

THE DUNGEON

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Entrances are found at blue numbers 1, 2, 3 and 4.

Rooms

A: A red-tiled room with a fine, white powder covering the surface of the floor. The powder is hallucinogenic if sniffed, and worth 50gp if it is swept up and bagged.

B: A toothless crone has a bag of scarab beetles. For a fee (one ball of herbivore dung) she will lend one to the party to guide them to treasures throughout the dungeon. She whispers a message in the beetles 'ear' before she lets it go.

C: The floor and ceiling are as irregular as the walls. There is a glowing soap-bubble-like sphere floating in the center of the room. It says 'I am not Yog Sothoth' then bursts leaving a puff of lavender scent.

D: A twenty foot wide corridor with finely sculpted trees on either side joining in an interlaced pattern of branches on the arched ceiling, tiny stone monkeys with jeweled eyes dance among them, eating the fruit, which are opals. PCs have a limited time to pluck the fruits before the monkeys get to it. P'd off monkeys will resort to typical simian tactics, fortunately their dung is the size of gravel.

E: A natural cave held up by sizable stone pillars, pictures etched into them. At the base of the pillars are small mushrooms that emit a low hum when neared. Sustained presence near the mushrooms causes delusions followed by sleepiness. Far beyond the torchlight, on the ceiling, large spiders move silently, waiting for the prey below to fall asleep. The spiders are immune to the effect of the mushrooms.

When cut, the mushrooms stop humming and serve as a powerful hallucinogenic drug when consumed. The powder in Room A is the powdered form of these mushrooms.

A secret trapdoor concealed beneath a giant mushroom leads to the lair of a trapdoor spider (duh!) whose lair is full of soft furnishings in soft velvety silk. It languidly offers the PCs refreshment, and plumps up its cushions for them to sit. Its conversation is vapid and dull and mainly revolves around the doings of a tarantula of its acquaintance who has no manners to speak of.

The statue in the centre is of a reclining Buddha like figure of huge size but with the pointed ears and wings of a pixie. It wears patchwork baggy pants and sandals done in brightly coloured porcelain. Tapping the thing reveals that it is hollow, smashing it reveals a dozing pixie priest with a comic book version of the I Ching he refers to when making oracular statements to followers.

F: The walls on the north, east and west have fountains on them, each spewing out a distinctly colored liquid about as thin as water. Inscriptions in an unknown tongue are next to each fountain describing what it does. A scholar of moderate skill might be able to recognize the language, as it isn't very old.

- The north one has blue liquid, and the inscription says it allows to breathe underwater but not while out of water. Also says it lasts for 1 minute.
- The east one has green liquid, and the inscription says it masks the smell of the drinker with the smell of a toad. Notes that many creatures will consider the drinker very fair prey while under the liquid's effect. Lasts 10 minutes.
- The west one has red liquid, and the inscription says it protects from the effects of the Mother-Clam. It does not.

G: A big slime dominates the center of the room, a pair of wooden eyes and what appears to be lips floating near the edge of its mass. It speaks in a gurgley voice and beckons the party to approach.

If approached, it will first attempt to attack, but give up promptly if a first lunge doesn't succeed. After giving up, it will say that the delusions the mushrooms in Room E give will allow them to see secret passages that do exist. He is lying. For this piece of information, he directs them to eat the mushrooms and come to a certain room where he knows there's a secret passage, where he will ambush them.

H: The small cave room shows visible acid marks, particularly around the holes that fire it. The center of the room has a large turtle shell that appears embedded into the floor and entirely unaffected by the acid.

Under the shell is a small trove of treasure of mixed standard coinage, some gems and a magical dagger. Removing the shell from the floor would require some digging into the rock around it or the deliberate melting of the rock lodging it in place.

I: The shrine of the mother-clam. A huge statue of a clam-like mollusk is carved in marble here. It would be worth a fortune if it could be moved, but weighs several tonnes and wouldn't fit through any of this dungeon's doors. Anyone splashing water onto the mother-clam will cause it to shudder, hinge open and blast whoever stands before it with light. They are knocked to the ground, taking damage. When they regain their senses they have a faint taste of the sea in their mouths. Within 24 hours they will excrete a valuable pearl.

J: Statue to a kobold hero. In the center of the room, a cast bronze statue is set, depicting a kobold in armor holding a spear lodged into the body of a large snake. A plaque at the base of the statue summarizes the tale. Next to the exits from the room to rooms K, L and M there are signs warning of dangers ahead, based on other exploits of the kobold hero.

K: The sign before the room warns of Kalkud the Grand Kobold Ruler, who the hero has slain bravely and gave the riches of away.

The room is decorated like a high-class kobold hovel - crocskin bed that appears very comfortable and several locked chests. Attempting to open the chests, or sleeping in the bed, will summon a manifestation of Kalkud. Kalkud is a very large kobold, easily matching humans in their mid-teens, wearing chitin armor and wielding a relatively large iron greatsword. He will ruthlessly attack whoever trespassed on his hovel. Killing him produces the keys for all the chests, all of which absolutely nothing.

L: The sign before the room warns of an old witch, who is said to have cursed the hero in his youth.

Anyone entering the room will feel a sense of dread, particularly at the extremely thin and sickly woman stirring a cauldron. When within the low light of the fire under her cauldron, the witch will turn to whoever entered and utter a quick curse, giving all affected grave misfortune. Killing her lifts the curse.

M: The sign before the room warns of Charg, the great snake of old, which menaced the village of the hero.

The room itself is a rough cave with a bottomless pit, when the pit is neared, the snake from the statue will erupt, striking at the party and attempting to swallow them.

Defeating it causes its body to turn to moving shadows, which congeal into 2 objects:

A chest near the entrance, containing the gear of the hero from the statue, in kobold size, as well as an impressive hide shield and several enchanted rings.

A considerable pile of bones of various humanoids, likely deceased of the battles with the snake.

N: Alcoves on either side of the room have planter with many ferns, liverworts and other damp and dark loving plants. Dim sparkles of fairy fire Circe above providing meagre illumination. The sound of very loud snoring can be heard, but the snorer cannot be located.

O: The Pterodactyl Cave: a cave with access to the outside, where dozens of pterodactyls hang about scuttling across the floor and hanging off tree roots growing out of the ceiling. They will attack in a cloud of screaming squawking claws and beaks that makes any missile fire and spell casting hard to target.

At the back of the cave is the secret door to the rest of the complex, which has a niche where a cracked vase stands. It can be opened by filling the vase with water and replacing the wilted daisy that drops over the edge. The door is pixie sized, a mere two feet wide and high. As it opens a small voice says 'Welcome to the Small Temples of the Ten Tiny Gods'.

P: The Mud Bath - The tunnel leads to a small room. The stone walls are covered with mud and the mud even pours out between the cracks in the wall. The mud stained floor is covered with frog skeletons, the biggest ones have the size of a full grown house cat. Opposite to the entrance is a small podium with a marble statue of a giant smiling frog, that stretches out his arm and points to the pool of mud in the middle of the room. The square mudpool is about 3 foot in diameter and on the same level as the floor. Explorers looking at the pool for some time, can detect movement in the pool and perhaps even get a glance at the small fire-red frogs swimming in the mud. Touching one of the small fire-frogs with bare skin, causes pain, like a nettle. It should be hard for a victim to suppress a scream, but they don't cause any real damage. In fact, the pool is used for healing purposes. Taking a mud bath for several minutes, lets the skin burn like fire but the small frogs actually heal flesh wounds with their touch. Clever heroes could even try to take some of the frogs with them, and use them like very odd healing potions (they die after usage) ... if they are clever enough to figure out that they really are for healing purposes.

R: PCs interrupt a theological debate between a followers of the Saffron Pixy, the Mother Clam and the God of Frogs. Each debater is sat on a dais with maybe half a dozen scholars of its sect accompanying it. The debate seems very one sided, with the pathetic ribits of the frogs and the clacking of the clams being drowned out by the massed chanting and giggling of the pixies. If the head priests do not like the explanation of why they have been interrupted, they will use some serious clerical magic to oust the intruders.

Traps and Hazards (Red Numbers)

1: A broad, iron door with a pair of hands extending from the north-facing side. The right palm is open and the left hand is gripping a sword. Placing a coin in the right hand will grant entry. Placing anything else in this hand causes the left hand to lash out with its sword.

2: A visible wire running at foot level, ready to be snapped, does nothing when triggered. Real trap is triggered by hidden pressure plates a step beyond the wire. When triggered, the trap sprays acid from the walls and ceiling.

3: A glint of a small coin laying in the muck of the floor. If it is picked up it will become clear that it is attached to a bit of thin but very strong string, and that is attached to the right, decayed fang of a sabre toothed frog. It has a poisonous bite.

4: A heavy set wooden door that appears heavily decayed. If examined closely, the decay appears to be shifting very slightly, and releasing a sweet, compelling odor. If touched, it will suddenly swell and begin covering whoever touched it, completely covering the person within 20 minutes. Cold will stop it and intense cold will kill the infection with ease. Dead infection can be easily broken off as it becomes very hard and brittle. Assuming the infection does cover someone entirely, it begins digesting its organic matter and choking the prey. Someone who consumes the dead infection must cleanse his stomach or risk a tiny amount surviving and eating him from inside.

5: This wall looks incredibly fake. Touching this wall causes the whole of the corridor back to room H to crumble. Anyone not quick enough to dash out is crushed under falling rocks for damage.

Wandering Stuff Table

1: REALLY BIG TOAD. Anyone it swallows now sees things from the toad's point of view. The toad has x-ray vision.

2: Disoriented land-drake of medium size.

3: A chill mist reduces visibility to 5' until after next encounter

4: A lost kobold "adventurer" looking for treasure. Will run from party when he sees them. Has a huge set of keys on a chain, none of which are useful in this dungeon.

5: A large tortoise with another head instead of a tail, bickering among itself. Will contemplate party as a topic of discussion before walking along. Claims it once carried a tiny flat planet through the depths of a very small universe until it met a soap bubble.

6: Pixie monks with shaven heads and saffron robes, ringing small brass bowls and expecting a handout of ambrosia, nectar, flower petals or other such stuff as is used as currency by their species. Offer tracts bound in lilac dyed Kobold leather, explaining the transmigration of souls into ever shorter and shorter beings until the perfection of the pixy is reached. If they don't want that they have some very rude joke books.

7: A scrabble of crabs skitters across the floor, snapping their claws as they do. Anyone standing in their way and without considerable footwear takes some damage. If caught and cooked, the crabs taste of gentle vanilla and give a burst of energy. This burst, when ended, will cause the consumer to drop unconscious for several minutes afterwards.

8: A six-inch high wheeled wooden boat. Its crew are tiny animated wooden pirates. Faints "yarr"s can be heard and they even have tiny bottles of rum. Can be easily crushed with a firm boot. They will roll by anyone, shouting insults but posing no real threat. They will be headed towards the nearest source of water.

9: A lost child.

10: Ghost dog.

11: Gelatinous cube containing the brain of a brilliant academic and psychic. Will telepathically talk happily about himself and how he seized the consciousness of the cube as it devoured him. Seems friendly and will offer to guide the party around. When the conversation dries up he will try to consume the party.

12: Footsteps? Oh, it's nothing.

Weird Sensory Table

- 1:** A sudden 'ZZZAAAP' sound in the distance.
- 2:** The distant smell of mushrooms being cooked.
- 3:** A soft cyclonic breeze moves around each character who enters
- 4:** The scent of roses follows the least-spiritual character
- 5:** Light as if from a stained-glass window falls upon the floor, although none can be seen
- 6:** Small green flashes appear, seemingly at random
- 7:** Out of the corner of a random d3 characters' eyes, goldfish can be seen swimming in the air
- 8:** Sounds, like the last combat encounter creature, can be heard around the nearest blind spot
- 9:** A duplicate of a character's animal companion/familiar/pet is found dead
- 10:** Nothing out of the ordinary happens, even if intended
- 11:** Shadows of tentacled floating orbs can be seen moving across floor and walls, but nothing can be detected
- 12:** A small number (1d4) bat-like things appear out of one available shadow, fly about nosily, and then fly into another nearby shadow
- 13:** Lavender scent wafts throughout the area while characters are present, 10% chance it congeals into a soap bubble like creature.
- 14:** A seemingly powerful tremor rocks the room or corridor currently occupied by the most characters, complete with small cracks, dust and small bits of debris, but no apparent damage is visible elsewhere
- 15:** Dead Humanoids (etc.) stripped of all possessions, and apparently drained of blood are found
- 16:** A foetid pool of slime measuring 1d6x2d4 feet in diameter; things crawl out of it with alarming speed
- 17:** A former henchman/hireling/associate's identifiable personal belonging is found with blood upon it
- 18:** The scent of warm pumpkin can be detected by only half of the party
- 19:** Any open flame(s) increase three-fold and threaten to injure those holding them, or those nearby
- 20:** 1d4 injured characters receive minor healing; a tittering laugh can be heard receding from location
- 21:** Any cast or already active magics/psionics/etc. are affected by a brief expansion/increase of effects
- 22:** The scent of very acrid sweat hangs heavily in the air
- 23:** Earthen, grave-like scent and humidity clings to this area despite any efforts to clear it
- 24:** If anything is dropped (accidentally, or intentionally), it remains inches from its origin point, suspended mid-air; thrown objects or missile-weapons are unaffected. Roll for extant debris.
- 25:** One character suffers a loss of self-image and awareness and swears that his right hand no longer belongs to him, and demands that it be amputated.
- 26:** Whole party overcome with a sense of *deja vu*, they swear that they have seen this corridor someplace before even if they haven't.
- 27:** The sound of heavy, inhuman breathing (possibly multiple sources) can be heard in a blind spot behind the characters
- 28:** The doors in the next three areas all make ridiculously loud squeaking sounds, despite any non-magical efforts to silence them
- 29:** The party begins to leave: 1). sooty, 2). bloody, 3). sticky, 4). glowing, 5). smoking, 6). roll 3x on same table ignoring another 6 : footprints in this and the next two areas
- 30:** A trumpet blares in a strangely familiar tune.

Random Thing Found in Chest/Stash/Pile

- 1:** An oyster statuette carved in marble. Can be pried open to reveal a fake pearl.
- 2:** A small wooden box filled with red-brown dried leaves. These can be burnt to unleash enough smoke to fill even a large room. The smoke causes coughing and burns the lungs but has no seriously harmful effects. If they are exposed to water they are ruined.
- 3:** A small wooden box filled with greenish dried leaves. These can be thrown into water causing them to swell up to large, floating lily pads. These can easily support the weight of a single person. They will not catch fire.
- 4:** A perfectly round green pearl. It is slightly soft to the touch and will easily break under pressure. When broken, it will release a high pitched noise that will attract the wandering crabs.
- 5:** Miniature plastic souvenir of the Mother Clam. If wound up it opens and shuts and plays a music box tune. On the bottom it says 'Made in Cathay'.
- 6:** A set of thick candles in a long box, each a different color wax. In effect, none of the candles do anything but make a colored light.
- 7:** Stash of coins!
- 8:** A jar of live, wriggling worms.
- 9:** A book filled with stories of unimaginably horrific monsters and those that have died at their hands. None of these monsters are to be found in this dungeon.
- 10:** A bottle of smoke. If uncorked the smoke forms a face and will speak a truth about the person who opened it. It then says "DO YOU DENY THIS?". If the person denies the truth the smoke surges forward into their lungs, causing damage and a coughing fit. If the person does not deny the truth the smoke returns to the bottle and re-corks itself.