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.

This document is derived from a copy of the Dungeon23 Worksheet by Gus L., which was released under the Creative Commons Attribution Non-Commercial license.

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

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.

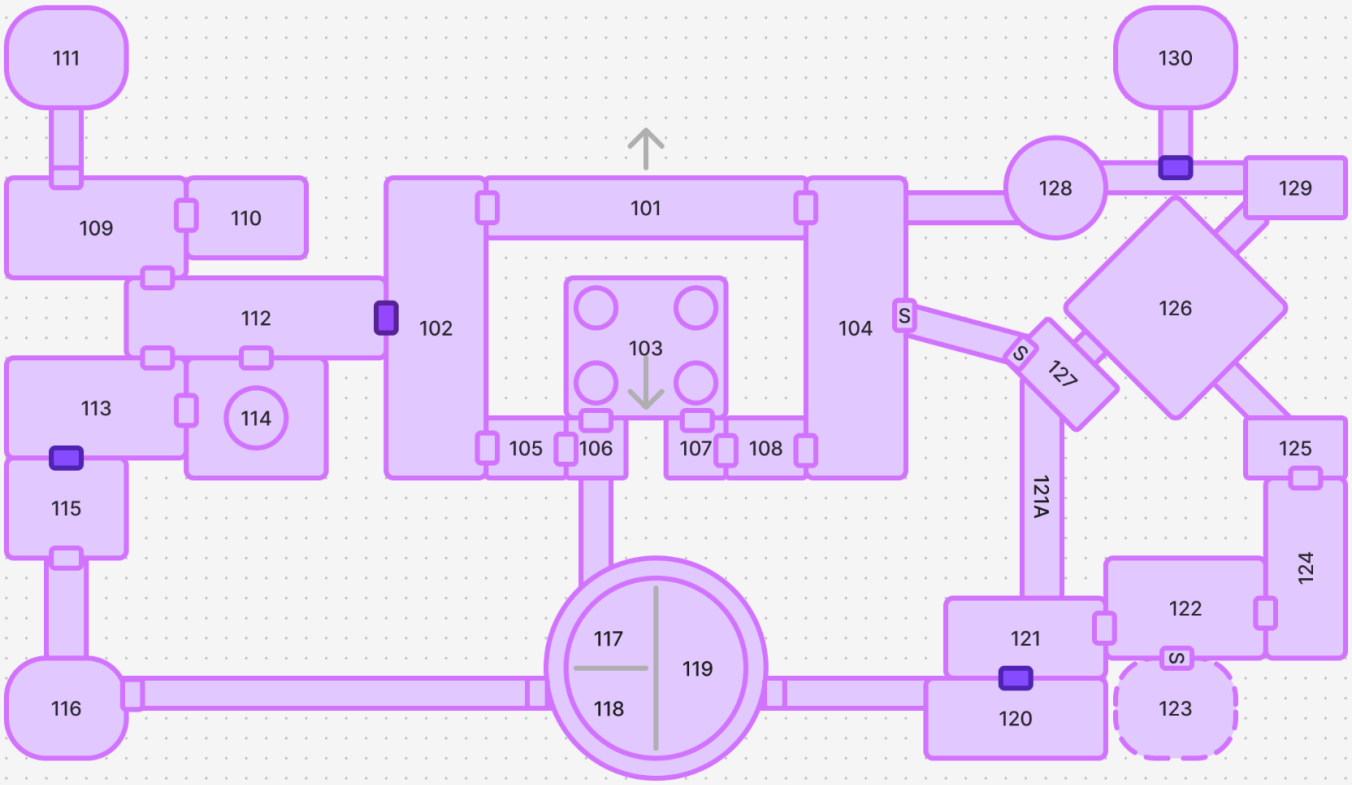
STRUCTURES:	Carved underground cisterns, hewn-out caverns, aqueducts, statuary
LIGHTING:	None
SIGHTS:	Once, a cave temple (mithraeum) where bones were interred. Now, unclean water floods passages, fills hollows, and bisects the space. Sacred statues sit in filthy pools.
SOUNDS:	Water: dripping, gushing, 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.
NPC5:	
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

STEP 1. A REASON TO EXPLORE

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.

Also, there are a variety of rare rainbow frogs that live in this region. Collect them all!

STEP 2. A REASON TO TALK

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.

The rat pope collects tithes, and can give you gold from the poor box.

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.

STEP 3. A REASON TO FIGHT

Long Tall Tom the ogre charges a fee for using his bridge. He's a jerk.

Skeletons of those interred, put back together wrong, wander the crypts and attack those who enter, hoping to find missing pieces.

Corrupt church mice, who have lost the faith, will hamper your progress, set up traps, lock doors, steal things from your pack.

STEP 4. A REASON TO FLEE

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.

STEP 5. A REASON TO BREATHE EASY

The chapel of the rat pope is the last bastion of the old true faith. He keeps the place tidy, after a fashion.

STEP 6. A REASON TO EXPERIMENT

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?

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?

STEP 7. A REASON TO BE SURPRISED

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."

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.

STEP 8. A REASON TO RETURN

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.

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
LOCATION:	Room 121, Bridge

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.

STATS: Stats as ogre, core book, page 275

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

NAME:	The Rat Pope
LOCATION:	Room 114, Chapel of the Mouse

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

NAME:	Poorly-assembled skeletons
LOCATION:	Wandering

PERSONALITY: Aggressive

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.

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

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

NAME:	Effluence imps
LOCATION:	Wandering

PERSONALITY: Aggressive

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.

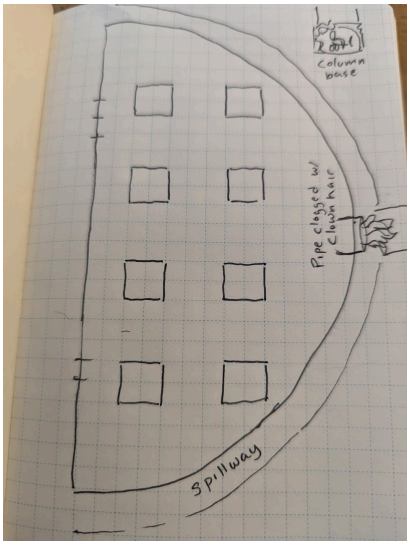
NAME:	Adam of Many Patches
LOCATION:	Room 111, Shrine of Fortitude

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: 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:		MONSTER'S HOARD TREASURE DESCRIPTIONS:		
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.		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)
LOCATION:	114, Chapel of the Mouse
DESCRIPTION: Triptych depicting Maiden Fortitude, Maiden Temperance, and Maiden Justice blessing Mythrys with their gifts; his mother, Maiden Wisdom, looks on in each panel	
SPECIAL EFFECTS:	

LOOT:	Scroll of Wisdom (antique, 100g)
LOCATION:	123, Shrine of Wisdom
DESCRIPTION: It's like, the Byron poem about Ozymandias	
SPECIAL EFFECTS: If read as a Camp Action, +1 XP. The scroll crumbles away.	

LOOT:	Ruby heart (200g)
LOCATION:	111
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.	
SPECIAL EFFECTS:	

LOOT:	Mirror of Memento Mori
LOCATION:	123, Shrine of Wisdom
DESCRIPTION: A bejeweled hand mirror. Vetus runes spell out "Remember, you will die."	
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)
LOCATION:	Wandering encounter table
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.	
SPECIAL EFFECTS: Treated as a ration. If eaten enough, your skin begins to turn green.	

LOOT:	Pair of engraved bone dice (20g)
LOCATION:	On skeleton (wandering)
DESCRIPTION: Pair of knucklebone dice, engraved with letters and lewd words	
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 #	1XX	ROOM NAME			
Ogre Idol					
LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

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.

In front of the statue, an unmoving **lizardman** lays prostrate.

✤ **Hidden:**

- 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.

✤✤ **Secret:**

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		LIGHT:	~~Dark~~	Dim	Bright	Outdoor	Special	
LANDMARK							LANDMARK						
Smell of mold and mildew is practically an assault. 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. On the floor, broken, brightly-colored **egg shells** (old clown eggs). **Puddle of water** seeping under door to the east.							**Vermin** flee from your light as you enter. You can hear them swarming and churning just beyond the reach of your torch. **Stone altar** set at north wall. Bronzed sunburst carved on top. The **stubs of candles** surround sunburst. Floor littered with dry old bones. Among them, a **stone head**. **Vault door** on east wall depicts Mythrys being crowned by the Sun. No obvious handle or way of opening.						
✤ **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**.							✤ **Hidden: Stone head** belongs to guardian golem, **The Fear of The Lord is the Beginning of Wisdom**. Speaks Vetus.						
✤✤ **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.							✤✤ **Secret: Lighting a candle** and placing it on sunburst opens the locked vault door.						
NOTES							NOTES						
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 Mythrysim.							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.						
DENIZENS							DENIZENS						
NAME:							NAME:	Fear of the Lord is the Beginning of Wisdom					
NAME:							**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.)						
NAME:													

Lower Ossuary

By
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KEY #	103	ROOM NAME
Catacomb of Clown Eggs		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

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: *What we are, you will be.*

At the base of the columns, there are clusters of brightly-colored **eggs** the size of footballs. Long strands of plasticy **red hair** cover the ground in clumps.

A **body** lies, face down, covered in eggs.

[If you are using this dungeon as part of an Underworld fo *His Majesty the Worm*, there is a staircase down to another dungeon level. If you are using this as a standalon level, remove this exit.]

Body: Victim is Jan Greatjoy, a puppeteer.

- **On body**, a scroll depicting a clown being slain by a dragon puppet. Dragon puppet obviously fake; clown disturbingly real.

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*.

NOTES

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.

DENIZENS

NAME:	Corpse of Jan Greatjoy the Puppeteer

KEY #	104	ROOM NAME
Hall of the Bronze Lion Face		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

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.

A **mechanical lever** stands in this room.

On the west wall, a **bronze plaque of a lion** bearing its teeth.

A **slime** lurks under the surface of the water in this room. It **surprise attacks** last in marching order.

✤ **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.

✤✤ **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.

If water fills room and jaws are open, door to 120 opens.

NOTES

Attacking the slime in water incurs disfavor.
Falling into the water causes Stress.

DENIZENS

NAME:	Slimey the slime

Lower Ossuary

By
Josh McCrowell

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 *always* 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 *always* attack, even if this random encounter has been pulled previously.		
DENIZENS			DENIZENS		
NAME:			NAME:		
NAME:			NAME:		
NAME:			NAME:		

Lower Ossuary

By
Josh McCrowell

KEY #	107	ROOM NAME	KEY #	108	ROOM NAME
Catacomb (Musical Shroud)			Catacomb (Golem leg)		
LIGHT:	Dark / Dim / Bright / Outdoor / Special		**LIGHT:**	Dark / 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 slosh in puddles on the floor. The room is moldy and damp. Brown mushrooms grow in the niches.		
✤ **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. • Searching the niches exposes you to mold. Become **Stressed** if no face covering.			✤ **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). • 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 *always* 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 *always* 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
Sacred Well		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

Four columns surround a **well** in the center of the room.

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").

The broken **torso of a statue** sits on the ground (of **golem in 102**).

✤ **Hidden:** Nothing is visible down the well. If objects are dropped into it, you can vaguely hear a voice muttering.

✤✤ **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 Mythric poetry: *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*

NOTES

DENIZENS

NAME:	The Voice in the Well
NAME:	Fear of the Lord is the Beginning of Wisdom (torso)

KEY #	110	ROOM NAME
Chamber of the Petrified Mummies		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

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).

Each mummy is made of **stone**. Carrying one requires 6 hands.

The **head priest's malevolent spirit** (concentrated in his ruby heart) attacks the guild when they enter. See "**Challenge**" below.

✤ **Hidden: If investigated,** the central mummy on the east wall has a ruby heart, half-protruding from its chest.
- **If the heart is chiseled out**, it turns to stone.

✤✤ **Secret: If the mummies are bathed in the cleansed waters of the Shrine of Temperance**, they turn to corpses.

If the calcified ruby heart is bathed in the cleansed waters, it becomes a ruby worth **500g**.

CHALLENGE:

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 Dwimmercraft'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.

DENIZENS

NAME:	Head priest (Pater of Paters)
NAME:	Six other petrified mummies (one for each initiation)

Lower Ossuary

By
Josh McCrowell

Lower Ossuary

By
Josh McCrowell

KEY #:	113	ROOM NAME:	Feasting Room

LIGHT: ~~Dark~~ Dim Bright Outdoor Special

LANDMARK

A stone statue of a woman (Fortitude) holding a lion under her arm and a tankard in the other. A **clay oil lamp** is set in the idol's feet, and a **faded mural** on west wall shows Mythrys presiding over a feast with the Sun in the heavens.

A **brazier** stands in front of the idol.

A **mechanical lever** stands in this room.

Door to south is metal, with two panels that open in the middle (like elevator door).

✤ **Hidden:** Pulling the lever opens the south door, but it cannot be lit by normal means. It must be lit with fire from the idol of the Demiurge (room 114).

✤ **Secret:** If the **brazier is lit with fire from the Demiurge**, each member of the guild gains +1 Resolve (this can take them total to a max of 5).

✤ **Secret:**

NOTES

If the brazier is lit, the light in the shrine will never go out, and will shed bright light.

If the brazier is lit, this area is **safe** to Camp.

DENIZENS

NAME:

NAME:

NAME:

KEY #:	114	ROOM NAME:	Statue of the Demiurge

LIGHT: ~~Dark~~ Dim Bright Outdoor Special

LANDMARK

A **giant statue of a lion-headed man**, wrapped in a snake (carved from stone). Ceiling above idol is 30' high. Idol's feet are **bright braziers** burning with an unnatural flame.

The **Rat Pope** likes hard to look at. Ancient statues, mostly broken.

✤ **Hidden:** Stepping on the circle near the statue of Mythrys in different ~~petrification~~ from the idol's eyes (cost for 100g)

- **Test of Pentacles** to leap back or be petrified
- Beams can be reflected using a **mirror** (such as one in Shrine of Wisdom, but any will do)

✤ ✤ **Secret:** If corrupt mice are fed **communion wafers**, they reform. They will be found here later, listening to squeaking sermons from the Rat Pope. The Rat Pope will give a box of **200g** to guild if full flock is returned safely (no dead mice counting).

✤ ✤ **Secret: If you light something on the idol's flame** (e.g., a torch), it burns an unnatural purple-red. Such fire can be used to light the brazier in the Shrine of Fortitude (room 111).

NOTES

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.

DENIZENS

NAME: The Rat Pope

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.

Lower Ossuary

By
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KEY #	115	ROOM NAME
Sacrificial Room		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

Vermin flee from your light as you enter. You can hear them swarming and churning just beyond the reach of you torch.

A **stone altar** depicts Mythrys killing a sacrificial bull.

A **mechanical lever** stands in this room.

Door to north is metal, with two panels that open in the middle (like elevator door).

✤ **Hidden:** Pulling the **lever** opens the north door with a screech.

✤✤ **Secret:** Pushing the **bull's eye** on the altar opens a secret compartment in the altar. There is 200g inside.

NOTES

Feeding the corrupt mice the wafers in this room causes them to rejoin the flock.

DENIZENS

NAME:	Corrupt church mice
NAME:	
NAME:	

KEY #	116	ROOM NAME
Shrine of Justice		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

A **shrine**. **Statue of a woman** (Justice) holding a set of **large scales** and a sword.

✤ **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.

(The scales are the size of small dinner plates, in terms of what can fit on them.)

NOTES

DENIZENS

NAME:	
NAME:	
NAME:	

Lower Ossuary

By
Josh McCrowell

KEY #	117	ROOM NAME
Catwalk of Skeleton Archers		

LIGHT:	~~Dark~~	Dim	Bright	Outdoor	Special

LANDMARK

Pair of archer skeletons patrol the **catwalk** surrounding the cistern. They use bows of spines, strung with intestines.

Ladder down from catwalk to cistern (118).

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. I struck by an arrow, test of Pentacles or fall to instant death.

✤ **Hidden:** The sound of giggling coming from 119. Strand of red hair caught on the railing of the cat walk.

✤✤ **Secret:**

NOTES

The bows are useless when wielded by living hands; they only obey the undead.

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.

DENIZENS

NAME:	Archer skeletons (2)
NAME:	
NAME:	

KEY #	118	ROOM NAME
Cistern Opening		

LIGHT:	~~Dark~~	Dim	Bright	Outdoor	Special

LANDMARK

Bottom of a stone cistern. Filled with 2" of filthy water.

Metal door (locked) on east wall. Barred door (unlocked) on west wall.

Clusters of brightly-colored **eggs** the size of footballs, half sticking out of the water.

✤ **Hidden:** The sound of giggling coming from 119. Strands of red hair floating on the water.

✤✤ **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*.

NOTES

Grates near floor allow water (and Clown Queen, with its rubbery body) to pass between 118 and 119.

The water level is higher in 119. If unlocked, door opens with a rush.

DENIZENS

NAME:	
NAME:	
NAME:	

Lower Ossuary

By
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KEY #	119	ROOM NAME
The Clown Hatchery - Lair of the Clown Queen		

LIGHT:	~~Dark~~	Dim	Bright	Outdoor	Special

LANDMARK

This is the Lair of the Clown Queen. Full room description is on page 19. Full dungeon lord stats are on page 31.

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.

✤ Hidden:

✤✤ Secret: Lighting the red hair on fire will burn it out, opening a path forward into 119.

NOTES

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 Morisette said, "You live, you learn."

DENIZENS

NAME:

KEY #	120	ROOM NAME
Embalming Chamber		

LIGHT:	~~Dark~~	Dim	Bright	Outdoor	Special

LANDMARK

A **stone sarcophagus** rests in the center of the sepulcher

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.)

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.)

Heavy vault door on north wall.

✤ Hidden:
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.**

- 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

✤✤ Secret: The door to the north opens when water fills the sunken mural in 121.

NOTES

This room was once used to flense the bones from dead cultists for use in ossuary murals.

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.

DENIZENS

NAME:

Lower Ossuary

By
Josh McCrowell

KEY #	121	ROOM NAME

Ogre's Toll Bridge

LIGHT: Dark ~~Dim~~ Bright Outdoor Special

LANDMARK

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.

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.

Tom's Nook: Tom has a torch stuck in a sconce. Provides *very dim* illumination for bridge. A sleeping palette with an old mammoth blanket. Bones of rats and sewer sloths litter ground. Foul stench.

On floor in middle of room is **mosaic of woman pouring water from a cup** (Temperance), sunken about three inches.

Door to 120 closed with **heavy metal vault door**. Above door on stone reads "**The Lock is the Key**."

✤✤ **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.

NOTES

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.

DENIZENS

NAME: Long Tall Tom the Ogre

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.

KEY #	122	ROOM NAME

Slimy Chamber

LIGHT: ~~Dark~~ Dim Bright Outdoor Special

LANDMARK

A puddle sits in the middle of the room. The **walls are covered** in **mold** and slime.

The room has an ammonia smell.

✤ **Hidden: If the mold is cleared from the walls,** mural of four women (the Virtues, presumably) dancing. Scrollwork above their head: "The Password is in the Universal Tongue"

✤✤ **Secret: Playing music** opens the secret door to 123.

NOTES

DENIZENS

NAME:

NAME:

NAME:

Lower Ossuary

By
Josh McCrowell

KEY #	123	ROOM NAME
Shrine of Wisdom		

LIGHT:	~~Dark~~	Dim	Bright	Outdoor	Special

LANDMARK

A **shrine**. **Statue of a woman** (Wisdom) playing a harp.

A **podium** stands near the statue. Benches line the room.

✤ **Hidden:** A cursory search behind the podium reveals the **scroll of wisdom** and **mirror of memento mori.**

✤✤ **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.)

NOTES

Scroll of wisdom: It's like, the Byron poem about Ozymandias . If read as a Camp Action, +1 XP. The scroll crumbles away.

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.

DENIZENS

NAME:

KEY #	124	ROOM NAME
Pit!		

LIGHT:	~~Dark~~	Dim	Bright	Outdoor	Special

LANDMARK

This chamber is a huge drain. Only a narrow, 1' **ledge** wraps around the room.

A **waterfall** from the east wall (and sometimes from the **spillway to the north**) pours continuously down into the infinite blackness.

✤ **Hidden: Ledge:** Navigating this room requires a test of Pentacles *each* time. It's always hazardous. Disfavor if you don't have use of both hands.

✤✤ **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.

NOTES

DENIZENS

NAME:

Lower Ossuary

By
Josh McCrowell

KEY #	125	ROOM NAME
Dragonthistle Spillway		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

Room is a spillway covered in brown **thistles**. (**Lore bids** reveal these are dragonthistles, the larval form of bloëmdrakk.)

Walls drip with moisture and brown mold.

Door to south is a portcullis.

A **tiny draconic creature** (bloëmdrakk) drifts sleepily through the room like a balloon.

✤ **Hidden: Draconic creature:** Unless extreme caution is taken, bloëmdrakk will breathe cloud of spores. Test Wands to resist becoming infected.

✤✤ **Secret:**

NOTES

Further stats for bloëmdrakk/dragon thistle in *Knock!* #5, written by Eric Nieudan and Evlyn Moreau.

DENIZENS

NAME:	Bloëmdrakk
NAME:	

KEY #	126	ROOM NAME
Rotating Locks		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

A confluence of waterways. Three separate **pools of water** surround a central, triangular island of stone, 15' from the edge of the room.

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**.

✤ **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.

- Until turned, the water flows from 125->124.
- Can also route to 129->130->128 and 127->121.

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.

NOTES

The "**hallways**" leading away from 126 are **large pipes**. Those of human male height have to crouch.

Locked door to 122 opens when water is directed into 121.

DENIZENS

NAME:	
NAME:	

Lower Ossuary

By
Josh McCrowell

KEY #	127	ROOM NAME

Fungal Chamber

LIGHT:	~~Dark~~	Dim	Bright	Outdoor	Special

LANDMARK

Covered in sprouting **brown mushrooms.**

Right leg of a statue (golem, 102) lies abandoned among the papillae.

Giant hermit crab wearing a skull like a shell lives here, aggressively territorial.

- The hermit crab isn't a real threat. Test of Swords to dispatch without taking a Wound.

✤ 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

Cheers to Labjer on the Worm discord for brown mushroom stats.

DENIZENS

NAME:	
NAME:	
NAME:	

KEY #	128	ROOM NAME

Corkscrew Chamber

LIGHT:	~~Dark~~	Dim	Bright	Outdoor	Special

LANDMARK

Round chamber, corkscrew pattern in the brick. Floor spirals down to a domed **hatch** with a wheel crank.

Room filled with grey water 1' high (until drained). The smell is sickening.

Spiral **staircase** leads upwards.

✤ 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.

Staircase: Spiral staircase leads up to a small flop pad: table, chair, hammock, chest (locked), stuffed alligator. Dirty; empty bottles, moldy food.

✤✤ Secret:
Chest: If unlocked, chest contains change of clothes (common) and anti-monarchist tract (contraband).

NOTES

The flop pad at the top of the stairs was once used by sanitation workers as a break area.

DENIZENS

NAME:	
NAME:	
NAME:	

Lower Ossuary

By
Josh McCrowell

KEY #	129	ROOM NAME
Fleshy Chamber		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

Walls shimmer with connective tissue and wet, exposed muscle. **Boils** bulge out from the wall, the floor, and the ceiling.

(Waters flooded from the shrine (130) are the source of the fleshy nature of this room.)

✤ **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**.

✤✤ **Secret:**

NOTES

Entering this chamber when it's not cleansed causes **Stress.**

Eating the flesh of the chamber causes a disease. Like, a bad one.

DENIZENS

NAME:	
NAME:	
NAME:	

KEY #	130	ROOM NAME
Shrine of Temperance		

LIGHT:	Dark	Dim	Bright	Outdoor	Special

LANDMARK

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.

Inside, a **shrine**.

Filled 2' with **grey water** (from 128 and 129).

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.

✤ **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**.

✤✤ **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.

NOTES

Entering the shrine when it's not cleansed causes **Stress**.

DENIZENS

NAME:	
NAME:	
NAME:	

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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 befouled. 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 mummers. 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 mummers. 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.