leads to a natural balcony of stone overlooking the horrific surrounding wasteland.
16. **Alchemist Lab:** Potions. Poisons. Bottles and vials. Tables with ingredients and reagents. Cauldron.
17. **The Wizard's Chamber:** Old bed. Fireplace. Baskets and vases. Two chests. Various personal items. A humanoid skeleton.

FAR AWAY LAND
role-playing game
ADVENTURE

