

THANKSGIVING DUNGEON CRAWL



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FOR USE WITH 1E AD&D OR SIMILAR SYSTEM

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The story begins after your party receives a mysterious map. A treasure map, that according to its owner, shows the layout of this strange cavern that holds treasures galore!

The DM hands the group a copy of the “Player’s Map” included with this module.

Once the party is well prepared, they set off to find this cavern, having been told the location of the entrance by the map's owner.

The group arrives, and find a relatively plain looking cave opening in the side of a lush hill, covered in bright green grass and small shrubs and trees. A glance into the cave reveals a slight slope leading down into the earth....

I. CAVE ENTRANCE

Entering into the cave, and making your way down the gravel slope, you find yourselves meandering down a stone tunnel, carved naturally, roughly 8 feet wide and 8 feet high. The bottom arrives after about 50 feet, revealing (to those with infravision) a massive cavern or a large room where the ceiling disappears into the darkness above.



2. WESTERN CAVERN

With illumination, comes the appearance of a vast room over 60 or 70 feet long and wide. Directly to the left is a small rift in the rocky floor that's depth is unknown. To the right are 1 or even 2 small doorways leading on into the cave. Directly ahead, to the east, are a group of rough-hewn stone slabs several feet high and several feet thick. Looking to the map, you can see that the cluster of stones ring some sort of statue, and that you may travel around either side of the ring.

On the DM's MAP, the X marked in area 2 is a tension loaded spring trap. Anyone who fails to disarm this trap or triggers it by walking across it, finds that the stone plate springs into life and sends its passenger hurtling through the air toward the rift to the west. Any who weigh between 100 and 300 pounds, and who fail their saving throw versus spell, are flung into the dark pit. The pit is 50 feet deep. The DM may calculate how much/if any damage is inflicted.

3. CAVE NUMBER THREE

Entering into this strange shaped cave, you find that its ceiling is roughly 8 feet high. The back of the cave has dozens of humanoid bones scattered across the floor and built up into a nest. Inside the nest, you find 4 fist sized eggs.

A successful knowledge check tells you that these are very rare cockatrice eggs. Very valuable!

A thorough search of the nest reveals 5 gold coins and a small platinum ring with a blue inset gemstone.

4. CAVE NUMBER FOUR

This small cave is shaped very much like the previous one, but is empty of bones, nest, or eggs.

5. EASTERN CAVERN

Coming around the right side of the ring of stone slabs, you find that the cavern itself is larger than you first supposed. You find yet another large rift in the

stone floor, this one is larger than the one in area 2. This whole side of the cavern seems empty, save a large opening in the eastern wall, leading further into the cave. Of the stone slabs in the center of the room, you can see that the slabs on this side of the ring are broken and crumbled, and show dark marks like charred stone.

The X marked on the DM's MAP here is yet another spring trap, like the one in area 2. This one sends its passenger into the large pit here. This pit is 75 feet deep. At the bottom of this pit, you find several skeletons, picked clean of meat and belongings.

6. GOLDEN CHAMBER

As you reach this part of the cavern, looking to the floor, you find a trail of shiny golden coins leading deeper into this finger of the cave. Touching the coins has no effect, and are real gold coins.

Proceeding deeper into the finger, you encounter 2 foul feathered cockatrices!

2 Cockatrice: AC 6, HD 5, HP 35, 37, ToHitAC0 I5, ATK I, DMG I-3, XP 3I5+5/hp, any one touched by a cockatrice is turned to stone (save vs petrification).

There are a total of 55 gold coins littered across the floor.

At the end of the cave, nestled against the far wall, you find an enchanted horn. A successful identify spell confirms it to be the *Horn of Plenty*. (See appendix at the back of the module.)

7. TREASURE CHEST FINGER

Entering this chamber, you find that the floor is covered in literally hundreds of humanoid bones. Skulls, femurs, ribcages, etc. Delving deeper, you come to the end of the chamber and find 2 wooden chests, banded in iron. Neither seems to be locked.

The first chest, in reality, is a powerful mimic, who springs to life and attacks as soon as a victim comes within reach!

Mimic: AC 7, HD 7, HP 56,
ToHitAC0 I3, ATK I, DMG 3-I2,
XP I560, always has surprise on first attack.

Inside the second wooden chest, you find 200 silver coins, and a small clear crystal orb.

8. HAUNTED CHAMBER

As you enter this cave finger, you notice a major drop in temperature. Venturing deeper, you come near the end of the room and notice that the walls here are smoothly hewn, including the ceiling, which is roughly 15 feet high. On the far wall is a slight staircase (5 steps) and a stone altar, illuminated by blood red candles, and covered in bright red blood. Standing before the altar is a tall creature, its back turned to you, dressed in a black velvet robe. It turns around and you see something out of a nightmare!

Over 7 feet tall, it looks to be human-like, arms, legs, torso, hands...but its head is that of a dark orange jack-o-lantern, its eyes alight with the red fires of Hell, and a

mouth full of jagged razor-sharp teeth. In its left hand is a wicked looking dagger with a curved edge, the blade dripping with fresh blood. In its right hand is a massive 2-handed war-hammer. The iron head of it is shaped like the skull of a horned demon.

If none of the party members advance, the monster slowly descends the steps, and initiates the attack, disregarding the dagger, until he is close quarters.



Pumpkin Demon: AC 6, HD 8, HP 6I,
ToHitAC0 I0, ATK 2, DMG 2-
I6+2/2-I6+2, XP 4850, +I or better
weapon to hit, immune to sleep, charm,
and hold spells, immune to turning,
dagger is poisoned (save versus poison or
die), war-hammer is *Deathdealer*, a +2
weapon that is +3 versus good aligned
creatures.

When this demon is vanquished, it bursts into a swarm of black bats, and disappears into the rest of the cavern!

Upon the altar, besides great amounts of fresh blood, you find a fist sized orange gemstone cut into the shape of a pumpkin.

9. SHORT CHAMBER

Entering into this finger, you find that it is very short. At its beginning is another large rift, this one bigger than the other 2. 50 feet back, the chamber ends abruptly at a stone wall.

The X marked on the DM's MAP in this area is another spring trap like the ones in areas 2 and 5. This one sends its passenger into the deep pit, which is 100 feet deep!

If the party advances past the rift in the ground, a small creature crawls out of the pit and attacks with surprise! A cockatrice!

Cockatrice: AC 6, HD 5, HP 34, ToHitAC0 I5, ATK I, DMG I-3, XP 485, any one touched by a cockatrice is turned to stone (save vs petrification).

If the right search is successful, the group discovers that the far wall is actually an illusion, hiding the very end of the chamber. Behind the wall is a small stone pedestal holding a pure silver cube. This cube has strange intricate runes carved across all 4 surfaces.

10. LORD OF THE TURKEY

This strangely shaped room is a short chamber, with a very large statue of a turkey made of granite. The detail of the statue is exceptional. A closer look reveals that the eyes of the turkey are of small pure red gemstones (probably rubies). If the statue is touched (including the eyes), the turkey springs to life as a massive stone golem...screeches a blood curdling gobble, and attacks!

Turkey Stone Golem: AC 5, HD 7+4, HP 60, ToHitAC0 9, ATK I, DMG 3-24, XP 8950, +2 or better weapon to hit, able to cast slow spell around itself.

If the party flees the room, the golem will return to its pedestal and turn back to its normal statue self, otherwise it will continue to attack until destroyed.

Under a simple trap door on the pedestal, you find 75 gold coins, 2 heal potions, and a spell scroll – Summon Elemental.

11. RING OF STONES

Entering the center of the cavern, you find an area ringed in 6 massive granite stone slabs, 2 of which seem to have crumbled, and bear scorch marks. In the center of the ring is a large granite statue of a female angel. Her eyes seem to be weeping though you notice that one of her eyes is missing. In her hands, she seems to be holding a square shaped object, but this is also missing, leaving a cube shaped void. If the crystal orb from area 7 is placed into her missing eye socket, and the silver cube from area 9 is placed into her upturned hands, a smile appears on the statue's face, and she slides quietly to the left revealing a small cavity underneath her pedestal. Any who gaze into the cavity, find it hypnotic...

Each player saves versus spell with a -3 penalty. Any who fail, willingly leap into the cavity and disappear forever.

APPENDIX:

NEW MAGIC ITEMS:

Horn of Plenty – a cornucopia of wicker in the shape of a horn, this item can provide up to 10 pounds of various food items per day upon request. Items asked for can include any fruit, vegetable, grain, or nut.

Crystal Orb – crystal clear, this eye ball sized gem is perfectly smooth and a mathematically perfect globe.

Deathdealer – this evil looking warhammer is a +2 weapon, +3 versus good aligned creatures. The head of the hammer is shaped like the skull of a horned demon.

Pumpkin Gem – this clear orange gemstone, carved into the likeness of a pumpkin, is fist sized, and renders anyone who is holding it an attractant for bats. Any bats within a 20 mile radius, will seek out the gem's current holder, and continuously fly around them in a harmless swarm. If the gem is dropped, the bats will disperse.

Silver Rune Cube – a small cube, made of pure silver, there are strange runes carved all over its 4 surfaces. The language is unknown and probably from an alien or dead language.

Turkey Eye – a total of 2 red gemstones, these stones are pure rubies, radiate a minor enchantment, and are worth roughly 1200 gold pieces a piece.

NEW MONSTER:

Pumpkin Demon



AC 6, HD 8, HP 61, ToHitAC0 10, ATK 2, DMG 2-16+2/2-16+2, XP 4850, +1 or better weapon to hit, immune to sleep, charm, and hold spells, immune to turning, dagger is poisoned (save versus poison or die), war-hammer is *Deathdealer*, a +2 weapon that is +3 versus good aligned creatures.

This creature is a true demon, summoned by a powerful sorcerer, and made to guard this section of the cavern. His style of attack is very aggressive and he will not stop unless destroyed or banished.

DM's MAP



1 SQ = 10 FT

NOTES:

PLAYER'S MAP



Wizard of The Ozarks