

DESIGNING DUNGEONS WORKBOOK JOSH'S COPY

Start here!

Hello! This Google Doc is intended to be the "Answer Key" for the course [Designing Dungeons: Or How To Kill A Party In 30 Rooms or Less](#). It is already filled out with notes for the dungeon that I am writing parallel to the course. Here is a [blank copy of the workbook](#).

FREE WRITING EXERCISE

Giant rats

Deep well

Echoes answer you if you yell down it

Frog statue

Give it a coin and hear a rumor once per crawl

Four virtues: Temperance, Fortitude, Wisdom, Justice

Medieval statuary of these ladies - look it up for inspiration

Also, all but Wisdom are in the tarot?

Shrine of Temperance

Magic water

Cures Curses and removes magic and enchantments

Need to change the course of the waterways to purify the water

Shrine of Fortitude

Light with a fire from somewhere else, speedrun to the shrine

Summons NPCs

Shrine of Wisdom

Half of its head is missing

Find the skull that completes it

Shrine of Justice

Hermit crabs that use skulls from the Ossuary

Slimes

Molds and fungus

Sewer pipe drains

Clogged with long hair

Boss monster inside? Monster with long hair?

Defeat monster, unclog pipes

Clowns in the sewer, like It!

What if the boss monster was a clown? Clown monsters that make new clowns. A clown like the alien queen from the movie Aliens?

Dark passages you can only find your way through by ringing a bell

Water wheel

Barrels

Ogre Idol

Put food in front of it

Lever controls whether doors are open or closed down two paths at a time

Slippery walkway into a pit of acid

Meatgrinder event: Legionnaire's foot

Tasseled wobbegong shark on floor will bite your foot

Different colors of frogs, gotta catch 'em all for some NPC in a tavern

Door that can only be opened using a switch somewhere else in the Underworld (GM's choice)

Door that can only be opened if water routes poured through it, clue written on it that the "Locks are the key" (the water locks)

Obsidian mummy with a visible ruby heart, petrifies if harmed, will turn into desiccated flesh if dipped into the magic-canceling fountain

Statue that comes alive if exposed to X

Room that can be seen from two sides, with skeletons across a gap and who shoot at you with bows

Designing Dungeons

DUNGEON WORKSHEET

The Lower Ossuary

By
Josh McCrowell

DUNGEON THEME:	Shrine in sewer
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DUNGEON BACKGROUND

Throughout the ages, many civilizations have called the City at the center of the world "home." Each becomes stacked on top of the other, as conquerors become the conquered. Ancient spaces are repurposed for modern life.

Below the surface of the City is the Lower Ossuary—an underground temple with a sewer routed through it. The temple houses crypts and shrines to the four cardinal virtues. The temple is currently befouled by waters. The sacred has become profane.

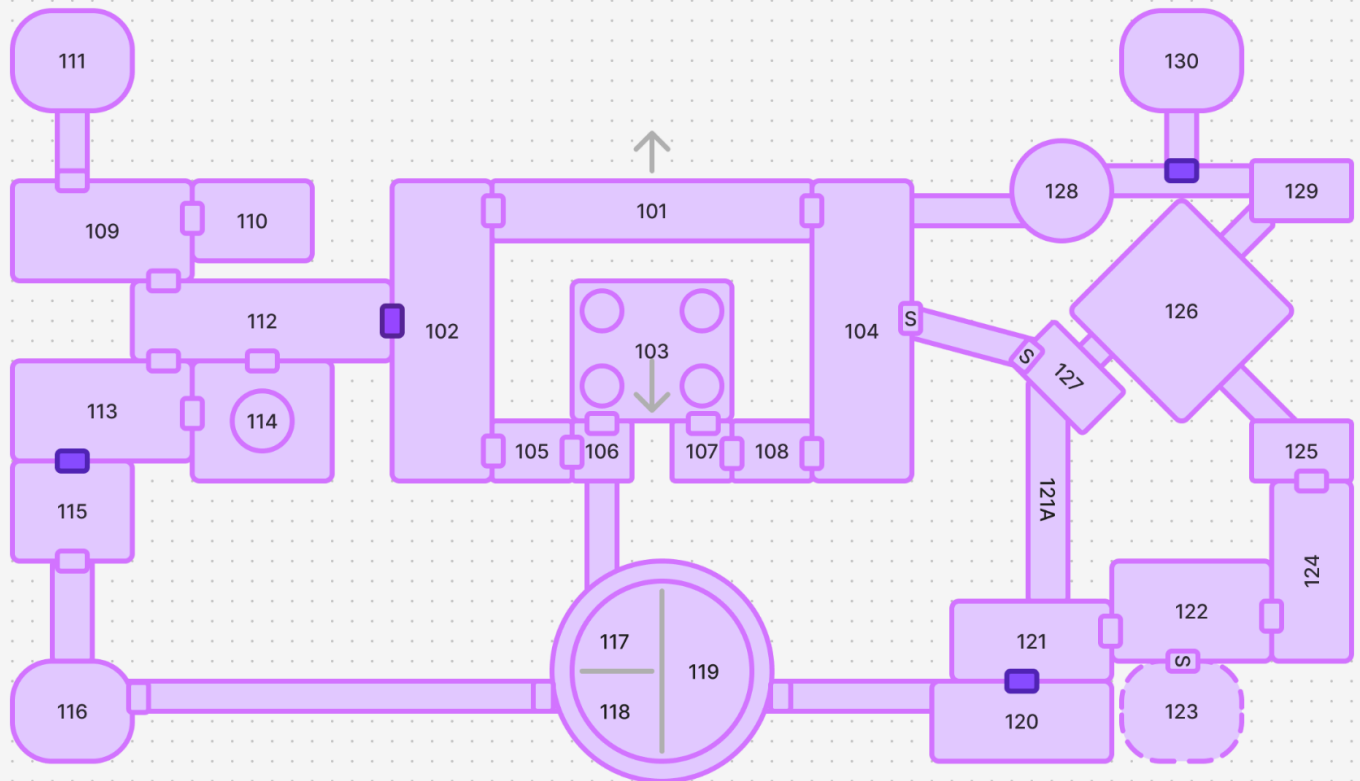
STRUCTURES:	Carved underground cisterns, hewn-out caverns, aqueducts, statuary
LIGHTING:	None
SIGHTS:	Once, a cave temple (mithraeum) where bones were interred. Now, unclean water floods passages, fills hollows, and bisects the space. Sacred statues sit in filthy pools.
SOUNDS:	Water: dripping, gushing, gurgling
SMELL AND TASTE:	Moist air; the smell of effluence; the smell of wet earth and limestone

COMMON MONSTERS

corrupt church mice (stats as dire rat), broken guardian golems, ogres, slimes, bloodybones, skeletons, effluence imps

NPC 1:	Long Tall Tom, the ogre - Charges adventurers a fee to use his bridge
NPC 2:	The Fear of the Lord is the Beginning of Wisdom, guardian golem - Currently broken into several pieces, wants to preserve the crypts
NPC 3:	The Rat Pope, a church mouse that wants to cleanse and purify corrupted rats
NPC 4:	Mummy Saint? Maybe.
NPC 5:	
DUNGEON LORD:	The Clown Queen, like the Aliens xenomorph queen but a clown

MAP OF THE LOWER OSSUARY



(I mocked this up in Figma)

CHECKING OFF THE DUNGEON CHECKLIST

<p>STEP 1. A REASON TO EXPLORE</p>	<p>STEP 5. A REASON TO BREATHE EASY</p>
<p>The Lower Ossuary is the first level between the City and the Underworld. It is dangerous and troublesome for adventurers to transit through it to get to deeper levels. By cleansing all four shrines, adventurers can make this entire level safer for each transit.</p> <p>Also, there are a variety of rare rainbow frogs that live in this region. Collect them all!</p>	<p>The chapel of the rat pope is the last bastion of the old true faith. He keeps the place tidy, after a fashion.</p>
<p>STEP 2. A REASON TO TALK</p>	<p>STEP 6. A REASON TO EXPERIMENT</p>
<p>The previous protectors of this place (the golem, the rat pope) are heartbroken at its current state. They are aligned together in their goal to restore the four shrines.</p> <p>The rat pope collects tithes, and can give you gold from the poor box.</p> <p>The guardian golem, Fear of the Lord, can bestow the relic of a saint to the worthy. It will answer a question once per Camp Phase, if you're of the faith.</p>	<p>Once cleansed, the Shrine of Temperance has a well that transforms stone to flesh. This can cure the Curse of petrification. It can also make statues gross. What can you bathe in the well and change?</p> <p>Once cleansed, the Shrine of Wisdom allows you to speak to others: speak in new tongues, speak to the dead, speak to animals. What in the Lower Ossuary can be brought here and talked to?</p>
<p>STEP 3. A REASON TO FIGHT</p>	<p>STEP 7. A REASON TO BE SURPRISED</p>
<p>Long Tall Tom the ogre charges a fee for using his bridge. He's a jerk.</p> <p>Skeletons of those interred, put back together wrong, wander the crypts and attack those who enter, hoping to find missing pieces.</p> <p>Corrupt church mice, who have lost the faith, will hamper your progress, set up traps, lock doors, steal things from your pack.</p>	<p>One of the shrines is protected by a secret door. By noticing the pattern on the map, the players should be able to see that it's "missing."</p> <p>An aperture designed to block the flow of water. If controlled by the corrupt church mice, it can shut suddenly, separating the guild and potentially slicing an adventurer in half.</p>
<p>STEP 4. A REASON TO FLEE</p>	<p>STEP 8. A REASON TO RETURN</p>
<p>The Clown Queen slumbers in the central cistern. Her long, brightly-colored hair clogs the waterways. In her dreams, she sends out waves of psychosis. Those who fall under her spell find acts of human misery to be funny. Killing the queen is the only way to purify the waters of the Lower Ossuary. However, because she is asleep, she will not trouble adventurers until she is awoken. Avoiding her is easy.</p>	<p>Once the fire at Shrine of Fortitude is relit, it will become a safe space to camp. Merchants will come to this level and sell their wares.</p>

TRAPS AND SECRETS

HISTORY	
ONCE, THIS DUNGEON WAS...	A shrine for the dead
NOW, THIS DUNGEON IS...	Sewer, the highest membrane between the City and the Underworld
MURAL DOOR TO SHRINE	
VISIBLE	Mural of a bull being pursued by a dog and a crab
TRIGGER	Investigating the mural reveals the button in the bull's eye
EFFECTS	
GUARDS	Shrine has unlooted horde of gold coins, mirror crusted with jewels, rare books and scrolls (one gives +1XP when read)
POSSIBLE SOLUTIONS	The knowledge that there are four shrines in the dungeon but only three on the map will highlight a gap.
CANAL DOOR	
VISIBLE	A heavy metal door. Text on door in Vetus says: "The Lock is the Key."
TRIGGER	Changing the flow of the canals (the locks) opens the door. The flood gate needs to be opened (room XX) and the waterwheel turned (room XX).
GUARDS	Designed to protect the shrine from the flow of the water; will only open when the water levels in the canals are lowered.
POSSIBLE SOLUTIONS	The room in which the canal door is placed is partially flooded in its initial state. If the players want to drain the water, they will find the door unlocks.
STATUE OF DEMIURGE (PETRIFICATION) - ROOM 114	
VISIBLE	Statue of the Demiurge, with ancient statues around it, most broken
TRIGGER	Stepping into the circle near statue causes beams of petrification
EFFECTS	Test of Pentacles to leap back or petrified
GUARDS	Sacred fire, must be used to light bonfire in Shrine of Fortitude; also piece of guardian golem; also probably like an optional treasure
POSSIBLE SOLUTIONS	Mirror from Shrine of Wisdom can reflect petrifying beams (Note to self: Put wall of flesh somewhere.)

HERE BE MONSTERS

1. TWO MONSTERS MIXED TOGETHER

Bloodybones, a jelly slime wrapped around a skeleton. The thing cannot die. It regenerates every wound dealt to it, every kind of damage. The only winning move is to avoid it: shove it off a cliff, trap it in a sarcophagus, brick up the room that it's in. Stats essentially as zombie, but with infinite Health.

2. A TWIST ON A CLASSIC MONSTER

The skeletons of the Lower Ossuary are put together wrong. They have been trying to reassemble themselves in their charnel pit and can't get it right. Now, they're long centipedes of spines and bulbous clusters of skulls. Stats as skeletons, give or take. Each skull beyond the first on the skeleton adds +1 to their Health.

3. A MONSTER RESKINNED

Froghemoth, a truly giant, semi-divine frog who drinks the waters from holy wells. He is grumpy. Attitude of a petulant two-year old child. Stats as owlbear.

4. A STRONG BUT DUMB MONSTER

Long Tall Tom the ogre charges adventurers 10g every time they want to cross over his bridge. Refusing to pay the toll causes him to activate his trap, dumping the adventurers into the waters below, and he'll attack them as they climb back up. He can't do math at all, so expects people to give him the right amount. He can also be tricked into believing that adventurers will pay him "later."

5. A WEAK BUT GENIUS MONSTER

Saint Auh'soj III, a mummy entombed in glowing green toxic waste. Can't physically move, but powerful telekinetic abilities. Its "mummy rot" is highly-aggressive cancer from the radioactive waste. Stats as mummy, but spells are swapped out for telekinetic attacks.

6. A MONSTER WITH RESOURCES YOU CAN HARVEST

Sewer sloth, growing with algae that can be eaten as a ration. Algae can be harvested without harming the sloth. Stats as bear, but docile.

DUNGEON DENIZENS

NAME:	Long Tall Tom, ogre	NAME:	The Rat Pope
LOCATION:	Room 121, Bridge	LOCATION:	Room 114, Chapel of the Mouse

PERSONALITY: Extortionist. Wants gold to start his own gang. Gives passage, can barter with their brutish strength. Likes beer and petting small animals so hard they squish. Hates his mother secretly.

PERSONALITY: Benevolent. Wants to restore his flock of church mice. Gives gold for each corrupt mouse returned. Likes music, tea, and when high/low concepts have symmetry. Hates cats.

STATS: Stats as ogre, core book, page 275

(Note to self, add number for encounter between 121 and 127 on map)

STATS: Stats generally not needed for non-combatant characters in *His Majesty the Worm*.

NAME:	Poorly-assembled skeletons	NAME:	The Fear of the Lord is the Beginning of Wis.
LOCATION:	Wandering	LOCATION:	110 (torso), 108 (head), 127 (legs)

PERSONALITY: Aggressive

PERSONALITY: Guardian. Golem broken into several pieces. Wants to be reassembled. Can give magic relic that answers prayers. Likes restoring the shrines. Hates dragons.

STATS: Stats as skeleton, core book, page 277, with randomized HD. When encountered, GM creates skeleton party with total HD equal to the last major arcana in the discard pile.

STATS: Stats generally not needed for non-combatant characters in *His Majesty the Worm*. Can use "animate statue" if needed.

NAME:	Effluence imps	NAME:	Adam of Many Patches
LOCATION:	Wandering	LOCATION:	Room 111, Shrine of Fortitude

PERSONALITY: Aggressive

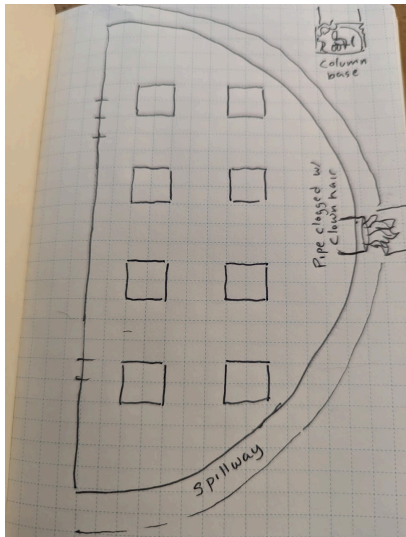
PERSONALITY: Merchant. Gnomish jester. Secretly a clown. Wants to spread the clown curse. Offers to bring a corpse that's dead, even if its a zombie. Likes bad jokes and raw meat. Hates open spaces and children.

STATS: Stats as imps, core book, page 266, with following changes: **Piss and Shit** is replaced with **Stink Bomb**. When the imp suffers damage, they squirt a foul discharge. The Attacker is Stressed. **Bad Luck Machine** is replaced with **Lil Stinker**. When Attacked, discard a greater doom card. The Attacker immediately suffers a **Roughhouse** effect (GM's choice) as an interrupt.

STATS: Clown, *At the Shrine of Temperance*, page 13

DUNGEON LORD ENCOUNTER

ROOM MAP:



KEY

119

ROOM NAME:

The Clown Hatchery

LIGHT:

Dark

Dim

Bright

Outdoor

Special

DESCRIPTION:

Cistern, high vaulted ceiling, darkness far out of reach of torchlight. Massive columns, the base of which are blocks carved like weeping women's faces. Flooded with three-inches of water. Previous **victims** of the queen are glued to the columns, **clown eggs** spilling from their bodies; one **body** drifts facedown in the water. Long clumps of plastic-y, bright-red **clown hair** drips down from ceiling.

- **Victims:** If the glue is dissolved, the bodies can be searched. The victims carry ancient treasures (see descriptions below).
- **Body:** One of the victims is a puppeteer. If searched (Cups action), carrying **Punch and Judy puppets**. Body wasn't infested because queen is afraid of the puppets. "Punching" with them deals **Critical** damage to queen.
- **Clown hair:** The clown hair can be climbed using a Pentacles action.
 - The clown hair is very flammable and can be lit. Burns bright enough to illuminate the entire space, Clown Queen cannot use Lurking doom. Burns out after a round.
 - Six uses of clown hair before they're all burnt up.

MONSTER STAT BLOCK

NAME:

The Clown Queen

Stats are [here](#).

♣ **Feature 2 (Clown Queen):** The Clown Queen changes the way the Ally Bond works. Bond now is only charged by saying something critical or mean in-character about the guild mate.

The Clown Queen takes Critical damage from fake weapons (like a child's wooden sword). Mural in dungeon shows a Chinese dragon puppet slaying a Clown Queen, as a hint. Can be discovered through Research in the City.

♣ **Feature 3 (Clown eggs):** If a player misses the Clown Queen, they accidentally hit a **clown egg** and release a clown slug. Player must immediately test Swords; if they have no card for the test of fate, they fail. See "Send in the clowns" in [At the Shrine of Fortitude](#).

Monster Behaviors/Personality:

Stalks party, leaping out of darkness like jack-in-the-box. Laughs, but obviously fake sounding; a natural mimicry of a sound, hyena-like. If party runs, will escape and stalk dungeon level, attacking on a Meatgrinder result of XX.

MONSTER'S HOARD TREASURE DESCRIPTIONS:

Ancient coins

Value:

763

Mundane (but cool) gear: giant tortoise shell shield, sword shaped like centipede, wooden shoes with platinum coins embedded in heels

Value:

Likes:

Protective of eggs, wants to hatch more clones, needs raw meat

Potion of glibness: the next thing you say is a perfect lie that will be believed by whoever is listening

Value:

Dislikes:

Open spaces, representative art

Relic of Saint Aerus: Resurrects a dead animal companion

Value:

TREASURES & REWARDS

LOOT: Mythraic triptych (antique, 100g)	LOOT: Scroll of Wisdom (antique, 100g)
LOCATION: 114, Chapel of the Mouse	LOCATION: 123, Shrine of Wisdom
DESCRIPTION: Triptych depicting Maiden Fortitude, Maiden Temperance, and Maiden Justice blessing Mythrys with their gifts; his mother, Maiden Wisdom, looks on in each panel	DESCRIPTION: It's like, the Byron poem about Ozymandias
SPECIAL EFFECTS:	SPECIAL EFFECTS: If read as a Camp Action, +1 XP. The scroll crumbles away.
LOOT: Ruby heart (200g)	LOOT: Mirror of Memento Mori
LOCATION: III	LOCATION: 123, Shrine of Wisdom
DESCRIPTION: Obsidian mummy with a visible ruby heart. If harmed, the heart petrifies into stone. If dipped into the stone-to-flesh pool, the heart is restored to ruby and can be extracted from the desiccated mummy flesh.	DESCRIPTION: A bejeweled hand mirror. Vetus runes spell out "Remember, you will die."
SPECIAL EFFECTS:	SPECIAL EFFECTS: Continually, gazing into the mirror shows mortal characters growing old and dying. When shown to undead, they appear as they did in life. Can be used to reflect petrification beams. Hated by the Clown Queen.
LOOT: Sewer sloth algae (as food)	LOOT: Pair of engraved bone dice (20g)
LOCATION: Wandering encounter table	LOCATION: On skeleton (wandering)
DESCRIPTION: Sewer sloth, growing with algae that can be eaten as a ration. Algae can be harvested without harming the sloth. Stats as bear, but docile.	DESCRIPTION: Pair of knucklebone dice, engraved with letters and lewd words
SPECIAL EFFECTS: Treated as a ration. If eaten enough, your skin begins to turn green.	SPECIAL EFFECTS: If rolled, the words eventually change and create funnier and funnier insults

FORMATTING FUN

Translate the text below into something usable at the table.

Use the box to your right to lay out your (improved) version! 🗨️

A languid arch hangs over this torchlit room, barely covering the massive bulk of an ogroid idol. Sixteen thousand years ago it was built by the lascivious King Wenceslas to watch over his lurid kingdom, but now its wicked teeth and shining bejewelled eyes only glimmer with strange magicks and fill your nervous hearts with dread.

Before the idol, immediately obvious to all who enter, a lizardman lays unmoving between two limpid pools glimmering with flame.

The torches in the room have been burning for millenia, leaving a faint acrid scent in the air. Their light casts long shadows on the walls, and decor, particularly the eyes of the ogre idol, which are slightly loose from the base and worth 6d66 gold. The flames are almost hypnotic, wavering in a wind that couldn't possibly blow down here. A wandering breeze from the surface? Or a larger creature down below?

The lizardman is pretending to be dead, and attacks any adventurers foolhardy enough to pry an eye from the idol.

KEY #	iXX	ROOM NAME			
Ogre Idol					
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LANDMARK					
<p>A statue of a squatting ogre, with a cavernous, fanged mouth and glittering eyes, dominates this arched room. On either side of the statue are shallow pools. In the black water, the dozens of guttering torches that light this room are reflected. Their smoke leaves an acrid scent in the air.</p> <p>In front of the statue, an unmoving lizardman lays prostrate.</p>					
<p>♣️ Hidden:</p> <ul style="list-style-type: none"> • The lizardman is under the Sleeping spell, with a trigger to awaken if the statue is touched. • Ogre idol's eyes are flawed black sapphires. They can be pried out. • 12 torches can be taken, but are on their last flicker. 					
<p>♣️♣️ Secret:</p>					
NOTES					
Each gemstone eye is worth 3x[[draw]] gold.					
DENIZENS					
NAME:	Lizardman, stats as ogre				
NAME:					
NAME:					

Lower Ossuary

By
Josh McCrowell

KEY #	101	ROOM NAME	KEY #	102	ROOM NAME
Entrance Mural			Hall of Bones		
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>Smell of mold and mildew is practically an assault.</p> <p>Beneath a layer of slime on the southern wall is a mural depicting four women: one playing the lute, one with scales, one with a cup, one holding a lion under her arm.</p> <p>On the floor, broken, brightly-colored egg shells (old clown eggs).</p> <p>Puddle of water seeping under door to the east.</p>			<p>Vermin flee from your light as you enter. You can hear them swarming and churning just beyond the reach of your torch.</p> <p>Stone altar set at north wall. Bronzed sunburst carved on top. The stubs of candles surround sunburst.</p> <p>Floor littered with dry old bones. Among them, a stone head.</p> <p>Vault door on east wall depicts Mythriss being crowned by the Sun. No obvious handle or way of opening.</p>		
<p>♣ Hidden: Listening at the Doors: East door to 102 has hole near the floor. Sound of chittering and scurrying. West door has sounds of gushing water.</p>			<p>♣ Hidden: Stone head belongs to guardian golem, The Fear of The Lord is the Beginning of Wisdom. Speaks Vetus.</p>		
<p>♣♣ Secret: Pushing the lion's eyes on the mural opens the hidden door in 104. PCs can hear loud "Click" in adjacent room when activated.</p>			<p>♣♣ Secret: Lighting a candle and placing it on sunburst opens the locked vault door.</p>		
NOTES			NOTES		
<p>Humans or those with scholarly motifs recognize the women in the mural as the Four Virtues: Wisdom, Justice, Fortitude, and Temperance. They are important figures in the human religion of Mythrissim.</p>			<p>Bronzed sunburst can be pried up, but not worth much if done so (10g). Doing so breaks door-opening mechanism. Feeding the corrupt mice the wafers in this room causes them to rejoin the flock.</p>		
DENIZENS			DENIZENS		
NAME:			NAME:	Fear of the Lord is the Beginning of Wisdom	
NAME:			<p>Golem broken into several pieces. Speaks Vetus. Wants to be reassembled. Doesn't know where the rest of its body is. Can give magic mace made out of its hand if helped. Likes religious rites. Hates dragons. (Torso in 109. Left leg in 108. Right leg in 127.)</p>		
NAME:					

Lower Ossuary

By
Josh McCrowell

KEY #	103	ROOM NAME	KEY #	104	ROOM NAME
Catacomb of Clown Eggs			Hall of the Bronze Lion Face		
LIGHT:	<u>Dark</u>	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>Four large columns hold up a high vaulted ceiling in this catacomb. Walls are lined with bones in ornate but macabre patterns: skulls lined up to create skulls. In Vetus a message in fibula reads: <i>What we are, you will be.</i></p> <p>At the base of the columns, there are clusters of brightly-colored eggs the size of footballs. Long strands of plasticity red hair cover the ground in clumps.</p> <p>A body lies, face down, covered in eggs.</p> <p>[If you are using this dungeon as part of an Underworld for <i>His Majesty the Worm</i>, there is a staircase down to another dungeon level. If you are using this as a standalone level, remove this exit.]</p> <p>Body: Victim is Jan Greatjoy, a puppeteer.</p> <ul style="list-style-type: none"> • On body, a scroll depicting a clown being slain by a dragon puppet. Dragon puppet obviously fake; clown disturbingly real. <p>Eggs: Disturbing the eggs (e.g., examining the body) causes them to burst. A clown slug leaps out. Test Swords or be clowned. Full stats for clown slugs in At the Shrine of Fortitude.</p>			<p>A grate in the north wall pours water into this room. It sits about 6" high, cold and dark. A drain near center of the room gurgles the water out slowly.</p> <p>A mechanical lever stands in this room.</p> <p>On the west wall, a bronze plaque of a lion bearing its teeth.</p> <p>A slime lurks under the surface of the water in this room. It surprise attacks last in marching order.</p> <p>♣ Hidden: Pulling the lever shuts off the flow of water; it clears out in a watch. Pushing the lever increases it. If doors closed, room will fill with water.</p> <p>♣♣ Secret: The plaque of the lion obscures a pipe (large enough for an adult human to crawl through) connecting 104 and 127. Pushing the hidden switch in the mural of 101 opens the lion's jaws, allowing passage.</p> <p>If water fills room and jaws are open, door to 120 opens.</p>		
NOTES			NOTES		
<p>The red hair and eggs are from the Clown Queen (room 119), which can be discovered by bidding lore, (though few motifs are applicable). The red hair can be tracked back to 119 through 106.</p>			<p>Attacking the slime in water incurs disfavor. Falling into the water causes Stress.</p>		
DENIZENS			DENIZENS		
NAME:	Corpse of Jan Greatjoy the Puppeteer		NAME:	Slimey the slime	

Lower Ossuary

By
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KEY #	105	ROOM NAME					KEY #	106	ROOM NAME				
Catacomb (Empty)						Catacomb (Clown hair)							
LIGHT:	Dark	Dim	Bright	Outdoor	Special	LIGHT:	Dark	Dim	Bright	Outdoor	Special		
LANDMARK						LANDMARK							
Niches on the wall hold skeletons. Bones are scattered on the floor in disarray. Rat droppings are everywhere.						Niches on the wall hold skeletons. Bones are scattered on the floor in disarray. Strands of plasticy red hair lie among the bones.							
♣ Hidden: Searching the niches reveals [discard] old coins (once resting on the eyes of those interred).						♣ Hidden: Searching the niches reveals [discard] old coins (once resting on the eyes of those interred).							
♣♣ Secret: Nothing						♣♣ Secret: Bridge towards 117 guarded by skeleton archers.							
NOTES						NOTES							
If Meatgrinder event of XVI-XX is pulled in this room, skeletons in this room <i>always</i> attack, even if this random encounter has been pulled previously.						If Meatgrinder event of XVI-XX is pulled in this room, skeletons in this room <i>always</i> attack, even if this random encounter has been pulled previously.							
DENIZENS						DENIZENS							
NAME:						NAME:							
NAME:						NAME:							
NAME:						NAME:							

Lower Ossuary

By
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KEY #	107	ROOM NAME	KEY #	108	ROOM NAME
Catacomb (Musical Shroud)			Catacomb (Golem leg)		
LIGHT:	<u>Dark</u>	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
Bones are scattered on the wet floor. The room is moldy and damp. Brown mushrooms grow in the niches.			Bones slish in puddles on the floor. The room is moldy and damp. Brown mushrooms grow in the niches.		
<p>♣ Hidden: Searching the niches reveals a corpse wrapped in sheet music like a shroud. An ancient hymn. Can be sold to the Cult in the City for 100g if carried back intact.</p> <ul style="list-style-type: none"> • Searching the niches exposes you to mold. Become Stressed if no face covering. 			<p>♣ Hidden: Searching the niches reveals [discard] old coins (once resting on the eyes of those interred) and a stone left leg (of golem in 102).</p> <ul style="list-style-type: none"> • Searching the niches exposes you to mold. Become Stressed if no face covering. 		
♣♣ Secret:			♣♣ Secret:		
NOTES			NOTES		
If Meatgrinder event of XVI-XX is pulled in this room, skeletons in this room <i>always</i> attack, even if this random encounter has been pulled previously.			If Meatgrinder event of XVI-XX is pulled in this room, skeletons in this room <i>always</i> attack, even if this random encounter has been pulled previously.		
DENIZENS			DENIZENS		
NAME:			NAME:	Fear of the Lord is the Beginning of Wisdom (leg)	
NAME:			NAME:		
NAME:			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	109	ROOM NAME	KEY #	110	ROOM NAME
Sacred Well			Chamber of the Petrified Mummies		
LIGHT:	<u>Dark</u>	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>Four columns surround a well in the center of the room.</p> <p>West wall contains a mural of Mythras creating a fountain by hurling a dart towards the ground (if lore is bid, this is a common motif in the religion called the "water miracle").</p> <p>The broken torso of a statue sits on the ground (of golem in 102).</p> <p>♣ Hidden: Nothing is visible down the well. If objects are dropped into it, you can vaguely hear a voice muttering.</p> <p>♣♣ Secret: Calling down the well prompts a voice to call a line of poetry back in Vetus. If you repeat each line, it will fully speak a four-line stanza of Mythic poetry: <i>Justice, bless the sacrifices I place on your scales / Fortitude, bring me strength as I light thy fire from the brazier of the oppressor / Wisdom, let me learn from my brothers and sisters at your feet / Temperance, wash my sins from me</i></p>			<p>Niches in the wall hold seven mummified priests standing upright (2 on the north wall, 2 on the south wall, 3 on the east wall).</p> <p>Each mummy is made of stone. Carrying one requires 6 hands.</p> <p>The head priest's malevolent spirit (concentrated in his ruby heart) attacks the guild when they enter. See "Challenge" below.</p> <p>♣ Hidden: If investigated, the central mummy on the east wall has a ruby heart, half-protruding from its chest.</p> <ul style="list-style-type: none"> • If the heart is chiseled out, it turns to stone. <p>♣♣ Secret: If the mummies are bathed in the cleansed waters of the Shrine of Temperance, they turn to corpses.</p> <p>If the calcified ruby heart is bathed in the cleansed waters, it becomes a ruby worth 500g.</p>		
NOTES			CHALLENGE:		
			<p>Notes: Spirit always plays lowest Initiative. HD: Attacking the ruby heart directly calcifies the heart and ends the Challenge. Attacking the head priest's body has a 1-in-14 chance (on a king) of hitting heart by accident. The spirit's manifestation and link to ruby heart is obvious with Dwimercraft's second sight. Dooms: Attacks by telekinetically hurtling the other statues. Attack begins when card is played (statue quaking and beginning to lift) and resolves at end of next turn. Deals 2 Wounds.</p>		
DENIZENS			DENIZENS		
NAME:	The Voice in the Well		NAME:	Head priest (Pater of Paters)	
NAME:	Fear of the Lord is the Beginning of Wisdom (torso)		NAME:	Six other petrified mummies (one for each initiation)	

Lower Ossuary

By
Josh McCrowell

Lower Ossuary

By
Josh McCrowell

KEY#	1113	ROOMNAME	KEY#	1124	ROOMNAME
Shrines of Fortitude			Statue of the Demiurge		
LIGHT: Dark Dim Bright Outdoor Special			LIGHT: Dark Dim Bright Outdoor Special		
LANDMARK			LANDMARK		
A stone statue of a woman (Frisian) holding a lion used for clay oil lamps . A faded mural on west wall shows Mythrs presiding over a feast with the Sun in a brazier stands in front of the idol.			A giant statue of a lion-headed Man , wrapped in a cloak (carved stone) is the Demiurge of Mythrism important sidereal motifs painted; very faded. Lit candles of festal bright . Brazier has a trptych of a basket of communion wafers .		
A mechanical lever stands in this room.			The Rat Pope like a hand the idol like a Discant statue . Wears a little mitre .		
Door to south is metal , with two panels that open in the middle (like elevator door).					
❖ Hidden: The light in the ceiling is the best outdoor with cannot be lit by normal means and is in the front of the idol of the Demiurge (room 114).			❖ Hidden: Stepping into the door means the statue Mythrs is of petrification on the idol is for 100g		
❖ Secret: Turning the lever is with the on the Demiurge and the on the switch is the the Test Pentacles or the Critical wound .			❖ Secret: In the Shrine of Wisdom the communion wafers , they reform. They will be found here later, listening to squeaking sermons from the Rat Pope. The Rat Pope will give a dox of 200g to guide if full flock is ret .		
❖ Secret:			❖ Secret: If you light something on the idol's flame (e.g. a torch), it burns an unnatural purple-red.		
NOTES			NOTES		
If the brazier is lit , the light in the shrine will never go out, and will shed bright light.			Door to east is a heavy vault door. If not opened by candle in 102, can be unlocked by turning the large wheel on the door.		
If the brazier is lit , this area is safe to camp. It was used to sever bull heads during sacrifices.					
DENIZENS			DENIZENS		
NAME: DENIZENS			NAME: The Rat Pope DENIZENS		
NAME: NAME:			Benevolent. Wants to restore his flock of church mice. Can't speak, but gestures to convey his emotions. Gestures to the wafers. Cries little rat tears if any violence happens to his flock. Likes music, tea, and when high/low concepts have symmetry. Hates cats.		
NAME: NAME:			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	115	ROOM NAME	KEY #	116	ROOM NAME
Sacrificial Room			Shrine of Justice		
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>Vermin flee from your light as you enter. You can hear them swarming and churning just beyond the reach of your torch.</p> <p>A stone altar depicts Mythrys killing a sacrificial bull.</p> <p>A mechanical lever stands in this room.</p> <p>Door to north is metal, with two panels that open in the middle (like elevator door).</p>			<p>A shrine. Statue of a woman (Justice) holding a set of large scales and a sword.</p>		
<p>♣ Hidden: Pulling the lever opens the north door with a screech.</p>			<p>♣ Hidden: If two objects are placed on the scales, they will be fused into an object of combined value that roughly has the same properties of both. For example, a sword and a ring might be combined into a ring with poison in a secret compartment. Sometimes, this takes on poetic overtones. Will not affect living material.</p>		
<p>♣♣ Secret: Pushing the bull's eye on the altar opens a secret compartment in the altar. There is 200g inside.</p>			<p>(The scales are the size of small dinner plates, in terms of what can fit on them.)</p>		
NOTES			NOTES		
Feeding the corrupt mice the wafers in this room causes them to rejoin the flock.					
DENIZENS			DENIZENS		
NAME:	Corrupt church mice		NAME:		
NAME:			NAME:		
NAME:			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	117	ROOM NAME	KEY #	118	ROOM NAME
Catwalk of Skeleton Archers			Cistern Opening		
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>Pair of archer skeletons patrol the catwalk surrounding the cistern. They use bows of spines, strung with intestines.</p> <p>Ladder down from catwalk to cistern (118).</p> <p>Approaching the catwalk from 106 is certain death without a plan—players will simply be feathered with arrows and fall into darkness. Shields allow a test of Swords to cross. If struck by an arrow, test of Pentacles or fall to instant death.</p>			<p>Bottom of a stone cistern. Filled with 2" of filthy water.</p> <p>Metal door (locked) on east wall. Barred door (unlocked) on west wall.</p> <p>Clusters of brightly-colored eggs the size of footballs, half sticking out of the water.</p>		
<p>♣ Hidden: The sound of giggling coming from 119. Strand of red hair caught on the railing of the cat walk.</p>			<p>♣ Hidden: The sound of giggling coming from 119. Strands of red hair floating on the water.</p>		
<p>♣♣ Secret:</p>			<p>♣♣ Secret: Eggs: Disturbing the eggs causes them to burst. A clown slug leaps out. Test Swords or be clowned. Full stats for clown slugs in At the Shrine of Fortitude.</p>		
NOTES			NOTES		
<p>The bows are useless when wielded by living hands; they only obey the undead.</p> <p>Skeletons have a pair of knucklebone dice, engraved with letters and lewd words. If rolled, the words eventually change and create funnier and funnier insults.</p>			<p>Grates near floor allow water (and Clown Queen, with its rubbery body) to pass between 118 and 119.</p> <p>The water level is higher in 119. If unlocked, door opens with a rush.</p>		
DENIZENS			DENIZENS		
NAME:	Archer skeletons (2)		NAME:		
NAME:			NAME:		
NAME:			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	119	ROOM NAME	KEY #	120	ROOM NAME
The Clown Hatchery - Lair of the Clown Queen			Embalming Chamber		
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>This is the Lair of the Clown Queen. Full room description is on page 19. Full dungeon lord stats are on page 31.</p> <p>There are two entrances to Room 119. One is from 118 (locked). One is from the bridge to the east. The bridge to the east is clogged with long, red hair.</p>			<p>A stone sarcophagus rests in the center of the sepulcher</p> <p>Clay jars, many tipped over and broken, sit on the ground (The jars contain human bones, sorted by size. They were placed here to be used in the bone mural.)</p> <p>A mural of bones, half-ruined, depicts a crow carrying a cup and a serpent. (Bid lore reveals this is a zodiac scene, and a myth.)</p> <p>Heavy vault door on north wall.</p>		
♣ Hidden:			♣ Hidden:		
♣♣ Secret: Lighting the red hair on fire will burn it out, opening a path forward into 119.			<p>Stone sarcophagus: Very heavy, requires coordination and tools to lift. Inside, a dehydrated, wrinkled pink slime and a skeleton. The coffin is filled with a red liquid.</p> <ul style="list-style-type: none"> This is a brain slime. When it digests a body, it creates brain slime soup, which transfers the memories and personality of a person. It can be reawakened if given fresh water. Drinking the red liquid forces the adventurer to swap a motifs of their choice with a new one: Long-dead Mythyric Cultist <p>♣♣ Secret: The door to the north opens when water fills the sunken mural in 121.</p>		
NOTES			NOTES		
<p>A big set piece boss monster is difficult to render in this table format. A lesson I have learned! I designed the workbook (based on the one from Gus L.) before the content of the course was complete. As Alanis Morissette said, "You live, you learn."</p>			<p>This room was once used to flense the bones from dead cultists for use in ossuary murals.</p> <p>If the skeleton from the sarcophagus is taken to the Shrine of Wisdom, it will explain how to use "brain slime soup" to transfer knowledge to new cult adherents.</p>		
DENIZENS			DENIZENS		
NAME:			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	121	ROOM NAME	KEY #	122	ROOM NAME
		Ogre's Toll Bridge			Slimy Chamber
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>Between 121 and 127 is a bridge (an aqueduct). It is slimy with moss. Walking along it is hard. When hassled by stones thrown by an ogre, traverse becomes impossible.</p> <p>Long Tall Tom the ogre waits in 121 and charges a toll of 10g per person to cross his bridge. Drop it in 127. He'll collect.</p> <p>Tom's Nook: Tom has a torch stuck in a sconce. Provides <i>very dim</i> illumination for bridge. A sleeping palette with an old mammoth blanket. Bones of rats and sewer sloths litter ground. Foul stench.</p> <p>On floor in middle of room is mosaic of woman pouring water from a cup (Temperance), sunken about three inches.</p> <p>Door to 120 closed with heavy metal vault door. Above door on stone reads "The Lock is the Key."</p>			<p>A puddle sits in the middle of the room. The walls are covered in mold and slime.</p> <p>The room has an ammonia smell.</p>		
<p>♣♣ Secret: Door to 120 opens if water is routed down 121A into 121 and sunken mosaic fills with water. Once fill, a hidden drain opens and allows the water to flow freely.</p>			<p>♣♣ Secret: Playing music opens the secret door to 123.</p>		
NOTES			NOTES		
<p>Tom has stats as ogre, core book p. 275. He has mushrooms (hallucinogenic), mushrooms (poisonous), a pretty oyster shell, and 189g from previously-collected tolls in a sack on his belt.</p>					
DENIZENS			DENIZENS		
NAME:	Long Tall Tom the Ogre		NAME:		
	Extortionist. Wants gold to start his own gang. Gives passage, can barter with his brutish strength. Likes beer and petting small animals so hard they squish. Hates his mother secretly.		NAME:		
			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	123	ROOM NAME	KEY #	124	ROOM NAME
Shrine of Wisdom			Pit!		
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>A shrine. Statue of a woman (Wisdom) playing a harp.</p> <p>A podium stands near the statue. Benches line the room.</p>			<p>This chamber is a huge drain. Only a narrow, 1' ledge wraps around the room.</p> <p>A waterfall from the east wall (and sometimes from the spillway to the north) pours continuously down into the infinite blackness.</p>		
<p>♣ Hidden: A cursory search behind the podium reveals the scroll of wisdom and mirror of memento mori.</p>			<p>♣ Hidden: Ledge: Navigating this room requires a test of Pentacles <i>each</i> time. It's always hazardous. Disfavor if you don't have use of both hands.</p>		
<p>♣♣ Secret: Podium: Anyone speaking from the podium can be understood by everyone in the room, no matter what language they're speaking. (What's more, this effect will even work for intelligent animals and the undead.)</p>			<p>♣♣ Secret: Waterfall: If the guild find a way to block the waterfall on the east wall, there's a treasure map written on the stone behind it. It leads to a vast wealth elsewhere in the Underworld.</p>		
NOTES			NOTES		
<p>Scroll of wisdom: It's like, the Byron poem about Ozymandias . If read as a Camp Action, +1 XP. The scroll crumbles away.</p> <p>Mirror of memento mori: A bejeweled hand mirror. Vetus runes spell out "Remember, you will die." Continually, gazing into the mirror shows mortal characters growing old and dying. When shown to undead, they appear as they did in life. Can be used to reflect petrification beams. Hated by the Clown Queen.</p>					
DENIZENS			DENIZENS		
NAME:			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	125	ROOM NAME	KEY #	126	ROOM NAME
Dragonthistle Spillway			Rotating Locks		
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>Room is a spillway covered in brown thistles. (Lore bids reveal these are dragonthistles, the larval form of bloëmdrakk.)</p> <p>Walls drip with moisture and brown mold.</p> <p>Door to south is a portcullis.</p> <p>A tiny draconic creature (bloëmdrakk) drifts sleepily through the room like a balloon.</p>			<p>A confluence of waterways. Three separate pools of water surround a central, triangular island of stone, 15' from the edge of the room.</p> <p>On the island of stone is a crank wheel and a frog statue. The frog is continuously belching forth water. The water travels down its "tongue" (a spillway) to one of three connecting spillways.</p>		
<p>♣ Hidden: Draconic creature: Unless extreme caution is taken, bloëmdrakk will breathe cloud of spores. Test Wands to resist becoming infected.</p>			<p>♣ Hidden: Crank wheel: Turning the wheel rotates the island, connecting the frog's tongue to another spillway. As this happens, it raises or lowers the pools leading to the other areas.</p> <ul style="list-style-type: none"> • Until turned, the water flows from 125->124. • Can also route to 129->130->128 and 127->121. 		
<p>♣♣ Secret:</p>			<p>Pools of water: Dangerous to traverse; currents underneath. Test of Swords or get sucked into the pipes, instant death. Broadcast this by showing anything dropped into the water sucked down immediately.</p>		
NOTES			NOTES		
<p>Further stats for bloëmdrakk/dragon thistle in <i>Knock!</i> #5, written by Eric Nieudan and Evlyn Moreau.</p>			<p>The "hallways" leading away from 126 are large pipes. Those of human male height have to crouch.</p> <p>Locked door to 122 opens when water is directed into 121.</p>		
DENIZENS			DENIZENS		
NAME:	Bloëmdrakk		NAME:		
NAME:			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	127	ROOM NAME	KEY #	128	ROOM NAME
Fungal Chamber			Corkscrew Chamber		
LIGHT:	Dark	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>Covered in sprouting brown mushrooms.</p> <p>Right leg of a statue (golem, 102) lies abandoned among the papillae.</p> <p>Giant hermit crab wearing a skull like a shell lives here, aggressively territorial.</p> <ul style="list-style-type: none"> The hermit crab isn't a real threat. Test of Swords to dispatch without taking a Wound. 			<p>Round chamber, corkscrew pattern in the brick. Floor spirals down to a domed hatch with a wheel crank.</p> <p>Room filled with grey water 1' high (until drained). The smell is sickening.</p> <p>Spiral staircase leads upwards.</p> <p>♣ Hidden: Hatch: Crank wheel rusted shut. Requires test of Swords to open, or a tool like oil. Opening the porthole allows water to drain, leaving behind sludge.</p> <p>Staircase: Spiral staircase leads up to a small flop pad: table, chair, hammock, chest (locked), stuffed alligator. Dirty; empty bottles, moldy food.</p> <p>♣♣ Secret: Chest: If unlocked, chest contains change of clothes (common) and anti-monarchist tract (contraband).</p>		
♣ Hidden: Brown mushrooms: Disturbing the mushrooms (entering the room, angering the crab) causes them to erupt in spores. If no breathing protection, adventurers in the room are confused . In Crawl: they have distorted spatial reasoning. When moving to a new room, draw from the minor arcana deck to choose the location your party actually goes (S: North, P: East, C: South, W: West). In a Challenge: the actions performed without looking at the cards. Can be cured by 3 rations of water and Camping.					
NOTES			NOTES		
Cheers to Labjer on the Worm discord for brown mushroom stats.			The flop pad at the top of the stairs was once used by sanitation workers as a break area.		
DENIZENS			DENIZENS		
NAME:			NAME:		
NAME:			NAME:		
NAME:			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	129	ROOM NAME	KEY #	130	ROOM NAME
Fleshy Chamber			Shrine of Temperance		
LIGHT:	<u>Dark</u>	Dim	Bright	Outdoor	Special
LANDMARK			LANDMARK		
<p>Walls shimmer with connective tissue and wet, exposed muscle. Boils bulge out from the wall, the floor, and the ceiling.</p> <p>(Waters flooded from the shrine (130) are the source of the fleshy nature of this room.)</p>			<p>Door of flesh, like a teratoma. It leaks. Water from the door mixes with the foul waters of the hallway. No obvious way into the room.</p> <p>Inside, a shrine.</p> <p>Filled 2' with grey water (from 128 and 129).</p> <p>A statue of a woman (Temperance) pouring clear water into the sludge. There was once a pool that caught her waters; currently overflowing with filth.</p>		
<p>♣ Hidden: Boil: If popped (either purposefully or accidentally from a Roughouse effect during a Challenge) a rush of vile acid sprays out. Notches any paper or wood exposed and deals a Wound.</p>			<p>♣ Hidden: The flesh door is not easily overcome. It can be sliced open. The spell Withering is less messy. (Eating the flesh causes disease.) It dissolves if exposed to alcohol.</p>		
<p>♣♣ Secret:</p>			<p>♣♣ Secret: If water is routed from 126 and the door to the shrine is open, the foul waters will be cleansed. The pool becomes a Fountain of Petrification Cure. Waters only work here, cannot be bottled. Stone (like statues) put into pool become fleshy and weird.</p>		
NOTES			NOTES		
<p>Entering this chamber when it's not cleansed causes Stress.</p> <p>Eating the flesh of the chamber causes a disease. Like, a bad one.</p>			<p>Entering the shrine when it's not cleansed causes Stress.</p>		
DENIZENS			DENIZENS		
NAME:			NAME:		
NAME:			NAME:		
NAME:			NAME:		

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FORMAT THIS IN LOL**

RANDOM ENCOUNTER TABLE

No.	TYPE	EVENT
1	Resource attrition	Torches gutter
2	Resource attrition	Torches gutter
3	Resource attrition	Torches gutter
4	Resource attrition	Torches gutter
5	Resource attrition	Torches gutter
6	Curiosity	Rainbow frog [Discard: 1-2: Red, 3-4: Orange, 5-6: Yellow, 7-8: Green, 9-10: Blue, Page-Knight: Indigo, Queen-King: Violet) (Inexhaustible)
7	Curiosity	Rainbow frog , as 6 (Inexhaustible)
8	Curiosity	The clattering of bones in an adjacent room, like a Jenga tower falling.
9	Curiosity	Acrid, ammonia like smell and a shimmering, slug-like trail shines on the walls.
10	Curiosity	The sound of a hyena-like giggling echoes through the corridors.
11	Travel event	Each player tests Swords . On a failure, they contract the Affliction - Trench Foot . While afflicted, unable to Dash or Dodge.
12	Travel event	Mold covers the door of this room. Opening it disturbs the spores; opener becomes Stressed if no face covering.
13	Travel event	A random adventurer feels a drop of water run down their back. They become Stressed .
14	Travel event	A sewer goosefish sleeps in a puddle. If not moving carefully, it bites the first person in the marching order , dealing a Wound .
15	Travel event	Random adventurer tests Cups . On a success, they hear a squeaking that sounds really close by. On a failure, or if their pack isn't investigated, a rat has gotten into their pack and devours [1-4+1] rations .
16	Encounter	A slime drips down and attacks a random adventurer. If slime attacks an adventurer in the central marching order, it's an ambush. (Inexhaustible, plenty of slimes in this dungeon.)
17	Encounter	Uther , dwarf naturalist philosopher, is hunting sewer sloths (for conservationist reasons). Will pay 50g to serve as his body guard for 10 rooms or until he finds one.

18	Encounter	The skeletons of the Lower Ossuary are put together wrong. They have been trying to reassemble themselves in their charnel pit and can't get it right. Now, they're long centipedes of spines and bulbous clusters of skulls. Stats as skeletons, give or take. Each skull beyond the first on the skeleton adds +1 to their Health. [Discard HD of skeletons, in different configurations.]
19	Encounter	Effluence imps have set a bucket of excrement at the edge of a partially ajar door. If the door isn't investigated, whoever walks through it first gets a bucket of shit dropped on them. In either case, the effluence imps wait, aggressive, on the other side of the door.
20	Encounter	Adam of Many Patches , a gnome jester/adventurer. Tells a rumor; willing to trade a torch for pipeweed. If encountered a second time, they have been transformed into a clown .

HOOKS, RUMORS, AND BOUNTIES

BOUNTIES

No.	Bounty	Source	Reward
1	"It's said that the Lower Ossuary was once a shrine. Pilgrim, rescue relics of the faith—codices, statuary, art—and you'll be well rewarded."	The Cult of Mythrys	Access to the libraries, full of secret lore
2	"I'm collecting rare anura cloaca - sewer frogs! Please bring me one of every color of the rainbow. Still living, of course."	Septimus Snivel, natural historian	100g and silver bug catching net for complete set
3	"They say that the Shrine of Temperance used to be able to lift curses, but its holy water has been defiled. Cleanse it, please, so I can be free of this constant...burning..."	Fire-friend Tybalt, a cursed orc	A gauntlet of dragon-skin, which is immune to fire
4	"My husband Jan was the puppeteer in a traveling band of mummies. He went into the Upper Ossuary and never returned. Would you go look for him? Oh, I'm so worried for him."	Judy Greatjoy, bereaved widow	Goodness of their hearts, but this is also a clue about the Clown Queen's vulnerability
5	"An ogre is below, charging tolls and being a menace. Probably ate a troop of mummies. Bring us his head."	Knightly Order of Athleta Mythrii	Begins quest for knighthood
6	"I'm documenting the habits of sewer sloths. I'll hire you as an escort into the Underworld on an expedition to observe a sewer sloth in their natural habitat. No harm must come to my person, of course."	Septimus Snivel, natural historian	50g per person

RUMORS

No.	Rumor	Rumormonger
1	"Going down? Watch out for the bloodybones. It cannae be touched by axe nor hammer. Run, if you see one. As fast as ye can."	Apple-Dour the Dwarf
2	"I went down to the Lower Ossuary once. Saw a room full of statues in front of some big idol. Scared me, not afraid to say. I think those statues are...were...people. Turn't to stone."	One of the players' cousins
3	"Here's a tip. While in town, pick up a bottle of nice booze. Don't drink it. Share it with an adventuring guild. Lowers the chance of them thinking you're lootable."	Ferocious Fern, veteran adventurer
4	"St. Aerus is the saint of pets, and kept many mice. If you find his shrine down there, pray and he might restore your beloved dogs to life."	Some snotty-nosed acolyte
5	"Eheheh. Have you heard how they lobotomized Lady Wisdom? Not too far from here. Took the top part of her skull off and hid it somewhere. Nobody likes a woman when she gets too smart, eh?"	Elsbeth the Hag
6	"Have you ever visited The Strangler's Palm? It's a tavern found in the Underworld. The password? It's my favorite type of seafood. I won't say more than that."	Fated Gambler Tomas

THE CLOWN QUEEN

DUNGEON LORD OF THE LOWER OSSUARY

Attributes: Swords 6 | Pentacles 6 | Cups 3 | Wands 3

Health/Defense: 12/12

Notes

Fleet. On its turn, the Clown Queen can **Move 2 zones** without spending a card.

Leaping and Climbing. The Clown Queen can jump 2 zones when Moving. When doing so, they clear any intervening obstacles (avoiding pits, hazardous terrain, adventurers blocking the way, etc.). The Clown Queen can also effortlessly climb on walls. If the Clown Queen Moves onto a wall, it can avoid the adventurers and leave the area (unless the adventurers have some way to keep up).

Poison Immunity. The Clown Queen cannot be poisoned.

Tough. Actions that target the Clown Queen must exceed (not just match) its Initiative.

Lesser dooms

Expeditious Retreat. Discard any card to automatically disengage from all combatants (p. 109). This action does not count towards the one card per turn limit.

Jack in the Box. When the Clown Queen is Lurking, return to the scene dramatically. This is an Attack action with favor. If successful, deal 3 Wounds.

Lurk. Play any card to leap into the shadows of the ceiling, squeeze your body into a crack, or flatten yourself so that you lay beneath the surface of the water. You cannot be targeted by adventurers until you return like a Jack in the Box.

Trample. On an unsuccessful Attack, the Clown Queen may use their Attack action against a second target in the same zone.

Tongue Lash. The Clown Queen secretes a substance from its throat that can be, at turns, acidic, glue-like, or slippery. Its many tongues lash out like a party popper, covering the victims in this phlegm. When you Roughhouse, you can target all adventurers in your zone. Your Roughhouse actions can deliver **two** of the following **effects** per victim: Disarm, Displace, Exhaust, Notch, Root, Silence, Trip

When an effect is **stacked** onto an adventurer, it must be **Recovered from twice**. For example, both legs may be Rooted; both legs must be freed using a Recover action before the adventurer can move again.

When you Attack a creature that's **Tripped** or **Rooted**, deal **Piercing** damage.

Greater dooms

Celerity. The Clown Queen can play a greater doom card as their Initiative.

Regeneration. Discard a greater doom card to Heal 1 Wound. This action does not count towards the one card per turn limit.

Resilient. Discard a greater doom card to automatically **Recover** from all effects. This action does not count towards the one card per turn limit.