

DUNGEON MAPS

Eight maps for use with PITS & PERILS
and a sample adventure, THE OPHIDIAN CULT
By Aaron Gustwiller



INTRODUCTION

This supplement for PITS & PERILS is a collection of small dungeon maps that can be used with printed copies of the included form, or a blank piece of paper, to create short adventures. It also includes an example adventure, THE OPHIDIAN CULT, that should be able to be completed in a single night's session. The adventure does include a monster from the supplement FEAR! FIRE! FOES!, which will be needed to run it.

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ADVENTURE FORM

ADVENTURE NAME: The Ophidian Cult MAP: 5

AUTHOR: Aaron Gustwiller FOR LEVELS: 3-5 # OF PLAYERS: 3-5

BACKGROUND: The remote Monastery of St. Thimbald has always had a poor
reputation, but growing rumors of strange rites and secret cults has begun to
even worry the local lord. Because of this he has tasked your party to go to
the monastery, search it and put an end to either the rumors or the cult.

DUNGEON DESCRIPTION: The ground floor of the monastery is found to be deserted
and the door to the cellar open. The cellar is well lit by torches on the walls.

1 -- The entrance area is empty, with murals of strange designs painted on the
walls. The stones of the cellar appear to be much older than those of the
monastery itself, and appears to have been built long before it.

2 -- There is a CULTIST searching some bookshelves, surprise to see the party
there he pulls out a dagger and attacks. (AK: 1 (dagger) LL: 1/+0 (3 HP) ME: 50' (--)
SE: M/+0). There are 5 Silver coins and a strange snake medallion on him.

3 -- The large room is empty, but there are faded blood stains and strange
symbols drawn on the ground.

4 -- EMPTY

5 -- The room is empty, but the murals painted on the walls seem to depict a
blasphemous history of the world before the man walked upon it.

6 -- A CULTIST (AK: 1 (dagger) LL: 1/+0 (3 HP) ME: 50' (--)
SE: M/+0) and 2 SERPANT MEN
(AK: 1 (short sword) LL: 2/+0 (6 HP) ME: 40' (--)
SE: M/+0) attack the party when they
enter. There are 11 silver coins between them and 2 serpent medallions.

7 -- EMPTY

8 -- There are 2 SERPENT MEN (AK: 1 (short sword) LL: 2/+0 (5 HP) ME: 40' (--) SE: M/+0) in the room that attack the party. It's sleeping quarters. Searching turns up 80 silver and 45 gold coins.

9 -- EMPTY

10 -- There are 5 CULTISTS that attack the party (AK: 1 (dagger) LL: 1/+0 (3 HP) ME: 50' (--) SE: M/+0) one is armed with a MACE +2. A pouch with 20 gold coins is found on the one armed with the mace.

11 -- A desk is in the room with a SCROLL OF GAZE and 200 silver coins inside.

12 -- There are several torches around a central bronze statue of a giant snake in the room. The statue has large ruby eyes (each worth 50 gold). If the party approaches the statue a HYDRA emerges from behind it and attacks them.

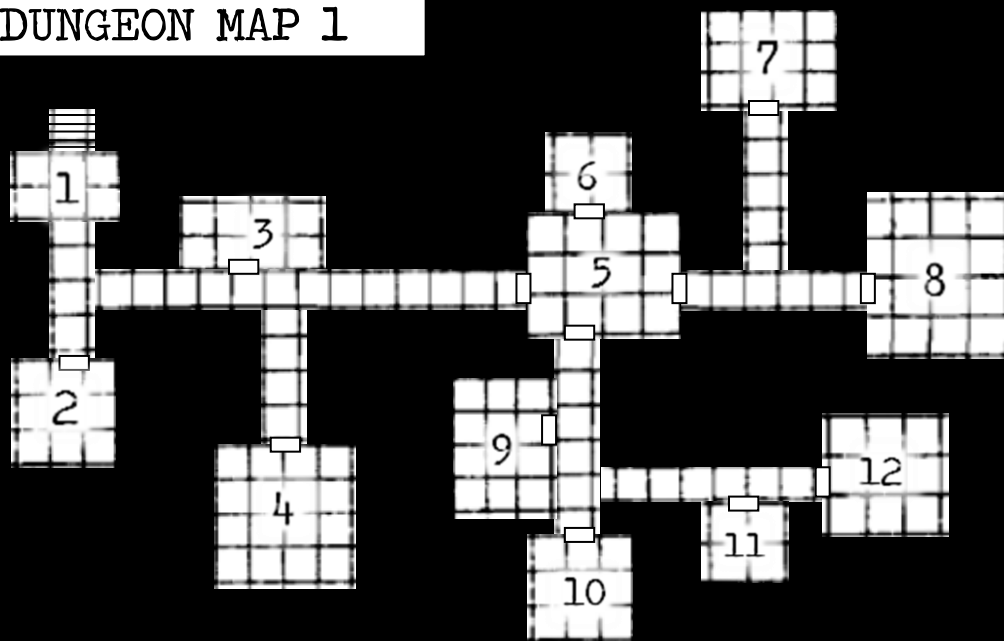
(AK: 4 (bite) LL: 4/+0 (11 HP) ME: 50' (--) SE: L/+0)

13 -- There are 2 locked chest in the room, containing 1000 silver coins and 800 silver and 80 gold coins respectively. There is also a STAFF +1, SHORT SWORD +2, and a DECANter OF MONSTERS.

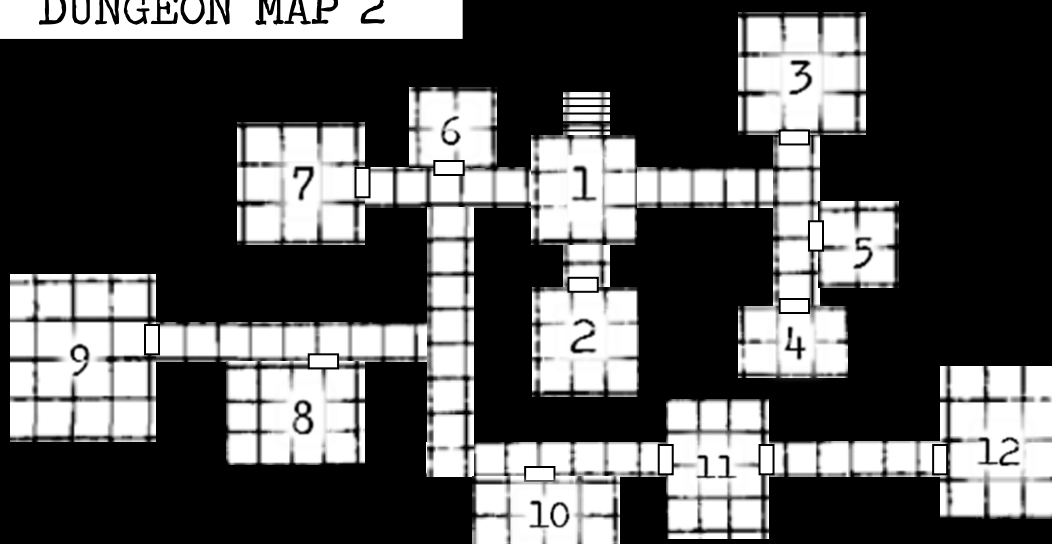
NOTES: CULTISTS are regular humans with nothing of note beyond their stats.

The SERPENT MEN also have no abilities beyond their stats either, and are aligned with Chaos. They are an ancient race that is seeking to restore their lost power through the corruption of humanity.

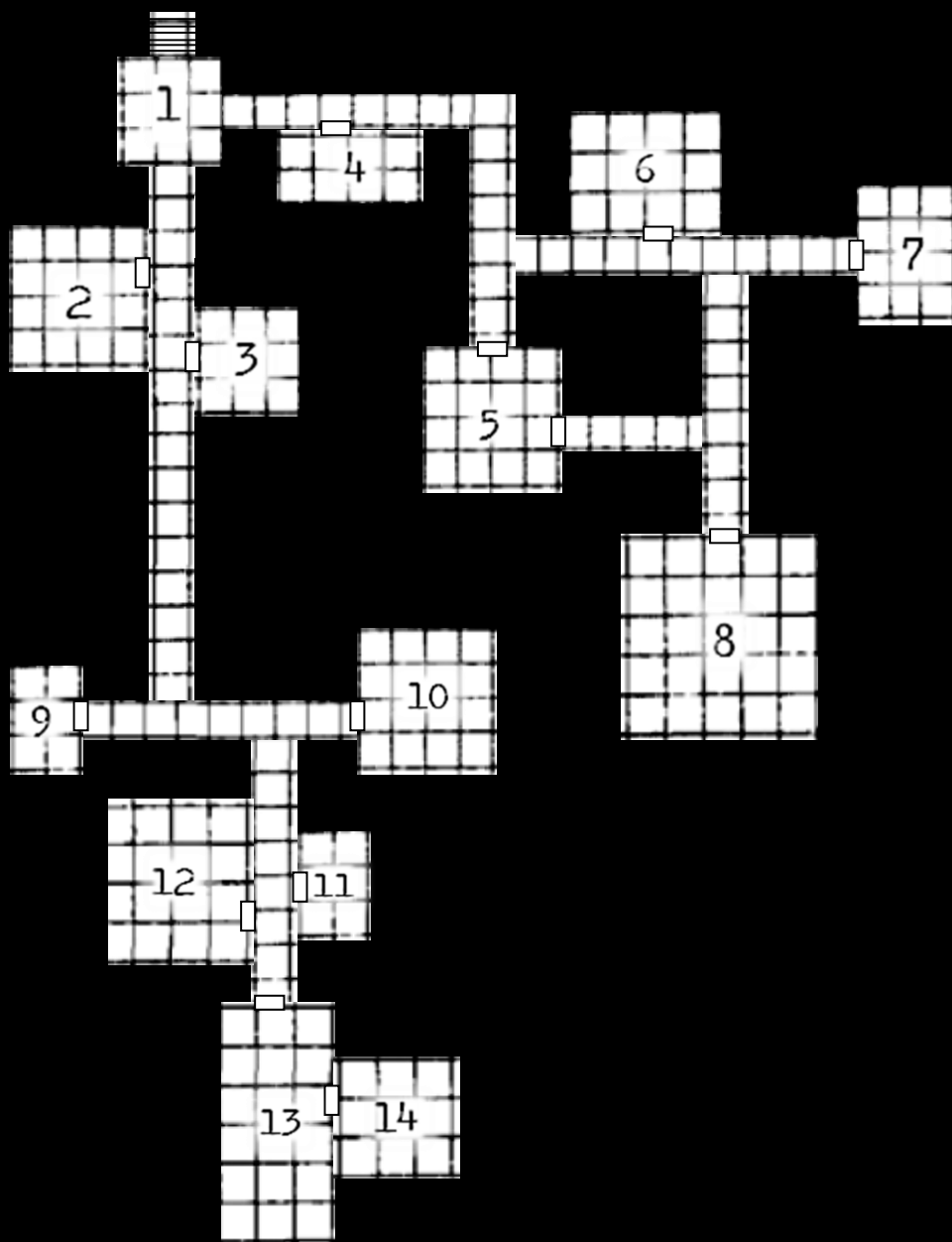
DUNGEON MAP 1



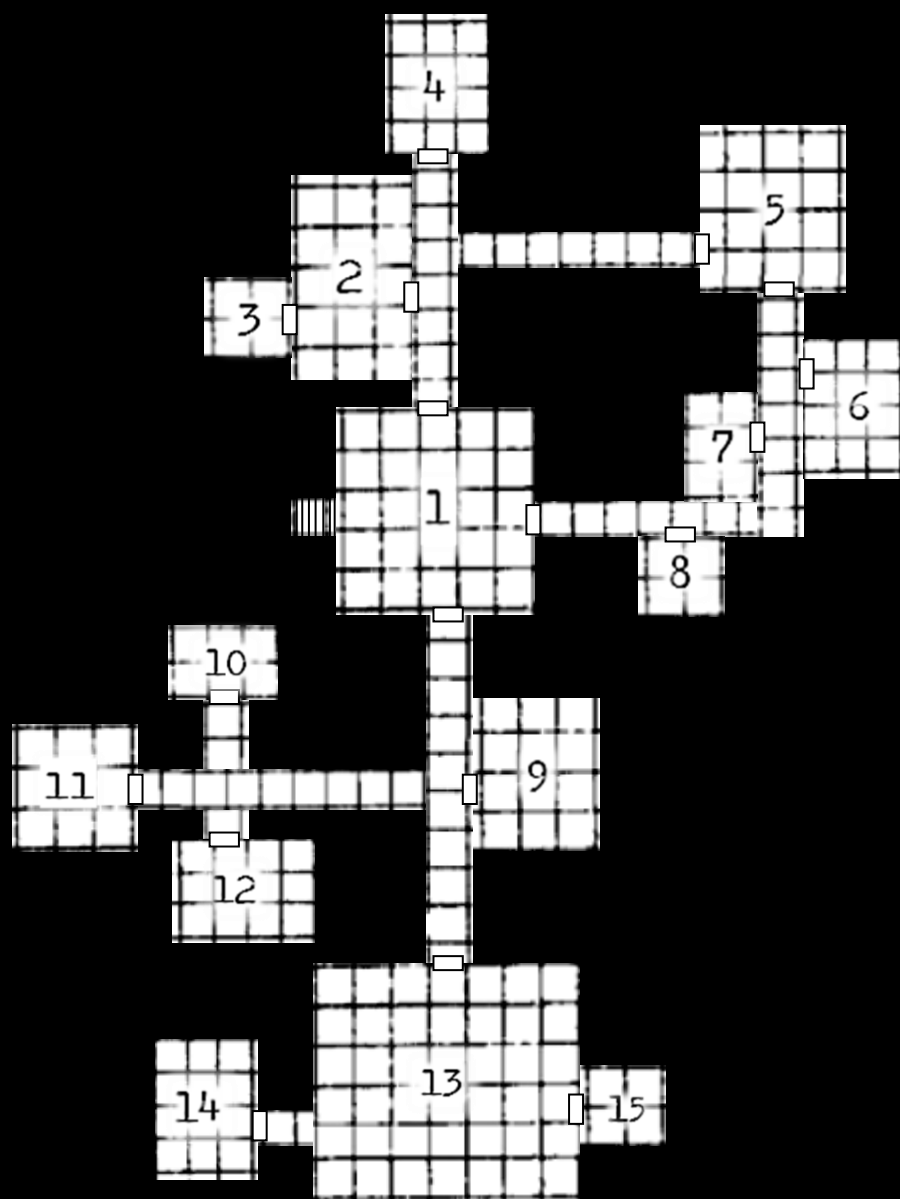
DUNGEON MAP 2



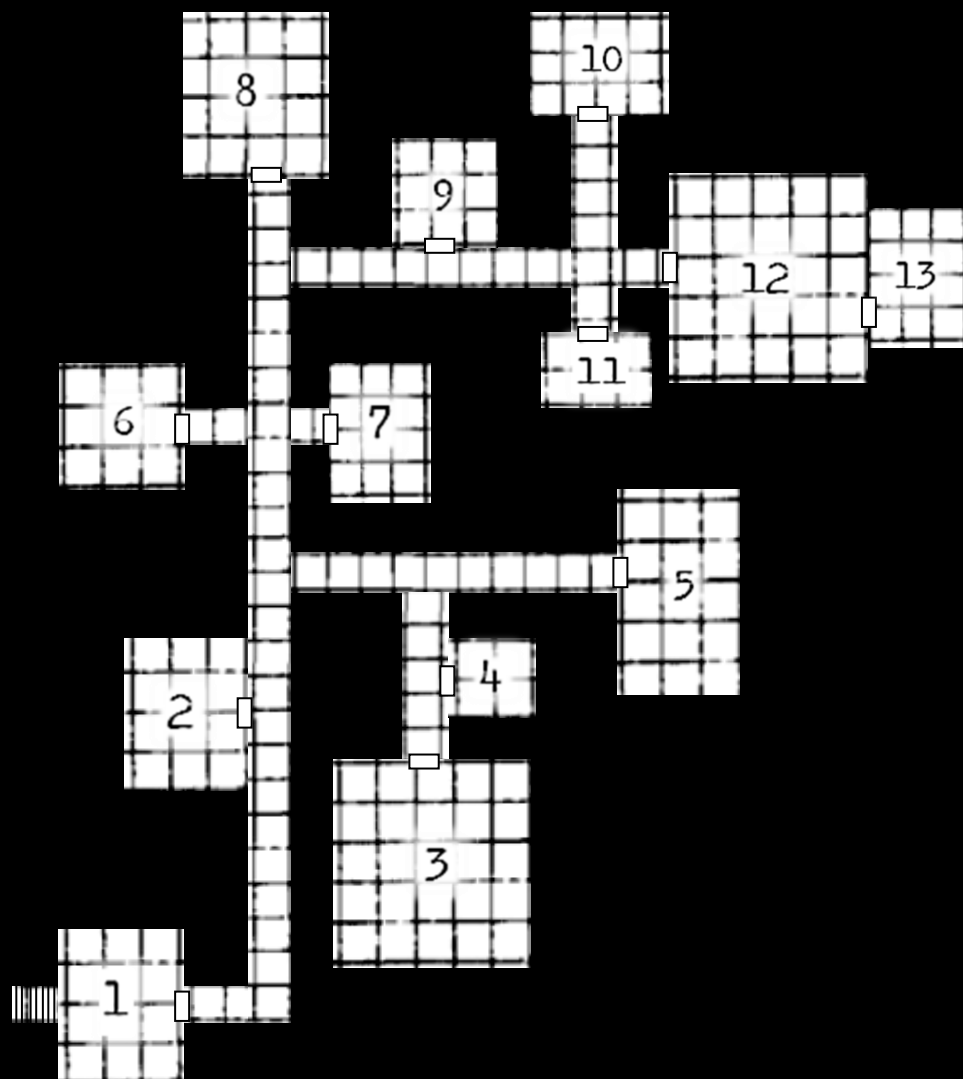
DUNGEON MAP 3



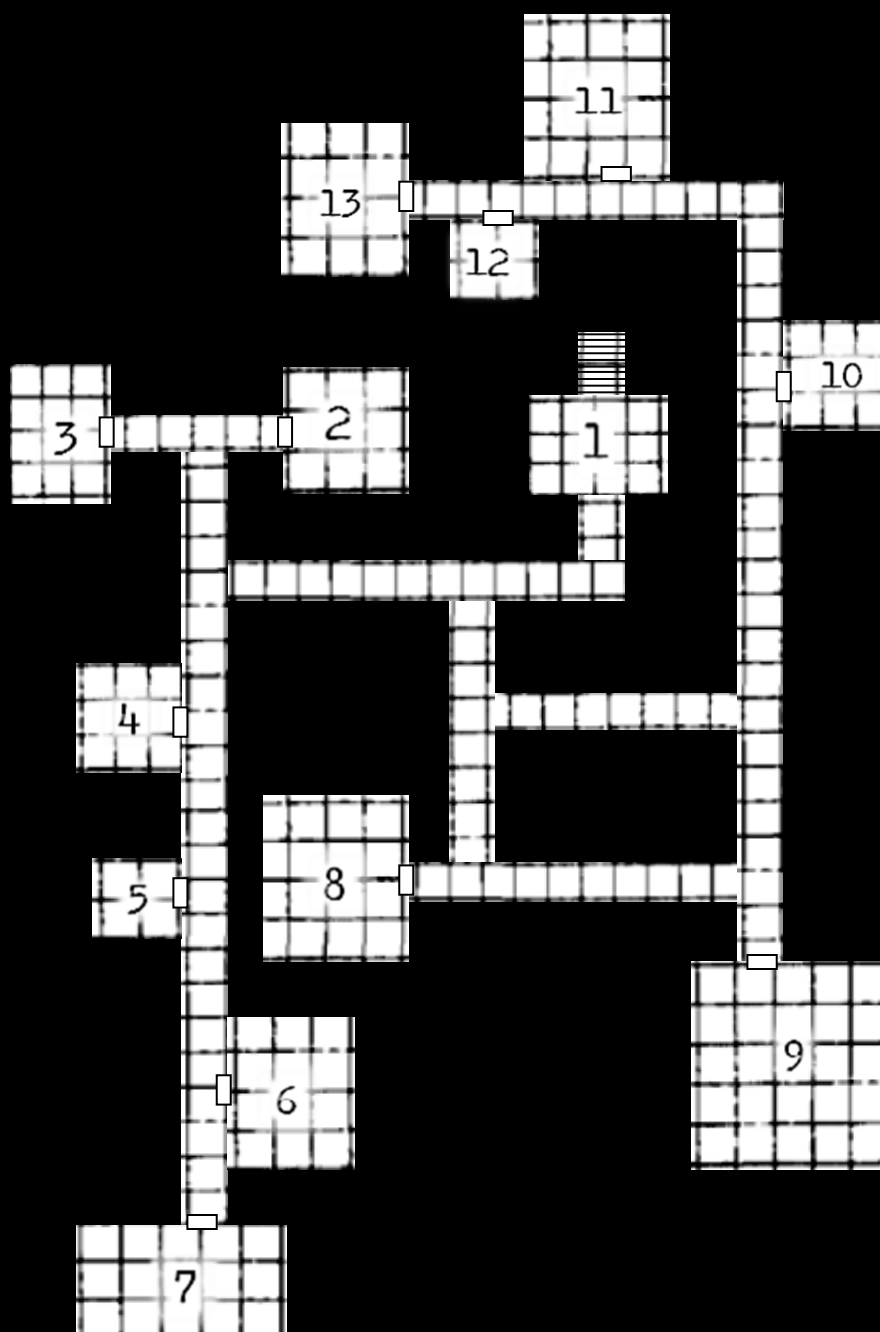
DUNGEON MAP 4



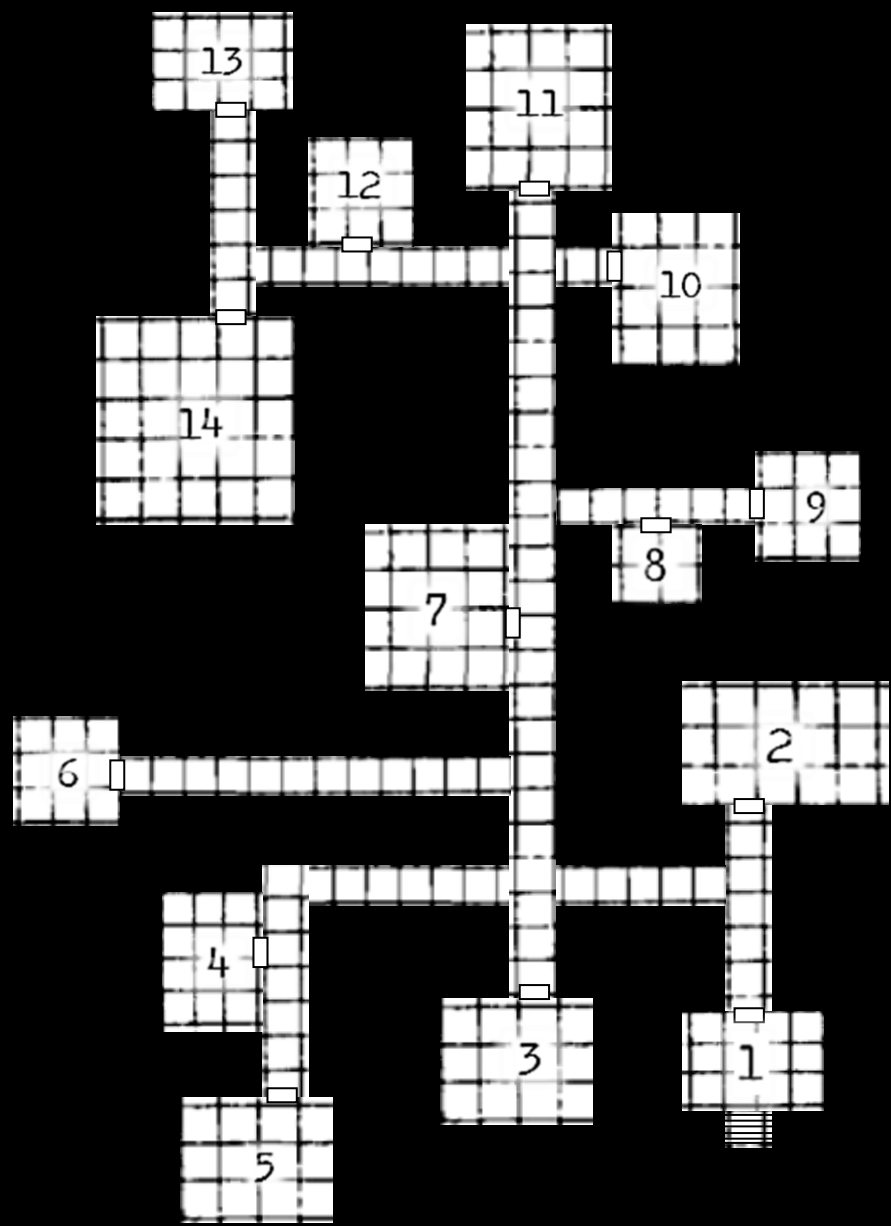
DUNGEON MAP 5



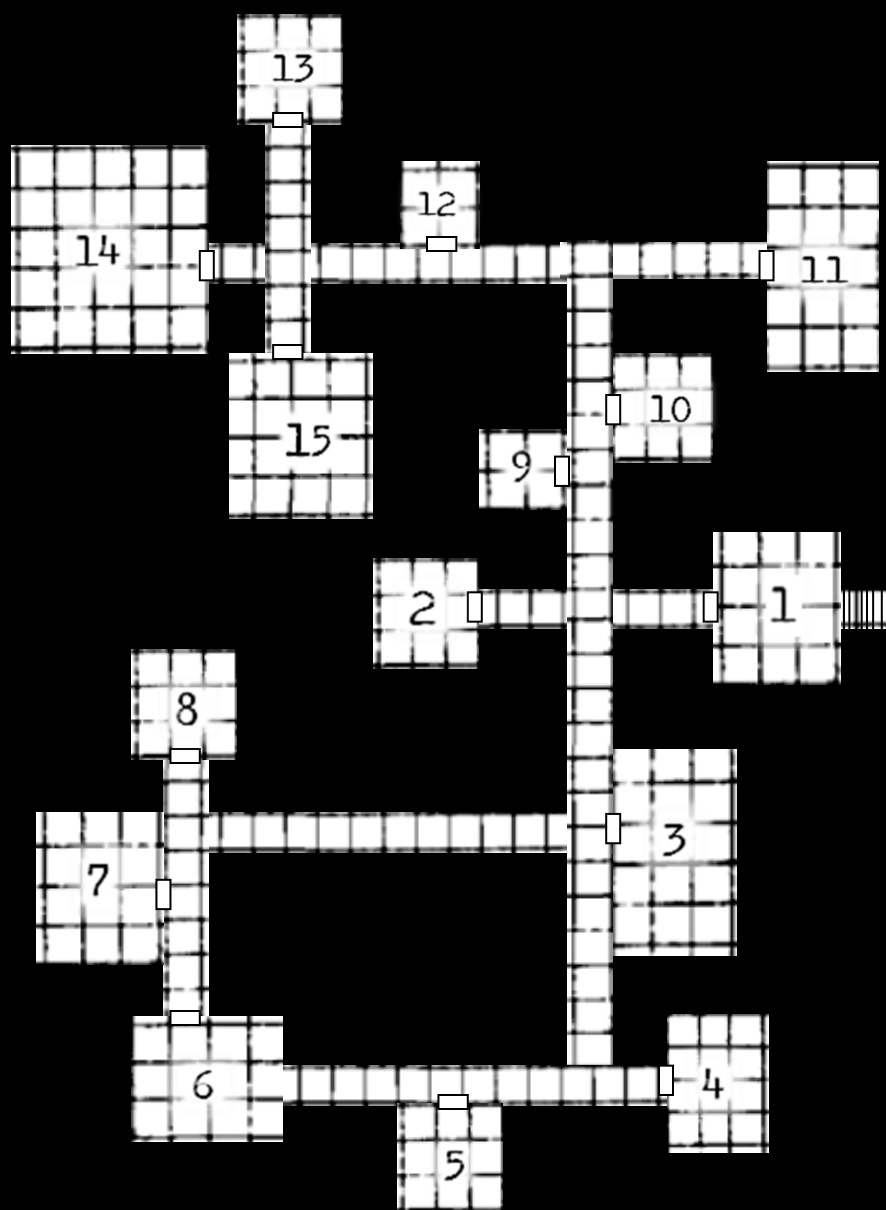
DUNGEON MAP 6



DUNGEON MAP 7



DUNGEON MAP 8



ADVENTURE FORM

ADVENTURE NAME:_____ MAP:_____

AUTHOR:_____ FOR LEVELS:_____ # OF PLAYERS:_____

BACKGROUND:_____

DUNGEON DESCRIPTION:_____

Handwriting practice lines consisting of 20 horizontal dashed lines.

NOTES: _____

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