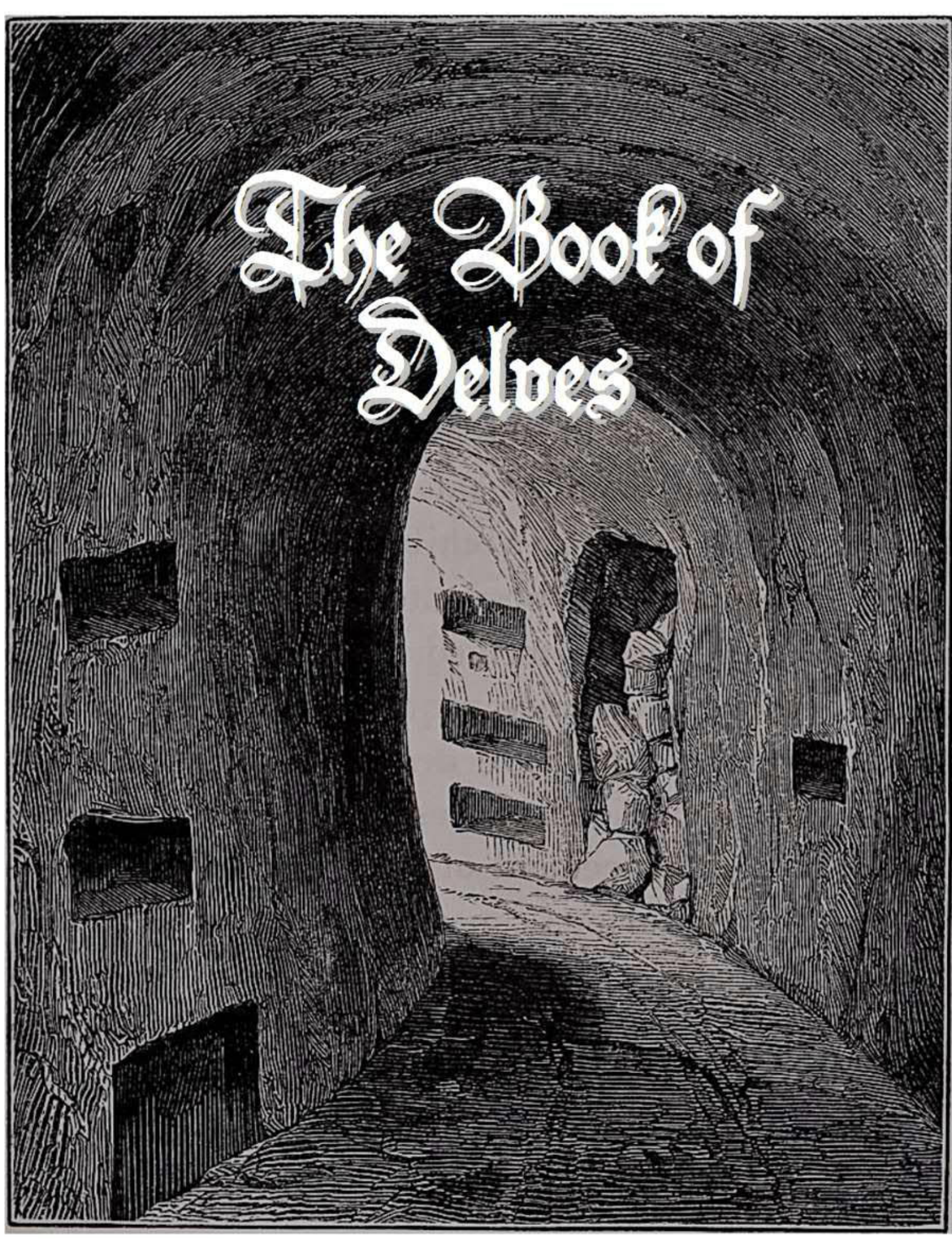


The Book of Delves



The Book Of Delves

By Tristan Tanner

Introduction

When I first started out writing these dungeons, it was simply a way to help get me writing a little bit each day, and updating my long neglected OSR blog. Every day I would set aside 30 minutes and write 10 keyed locations for a dungeon, along with a hook to get a party adventuring. There were no stats, and the dungeons were not balanced, they were more of a springing off point. Now, I have decided to finish what I started, adding some simple node-based maps (I cannot draw), tweaked treasure values, and monster statistics.

I hope anyone reading this enjoys running these dungeons as much as I've enjoyed writing them. I Wish you the best of luck!

A Few Notes on System

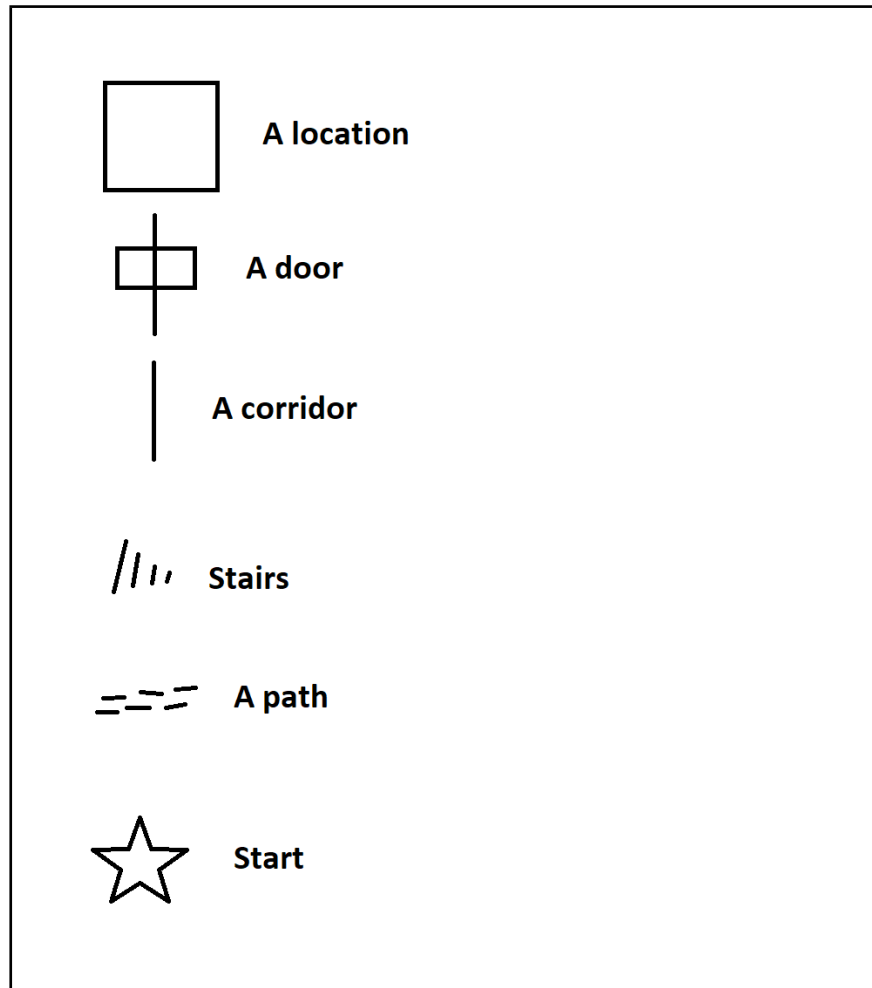
The adventures in this book are designed for use with Old School Renaissance fantasy RPGs, though they could be converted into any system with a little bit of work.

As some games use silver standards for currency and others use gold standards, treasure value is listed simply as coins, instead of gold coins or silver coins.

Armor Class is listed in terms of equivalent armor, so for example, a giant rat might have its AC listed as leather, indicating it has an armor class equal to that of leather armor. This is due to the fact that many OSR systems use very different armor systems.

The monsters in these adventures may not match up perfectly to their counterparts in some systems' monster manuals/bestiaries, having been modified for balance purposes or ease of play.

Map Key



Reading the Dungeon Keys

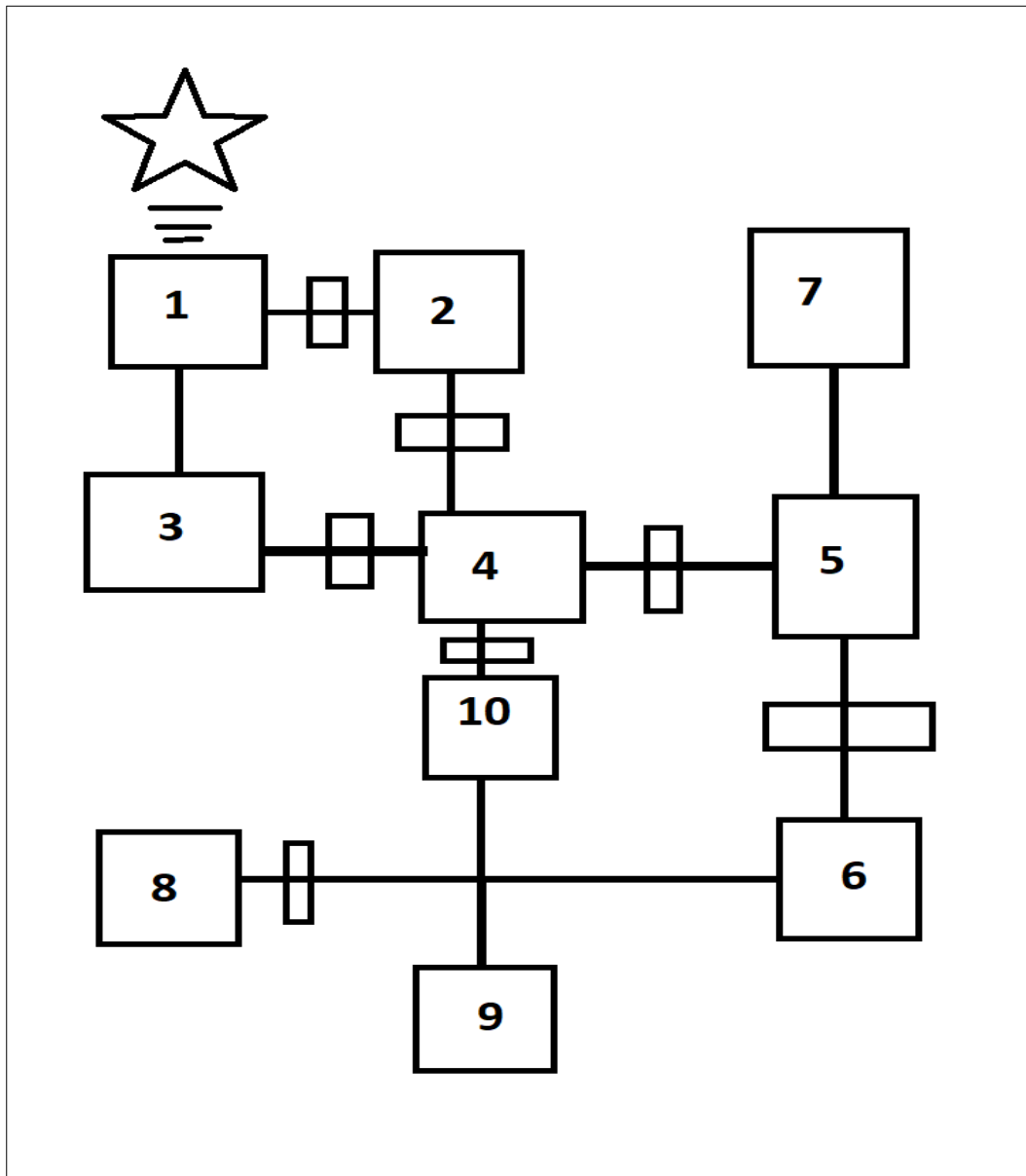
The descriptions of keyed encounters are written in a way to make it easy for the game master to read quickly, and to extrapolate a description for the players. Any text that is *italicized* is what the players know upon entering the room/location. The non-italicized text is what the game master knows, and what the players can find out through investigation.

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Cemetery on the Hill

Strange lights and sounds have been coming from the abandoned cemetery on the hill. The peasants have gotten so spooked, the local lord has offered 100 coins each to any who can investigate the cemetery and come back alive, to help calm the masses.



Dungeon Key

1. *The room contains 8 skeletons in tattered funerary clothes, that push their way out of ornate stone coffins. Their teeth clack in a foul mockery of speech, and they immediately move to attack with their ancient claws. Each skeleton is wearing funerary jewelry. The jewelry is worth 50 coins per skeleton, 400 in total. The skeletons have HD ½, AC leather, ATK 1 claw, DMG 1d4.*
2. *An altar to a patron saint of the dead is here, with a collection of offerings in her lap. The statue depicts St. Agatha the pious, a famous nun of the church who performed burials for free for victims of the plague. The offerings are a mixture of minor trinkets and valuables, coming out to around 600 coins in total.*
3. *This room contains 4 stone tables, on each one is a corpse in various states of decay. Maggots “eat” at the flesh of them, but instead of consuming flesh, seem to be growing new flesh with each bite. Any body, partial or complete, left here will be restored to the same level of freshness it had just after death over the course of 2d6 days.*
4. *A huge rotting corpse, encased in rusted and blackened armor, sits atop a stone, rune-carved throne, a shining dagger impaled in its chest. The dagger vibrates when near sources of dark magic. If the dagger is pulled out of the corpse, it will begin to vibrate violently and the corpse will animate into a monstrous undead knight. The knight will speak in a booming thundering voice as it attacks, with battle cries in an ancient, long forgotten tongue. Some runes on the throne he sat on read “Alindir the Giant”. Alindir has HD 5, AC plate, ATK 1 sword, DMG 1d12.*
5. *A sickly, pale woman weeps in the center of this room, which is full of wilted flowers. Her face is covered. If approached, she will pull her hands away from her face, revealing it to be a skinless and bloody skull. She will then attack. While she attacks she will continue to wail and cry. If she is slain, she will whisper “I forgive you”. The woman has HD 4, AC unarmored, ATK 2 claws, DMG 1d8.*
6. *The floor is mostly moist black dirt, though there are “stepping stones” of crumbling brick that lead to the other side of the room. If the dirt is stepped on, skeletal hands reach out from the ground and attempt to pull the trespasser beneath the ground, suffocating them. This causes 1d6 damage per round, requiring a saving throw each round to try and escape.*
7. *There are some opened coffins, full of the stench of decay, containing naught but old bones. The walls are painted with murals of the afterlife, with the lower half depicting the horrors of Hell, and the*

upper half depicting the glories of God and heaven. *The bodies in the coffins are not complete, and are either missing heads, legs, or other parts.*

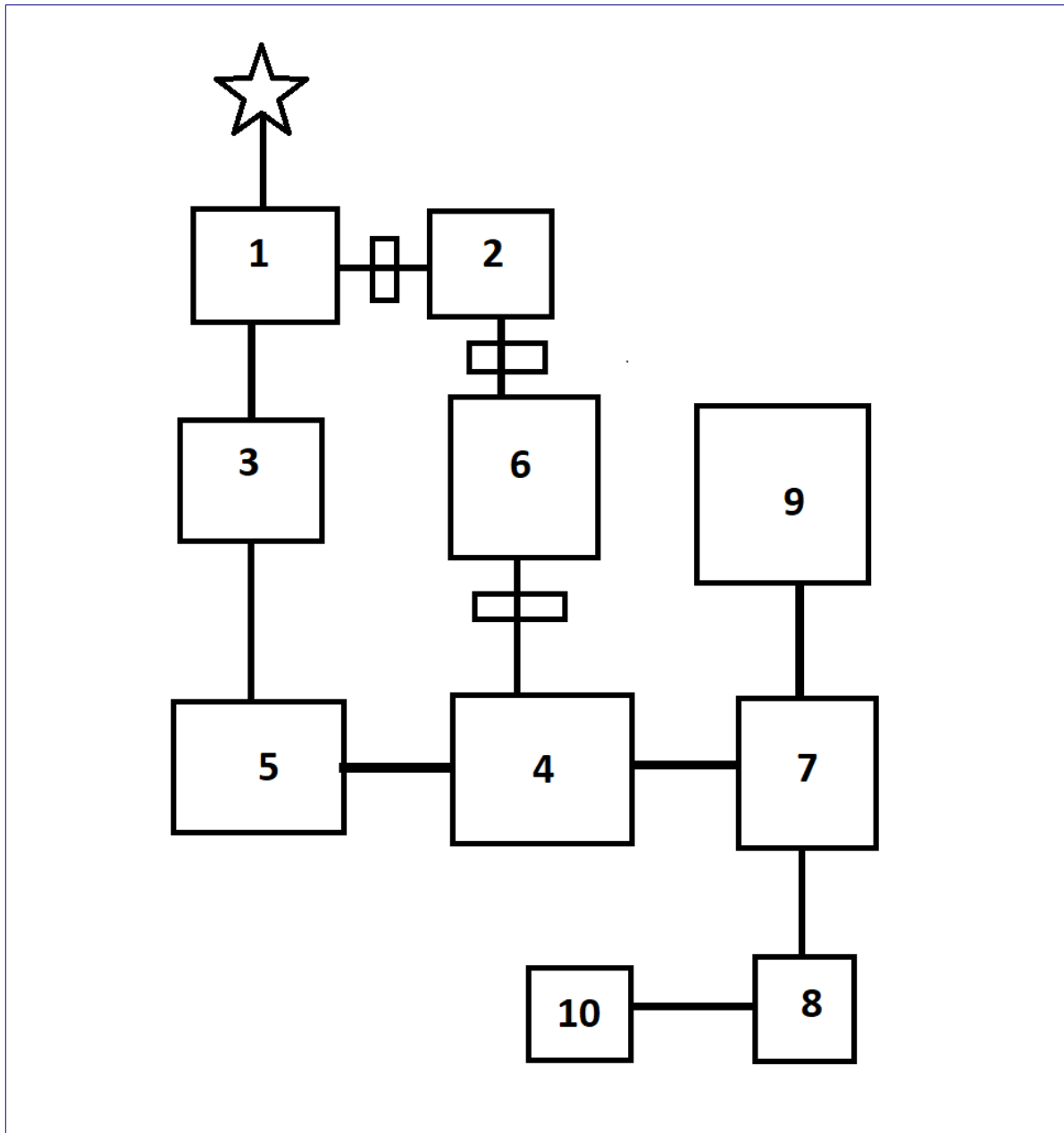
8. On a strange throne made from bones, sits an alien and eldritch being. It looks like an extremely androgynous human with goat-like legs, pure black eyes, short horns, and pointed ears. It wears an elaborate silver crown stylized to look as though it is made of leaves. *The crown is worth 3000 coins. The being on the throne calls itself Aldreth, and is the fey sorcerer who has been reanimating the dead. It is haughty, aloof, and utterly without emotion besides smug confidence. It came from the nearby woods, and is nearly 250 years old. It has a fascination with mortality. Aldreth has HD 4, AC unarmored, ATK 1 spell, DMG 1d12. Aldreth can turn invisible when not attacking and teleport up to 20 feet at will.*

9. There is a large metal box in this room, with pipes and tubes sticking into it. There is a hole with an open lid large enough for a human to fit through. *There is an engraving in an ancient tongue above the hole, that, if translated, roughly means “flesh devoured by fire is purified in the eyes of God”. If any living thing goes into the metal box, the lid slams shut and whoever in the box is incinerated by fire and instantly killed.*

10. The room is a mass grave, and the floor is a tangle of bones and the ragged grave clothes of those who could not afford proper burial. *There is a shovel nearby, and it appears someone was attempting to dig through the pile of bones and cloth. The walls have names written on them, one for each corpse. Many of these names are very old, and not commonly in use today, making this room very old indeed.*

The Giants' Fortress

During the party's travels, one of the members acquired a stone tablet, written in ancient runes, along with an inscription showing a map to an ancient fortress of the giants. Rough translations of the runes tell of great treasure stored there.



Dungeon Key

1. A vast mural on the wall, depicting giants fighting against dragons and other, less nameable beasts. One being in particular, a vast, skeletal thing with gnashing teeth, has a massive slash carved into the stone where it is depicted. *Those skilled in theology or the occult may be able to recognize some of these beings as demon gods of hushed folklore. The one with the slash is a demon god of hunger and cannibalism.*
2. A huge, petrified wooden desk is up against the wall. *On top of the desk is a huge cracked stone tablet covered in giant runes. If translated, it explains that an unearthly affliction has cursed the fortress, and begs for reinforcements. It cuts off abruptly, and is stained with blood.*
3. An enormous pile of bones stretches up near to the massive ceiling, all of which are incredibly ancient and large, belonging to giants. Nearby crouches a huge naked humanoid thing, covered in white hair. *This thing is an undead giant who committed grave acts of cannibalism of his own kind before he died, and returned as a famished monstrosity. He is hibernating, but if the characters make enough noise or get too close, he will awaken and attack. The undead giant has HD 15, AC leather, ATK 2 fists, DMG 1d12.*
4. A huge throne, covered in carvings of giants constructing massive fortresses and slaying monsters. There is a huge skeleton atop the throne, wearing a huge crown made from the tusks of elephants, and holding a rusted dagger in its hand. There is the glint of gold in its teeth. *The glint comes from one massive gold tooth, easily worth 10000 coins. There is a hole in the skull, evidently self inflicted.*
5. This room is vast and held up by pillars, but appears completely empty, yet somehow enormous banging sounds seem to be coming closer, and there is a fetid odor in the air. *There is an invisible undead giant, only detectable by the sound of its massive footsteps and the stench of death. It is invisible due to a ring on its finger, which can be worn as a crown by anyone who might manage to slay the beast. The undead giant has HD 15, AC leather, ATK 2 fists, DMG 1d12.*
6. The floor is extremely cracked in places, and some holes have already formed. *Characters must tread carefully through this room, otherwise they may fall through the floor and fall into a great pit beneath the fortress, full of stalagmites.*
7. A group of 7 yetis, thin and hungry. They will attack upon being able to smell the intruders. In the corner of the room is an enormous chest, evidently used for storage by the giants. *Contained within the chest is mostly broken rubbish, but there is a large chain of gold, evidently once used as a necklace,*

worth 2000 coins if returned to civilization. The yetis are easily distracted by food, and may even be able to be made docile if fed. The yetis have HD 3, AC leather, ATK 1 claw, DMG 1d8.

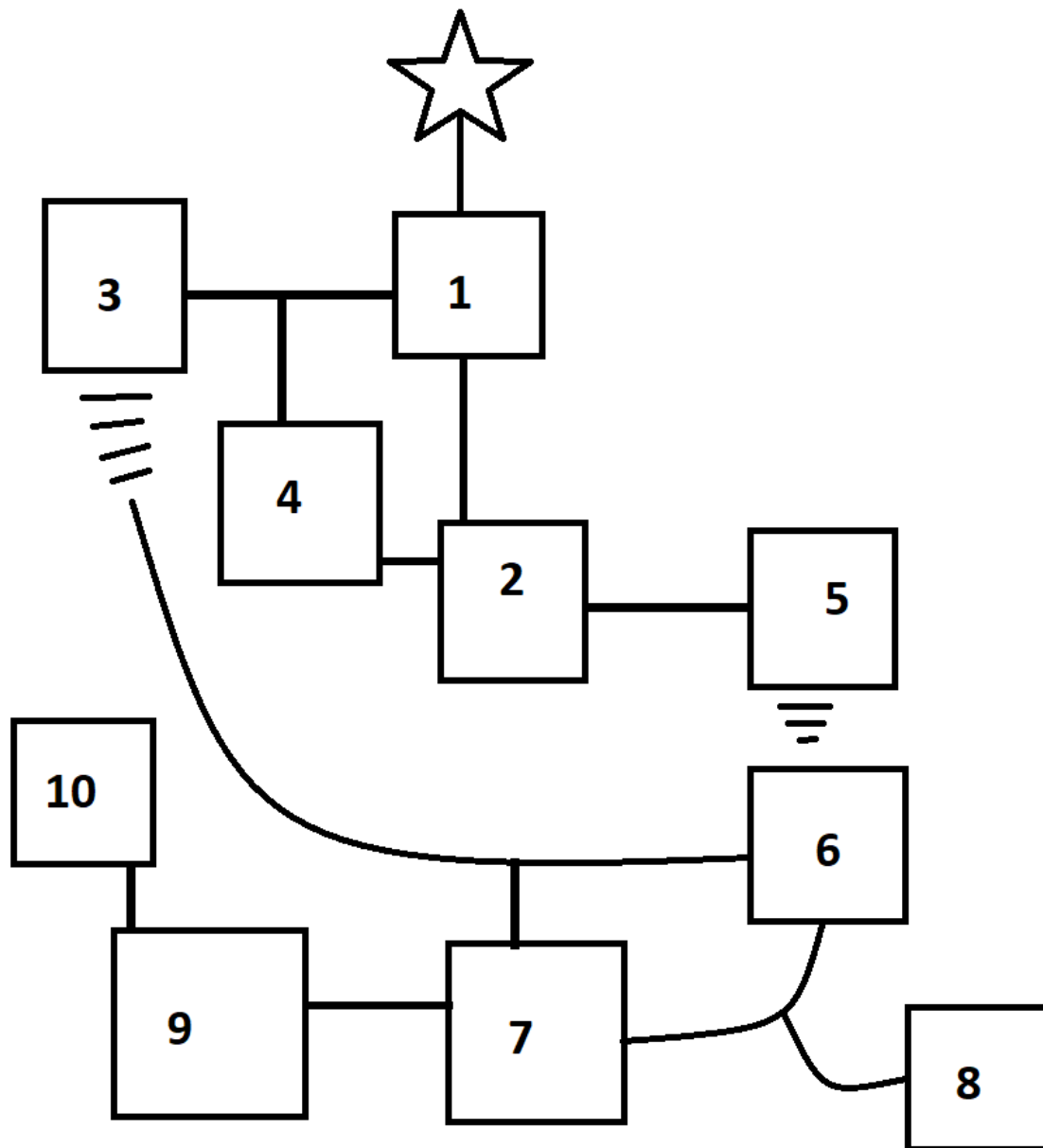
8. There is a vast machine here, with a giant sized lever. There is an open metal door to this machine, and a closed metal door. *If something goes into the metal door and someone pulls the lever, the door will close. After 1d6 minutes and a lot of grinding noises, the closed metal door will open briefly, and out will come the original object, now made of solid steel. This will, unfortunately, kill any living things that go through. After this, the input door will open and the machine is reset.*

9. The room here does not appear as crumbling and deserted as the rest of the building, and a small tent can be seen in the corner. *Tripwires are all over this room, rigged to crossbows tipped with a deadly venom. Anyone injected with the venom must make a saving throw every hour or die. In the tent lives a lonely hermit named Grigori, bearded and taciturn. He is the last of a party that once led an expedition here. His most prized possession is a massive red gemstone, worth 20000 coins, that was once the earring of a giant prince. Grigori has an antidote for the venom. Grigori has HD 5, AC leather, ATK 1 short sword, DMG 1d6.*

10. The great vaulted ceiling is held up by a statue of a giant. On the ceiling are murals of horrific monsters. *There are engraved giant runes on the pedestal of the statue. These runes read; "All praise Thalduin the mighty, he who holds up the heavens to keep the Things from beyond at bay".*

Bolstern's Cave

Local folklore tells of a secret cave, where a long dead sorcerer hid his ill-gotten gold. A few days ago, an earthquake uncovered the entrance to a cave with an eerie glow emanating from it.



Dungeon Key

1. The room is mostly empty, save for some glowing mushroom circles. *In the center of one of these circles is a mushroom covered mound, that turns out to actually be an old sack. The sack contains 1000 coins of ancient make. There are scratch marks on the walls, evidently made with human fingers. In addition, a scrawled warning written in some slightly luminous fluid reads; “Beware the wrath of Borlstern!”.*
2. There is a long dead tree in corner, and the floor is covered in rotten brown mush that used to be leaves. *Beneath this mush are small holes that one’s foot may fall into, possibly breaking the leg. Anyone who walks into the room without moving cautiously must make a saving throw or take 1d4 damage.*
3. A group of 9 goblins around a campfire, telling obscene stories and cackling with evil laughter. Their leader has an iron helmet, evidently stolen. *If they detect the party, they will try to gain their trust before stabbing them in the back. One goblin wears a backpack, containing 1000 coins worth of stolen goods, such as silverware and jewelry. The goblins have HD 1, AC leather, ATK 1 short sword, DMG 1d6.*
4. Glowing orbs dangle down from the ceiling, gently leaking phosphorescent fluid. *The orbs are connected to the root system of a tree it looks like, and appear to actually be separate organisms from the tree itself. The orbs are edible but taste awful, and appear to be some kind of mold.*
5. The room is white, covered entirely with mold. Spores drift through the air like fog. In the center of the room is a bed-like altar made from fungus. *Anyone who lays upon the altar regains all HP, though the flesh grows back vaguely luminous and fungus-like. If someone puts a dead creature on the altar, it comes back as a fungal zombie.*
6. 6 skeletal zombies animated by fungus, moaning and gurgling in apparent agony, their dry, shrivelled eyes moving in abject terror. *The zombies will attack once they sense any living animal. They used to be adventurers 200 years ago, and were parasitized by a magical fungus. If a zombie is somehow brought back to life, its mind is shattered from 200 years of being a vessel for an utterly alien fungal intelligence. The zombies have HD 2, AC unarmored, ATK 1 claw, DMG 1d6.*

7. A henge made from glowing, petrified wood dominates this large cavern. *Runes cover the “stones” used to make the henge, clearly in a faerie language. This place appears to have been once used to contact faeries through ritual sacrifice, though it no longer is in use.*

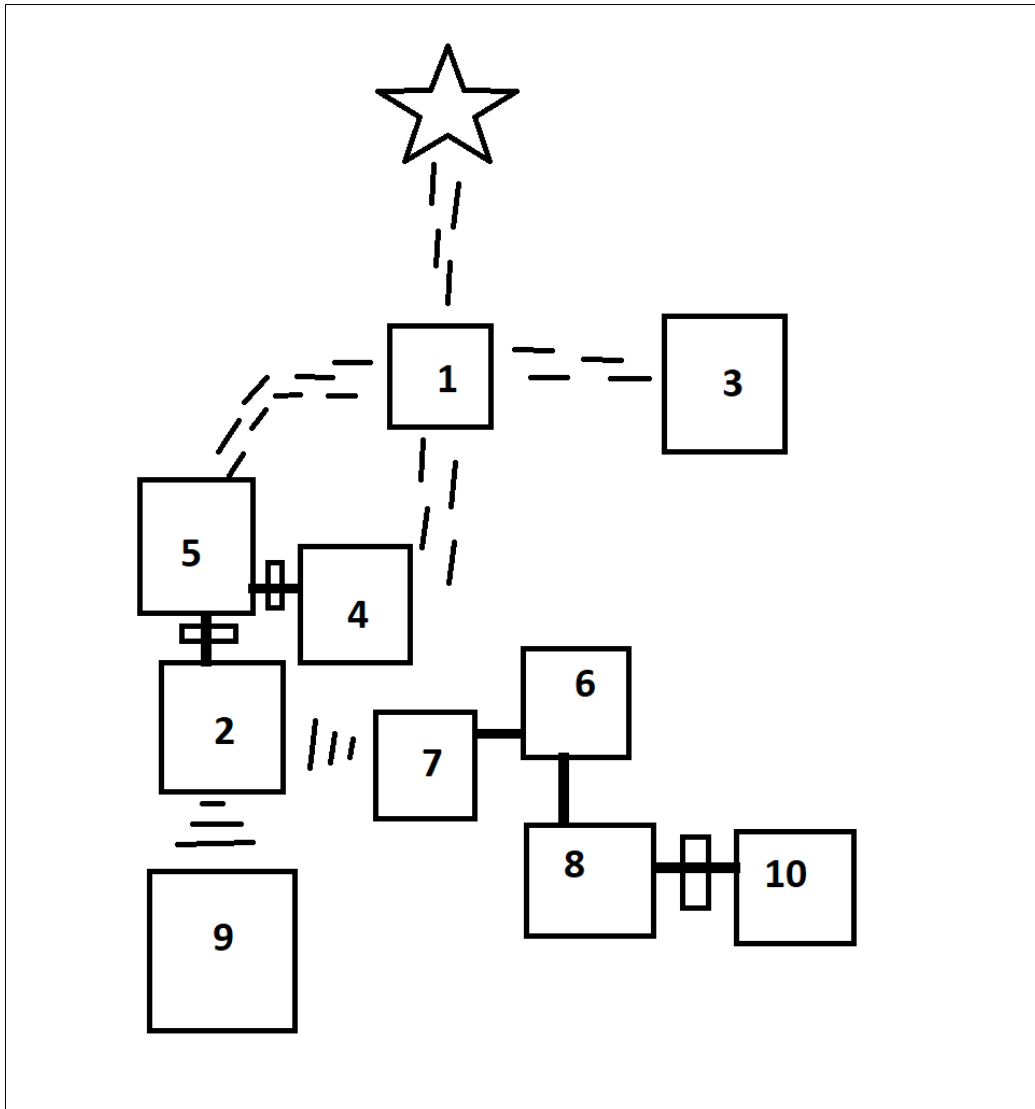
8. A small cottage made from a mushroom is in this room. Within the cottage is an androgynous humanoid with small antennae, pointed ears, a donkey-like tail, and a forked tongue. *It calls itself Draena, and is a faerie. It is very curious about the outside world, for it has always lived in this cave, and never left it. It doesn’t really understand tact though, and is very blunt. Draena has HD 2, AC leather, ATK 1 spell, DMG 1d4. Draena can speak with animals.*

9. A tree holds up the roof, almost looking like an old man keeping the ceiling up with his hands. *The tree is actually enchanted, and if anything gets near enough to it, it animates into a humanoid form and will attempt to kill and eat the creature. The face of the tree will seem vaguely familiar to anyone who knows much magical lore, though they won’t be able to place why. The tree has HD 8, AC chain, ATK 1 fist, DMG 1d10.*

10. There is a statue of an old man with ruby eyes in the center of this otherwise empty room. *The statue rotates on its pedestal and fires lasers from its eyes if anyone enters the room, dealing 1d12 damage to anyone who fails their saving throw. The rubies are worth 1000 coins each. In addition, behind the statue is a chest containing a wand that allows the user to teleport anywhere within sight 1d6 times per day. If one is learned enough in magical lore, they may be able to tell that the statue depicts a sorcerer from 250 years ago named Borlstern, who vanished under mysterious circumstances. The tree in room 9 also resembles Borlstern, which will become obvious after seeing the statue.*

The Robertson Farm

Cows and other livestock have either disappeared or been found drained of blood with a knife wound at their throat. Foot prints from the scenes of the crimes lead out to the old Robertson farm, out on the edge of town. The local ranchers and farmers have combined their money and are willing to pay 50 coins to each adventurer if they investigate.



Dungeon Key

1. 5 Scarecrows standing in a field, the dismembered corpses of crows lying nearby. *Blood is on their hands, which turn out to contain shards of glass. The scarecrows will animate and attack if anyone gets too close, cackling evilly without mouths as their sewn button eyes glow with a violet light. The scarecrows have HD 2, AC leather, ATK 2 claws, DMG 1d4.*
2. The door to this room looks hastily repaired, but not particularly old. *If the door is open, an axe on a pendulum swings down and hits any who open the door, dealing 1d10 damage. This requires a saving throw to dodge. The room has a bed and a nightstand. On the nightstand is a small wooden box containing 2500 coins worth of jewelry.*
3. The old barn is falling apart, with holes in the ceiling and walls. The door is halfway ajar. *The entrance is hooked to a tripwire, if someone walks in a bucket of acid will fall on them, requiring a saving throw. If the saving throw is failed, they take 2d10 damage.*
4. There is a chicken coop in surprisingly good condition, appearing as though it has been renovated. *If entered, there is a stench of death and decay almost immediately. Around 2 dozen chickens hang from the ceiling by their legs, their throats slit. On the floor is a stone idol of a horrific demon, with green gemstones for eyes. The idol is worth around 1500 coins to the right buyer.*
5. This kitchen is a crimson mess, the miasma of rot and death is almost overwhelming. Organs, blood, muscle, and skin lie strewn about messily, some with vile symbols carved into them. *On closer inspection, all of the flesh is human. One piece of skin has an eagle tattoo.*
6. A woman is locked in a cage, yelling obscenities, apparently thinking the party are cultists. Next to her is another cage, with a corpse lying within. *She is named Patricia, and is a competent adventurer and monster hunter who was investigating the Robertson farm, but was ambushed while she made camp after her partner in adventuring, a man named Tibult who had a distinctive eagle tattoo, betrayed her to the cultists for gold. Patricia does not know the identity of the corpse in the cage next to her, which has a diamond ring worth 4000 coins. Patricia has HD 3, AC leather, ATK 1 knife, DMG 1d4.*
7. This tunnel leads down into the basement, but halfway down, chained to the wall, is a monstrous pig. It has razor sharp tusks, too many eyes, and slightly chitinous skin. *The pig will attack any who come within range. Those who know some demonology can tell that the creature is the offspring of a pig and a demon. The pig has HD 10, AC chain, ATK 1 gore, DMG 2d10.*

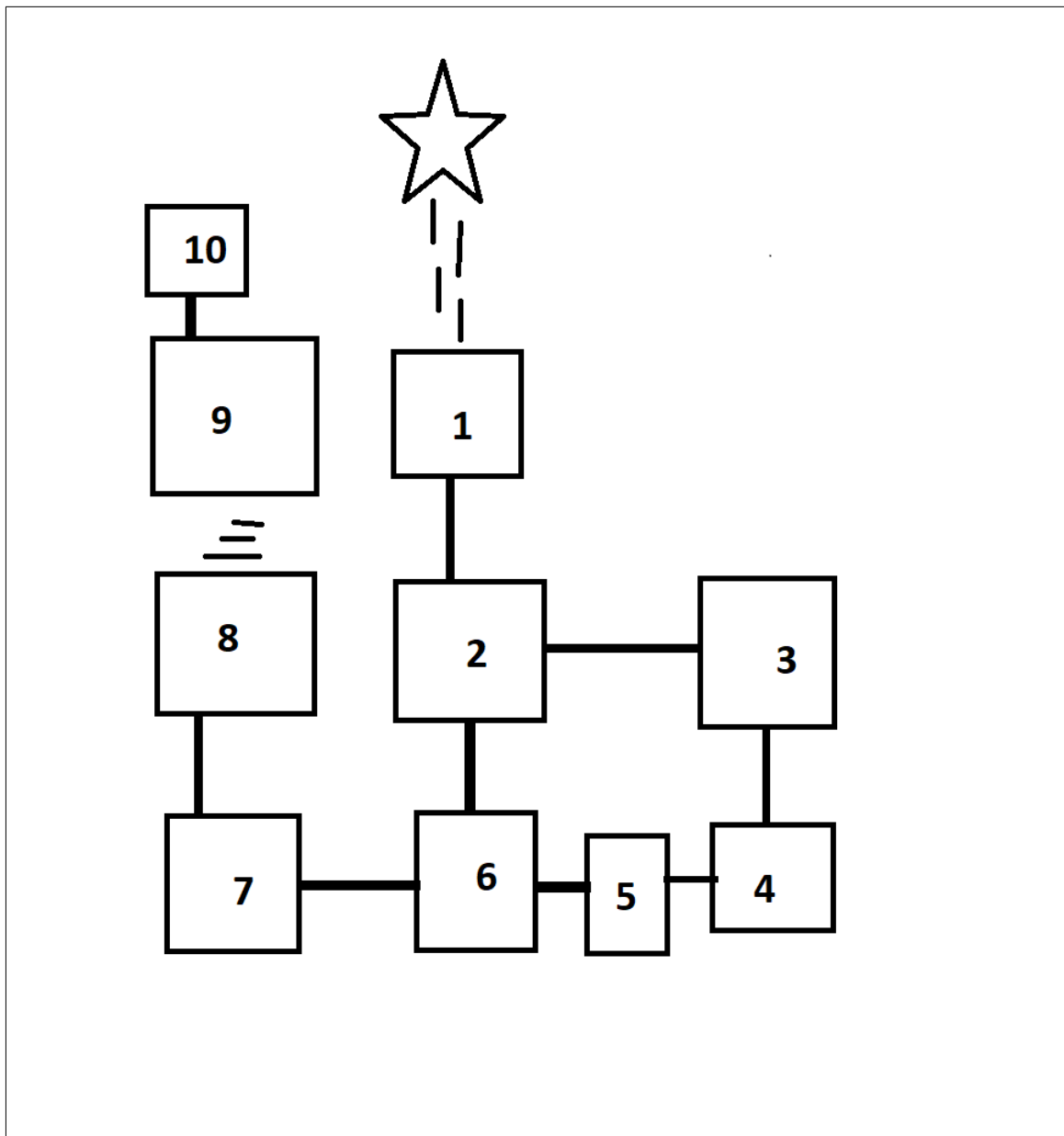
8. Library full of dusty old books. Most are crumbling and in extreme disrepair, evidently centuries old. *The shelves appear to be new, much younger than the overall building. If one looks over the books, they will find that all of them are unholy tomes of unspeakable blasphemy. Most of the books are either vague, or somewhat inaccurate, but one tome, entitled “The Diary of the Anti-Saint” is exceedingly dangerous and contains instructions for rituals of dark magic. This allows any magic-user who reads it to learn 1d4 powerful spells.*

9. Walls of the attic have strange angles and lines and curves are drawn upon them. *If someone stares at them for too long they are pulled through, and come back in 1d6 minutes apparently 1d6x10 years older than they were initially, with their stats rearranged and their memory incompletely wiped of what happened during those years, though they will occasionally have nightmares of demoniac creatures and inhuman cities.*

10. In the basement, 12 cultists perform a ritual sacrifice of a calf, chanting ominously in a language that doesn't seem as though it were designed for human vocal organs. *If the fight seems to not be going their way, all but one of them slit their own throats and call forth a demon from beyond space and time. If captured, cult members will claim to be worshiping “The Great God With A Million Eyes”, and will commit suicide as soon as possible. The cultists have HD 1, AC unarmored, ATK 1 knife, DMG 1d4. The demon has HD 10, AC plate, ATK 3 tentacles, DMG 1d8.*

Rats in the Pipes

A handful of folks have been found dead, eaten alive with their flesh and skin torn off, often near the entrances to sewer tunnels, and even more have gone missing. The tooth marks on the corpses look like rat bites, but are far too large for that in many cases. You have been hired by a noble to fix the problem, so the peasantry doesn't get too unruly out of fear. The noble will pay you 50 coins up front, and 50 more if you come back alive.



Dungeon Key

1. Piles of bones are just inside the sewer tunnel, most completely picked of flesh, with tooth marks on the bones. *A silver dagger, worth 100 coins, can be found among the bones.*
2. Some mutated, but harmless rats chew on the leftovers of a victim. The rats have features such as extra limbs and eyes, unusual proportions, etc. *The victim evidently was an independent adventurer, and has a small bag on their belt containing gems worth 900 coins.*
3. There is a vast carpet of rats here, all eyes looking at the party in unison as soon as the adventurers enter. *The rats will attack as soon as anyone gets close enough, and upon closer inspection, it is revealed that all the rats are connected to one another by their unusually veiny tails. The carpet of rats has HD 4, AC leather, ATK 3 bites, DMG 1d4.*
4. A badly mutilated corpse with a strange corked bottle next to it lies against the wall. The bottle is full of red liquid with the words “Aqua Vitae” written on it. *If the liquid is drunk, whoever drinks it will explode as hundreds of terrified rats claw their way out of them. There is no saving throw, it automatically results in death.*
5. There is a crate in the corner, splattered with blood. *The lid appears to be partially open. If opened fully there is a large venomous rat that will leap out, starving. In addition, 3000 coins and some rat poop are in the box. The venomous rat has HD 2, AC leather, ATK 1 bite, DMG 1d4+saving throw or additional 2d6 damage.*
6. There is an enormous 6 legged rat here, chewing hideously on a dead dog. *Once it smells the adventurers, it will attack. The giant rat has HD 5, AC leather, ATK 1 claw and 1 bite, DMG 1d6 and 1d8.*
7. Rat-like claws stick out of the ground, slashing in spasms. *Anyone who walks across the floor will take 1d4 damage from the clawing unless they make a saving throw. The claws have toothy mouths in the middle of them. The claws don't seem to be connected to bodies, instead having “roots” of fleshy rat tails.*
8. A rat with a human face and hands cries out in fear, cowering in the corner near a metal box with a combination lock. *The rat was once a human wizard named Jenkins. He will explain that he was attempting to experiment with growing sewer rats to large sizes to create a cheap source of food, but the ritual backfired and caused him and the rats to mutate horrifically. If the adventurers escort him*

out of the dungeon, he will tell them the combination to the box next to him, which he claims contains a magic item he can no longer use with his small size. Within the box is an obsidian dagger that causes wounds which can never heal without magical aid. Jenkins has HD 1, AC leather, ATK 1 bite, DMG 1d4, and he can cast spells as a first level magic-user.

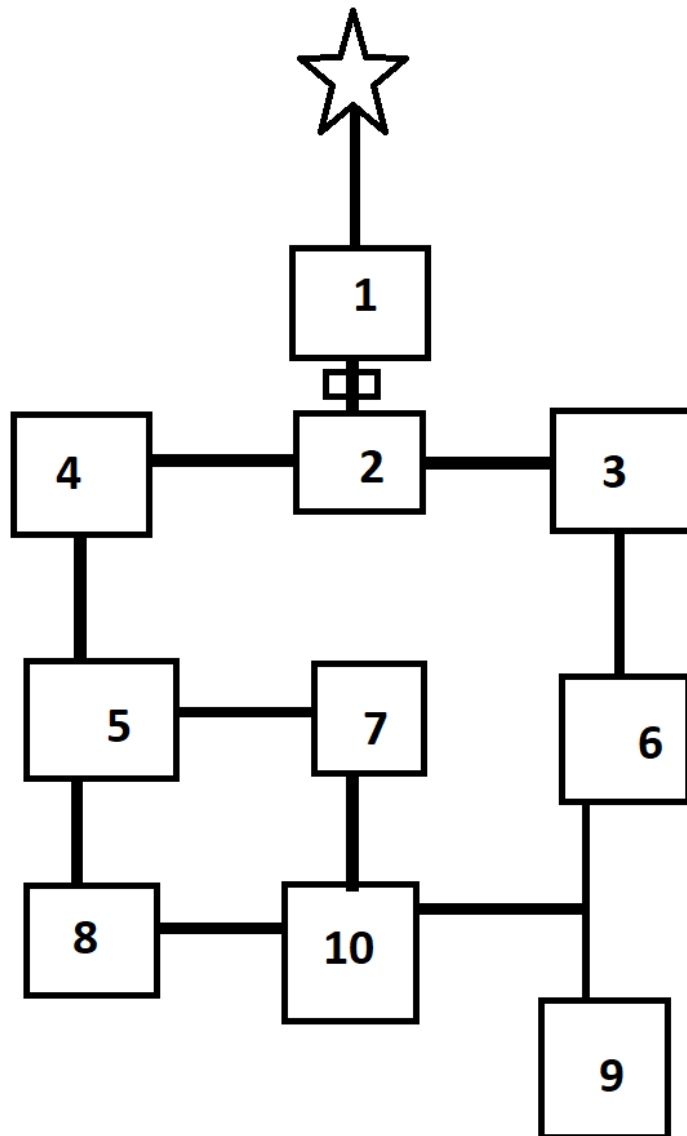
9. *Floating grotesquely in the air is a wiggling orb made from hairy brown flesh with worm-like tails sticking out of it, squirming incessantly. On the floor beneath it is a magic circle full of strange lines and runes. For every round spent near the orb, roll 1d6. On a 5 or higher, anyone near the orb gains a rat-like physical mutation as determined in the table below:*

- 1. Shrunk down to rat size*
- 2. Rat body (hands and head stay the same)*
- 3. Rat head*
- 4. Rat claws*
- 5. Loses human intelligence and begins to act like a rat*
- 6. Rat life-span (ages extremely rapidly)*

10. *Some barrels full of tumorous squirming flesh with teeth and claws growing out of it. If the barrels are broken open, the mass of meat collapse in on themselves in a sickening manner, as they have no skeleton. The barrels seem to have formed roots into the ground made of rat tails.*

The Ring of Life

An ancient tomb has been found, once the burial ground of a group of seafaring warriors. Ancient legends suggest that they possessed a ring capable of bringing life to the dead...



Dungeon Key

1. The corridor here leads to a stone door. The door has an image depicting a horned human skull with a beard. *The floor is ancient and crumbling, and gives way under the slightest weight. There is a pit beneath the masonry full of squirming worms, grubs and cockroaches. Falling down the pit deals 2d6 damage.*
2. Piles of mummified bodies are in grave niches in the walls, and everything is coated in a thick layer of dust and webs. 7 Spiders the size of wolves crawl about the room, one of which is picking at a corpse, trying to find if it can eat it. *The spiders will attack if the adventurers get too close, but they are scared of fire. The corpse that a spider is picking at is wearing a bracelet worth 5000 coins to the right buyer. The spiders have HD 3, AC chain, ATK 1 bite, DMG 1d4+save or take 2d6 more damage.*
3. A vast stone slab serves as a table in this room, with old wooden bowls and iron utensils arranged along it. Piles of splinters indicate where chairs once were, and there is a large carved throne at the end of the table. *Near the throne is a large iron key, covered in mystic looking runes.*
4. Shards of wood lie strewn about the room, as well as a few half-crumbling longboats of ancient make. *One of the boats has an iron chest on board, containing 8000 ancient gold coins. Traces of paint can be found on the longboats.*
5. In here are a handful of cages, some of which contain skeletons of humans or semi-humans. Various machines of odd design are around the room as well, evidently torture devices. *Some of the skeletons are very short and have sharp teeth. Most skeletons, while having some broken bones, appear to have died as a result of neglect, not execution.*
6. Carvings of bearded faces line the walls, some with open mouths as if blowing. *If someone steps into the "line of sight" of one of the blowing faces, poisoned darts fly out to hit the interloper. Unless the victim makes a saving throw, they take 3d6 damage from poison.*
7. There is a stone statue of a beautiful and androgynous person with pointed ears. Next to them is a stone with a large keyhole. *If the key from room 3 is put into the keyhole, the statue will turn to flesh, and the person comes to life. They have a slightly bluish green tinge to their skin, and their voice sounds musical. This person is named Anlin, and they are an elf sorcerer who was imprisoned millennia ago by a high priest of a now unknown god. Anlin is arrogant and cares little for the wishes of mortals, but if he brought back to life by the adventurers he is bound by his own code of honor to*

assist the party with one task. Anlin has HD 5, AC unarmored, ATK 1 dagger, DMG 1d4. Anlin has the magical ability of a 5th level magic-user.

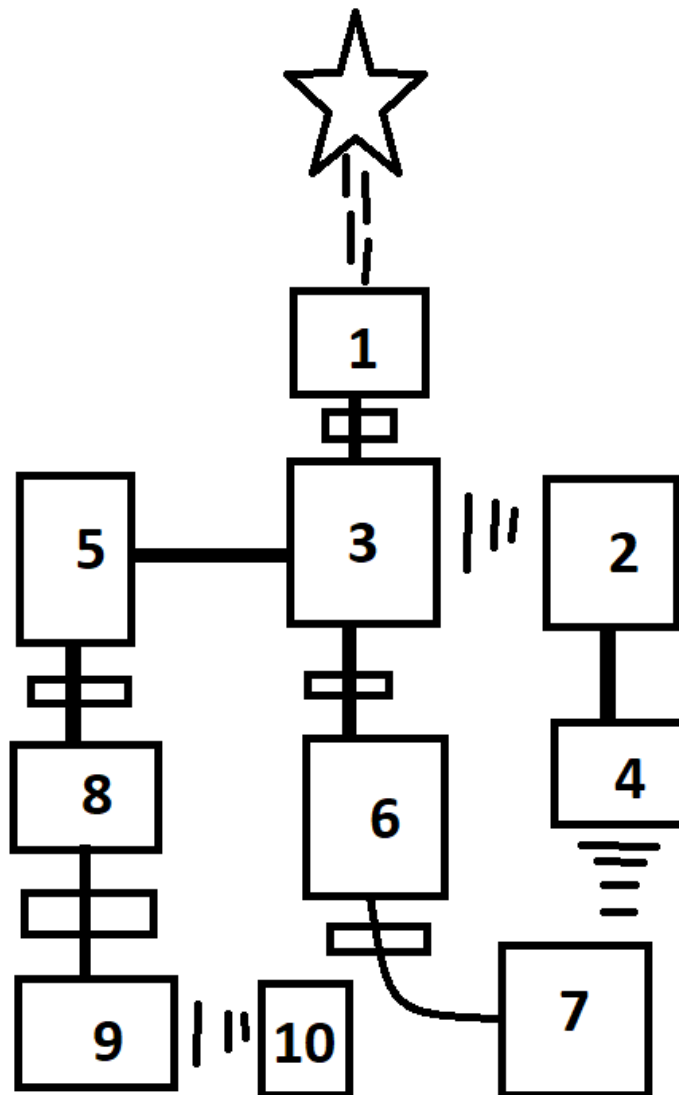
8. 6 undead mummified vikings in crude dresses stagger about the room, making strange rasping noises. They wield swords in one hand and shields in the other. *The zombies attack on sight, but will not hurt anyone who is unarmed. The swords they are using are of surprising quality, having been made with a technique that has been lost to time. Each sword is worth 500 coins. The zombies have HD 2, AC unarmored + shield, ATK 1 sword, DMG 1d8.*

9. A crystal ball sits on a stand made from black metal. Dark vapor seems to swirl in the orb. *If anyone touches the ball, their mind is briefly transported to a Hellish plane of existence where horned warriors in spiky armor battle giant chitinous serpents. The experience makes the viewer 1 level better at fighting when it comes to attack rolls, but also small horns begin to grow from their forehead, and they become subtly unnerving to normal people.*

10. The skull of an ancient dragon on the wall, stairs lead up to pedestal with a sarcophagus of stone, slightly ajar. Within the coffin, a mummified corpse in ancient armor holds a sword of rusted iron, with a ring of silver around its finger, covered in runic symbols. *If anyone attempts to remove the ring from the finger of the mummy, it comes to life, green fire burning in its eye sockets as it attempts to kill the intruders. The mummy moans out words in a long-forgotten tongue and attacks the mightiest warriors first. The runic symbols on the ring are symbols of rebirth and vitality, if the ring is put on the finger of a recently deceased corpse, the corpse will come back to life. The ring can do this 1d6 times before crumbling to dust. The mummy has HD 10, AC plate, ATK 1 sword, DMG 1d10.*

The House on Hell Road

The house on Hell road has always been considered haunted, but now it seems even more so. There are odd bangs in the night, strange voices, and glowing lights. Some have even seen a silhouette of a ghost in the window! But recently, a little girl dared to enter the house, and came back with a necklace worth enough money to feed her family for weeks! It seems that ghosts are not the only thing in the haunted building...



Dungeon Key

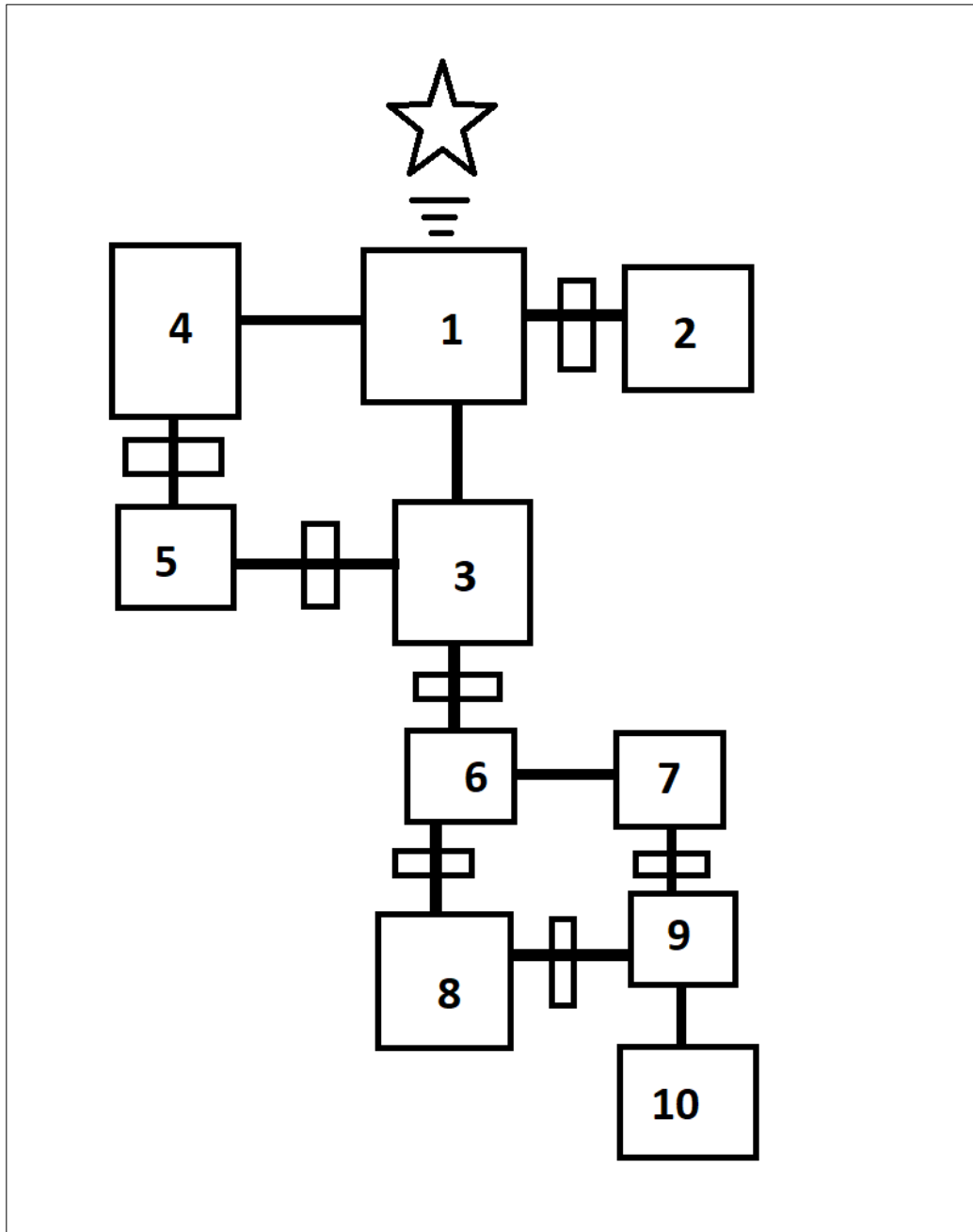
1. The front door is covered with old rusted chains and locks, almost completely disintegrated by time. A sign saying “KEEP OUT” is nailed to it. *Bear traps and caltrops lie haphazardly behind the front door, causing 1d6 damage to anyone who enters unless they make a saving throw.*
2. There is a cut out silhouette of a ghostly figure in front of a window, illuminated from behind with a green tinted lantern. *The fire in the lantern seems strange and otherworldly. Anyone with occult or folkloric knowledge can tell it is faerie fire.*
3. This room has the stuffed heads of exotic animals on the walls, including a one eyed humanoid, an enormous insectoid thing, a giant rat, and some reptilian creature. Most of the heads are beginning to show their age, with sand or stuffing leaking out in places. *The reptile head has two expensive gems for eyes, each one worth 1000 coins.*
4. The hallway appears empty, though there are some holes in the walls and all of the wallpaper appears to have been stripped away except in one small area. *5 Goblins with blowguns hide in the walls. The area with the wallpaper is a secret door. The goblins have HD 1, AC unarmored, ATK 1 blowgun, DMG 1d4.*
5. There is a cupboard in this room, along with some piles of wood that appear to have once been furniture. Some blood stains the wall. *A brownie lives in the cupboard, hoarding shoes. He does not want to be bothered, and rarely leaves the house for anything other than collecting more shoes. He knows about the goblins and the ogre downstairs, but doesn't care because they don't take his shoes. The brownie has HD ½, AC unarmored, ATK 1 knife, DMG 1d4, and can turn invisible at will.*
6. Bookshelves are in this room, covered in dust. There a couple moldy volumes of obscure lore on them, but no recent texts. *A tripwire is hooked up to a pendulum which will swing an axe at anyone who trips it, dealing 1d8 damage unless a saving throw is made.*
7. A pair of red spectacles rest on a polished wood pedestal. *The spectacles allow the wearer to see heat, and thus detect invisible creatures and see in the dark somewhat.*
8. A black, cast iron cauldron bubbles with a pinkish sludge, though there is no visible heat source. Next to the cauldron is an old sack. *If someone dips part of themselves in, they burn themselves, but a moment later, a 6 inch high version of themselves will emerge from the cauldron, with the mind of a rat but otherwise fully formed. The sack next to the cauldron contains gems worth 500 coins in total.*

9. 2 bloodied, rotting corpses float a few inches above the ground, translucent and otherworldly, moaning in some unknown tongue. *4 goblins have stacked themselves on top of each other to look tall, and are wearing bloodied sheets to appear as ghosts. By using a ritual they found in an old spell book, the goblins have cast a glamour to make themselves appear as actual ghosts. The effect wears off immediately if the goblins are hit with any attacks. The goblins have HD 1, AC unarmored, ATK 1 dagger, DMG 1d4.*

10. An ogre lounges on a small bed of coins in the basement, the corpses of animals dangling on meat hooks. The ogre has 2 goblin servants near him, feeding him scraps of rotting meat. *The ogre cares little for his incompetent goblin servants, which he will send off to fight the party first. The ogre is lazy, and will only actually begin fighting once his two servants are killed. There are 1500 coins on the ogre's bed. The ogre has HD 4, AC leather, ATK 2 punches, DMG 1d6. The goblin servants have HD 1, AC leather, ATK 1 short sword, DMG 1d6.*

The Tower's Basement

Some hidden documents have been discovered in the archives telling of a secret basement beneath an old tower. Evidently, during some conflict long ago, treasure of a (now dead) noble was stashed away beneath the tower for nobody else to find. The location of this treasure is only a day's march away.



Dungeon Key

1. The room is littered with cobwebs and animal bones. The corpse of a dog-sized spider is in the corner, with a knife plunged into its abdomen. *The corpse is desiccated, evidently very old, and the knife is rusted.*
2. There is a giant nest made from bones, twigs, and scraps of cloth. A group of 6 giant rats lives within. There is a faint gleam of gold in the nest. *The rats will attack if the nest is approached. The rats have incorporated an expensive gold scepter worth 500 coins and a crown worth 1000 coins into their nest. The rats have HD ½, AC leather, ATK 1 bite, DMG 1d4.*
3. Four pig faced orcs roast a small deer on a spit over a fire, grunting unintelligibly. They wear mismatched armor and wield a mixture of stolen and cobbled together weaponry. *They are complaining about the lack of good food. One orc has a leather bag on its belt with 500 coins worth of jewels and coins within it. The orcs have HD 1, AC leather, ATK 1 sword, DMG 1d8.*
4. There are some smashed barrels, as well as residue suggesting spilled wine. *The barrels have some writing on them, which, if analyzed, turns out to spell out the name of the local pub.*
5. The room has a geometric tile pattern on the floor. It almost hurts one's eyes to look at, as if one is straining their vision. *One part of the floor breaks the pattern. If this part is stepped on, a pressure plate in the floor causes the room to flood with red poisonous gas if stepped on. Anyone exposed to the gas must make a saving throw or take 1d6 damage per round for 1d6 rounds.*
6. There is a large snail shell in the corner, with words like "BVY!" and "GRAET DEELS!" written on it hastily. *If approached, a large hermit crab will pop out, proclaiming itself to be Mr. Snips in a high pitched voice. Mr. Snips has a number of things in his shell he is willing to trade for meat, most of which is worthless junk, but there is a magical longsword (1d8+1 damage) that glows in the dark and allows the wielder to read all languages while holding it. He has a special fondness of fish, and will be likely to give a better "deal" if given fish. Mr. Snips has HD 1, AC as plate, ATK 2 claws, DMG 1d4. [Shoutout to my datemate for helping me come up with this idea!]*

Random table of Mr. Snips junk (roll 1d6):

- 1. An egg carved from wood.*
- 2. Some human hair in a leather bag.*
- 3. A rock with a smiley face drawn on.*
- 4. A roast chicken carved from stone.*
- 5. A diary with all the pages ripped out.*
- 6. A beetle named Charlie.*

7. Encased in an ornately decorated gold and brass case is an egg the size of a soccer ball. The egg seems to glow somewhat, and emanates a faint heat. *The case is an anti-incubator, and prevents the dragon egg within from maturing. If removed from the case, the egg will hatch into a newborn dragon in 1d6 weeks.*

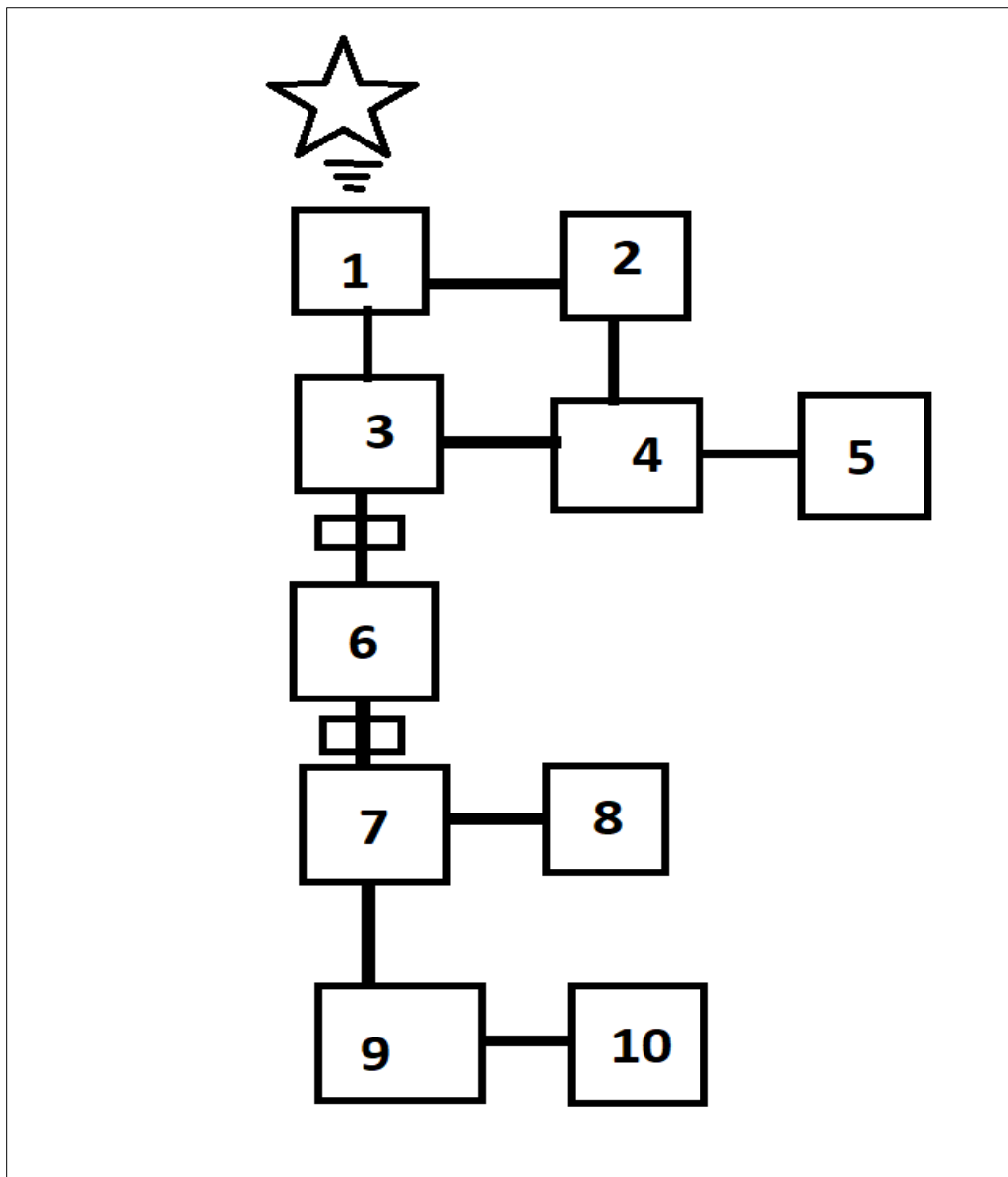
8. The room appears empty, aside from some unpainted stone statues. Most are human or semi-human, but one appears to depict a giant mantis. *The statue is actually just a gray colored giant mantis that is standing very still, and will attack once people get close enough. The mantis has HD 4, AC chain, ATK 2 claws, DMG 1d6 each.*

9. Some weapon racks, mostly ransacked but there are a couple rusty swords and shields left behind. *The shields have the symbol of a rooster on them, which was part of the family crest of the noble whose treasure was buried here.*

10. There is a chest lying against the wall, with nothing else in the room. It has a piece of parchment on it that reads “DO NOT OPEN!!”. *If opened, the entire dungeon begins to collapse, requiring a hasty escape. Rocks fall requiring a saving throw every 1d4 rounds, failure results in 1d8 damage being taken. Contained within the chest is a pile of 2000 coins as well as some deeds to property in a nearby town.*

Feast of the Ghouls

Graves have been found emptied... from below. The local church has asked you to investigate what is going on, having found a secret passage in an old mausoleum. They say that their god will turn a blind eye if any burial treasure happens to “disappear”.



Dungeon Key

1. There are piles of bones, some arranged into towers and structures like building blocks. *Many of the bones have bite marks on them.*
2. 10 giant rats gnaw on some bones, they appear to be starving and diseased. *The rats are very easily distracted by meat of any kind, and while they would attack a party normally, if they are given food they will either ignore the party or become friendly. The rats have HD ½, AC leather, ATK 1 bite, DMG 1d4.*
3. Childrens' dolls of all shapes and sizes are arranged carefully around the room, some showing signs of recent repair. *One of the dolls is porcelain, and very high quality. It could be sold to a collector for 1500 coins.*
4. The floor is extremely muddy, a mixture of grave mold and damp earth. It stinks of death, and one can see some bones floating in the quasi-liquid. *Beneath the muck lie some small holes, easy for a leg to fall into, potentially causing 1d6 damage unless a saving throw is made.*
5. The floor is still very muddy, and there is visible movement in the muck. There seems to be more bones floating around than in room 4. *A giant worm lurks in the mud. It normally feeds on rotting flesh, but since the ghouls have started taking bodies, it now will attack the living. The worm is not brave, however, and will flee if the fight starts to go badly, though it may attempt to exit the dungeon and head into town. The worm has HD 5, AC leather, ATK 1 bite, DMG 1d10.*
6. Completely out of place with its surroundings is a magnificent dining room with a table. The table is laid out for a feast, with delicious food and lit candles. *If eaten, in about 2 minutes the illusion wears off, revealing the food to be rotten and decaying human flesh. Anyone has partaken in the flesh is now infected with ghoul fever and will become a ghoul in 1d6 days unless cured by magical or alchemical means.*
7. There is a closed coffin amid several open ones. The closed coffin is significantly better quality than the others, and bears an image of a fanged serpent. *The coffin is trapped with a poison needle. Anyone who accidentally is pricked by the needle must make a saving throw or take 3d6 damage. If opened, however, the coffin contains the mummified corpse of a very rich man, covered in expensive jewelry worth 1000 coins.*

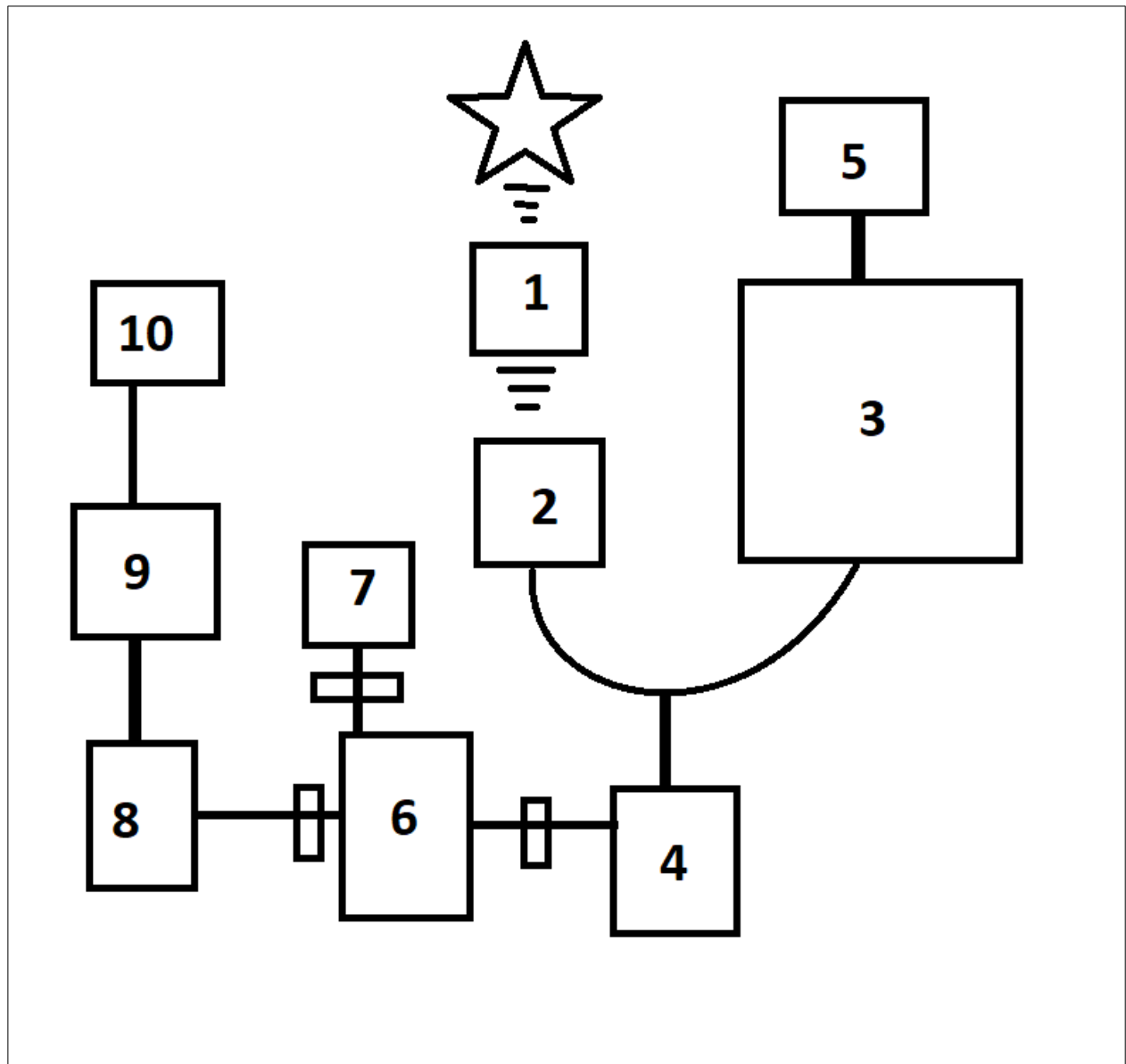
8. A ghoul sits among a pile of holy books, perusing through them while gnawing on a rotting ear. *The ghoul calls herself Antonia, and she is deeply fascinated with the differences between religions and religious texts. She is trying to find the common ground between all known religions and sects. She loves to discuss theology, but will attack if she is treated too rudely or treated like a fool. Her previous hobby was repairing dolls that were buried with children, her handiwork can be seen in room 3. She knows many things about the graveyard, and can answer questions about the rooms if she feels that the party is friendly and worthy of help. Antonia has HD 2, AC leather, ATK 2 claws, DMG 1d6+saving throw or be paralyzed for 1d6 rounds.*

9. In the walls are a multitude of grave niches, all of which are empty, except for one, containing a rusty old shield, a helmet, and a sword. *This shield is magical, and any damage dealt to someone wielding the shield is reflected onto the attacker, divided by 5. A name is written on the inside of the shield; Hruthgerd the Brave. The other two items are not magical, but similarly bear Hruthgerd's name. The grave niches appear to have been recently emptied, dust seems to have been cleared away and there are drag marks leading away from the niches.*

10. A group of 5 rubbery, loathsome ghouls are feasting in a defiled shrine, sorting through corpses to find the ripest morsels and making monstrous glibbering noises. *If they notice the party, they will attack, scared of being revealed to the church, though they are open to parley if the battle ends or they surrender. Scattered among the corpses are 1500 coins worth of gold and jewelry. The ghouls have HD 2, AC leather, ATK 2 claws, DMG 1d6+saving throw or be paralyzed for 1d6 rounds.*

Bunker-Temple of the Serpent-Folk

After one of the party members accidentally leans on the side of a cliff, a hidden door opens, revealing a staircase leading down. At the top of the stairs is a bizarre and expensive looking golden pendant with an engraving of a serpent on it, worth 1000 coins. The air coming from the stairs is ancient, and smells slightly damp.



Dungeon Key

1. Stairs lead down for a very long time. Near the top of the stairs is an ancient and crumbling skeleton. At regular intervals on the walls are odd glass spheres. *Upon closer inspection, the skeleton is only vaguely humanoid, possessing an ophidian head and no eye sockets.*
2. The floor has a black and white checkerboard pattern, and there are dragon faces on the walls. There are some small piles of ash on the floor. *The ashes only appear on the white squares of the floor. If any of the white squares are stepped on, fire shoots from the dragon faces, dealing 2d10 damage unless a saving throw is made.*
3. The room opens up into a warehouse sized underground jungle of glowing fungus. Small bird-like reptiles can be seen wandering around, feeding on the fungus. *There is a large omnivorous dinosaur wandering about, which will attack when it can smell its victims. The dinosaur has HD 12, AC chain, ATK 1 bite and 1 tail swipe, DMG 1d12 and 1d10.*
4. 5 white scaled serpent-folk with no eyes worship and run their hands over a large statue of a dragon. *If they catch the scent of the party, they will attack to defend their “god”. One of the serpent-folk wears gold jewelry and has a strange crown. The jewelry and crown are worth 2000 coins in total. The serpent-folk have HD 3, AC chain, ATK 1 bite, DMG 1d6+saving throw or take additional 1d10 damage.*
5. There are several pits full of greenish, bubbling mud, almost like some kind of bath-house. The mud smells strangely medicinal, like the herbs of a doctor or shaman. *If someone is immersed in the mud, wounds instantly heal over with scaly flesh. Dead bodies put in the mud will reanimate into scaled zombies. Scaled zombies have HD 2, AC leather, ATK 1 claw, DMG 1d8, and attack on sight.*
6. This oddly spherical room is filled with a pale green gas, which burns when breathed in, causing damage. The gas appears to be coming from some barrel-like plants growing out of the ground. *The gas is harmless to serpent-folk, and only affects mammals. The gas does 1d6 damage each round it is breathed in unless a saving throw is made.*
7. There are a series of 2 meter tall upright glass cylinders, most of which contain mummified serpent-folk. One cylinder contains an apparently living serpent-person, though clearly asleep. There is a lever next to each pod. *The cylinders are stasis chambers, most of which have broken over the aeons. If the lever next to the pod with the living serpent-person is opened, she will awaken from her ancient slumber. She is named Slithak, and is equipped with a translation orb, so she can understand the party.*

She has an extra translation orb, which she will give to the apparent leader of the party. This orb allows the holder to understand any spoken language while holding it. Slithak is very curious about the events of the last few millions of years, and will be disappointed if not given much information. She is curious, cold, and impartial. If told of the pale serpent-folk of room 4 and 10, she will guess that over the aeons the custodians of this bunker have evolved to survive without light. Slithak has HD 3, AC chain, ATK 1 bite, DMG 1d6+saving throw or take additional 1d10 damage.

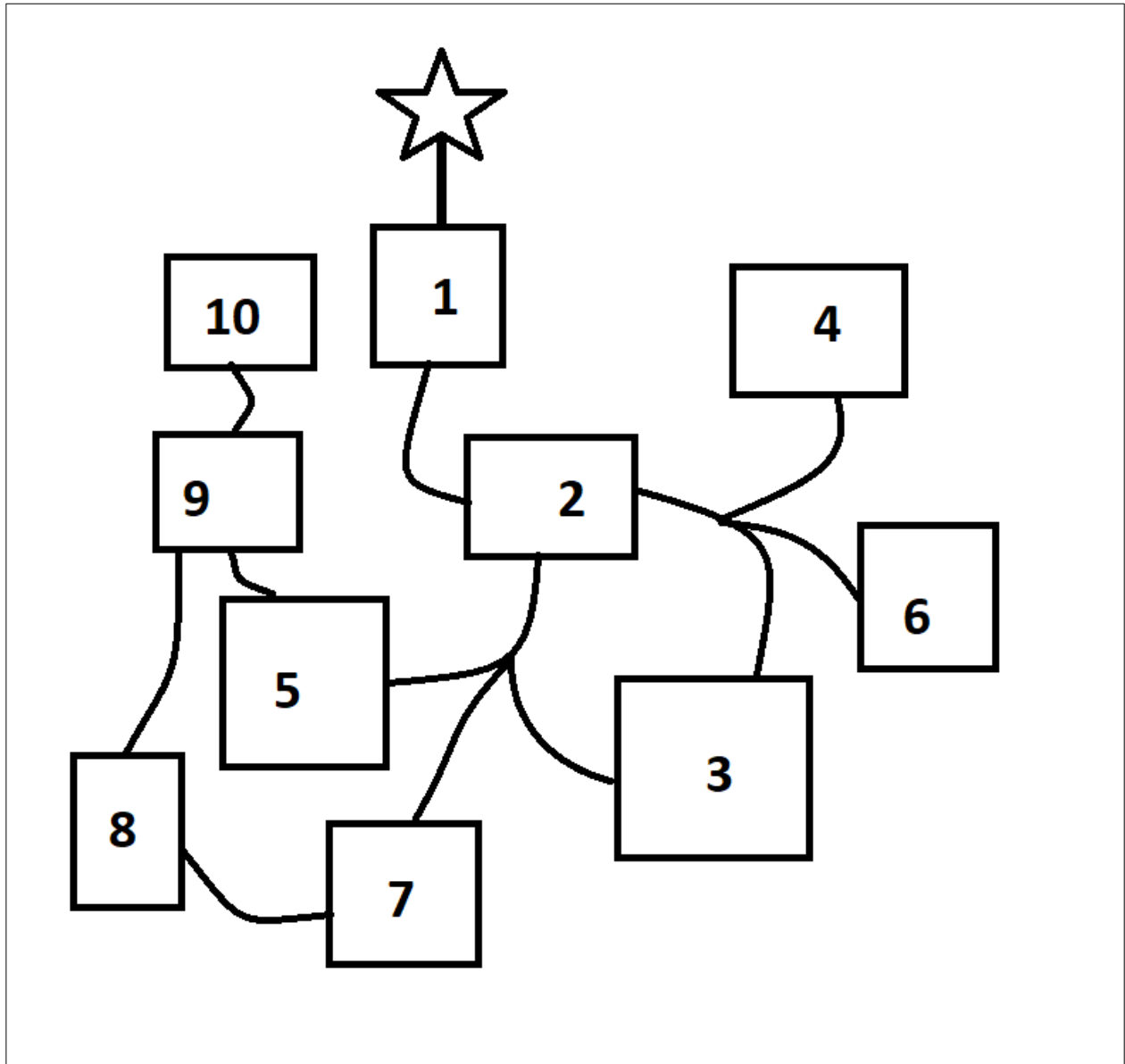
8. Bas-reliefs on the walls depict prehistoric times, with colossal dragons and strange tentacled things. Flourishing all throughout the jungles of the ancient world are the serpent-folk with their strangely beautiful architecture. *Some of the beasts depicted on the murals are known to occult scholars as ancient and terrible demonic gods, many of which were believed to be legends.*

9. There are a series of glass coffins, each full of a pale green liquid with corpses of serpent-folk floating inside. *Most serpent-folk in the coffins are wearing some kind of gold jewelry, and the glass is easily breakable. The green liquid smells awful, but is harmless to living things. If the jewelry is collected, the combined value is 2000 coins.*

10. Here is the resting chamber of the pale, eyeless serpent-folk, who are all currently asleep. At the center of the room is a large diamond, atop an intricately carved pedestal. *There are 6 serpent-folk currently in the room. The serpent-folk are light sleepers, and will likely awaken and attack if anyone tries to get to the center of the room. The diamond is worth 3000 coins. The serpent-folk have HD 3, AC chain, ATK 1 bite, DMG 1d6+saving throw or take additional 1d10 damage.*

Bogeymen Aren't Real

There have been strange murders and disappearances about town, and pieces of fur have been found at the crime scenes, and some bloodied, bestial footprints lead to a nearby cave. The townsfolk claim the culprits are wolves or bears, but the children claim the usual; the bogeymen took them away...



Dungeon Key

1. The floor here appears to be covered in a primitive carpet of untanned hides, a couple of which seem disturbingly human-like. *These hides cover a hole in the floor with spikes at the bottom. Anyone who steps on the hides must make a saving throw or fall on to the spikes, taking 1d10 damage.*
2. 3 wolves the size of ponies are chained to the wall, and bark furiously at the adventurers, pulling at their metal leashes. *There is no way to pass by them without them being able to attack, and if fired upon by arrows or other missile weapons, there is a 2 in 6 chance that they will break their chains in order to attack out of sheer rage. One of the wolves has a gold collar worth 2000 coins. The wolves have HD 4, AC leather, ATK 1 bite, DMG 1d8.*
3. Dangling from the rock ceiling on a spiked chain is the corpse of a man who had recently gone missing. His skin is flayed off, with deep claw and bite marks, though his clothes are oddly undamaged. *The man is apparently recently dead; if touched he is still warm.*
4. There is a gong in this room, fashioned from cheap brass. Next to it is a mallet made from a spinal chord and a skull. *If the gong is rung, it is supernaturally loud, deafening whoever rang it, shattering into pieces and causing rocks to fall from the ceiling. Everyone in the room must make a saving throw or take 1d8 damage from the falling rocks.*
5. A man is tied to the wall by ropes with spikes braided into them, listless and disoriented. *If approached by the party, he will stare at them and whisper that he needs help. The man's name is Jeremy, and he is severely dehydrated and starved. If fed and given water, he will explain that he was kidnapped by the bogeymen, claiming that they gave him the choice to be taken away and tortured or have his child be killed. Jeremy has HD 1, AC unarmored, ATK 1 punch, DMG 1d2.*
6. The room is pitch black, supernaturally so. The light of a torch or lantern seems more like a candle light here. *4 bugbears lurk in the shadows, and will strike when they have the opportunity. The bugbears have HD 3, AC chain, ATK 1 mace, DMG 1d8.*
7. An underground stream burbles out of the wall, trickling across the floor. There is a slight green glow to it. *Anyone who drinks from the stream becomes extremely nauseous, but is also able to see in the dark for 1d6 hours. If a character could already see in the dark, they instead no longer can see at all for 1d6 hours.*

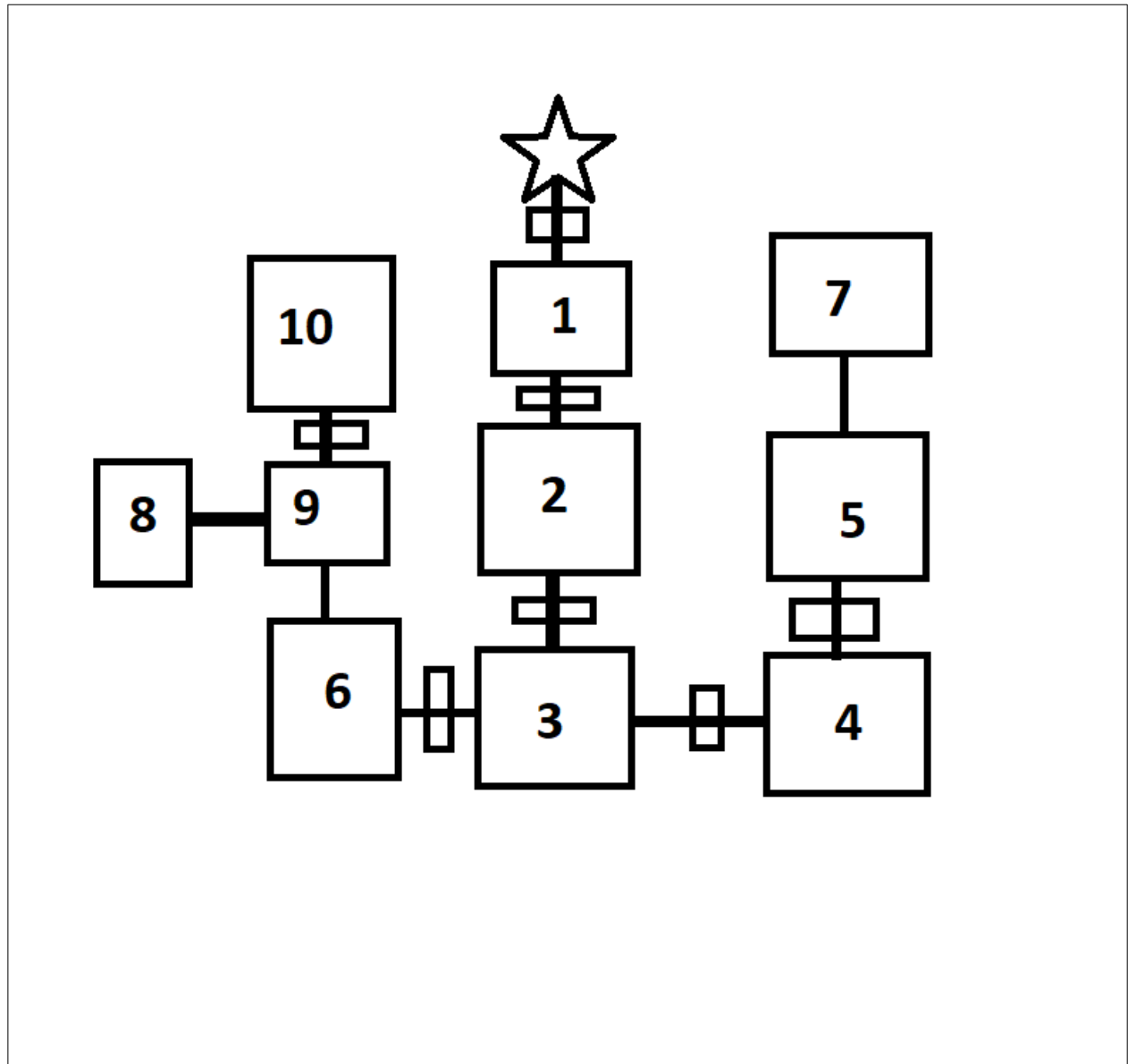
8. Shelves have been chiseled into the walls haphazardly, and lining these walls are childrens' toys of every possible kind, including mechanical ones from distant lands. *Some of these toys are extremely expensive and rare, though upon closer inspection most toys do have some blood stains on them. If the expensive toys are salvaged they can be sold for 1500 coins.*

9. This room initially appears empty, but after a moment it is evident that there are some expensive gems glittering in the walls, just waiting to be dug out. *If the gems are picked at and pulled from the rock, there is a 3 in 6 chance that the bugbear king's guards will come from room 10 to investigate and attack the party. The gems are worth 2500 coins.*

10. A large bogeyman with a twisted crown of bones sits on a throne, with two smaller bogeymen nearby wielding axes and wearing armor with hideous horned helmets. *The bugbear king will be impressed that the party got so far, and will offer 2000 coins worth of gold and a promise not to hurt them in exchange for the adventurers leaving him alone to kill and terrify. If the adventurers do not accept, he will rise from the throne, unsheathing his claws, and his guards will assist him in attempting to slay the party. The bugbear king's crown allows anyone who wears it to teleport through shadows within line of sight, and turns black whenever used. The bugbear king's gold is kept in a chest behind his throne. The bugbear king has HD 5, AC chain, ATK 2 claws, DMG 1d6. His guards have HD 4, AC plate, ATK 1 axe, DMG 1d8.*

The Forbidden Temple of Orcus

There have always been rumors in the village that the strange stone building in the hills was a blasphemous church to a demonic being. It has been a long time since light and foul chanting emanated from the structure, and the church has payed you to investigate, to see if the evil has left.



Dungeon Key

1. This room is full of graffiti, suggesting that the building has been abandoned for a decent while. *Some of the graffiti reads things like; “Don’t go further than this!” or, “Beware the orb!”.*
2. A red orb floats in the center of the room, glowing ominously. There are scorch marks on the walls and floor, and there is an odd metal disk with writing on it near the entrance to the room. *The orb shoots bolts of reddish energy from it if non-cult members entered the room. In order to differentiate between cultists and non-cultists, cultists would carry metal disks like the one on the floor. Anyone not holding a metal disc who enters the room must make a saving throw or take 3d6 damage.*
3. The floor is strewn with bones, some of which have teeth marks on them. Suddenly, the bones whirl and connect themselves together through dark magic, animating into 8 animated skeletons with sharp claws! *Unlike the orb in room 2, the skeletons are not fooled by the metal disk. One of the skeletons has a jewel rattling around in its skull worth 500 coins. The skeletons have HD 1, AC leather, ATK 1 claw, DMG 1d6.*
4. Against the wall is a 3 meter tall statue of a corpulent humanoid with bat-like wings and a rotting goat’s head. The statue is sitting, and its lap is piled with coins and other valuables. *The statue is recognizable to those with knowledge of demons as Orcus, the demon lord of undeath. The various coins and valuables are worth 2000 coins.*
5. There is an audible heartbeat in this room, caused by a disembodied heart laying on a small altar in the center of the room. With every other beat, large black spikes emerge from the floor quickly before retracting. *If the heart on the altar is destroyed, the spikes will stop. Anyone who steps onto the floor while the spikes are active must make a saving throw or take 1d8 damage.*
6. The floor, walls, and even ceiling of this room are covered with carved and painted writing, most of which is gibberish about death being an illusion. *Some of the “paint” is dry, flaky, and brown, evidently dried blood.*
7. This room contains some tables and chairs, with writing implements nearby. On one of the chairs is a headless corpse, rotten and decaying, and on the table in front of it is a remarkably preserved severed head. *If approached, the head will seem to “wake up” and begin trying to make conversation, including several bad puns about having “nobody”. Eventually the head might introduce himself, proclaiming that he is Kenneth, high priest of Orcus. Despite being a demon worshiper, Kenneth is remarkably amicable and quite a decent fellow. He doesn’t know why the cult beheaded him and left,*

but he is curious to find out, and will ask to be carried with the party back to town. Kenneth is remarkably durable, but not able to fight back in any way, having HD 10, and AC unarmored.

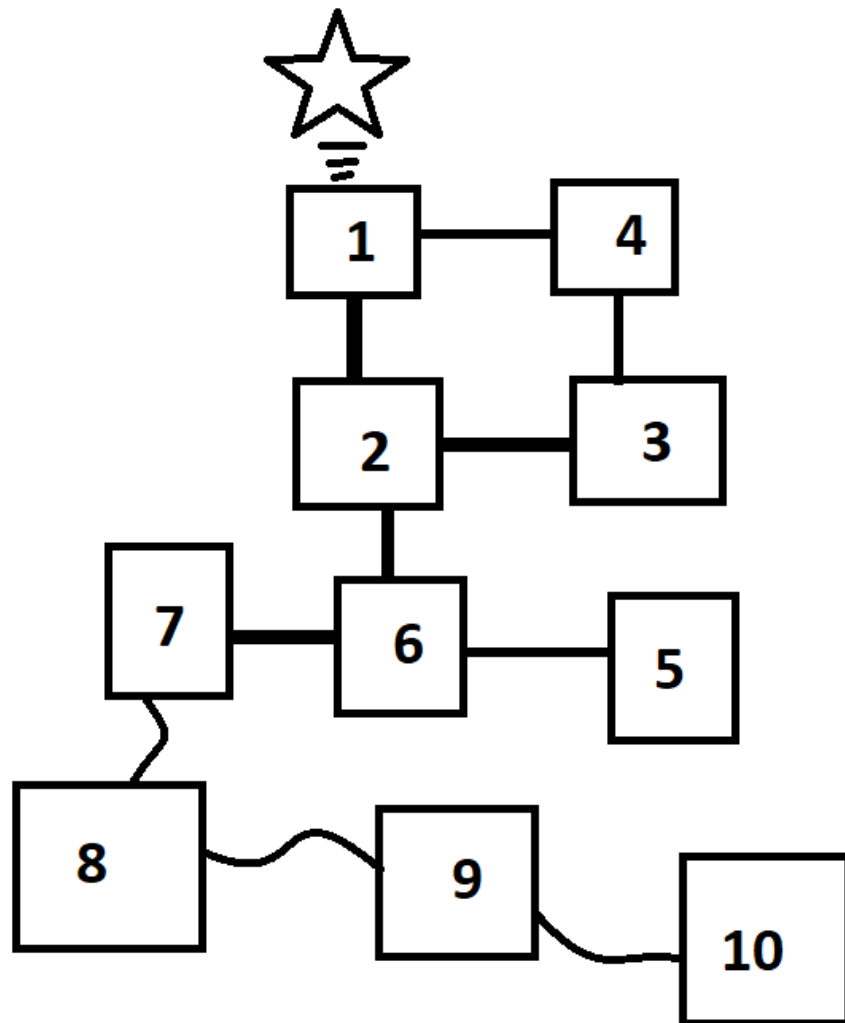
8. The room is empty except for an archway leading to nowhere made from shiny black stone, covered in red symbols. *If someone walks through the archway, they arrive in Hell, on a field of blood, surrounded by charred animated corpses for miles. If the person flees immediately back through the archway, the archway simply collapses behind them when they return to the material plane. If they do not run, the archway has a 2 in 6 chance each round of collapsing behind them, trapping them in Hell.*

9. 4 zombies with burning, empty eye sockets stumble around the room, clutching jagged swords. In the center of the room is a brazier, burning blue with magical fire. *The zombies will attack the second they notice the party, they are also decently intelligent, and may attempt to overturn the brazier in order to light the party on fire.. They are wearing a lot of ritual golden jewelry decorated with images of demons and skulls, which could be worth a 1500 coins to a non-superstitious merchant. The zombies have HD 2, AC leather, ATK 1 punch, DMG 1d8.*

10. The circular room initially appears empty, aside from the large magic circle carved into the floor. However, seconds after the party enters the room, there is a thunderous roar and a large, rotting demon leaps down from the ceiling, with curved horns, vestigial wings, and glowing red eyes. The demon wields a large warhammer in one hand. *The warhammer used by the demon is enchanted to do +2 extra damage to mortals, and though it is too large to be wielded one handed by a human, it can be used as a maul. The demon has HD 6, AC plate, ATK 1 warhammer, DMG 1d10+2*

Tappers in the Walls

More and more accidents have been happening in the local mine, and survivors have claimed that small, reptilian humanoids have been seen lurking in the shadows and tapping on the walls. The foreman will pay 100 coins to anyone who is willing to either prove that there are no such creatures, or exterminate them once and for all.



Dungeon Key

1. The room is quiet, except for the drip-drop of water condensing from the ceiling. It is dark, and there is a broken lantern on the floor. *The lantern has blood on it, as if it was used as a weapon, causing it to break.*
2. There is suddenly a tapping sound, followed by eerie giggling, as parts of the ceiling behind falling down! *During the collapse, if one looks and listens carefully, they can hear the tapping of clawed feet and see a small figure dashing away into a tunnel which is soon buried by rubble. Everyone in the room must make a saving throw or take 1d6 damage from falling rubble.*
3. There are some tapping sounds coming from below, along with more giggling and some hissing whispers. *There is a small hole in the wall, that, if looked at, one can see a red, reptilian eye peaking through before the hole is plugged up with a rock.*
4. A beam of the mine has fallen down, and there is the body of a miner trapped under it. *Upon closer inspection, the miner is not dead. If she is awakened, she will say that her name is Helga, and she was attacked by the tappers. Helga has a broken leg, but is otherwise unhurt, theorizing that the tappers must have thought she was dead. Helga has HD 1, AC unarmored, ATK 1 pick-axe, DMG 1d6.*
5. There is a shiny golden brooch in a pile of coal on the far side of the room. *There is a tripwire across the floor. If tripped, a pick-axe swings down on a pendulum towards whoever triggered the trap. In addition to the normal damage caused by the pick-axe, it is also coated in a thin layer of poison. Anyone who triggers the trap must save or take 1d6 damage, and if hit must then make an additional saving throw or take 1d12 more damage from the poison. The brooch is authentic and worth 1000 coins.*
6. There is a faint hissing laughter, followed by a cold wind coming from seemingly nowhere. Icy hand prints begin appearing on the walls, and a whispering voice that seems right next to everyone's ear says "Go back, surface dwellers." *There are a series of runes carved into the wall, that, if properly assessed by someone with magical knowledge, can be determined to be some form of ancient illusion spell.*
7. The more artificial and structured mine ends, giving way to the chaotic pseudo-architecture of caves. Stalagmites and stalactites fill the room like the columns of an ancient temple. *Hiding behind the rock formations are a band of 8 kobolds, some armed with slings though most wield pick-axes. The kobolds have HD ½, AC unarmored, ATK 1 pick-axe or sling, DMG 1d6 or 1d4.*

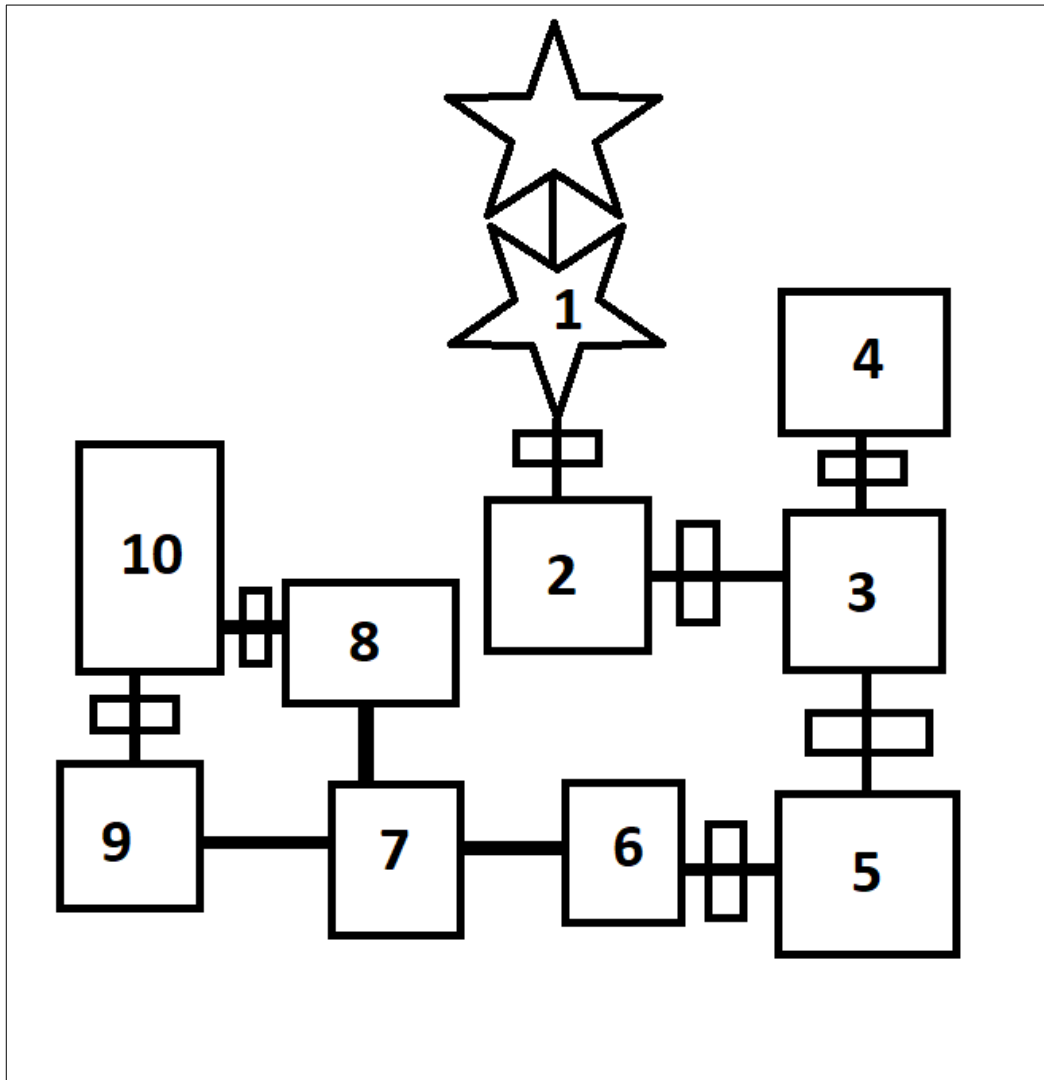
8. The floor is splattered with dry blood, and in the center of the room is a dead miner with a pickaxe driven through their skull. *The miner's right hand is closed, concealing a beautiful jewel worth 1000 coins.*

9. The room is still obviously natural, but it appears that it has been modified to be lived in. There are shelves carved into the walls, and the floor seems less irregular. On the far wall is a stone chest, and there is some pottery in the corner. *9 kobolds with ranged weapons, including molotov cocktails, lurk behind the pottery. Within the stone chest are 2000 ancient coins and a magic shield that has a 3 in 6 chance of reflecting back projectiles that are successfully blocked by it. The kobolds have HD ½, AC unarmored, ATK 1 sling or molotov cocktail, DMG 1d4 or 1d6+1d4 per round for 1d6 rounds.*

10. A vast pit descends deep into the Earth. *If one shines a light into the pit, they will find countless eyes staring back at them, as a swarm of kobolds awake from hibernation and begin clawing their way up out of the pit like spiders, cackling and screaming. The kobolds have HD ½, AC unarmored, ATK 1 claw, DMG 1d4. There are hundreds of kobolds in the pit, and 1d4 arrive each round.*

Mirror Image

One of the party members recently inherited an expensive mirror from an old great uncle they hardly knew, and while handling the object it has been discovered that the mirror has no glass; it actually leads into an inverted room somehow...



Dungeon Key

1. This room resembles the room that the mirror is placed in, but reversed. Writing is backwards, furniture is on the wrong side of the room, etc. *Any door in the room that was in the original room leads to somewhere else in the dungeon, not the original location. If there is no door in the room that the mirror is placed in, one is created, thus making the reflection obviously magical.*
2. The floor is a mosaic, depicting a snake slithering over some grass whose head leads to the entrance door and whose tail leads to the exit door. Otherwise, the room appears to be completely empty. *If one walks only where the snake is depicted, they will be fine. However, the rest of the room is full of tiny wires, capable of tearing someone to shreds in seconds if one walks into them like a cheese grater, causing 2d12 damage. A saving throw can be made to notice the wires before it is too late.*
3. There is a table and some chairs attached to the ceiling, and there is a door there as well. The ceiling is approximately 5 meters off the ground. *Every 3 rounds, gravity in this room switches, causing anyone who isn't holding on to something to fall "up" and take 1d8 damage.*
4. Various chests and boxes float in the air, bobbing up and down slightly. A large, iron chest floats about 6 meters off the ground, above all the rest. *All the other chests and boxes are empty, but the iron chest contains many 6000 coins.*
5. The room is dusty, with an old writing desk and piles of books written in unknown languages. On the desk is a silver cage, containing a small red humanoid with horns, a scorpion-like tail, and bat-like wings. *The creature in the cage is an Imp named Malach. The imp has been trapped in the mirror dimension for years due to the enchanted cage, and is desperate to be free. He will do three services for whoever frees him, and the key to his cage is in the desk. He can give a vague history of the dungeon, saying it was created by his "former master" to store treasure, though he will claim this master is now long dead. Malach has 3 HD, AC leather, ATK 1 sting, DMG 1d4+saving throw or 2d10 additional damage, can turn invisible at will, and can change its form to that of a rat.*
6. The room is full of nude wooden mannequins, all in various poses. Anyone who enters this room feels as though they are being watched by something inhuman, and can almost hear a faint breathing. *5 of the mannequins are alive, and will silently try to move their way closer to the party and attack while they aren't looking, blending in with the other mannequins. The mannequins have HD 4, AC leather, ATK 1 punch, DMG 1d10.*

7. The ceiling of this room seems to go up for miles. On the walls are various paintings, all of which seem to change if one looks away. In a glass case in the center of the room is a blue pointed hat with stars sewn into it. *If the hat is worn, the wearer may change their physical appearance once per day into that of any humanoid. This effect lasts until the sunset.*

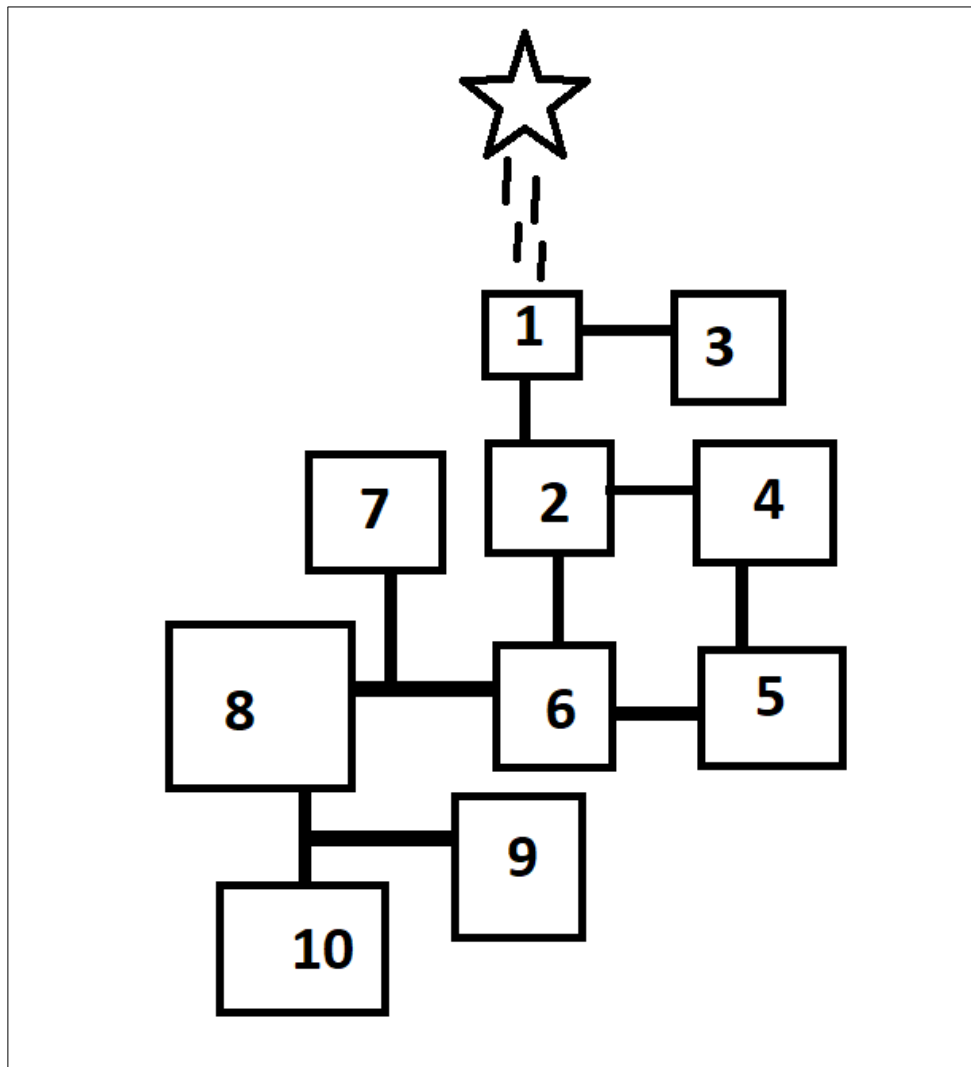
8. Crawling around on the walls and ceiling 8 giant cockroaches with infant faces, chittering mindlessly with their eyes closed. *If enough noise is made, the roaches' eyes open, revealing black voids, and they attack, screaming in deep voices. The baby-faced roaches have HD 2, AC chain, ATK 1 bite, DMG 1d6.*

9. The room is an elaborately decorated and fancy bedroom, with an open window looking out into the void of outer space. *Despite the window into the void, there is air in this room. If one looks around, they can find a chest containing some jewelry, as well as a coin purse on the bed. The value of the jewelry and coins is 5000 coins.*

10. There are some mirrors on the wall. Each one, regardless of where a character actually is, contains the reflection of a player character with their eyes gouged out, looking ahead and smiling blankly. In the center of the room is a chest locked with chains. *If the chest or the mirrors are touched, the mirrors shatter and the mirror images of the characters step out and attack, saying anything the player characters say backwards. The chest contains 5000 coins worth of gold and jewelry. The mirror images of the characters have the same combat abilities of the player characters.*

All's Well

An old man offers to lead the party to a place with treasure in exchange for 50 coins. If the offer is taken, he will lead them to the forest and point to an old well, claiming that there is a network of tunnels at the bottom, filled with “mostly unguarded” treasure.



Dungeon Key

1. Leaves have fallen into the well, leaving a thick covering on the floor. Worms and other decomposers wriggle in the dead foliage. *A bear trap is hidden under the leaves, rusted with age. If activated it will do 1d8 damage and has a 3 in 6 chance of infecting the victim with tetanus. A saving throw can be made to avoid this.*
2. The room is covered in dust-covered cobwebs, and the floor is littered with the corpses of spiders. There is a faint metallic smell in the air. *The cobwebs glow slightly with a violet color, as if from residual magic.*
3. There are some cobweb covered shelves on the wall, mostly full of jars with pickled vegetables in them. In the corner is a chest, coated in a thick layer of dust. *The chest is trapped with a poison needle, but inside is a 3000 coins. Anyone opening the chest without being careful must make a saving throw or take 2d12 damage from the poison. One of the jars on the shelves contains a gem hidden inside it, worth 500 coins.*
4. A half-human, half-beast creature rummages through some nearby boxes, cursing and grunting. It has curved horns, horse-like ears, sharp teeth, and hooved feet. Its back is to the party. *If the beast-creature notices the party, it will turn around and begin to fire bursts of necrotic energy from its fingertips. The creature was once a human magician named Darla, but was transformed by fey tricksters after she injured one of them. Though she is now in an animal-like and aggressive state, it is possible to surrender and reason with her. Darla lives in these tunnels out of shame and fear of being attacked because of her appearance. Darla has HD 7, AC leather, ATK 1 energy burst, DMG 1d10.*
5. There is a dark hole in the floor, about the width of one's hand, otherwise the room is completely empty. *If one investigates the hole further, they will eventually hear muttering coming from it. The muttering voice will respond if talked to, eager for company. The voice calls itself Grimdel, and claims to be a lonely dwarf explorer in the depths of the underworld, desperate for companionship. If engaged in conversation and given some food or coin, the voice will be exceedingly grateful, and will send up an enchanted mechanical insect that obeys all commands to the best of its ability. After this, Grimdel will leave, continuing on his adventures.*
6. The room contains a few wooden tables, some barrels, and various tubes and bottles. It appears to have once been a distillery. *Some of the barrels still contain drinkable moonshine, which is also highly flammable.*

7. Roots from a tree writhe and twist around a chest, small human-like mouths dribbling green goo as they do so, whispering in an alien language. *The roots aren't able to harm anything, and the chest can be removed fairly easily with the use of a hatchet or similar tool, though the roots will scream in agony. Within the chest are a variety of decades old fine clothes, well preserved for their age, and worth 1500 coins to the right buyer.*

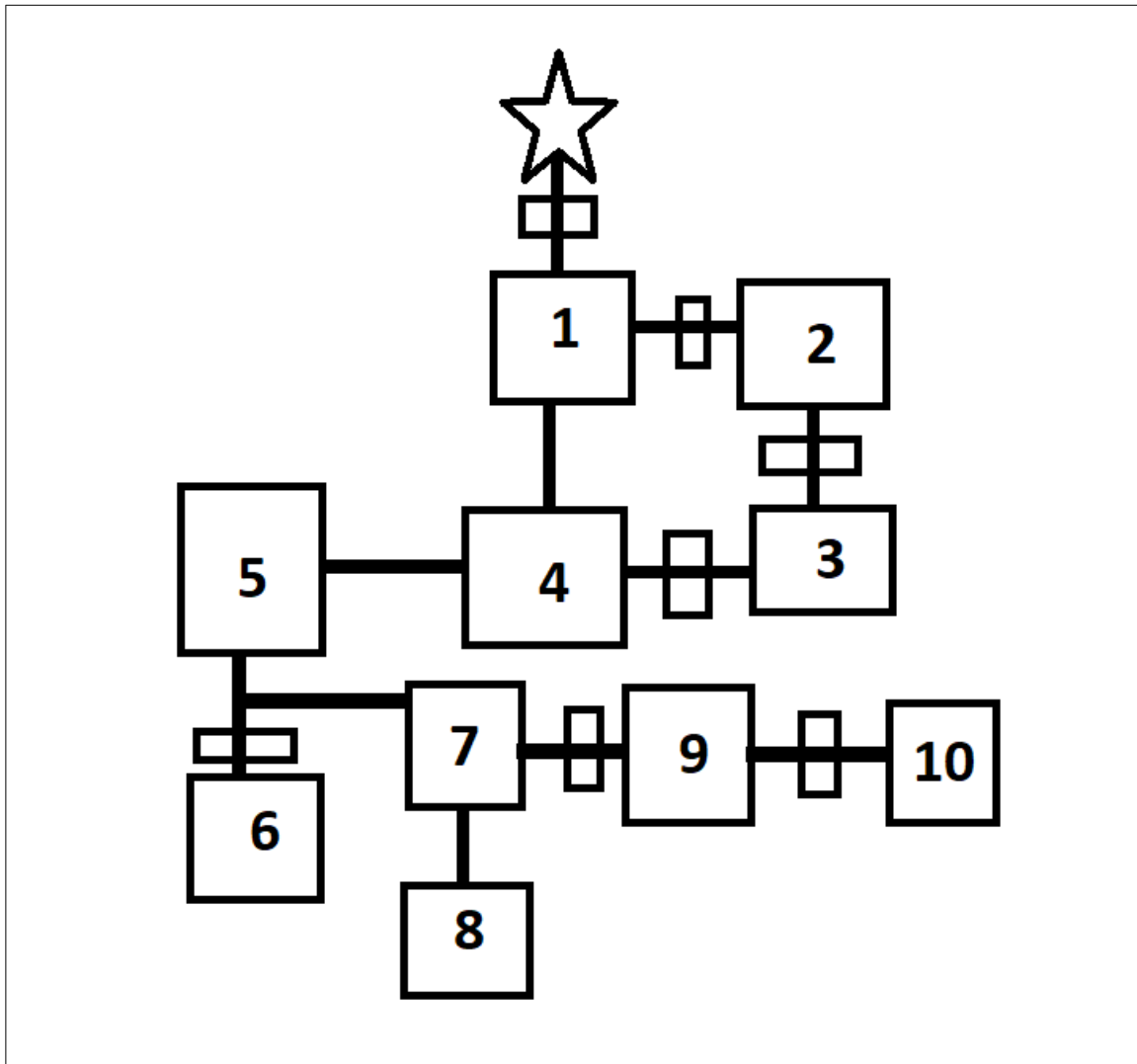
8. Bones and bits of fur are carefully arranged in piles, some bones snapped in half. There is a pile of wood and fabric in the corner. *Hiding in the wood and fabric is a scorpion the size of a human being, waiting to strike. The scorpion has HD 6, AC plate, ATK 2 claws and 1 stinger, DMG 1d6 each and 1d8+saving throw or additional 3d6 damage.*

9. On the floor in piles are some old paintings, most of which have long since rotted away. *Most of the paintings that are still vaguely intact seem strange, as if painted by something almost human, but not quite. Something about the proportion of faces and the colors employed are wrong, as if the painter only had a vague idea of what a human looked like. The paintings are signed in a runic language, similar but unlike those of ancient human civilizations. The intact paintings are worth around 3000 coins in total.*

10. 16 vine covered skeletons lie around the room, intact and held together by stems and leaves. Suddenly, with a creaking noise as if a tree is being felled, the skeletons rise to their feet, grabbing clubs made from cast off branches before attacking. *The skeletons will only fight the party as long as they are in the room, since the vines controlling them are not long enough to permit them to leave. The skeletons have HD 1, AC leather, ATK 1 club, DMG 1d6.*

Venom Fortress

There are some ruins of a castle in the nearby forest, reconstructed partially and held together with spider web. Nobody knows what the original name of the place is, but now it is just known as the Venom Fortress. There are rumors of great treasure within, if you can survive the spiders...



Dungeon Key

1. The room is thick with web, covering everything like sheets. There is a chest in the corner with a shiny spider-shaped latch. *The latch is actually just a large venomous spider, which will bite if anyone attempts to open the chest. This requires a saving throw or the victim takes 1d8 damage. Within the chest are 1000 coins.*
2. A giant exoskeleton of a spider rests in the corner, the hilt of a golden sword visible in its mouth, having been plunged into its head. A mummified corpse lays nearby. *If the golden sword is pulled, the exoskeleton suddenly becomes animated, piloted by swarms of small spiders like a mechsuit. The mummified corpse nearby will also animate in a similar fashion. Both of these entities will attack any intruders, the spider colonies within being desperate for food. The sword in the dead spider's head is worth 500 coins, though not very practical due to being made from gold. The exoskeleton has HD 5, AC plate, ATK 1 bite, DMG 1d8. The mummified corpse has HD 3, AC leather, ATK 1 punch, DMG 1d4.*
3. Rows of beds indicate this was a barracks. There are weapon racks on the wall as well, though the weapons are all long rusted and worthless. *If one looks up, they will see dozens of skeletons encased in sacks of web attached to the ceiling. Most of the skeletons appear to be dressed in decaying armor.*
4. The floor, walls, and ceiling are covered in elaborate patterns of web. A couple of stone slabs have been hoisted up onto the ceiling and are being held there with web. *Some of the web is set up to act as a pressure plate. If stepped on, a rudimentary pulley system of web drops slabs of rock onto the offending intruder, requiring a saving throw to avoid and dealing 1d10 damage.*
5. The wall looks recently repaired, with sticky web used instead of mortar. There is a large stained glass window depicting a holy symbol, similarly repaired, allowing light to filter into the room. *If one roots around the web covered floor, they can find holy books, symbols, and some bones.*
6. A woman wearing a loose fitting robe of spider silk prays in the corner to a statue of a spider-goddess. *She will continue to pray unless interrupted with conversation. Her name is Willow, and she is a devotee of Arachne, goddess of spiders. She has made a pilgrimage to Venom Fortress to pray for good hunting and trapping this season for her village. She is not hostile, and has no special knowledge of this place, and may be willing to help care for anyone who is wounded. She has some medicinal herbs she brought with her for the pilgrimage. Willow has HD 2, AC unarmored, ATK 1 knife, DMG 1d4, and can heal 10 HP worth of damage using her herbs.*

7. The room is covered with web, and within the webs are treasures of various kinds, including pottery, jewelry, and artwork. However, descending down from the ceiling comes a gigantic spider, preparing to attack. *If the spider is killed, it will twitch and squirm before a giant worm explodes out of its abdomen and attacks the party. The treasures in the webs are worth 2500 coins. The giant spider has HD 6, AC chain, ATK 1 bite, DMG 1d6+save or additional 1d10 damage. The worm has HD 4, AC leather, ATK 1 constriction, DMG 1d8.*

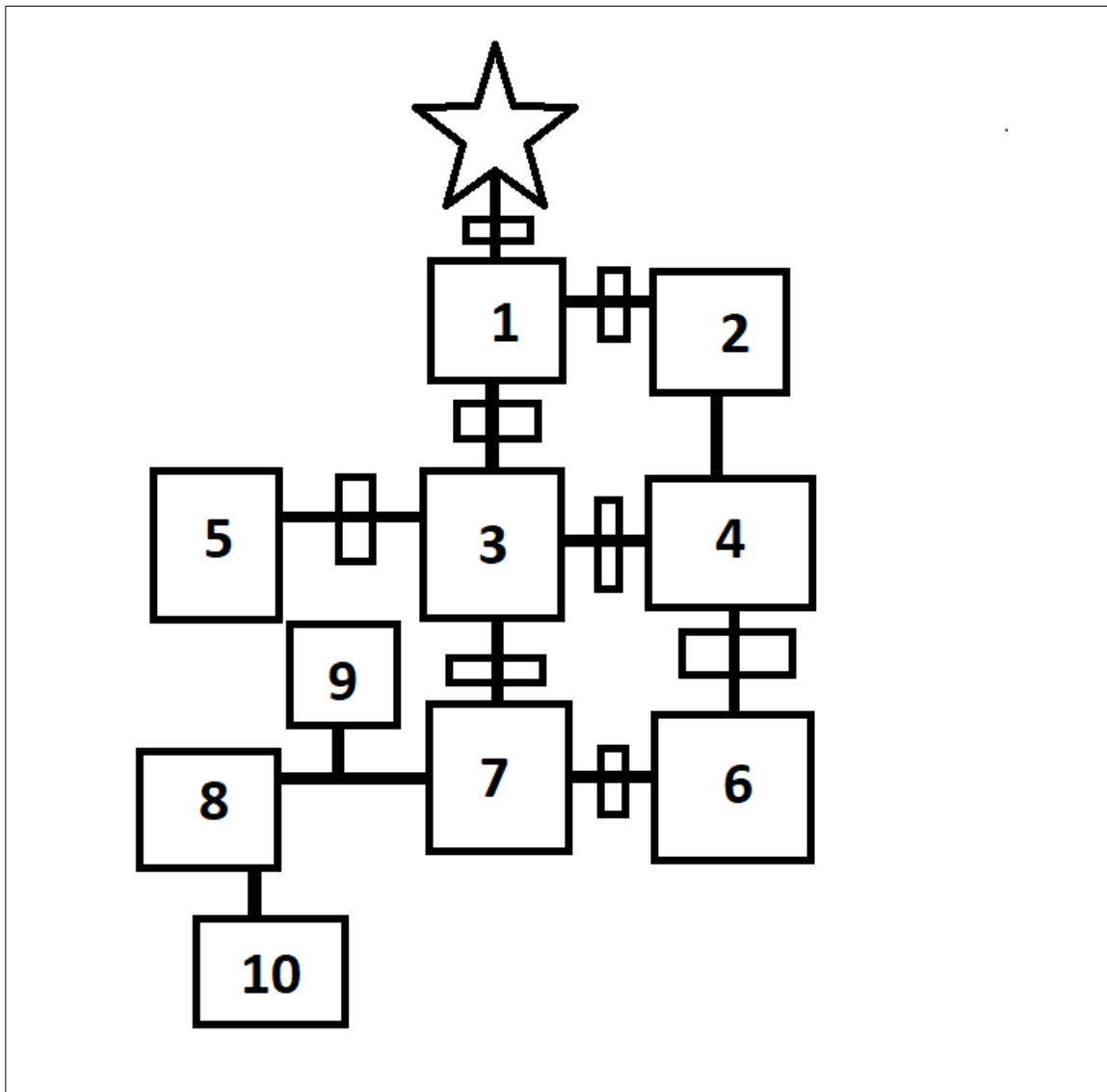
8. A vast pit fills the room, leading miles and miles into the Earth. Faint clacking can be heard from below. *If a torch or similar object is tossed down, its light will briefly illuminate the walls of the pit, revealing thousands of silk-wrapped corpses and giant spiders, some with human-like faces and limbs, leading down to the core of the planet. These creatures are not hostile, and will not leave the pit.*

9. Tapestries of web hang from the walls, showing scenes of giant spiders on the hunt for prey, usually in the form of humanoids. *The tapestries seem to tell some sort of myth, one unheard of by human scholars but perhaps contained in the genetic memory of spiders. It seems to involve some sort of time period before (Or after, its difficult to tell just from the tapestries) humanity is the dominant species, when arachnids and other arthropods rule the Earth.*

10. 4 spider people dwell here, wrapping up deer in web. One of them wields a staff tipped with a humanoid skull, wrapped in web. This one appears to be the leader, wearing armor made from wood and web, while the other spider-folk are either naked or dressed in rags. *The staff allows anyone wielding it to turn into the form of a giant spider and back once per day, the spider people attack on sight. The spider-folk have HD 2, AC chain for leader, leather for others, ATK 1 club, DMG 1d6. In spider form, the leader has HD 3, AC chain, ATK 1 bite, DMG 1d6+save or additional 1d10 damage.*

The Dungeon of Karad

The abandoned dungeon of Karad has long been home to ghosts and spirits, but recently something more tangible has been seen lurking in its halls. Wolves in human form, coming out at night to eat cattle and kill defenseless citizens. Anyone who went into that ancient prison and slew the monsters would be revered as a folk hero.



Dungeon Key

1. The entrance to the prison is dusty, having not been used for years. However, visible in the dust are wolf-like tracks. *In a dark corner of the room, There is a small dried pool of human blood, along with an expensive golden locket, containing a small gem worth 500 coins.*
2. There is evidence of broken tables and chairs strewn about the floor, along with broken plates. Two large pillars hold up the ceiling. *Between the pillars is a tripwire, hooked up to two crossbows which will fire on anyone activating the trap, dealing 1d8 damage. A saving throw is allowed to avoid this.*
3. A large, imposing machine stands atop a pedestal. It is a guillotine, one of the first of its kind, and was used to lop the heads off of criminals when the prison was still in operation. *Old blood can still be seen on the blade of the device.*
4. There are a handful of cells in this room, most open and empty, but one remains closed, its solid steel door kept shut. *If one looks through the barred window of the door, they will see a piece of wood has been wedged in such a way that the door is closed. A pile of 1000 coins can be seen through the window on the floor. If one sticks their hand through the remove the wood, an axe comes down, chopping off their hand and dealing 1d8 damage if a successful saving throw isn't made. However, this same axe removes the wood, causing the door to open.*
5. A translucent figure sits on a chair facing a long shattered window, humming to itself. *The figure is the ghost of a woman named Rebecca, who was imprisoned for witchcraft and killed by the guillotine. She knows of the wolf-folk, and doesn't like them, finding their acts reprehensible and vile. She can tell the party that there are some other spirits in the prison, possessing their own skeletal remains, and that they are extremely violent after years of isolation. She does not exist on the material plane, and cannot attack or be attacked.*
6. Horrific tools of torture fill the room, iron maidens, thumbscrews, racks, and others. They all seem to be moving slightly, as if acting out their uses long ago. The air is filled with the screams and moans of pain of the devices' former victims. *If the torture devices are destroyed or otherwise stopped, the screams cease.*

7. 5 animated skeletons stumble around the room, holding knives in their bony claws. Occasionally there is a ghostly flicker, and the skeletons instead appear as living men and women dressed in rags. *The skeletons are the spirits spoken of by Rebecca. They will act mindlessly violent and attack the party unless the player characters are accompanied by Rebecca, who can reason with them. The skeletons can speak, but unless they are interacting with Rebecca they will make no sounds other than the clatter of their own bones. The ghostly skeletons have HD 2, AC leather, ATK 1 knife, DMG 1d4.*

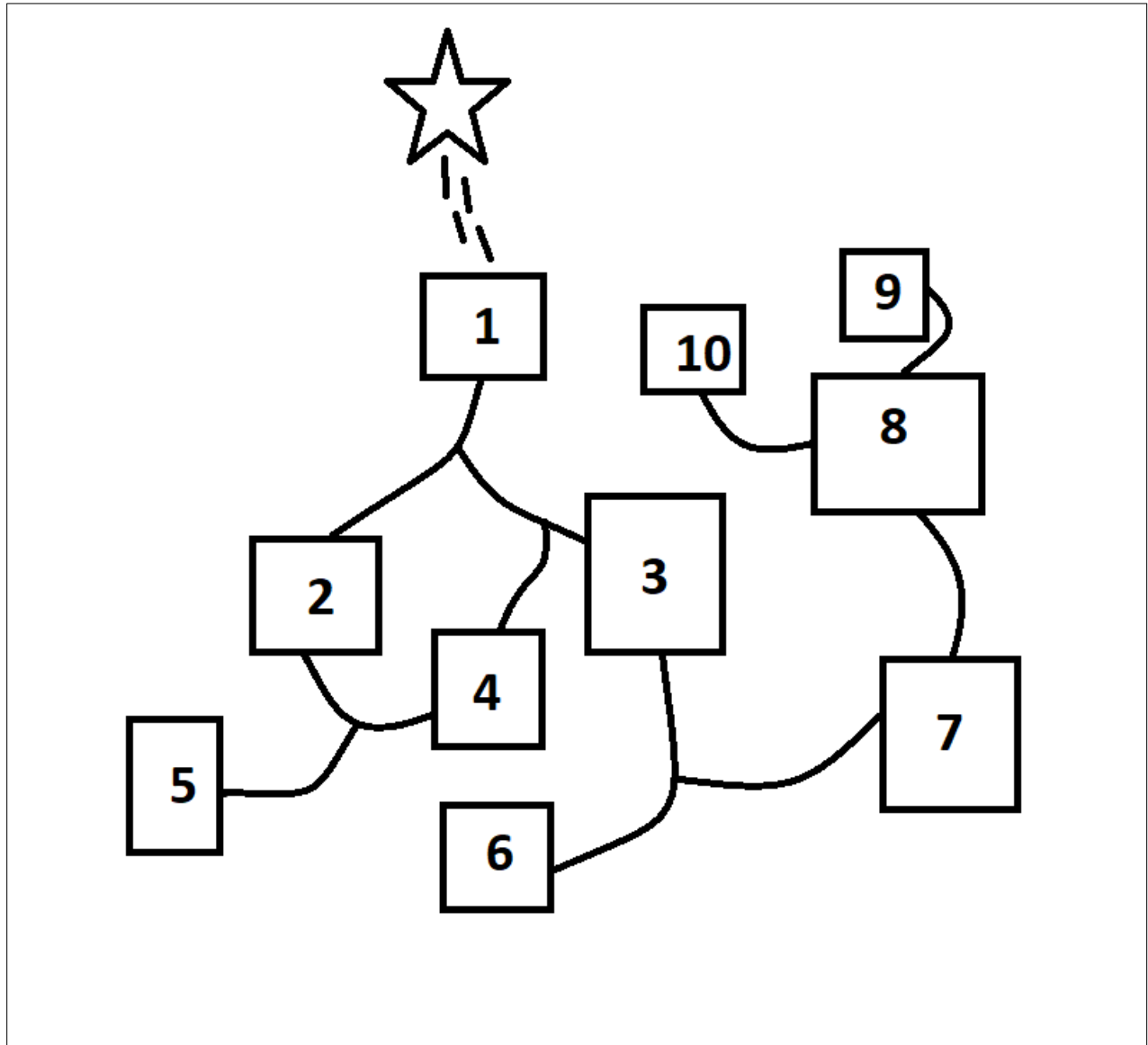
8. A group of 3 monstrous, humanoid wolves lie dozing in cots. Another one of these monsters sits in a chair nearby, sharpening its claws. *The moment the wolf-person on watch notices the party, it howls, awakening its comrades, who will instantly attack. The wolf-folk have HD 2, AC leather, ATK 2 claws, DMG 1d4.*

9. Barrels of salted meat fill the room, the stench is almost unbearable despite the preservative. *Though most of the meat is beef, on closer inspection it is revealed that some is human.*

10. 5 wolf-folk in armor with weapons crowds around a table. On the table is a map of the surrounding area, it appears as though the beast-folk are planning their next attack. *One of the wolf-folk wields a magical dagger that catches fire on command. Underneath the table is a chest containing some coins and baubles worth 2500 coins, loot stolen during the wolf-folks' raids. The wolf-folk have HD 2, AC chain, ATK 1 weapon or flaming dagger, DMG 1d6 or 1d4+2.*

The Temple of Dagon

There has been more bountiful than usual fishing in the nearby town, but the fish that have been caught are strange, mutated, and disgusting. In addition, some of the poorer residents of the village have gone missing. Whispers point to a coastal cave being the cause of both the odd fish and the missing villagers, along with rumors of gold.



Dungeon Key

1. An old man with a long gray beard is sitting near the entrance of the cave, smoking a pipe. Next to him is an empty bottle of beer. *If talked to, he will introduce himself as Jeremiah Finkleton. He says that the cultists don't attack him because he tells them about what goes on about town, and that in return the cultists give him gold coins to buy booze. He doesn't know much about what's going on, but he does know he has seen some "strange 'uns comin' out from them caves at night, all smellin' fish like."* Jeremiah has HD 1, AC unarmored, ATK 1 punch, DMG 1d2.
2. There are crude racks made from driftwood and whalebone, erected near the walls. Fish of unusual shapes and sizes dangle from the racks, evidently drying. *Some of these "fish" don't even look like vertebrates, with chitinous exoskeletons and compound eyes.*
3. The walls of this room are covered with carvings, showing fish-like humanoids hunting beneath the deep ocean, warring with bizarre starfish-like beings, and worshiping ancient gods. *There is one part of the carving that seems to depict the fish-people releasing fish into a cove in exchange for human sacrifices.*
4. There is a pedestal made from coral and rock in the center of the room. Small pools of water around the room glow with luminescent algae. On top of the pedestal is a slime covered golden statue, depicting a shark-like being with humanoid features. *The slime on the statue is extracted from a venomous jellyfish, and touching the statue without wiping off the slime causes 2d8 damage. The statue is worth 1000 coins.*
5. 8 people in dark robes chant ominously in a circle around a stone monolith, covered with odd symbols and glyphs. *The cultists will attack when they notice the intruders, and one wields a ritual dagger made from gold, worth 500 coins. The cultists have HD 1, AC unarmored, ATK 1 dagger, DMG 1d4.*
6. A still pool of water fills the room, reaching up to one's knees. Small, snake-like fish which glow with a faint blue light can be seen swimming about in it. *The fish are electric eels of extreme potency, and alarming them can cause the entire pool to be electrocuted, causing 1d6 damage per round for 1d4 rounds for each alarmed eel.*
7. In the center of the room is a stone structure somewhat like a bird bath, decorated with esoteric symbols. Dark water fills the bowl. *If one looks into the water, they will begin to see the bottom of a vast ocean, with bizarre and eldritch sea-life swimming around, glowing subtly.*

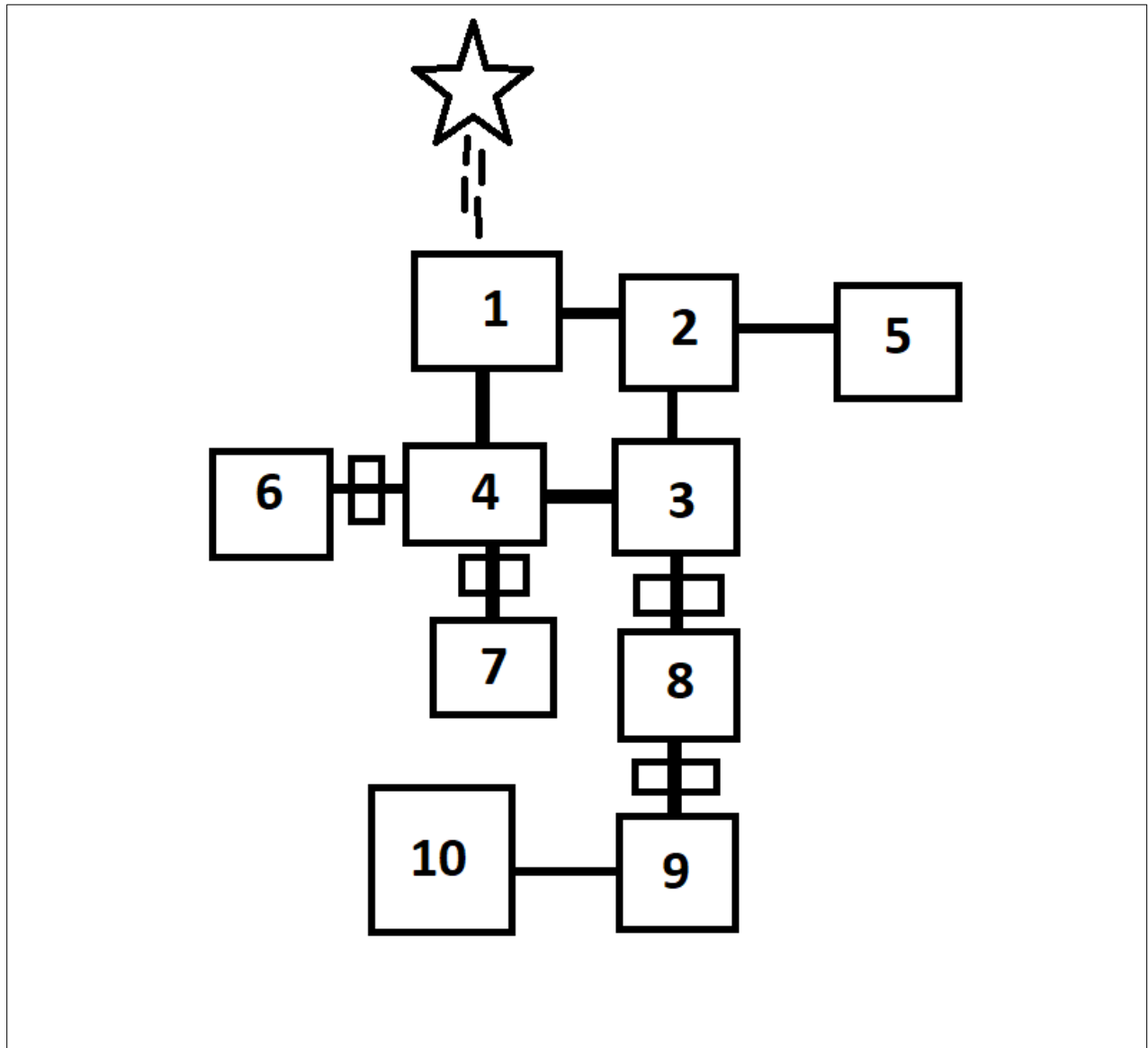
8. 10 robed cultists sit with crossed legs with their eyes closed. Some of them occasionally take sips from blood filled bowls placed in front of them. *The cultists are easy to sneak past, as they are meditating, but if one detects the party, they will inform the others and attack. The cultists have HD 1, AC unarmored, ATK 1 dagger, DMG 1d4.*

9. Hanging from hooks in the walls are several waterlogged human bodies, evidently a few days old. They show evidence of bite and claw marks. *Upon closer inspection, every body has been drained of blood, their throats slit with a knife of some kind.*

10. 5 disgusting, fish-like humanoids chant and gurgle around a circle of luminescent algae. Contained within the circle is a large tentacled beast, resembling a cross between a crab, a squid, and a piranha. *One of the fish people wears several circlets and a crown, all made from gold of the highest quality. This jewelry is worth 2500 coins. In its hand it wields a magical staff made from a bone. This staff allows the wielder to cause the lungs of any victim within line of sight to fill with water, drowning them on dry land, requiring a saving throw or the victim takes 1d6 damage each round for 1d6 rounds. This effect can be used once per day. The fish-folk have HD 2, AC chain, ATK 2 claws, DMG 1d4 each. If the fish-person wearing the jewelry is killed, the tentacled beast escapes and attacks everything in sight. The tentacled beast had HD 4, AC chain, ATK 4 tentacles, DMG 1d6.*

The Green Nightmare

A few days ago, a group of kids wandered into the swamp, looking for a supposedly haunted old house among the slime and mud. They haven't come back, and the children's parents are paying you 50 coins each to go find them, dead or alive.



Dungeon Key

1. The walls of the entrance hall are covered with vines and fungus, giving the air a stench of the swamp. The ceiling is collapsing, and faint light shines in from above. *There are holes in the walls leading outside, it appears that most of the building is being held together by plant-life, not the original masonry.*
2. Stag heads above a fireplace, a stuffed bear, and the pelt of a wolf show that this was once the home of a hunter. *All of the taxidermy is falling to pieces due to age and decay, and wouldn't be worth anything if retrieved.*
3. The room smells sickly sweet, like burnt caramel, and there are soccer ball sized growths of fungi on the walls. *The bulbous fungus is emitting a poisonous gas, and prolonged exposure to it will require a saving throw or the victim becomes unconscious, before taking 1 damage each round they remain unconscious.*
4. Crumbling shelves and the wet remnants of paper show that this place was a private library. Standing in the center of this room is an enormous mass of vines and other plants, arranged in the shape of a semi-humanoid. *The mass is a colony of carnivorous plants, and will attack the party when it senses them. Some crates in the corner contain old paintings in miraculously good condition, easily worth 10000 coins. The colony has HD 10, AC leather, ATK 4 vine tentacles, DMG 1d6.*
5. The old larder is covered almost entirely in a disgusting white mold. There are some bones hanging from meat-hooks, and various barrels and jars lie strewn about. *The barrels, if opened, are only full of more mold and fungus.*
6. The floor has completely given way in this room to a small pool of bubbling green muck. It smells horrendous, but with a faint medicinal odor to it. *If one bathes in the muck, they can regain all of their HP, but will smell awful and have a slight green tinge to their skin for a month.*
7. A large, king-sized bed dominates the room, with a dresser next to it. There are some large lumps underneath the covers. *If one pulls off the covers, it reveals 7 dog-sized frogs with sharp teeth, which will attack in self-defense. On the dresser is a jewelry box with some gold and silver necklaces and earrings worth 3000 coins. The frogs have HD 2, AC leather, ATK 1 bite, DMG 1d6.*

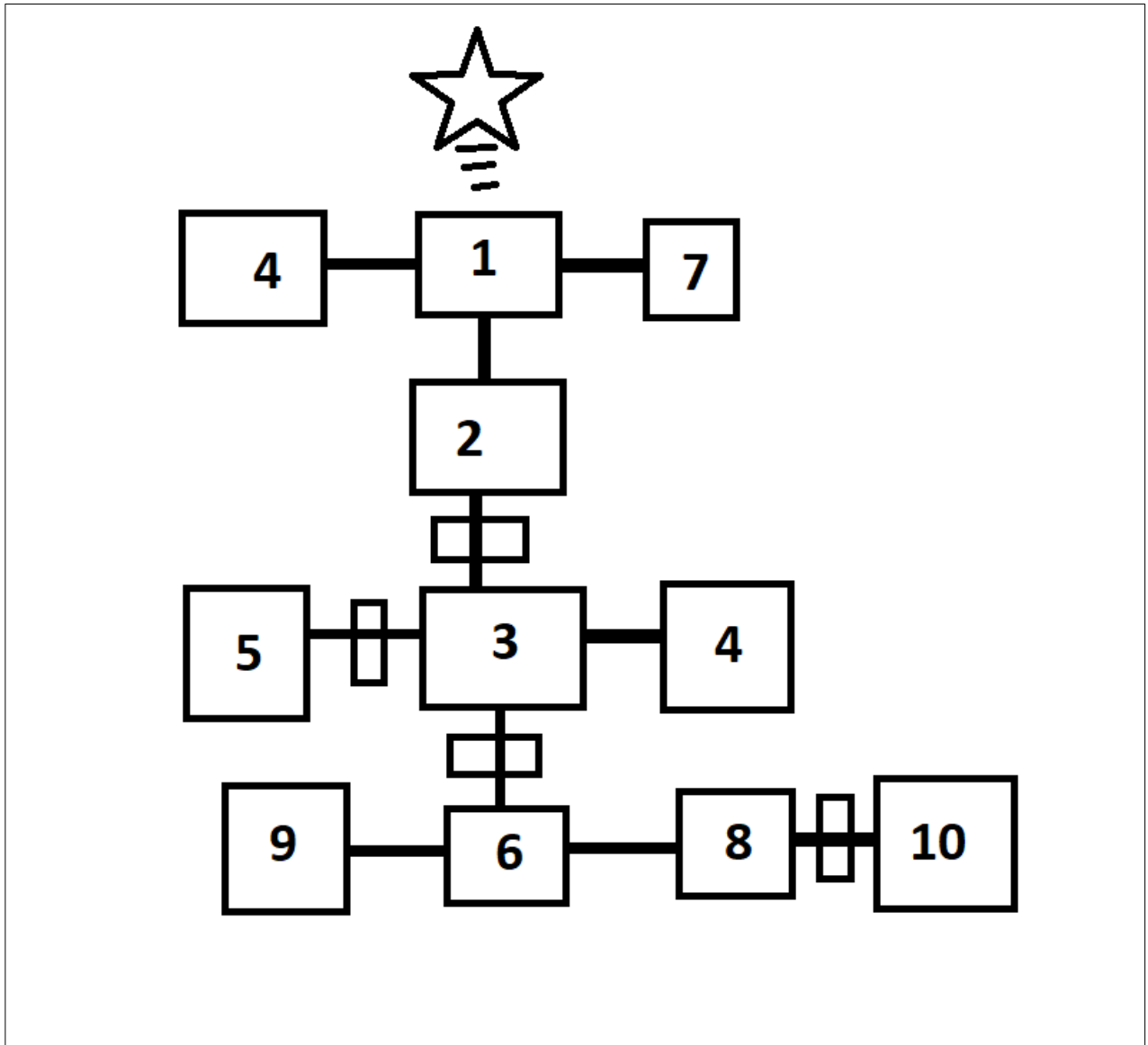
8. The floor creaks, and seems exceptionally damp. Parts of the ceiling and walls have collapsed, revealing the faint light from outside. *If the floor is stepped on, it collapses, revealing quicksand a couple meters beneath the rotten wood. Anyone caught in the quicksand must make a saving throw each round or become submerged, taking 1d4 damage each round after that as they suffocate.*

9. A huge, bizarre plant with an enormous snapping jaw sits at the far end of the room. Near it are 6 walking corpses, covered with vines and moving like puppets. *The giant plant has some limited vision, and can telepathically give commands to the vine zombies. It will attempt to kill the party with the assistance of its zombie servants, as the plant itself cannot move. If the plant is killed however, the zombies will fall to the ground, dead. Within the plant's "mouth" is an amulet that provides total protection from poison, along with 3000 coins. The plant zombies have HD 4, AC leather, ATK 1 punch, DMG 1d8. The giant plant has HD 3, AC leather, ATK 1 bite, DMG 1d10.*

10. A group of children are huddled in a cage made from vines, wood, and bone. They are excited to see the party, and will begin to cheer and cry out of joy from being rescued. *The children were captured by the vine zombies and kept as bait to attract bigger food for the giant plant.*

Zarkash's Dungeon

Centuries ago, the evil wizard Zarkash constructed a series of underground passages beneath his tower to house his vile experiments, hoards of treasure, and pet monsters. One day, however, a spell went wrong, obliterating the tower and Zarkash, but the tunnels still remain beneath the crumbling ruins. If the legends are true, gold and other treasures galore lie beneath the scattered stones of the cruel mage's tower...



Dungeon Key

1. Holding up the grand vaulted ceiling of this room are a dozen statues, depicting human beings in tattered clothing being crushed beneath the ceiling's weight. Graffiti covers many of the walls, mostly saying things like "Arthur was here" or, "Zarkash smells". *Some of the statues, if examined, resemble kings and lords from centuries ago who opposed Zarkash.*
2. A group of 12 smelly, hunched over humanoids with dog-like faces giggle evilly, each one holding a torch and a curved short sword. *The gnolls are waiting for prey, as animals and adventurers occasionally come into Zarkash's dungeons. They will attack on sight, but may be reasoned with if offered food or a human sacrifice. The gnolls have HD 2, AC leather, ATK 1 sword, DMG 1d8.*
3. The room is completely empty and bare, though there is an odd draft in the room. *The draft of air is due to the fact that the floor of the room is not real, except around the edges, and anyone who steps into the middle of the room will fall several very far down onto spikes, dealing 6d6 damage. A saving throw may be made to avoid this. Air vents beneath the false floor causes a slight gust of wind from below.*
4. A large wooden chest sits at the far side of the room, with a sword stuck in it. Blood stains can be seen on the floor. *If opened, the chest has a rotting, fleshy inside. The chest was some sort of creature that mimicked chests in order to lure unwary adventurers, but is now long dead. Within the beast's stomach is a pile of 2000 coins.*
5. A marble fountain dominates the room, but instead of pumping water, from its spout flow deadly venomous snakes of all shapes and sizes! *The fountain is a portal to an extradimensional realm full of venomous snakes, and will never run out, though there is a hidden lever in the wall that can stop the flow of serpents. Anyone bitten by the snakes must make a saving throw or take 3d6 damage.*
6. A small group of 5 brutish, 3 meter tall ogres sit around a roaring fire, roasting the carcass of a bear. They are conversing loudly about how they haven't been able to eat any humans recently. *One of the ogres has a pouch on his belt, containing several large gems worth 5000 coins. The ogres have HD 4, AC leather, ATK 1 club, DMG 1d12.*
7. The room is empty, save for a green stone doorway carved into the shape of a grinning devil's face. The doorway leads to utter and complete blackness. *Anyone who steps into the doorway is vaporized, killing them instantly, leaving no remains.*

8. The shattered pieces of statues of various deities litter the floor, all broken save for one in the corner of the room. The intact statue depicts Athena, the Olympian goddess of wisdom. The statue's head is animated, and is talking to herself. *The statue believes she is Athena, though she does not have any real supernatural wisdom. She wants to be worshiped, and will offer to answer any questions in exchange for a burnt offering of food. Her answers to questions are not necessarily true.*

9. The room used to be an indoor swimming pool, but has long since dried up. Bones and pieces of rusted metal can be seen at the bottom of the pool. There is also what appears to have been a stairway leading down, but it is blocked off by rubble. *There is a thin layer of residue on the bottom of the pool, remnants of acid, indicating that the pool was used as a trap or execution device. If the stairway is cleared, it could lead to additional levels of Zarkash's dungeon... or not, its up to the game master.*

10. Curled up on a pile of gold and jewels is a dragon. Its scales are red, and it has large yellowish wings. The dragon is asleep, puffs of smoke drifting from its nostrils. *The dragon will instantly awaken if even a single coin is taken from its hoard, and will attack, shouting that the adventurers are thieves. In the pile of treasure there is a beautiful silver sword, its hilt inlaid with jewels. This sword is enchanted to be particularly deadly to dragons, dealing an additional 5 points of damage against them. The pile of coins and jewels are worth 25000 coins. The dragon has HD 14, AC plate, ATK 2 claws and 1 bite, DMG 1d10 and 1d12. In addition, the dragon may breath fire, hitting any targets near each other automatically and dealing 14d6 damage. If a successful saving throw is made, the damage is halved.*