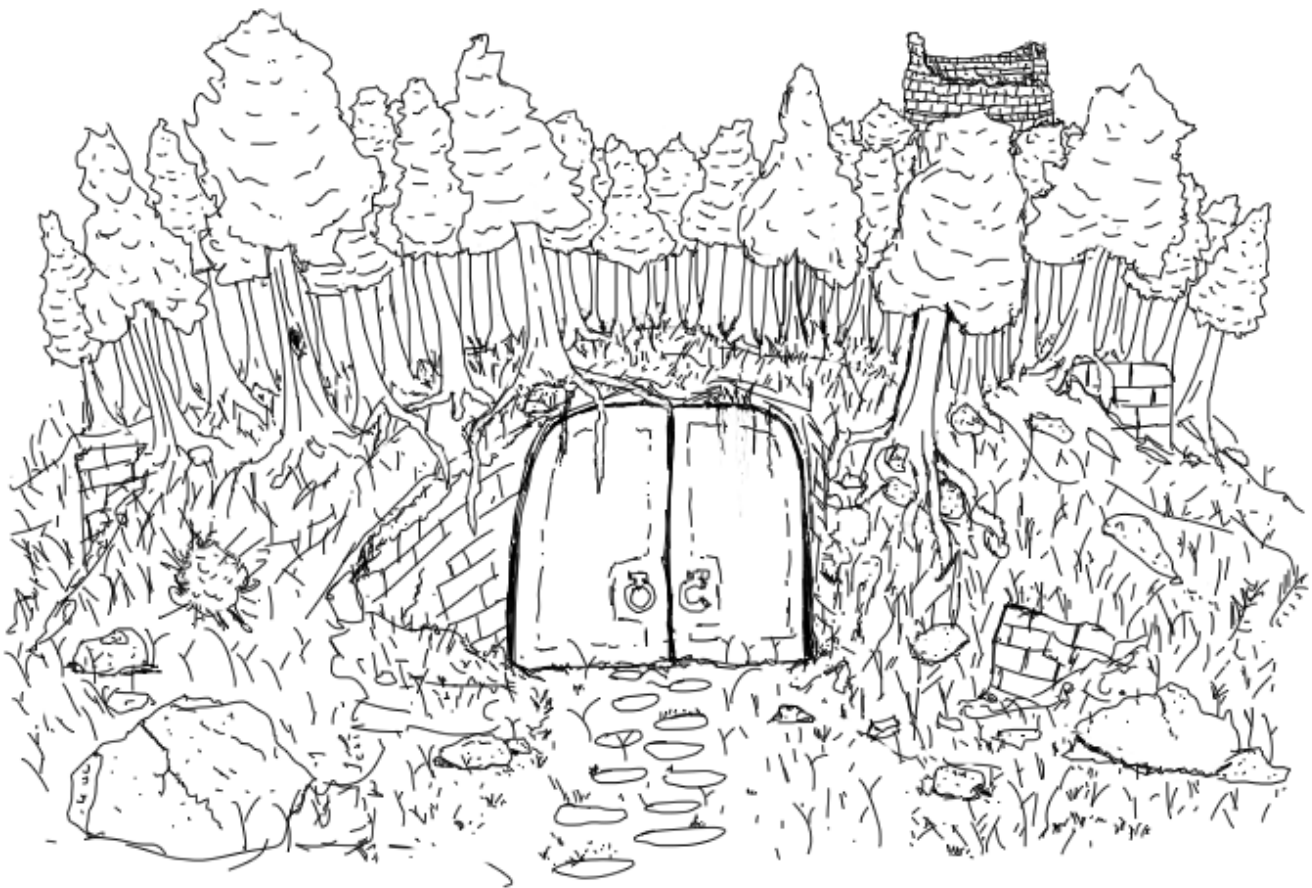


FIVE CATAclysms

The Sunken Fort

Nickolas Z Brown

An Adventure for Low to Mid-Level Characters
With Conversion instructions for old school versions of the original fantasy Role-Playing Game



The Sunken Fort

On the edge of a swamp beneath an old forest lay an even older fort, constructed for some ancient and unknowable purpose. The shadows are stronger here, and the scent of madness lingers in the air. The fort may seem mundane at first glance, but you will learn soon enough that something is not quite right...

Aside from stray bits of rubble and stonework poking out of the ground here and there, the only visible portions of the fort are the enormous stone entry doors, and what remains of a ruined tower. Everything else is covered in trees and centuries of biological muck.

This dungeon is ideal as a secondary starting adventure for Characters levels 1 thru 4. The difficulty is moderate, and even an experienced group may find themselves dying a fair bit. There is plenty of treasure and magic items within to reward those who are clever or determined enough to crack the Sunken Fort.

Possible Lead-In Quest

Concerns abound in town as denizens are having their shadows ripped away in the night by a fearsome pale creature.

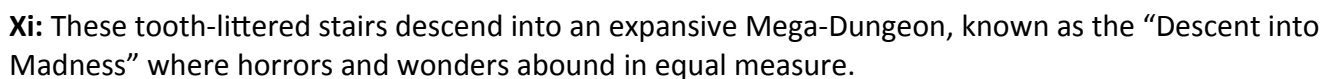
The creature is reported to be humanoid, but anything but human as its bloated pale body has a single protrusion for a head without a facial or neck structure. Where its face should be is a row of ever-grinning sharp teeth and two beady black eyes. Its claws drip with a caustic black substance that fades away upon contact with the morning sun.

Victims of this so-called 'Shadow-Thief' become severely weakened, their once-strong vitality seemingly stripped away. Their reflections in mirrors also become semi-transparent, and any part of their body that encounters direct sunlight turns to ash.

Merchants are rejoicing, of course, for burqa sales are up like never before.

In any case, the local authority has posted a bounty of 10,000gp for whomever shall slay this monster, and return the shadows to their rightful owners.

┆┆┆ Roughly 10'



HOW TO USE THIS KEY

Preparation: None required! Any interconnections in the dungeon arise out of interaction, so you can go in just as blind as your players.

Room Keys: Any text not italicized or (parenthesized) may be read aloud to the players. (Parenthesized text is for DM eyes only, typically explaining an unseen item or function.) **Bold** text will refer to deeper explanations provided outside of this paragraph, for example:

Bold – (The bolded item would be described here.)

In addition, you may use the ctrl-f feature to find any room by typing the room # and a ':' such as '05:'

Monster Keys: Listed within each room key, and codified as per the terms below:

HD – Hit dice. Determines attack bonus, hp, and saving throw. For example, an HD3+2 Monster has (3d6+2) hit points; +3 to attack rolls, and a saving throw of (18-3=15).

Hp – A creature with an Hp value has a set Hp total, and an attack bonus of 0 unless otherwise specified.

AC – Armor Class. Attacks must match or exceed this value to hit. Monster touch AC is reliant upon AC source. Armored targets have touch AC of 10, but a dodgy bat with an AC of 14 will have touch AC of 14.

SPD – Indicates the Speed of the creature. If not listed, assume speed is 12. 12 is considered unencumbered.

ATT# - The number of attack rolls a creature may make.

Xtra1dmg – Deals one extra damage on attack.

"SvSpells" Means "Save versus spells"

CONVERSION FOR OTHER SYSTEMS

If you're not using the Five Cataclysms rule set, that's fine. The module works well with any old&d or whitebox editions, and should work for the most part with d&d 5e. All HD values are d6, but you may change these as you see fit. All AC values match the creatures thematically, so you may adjust them accordingly.

Armor Class is Ascending

Armor Class starts at 10 (typically)

Attack Bonus = Monster HD

Save = 18 – Monster HD

Speed of 12 is Human Average

Morale Checks are rolled using 2d6; rolling above 6 means failure.

A Turn is about 10 minutes, a combat round is anywhere between 10 seconds and 1 minute.

Always remember that as a Dungeon Master you have the power to change whatever you want; the contents of this module are merely suggestions. If a combat is too easy/hard for your liking, tweak it. Have an idea that'll make a room even more fun? Put it in! Do whatever you need for you and your players to have fun!

EXP HOW

This module is designed for a treasure-as-exp system. EXP is rewarded 1 point per each gold-piece worth of treasure extracted from the dungeon. This way, avoiding or tricking monsters is just as viable as murdering them.

For any feedback, please send an email to FiveCataclysms@gmail.com We'd love to hear from you!

WANDERING MONSTERS

For wandering monster checks, roll a d12 every turn (or ten minutes). On a result of 1, roll a d8 on the table to determine what monster appears. If no monster appears or the 1 is not rolled, increase the threshold for the d12 from 1 to 2, making wandering monsters more likely to appear as time passes.

Be sure to reduce the population counter on the right as monsters are destroyed.

If an entire population is slain, remove that monster from the list. If subsequent checks roll an empty result, no monster shows up.

The table below is for all rooms excluding 26 and 67+, which is the area behind the 3 portculli, and behind the door labeled 22a.

#	# of Enemies that Appear	Monster Description	Population
1	1d4 Bloated Fire Bats	BLOATED FIRE BAT Hp1 AC12 SPD12 Upon Death, 2/6 chance to explode for 1d6 fire damage.	22 remain
2	1d6 Armored Ooze-men	ARMORED OOZE-MAN HD2+2 AC 17/19 xtra0/1Dmg SPD9 Uses either a greatsword or shield+mace, reflected by above AC & DMG values.	12 remain
3	A Lizard of Scrap Metal that Reeks of Oil	METAL FIRE LIZARD HD6 AC17 SPD15 Breath Attack: 10' cone of 1d6+1 fire dmg once per combat. Attacks whomever has most fire oil, and sucks up the oil when it can, to recharge flame breath. *Upon death, will ooze fire oil and black sludge.	Just the 1 that lives in room 14
4	Exploding Ethereal Skull	ETHEREAL SKULL – <i>A chittering ghostly skull that chases down its prey</i> Hp1 AC12 SPD12Flying Only hurt by magic, holy water, or silver weapons. Will explode on successful attack for 1d6 magic damage, dealing 1 splash damage to surrounding creatures.	Infinite, unless room 24 pits destroyed or permanently blocked.
5	2 Armored Blue Hunting Bears with Tam Hats	BLUE HUNTING BEAR – <i>Plaid Tam Hats, blowguns, bipedal.</i> HD4 AC18 ATT#2 xtra2Dmg in melee Poison Dart Attack is full round action: On hit, target must SvPoison or fall asleep for 1d6 turns. Prefer to use poisonous sleep darts to capture humans. If threatened, they will use melee. *Each bear carries a 'Blue-Bear Key' *1/6chance to drop 'Big Metal Key' as loot. This chance increases by one with each Blue Bear slain. Only 1 'Big Metal Key' is available.	6 remain
6	1d10 Kobolds, who are clearly lost.	Roll morale to determine whether they're aggressive or are willing to talk. KOBOLD Hp1 AC10 SPD9 – Wield short-spears.	Infinite - from outside the dungeon.
7	Two Very Rude Armor Mannequins	-1 to party's surprise roll, the mannequins prefer to make surprise attacks and then retreat as soon as they are able. ARMOR MANNEQUINS – <i>They are quite adept with their prosthetic arms...</i> HD2 AC13 SPD15 *Each has 2 rings and a necklace, each of the 6 jewelry pieces is worth 200gp.	Just the 2 that live in room 32
8	Shadow Monster	Roll again, but from the Wandering Shadow Monster Table on the next page.	

WANDERING SHADOW MONSTERS

This d6 table is for the north-eastern shadow area, which are rooms 26 and 67+.

#	# of Enemies that Appear	Monster Description	Population
1	1d6 Dark Cherubs who Dance & Sing a Dire Tune	DARK CHERUB – <i>A small, pudgy creature with ashen skin and red eyes</i> HD2 AC14 Dance with me: Target must SvSpells or begin to dance, unable to take other actions. On their turn, they may SvSpells again to break the spell, but if they are still dancing on the cherub's next turn, they must SvSpells again, or they will dance into a wall, becoming a beautiful painting. If the cherub is slain, the dance ends. Cherubs prefer to dance their victims to room 75, if able. *Dispel Magic will turn paintings back into people, but if the painting is destroyed, so is the person.	22 remain
2	A Moist, Wet, Swarm of Bloodskulls	BLOODSKULL SWARM – <i>A convulsing mass of blood-slicked skulls</i> HD8 AC10 Only takes 1 damage from non area of effect attacks. It will roll after the party, seeking to grapple them and squeeze the life blood out of them, dealing 1d6/rd. 2 targets may be grappled at a time.	2 remain, rolling about the dungeon
3	A Pale, ever-grinning creature with pale flesh and beady black eyes	-1 to party's surprise roll. If party is not surprised, shadow thief will immediately flee. SHADOW THIEF – <i>Teeth filed to a point. No nose or hair. Sharp black claws.</i> HD10 AC12 deals 2d6Dmg SPD15 May turn into shadow to squeeze through tight spaces Surprise attacks party, attempting to steal an individual's shadow before slipping away. On hit, he will grab the target's shadow and run, tugging it away from them. Will then spend the next action severing the shadow which reduces target's remaining Hp by half, removing their shadow. He will eat it the next round, gaining the hp that the target lost. Shadow-less creatures will be dealt 1d6dmg/rd by the sun, which cannot be recovered until the affliction is resolved. They also have no reflection. A shadow will dissipate if its owner dies. Cannot be remedied by remove curse. Upon death, Shadow Thief will vomit many shadows which return to their respective owners, and he will drop a 'Shadow Key' which releases the shadows in room 78.	Unique, can be found in room 79.
4	1d4 Tubular Headed Creatures with far too many Fangs	TUBE-HEAD HD3 AC12 *Cannot attack normally Touch attack: Target must SvParalysis, else they will be stunned, as the Tube-Head wraps around the victim's head, draining their life force for 1d6/round, over-healing itself. The victim must be removed by external force before they shrivel like a raisin, dead.	8 remain
5	A Shimmering Magical Serpent that Glides thru the Air	MAGIC EATER - <i>Floating shadowy serpent that glows with energy</i> HD3 AC15 +8 to saves vs spells, heals 2d6 from harmful magic before taking damage. Will wriggle past formations to attack the most magical people and grab their magic items, then try to escape. Extra 2HD for grapples. *Will hide in a secret spot as it digests the magic item over the course of a day. If digestion successful, another magic eater will appear in the dungeon.	3 remain
6	Something Awful	Create your own nightmare fuel! Use the below stat ranges to conjure a shadow creature to terrify those hapless adventurers! Or just roll again... HD4 to 8, AC10 to 20, ATT#1 to 3, xtra1 to 3dmg You may roll for above stats to create a highly aggressive shadow monster.	Infinite. Source: portal in 26

DUNGEON ROOM KEYS

01: A **heavily armored figure** wielding a greatsword paces back and forth in front of two **large stone doors**.

Heavily Armored Figure – (This is an **Armored Oozeman**, who will attack on sight. He will not pursue targets far from the dungeon entrance.)

Large Stone Doors – (Built of heavy stone, requires a successful strength check to push open. Attempts may be repeated once per round, only becoming problematic if the party is fleeing. Door will swing shut once party has passed.)

ARMORED OOZEMAN – *Wields a greatsword*

HD2+2 AC17 xtra1Dmg

*Upon Death: will ooze out of armor, forming a small dark pool.

02: Firebats attack immediately

As the stone door grinds open, three bloated orange **bats** screech and begin flapping towards you!

Bats – (These 3 bats are '**Bloated Firebats**'. Once defeated, every time the adventurers return to the room, there will be a 1/10 chance of there being a '**Dire Bloated Firebat**' in the room. Once slain, no more firebats will spawn here.)

BLOATED FIREBAT x 3 – *A fat winged creature that has gorged itself on fire oil and transformed into a flying orange blob.*

Hp1 AC12

Upon Death: 2/6 chance to explode for 1d6 fire damage.

*Oozes out fire oil on death, if it didn't explode.

DIRE BLOATED FIREBAT

HD2 AC14

Upon Death: Will explode for 2d6 fire damage.

*Oozes out fire oil on death, if it didn't explode.

02a: The circular base of this column has several **holes** in it, around the circumference. It looks like a spear or pole could fit inside.

Holes – (If a pole is fit inside, a mechanism will release, allowing the base of the column to be rotated, sliding open the secret door on the west side of the room. **Inside is a pile of 1200gp, and 10 gems worth 80gp each.**)

02b: (This wall is hollow, and easy to break through with a hammer or pick. **\$ - Inside is a pile of 800gp and a potion of Flame Cloak:** Grants a cloak of flame for 1d6 turns, which deals 1d6 fire damage to melee attackers, on hit *or* miss.)

c: A statue of a smiling devilish creature, a stream of pungent **fire oil** pouring from his hand into a basin beneath him.

Fire Oil - (Party can fill 20 more fire flasks from this statue).

02.1: Locked metal door. (Requires 'Big Metal Key'. No hinges are visible, and most lockpicks are not strong enough to handle the complex mechanism inside. Treat as -4 to lockpick checks on d6 skill roll.)

02.2: A **ghostly figure** is pounding on the glass. Beyond the window, you can see a stone bridge upon a column, perpendicular to you.

Ghostly Figure – (If the glass is broken, the **Window Specter** will be released, and it is hostile.)

WINDOW SPECTER

HD3 AC14 SPD15

Insubstantial: Only harmed by magic and may phase through solid objects.

On hit: deals 1d6 damage to maximum hp, so if someone's Max HP value is 8, it may be reduced to as low as 2.

*Will linger in the hallway, protecting it as its territory.

03: The south wall is lined with 2 shelves that hold two-dozen small **gnome figurines**. In their hands are various picks and hammers. (They are magical creatures. If one of them is smashed, or someone threatens them, they will come to life and attack.)

Gnome Figurines – (These are magical creatures. They each contain 10 coins, so if someone shakes one they'll hear coinage jumbling inside. However, if one is smashed, or if someone threatens to smash them, the **Gnome Statues** will come to life and attack.)

GNOME STATUE x 24

Hp1 AC10 deal only 1dmg on hit.

*Each gnome has 10gp bouncing around inside.
If several gnomes are killed and the room is fled, the gnomes will pile up the gold and guard it.

04: The air smells of fire oil, and there are 20 **pots** on the floor. The floor is littered with the skeletons of mice.

Pots – (Roll 1d20 for each pot's contents. 3 pots are filled with 10 flasks worth of fire oil. 1 contains **500sp**. 10 pots contain a poisonous and aggressive **Pot Snake**.)

POT SNAKE (10 remain)

Hp1 AC13 SPD9

On Hit: Deal 1 damage and target must SvPoison or take 2damage/rd for 1d6 rounds.

05: A **skeleton** rests beneath a **glass** panel in the floor. In its hands is clutched a **scroll**.

Skeleton – (Just a normal, inanimate skeleton.)

Glass – (Ordinary glass, can be broken easily. Causes a loud noise, which triggers a wandering monster check.)

Scroll – (Scroll is a trap. A person who reads it receives 2d6 fire damage; SvBurst for half damage. Inflicts temporary blindness and facial scars that damage charisma by 1d3. Scroll is consumed when triggered.)

06: The entire room is a pit, with a **stone bridge** held aloft by a round pillar in the center. The bridge is not physically connected to either entryway, . At the bottom of the 20' deep pit is **black sludge**.

Stone Bridge – (This is a mechanism that can rotate. Initially the bridge spans east-west, but if the wheel in room 34 is turned, the bridge can be set to face north/south.)\

Black Sludge – (A vicious, viscous creature with an appetite. Will chow down on anyone who falls into it.)

BLACK SLUDGE

HD10 AC12 SPD6, deals 2d6Dmg

If hit with fire, will explode dealing remaining hit points in damaging burst. SvBurst for half damage.

06a: A sturdy **portcullis** blocks this passage.

Portcullis – (Lifted by turning wheel 6.1, to the south; the wheel cannot lock in place. Otherwise, the portcullis is very heavy: a person gets a -10 to

strength check to open. Those who assist may add their strength modifier to the roll.)

07: The room is totally clean, no loose debris or objects. The far wall has a great **stone door**, with 50 holes in its face. The stone floor in front of the door is cracked, as if pounded with significant force.

Stone Door - (Slightly magical; once all 50 holes have some small object inside, the door will fall outwards, revealing a small chamber beyond. Anyone who is in front of the door at this time must SvBurst to avoid the 4d6 crushing damage dealt by the door.)

(Once the door is opened): Behind the door is a beautiful **golden sculpture and 10 rubies**. You've never seen such shiny treasure, for it is clean, immaculate, and **mysteriously floating** in the air and moving towards you. The air reeks of oil.

Gold Sculpture & Rubies – (Gold sculpture worth 7000gp intact, 700gp if melted by fire. Each of the 10 rubies is worth 100gp.)

Mysterious Floating – (The treasure is contained within the **Flame Jelly Slime Cube**, whose presence will be detected as soon as it attacks. It is somewhat stealthy, but once someone knows its there, they have no trouble seeing it.)

FLAME JELLY SLIME CUBE – *Primarily attempts to engulf and suffocate victims. Avoids fire.*

HD7 AC10 SPD6

Will attempt to engulf targets, and suffocate them dealing 1d6/rd to those grappled. If hit with fire, will explode in a fiery burst dealing its remaining hit points in damage. SvBurst for half damage.

08: A rugged stone **fountain** dominates the room. There is a small furry **humanoid** drinking

incessantly from the fountain. The creature is surprisingly muscular.

Humanoid - (Humanoid cannot react to any party action, including attacks. He is addicted to the fountain and cannot pull himself away.)

Fountain – (Magic Fountain than when drank, grants 1 to a random stat, but must SvSpells. (Penalty to saving throw is -1 per every time the person has drank from the fountain.) 1st failed save: Drinker will begin to crave the fountain liquid. 2nd failed save: Drinker becomes addicted, and will not be able to leave the fountain's side. If dragged away, they will lose 1Hp per turn, unable to heal. Once they hit 0Hp, they become comatose. Dispel Magic will remove the affliction, but will damage the drinker's stats based on how severe their affliction is. A craver will lose 1 point for all stats. An addict will have all stats lowered by 3. Someone comatose, 5.)

09: Two heavily **armored figures** spar in a small pit of sand with sword and shield. There are **weapon racks** around the room, with old decrepit weapons.

Armored Figures – (These are armored oozes who are focused on their spar, but will immediately attack the party as soon as they notice them being too loud or obnoxious.)

Weapon Racks – (Primarily hooks drilled into wall bricks. One such hook is attached to a loose brick, which if pulled out will reveal a piece of **jewelry worth 500gp**.)

ARMORED OOZE x 2 – *Wield sword & shield*
HD2+2 AC19 SPD9

*Upon Death: The black ooze will seep out of the armor, dead.

10: Three heavily **armored figures** sit at a long table on benches, the table is **set** for dinner but there is no food. Their heads are face down on the plates. **All three are wearing pieces of jewelry worth 400gp each.**

Armored Figures – (These armored oozemen will attack if party is loud or obnoxious. They wield greatswords.)

Set – (One plate has a red color sign on the bottom, and the first to see the sign must SvBurst or be blinded by red ink for 1d6 turns.)

ARMORED OOZE x 3 – *Wield Greatswords*
HD2+2 AC17 SPD9 xtra1Dmg

*Upon Death: The black ooze will seep out of the armor, dead.

11: 6 **worn cots** line the walls of this room. 2 Heavily **armored figures** with swords & shields rest on two of the cots, motionless.

Armored Figures - (When the party walks halfway into the room, the figures will sit up, and watch. They attack if the party leaves room 12 with stolen equipment.)

Worn Cots - (One of the pillows has a 'Tarnished Metal Key' inside for opening a metal panel in room 13.)

ARMORED OOZE x 2 – *Wield Sword & Shield*
HD2+2 AC19 SPD9

Upon Death: The black ooze will seep out of the armor, dead.

12: A pile of **armor** pieces rests in the center of this room. All manner of plate and chain and shields.

Armor - (The only special item is a magical gauntlet that increases Attack rolls by 1, and has

the locked gauntlet capability optional. Detect magic is the ideal way to locate it, as otherwise it looks like an ordinary gauntlet.)

13: There is a stack of **crates**, upon which sits an **armored figure** with a polearm. He tenses with hostile intent.

Armored Figure - (Will attack if the party does not immediately leave.)

Crates - (The crates contain basic adventuring gear such as ropes or iron spikes. Each crate has 5 items, and there are 8 crates. Underneath the crates is a **locked metal panel**.)

Locked Metal Panel - (Requires 'Tarnished Metal Key' to open. Inside is a **sack of 1800gp, and 5 gems worth 100gp each**.)

ARMORED OOZE

HD2+2 AC17 SPD9 xtra1Dmg

*Upon Death: The black ooze will seep out of the armor, dead.

14: Heaps of scrap metal rest in the corners and the area reeks of oil. In the middle is a scrap heap that resembles a **lizard**, with 2 legs, a snout, and a tail, all stitched and bolted together.

Lizard - (This is the **Metal Fire Lizard**. It is asleep, and will awaken if players disturb its metal piles.)

METAL FIRE LIZARD

HD6 AC17 SPD15

Breath Attack: 1/encounter, cone of fire that deals 1d6+1. Targets may save to take ½ damage. Prefers to attack targets who carry flammable material, such as fire oil or torches. When the creature eats fire oil, it will recharge its flame breath attack.

*Upon death, will ooze fire oil and black sludge. Remove from wandering monster table.

15: Room reeks of oil, as there is many shattered flasks of fire oil on the ground. The ground is mildly slick with **oil**.

Oil - (Can't be scooped up into a flask, too little present. However, the floor may be lit on fire).

16: The southern half of the room is filled with water, waist deep. At the bottom is a thick, **black sludge**. The opposite door has a platform before it, and the far door on the right has no platform whatsoever.

Black Sludge - (Walking on it will induce attacks from the black sludge, which is a massive creature who will aim to pull creatures underwater and crush them to death. The water blocks most ranged attacks.)

BLACK SLUDGE

HD8+20 AC12 SPD6

Will grapple and drown/crush creatures that walk on it, dealing 2d6 damage per round.

17: A large **copper disc** is set into the floor, with an image of flame set in grooves in the disc. The stone surrounding the disc is scorched. An inanimate suit of armor lies crumpled against the south wall.

Copper Disc - (The disc will flash with fire every 10 minutes, dealing 2 damage to those nearby. If fire oil is in the grooves at the time of the flash, a secret door will open in the northwest corner, revealing some treasure.)

\$ - (In the North-West cache, there is **400gp**, **800sp**, and a **Magical Ring of Resist Fire**, that resists 1 fire damage per d6 of damage.)

18: A large **stone cauldron** sits in the middle of the room. A large pile of humanoid bones rests in a corner. Two **armored figures** stand silently against the far wall, resting their hands on great-swords. At the base of the far wall is a **small hole**, 6" in diameter.

Armored Figures – (These armored ooze-men will attack if the cauldron is threatened in some way.)

Stone Cauldron - (Stone cauldron reads as magical, any organic substance placed within will make the vat glow red as it painlessly converts organics into a sentient black sludge. A character will still be able to act, and be able to squeeze through tight spaces, but they'll be unable to speak and their charisma will be reduced to 2.)

Small Hole - (Hole is 10' deep, and at the back are **20 gems worth 100gp each**.)

ARMORED OOZE x 2

HD2+2 AC17 SPD9 xtra1Dmg

*Upon Death: The black ooze will seep out of the armor, dead.

19: A stone laboratory overgrown with mould and fungus. There are still a **couple potions** around.

Couple Potions – (Listed below are the potions and what they do. However, it takes an alchemist to identify the effects.)

- Light Blue: Cure light wounds
 - Clear: Reverses the most recent damage.
 - Red, Zappy: Drinker Polymorphs into a weightless lightning lizard. Special 1/Enc ability to blast lightning dealing their level x d6 damage in a 20' cone. SvBurst for half damage.
-

20: (The Door to this room is Wizard Locked by a 7th level magic user.)

Cold mist seeps from under the **door**.

Door - (If opened, party must roll surprise with a -1. Hostile **Treasure Wraith** will attack whomever has the most treasure, and once all treasure is acquired, it will flee, becoming a wandering monster.)

TREASURE WRAITH - *The Treasure Wraith will demand the party's valuables, attacking whomever carries the most. Dropping treasure is a great way to distract it.*

HD5 AC14 SPD15 ATT#2 (one 'finger' attack and one sword attack) xtra1Acc/Dmg.

Only harmed by fire, silver, or magic weapons.

Finger Attack: Will damage target's **max Hp total** by 1d6.

Scream Attack: Those nearby who can hear, must Save vs Paralysis or be frozen in fear for 1 rd.

\$ - Carries **Jewelry worth 3000gp** initially. Will pick up more treasure as it goes, which may slow it down.

21: The floor of this room is extremely **dusty**, the dust is a couple inches deep. There is a **broom** in the corner.

Dusty - (The dust appears self-replenishing. No matter how much is swept, it'll just keep reappearing. This is because an enchanted emerald

Broom - (The broom is magic and grants flight spd12 when mounted. Can also be loaded with cargo and tugged along. Broom can only carry up to 15 stones, so a typical person +5 stones.)

(If somehow the dust is swept totally aside, there is a floor grate, under which is an **emerald worth 500gp**. Problem is, the emerald is cursed to spew dust everywhere so it's pretty worthless until the curse is removed.)

22: 8 small **fuzzy humanoid** creatures are sitting around a pile of **rocks**. They carry makeshift spears. There is also a waist-high wall through the middle of the courtyard, as well as 2 **trees** and a dilapidated tower.

Rocks - (The top rock of the pile is magical. Bestows the wielder with +1 strength mod if held in both hands.)

Fuzzy Humanoid – (These **Furkin** attack if they see someone enter the courtyard.)

FURKIN x 8

HD1/2 AC10 SPD9

Spears are tipped with a poison that puts those who fail to sleep for 1d6 turns.

Trees - (Halfway up the larger tree to the north is a hollow wherein is stashed **700gp, 8gems worth 50gp, and 1 jewelry worth 1000gp.**)

22a: This sturdy metal door is locked with a **padlock**. A steel panel hangs from the handle, engraved with a skull.

Padlock – (There is no key, but several loud but strong strikes should break it. Roll wandering monster check.)

23: This is a 4-story ruined **tower**.

Tower - (Floors 1 thru 3 have nothing but rubbish and rubble, but a blue dragon roosts at the top, along with his **treasure hoard**. When a person wanders in, **Sor'Ves the Blue dragon** will kindly ask for a piece of that person's wealth. He may be willing to cut a **deal** for more wealth, but if angered will demand more, even to the point of demanding the clothes off a person's back.)

Deal – (If the players present him with treasure totaling 2500gp or more, he will belch out a

water elemental that will serve them until it is destroyed. Only one can serve at a time.)

Treasure Hoard – (25,000gp, 200 gems worth 50gp each, and 80 gems worth 125gp each.)

SOR'VES THE BLUE DRAGON

HD15 AC17 SPD15 ATT#3 xtra2Dmg

As a full round action, may belch out a **Water Elemental** to aid him in combat.

WATER ELEMENTAL – *It's more slappy than drownny.*

HD5 AC12

24: Before you are 8 **pits**, 4 along each wall. If you look inside, they descend into darkness, and appear to have no bottom.

Pits - (Each turn there is a 50% chance for an **Ethereal Skull** to fly out of a pit, and chase a player until it collides with them. When an item is dropped into a pit, it will appear to fall endlessly before fading from view, and there's a 50% chance an **Ethereal Skull** will pop out. A dispel magic can dispel the pits, revealing them to be just 20' deep whereas before they seemed bottomless. Items dropped in before can be retrieved this way.)

ETHEREAL SKULL

Hp1 AC12

Only hurt by magic, holy water, or silver weapons.

Will explode on successful attack for 1d6 magic damage, dealing 1 splash damage to surrounding creatures.

a: Portcullis - (Requires standard strength check to open. Falls shut when released.)

25: The back wall has oil dripping down a **mural** of a man screaming fire into the sky. In the sky is

a witch on a broom with a repeating crossbow in each hand, pelting peasants and their chickens in the fields below.

Mural – (Holds the **Witch of the Mural** captive. Lighting the oil or fire, or striking the mural with a hammer will destroy it, as it shatters backwards into the courtyard. The sky will momentarily darken, and great heinous laughter will boom out. The magic broom or room 21 will disappear, as the witch will use it to fly through the skies, attacking peasants and others with her repeating crossbows. If the broom has already been removed from the dungeon, her reign of terror will be flightless.)

WITCH OF THE MURAL - *Pure evil, murderous, and unwilling to negotiate.*

HD7 AC14 SPD15(While on broom) ATT#4 xtra1Dmg

If struck while riding the broom, she must save or fall off.

Repeating Crossbows: The source of her ATT#, as each crossbow has 2 shots and deals 1xtradmg per round. *They can be looted afterwards, but they can be broken or lost.

25.1: A **face** with an open mouth, **2 citrines worth 200gp as eyes.**

Face - (If anyone approaches within 15' in front of the face, a ball will launch out of the mouth, attacking as an HD5 creature, dealing 1d6 damage. It is a **golden ball, likely worth 50gp**. However, after 3 turns, the ball will explode for 1d6+2 fire damage in a small area.)

26: Three runed-pyramidal **black stones** face a shallow **pool** of slowly swirling pale purple liquid. The shadows in this room feel much stronger.

Black Stones – (Touching flesh one of these obelisks will drain 1d6hp, and temporarily

activate the shadow portal, summoning a creature from the table below. Roll a d6 on the following table to determine what is pulled through the portal.)

Pool - (This is a shadow gate to a corrupted realm that contains dark and twisted monsters. **If someone is standing in the pool when a stone is touched, they will fall into a dark and terrifying world of nightmare.**)

#	Monster Description
1	BLOODSKULL SWARM HD8 AC10 Takes 1 damage from non-aoe attacks. It will roll after the party, seeking to grapple them and squeeze the life blood out of them, dealing 1d6/rd. 2 targets may be grappled at a time.
2	TUBE-HEAD x 3 HD3 AC12 *special attack Touch attack: Target must SvParalysis: If target fails, they will be stunned, as the Tube-Head wraps around the victim's head, draining their life force for 1d6/round, over-healing itself. The victim must be removed by external force before they shrivel like a raisin, dead.
3	SHUCK – <i>A shadowy hound with red eyes</i> HD2 AC 10 It cannot be harmed, except by remove curse, dispel evil, or a divine weapon. Will fix its eyes upon a target who must save to look away, or curse them giving them a -4 to all d20 rolls, and increasing damage they take from all sources by 2.
4	SHADOWY SERVANT HD3 AC12, Only harmed by magic weapons. Will do the bidding of the summoner, but if the summoner fails to give it a task for a full day, it will attack the summoner until given a task.
5	MAGIC EATER x 3 - <i>Floating shadowy serpent that glows with energy</i> HD3 AC15 +8 to saves vs spells, heals 2d6 from harmful magic before taking damage. Will wriggle past formations to attack the most magical people and grab their magic items, then try to escape. Extra 2HD for grapples. *Will hide in a secret spot as it digests the magic item over the course of a day. If digestion successful, another magic eater will appear in the dungeon.
6	Roll a d4 on Table on Next Page

1	HEAD OF SHADOW HD5 AC15 A blank disc will appear, standing upright and hovering in the air. It will lance out, stealing a facial feature on successful attack before retreating. It will attempt to stalk the party, laying ambush to steal yet more features. It starts out blind until it gets eyes. Once it fills out its facial features, it will vanish, never to be seen again. Requires 1 nose, 2 eyes, a mouth, and 2 ears. *If slain, will drop a shadow gem worth 2000gp . Body parts can be recovered, but can they be reattached?
2	SOUL EATER - <i>A massive, black leather-skinned hulk with a gaping gullet that holds many corpses that writhe with angry spirits.</i> HD15 AC16 ATT#2*special Bite Attack: Will also grapple, dealing 1d6/rd automatically. While grappled, Spirit Attack will hit automatically. Spirit Attack: Spirits lash out, draining 1d6 max HP The bodies of slain enemies will be dragged inside and added to the mass of flesh. *Will drop shadow gem worth 2000gp upon death.
3	HORNED SHADOW DEMON HD12 AC18 SPD15 ATT#* xtra2Dmg Only harmed by silver/magic weapons and effects. Horn attack strikes 2 targets. Claw attack strikes 1 target for 2d6 damage. *Will drop shadow gem worth 2000gp upon death.
4	HEART THIEF x 12 <i>Vaguely humanoid shadow with long ethereal arms.</i> HD4 AC14 Only harmed by silver/magic weapons & effects. On Crit, target must SvDeath or their heart will be torn from their chest, without leaving a hole, resulting in instant death.

27: As soon as the door opens, an extremely muscular **green arm** reaches from a hole in the floor, grabbing and slamming the door shut. It does not appear to want anyone passing through its tiny room.

GREEN ARM - *Does not allow passage through the room.*

HD5 (HD15+15 for grapple rolls) AC12 SPD0 xtra5Dmg.

28: There is a full **water** basin upside down on the ceiling.

Water – (The water and the basin have reversed gravity. If a creature drinks the water from this basin, their gravity will be reversed for 1d6 turns; on a roll of 6, roll again and add to the duration. **30 doses remain.**)

29: Every 10' wall segment has a **door**. They are all identical.

Door - (Any door that only appears in this room and not an adjacent room is a **False Door**, which will slam the ground trying to smash the opener. The **False Door** will then waddle after the creature in an attempt to kill it.)

FALSE DOOR (7 total, but only attack 1 at a time per interaction.)
 HD3+3 AC13 SPD6

\$ - (The middle of the east wall has a cache carved out with a **small golden gem-encrusted statue worth 2000gp**.)

30: (**North-East Angry Metal Door** is a hostile entity that will smack anyone who tries to pass through it. After its first attack, it will flip

around angrily, calming down once the party leaves. This door will slowly fill the room with blue mist. Dispel Magic will disenchant the door.)

A **blue mist** spews from behind the door as it is cracked open.

Blue Mist - (Creatures who breathe it in must SvSpells. The mist does nothing, but seems scary. The room can air out, with the blue mist dissipating into the next room. The room is otherwise empty.)

ANGRY METAL DOOR

HD8 AC23 xtra2dmg.

31: There is a **potted plant** in the center of the room.

Potted Plant - (If approached near, it will shake violently as it begins to covertly cast 'charm person'. It will cast the spell repeatedly each round until everyone is under its thrall, at which point the adventurers will be forced to adventure in its name, the almighty **Hedgemon**. It has HD1 AC5, making it vulnerable to attacks.)

(**Hedgemon** prefers to be transplanted somewhere nice and fertile, where it will spread its leafy domain charming all who come near, sprouting beautiful flowers and granting blessings to its champions.)

HEDGEMON – *A potted plant, master of the shake*

HD1 AC5

Can cast 'charm person' once per round, target must SvSpells or be charmed to do Hedgemon's bidding, so long as requests aren't suicidal or unthinkable. The spellcast is only telegraphed by the shaking.

32: There are 2 **beds** in this room. Each of them has an **armor mannequin** upon it. Each has 2 rings and a necklace, each of the **6 jewelry pieces** is worth 200gp.

Armor Mannequin - (Attempts to remove jewelry will result in a surprise, as the **Armor Mannequins** smack their greedy hands away and hop out of the room with a bout of muffled yelling.)

Beds - (Inside the left mattress is a sack of 15 copper coins emblazoned with a fire icon that explode for 1d6 damage each when thrown. Multiple may be thrown at once.)

ARMOR MANNEQUIN x 2

HD2 AC13 SPD15

More likely to surprise party, -1 to party surprise roll.

Prefer to strike on a surprise round and retreat rather than fight a prolonged engagement.

33: The walls and ceiling are covered with vines, and there is a small waterfall pouring out of a stone basin surrounded by lush shrubberies. The room is lit by a **green glow**. In the back of the room, where the foliage is the most dense, is an **onyx obelisk** inset with a series of radiant green gems.

Green Glow - (The room has a calming effect. Creatures must save vs paralysis in order to make an attack, as the entire room is under a 'sanctuary' spell.)

Onyx Obelisk - (If the obelisk is broken from the floor to which it is attached, the plants here will wilt and die. The room will lose the sanctuary effect, and the obelisk will cease to be magical. The Onyx Obelisk is worth **4000gp as art** as a complete object. If gems removed, there are **20 and they are worth 80gp each.**)

34: **Door is locked** (requires 'Blue-Bear Key', but can be lock-picked normally.)

There are a couple large cages and a table. In the cages are 3 **humans**, each naked and unconscious. On the table are some broken blow guns, and 4 darts tipped with a mysterious **substance**. There is a **wheel** attached to the wall that looks like it can be twisted. There are shavings of blue fur scattered about the room.

Humans - (The naked humans will be somewhat feral, but will not attack on sight. They can be brought back to town and rehabilitated into highly loyal retainers, as they were once adventurers.)

Substance – (These darts are tipped with a sleep poison; targets struck must *SvPoison* or fall asleep for 1d6 turns.)

Wheel – (Turning this wheel will rotate the bridge in room 6; this wheel may be locked in place.)

35: **Door is locked** (requires 'Blue-Bear Key', but can be lock-picked normally.)

There are four naked **humans**, collared & chained to four stone **obelisks**. They begin to growl at you in feral fashion.

Humans - (If party gets too close, these **Feral Humans** will attack).

Obelisks - (Twisting the Southeast obelisk will open the secret door, which can also be pushed open from the other side.)

FERAL HUMAN x 4 - *Lashes out with small shivs in both hands, while spitting phlegm from their foaming mouths.*
HD1 AC10

36: There is a **sword** stuck blade-first into a pedestal. Upon the pedestal it says, "Speak with noble intent."

Sword - (+1/+1 sword, deals extra 1d6 damage to notably evil targets. The sword will not budge from the magical stone, except for one who declares that they will take up the sword to destroy evil. That said, if they slay innocent or particularly "good" entities, the sword will become too heavy for them to bear, crashing to the ground with enough force to crack flagstones, and there it will remain until picked up again by a righteous warrior. If too much time passes, it will fade and return to this pedestal.)

37: A **grey stone figure** of a knight with 1 arm and half its head missing levels a blade at you and prepares to attack!

Grey Stone Figure - (Will attack until party retreats from room, where it will stand vigil for reasons unknown.)

GREY GUARDIAN
HD4 AC20 xtra1Dmg

38: In the corner is a **basin**, with a **golden ring** around the upper lip. It is filled with slick, wet, red blood.

Basin - (If someone approaches, a little blood demon will pop out and chime "Mmmmm Make a wish, chaps! A ... lesser wish! Yehehehehahah." If a person makes a wish, their words will be twisted as much as possible to turn the wish into something harmful. Only 1 wish per person.

Golden Ring – (It is worth **500gp** worth of solid gold, but the blood and demon will disappear, along with any items wished into being, or lives restored.)

39: Roll for surprise

(An old man, jittering with panic, has a crossbow leveled at the door, and will fire at the first one in. He can speak little more than Gibberish. The room is filthy.)

OLD MAN

HD1 AC10 xtra1Dmg

40: A bejeweled, **golden serpent** slithers out from a **pile** of gold and silver coins.

Golden Serpent - (It is immediately hostile. Worth 5000gp alive, 1,500gp dead.)

GOLDEN SERPENT

HD3 AC12

Bonus HD2 for grapples

Poisonous Bite: SvPoison or take 1d6 damage for 1d3 rounds. Each point of damage is bled out as a gold piece.

Pile - (1200gp and 900sp.)

41: **Southern door is made of stone, scorch marks can be seen beneath it. (Opening door will trigger the statue's attack.)**

A small **statue** of an angry dwarf with a runed crown stares down the southern door. The floor in-between is scorched by fire.

Statue – (Spews 2d6 fire damage as SvBurst attack, 15' range. Triggers when there is motion in front of the statue. Takes 1 hour to recharge. Statue may be picked up and moved around, or **sold for 2000gp** to the right buyer.)

42: A bipedal **lizard** creature is in here, gnawing on the corpse of a kobold. The room is smattered with blood, floor walls and ceiling.

Lizard - (It's a bloodthirsty **Werelizard**. If the party doesn't immediately leave, it will turn around, dropping the kobold, and attack.)

WERELIZARD

HD3 AC12

Lycanthropy: If someone is damaged to the point that they roll on death's door and live, they will become a werelizard lycanthrope in 2d6 days. 2 days before turning, the character will come down with an intense fever and feral urges. A cure disease spell can work before they turn, but after they become a werelizard for the first time, it cannot be cured by most means.)

43: A **ring** of purple metal hangs from a string.

Ring - (The purple ring is cursed. The wearer and everything they carry will have reversed gravity, and the ring cannot be removed without a 'remove curse' or 'dispel evil' spells, which will also destroy the ring.)

44: 8 **Kobolds** are standing here, their attention pointed towards the South-Eastern door, their spears raised.

Kobolds - (Will be easy to surprise, with a -2 to their surprise roll. They will be startled by the group, roll morale to determine whether or not they attack the party. They may demand to know where their friend Pokeri went. Spoilers: he got eaten by the werelizard in room 42.)

KOBOLD x 8

Hp1 AC10

45: There are two **crates**.

Crate 1 - (Crate on the left is rigged with a poison dart trap which causes the afflicted to remove their clothes, scream, and sprint in a random direction through the dungeon for 1d6 turns, attracting all kinds of attention. The crate contains assorted useless trinkets, as well as a book that contains the knowledge to create basic poisons, granting the skill 'Journeyman Alchemy'. Takes 1 week to read.)

Crate 2 - (The crate on right has a poison dart trap that causes wearer to go into fetal position and wail loudly for 1d6 turns.) Inside the crate is a **puzzlebox**! (Toss a rubix cube to your player. If you don't have a rubix cube, you may require an int check with a -3.)

Puzzlebox - (Inside the puzzle box is an incredible piece of **jewelry worth 5000gp**. It will be reduced to 1/10th its value if the puzzle box is busted open, damaging the jewelry.)

46: Two **gears** are sticking out of the north wall, one in each corner. They look like they can be turned. The floor is wet, and occasionally a drip of water falls from the ceiling.

Gears - (Turning the left gear will raise a wall revealing a **secret chamber** behind a portcullis, and turning the right gear will raise the portcullis that blocks entry to the **secret chamber**. However, both gears will also slowly open a floodgate in the ceiling that lets water into the room, which will slam the doors shut. Spinning the gears back will close the floodgate, but not before too much water gets in and potentially drowns someone. Drowning creatures take 1d6/rd. The solution is to wedge the doors open.)

Secret Chamber – (Contains a pile of **1400gp**, and **2 jewelry worth 500gp each**.)

47: **A red light glows from under the door.**

Inside is a small grove of glowing red **mushrooms**, and you can hear the chanting of **spells**.

Mushrooms - (Any alchemist will recognize that the mushrooms are potent alchemical reagents, 80 of which are worth 25gp each.)

Spells - (5 tiny, 5 inch-tall men with beards and pointy hats are casting offensive spells to defend their mushroom crop!)

TINY CONJURER x 5

Hp1 AC18 SPD12

Casts spells as 3rd level magic user.

48: Three armored oozemen are in the room, and they are hostile! (**Both parties must roll surprise**).

ARMORED OOZEMAN x 3 *Wield poisoned longswords*

HD2 AC17 xtra1Dmg

Poisonous strike: SvPoison or target endures Paralysis for 1d3 turns.

*Will ooze out of armor upon death.

49: There is a **firepit** in middle of the room that burns low, on the verge of extinguishing.

Firepit – (The fire is actually a magical creature, and will never burn out. Feeding the fire sufficiently will awaken the dormant flame djinni, who will immediately issue **demands**.)

Demand 1 – (He demands a sacrifice of no less than 10 beds. He emblazons a person with a mark of flame, telling them they will combust within 1 days' time should they not fulfill his demand.

SvSpells with -4. He will attempt additional mark emblazons each round. Upon completion, the mark of flame will vanish, and he will issue his **second demand.**)

Demand 2 - (The flame djinni emblazons another character, and demands 5 stones worth of a blue bear's fur. Upon completion, the mark of flame will vanish, and he will issue his **third demand.**)

Demand 3 - (As his third demand, he requires 'The Bottled Breath of a Dragon'. He supplies the magical vessel with which to capture the breath. Upon completion, the mark of flame will be removed, and he will grant the party their just **reward.**)

Reward - (50 diamonds glimmering with inner fire worth 400gp each. He will then rise up from his hearth, and make himself a temple atop a nearby mountain, devoted to the Flame God Yaka.)

FLAME DJINNI

HD8 AC15 ATT#3 **Harmed by ice or magical effects, but can only be killed by ice magic.**
Deals 1d6 fire damage to any melee attacker.

50: There is a recently used **sleeping roll** in this room.

Sleeping Roll – (Belongs to the invisible **Lizardman** in the room. Underneath it is a small pouch of 26 silver pieces.)

Lizardman - (There is an invisible **lizardman** in the room, who is waiting eagerly for the party to leave. Magically invisible, but does not know any spells. Will attack if threatened, losing the invisibility but he prefers to stay out of trouble.)

LIZARDMAN - *Wields a spear and shield.*
HD4 AC14 ATT#2 xtra1Dmg

51: There is a stack of 8 beds... and there is a ninth bed, being eaten by a large scaled **Glutton** creature with 5 horns and 8 eyes... It chomps through the bed in several bites, before turning its attention to you. (Hostile and hungry!)

GLUTTON

HD6 AC14 SPD9

Bite attack, will grapple on hit and continue to chew its prey. Grappled targets have -4 AC.

Multiple creatures can be grappled at once and must individually succeed to escape.

If the glutton kills someone and swallows them, it will heal for ½ that person's max HP.

52: 5 motionless skeletons sit around a square table. On the table is a grid, with small **miniatures** of adventurers and monsters.

Miniatures - (9 figurines of expert make, worth 50gp each.)

How I felt hosting games that involved battlemaps and individual initiative rolls.

53: The room is barren, except that the north wall is a **mirror**.

Mirror – (Not a mirror at all. It's just a glass pane behind which 4 **Doppelgangers** are standing, ready to mimic the party. However, since there is only 4, only up to 4 people will be reflected by the "mirror". The opposite door is rigged to mimic the motion of the entry doorway. When the mirror is broken, and the reflections do not disappear, much confusion may ensue. Any mention of the reflections being **doppelgangers** will cause them to attack.)

DOPPELGANGER x 4

HD3 AC12

Will attempt to infiltrate the party by killing their match, and proceed to kill the party one by one should the opportunity arise.

53a: (The opposite door leads to a small room with 800gp and a fancy silver mirror. The silver mirror is a **magical mirror** that when you look into it, you see yourself outside the dungeon entrance. This is a mirror of recall. Can work on a group, but everyone must be holding it, which can get tricky. Can sell as an art piece for **400gp**.)

54: 8 lidded **pots**.

Pots - (Inside each is about 15 firebombs worth of fire oil, so 120 overall. **120 remain**.)

55: A small wooden **puppet**-dummy sits on a chair in the corner. You can feel heat radiating off of it.

Puppet - (Using it gives the wielder the ability to cast a 5d6dmg fireball that explodes in a 10' radius area within 100'. The dummy can only launch this attack once, before it lights on fire and burns away. Only worth 10gp if attempts are made to sell it.)

56: A vicious creature, with the head of an eagle, body of a bear, with webbed, clawed feet. It roars with fury at your intrusion!

UNINVITED GUEST – *Head of an eagle, body of a bear, with webbed, clawed feat.*

HD8 AC14 ATT#3 xtra3Dmg

Life Drain: Attacks heal the Uninvited Guest for the damage they deal.

Web attack: As a full round action, may spew webs in a cone. Those afflicted must SvParalysis or be stunned for 1d3 rounds.

57: A great pile of corpses, refuse, broken equipment, and **more**.

More - (A 'detect magic' spell will detect a metal serpent ring that regenerates health 1/turn. Also detected is a Small Elaborate Sword worth 40gp as art which glows green when goblins are near. Has no bonuses, but counts as a magic weapon to damage incorporeal creatures and other non-magic resistant targets.)

58: A golden, shining, ghostly **kitten** slurps from a small pan of **milk**. It looks up at the party and mews.

Kitten - (If approached, it will flee in a direction at SPD12. If the party manages to corner and capture it, it will turn into a lifelike golden figurine of a kitten, **worth 2000gp**.)

Milk - (If someone drinks the milk they must SvSpells or 'Polymorph' into a yellow kitten.)

59: A pair of **legs** walks about this room, bumping into various walls. The part where the torso is missing is a completely clean cut, but no bodily fluids are leaking out, except in the crotch area because the legs appear to have wet themselves. There is also a framed **picture** of a person sleeping on a desk, with a ghost wrapping its hands around the person's head.

Legs - (These are the legs of the poor man in room 65. If touched, he will harmlessly kick out trying to defend himself.)

Picture - (There is nothing behind it. Picture is worth 50gp as art.)

60: It's a Kobold **nest**! 18 Angry **kobolds** with short spears. The nest consists of many torn cushions and other soft materials. The back of the room has a great wheel, which looks like it can be turned.

Nest - (There are 24 baby kobolds wrapped up in the blankets. There are also small pouches that contain **600sp total**.)

Kobolds - (Will warn party to leave before attacking.)

Wheel – (Can be turned and locked into place. Operates the two portculli to the northeast and southeast of this room.)

KOBOLD x 18
Hp1 AC10

61: At the far end of the room is a **throne**, wrought from silver and studded with precious stones.

Throne - (Upon close inspection, there are many holes around the throne with metal pole inserts. When someone sits in the throne, a pressure plate beneath the throne will activate and the metal poles will slide up, trapping the person on the throne. Afterwards, 2 blue bears will walk out of room 62 to collect their catch, fighting off others if necessary. **Silver throne looks to be worth 2500gp**, but weighs 20 stones.)

BLUE BEAR (2 from room 62) - *Wears plate armor and a Tam hat. Its body is covered with blue fur.*

HD4 AC18 ATT#2 xtra2Dmg in melee
Poison Dart Attack: Full round action, afflicted will fall asleep for 1d6 turns.

Prefer to use poisonous sleep darts to capture humans.

If threatened, they will use melee.

*Each bear carries a 'Blue-Bear Key'

62: (If the two Blue Bears were not attracted by the throne trap in room 62, they will be in here, unaware.)

The room has a few **boxes** of supplies, and some treats in the form of sugar-coated meat cubes. There is also a small **totem** in the back corner, next to a **lever**.

Boxes – (The supplies are simple things like vials and small tools, satchels and salt. Nothing of value or utility to adventurers.)

Totem – (Shaped like a small bear, with a pawprint on its head. If a bear paw is placed upon the totem's head, the room's secret door will slide open. Non-bear hands will be pushed away by an unseen force. Secret door may be pushed open from the other side.)

Lever - (Lever releases throne trap in room 61.)

BLUE BEAR (2)

HD4 AC18 ATT#2 xtra2Dmg in melee

Poison Dart Attack: Full round action, afflicted will fall asleep for 1d6 turns.

Prefer to use poisonous sleep darts to capture humans.

If threatened, they will use melee.

Each bear carries a 'Blue-Bear Key'

Wears plate armor and a Tam hat. Its body is covered with blue fur.

The sugared meat cubes are treats for humans, crafted from human flesh.

63: There are several small **crates** in here.

Crates - (One contains human noses. Another contains human scalps. Another is a box of testicles. Another contains kobold whiskers. Another contains glass jars of **black sludge** that

wriggles. Another has all sorts of meats, packaged and dried.)

Black Sludge – (It's animate and alive, but mostly harmless.)

64: This looks like a butcher's workshop; corpses of several humans and kobolds rest on some tables, hides cut away and chunks carved from their flesh. From the walls hang the tools of a butcher.

65: The upper half of a **man** is hanging from a rope tied to a ceiling hook. His mouth is gagged, his arms are tied, and he is alive. The bottom of his torso is a clean cut, but no bodily fluids are pouring out. There are also 3 **barrels** in a corner.

Man - (Once able to speak, the man will ask the party to find his lower half; it was lost somewhere in the dungeon! Promises to pay them all he can upon return to town, which is sadly, just 56gp: his life savings. However, he will become a loyal retainer. Name is Alberto, the blue bears test new poisons on him. Lower half can be rejoined by mashing them together.)

Barrels - (There are three barrels, one has 12 blowguns in it, another contains water, and another holds flasks of **liquids**.)

Liquids – (20 doses of sleep poison: SvPoison or Sleep for 1d6 turns. 4 doses of paralysis poison: SvPoison with -2, or be paralyzed for 1d6 rounds.)

66: Two more blue **bears** are camping in this room, and look both surprised and angry at your presence.

Northern exit is barricaded by spikes. There is a fire pit, a bear **totem** and six hanging **effigies** made from the bones of lizard-men.

Totem - (Shaped like a small bear, with a pawprint on its head. If a bear paw is placed upon the totem's head, the western secret door will slide open. Non-bear hands will be pushed away by an unseen force. Secret door may be pushed open from the other side.)

Effigies - (The south-most of the 6 effigies, if pulled down, will raise the southwestern secret door, leaking a toxic sleeping gas into the room that does 1d3 damage each turn for 1d6 turns while the afflicted is put to sleep. Inside the secret room is an **enormous pile of 12,000sp**.)

Bears - (Will drop Big Metal Key upon death if it has not been found already.)

BLUE BEAR x 2 - *Wears plate armor and a Tam hat. Its body is covered with blue fur.*

HD4 AC18 ATT#2 xtra2Dmg in melee

Poison Dart Attack: Full round action, afflicted will fall asleep for 1d6 turns.

Prefer to use poisonous sleep darts to capture humans.

If threatened, they will use melee.

*Each bear carries a 'Blue-Bear Key'

67: The dominating feature of this room is a **writhing mass of bodies**, seemingly fused together, with the faces and eyes sunken in. A large face of congealed flesh moans out: "You should not be here!!"

Writhing Mass of Bodies - (In order to pass through the room, the party would have to risk attacks on every other person as the **writhing mass** reaches out to grab them and kill them.)

WRITHING MASS

HD8+15 AC10 ATT#5

When struck by melee, attacker must roll a saving throw, or have their weapons ripped from their hands and absorbed by the writhing mass.

*Once slain, a **shadow gem worth 2000gp** can be found amidst the corpse.

68: (**North Door is a Heavy Steel Door** - Requires a strength check with a -2 to open as they must fight its tendency to swing shut.)

In the center of the room is a thick round **statue** of an exaggerated soldier who carries a spear and a shield, made entirely of diorite. Its features are fused such that there is no open air between its limbs and body, a stonemason's strategy to grant the statue increased durability. Sticking out from under the statue's round base is an enormous blood-smear that appears to have burst outwards from the bottom. A slight glimmer can be seen from the statue's eyes.

Statue - (If approached, the eyes will open to reveal **2 shadow gems worth 2000gp each**, and the statue becomes hostile.)

DIORITE HOPPING STATUE

HD8 AC22 SPD9 deals 4d6Dmg on hit
Kills by hopping & squashing.

69: Upon a slab is a **tome** wrapped in shadows. It is flanked by two free-floating **purple flames**.

Tome - (The tome has two spells in it);
2nd lvl spell: '**Summon Lesser Shadow**':
Summons a hostile shadow at target location within 90', which will berserk and attack anything near it. Takes half damage in dark or dim light, but may be damaged normally in bright light. Lesser shadow has HD4 AC12.
4th lvl spell: '**Shadow Tear**': Target must Save vs Spells, or their shadow is torn away and obeys

the caster as a 1/2 of afflicted's HD and AC12 creature. Afflicted will take 1d6/round if in direct sunlight, which cannot be healed until curse is lifted. Caster may return the shadow anytime, but if the target dies, the shadow will fade.

Purple Flames – (Magical Fire that may be dispelled. Will alight flammable objects with normal, red-orange fire.)

70: This dark room is packed full of thick spider webs, a funnel the size of a man creates a path through it. **Smaller funnels** branch off from the main path.

Smaller Funnels (Down some of the smaller tunnels can be seen the glittering of gold. Once someone attempts to crawl or reach down one of these side funnels, **8 Shadow Spiders** will attack the party. There is **500gp total** scattered across the various funnels.)

SHADOW SPIDER x 8

HD1 AC19 SPD15

Phase Venom: Those who fail a SvSpells will phase out of reality for 1d6 rounds, where they will be unable to perform actions, but also be safe from attacks.

71: There are 4 **faces** in this room, 2 on the north wall, 2 on the south wall. Each of them appear to be sad, their mouths open, their eyes hollow and empty.

Faces - (Placing gold/gem into any of them will make that face happy, and the other faces angry. Every face given wealth will make it happy, but remaining ungifted faces even angrier. If one face is left out until the end, it will remain angry even if given treasure. Other faces will revert to angry if their wealth is taken, or sad if all wealth is taken, but that one angry face shall be forever angry. The status of these faces reflects that

statue of the faces in room 73, as they are the same faces. Once the horned shadow demon in room 73 is defeated, the faces will vanish along with the treasure they were given.)

72: (Door is trapped: Opening the door releases a counterweight which causes a spike ram to impale whoever stands in front of the door for 3d6 damage. Attacks as HD12 creature.)

There are two relief sculptures on the walls of **snarling gnolls**, one on the left and one on the right. (**Pit Trap**) There are **waist-high slits** in the far left & right walls just before the opposite door.

Snarling Gnolls - (1 on each side of pit trap. Activated by trip wire directly in front of relief sculpture, which causes a spike to thrust out of their mouth for 2d6 damage, attacks as HD10).

Pit Trap – (Beyond the **snarling gnolls**. Middle segment of hall hides a 30'deep spiked pit trap. It can be detected if someone looks for a small tell-tale gap in the floor. Activates when the false floor is stepped upon, or 10 pounds of force are placed upon it. Spikes deals 3d6 damage, plus fall damage. Spikes attacks as HD15 creature.)

Waist-High Slits - (Trap activates when door handle is pulled. 2 blades swing from the wall slits. Two attacks, each deals 2d6 damage and attack as HD10 creature.)

73: A massive horned shadow demon sits upon an **Onyx throne**. It grins with black teeth and beckons you forward. Along the walls are four **faces**, 2 north and 2 south, the same ones you saw previously.

Shadow Demon - (The demon is willing to allow the party to leave if they accept his "blessing". They must each allow the demon to grant them 1

point of corruption. If any resist, his calm demeanor will quickly turn to one of rage and he will attack. Will not pursue enemies beyond room 72.)

Faces - (These correspond to the faces in room 71. The happy faces will attack the demon as an HD5 creature with a firebolt each round for 1d6 damage. They may also heal their allies for 1d6 Hp by issuing forth a curative breeze. Angry faces will assist the demon.)

Onyx Throne – (Underneath is a lever which opens the eastern secret door. **Onyx Throne is worth 4000gp** but weighs 20stones.)

GREATER HORNED SHADOW DEMON

HD15 AC18 SPD15 ATT#3 xtra2Dmg **Only harmed by holy, silver, and magic weapons/effects**

Life Drain: Attacks will heal the demon for ½ of damage dealt.

Corruptive Strike: on hit, targets must SvCorruption or gain a point of corruption.

*Upon death, will drop a shadow gem worth 4000gp.

74: Three beautiful marble chests sit in the room. (Each marble chest is worth **600gp** alone, for their beautiful construction.)

Marble Chest 1 – (Contains **8000gp**.)

Marble Chest 2 – (Contains 3 **potions**, a **Magical Amulet**, and **50 gems worth 50gp each**.)

Marble Chest 3 – (Holds a solid brick of **electrum that fills the chest, worth 4000gp**. At the heart of the brick is a **massive ruby worth 5000gp**, which is not likely to be found.)

Potions:

Small Flask full of Dark Mist - (Shadow Walking for 1d6 turns: Drinker becomes a shadow, and is impossible to track within other shadows.)

Dark Red - (Troll's Blood potion: Regenerate 4 damage per round for 2d6 rounds.)

Orange, hot to the touch - (Fireball Potion: Grants imbiber ability to cough out a 5d6 damage magical fireball. They will explode for 8d6 if they hold it in for more than 3 rounds.)

Magic Amulet - (Linked segments of black metal with a black eye inset with amber, grants the wearer magical darkvision, able to see through natural darkness, and through up to 10th lvl magical darkness. May be sold for **1000gp as jewelry.**)

75: There are 6 **beautiful paintings** on the walls here of various adventurers in fantastic dancing poses, but their faces are fearful or angry; one is frothing at the mouth. (If players spend more than 1 minute in this room, they will hear a "teehee" from behind them, and the little pitter patters of small feet, as six **dark cherubs** will arrive. Roll surprise.)

Beautiful Paintings - (Casting dispel magic on a painting will release a trapped adventurer. They will become a loyal retainer, roll 1d3 for their level. The one frothing at the mouth carries a magical singing battle axe of +1/+2.)

DARK CHERUB x 6

HD2 AC 14

Dance with me: Target must SvSpells or begin to dance, unable to take other actions. On their turn, they may SvSpells again to break the spell, but if they are still dancing on the cherub's next turn, they must SvSpells again, or they will dance into a wall, becoming a beautiful painting. If the cherub is slain, the dance ends.

Cherubs prefer to dance their victims to room 75, if able.

*Dispel Magic will turn paintings back into people, but if the painting is destroyed, so is the person.

76: There is a **dark lapis stool**, inscribed with a **sequence of images**.

Sequence of Images - (The sequence shows a person sitting, becoming pregnant, and then shadows leaping out of them and consuming them.)

Dark Lapis Stool – (Looks to be worth **800gp** if the curse is removed. If a person sits on the stool, they must SvSpells, or their gut will rapidly distend, as they are injected with shadow creatures. After 1d6 days, anytime during that day, 5 HD1 shadow creatures will leap out, dealing 1d6 damage each to the birther, and attack everything in sight except for the birther, unless said birther also attacks them. That is if the birther even survived.)

77: This room is totally **dark**, you cannot see the ceiling, the floor, or the walls. You hear the faint sound of distant, **deep laughing**.

Dark - (Items thrown inside can be seen to bounce off the floor. The ceiling and walls are also there; there is simply no reflected light.)

Deep Laughing - (If room is entered, there is a 1/10 chance of someone falling in the hole, from which the laughter comes. It is 50' deep, and leads to a small chamber, equally dark, in which sits a pile of **dark coins. 500 coins of total darkness, worth 10g each as a curiosity.**

Furthermore, if someone feels around the base of the floor in the lower chamber, they will discover a tiny little tunnel, merely 8 inches in diameter. It leads hundreds of feet, twisting and turning before ending up in room 80.)

78: The room is empty, but the walls dance with **shadows**. There are shadows of many people, which struggle against shadow chains, writhing

and straining to get free. There is also a silhouette of a **large chest**.

Shadows - (If a person with a shadow enters the room, they will feel light tugs at their essence. Harmless, but spooky. Shadows can be released by inserting the 'Shadow Key' into a shadow padlock that binds the chains.)

Large Chest - (Cannot be interacted with directly, but may be unlocked with the 'Shadow Key'. Inside will be **5 shadow gems worth 2000gp each**.)

79: (This is the lair of the shadow thief. 50% chance that it'll be here.)

The room is shrouded in **shadows** that pulse with malevolence.

Shadows – (Entering the shadows, a person must SvSpells or flee in fear for 1d6 rounds. In the dark can be found corpses with their bones snapped and suckled. There are also knives, cushions, and over 500' of metal chain. The shadows can be dispersed by a dispel evil spell, or temporarily by a light spell.)

SHADOW THIEF - *Large pale creature with a pot belly and no neck. Perpetual toothy grin, beady little eyes.*

HD10 AC12 xtraD6Dmg **May turn into shadow to squeeze through tight spaces**

Surprise attacks party, attempting to steal an individual's shadow before slipping away. On hit, he will grab the target's shadow and run, tugging it away from them. Will then spend the next action severing the shadow which reduces remaining hitpoints by half, removing their shadow. He will eat it, gaining the hp that the target lost.

Shadow-less creatures will be dealt 1d6dmg/rd by the sun, which cannot be recovered until the affliction is resolved. They also have no reflection. A shadow will dissipate if its owner dies. Cannot be remedied by remove curse.

*Upon death, Shadow Thief will vomit many shadows which return to their respective owners, and he will drop a 'Shadow Key' which releases the shadows in room 78.

80: The walls are completely dark, just like the previous chambers, but hanging in the air are **radiant diamonds** that glow with astral radiance.

Walls - (Dark walls cannot be broken due to magical nature. They can be dispelled, though they are a 15th level effect).

Radiant Diamonds - (**20 Astral Diamonds worth 5,000gp each**. *This is the mega treasure, highly unlikely to be found. Entice your players with news that there is 100,000 g worth of treasure in a pile in the dungeon somewhere. Or don't. Whatever.*)
