

Mount Mazmorra - Level 1

Steve-o's #Dungeon23 experiment

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Level 1 Intro

About The City of Lagruta

The city was once supplier to most of the coast of a very fine red marble, shipped out from a large natural bay in the base of Mount Mazmorra.

The city consisted of two levels - the top level featured a beautiful market area meant to impress anyone arriving by land to trade with the city. Above the market, ornately decorated homes belonging to the city's rulers and merchant class could be seen. The second level sat on a lake in a flooded cavern. Then there were the mines.

What the city had forgotten is that the city was only founded because the mines were found there - partially dug, but completely empty. The mines' previous owners found something terrible, and by the time the city's inhabitants learned about the black water, it was too late.

The city of Lagruta's upper level hosted a small market, several shops, and a residence area for the city's merchants and their families. Across an open air market sat the temple to a now forgotten god. A richly tiled courtyard separates the temple from the royal palace.

The black water drove the miners mad and they flooded up into the city, killing and destroying as they went. Those who weren't killed outright only added

to the numbers of infected. Uncountable generations later, the city's inhabitants have dwindled in number and become corrupted, bestial shells of humanity.

Some years ago, an earthquake brought down the cave that sheltered the road leading into Lagruta. The upper level suffered greatly in the cave-in. Boulders can be seen in the streets and everything is covered in a layer of dust. Several of the houses have collapsed, and a slide of loose soil and rocks has blown through several houses and shops on the left side of the street.

Callbacks

Key 1 - Found on : priest in Area 3.
Used in : Reliquary, Area 24

Mine Key - Found in : Area 9
Used in :

Pirate Key - Found in : Area 22
Used in : Pirate Storage 2-XX

GM Info

The mountains on approach are low and coastal - think more Anaga range than anything giant and snowy. Ocean breezes as you get closer to the city. Start in Campamento so the party can choose their supplies, skip through travel to arrival at the cave entrance.

Remember that it is dark! Make use of the darkness frequently. Keep track of when the party put their torches down to make searches. The screamers rely on darkness to make surprise attacks.

The Screamers

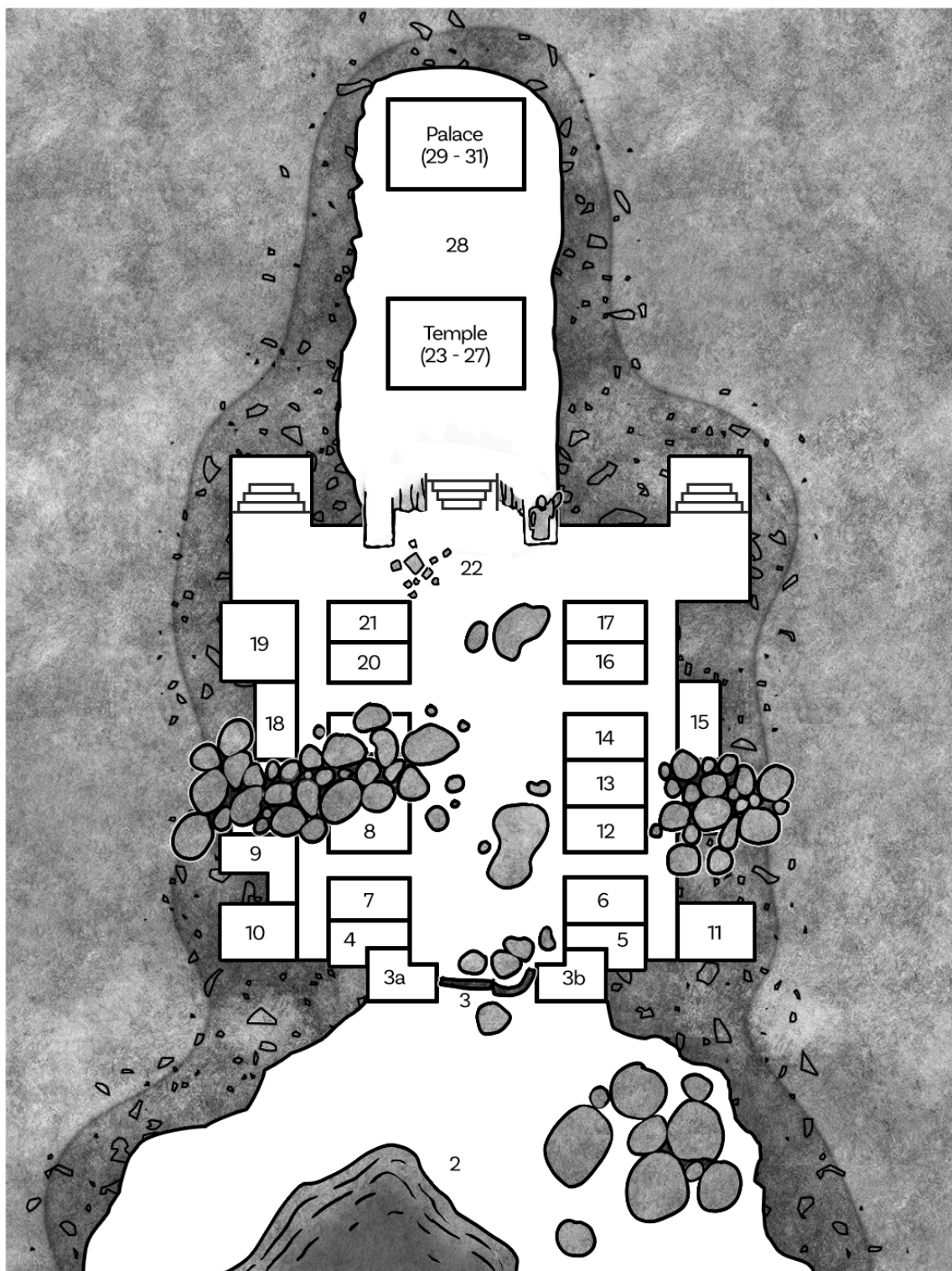
The screamers are corrupted, decayed versions of humanity. They survive mostly on fish, using ancient stone weirs to catch them from the cavern lake. Occasionally, however, they journey out from their cave at night to hunt the hills below for the kwyjibo living there, as well as any unlucky travelers in the area. Screamers scream wickedly as they attack.

There are two sizes of screamer - most are the size of a pre-teen human. Some, however, are almost the size of a normal human. These larger, greater

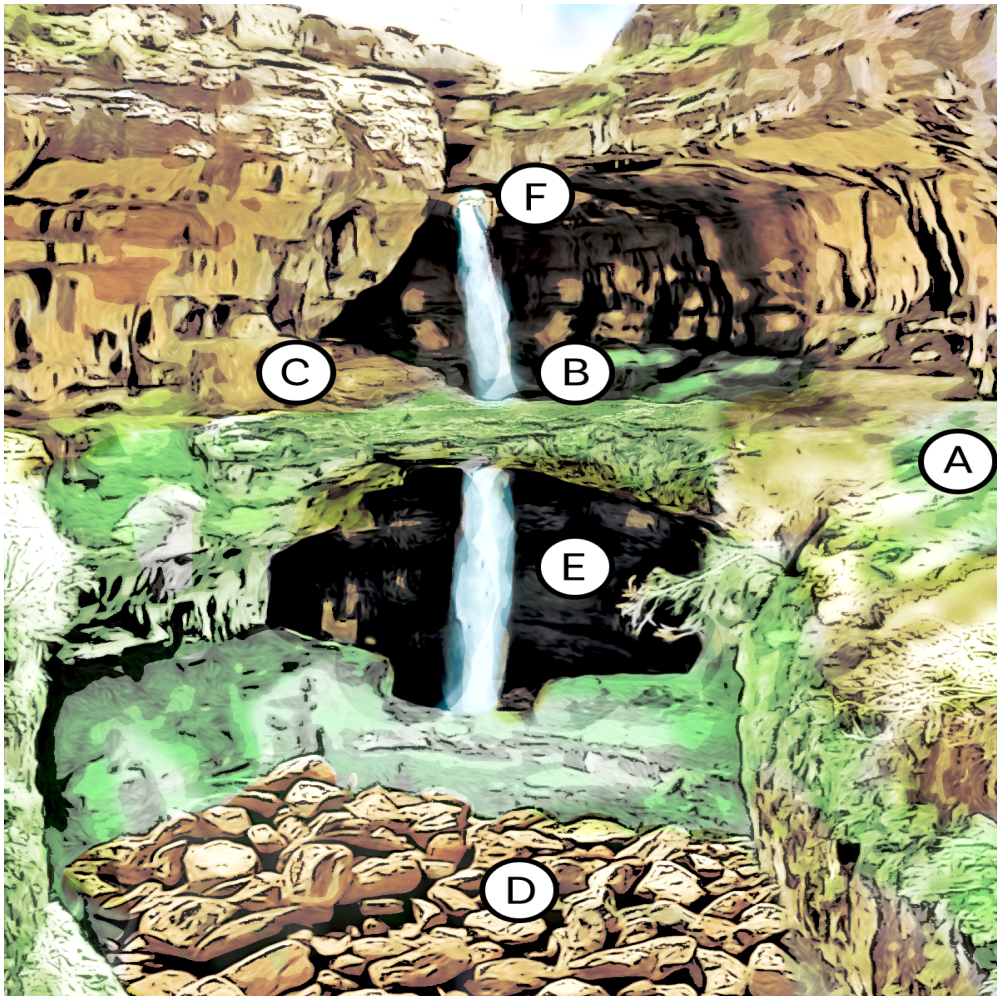
screamers are few in number, but they use their size to their advantage in order to obtain the best nests and food.

Screamers can traverse floors and walls at equal speeds, and can travel along the underside of a ceiling at half that rate. They are incredibly quiet when moving slowly.

Level 1 - The City of Lagruta - Upper Level



Area 1 - Arrival



- A. This is where the mountain trail brings the party up to the collapsed cavern.
- B. The stone bridge crosses further into the cavern.
- C. There's another group of adventurers already here. (the Gooby Woobies)
- D. The floor below is covered in boulders from the collapsing dome of the cavern.
- E. Parts of the city are barely glimpsed deep behind the waterfall.

Upon arrival, the party have two options.

1. They can cross the bridge (B). The second group at (C) will then make themselves known and refuse to let them cross. Fighting may ensue. (If they spy on the other party, they will hear that one of them has gone ahead to scout)

2. They can drop to the area below (D) and clamber over into the cavern proper. Unfortunately, a clan of kwyjibo - massive mountain cave gorillas - has made their home just below this area, and the lead male and the female hunters will not take kindly to an intrusion into their homes. The kwyjibo should be a red herring for any party members who remember the info about the locals and monkeys.

Area 2 - The Pool

A slope leads down behind the waterfall and around the large pool. On the slope, the party may find some of Professor Clave's belongings where the AV expedition dropped them on the way out, including his first journal.

If the party have clambered over the rubble, they'll have to circle around the pool. Any examination of the pool reveals the corpse of a kwyjibo, one of its arms has been skeletonized and its throat has been torn out.

From here on in -

Every time the party makes a loud noise - or every time a screamer screams an attack on the party - add 1 to a counter. The party will hear screamers calling in the distance every time the counter increases. When the counter reaches 5, the party will need to roll every time they enter a new area, with a 15% chance of running into another lesser screamer. When the counter reaches 10, more screamers start waking up and the chance jumps to 65% that they'll run into 1d6 lesser screamers. If the counter ever reaches 15, one greater screamer will join the attack.

Area 3 - The Gate

A giant stone arch straddles the main thoroughfare. There's a gate, two large, metal-banded doors, but it's shut and bent by a pair of large boulders that have rolled up against it. It's possible to push one of the gate doors open, but doing so will cause a boulder to roll away from the gate noisily - a moment of intense silence will pass before the party hear a screeching call off in the distance.

On either side of the gate are doors - a guardhouse to the left and a barracks on the right. Both doors are closed but not locked.

A loose examination reveals strange footprints and drag marks in the dirt and debris outside of the guardhouse.

3a - Guardhouse - Two skeletons can be found in the gatehouse. Maybe there's some gear here as well. Scratches from the door lintel and up the wall should provide the party some warning that something else is here.

A door leading through into the city is open.

3b - Barracks - Some gear, maybe a little bit of MacGuffinite to get the party thirsty. In one of the rooms is a skeleton hanging from a noose - one arm and everything below the thorax has fallen to the floor (close examination will reveal scratch marks on the bones).

In the street beyond the gate, random bones can be found in the dust - many are ancient and (with medical knowledge) human, but some are more recent and are more simian. (a priestly looking skeleton can be found. Search him, get a key).

A few big boulders have fallen into the street.

In the street just inside the gate is a splash of fairly fresh blood. Some of it has splattered onto the gate, some onto one of the boulders. A smear of blood, as if something has been dragged away, heads down the street, weaving around the boulders, until the blood disappears into the dust outside the cafe. The trail can be followed all the way to the broken statue in the market.

To the left and right, the "street level" buildings are about 15' tall and made of a combination of clay and red marble. An "upper level", recessed from the bottom floor and difficult to see even with the brightest lights, seems to be more doors and windows carved directly into the cave wall. All of the visible construction looks like it was once beautifully decorated with red marble tiling and precious metals, but a significant amount of roof-fall debris has fallen here and areas not destroyed by flying rock are caked with ancient dust.

Area 4 - Money Changer

This was once a currency exchange for travelers. There are a few broken tables and some scattered coinage in the main area. A security wall with a locked door divides the shop - the bars of the teller windows have been bent outward. There are more coins and some small lockboxes with various gems in them in the back section, along with a vault containing, I dunno, a new car or something. I'll adapt it to the party later.

All of it is smashed and scattered and there are a few old skeletons here.

Area 5 - Shrine

This shop front has been converted into a lacquered wood shrine, with altars to various gods from around the continent. It is largely untouched. The door has been barricaded from the inside and cannot be opened from the outside of the shrine without extreme effort.

A section of ceiling has been busted out onto the roof and a large, flat altar has been drug beneath the hole.

There's a page ripped out of one of Clave's journals. (*Journal 2*)

If the party have not entered Area 7 or Area 8 yet, then the first person into the shrine will glimpse - or think they glimpsed - a pale, unshod child's leg disappearing up through the hole in the roof.

Area 6 - Alchemist's Shop

This shop was once home to a trader in alchemical goods and materials. The walls were once lined with fine wooden shelving, almost all of which has been smashed and destroyed. Searching the debris will reveal recoverable items such as scales and small empty materials sachets, materials such as random gems and possibly a few surviving vials of substances the party may be able to use if they have the skills.

The front door was barricaded, but the door itself has been splintered and a passable access point exists over the furniture used to bar it.

A fight has occurred here in the not-too-distant past. Blood sprays on the floor and walls are still brown. Two fighters lie dead in the back of the room. Their bodies have been predated on, with one seemingly dragged a few feet from his point of death. Both are carrying adventuring gear that is un-looted. One is carrying a contract with the AV Club for protection on an expedition.

Behind the corpses, a large, heavy shelf has been tipped over against the wall. Anyone searching the room will discover that a hole has been kicked through the wall into the shrine (Area 5).

Area 7 - Fabric Shop

This shop is foul. Numerous ancient fabrics have been ripped off of their bolts and tossed onto the floor, then shaped into crude nests. The entire shop has an awful stench - describe it as awfully as possible (like a dog vomited on its own fart). Anyone entering the shop must make a save or throw up.

In the back room of this shop are the decayed remains of several outfits hung on forms. In a locked chest, wrapped in ancient velvet, is an extremely fine set of light armor that will give a bonus to sneaking.

The fabric shop was often used by screamers as a birthing area. However, recently, an *alpha screamer* has taken up sole residence here, chasing the others away. The alpha screamer is currently sleeping, attached to the ceiling of the shop. Any noise made by the party while searching the shop will awaken it and it will observe the party for a while before dropping down to attack the largest member of the group.

Area 8 - Inn

The inn is wrecked, with a large boulder and various debris completely obscuring one half of the building.

There are two of the lesser screamers here. One is sleeping on the ceiling, the other is dozing on one of the tables which has not been destroyed. The slightest noise will alert the one on the table who will awaken the other.

It's possible to squeeze around the boulder to get into the remains of one of the rooms. There's some gear and maybe a magic item there.

Area 9 - Caved In Residence

A not insignificant portion of this residence has collapsed into an exposed cavern below. Several piece of furniture, including the owner's private desk, have fallen down.

Climbing into the cavern will take some work, but it's not more than 20' deep. The desk has survived the fall (mostly, the legs have broken off), so it'll take some lock picking to get the main section open. Anyone picking it will be rewarded with a fairly large hexagonal key of a mysterious green metal.

However - while the rest of the exposed cavern is too narrow for a human to move through, it's not too narrow for an albino spiderpede. It will attack if it detects someone alone or if they're not paying attention and are acting defenseless.

Area 10 - Barricaded Residence

The front of this house is trashed. A wall of furniture divides the main room from the rest of the house. The wall of furniture has been attacked and destroyed in many places, but not completely broken. There's one hole with a humanoid skeleton sticking through it - the back

toward the main area (from the other side, the skeleton has a large knife through its skull preventing it from pulling back through the hole).

The wall is blocking a wide hallway. At the front of the hallway, next to the wall, is a medium sized human corpse, long desiccated. The hallway leads to three bedrooms and a lavatory. In one of the bedrooms, a larger human corpse lies on the bed, its hands folded across its chest and a bottle of poison next to it. In another bedroom, a medium sized human corpse sits on the floor, its arms around two smaller corpses; there are glasses and dishes in the room near the corpses.

Area 11 - Captain of the Guard's Quarters

This residence is tastefully decorated and shows no signs of the destruction that's been visited on the rest of the city - aside from a layer of dust and some cracks in the walls. The heavy, banded door is still intact, although open. There are a few scratches on the outside of the door.

There's a chair in the main room next to a wooden table. A very large portrait of a bearded man wearing part of a guard's uniform hangs on the wall above the table.



There's a door on the back wall with an upside down hammer etched into it. The door pings magic for anyone so talented. Anyone attempting to open the door is shocked the moment they touch it for a slight amount of damage. The key to the door is stuck to the painting.

Inside the door is a weapons room with two sets of guard captain armor and several high quality weapons. A bedroom in the back has a cot and a chest of drawers.

On the table are some leather rations wraps among the ancient papers and candle, and they don't seem terribly old. In fact, even a cursory examination of the table will show that a section of it has been cleared of dust and some old, moldy bread crumbs. Examining the papers will reveal Part 3 of Clave's journal.

Area 12 - Animal Shop

The walls are lined with deep shelves covered in cages and glass containers. Some of the containers have hay or wood chips with small bowls or water jars, some are full of water. None of the containers have any life in them.

Area 13 - Cafe

This cafe seems to be blocked at the entrance by falling rocks and bits of ceiling. Anyone trying to get a glimpse through the rubble will see a room full of dirt and debris and broken tables.

Anyone attempting to cross the rubble above the cafe will trigger a collapse of some of the looser debris. A save must be made to avoid rolling down into the cafe along with the debris. Once this occurs, a group of 4 or 5 beta screamers will awaken and attack on the next turn.

Area 14 - Book Shop

The bookshop has been almost completely burned. The front door is partially closed and barricaded with burnt furniture; it takes little effort to push in. The shelves are lined with charred and unreadable books and scrolls.

Through the back door, in the office, is a locked safe which contains a fair amount of coinage and some rolled up paper talismans. Anyone with the ability to detect magic will realize the talismans have magical properties and anyone with excellent language skills can translate them as protection charms and a couple healing spells.

Area 15 - Rich Apartment

This apartment is mostly sealed at the door by debris. The party can see beyond the debris into the main area. The apartment is still relatively intact. The corpse of the owner can be found in the bed with a rather large boulder across his midsection. The rest of the apartment is lavishly furnished with goods of high value - if they can be taken out.

Area 16 - Perfumery

Although most of the containers in this room have been destroyed by falling rocks or being knocked over, there are a few wax sealed-jars still untouched. Depending on how well the party search, there may be between 2 and 10 of these viable jars - each has a 30% chance of containing a perfume or scented oil, all of which are extremely flammable.

Area 17 - Grocer

Several old, dusty wooden racks sit out in front of this building, some have been knocked over. Inside, a few knocked over shelving units fill the center of the room, while half-height shelves line all of the wall. Fishbones still hang from the ceiling down one side of the room.

It is a testament to the quality of the food preservation techniques used by the Lagrutans that the party have a chance of finding between 2 and 20 days worth of viable, dried rations here.

Area 18 - Wrecked Apartment

This apartment is trashed, as the screamers have been in and out of here. Recently, a group of pirates came up from level 2. They didn't make it far before the screamers ambushed them in Area 22. The remains of two of the pirates can be found here, not dead for more than a month or two. They've been predated on heavily. One of the pirates has a scabbard but no weapon; this pirate is wearing a bright red checked shirt and is missing their left leg from the knee down.

Area 19 - Blacksmith Shop & Residence

Some unusual weapons. A chance to get an upgrade with a good search roll.

Area 20 - Hot Food Shop

Remains of ovens and cookware.

Area 21 - Marble Shop

Trinkets, paperweights, statuary of various sorts. Chisels and hammers.

Area 22 - The Market

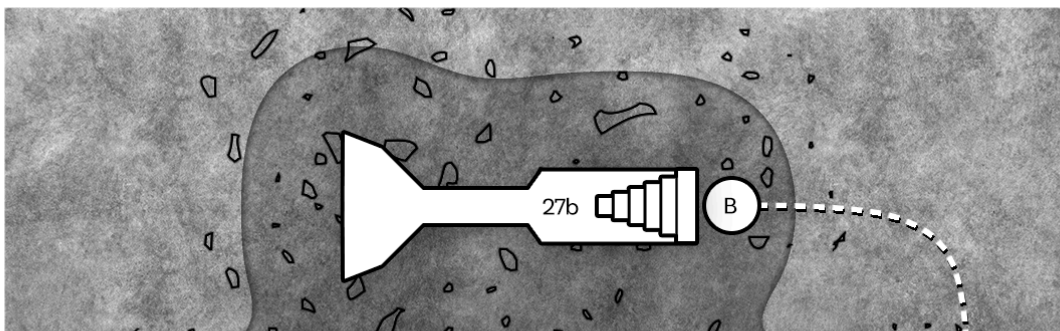
The former market area is littered with broken carts, tables, and piles of bones. Any examination of the bones will reveal that most of the bones on the top layers are those of kwyjibo.

At the left and right ends of the market are wide, stone stairs down to the city proper. Above the market - actually above, it's on a raised section of cave hewn flat on the front with stairs carved in the middle - sits a massive temple made of cave stone. Two scholarly looking statues occupy platforms on either side of the stairs - or they did, as one of them looks to have been pushed directly forward so that it has smashed on the ground of the market. The remaining statue is holding a sphere of pure blue-grey MacGuffinite.

Searching the remains of the other statue will reveal the broken shards of a similar statue.

Among the wreckage at the top of the stairs beyond the broken statue (left of map) is a large swatch of red checked fabric from the shirt of the pirate in Area 18. Under the fabric is a scimitar, a wooden leg - its leather straps torn through - and belt with a pouch containing a small amount of *contemporary* coinage and a brass key.

Temple



Area 23 - Main Hall / Terrace / Public Area

The open courtyard approaching the temple is meant for congregants. On normal days, the priests would've been available in the area for supplication and donations. On holy days, the area would've been open so that the residents of the city could gather while the priests performed ceremonies in the main hall or on the terrace. The wicker carts that the priests used to collect donations and sell blessings and ablutions lay tipped and wrecked across the courtyard, but there are no bones here.

Giant, finely woven yellow curtains hang from the top of the temple to about two feet from the ground, creating a partial barrier that would've prevented commoners from seeing beyond into the main hall. One curtain has been pulled down completely, some of the others are splashed with old, dry blood stains.

There's an area behind the main hall, cut off from the main hall by an ornate pony wall, where the royal family would sit during holy day events.

Several dozen screamers have taken up residence in the main hall and will attack if the party make noise and wake them. If the party take a long time to get from the cave entrance to the temple, it may be late enough that the screamers begin to awaken anyway.

Area 24 - Admin & High Priest's Quarters

This room is set up as an administration office. Items of importance to the religion are stored here, although their purposes are long forgotten.

There's a reliquary here. It is attached to the wall and locked with a lock that is very difficult to pick. However, using the key found on the dead priest in Area 3 will unlock it. The reliquary contains a chalice that seems to be made of pure light. The screamers will not attack anyone within 10' of the chalice. In fact, they seem to prefer not to approach it at all. The chalice is bright enough to function as a torch and repels corrupted or evil creatures.

The high priest has a simple bedroom and a private library attached to the admin room. The bedroom consists of a simple bed against the far wall, a bureau full of clothing, a rack with additional robes hanging on them neatly, and a small library. There's a chance that searching the library will uncover single-use magical scrolls.

Area 25 - Library

Here the priests would study at one of four tables. The walls are lined with bookshelves; many of the books are remarkably preserved but completely illegible to modern eyes.

Area 26 - Priest Quarters

These are the rooms where the lower priests would live. There are six sets of bunk beds in either of these rooms and a chance to find a bit of contraband should a party member make an excellent search roll.

Area 27 - Crypt

There are two entrances to the court - the Common entrance to the right of the terrance and the Blessed entrance to the left.

27.a

Those who could afford to buy their way into the Blessed entrance would be brought into the preparation area where their bodies were burned in magical crematorium chambers to remove all of the flesh. The skulls were then placed in family vaults with a red silk blessing wrap covering their eyes. The rest of the bones were used to decorate one of the two chapels where the acolytes would reside and worship with the low priests.

27.b

Everyone else was brought in through the common entrance, taken down the stairs, and, after a brief prayer from one of the priests, were tossed into the crevasse below. An ancient deep ghoul made its home down there living on easy meals. It's very weak now, and very hungry, and would very much welcome a fresh, warm meal climbing down into its pit.

Area 28 - Sacred Courtyard

Area 29 - Royal Residence - Main Hall

Area 30 - Royal Residence - Royal Suites

Area 31 - Royal Residence - Servants Quarters

