

DUNGEONS

A detailed illustration of a red dragon's head and neck, shown in profile facing right. The dragon has a highly textured, scaly skin in various shades of red and orange. Its head is covered in sharp, pointed scales and spikes. The mouth is wide open, revealing a dark interior and numerous sharp, yellowish-brown teeth. The background is a dark, muted teal color.

51 DUNGEONS FOR FANTASY TABLETOP
ROLE-PLAYING GAMES AND MORE

DUNGEONS

51 DUNGEONS FOR TABLETOP ROLE-PLAYING GAMES AND MORE



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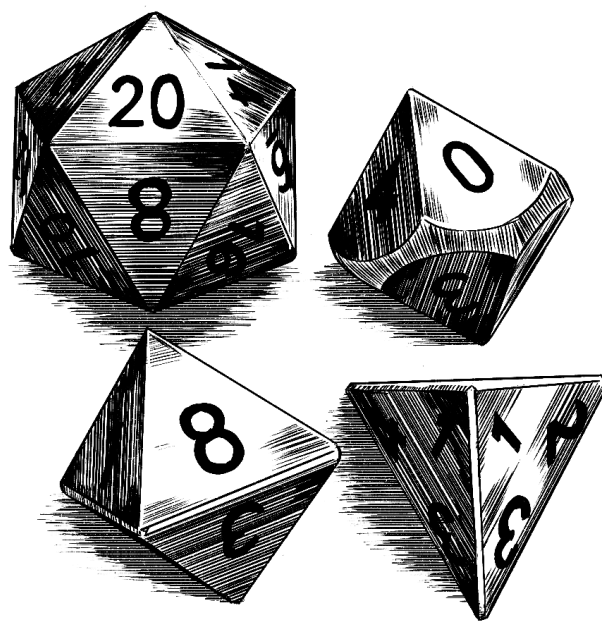
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HOW TO USE THIS BOOK

WHEN RUNNING FANTASY ROLE-PLAYING GAMES like *Dungeons and Dragons* or *Pathfinder*, it is important for the Dungeon Master to have options. This book ensures that DMs and game masters always have a dungeon at the ready.

If the players decide to go a completely different direction, the maps and descriptions in this book will provide the core a DM needs to create an engaging dungeon quickly without a ton of prep. Just take what is needed and run with it at the table.

In this book, you will find 51 dungeon maps with descriptions. The maps were purchased from Dyson Logos on DriveThruRPG and are used according to the commercial license. The names and descriptions are all original content.

The descriptions range from simple sketches to detailed descriptions of what is in each room. This was done on purpose as sometimes a DM just needs a few ideas and other times they need more details.

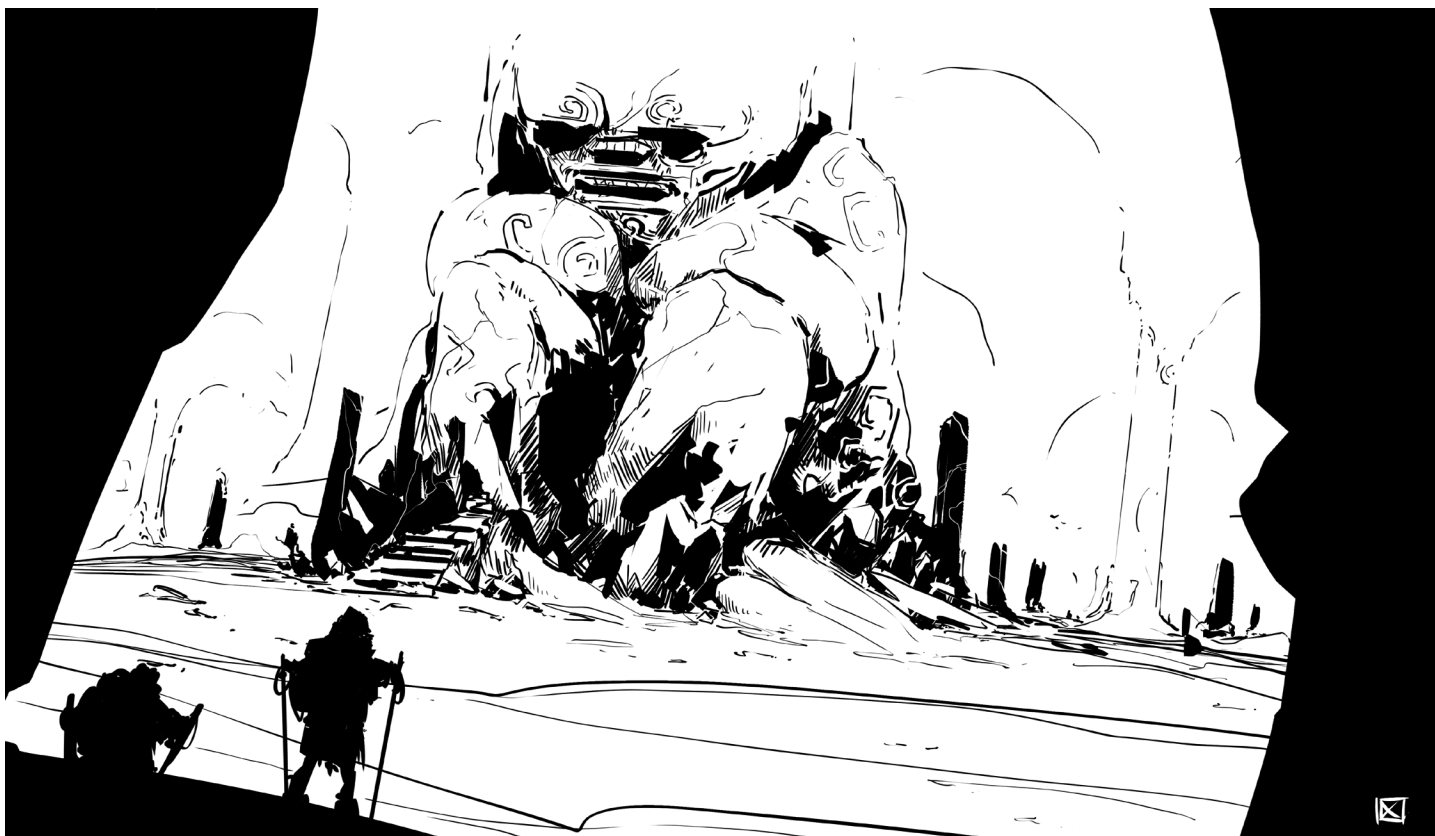
Of course, these dungeons can be used in any way. The descriptions can be ignored or placed with a different map. Anything that helps run a good game or save the DM time.

The book also includes five manors, five cities, and two inns. Again, these are Dyson Logo maps with original descriptions. These maps and descriptions are aimed at helping the DMs react on the fly with interesting settings for their adventures. To understand the maps better, please see the key on page 7. The squares can either be 10 feet or 5 feet depending on the needs of the adventure.

Also, included are random tables that I created. These provide details to make the dungeons and other locations feel more real. Use them before a session or during a session, but the goal is the same. Cut down DM prep time.

The purpose of this book is to help game masters and dungeon masters have more fun and offer exciting adventures to their players. The world is a wild place with many lands and dungeons to explore. Go forth and adventure well.

MATT DAVIDS
9/11/2020











































































DUNGEONS



RANDOM DUNGEON HEALTH SIDE EFFECTS D20

- | | |
|---------------------------------|------------------------------------|
| 1. Sores around the mouth | 1. Severe muscle aches |
| 2. Coughing fits | 2. Dry skin |
| 3. Joint swelling | 3. Random seizure |
| 4. Slurred speech | 4. Wheezing |
| 5. Difficulty sleeping | 5. Alien hand syndrome |
| 6. Moderate joint pain | 6. Trouble swallowing |
| 7. White blisters on the tongue | 7. Tinnitus |
| 8. Photophobia | 8. Lightheadedness |
| 9. Eye pain | 9. Warts |
| 10. Easy bruising | 10. Dizziness |
| 11. Bleeding gums | 11. Melancholy |
| 12. Narcolepsy | 12. Lice |
| 13. Sneezing fits | 13. Stuffy nose |
| 14. Fish odor syndrome | 14. Dry mouth |
| 15. Nervousness | 15. Trouble breathing |
| 16. Headache | 16. Boils on exposed skin |
| 17. Mild rash on exposed skin | 17. Sores on the soles of the feet |
| 18. Laughing fits | 18. Hyperekplexia |
| 19. Moderate thirst | 19. Hand swelling |
| 20. Fainting spells | 20. Athlete's foot |

MAP KEY

	Natural Wall		Passage Under		Ladder Up		Crypts & Niches		Tracks & Mine Cart
	Worked Wall		Trap Door in Floor		Ladder Down		Coffins & Sarcophagi		Weird Circle of Magic Symbols
	Archway		Secret Trap Door		Pillars		Rubble, Scree, & Debris		Outhouse & "Jakes"
	Door		Double Door		Portcullis or Bars		Crevasse		Wet, Gross, or Moldy Floor
	Secret Door		Ledge (up > down)		Covered Pit Trap		Passage Under Ledge		Incomplete or Collapsed Hall
	Secret Door		Ledge (up > down)		Open Pit or Shaft		Misc. Furniture & Bric-a-Brac		Wells
	Stairs (up > down)		Ledge with Ramp		Curtains or Tapestries		Fireplace (2-sided)		River or Stream
	Stairs (up > down)		Ruined Wall		Trap or Trap Trigger		Wooden or Interior Walls		Waterfall
	Natural Stairs (up > down)		Pond or Lake		Boxes, Barrels, & Misc Loot		Windows		Wood & Rope Bridge
	Natural Steps (up > down)		Pool		Bed or Cot		Fireplace		Grates in Floor
	Spiral Stairs		Statue		Tables & Seats		Dolmen & Cromlech		Stalactites
	Spiral Stairs		Fountain		Throne & Dais		Worked Ledge		Stalagmites
	False Door		Battlements		Altar		One-Way Door		Giant Shrooms (Psychedelic?)
	Trees, Shrubs, & Secret Ents		Ledge with Ladder		Stone Bridge		Arrow Slit or Spyhole		Railings
	Columns & Broken Column								Dairy

Witness all these icons interacting with each other at
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THE ARADOR GORGE

THE RUINS AT THE TOP of the gorge are the foundations of a tower. The tower has long since collapsed and filled the opening to the underground tunnels with debris. The debris can be removed, but it would take several days of hard labor.

The upper bridge is made of gray stone and is quite solid. However, crossing the bridge can be a harrowing experience since there are no railings and the winds in the gorge can be quite strong.

The characters can gain access to the tunnels by climbing down the cliffs to the lower bridge. It is a difficult but doable climb with a rope. Only an expert climber should attempt to climb down without a rope.

The lower bridge is less stable than the upper bridge but is still safe to cross. Details of pebbles falling should be added. That said, if something touches the webs beneath the bridge, 1D4 giant spiders attack whoever is crossing the bridge.

In the web hang two objects covered with webs. One is a dead adventurer carrying a long sword, a dagger, and two random magic items. The other object is an egg of the creature that made the web. The egg could be used as an ingredient for a powerful spell, so it would fetch a price of 100gp to a wizard, alchemist, or potion shop owner.

At the very bottom of the gorge is a sluggish, uninviting river.

The tunnels and chambers beneath the tower ruins were ransacked centuries ago. Adventurers who explore these rooms will find broken, rotting furniture and layers of dust. A few random items can be added to provide details.

However, sitting at the base of the blocked stairwell is an impossibly ancient goblin. The goblin mutters nonsense rhymes to itself. When the party enters, the goblin asks if they have something for it. If the party tells the goblin a poem or other rhyme, it smiles says thank you, and gives them a single gold coin. The coin is thousands of years old and is worth 250gp. If the party does not tell it a rhyme the goblin just keeps muttering to itself.

On the other side of the ruins, the first chamber the party sees had once been an ornate ritual room. Anything valuable had been stripped away, but outlines of scenes of battles, sorrow, and glory remain etched on the walls.

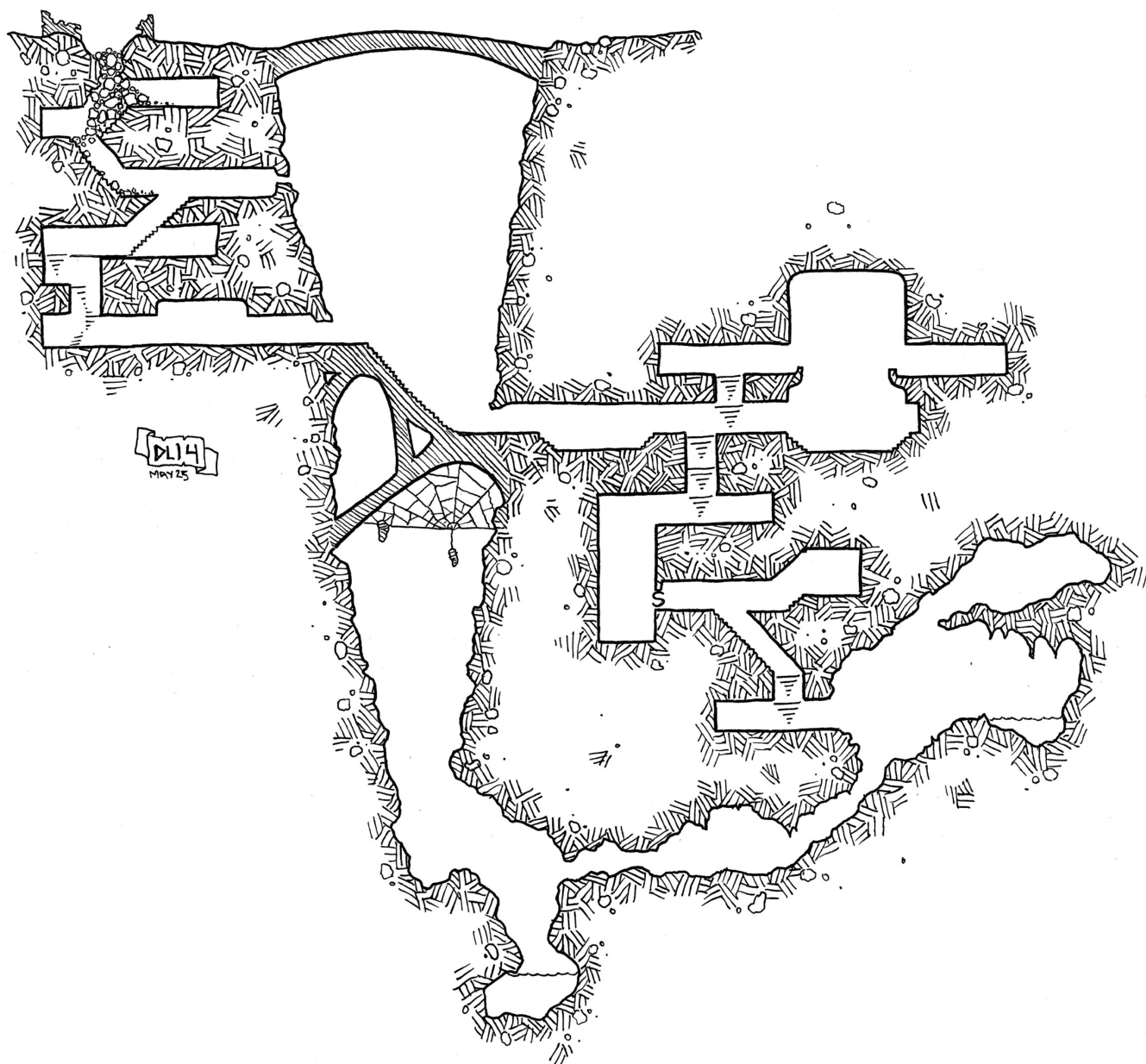
In the largest artificial chamber grows a black tree. Its leaves glow faintly with a sickly, ghostly light. A nature scroll tells the party that the leaves can be used to make poison and are worth 15gp each. If more than 10 leaves are taken the room fills with pollen that causes 1D6 damage per turn. If the party exits the chamber the effects of the pollen stop.

The shaft is smooth on all sides and can only be climbed with a rope or by magical means. In the upper chamber of the natural cave system lives the creature that spun the web. It is spider-like and should present the characters a challenge. As soon as the party enters the cavern below, it attacks.

At the bottom of the pool in the caves are 500gp and 1D6 treasure items worth 25gp each.



"I tell my caravan drivers not to go near the ruins and to cross the bridge without stopping." - Felberta Stockton, Local Merchant



THE TEMPLE OF HARLOTH

THE CULTISTS WHO WORSHIPED some forgotten demon lord died out centuries ago. Their wicked temple sits dormant, beckoning traveling adventurers and tempting the greedy.

The body of water can either be a sea or a lake. Approaching by water is the easiest route as the terrain surrounding the temple is extremely mountainous.

Arriving by water brings the three statues come into view. The flanking statues are 15 feet tall and resemble mutated humanoids. The center statue is 25 feet tall and is a hideous humanoid with an octopus head. They are non-magical.

Near the entrance of the cave system are the remnants of a fishermen's camp. The campsite looks like it was abandoned several weeks ago. A few random, mundane items remain along with a dagger, with the blade broken off near the hilt. The hilt is made of finely-crafted iron with a silver pommel.

On the south cliff, a perceptive character can see the arrow slits from which cultist archers would have defended their fiendish home long ago.

In the northernmost cavern of the caves is a chest containing 250gp, 400 sp, and two random magic items. A spectral guardian of some kind attacks whoever touches the chest.

The main door is booby-trapped. If the trap is triggered it casts a thunder spell at the party. The trap can be located and disarmed with moderately difficult skill checks.

The first chamber contains nothing of value but is decorated with vile images of long-forgotten demons and evil gods.

The large room to the south of the first chamber seems to have been a preparation chamber. The remnants of priestly robes and ritual tools are strewn about. There are several mundane items that can be found with easy search rolls. A diadem worth 30gp can be found with a difficult search roll.

The next most southern room contains ancient weapons and armor, most of which have been ruined by time. However, with a moderately difficult search roll, a set of half-plate armor, a short sword, and a longsword can be found.



Up the stairs is the room with the arrowslits. It had once been the barracks. Rotting beds and simple clothes decorate the plain room. A few mundane items can be salvaged. This is a good place for a combat encounter with a ghost-like or other demonic creature.

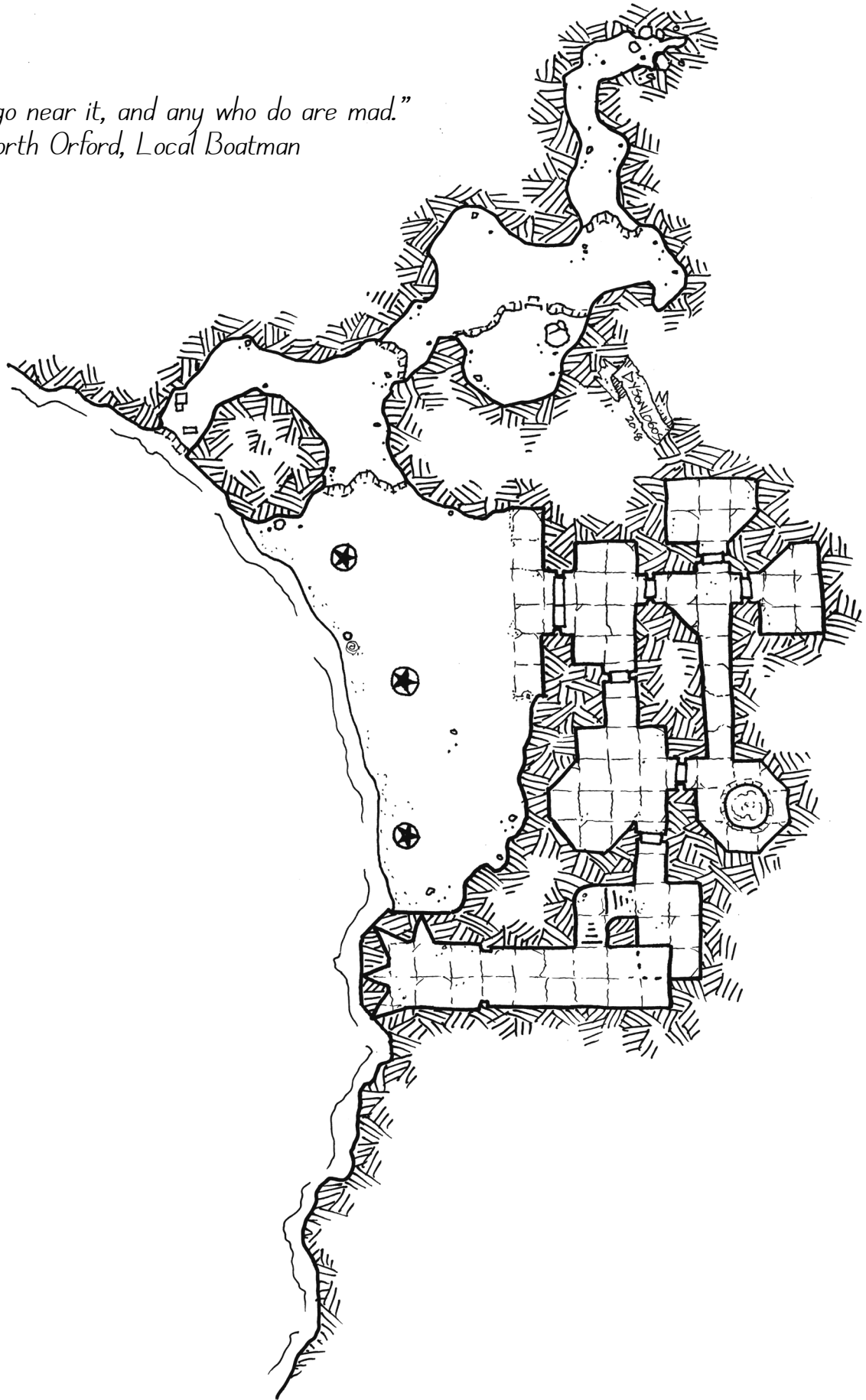
Going back to the first room past the entrance, the east door leads to a hallway.

The north door in the hallway opens into a library. Most of the books are crumbling to dust. However, a few tomes are still intact. Mostly, these volumes speak of horrid rites meant to honor ancient evils. A random magic item and a gem worth 500gp can be found here.

The eastmost chamber was most likely the private chamber of the high priest. Bedroom furnishings are rotten and broken. The remains of the desk contain strange rambling notes about "it" being out of control. One random item of some value can be found here.

In the center of the circular room is a pit filled with a roiling and sickening bile. When the party enters, a monstrous demon arises and fights to the death.

*"I won't go near it, and any who do are mad."
- Langworth Orford, Local Boatman*



THE ETTIGAR CIRCLE

IF ONE STARES AT A STONE for too long, they feel as though they are falling through a black void, or at least, that's what local legends say.

The megaliths are smooth and black with no noticeable tool marks. An experienced stonecutter would swear only a master could have cut them, and as yet no stonecutter can identify what type of stone was used.

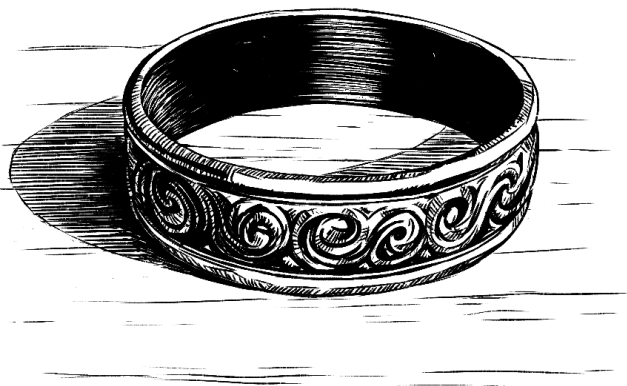
An hour of digging in the center mound reveals the spiral stairs. The interior is damp and smells of mold.

The first room is empty and two stairways can be seen, one to the west and one to the east.

Down the wet, slick west stairs, a hallway with several rooms awaits adventurers. In the center of each room is a large pile of ash. Searching the piles reveals different things. In three, there are just bones and ruined items. In two, there is also a random magic item. In one, there is a combat encounter and a silvered longsword

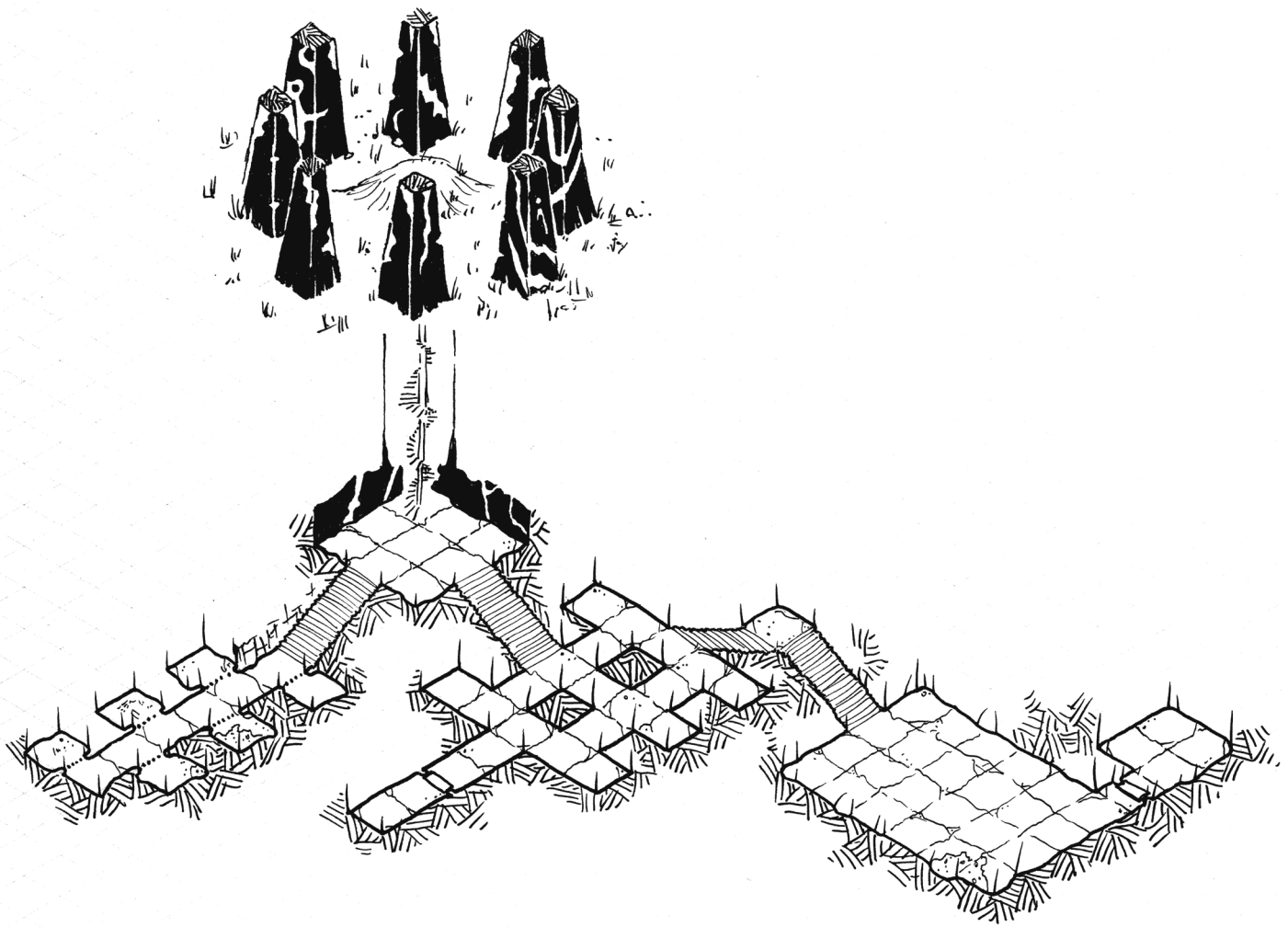
Down the east stairs and in the maze-like room could be some kind of wandering monster. The west door is boobytrapped with an ice spell. Moderately difficult skill rolls can detect it and disarm it. Inside the room, is 2000sp.

Down the far east stairs and in the large room could be the final combat encounter. It should be a challenge for the characters. In the large room, there is a silver ring inscribed, "For the Finder." The door is booby-trapped with a thunder spell. Moderately difficult skill rolls can detect it and disarm it. The room is filled with treasure. There are 1D6 random magic items, 600gp, 900sp, 2000cp.



RANDOM ROLL FOR THE RING

1. Non-magical simple ring
2. Grants a bonus to defense
3. Weak curse of restless sleep
4. Grants the wearer luck
5. Grants the wearer charisma bonus
6. Powerful curse of doom to the wearer



"The stories from our oldest ancestors speak of the stone circle. Some say it's been here forever." – Merrill Loveday, Mayor of a Nearby Town

THE LOGOTH RUINS

NO ONE HAS EVER PAID the old ruins much attention. They were simply one of many old buildings being reclaimed by the forest. That is until a group of bandits and outlaws began using them as a base of operations to launch raids on nearby farms and travelers along several roads.

When the party arrives at the ruins, they find the bandits slaughtered. It looks as though they were in a battle, but the camp has not been ransacked, and the cooking fires are still burning.

The party can find arrows, bows, a number of random swords, several sets of leather armor, plus 2D20 gold pieces if they search the bodies.

The outbuilding was used mainly as a kitchen. Some random food items can be found here and whoever was cooking has been killed.

Venturing into the crypts below reveals another ghastly scene. Several bandits lie dead on the floor. Two of the coffins have pry marks on the sides but have not been opened. They contain one random magic item each as well as ancient skeletons.

The middle coffin has been destroyed. If the characters investigate, they discover that something burst out of it.

The two doors that lead from the main underground chamber are booby-trapped. One shoots poison arrows and the other casts a fire spell. Difficult skill rolls are required to reveal and disarm the traps.

The three, obvious octagonal rooms appear to have been embalming chambers. Few items retain much value. A combat encounter could be placed in one of these rooms. The rectangle room is empty.

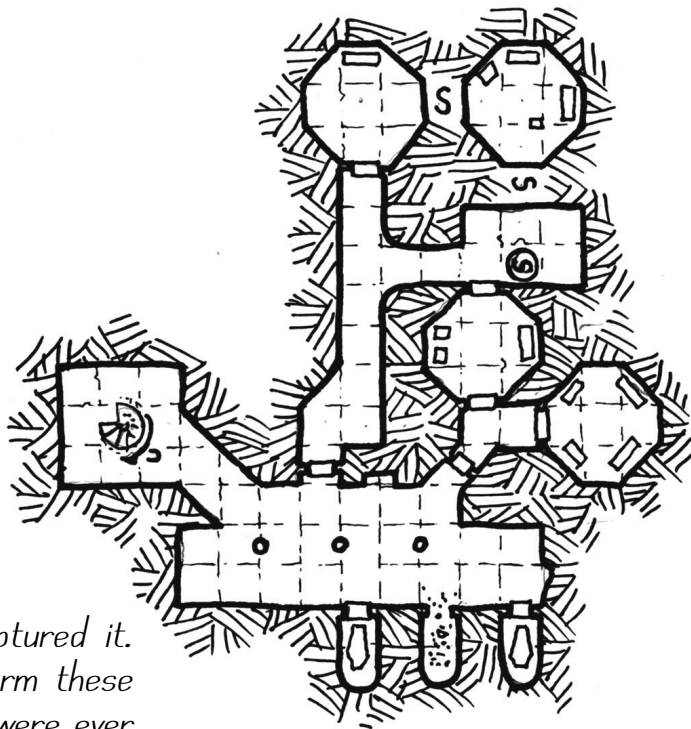
The secret octagonal room appears to have been a scriptorium. Most of the manuscripts are decaying but 1D10 of them can be salvaged. One lies open on a workbench. It tells of "a great evil" imprisoned in one of the coffins. If free, it will "haunt the forest once again."

Once the party returns to the surface they can find evidence of some creature that has run off into the forest. Will they investigate or will they let the creature roam the forest?

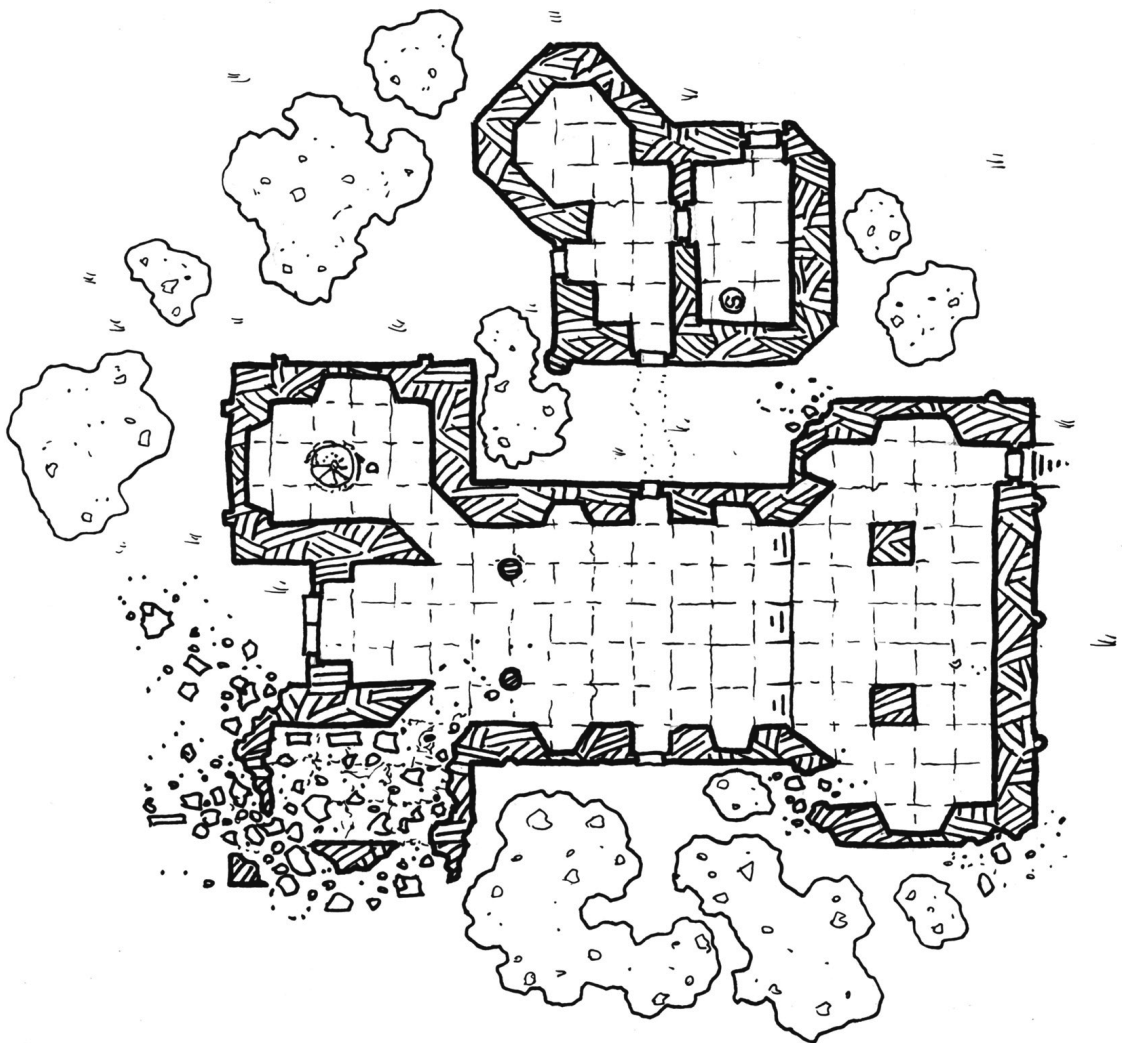
ADVENTURE HOOKS

1. The party is attacked by bandits while traveling. They find information or are able to track the bandits back to the ruins.
2. The party stumbles upon the aftermath of a bandits attack on some travelers. They are told where the bandits went into the forest and are able to find the ruins.
3. The leadership of a nearby town offers the party some gold pieces to look into the bandit raids.
4. While traveling the party encounters a farmer leading a cow. He tells them to be careful because bandits have been attacking travelers farther up the road.





*"After a bloody battle, we captured it.
The creature can no longer harm these
lands. What would happen if it were ever
free again?" - Zarabeth the Priest,
Ancient Manuscript*



THE UNDERHALL OF TAELOS

LEGENDS SAY THE UNDERHALL was built by a Dwarven lord as a summer home. Whatever its original purpose, its once cheery halls are now a dark and gloomy home to many vile creatures. An orc chieftain set up residence here and has attracted a motley court.

Goblin attack parties await any visitors who approach the Underhall. In the caves, bugbears hide eager to ambush intruders.

The entrance doors are locked and guarded by orcs. Once inside the hall reeks of filth. Most rooms are populated by a few orcs and goblins carrying out menial tasks. They attack intruders on sight.

The northernmost is the kitchen or food storage. In it is an ogre devouring a huge meal and emptying the larders. It attacks the party on sight.

The eastmost room is the orc chieftain's quarters. The chieftain is there and fights to the death. In the chamber is one random magic item and 1D100gp.

In the old meeting hall (the room pictured with a table and chairs), a golden chalice can be found. It is hidden and requires a difficult search roll to be found. It is a relic of the dwarf lord who built the Underhall. It is worth 1000gp.

Ten rounds after the party enters the Underhall, an orc war band (1D6) arrives and enters the front gate. They seek out and attack the party.

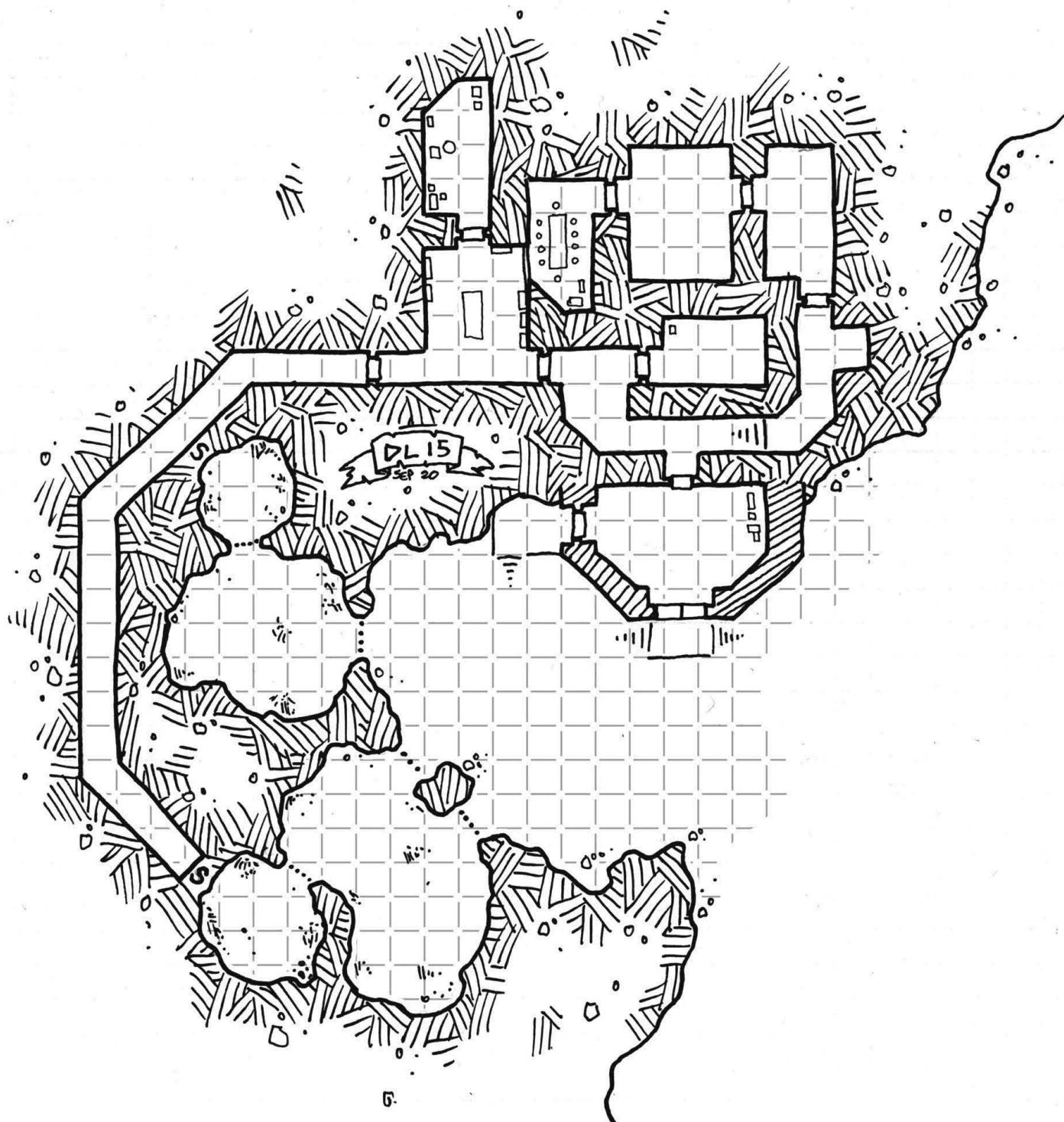
After the orc chieftain is slain, an orc war party (1D10) enters through the secret tunnel and seeks out the party to attack it.

ITEMS ON A DEAD GOBLIN

1. Sling
2. Arrows (1D8)
3. Rabbit Ears (1D10)
4. Pouch of Dried Fingers (1D8)
5. Large Tooth of Unknown Animal
6. Necklace of Bear Teeth
7. Map of Town Defenses
8. Arrows (1D12)
9. Copper Pieces (1D20)
10. Gold Ring with an Elven Name Inscribed on it
11. Rat Pelts (1D4)
12. Arrow (1)
13. Bottle of Wine (half full)
14. Bear Claw
15. Small Bones (1D10)
16. Silver Pieces (1D6)
17. Dwarf Ears (1D4)
18. Gold Pieces (1D10)
19. Raven Feather (1)
20. Strange Meat (1D4 pieces)



*"T'was the home of some great dwarf or it is said. Now, only
monsters creep there." - Lorna Upwood, Nearby Farmer*



THE ZIMLON TEMPLE

NO MEMORY LIVES OF WHO built this temple or who or what was worshipped here. Few if any know this dry and dust-filled place even exists.

On the south end of the ruins, the large room down the stairs would make an excellent place for a combat encounter with a wandering monster. At the far end of the hallway is an open pit. At the bottom of the pit is a sabertooth tiger.

The double door to the north of the large room is locked.

The open north and south hallway just east of this leads to an ancient library with (1D8) books that are readable. Use the table given below to determine the book.

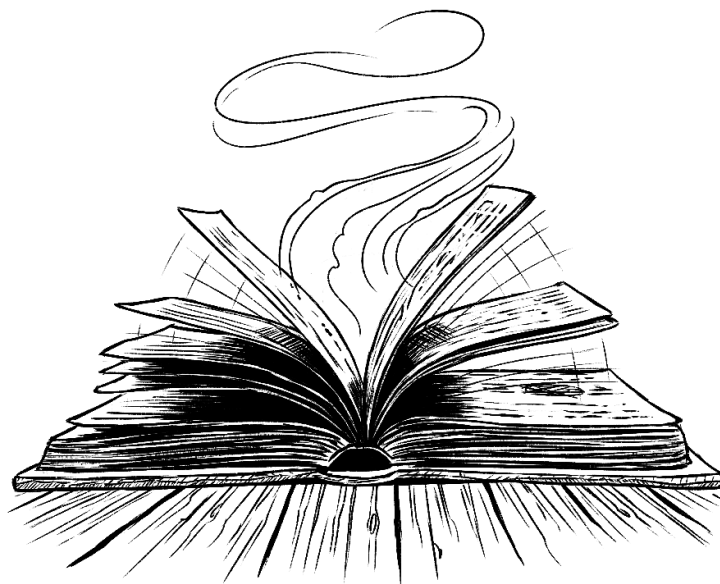
The great chamber with pillars is empty save for the skeleton of an explorer. Near the skeleton are a scimitar, one random magic item, and a lock of golden hair tied with a red ribbon.

The four easternmost rooms can be one of the following:

1. Reliquary with 1D100 holy items of very low value.
2. Vestment storage with most of the garments destroyed by time.
3. Otherwise empty room with a pedestal in the center with a decanter on top. If the empty decanter is filled with water, a panel opens revealing 1D20x10gp.
4. Chamber filled with ancient bones.

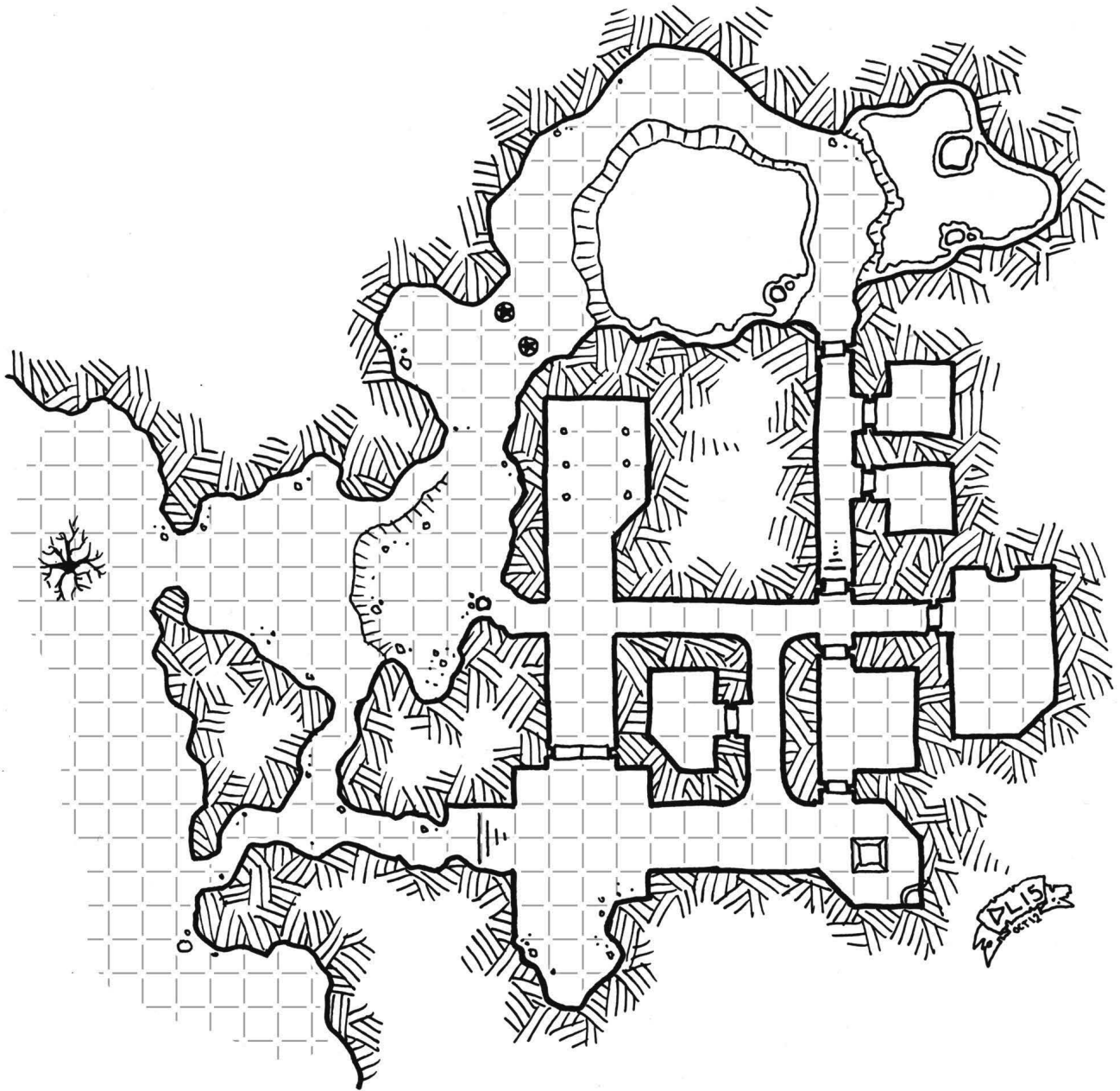
At the entrance to the natural caves to the north are two statues. They are robed figures with no faces.

The first pool is impossibly deep. Be warned. If the water is disturbed, something beneath awakes. The second pool is shallow and filled only with leeches. The water of both is safe to drink.



RANDOM BOOKS

1. When the Day Ends (10gp)
2. In the Hours of the Dew (15gp)
3. Burial Practices of the Elves (50gp)
4. Fairfor's Guide to Fairy Folk (600gp)
5. The Circling Foe (1000gp)
6. Silver Beads of Dew (150gp)
7. A Frozen Piece of Nothing (600gp)
8. A Wizard's Tale (15gp)
9. The Bleeding Foot (25gp)
10. The Frozen Lake (200gp)
11. The Best Uses for Dragon Scales (300gp)
12. The Slow Fires of Endless Time (75gp)
13. When Swords Sing (100gp)
14. Foreboding Visions: An Anthology of Demonic Poetry (15gp)
15. The Coils of Death (300gp)
16. Kinds of Fish (100gp)
17. The Green Hills in the Distance (50gp)
18. Star Metal (10gp)
19. A Treatise on Laws (25gp)
20. Twilight's Kine (75gp)



*"Folks say there are ruins and dark places out there, but I've
ain't seen such." - Radley Crewe, Hunter*

THE PIT OF NEPHEL

EVIDENCE SHOWS THAT THESE ruins were once a mine. The vein is now depleted, the shaft is flooded, and the miners are long gone. The only residents now are dark things that creep.

The path down to the entrances is rocky and the pool below smells foul. Lonely winds howl in the basin speaking of danger.

In the first chamber, the one with two pillars, is a hermit's camp. The hermit is there and welcomes the party. The hermit does not know about the secret door and has not opened the locked door. The hermit tells wild tales and offers the party moldy bread. If the party tells the hermit they are exploring the ruins, he asks only they bring him a small gift.

In the cavern-like tunnels to the north, remains of mining tools and equipment are scattered about. Most are damaged and unusable. These rooms offer little of value and are the perfect locations for wandering monsters. However, on a difficult search roll, a small gold or silver nugget may be found.

In the more proper chambers, certain creatures or monsters may be found. Use the random table given below for quick encounters.

In the two small rooms off the main chamber to the south are treasure rooms. In one is 1D100x2gp, and 3d100sp. In the other is magic armor.

One of the doors to the southernmost chamber is damaged and has a small hole in the bottom corner. However, the doors open easily enough. Inside, the party finds the remains of a few tables and benches. Under one of the tables, a mother cat nurses two small kittens.

Beyond the secret doors are the signs of a long-forgotten battle. Skeletal remains are piled on top of each other. The door to the rectangular room is locked. Beyond the locked door is a random treasure.

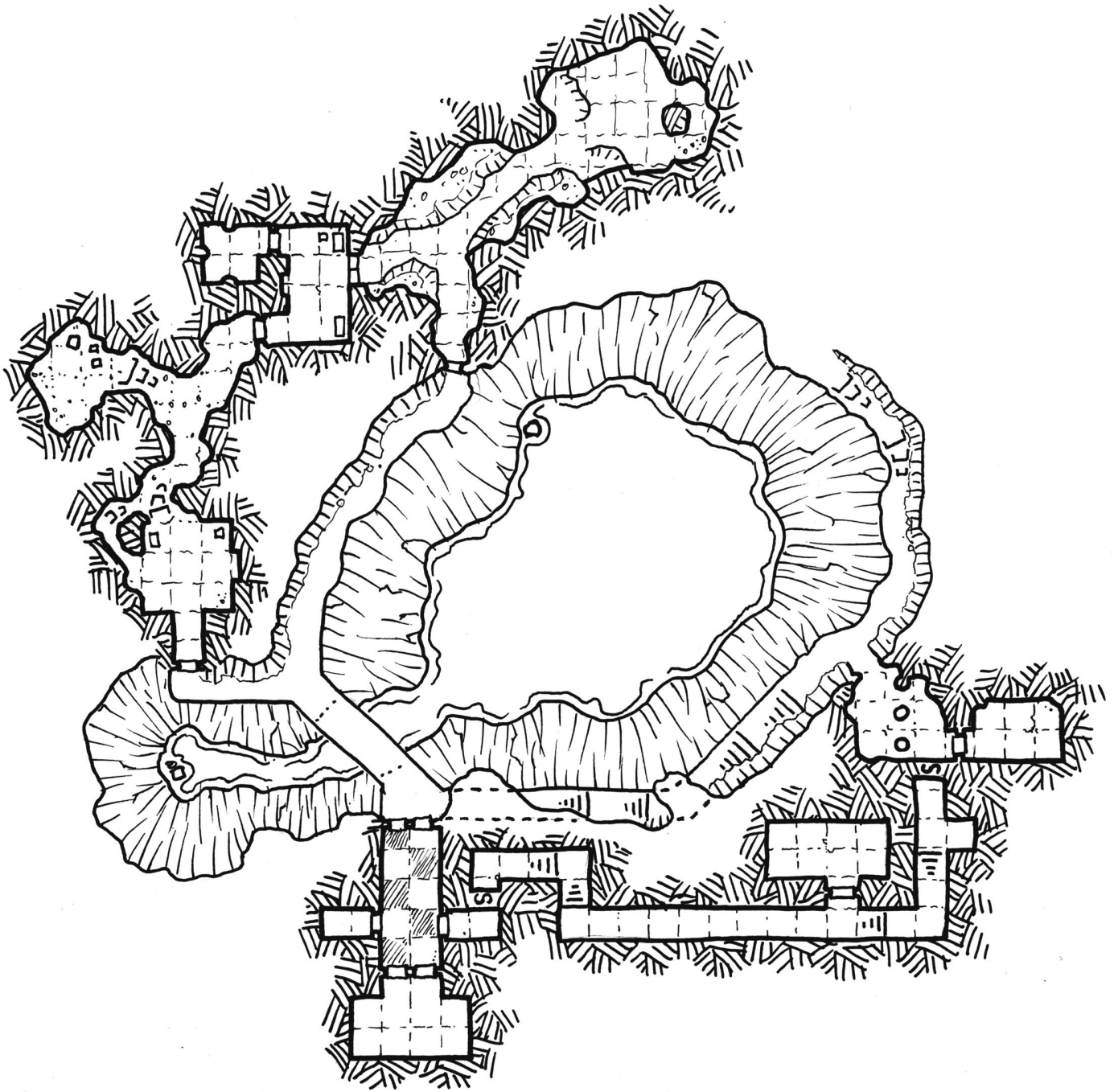
As the party explores deeper into the dungeon, creatures could emerge from the pool or one giant creature could rise up when they are off guard.

RANDOM ENCOUNTER ROLL

1. Goblins
2. Orcs
3. Hobgoblins
4. Bugbears
5. Bandits
6. Mad wizard
7. Ghost
8. Hag



"Not very inviting truth be told, but it's the best home I've had in a piece." - The Hermit



THE RUINS OF TADIA MANOR

A LONG-FORGOTTEN CATAclysm destroyed the main structures of Tadia Manor and sent a river flowing through its heart. Now, it is a haunt for wild things or castoffs from society.

The remaining stone floors show the effects of weather and disuse. Weeds with droopy seed pods spring from cracks in the stone. Moss and lichen cling in the shadows created by crumbling walls or piles of broken stone. Dead leaves and twigs chitter across the old stonework in the breeze.

These ruins could be used as an encounter for a group traveling on a river or any traveling group. A nearby town could ask adventurers to investigate odd happenings at the ruins. The party may be hired to quarry some of the stones for the local lord or lady.

If the party arrives at night any number of creatures could be picking through the ruins. During the day some fishermen may be nearby or a traveling family could have stopped to rest in the ruins.

The cave to the northwest could serve as the site for a combat encounter. However, here are a few non-combat encounter ideas:

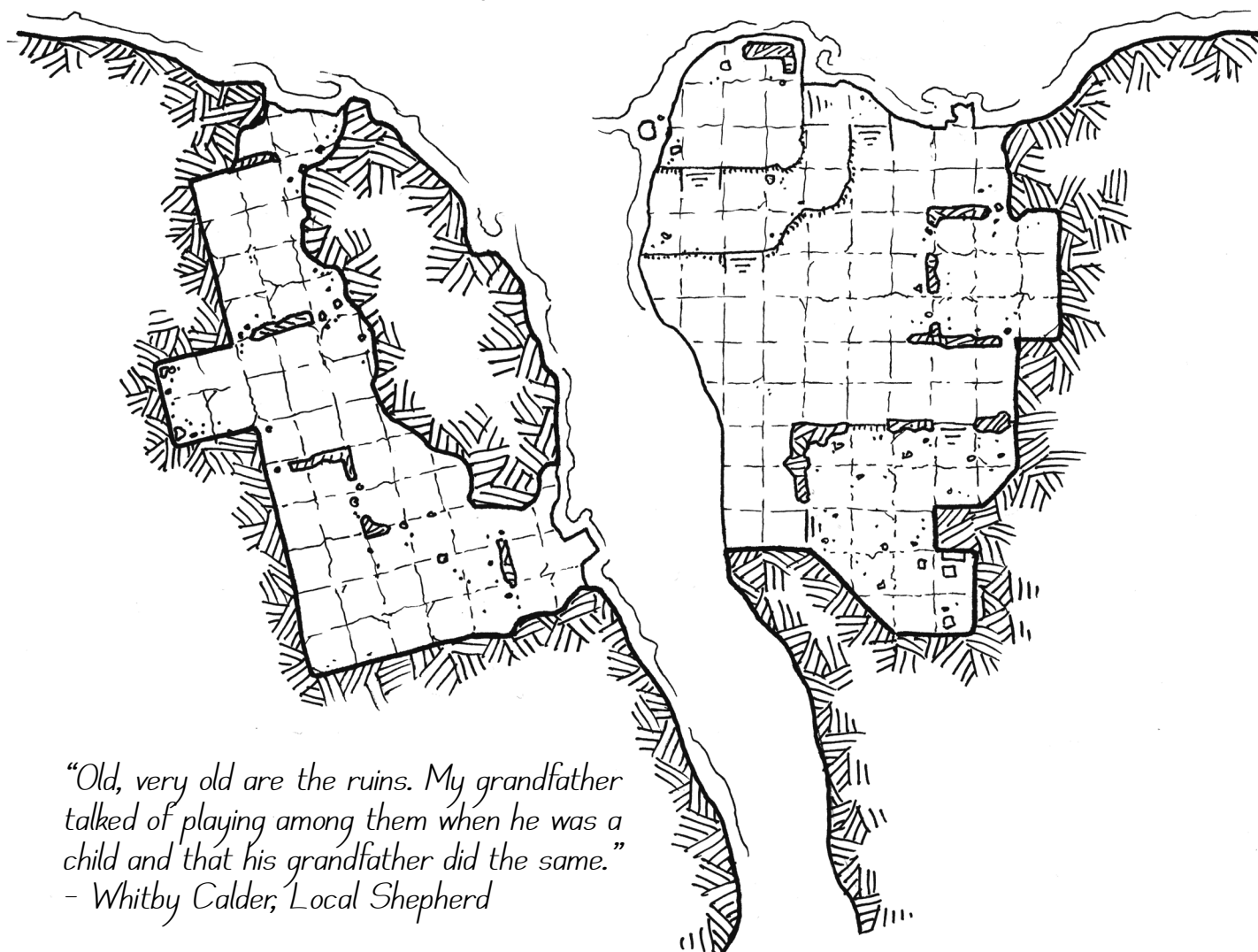
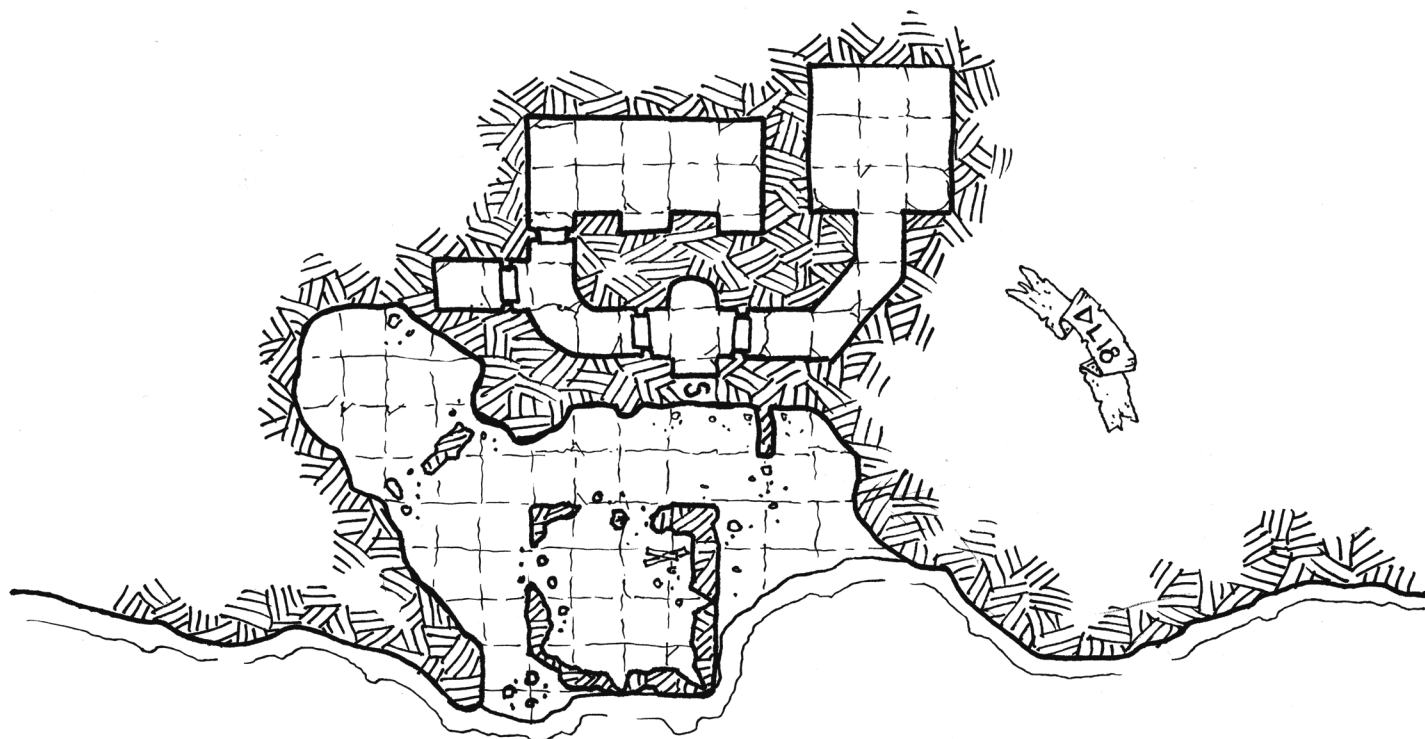
1. **Burial site** - Several bone boxes have been placed with care in the cave. A silver arm ring (100gp) sits on top of the bone boxes. Is it cursed? Is it a gift for the dead or for something else?
2. **Ransacked campsite** - What appears to have been a hunter's camp has been torn apart. Several mundane camping items have been broken. A broken bow and some skinning tools are scattered about. Possible clues: tracks, blood, a wooden flute with "EBM" carved on it, a letter signed "Blaxton Seabert."
3. **Woman about to give birth** - She says her name is Fairley Stowe and that she is an outcast from a nearby village.



Finding the secret door in the northern ruin leads the party into the crypt of the ancient manor. Several combat encounters with undead creatures make the most sense.

To create a story, make the last combat encounter an undead lord or lady of the manor who is angry their home has been destroyed and their rest disturbed. The rooms can be filled with random mundane items.

The smallest room past the secret door is the treasure vault. It is very difficult to break into or to unlock. It could be boobytrapped. Inside are 4000sp and two random magic items.



*"Old, very old are the ruins. My grandfather talked of playing among them when he was a child and that his grandfather did the same."
- Whitby Calder, Local Shepherd*

THE DUNGEON OF MAL CAH

A PILE OF STONE is all that can be seen on the surface, but the Dungeon of Mal Cah awaits beneath. Tales say a mad queen built this place. Other tales say it was created by a sorceress, who was obsessed with death, resurrection, and ancient rites of passage to the realms of the dead. Here she carried out vile experiments. Still, yet other tales say it was both. Whatever the tales say, they have kept the curious from disturbing the ruins.

Upon entering the dungeon, the characters find the air stale and dank. The stonework is ancient and the work of a master builder. All sound seems to be muffled as if the dungeon is holding its breath.

The west door is locked, but it only takes an easy roll to unlock it. Inside is dust and a broom, a talking broom. The broom calls herself Winnifred and desperately wants to be useful. She only knows that the dungeon used to be very busy, but for a long time it has been quiet and still.

The north door is unlocked and there are 1D6 random mundane items in it. It takes a moderate roll for the characters to notice the secret door. The secret passage is filled with murals depicting a soul departing its body and travelling to the Other Side.

The door to the main chamber is booby-trapped. If triggered, 1D8 poisoned arrows shoot out of the wall. The moderate rolls can locate and disarm the trap.

Inside the main chamber, there are six places where the floor rises in a small doom shape. These are made of clay and do not match the stonework. After investigating it is revealed that the clay structures can be easily broken.

Beneath the clay structures are tomb pits. The shafts are smooth and difficult to climb down without a rope. The coffins are made of stone and carved with scenes of the cosmos and stars.

The coffins could be filled with anything, but here are some prompts to help generate ideas.

1. Mass of writhing tentacles
2. Greatsword
3. Mummy
4. Beetles slowly devouring a corpse
5. Ashes with some jewelry buried within
6. Dead body dressed like a king
7. Crystal ball
8. Gold pieces (1D100)
9. Magic item
10. Scrolls (1D10)
11. Star charts (1D12)
12. Skeleton with a silver ring

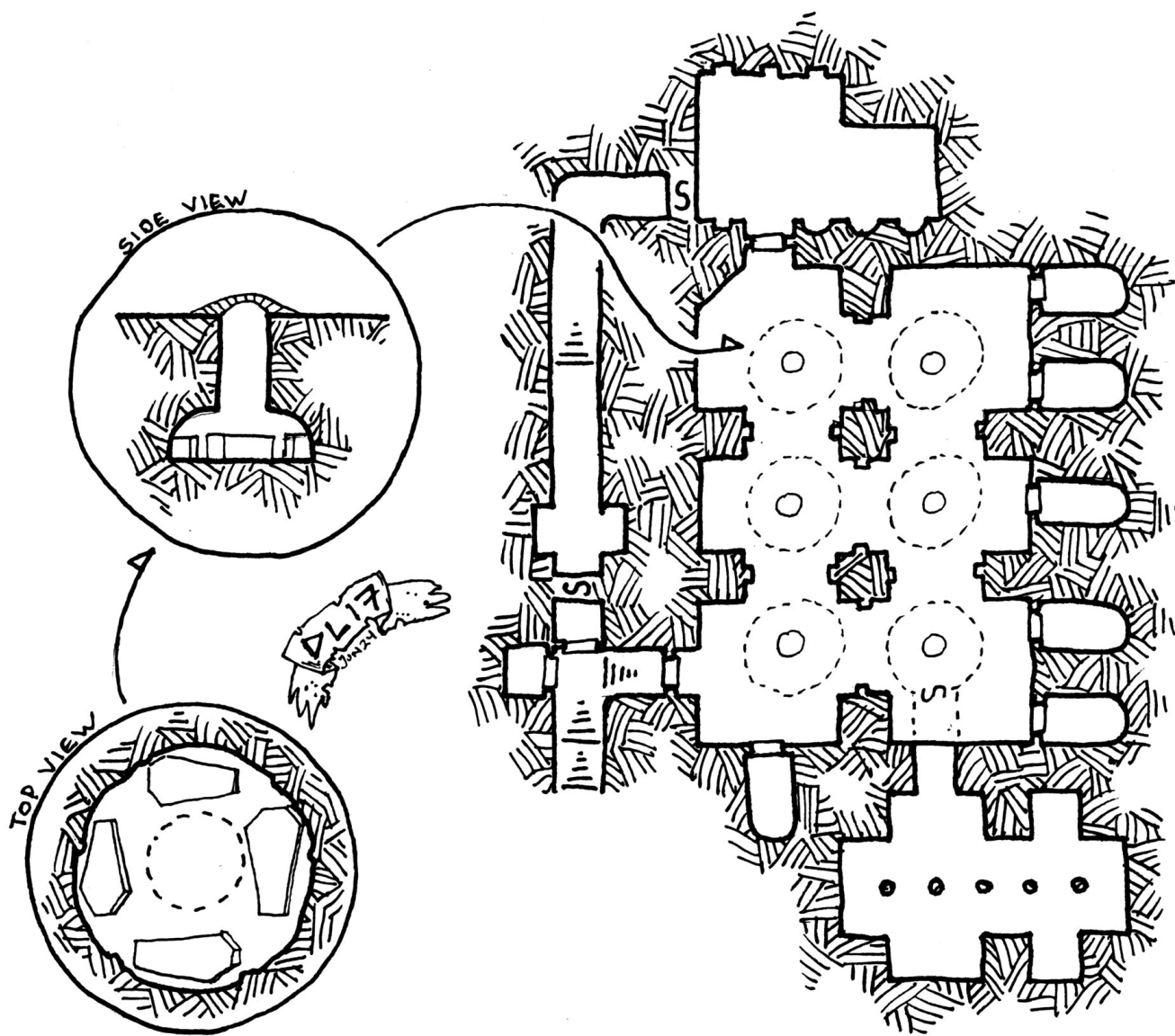
The six rooms off the main chamber could be any or a combination of the following:

1. Empty
2. Combat encounter
3. Contains 1D6 random mundane items
4. Ghost who tells the party a sad tale
5. Broken mirror
6. Treasure

The northernmost door is locked. It leads into a chamber that was once an alchemist's or a sorcerer's laboratory. Books about resurrection and death rituals are scattered about. Workbenches and bookcases are overturned and equipment smashed. Nothing good happened in this place.

The secret tunnel in the southeast tomb pit leads to a room plunged into complete darkness. If illuminated, the party can see holes in the pillars. Each hole contains a lens, which is facing the eastern wall. This wall has a mural of some strange design with a burn mark in the very center. If someone shines a light through all the lenses, the light shall burn the center of the mural, and an undead monster will break through the floor and attack the party. Where the creature broke through the floor, a random treasure can be found.





"Just a pile of stones, I say. Old people tell wild tales is all."
 - Ela Elwin, Local Townswoman

THE MAR DULIUS

STORIES OF THE CULT that worshiped some statue along the river still circulate among the locals. However, none know who they were or why they disappeared ages ago. The stories have kept most from exploring the caves and ruins. Stories of traps and evil monsters.

The seven stairways and the door are booby-trapped. The difficulty of the rolls to discover and disarm traps should get harder the closer they are to the statue. Common traps are fire or ice spells or swinging blades or arrows.

OTHER IDEAS FOR TRAPS

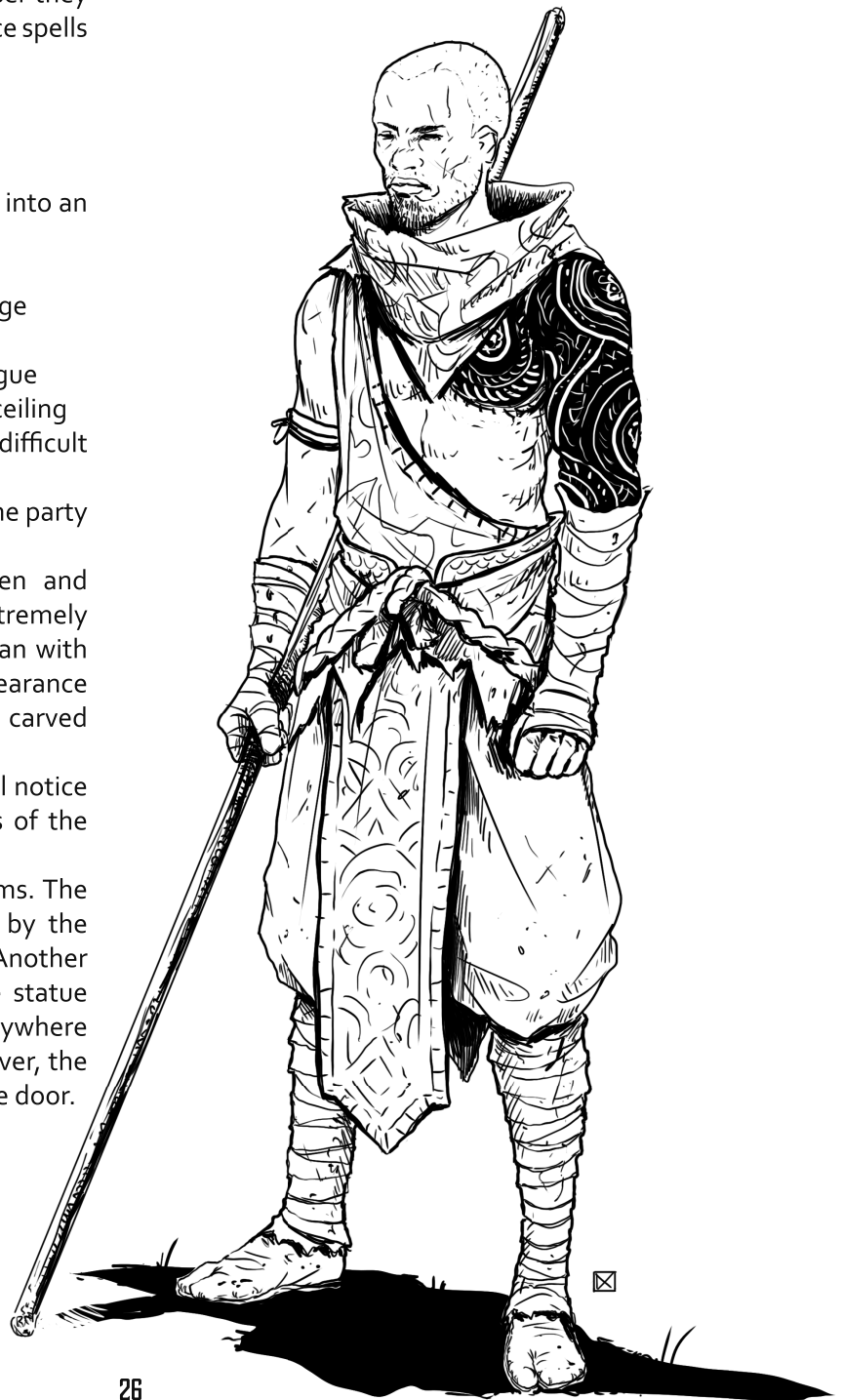
1. Temporarily transform a party member into an animal
2. Temporary blindness
3. A magic forcefield that seals off a passage
4. The roof collapses
5. The party is afflicted with a dancing plague
6. A torrent of water is released from the ceiling
7. Oil pours over the stairs making them difficult to traverse
8. A swarm of biting magical flies attack the party

The statue chamber is dust-ridden and bears the marks of ages of disuse. The extremely lifelike statue is a monstrous figure of a man with a boar's head. The figure's fearsome appearance is completed with a harness and sword all carved from black stone.

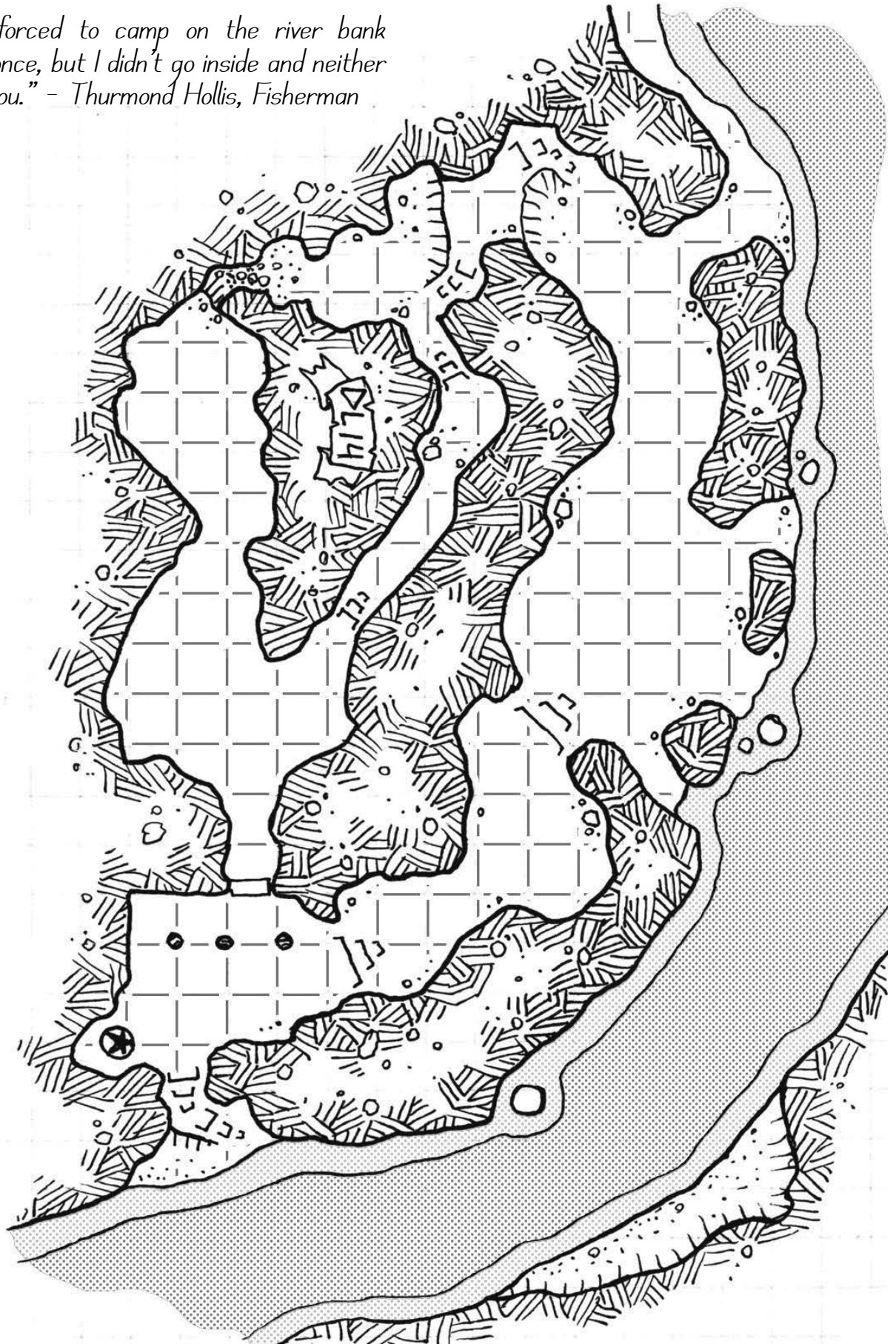
Upon inspection, the characters will notice three empty sockets on the chest harness of the statue.

The sockets are meant to hold gems. The gems can be found in the caves. One is by the collapsed stairs in the northwest corner. Another is at the base of one of the pillars in the statue chamber. The last one could be placed anywhere to challenge the party: the bottom of the river, the beach on the opposite bank, or built into the door.

If the gems are placed in the sockets, the statue comes to life and attacks the party. Under the statute is a small recess with 3D100gp and three random magic items in it.



*"I was forced to camp on the river bank
nearby once, but I didn't go inside and neither
should you." - Thurmond Hollis, Fisherman*



THE TOMBS OF IRDAKIN

THE REASON WHY THIS structure was built in the high mountains is lost to the mists of time. The ruined doorway simply makes most mountain travelers speed up until it is out of sight. Some ancient disaster ripped a 10-foot wide chasm through most of the building.

The inside is sickly warm even though the mountains are cold. Heat and fumes rise from the chasm. Occasionally sounds from the deep erupt that make the brave doubt the decision to enter.

The destroyed doorway and the chasm mean that the tombs could be filled with all types of wandering monsters and things that creep up from the deep. Placing combat encounters in the hallway, the main large chamber, and the natural cave work perfectly.

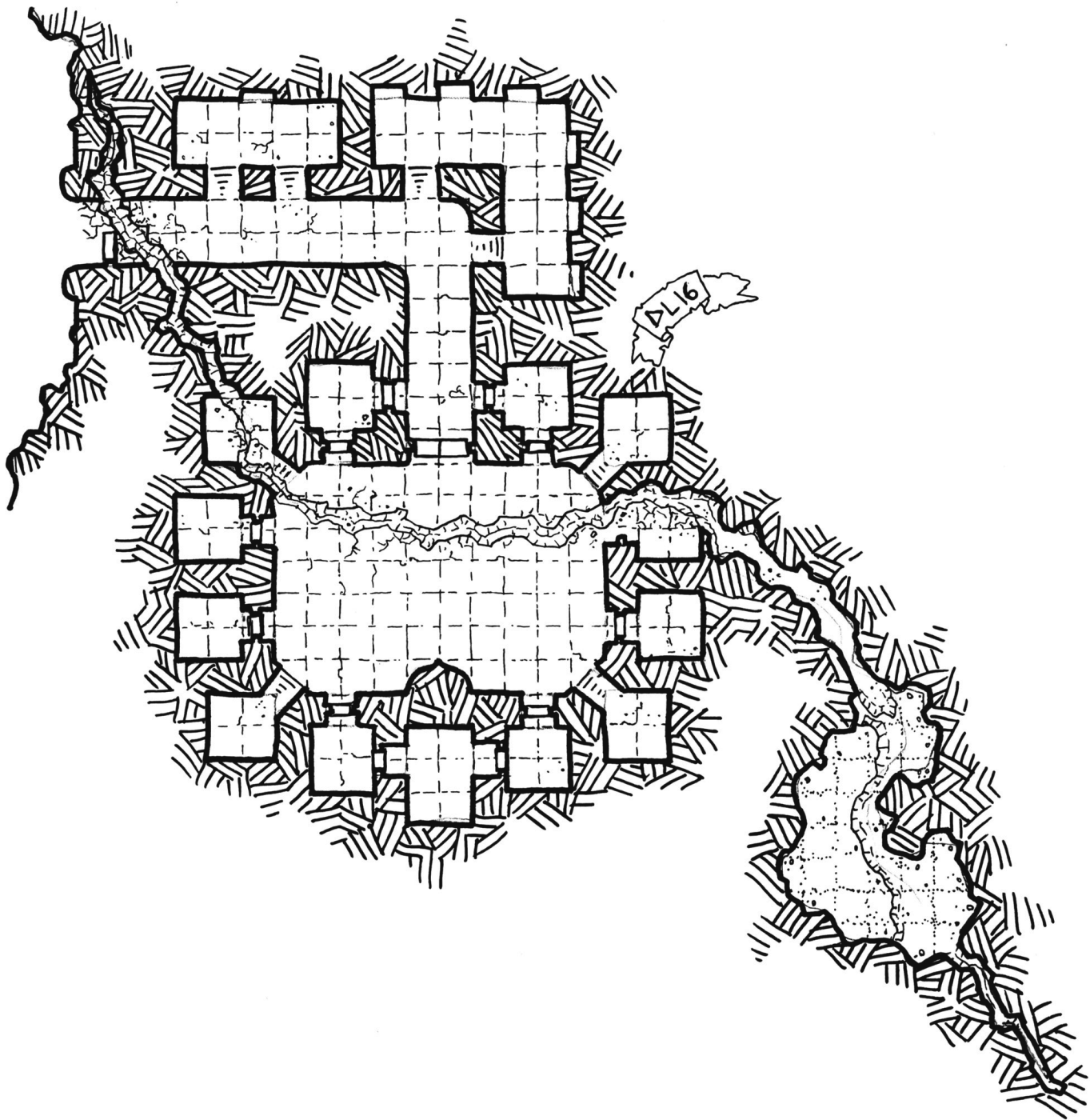
The alcoves in the two northernmost chambers are bone niches containing hundreds of skulls and bones. If investigated the majority of the bones appear to be elven. Animated skeletons could attack the party here. If the bone niches are searched 1D20gp can be found along with a greatsword, and one random magic item.

The double doors of the main chamber could be booby-trapped, if the party needs more of a challenge. This room could be the centerpiece battle with a horrid beast from the underworld that has made its lair in the once ornate chamber.

The six rooms to the west and the six to the east could contain any of the following:

1. Skeletons of two elves that slew each other in combat. Their rusted weapons still at each other's throats.
2. Book that tells of kings and queens and their great deeds. All the names and places are unknown to the characters.
3. Longsword sunk halfway into the back wall.
4. Embalming chamber long ago ransacked.
5. Empty save for a single gold coin in the middle of the floor.
6. Small wooden box that contains a key made of bone and a dagger with a ruby in the hilt.
7. Cage with 1D8 raven skeletons in it.
8. Combat encounter
9. Row of elf skulls
10. Crumbling bookshelf. Most of the books are ruined. However, a map to another ruin can be found, if the bookshelf is searched.
11. Filled waist-deep with Dwarf bones.
12. Ghost of an elf maiden who sings a sad song and then disappears.





The thirteenth room, just south of the main chamber, is a crypt. Some great elven lord or lady was interred here. The sarcophagus is still intact and the room contains treasure. The chamber has 1D10 gems worth 50gp each, 1000gp, and three random magic items.

The natural cave to the southeast could be the lair of some foul monster or it could contain a vein of a gemstone. Perhaps the skeleton of a dwarf miner lies on the floor with a journal telling a tale of finding the treasure only to be trapped in the cave.

"I've seen the doorway many times. Never once has it crossed my mind to leave the path and go anywhere near it." - Bliss Kendrick, Merchant Caravan Leader

ZERESU'S TUNNELS

THE WIZARD ZERESU'S TOWER is long gone. And the wizard himself? Dead for generations or so it is believed. The pile of stones that mark the spot of the tower looks harmless enough. Some locals even use the site as a quarry from time to time.

One expedition discovered a tunnel beneath the rubble. A nearby town is looking for adventurers to investigate. Know anyone who is up for the challenge?

Once the rubble is cleared, stairs (at the northernmost point on the map) leading down can be seen, and the sound of water dripping can faintly be heard. At the base of the stairs, the characters are greeted by hip-deep water (for a human).

The water-filled chambers throughout the dungeon have green algae or moss growing partially up the walls and the water smells foul. A mix of combat encounters, ruined items, and treasure should be sprinkled in these rooms. The statue is a humanoid bull carved out of alabaster.

The dry rooms to the northeast are locked. The walls in one are painted like the night sky with constellations carefully marked. The other was once a small menagerie. The cages, equipment, and animals are all still here. However, the animals are only decayed remains.

The secret room closest to the entrance is a library. The chamber has floor to ceiling bookcases packed with books. For a twist, the books could be cursed to crumble to the dust, if removed from the room or something far worse.

The main flooded chamber is eerily quiet. Shadowy tentacled creatures writhe within egg-like sacks that are anchored to the ceiling and walls. Note the rowboat on the map. The creatures could simply add atmosphere to the creepy dungeon or they could figure into the story more.

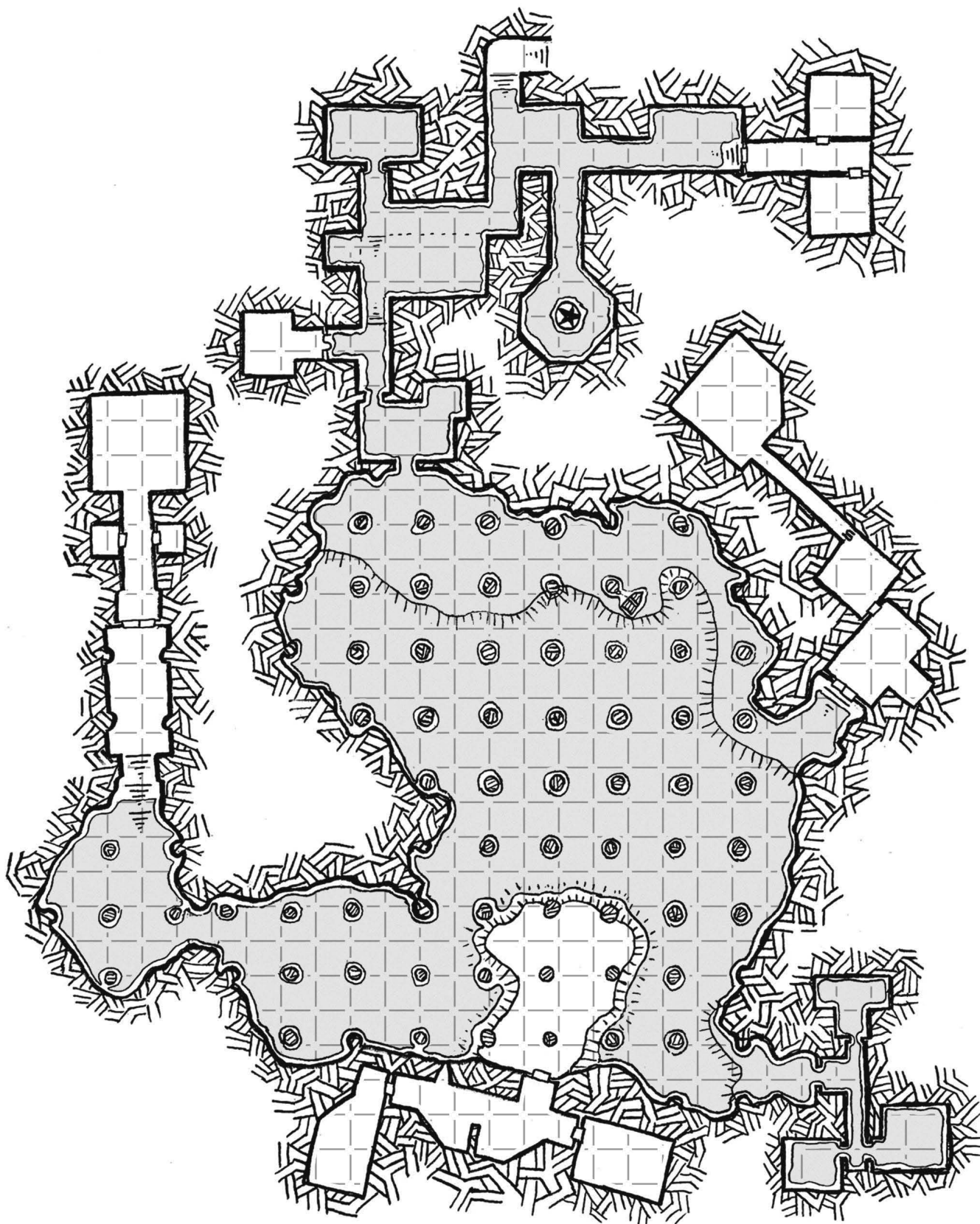
The dry rooms to the west seem to have been more personal space. The first room up the stairs is an art gallery. There are 1D6 art objects worth 100gp and 1D4 art objects worth 250gp. The second room was a bed-chamber. The furniture is old and fallen into ruin. One random magic item can be found in the room. The two closets contain moth-eaten clothing and one set of magic wizard robes.



The first dry room to the east was once a garden. The plants are all dead now, though there appear to have been a wide variety including some exotic specimens. The next room was an alchemy lab. The equipment is now broken and the vials smashed. The secret room was a forge. A few random metal ingots can be found along with a dagger and a short sword.

The dry rooms to the south are the wizard's main laboratory. They are filled with equipment, books, and anything you can imagine a wizard having or studying. The wizard is here, by the way, just he's now a lich. The wizard could talk to the party, or attack the party, or ask them for help with his "great work." Some papers can be found talking about the "Kraken's spawn." If searched, the rooms contain 4D100gp and four random magic items.

"The time has come for my masterwork and not even death will stop me." - Zeresu



THE SUMUDI GATHERING PLACE

A VILE CULT HAS WORSHIPED dark powers at this place for centuries. Six months ago they all left in a great caravan. No one knows why they left or where they went. Local folk are too afraid to go inside. That work is for intrepid adventurers.

The natural caves are unadorned rock. A wandering monster may be living here now. Maybe a hunter or hermit has made a camp in the caves. In one cavern, there is a secret door to the cult's chambers. Also note the skull on the map just north of that cavern. That wall also looks like there is a secret door but it is a trap or a combat encounter.

The hallways are of fine stonework though not to the level of the dwarves. The stone is grey and the stale air smells of dust. The first room in the southwest appears to have been a storeroom.

The main gathering chambers have ceilings that are 20 feet high, and walls and pillars are covered in carvings. The carvings begin as pastoral pleasant scenes and transition into horrid hellscape of demons and suffering.

The statue room is lined with bluestone, giving the room a striking appearance. The statues could be any of the following:

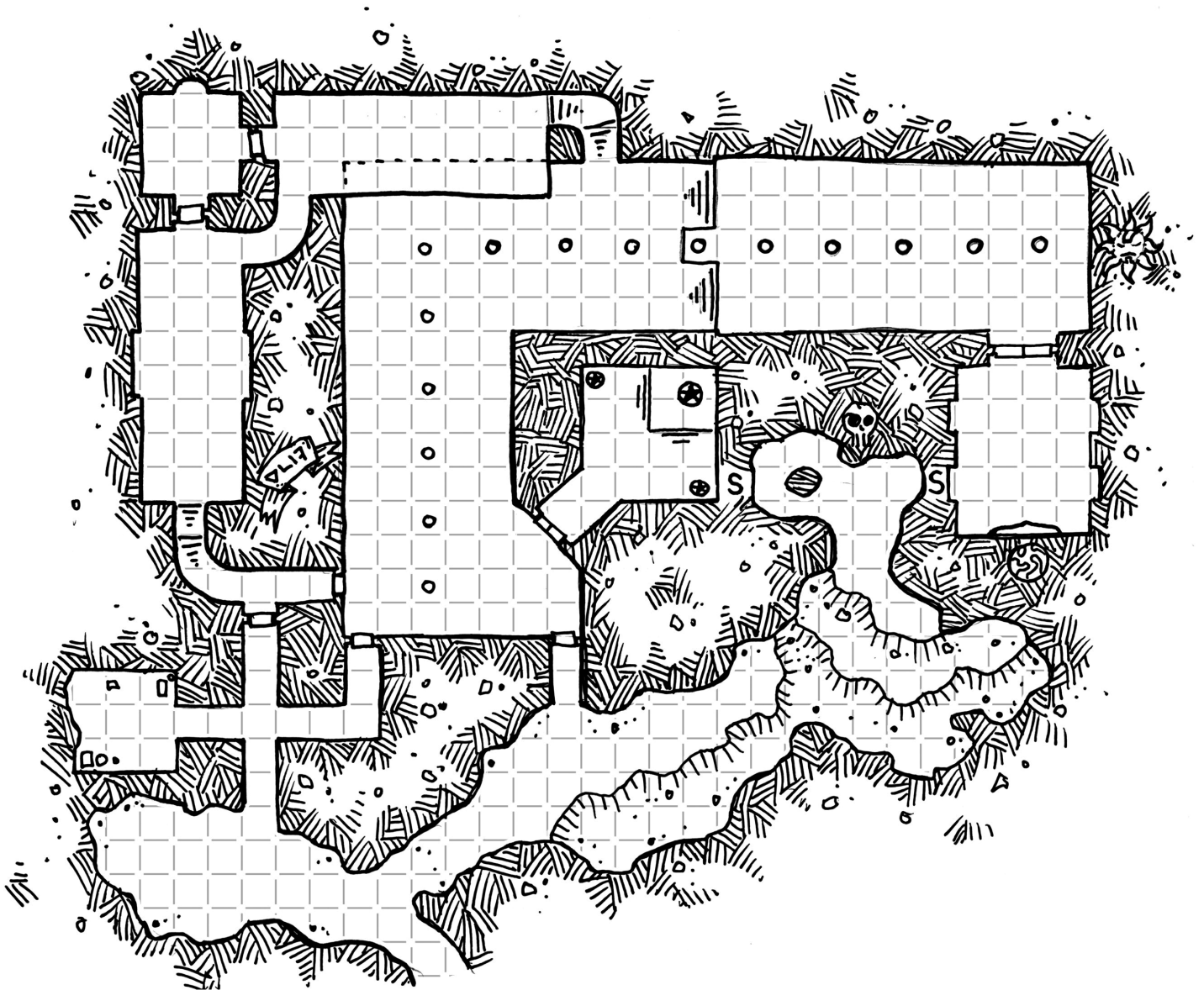
1. Human
2. Elf
3. Dwarf
4. Halfling
5. Gnome
6. Animal
7. Humanoid animal
8. Demon

The easternmost chamber, with the double doors off the gathering chamber, is built from white stone. The walls are plain but the vaulted ceiling is carved with scenes of destruction. At the southern end is a giant face. As the characters approach, it begins speaking to them about the destruction of the world. Carved about the face is the word, "Gozrud." If the characters can get the face to say that word, the face crumbles to dust revealing a treasure alcove.

The long northwestern room, coming off the gathering place, is decorated with scenes of non-organic mechanisms. The long western room is decorated with scenes of organic life.

In the northwesternmost room is a creature of combined non-organic and organic matter. It attacks the characters on sight.





"We could hear their chants and wails in the night. Now they are all gone. They left in a caravan heading west." - Ridley Hayes, Mayor of Local Village

THE DUNGEON OF DITANAI

THE MIGHTY CASTLE that once stood above these ruins was swept away by violence and time centuries ago. However, the broken spiral stairway hints at adventure and treasure to those who happen to be traveling near it.

This spiral stairway (found in the northeast corner of the map) is the entrance to the dungeon. The stairs are covered with decades of plant decay and signs of rainwater pouring in from the open space above. The room into which they descend is unremarkable. The granite blocks are simply wrought and of middling stonecutting quality. The two doors are wooden with bands of iron. They can be locked, unlocked, or rotting away to suit the party.

Once in the L-shaped room, the characters behold a ghastly sight. The west and south walls are lined with cruel iron shackles. Piles of bones on the floor indicate the shackles were once full of prisoners.

The two northwestern rooms appear to have been laboratories. One seems astrological in nature while the other was most likely alchemical. Some equipment and items remain, but most are ruined from age. These are good places to put clues or notebooks that lead players to other mysteries or adventure hooks.

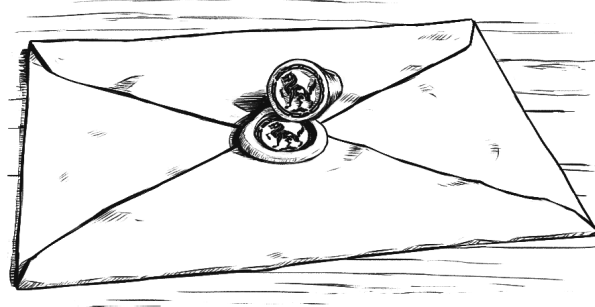
The room in the center of the dungeon has two openings that look down on the passage below. Judging from the discoloration patterns on the walls this room was once adorned with shields.

The stair room to the east leads to the lower level. The odd-shaped room was a torture chamber. Some of the foul instruments remain to speak of the devilish past of this room. Following the hallway to the west, the room west of this loathsome chamber seems to be some sort of interrogation room. Onlookers from above could have listened to the whimpering confessions of their unfortunate prisoners.

Small rooms off the lower passageway are cells. Various individuals were kept here as evidenced by the skeletons. The iron bar doors are locked and rusted shut. A few items of value can be placed in the cells. Perhaps there's a ring hidden behind a brick in the wall or a message carved into the floor.

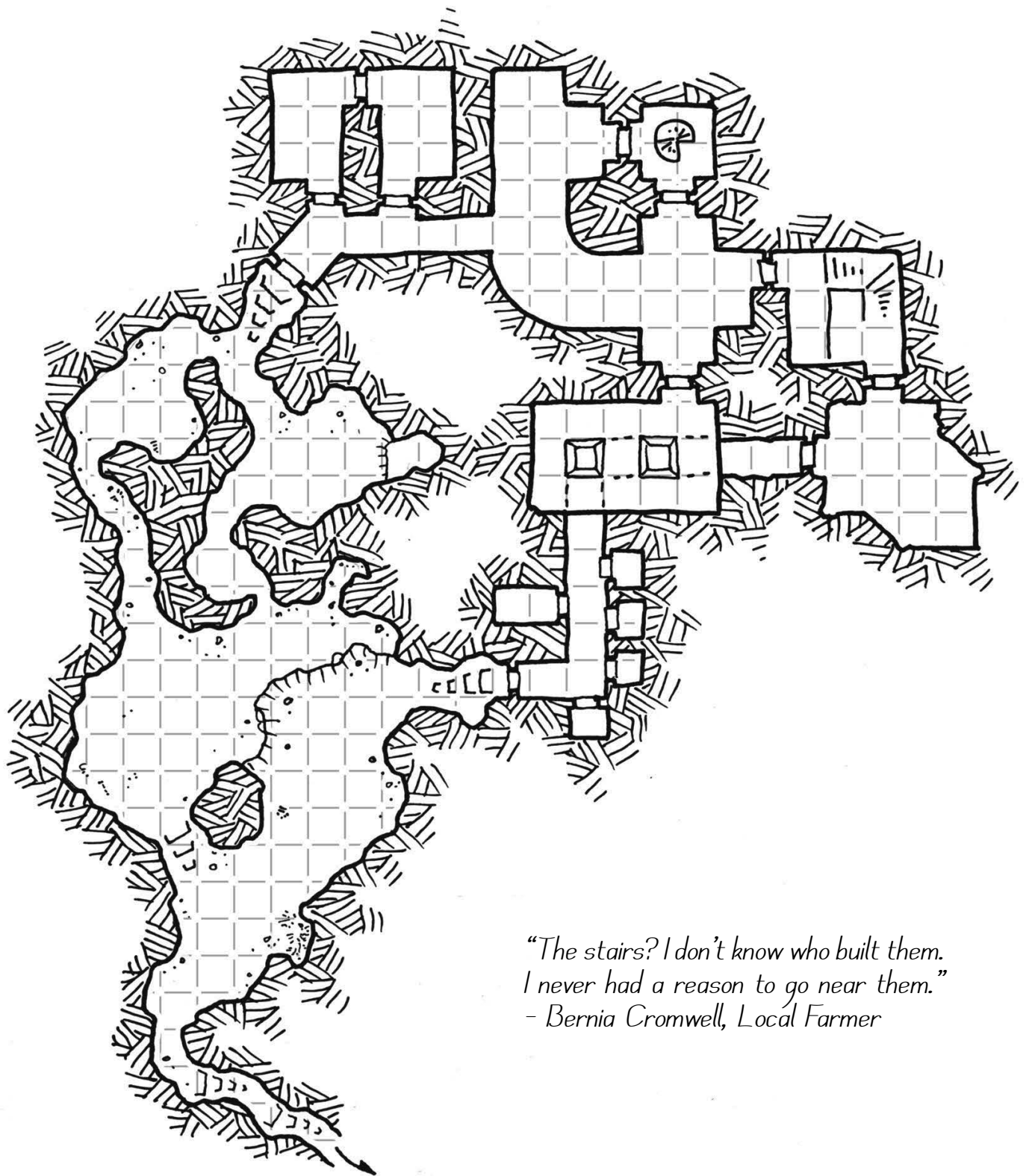
The natural cave system is damp and sandy. The exit could lead out through a cave mouth in the forest or behind a waterfall. It could be closed off or open. If it is open then any kind monster could have made its home in the caverns. Or the caverns could be a bandit camp or a gnomish den.

For a reward to players who search everything, one of the shields could be found in the caverns. It could be magic or not to suit the adventure.



RANDOM ITEMS IN ROOMS

1. Rope (20')
2. Tin fork
3. Small clay figurine of an elven female
4. Map case (locked)
5. Cracked crystal orb
6. Burnt gnome body
7. Brass button
8. Melted gold piece
9. Bloody handprint (human)
10. Jawbone of a donkey
11. The History of Alchemy (book)
12. Pile of dead ants
13. Silver pieces (1D12)
14. Sealed letter
15. Broken spear
16. Copper armband with battle scene design
17. Small paintbrush
18. Broken chain link
19. Bloody bandages
20. Lute string



*"The stairs? I don't know who built them.
I never had a reason to go near them."
- Bernia Cromwell, Local Farmer*

THE STEPS OF EBRYN

MANY SOULS SEEKING ENLIGHTENMENT, adventure, or treasure have attempted to climb the steps. Few if any have ever returned.

Upon arriving at the first small room (the room with the decorative stonework), the party speaks with a spirit. The spirit tells them to prepare for the challenge of the stairs.

Once the party reaches the landing with the 90 degree turn, a spectral horde rushes down the stairs to attack them. After defeating them, the party can ascend the stairs. In the next small room, a similar spirit tells the party that climbing the stairs is difficult.

As the party begins to climb the next section of stairs, the stairs become coated with a magical slime. It takes a number of extremely difficult climbing rolls to reach the next small room.

In this room is yet another spirit. It tells them to trust and not to get distracted from the path. The last section of the stairs is climbed without incident.

If the characters wander down the hall to the interior room with the door, they find the door unlocked. Once inside the room, the floor is made from a mirror. If the characters step on the mirror, it ripples like water. The characters appear alone in a mirror maze. They wander haunted by hideous laughter for a few minutes of real-time. In game-time, it could be minutes, hours, days, or months. Then they reappear in the small room with the third spirit. It tells them it warned them about getting distracted.

If the players wander over to the alcove at the top of the inner stairs, they find another spirit. It tells them to rest, eat, and drink. It offers them amazing food and plentiful wine. If the characters partake of the food or wine, they fall asleep. The sleep could last hours or days or months in game-time, but should only be a few minutes in real-time. The characters wake up in the small room of the third spirit. It tells them it warned them not to be distracted.

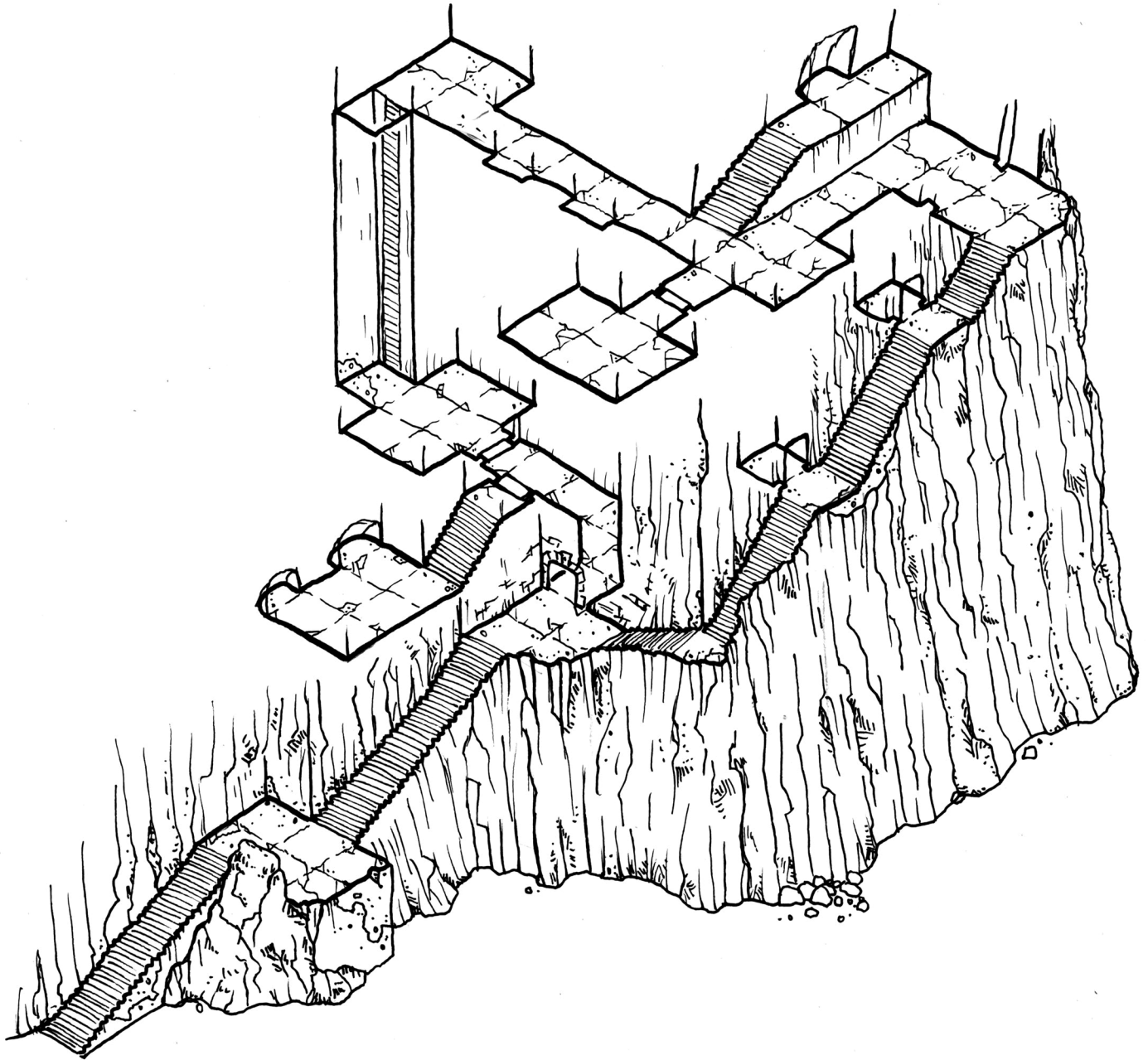
At the end of the passage is a room with a ladder. A spirit tells them that they must take a leap of faith. If a character attempts to climb down the ladder, it disappears and they fall. If a character doesn't touch the ladder and jumps into open air, they are magically lowered to the floor safely.

As the characters continue, they find the door to the right. The room, with the two alcoves, is a treasure room. All of the spirits appear and offer the party a meal and wine. The food and wine are of the best quality and the spirits speak with them a long time and share wisdom.

The treasure is customized to the characters, and is theirs for the taking. It consists of GP, SP, CP, and a magic item for each character.



"To reach the end you must trust and not let what your eyes see distract you from the path." - The Third Spirit



GONEBA TEMPLE

THE TEMPLE IS CONSTRUCTED of a rich brown stone with tiny veins of moss agate. The stone floor appears to be in pristine condition, though the locals claim the structure is ancient. The entry hall is as quiet as death, and every footstep echoes.

Every door in this strange "temple" is locked. As the characters continue, they find that it is more of an other-worldly menagerie than a temple. Besides the entry hall and L-shaped corridor beyond, every chamber contains a strange beast.

The chambers are painted with scenes of otherworldly forests, deserts, and mountains. The images are recognizable but different or even alien. These chambers are the creatures' "habitats." The beasts climb through bizarre, plant-like structures, rest on little outcrops of rock, or hide in marsh-like pools, depending on the kind of creature it is. Some of the beasts passively gaze at the adventurers, some approach in a friendly manner, and others attack.

In each habitat, the creatures have both an intricately detailed golden food bowl and a bejeweled water bowl. Each is worth 200 gp. (Or whatever amount makes it worth your while.) If the players try to dump the contents out while in the chamber, the bowls magically refill each time. If the players take the bowls from their chambers, the food or water magically disappears. (A reminder: if the bowls are taken from the friendly or peaceful creatures, those creatures will starve.)

To add an extra challenge, every door could be rigged with a trap instead of locked. The traps are mainly triggered by pressure plates.

POSSIBLE TRAPS

1. Caltrops
2. Darts
3. Arrows
4. Blades
5. Spikes
6. Acid
7. Gas
8. Ice spell
9. Fire spell
10. Poison spell

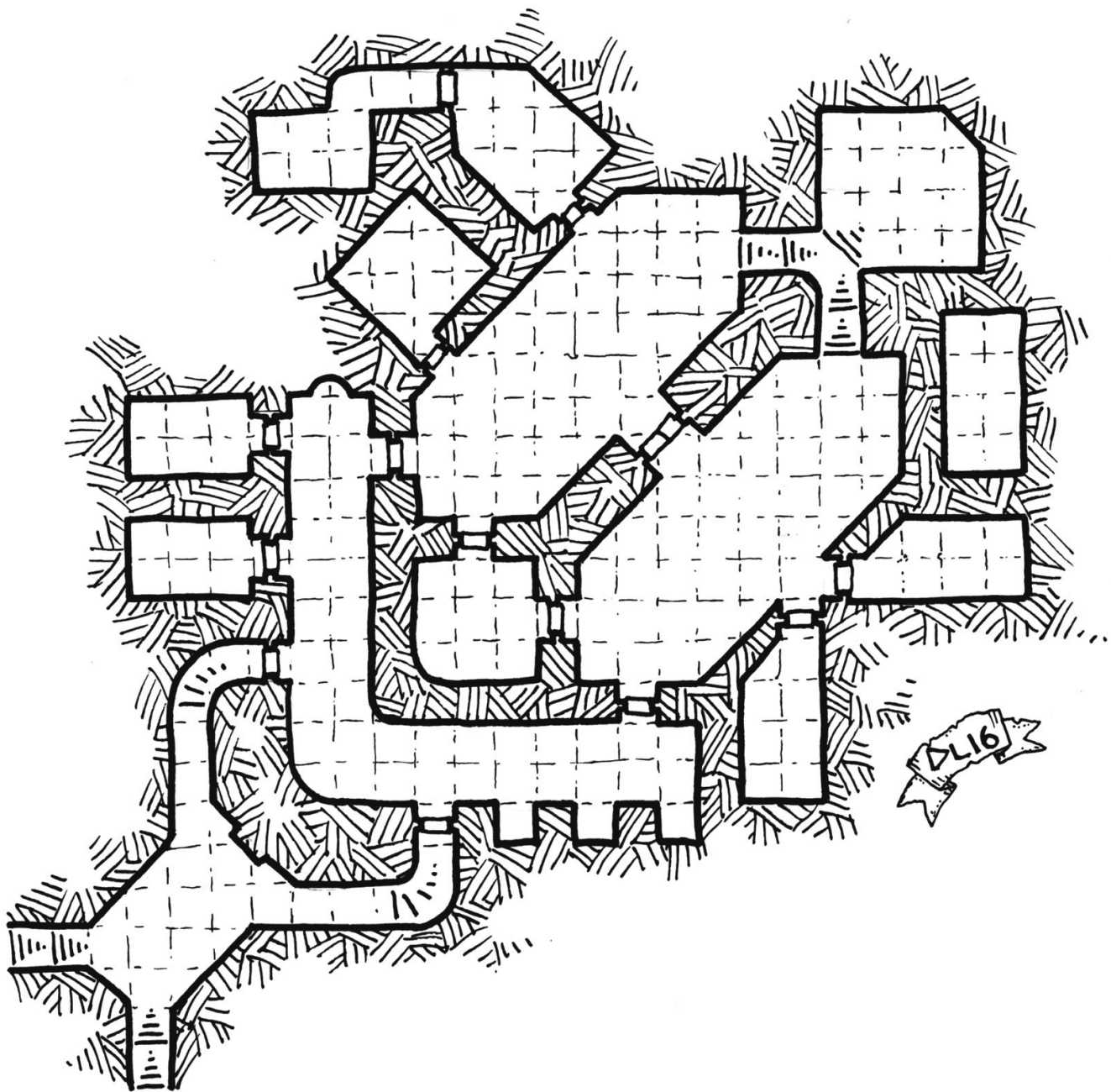


THE DOORLESS ROOM

The players can notice a dull thudding sound when they come near the walls of this secret room. On the southern wall in the northeastern room is the word "ouroboros."

If one of the players touches the word with their finger, a magic door appears. Inside is a large, black, snake-like creature. If the party can get it to bite its own tail, it will devour itself leaving only its lifeless head.

If they attack it, nothing can penetrate its scales. The eyes of the oroboros can have magical properties or be of great worth.



"The temple sleeps and the silence is deafening. I didn't make it far until turning back. Was I afraid? Yes, yes I was." - Ryesen Norville, Adventurer

THE SPIRE OF THERIM

THE SPIRE HAS BEEN seen on the horizon from time out of memory. The door can be plainly seen, but the journey to the spire is arduous and few have dared to approach it. And what lies behind it has long been forgotten.

The door is made of stone, and after all this time, the door is still locked. It is a moderately difficult roll to open the door.

The polished marble hall has a vaulted ceiling and finely crafted pillars. Dust lies thick on the floor. The two doors on the north wall lead to a room divided by a curtain. The western half is covered in the blackest obsidian, and the eastern half in the lightest granulite. It's a good place for a combat encounter on the "other" side of the curtain.

On the south wall, a ramp leads deeper underground. The room to the southwest is locked. Upon entering the chamber, the characters see that the walls are completely covered in amber. There are things trapped in the amber. Bugs, horses, bears, monsters, and people. One or two of the character think they see the trapped figures move or look at them.

At the end of the ramp, a stony creature paces in the chamber. It attacks the party on sight. The chamber is made of granite and has rough walls. The small room behind the door in the north wall is plain and unadorned. The floor is covered with copper pieces.

The next ramp leads to a hall filled with mosaics of winged humanoids flying through stormy skies. The mosaics are made of a myriad of different colored quartz pieces. Somehow, the walls behind the mosaics seem to glow with their own light. The hallway leads into the connected large room and it is adorned with mosaics of creatures digging beneath the earth and lava rivers.

The mosaics in this room use stones with muted colors. All except the lava rivers. These stones glow and are burning hot to the touch.

POSSIBLE ENCOUNTERS

1. Levitating spade
2. Small iron box
3. Several links of a large chain
4. Giant burning skull
5. Lifelike statue of a fiery horse
6. Small pools of lava

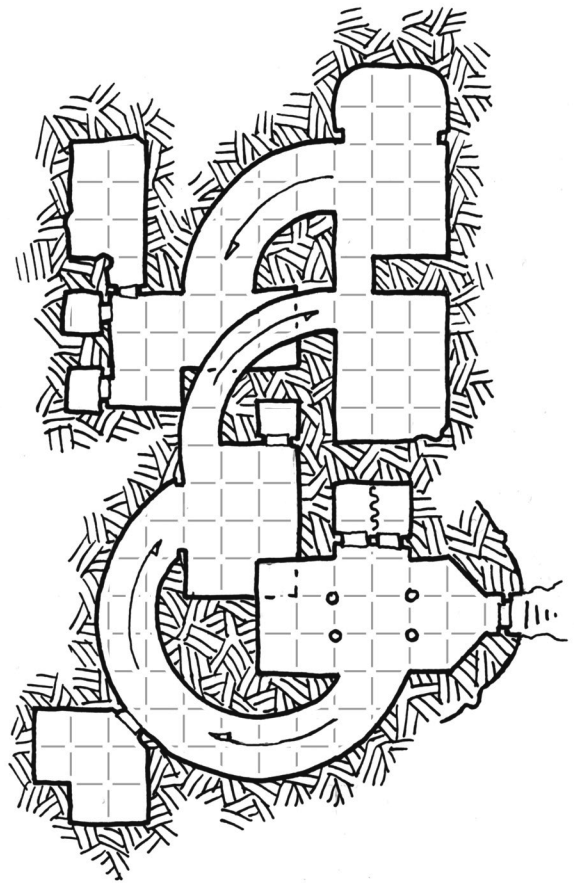
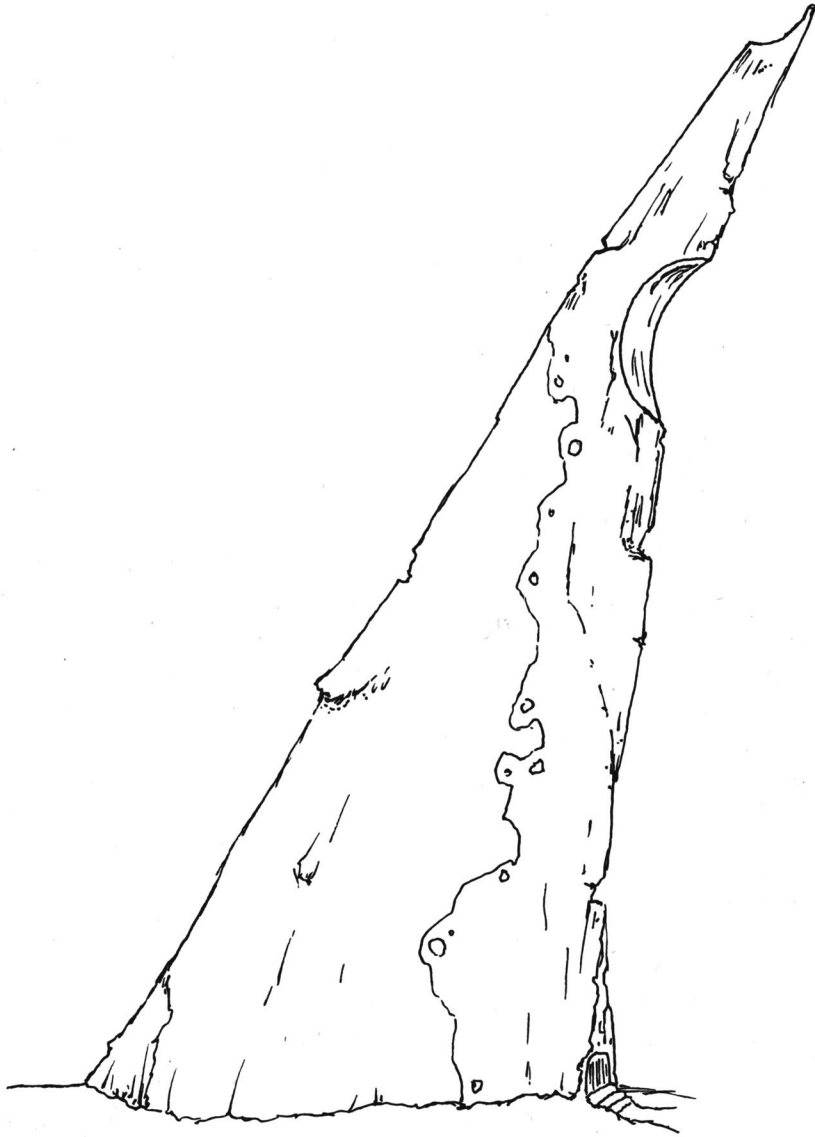
Down the last ramp is a large chamber hewn from limestone. The walls are polished giving the room a grand appearance when lights are lit. This could be the place of a final combat encounter.

The chamber to the north could be a scriptorium or a library containing a wealth of knowledge on masonry, geology, magic stones, and the like.

The two small western rooms can be covered with gold pieces in one and silver pieces in the other.



"Aye, I see the spire all the time. Use it for a landmark. It holds no interest beyond that for me." - Wirenth, Local Resident



THE KURNAIN DUNGEON

AT THE NORTH ENTRANCE, THE CAVE APPEARS quite natural and bears little evidence of what lies within. Once inside crude stairs lead deeper into the caverns. The caves smell of deep loam and old earth.

Any of the caves could be home to wandering monsters or bandits. Several items could be sprinkled about the caves, like an explorer's journal, a rusted key, a silver earring, or a broken china doll.

The first artificial chamber shows signs of habitation, either current or in the past. There's a bed, a chest, a bookcase, and a few trinkets or oddments, like 1D100 brass buttons.

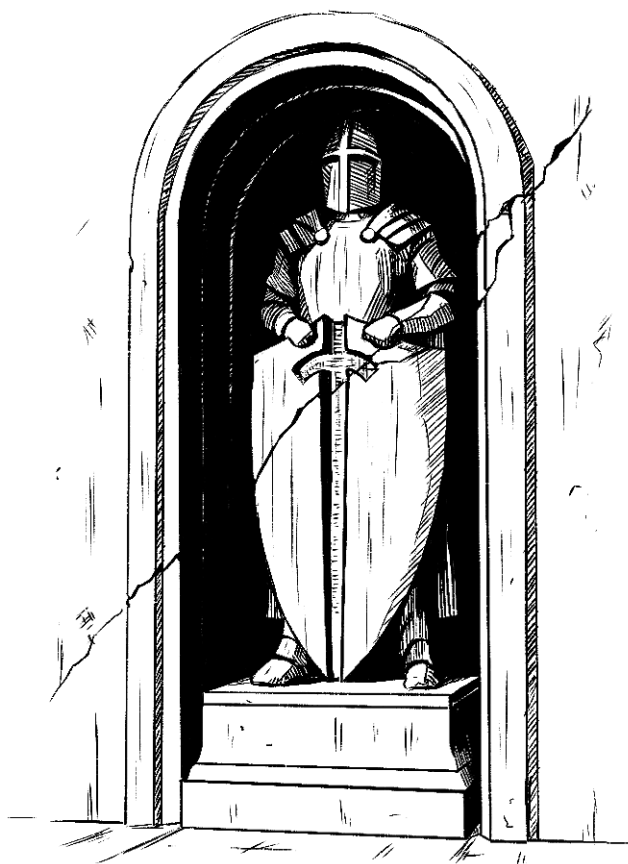
The artificial chambers are made of common gray stone, show good craftsmanship, and were left unpainted. The rooms are mainly dry, except for the collapsed areas. The chapel was devoted to a good deity and the altar and statues represent that faith.

The curtain in the center chamber covers a portrait of a finely dressed noble couple. The man is fitted with polished armor and a broadsword. The woman wears a dress of intricate patterns and embroidery, and upon her head is a crown.

In the large, rectangular pit is the skeleton of an ill-fated adventurer who forgot to bring a grappling hook and rope. A shortsword and a map case lie near the bones.

It appears that an earthquake has reclaimed some of southern chambers. Most are nothing but rubble now, save the southernmost hall.

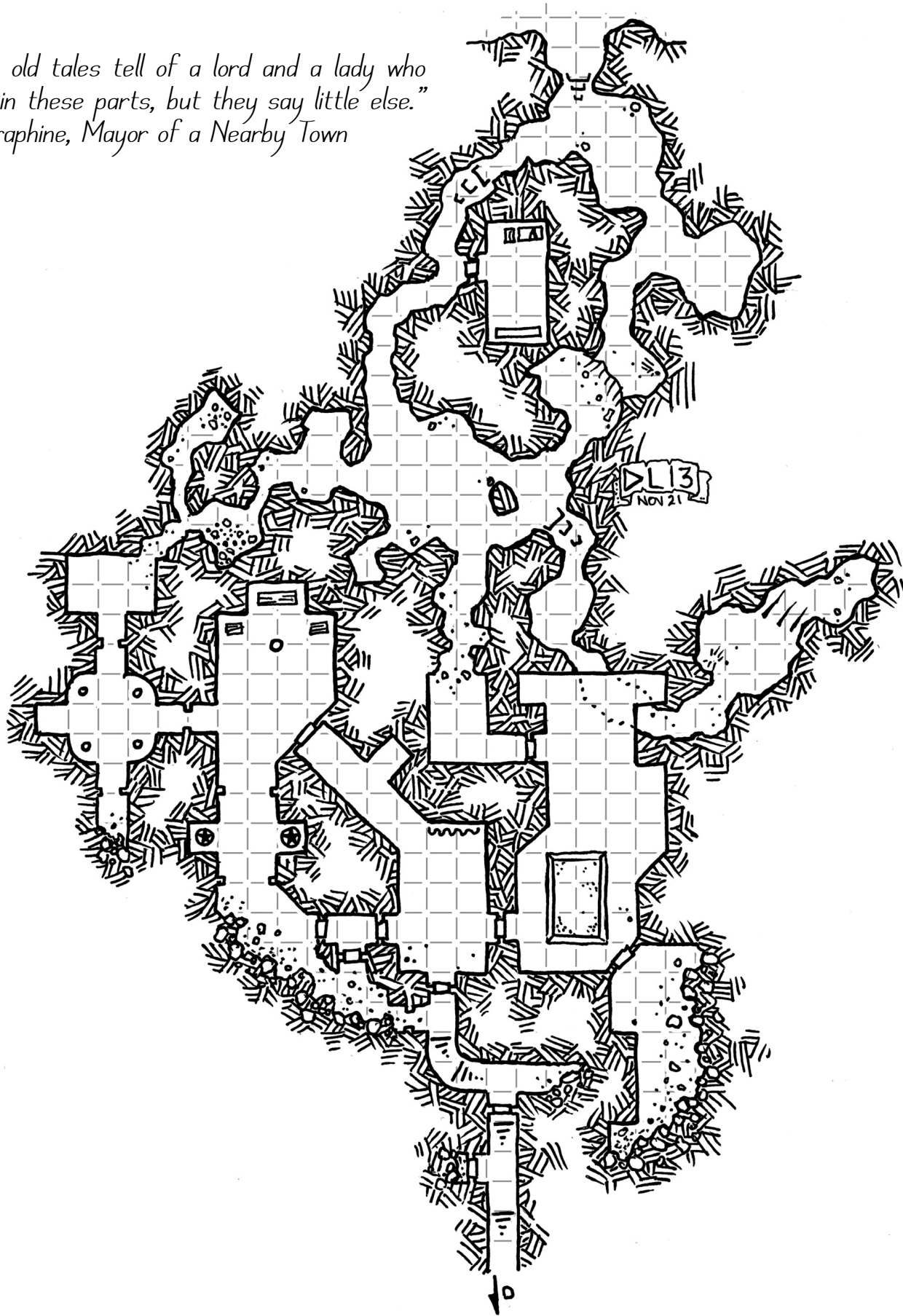
This south passage leads to the cellars and dungeons of the main castle. It's long since turned to rubble, probably from the same quake that destroyed the southern chambers. Nature has reclaimed the majority of the foundations. The exit of the passage is not much more than a mossy hole in the ground.



RANDOM ITEMS IN ROOMS

1. Gold necklace
2. Silver coin from an ancient kingdom
3. Rotten waterskin
4. Small piece of quartz
5. Silver spoon
6. Tiny silver dragon statue
7. Silver necklace
8. Hat with "Crilis" embroidered in it
9. "Morling" scratched on the wall
10. Brass key with a dragon head design
11. Half burned love letter
12. "Fuller" written in blood on the floor
13. Gold pieces (1D4)
14. Silver button with an "S" design
15. Gold key with a shield design
16. Copper coin from a legendary kingdom
17. Belt buckle
18. Leather pouch (empty)
19. Silver pieces (1D20)
20. Dragon scale

*"The old tales tell of a lord and a lady who
lived in these parts, but they say little else."
- Miraphine, Mayor of a Nearby Town*



THE TEMPLE OF ARTHUND

THE DOOR OF THIS TEMPLE is 80 feet up on a sheer, west-facing cliff. It is more than a hundred feet below the top of the cliff. Who built it is a question many have thought about for centuries.

The temple appears undisturbed from the outside and no one who lives near can remember any stories of the interior. However, a goblin horde has broken in through a natural cave system to the southeast.

The goblins made themselves at home. They have defaced the original statues and turned them into images of their own vile deities. The large statue is fifty feet tall and was a likeness of a good goddess.

Now, its head is covered with burlap and a mocking image is swirled on it. The smaller statue is 15 feet tall and is of a good deity who has been subjected to the same humiliation.

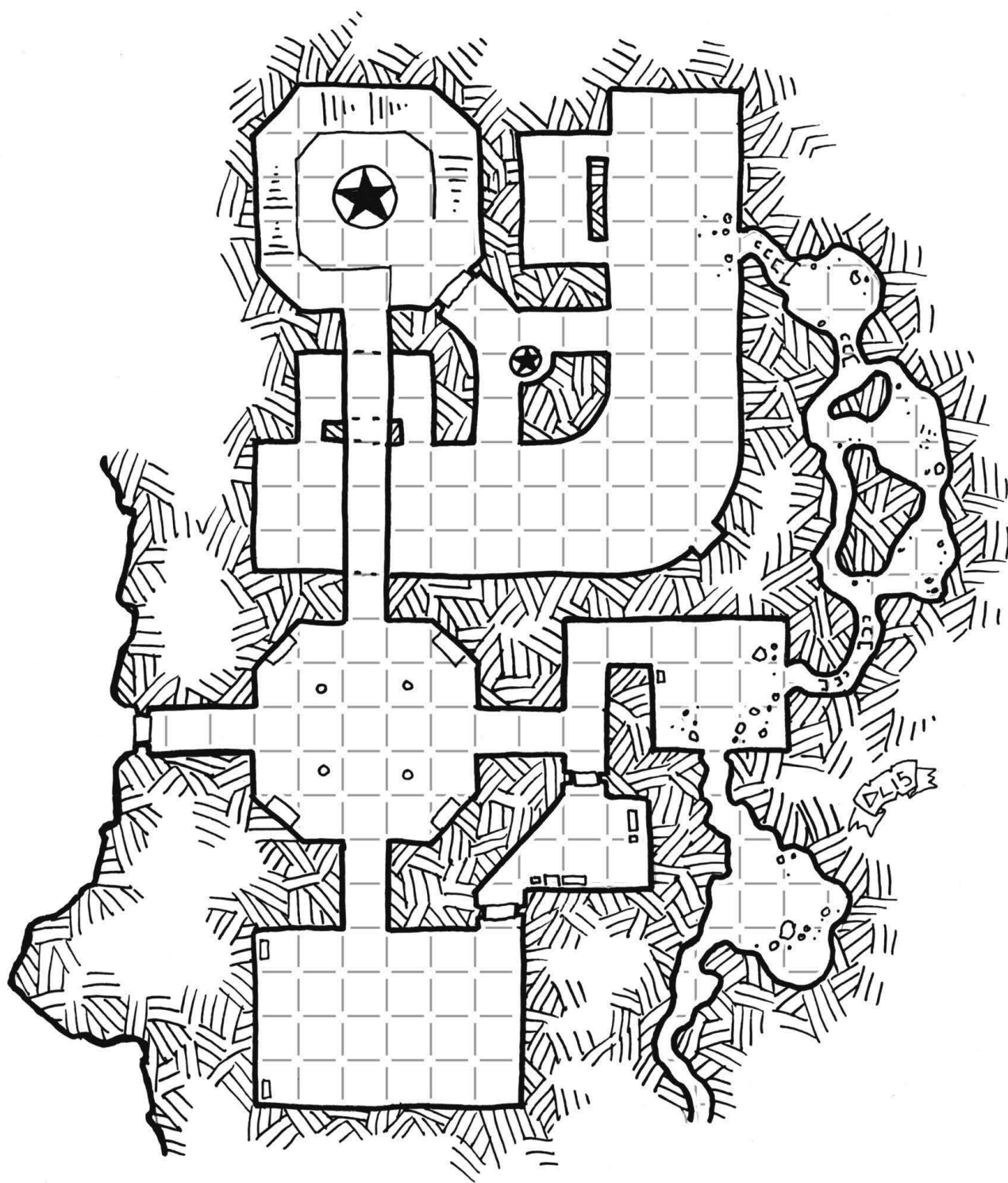
IDEAS FOR CHAMBERS

1. Forge
2. Barracks
3. Tannery
4. Brewery
5. Arena
6. Kitchen
7. Storeroom
8. Armory
9. Shaman's quarters
10. Chieftain's quarters

What remains of the original temple is the elegant stonework. Faint outlines show the ceiling was once painted with beautiful scenes. In the base of the large statue is hidden a treasure chest the goblins haven't found.



"No one's ever been fool-enough to try to get into it." - Sanborn Yule, Local Farmer



THE LONELY TOWER OF TERAHH

THE LONELY TOWER is a sad and unassuming ruin in a land where ruins are common. Seemingly in the region, everyone has heard about it, but no one remembers who built it or why. Most figure it was a fortified farmhouse abandoned long ago and likely occupied by other settlers over the centuries.

The door to the tower is unlocked but the hinges are rusted. It takes a bit of effort to squeeze inside. The remains of an old campsite and what looks to have been teenagers trying to smoke a pipe are the only signs of use.

The hatch in the ceiling opens to the roof. The roof sags with age.

The trapdoor in the floor leads to a cellar, but the ladder down has been removed long ago. A few broken wine bottles are all that remains down here...besides dust, damp, and a secret door.

The secret door leads to a natural cave system that was expanded in past centuries to include a number of passages and chambers. The original purpose has been long forgotten, but an evil cult has made the underground chambers their place of worship.

The cult is here and is very much in operation. By the amount of blood splattered on the hideous altar, the rituals and rites seem incredibly unwholesome.

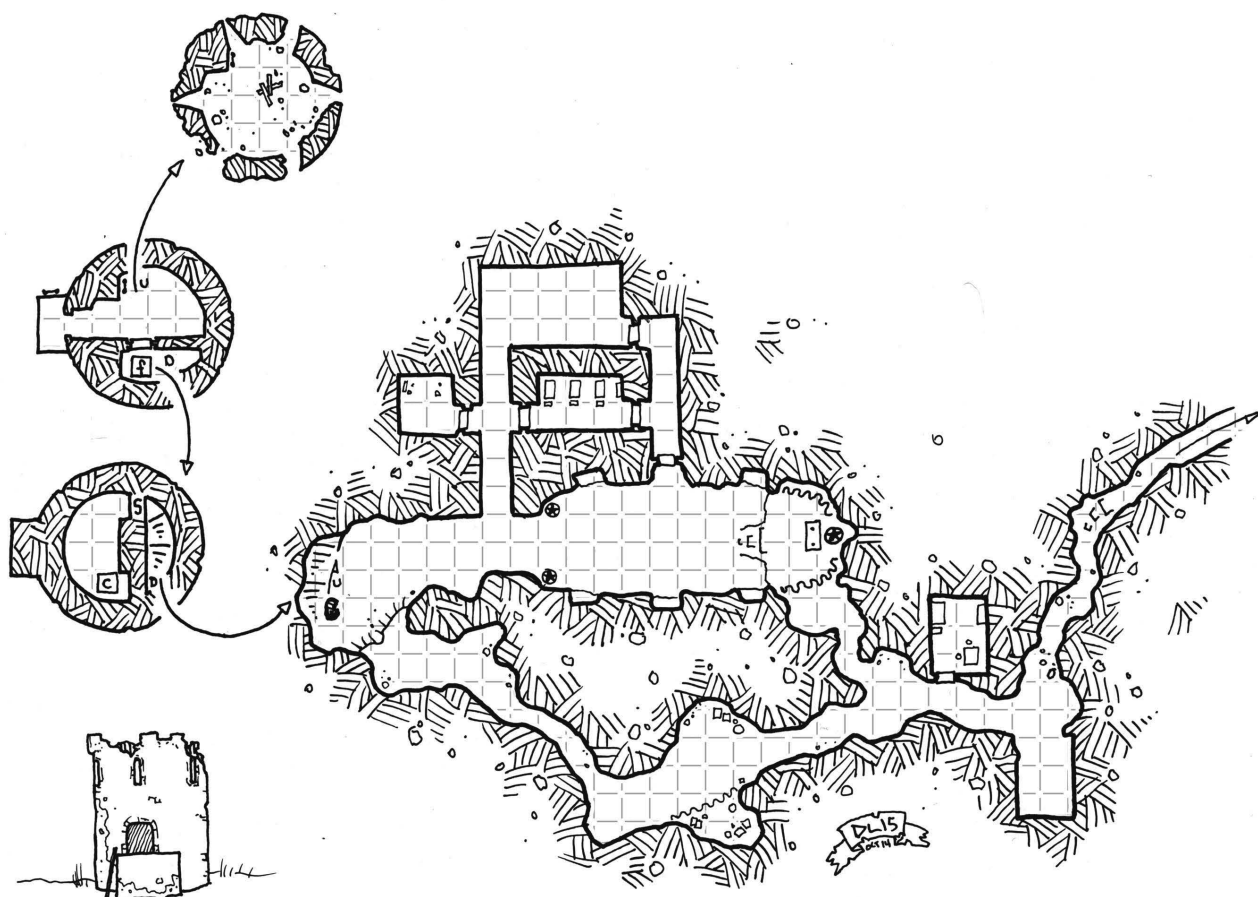
Several cult members live in the underground area and exclusively use the back entrance. There is one common sleeping room. (Note the room with three beds on the map.) There are several chests with personal items and a few weapons in this room as well.

The eastmost room with a door and furnishings is the chamber of the high priest wizard who heads the cabal. The room is carefully kept and adorned with demonic books and a fine writing desk. In the room are 3D100gp and one random magic item.

ITEMS IN A WIZARD'S CHAMBER

1. Snake in a cage
2. Short sword
3. 6 Strange Eggs giving off a vile smell
4. Talking bat chained to a perch
5. Spyglass
6. Tome of ancient devilry
7. Star chart
8. Glowing ink (2 jars)
9. Frog in a glass bowl
10. Crystal shard (6")
11. Quill that writes nothing but nonsense
12. Various personal letters
13. Map to a legendary library
14. Parchment (2, blank)
15. Bottle of snake venom
16. Glass vial
17. Healing potion
18. Globe
19. Small warrior figurine
20. Black quartz (2")





"My grandfather said he had often thought of rebuilding the tower. He never got around to it. It would make a good outpost near the town." - Rumer Witton, Mayor of a Nearby Town

THE SHRINE OF GALORION

THE SO-CALLED SHRINE was in reality a convent. Ages of time have obscured the memory of the devoted order of sisters who practiced many trades within their hallowed walls.

Now worn by weather, the two huge goddess statues still stand guard at the entrance. One holds a weaver's rod and the other craftsmen's tools.

The small chamber off the main entrance was once a shop. Shelves with decaying cloths and moldering sacks are the shadowed remains of a vibrant industry. A few mundane craft items could be placed here.

The main entrance is blocked by debris, but it can be easily moved. The cold, dark gray stone walls create an uninviting interior.

The sisters' bodies are long gone but their spirits still populate the shrine. The ghosts can be angry or helpful in a most random manner (die roll with even result means friendly, die roll with an odd result means hostile). They can be standing still doing nothing or they can still be working their trade. Some may weep and others may chant.

The helpful ghosts will reveal bits about the convent's culture and residents. The angry ones simply attack.

The various rooms can be bed chambers, kitchens, storage rooms, and other typical rooms. Some rooms were devoted to trades. The characters may find tapestry weaving rooms, gem cutting rooms, potion crafting rooms, and more.

The circular object in the large chamber was a dyeing vat. The bottles of numerous shades of color line shelves. The vat is dry and caked with a splattered rainbow of colors. The dyes can be magical or mundane.

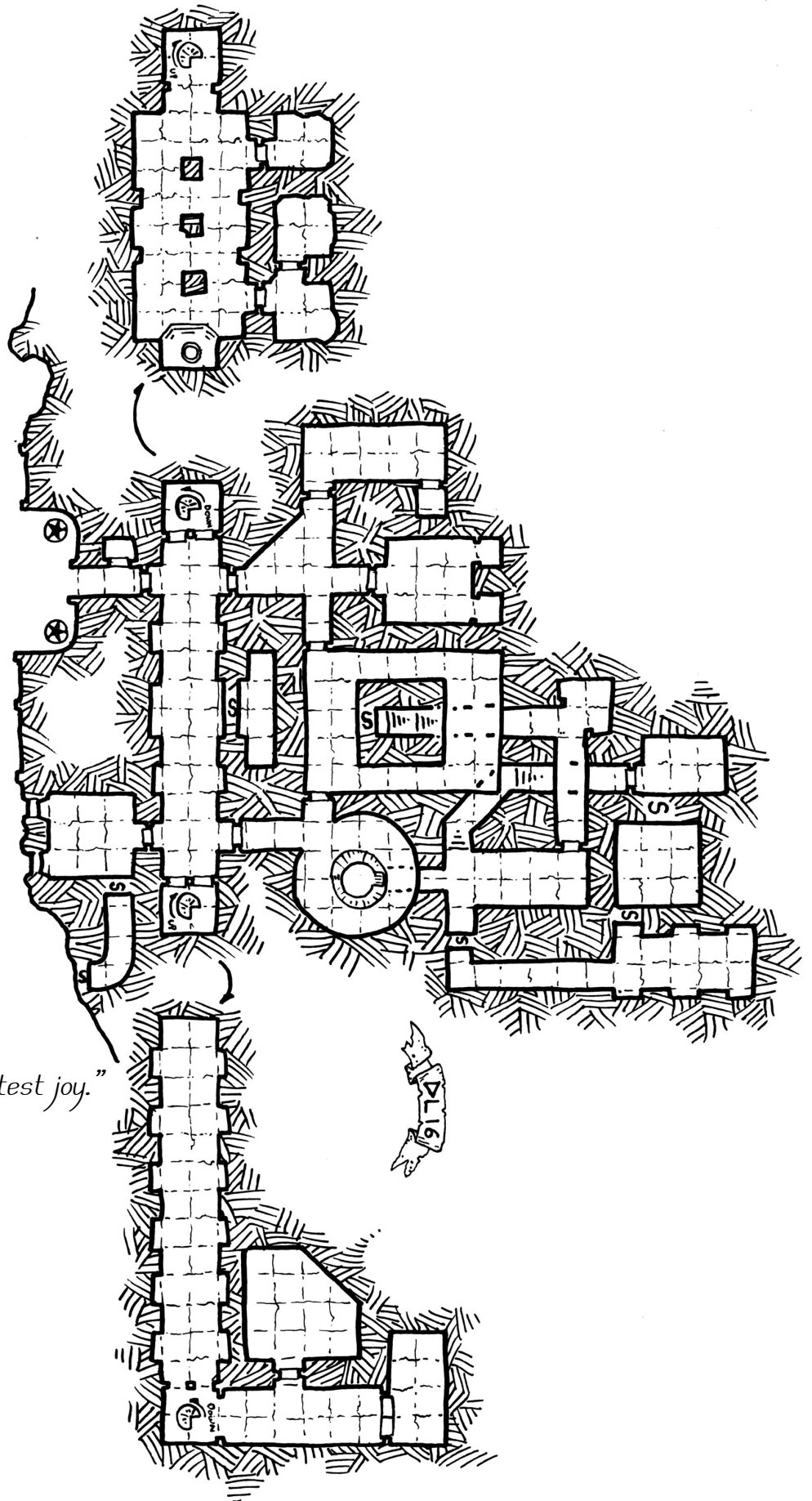


RANDOM ITEMS IN ROOMS

1. Copper pieces (1D10)
2. Holy symbol
3. Soap (half bar)
4. Colored pebbles (1D20)
5. Sealing wax and convent seal
6. Candles (1D10)
7. Silver pieces (1D10)
8. Severed human finger
9. Chalk (1D6)
10. Sewing kit
11. Scarecrow
12. Handkerchief with an "S" on it
13. Book sealed with a wax seal
14. Rosary beads
15. Broken broom
16. Small wooden flute
17. Beads (1D20)
18. Broken harp
19. Knitting needles
20. Flask of oil

POTION INGREDIENTS

1. Toe of frog
2. Wheat
3. Oak Maze Gill
4. Butterfly wings
5. Barley
6. Bone of cat
7. Baies rose
8. Salt
9. Tail of squirrel
10. Blood of man
11. Veiled Panus
12. Saffron
13. Salamander skin (dried)
14. Holly berries
15. Dandelion seeds
16. Ethanol
17. Wormwood
18. Wool of bat
19. Bear claw
20. Sumac (dried leaves)



"Making things in our greatest joy."
- Sister Alodie

THE ALQUAD CLIFF DWELLING

THE LOCAL FOLK NOW call this place a cliff dwelling and suppose that some ancient people lived their daily lives here. That is not wholly true. While the people who built the “cliff dwelling” were certainly ancient they did not live here.

These chambers and passages were a proving ground for their warrior-priests and priestesses. Every time a cohort of young initiates were ready they would be brought here and tested. Though the builders and the priests faded from memory ages ago, the proving ground waits to test any who enter.

The same fate awaits those who enter today, death. Challenges of wits, skill, combat, and magic can be weaved throughout any chamber.



CHALLENGE IDEAS COULD INCLUDE

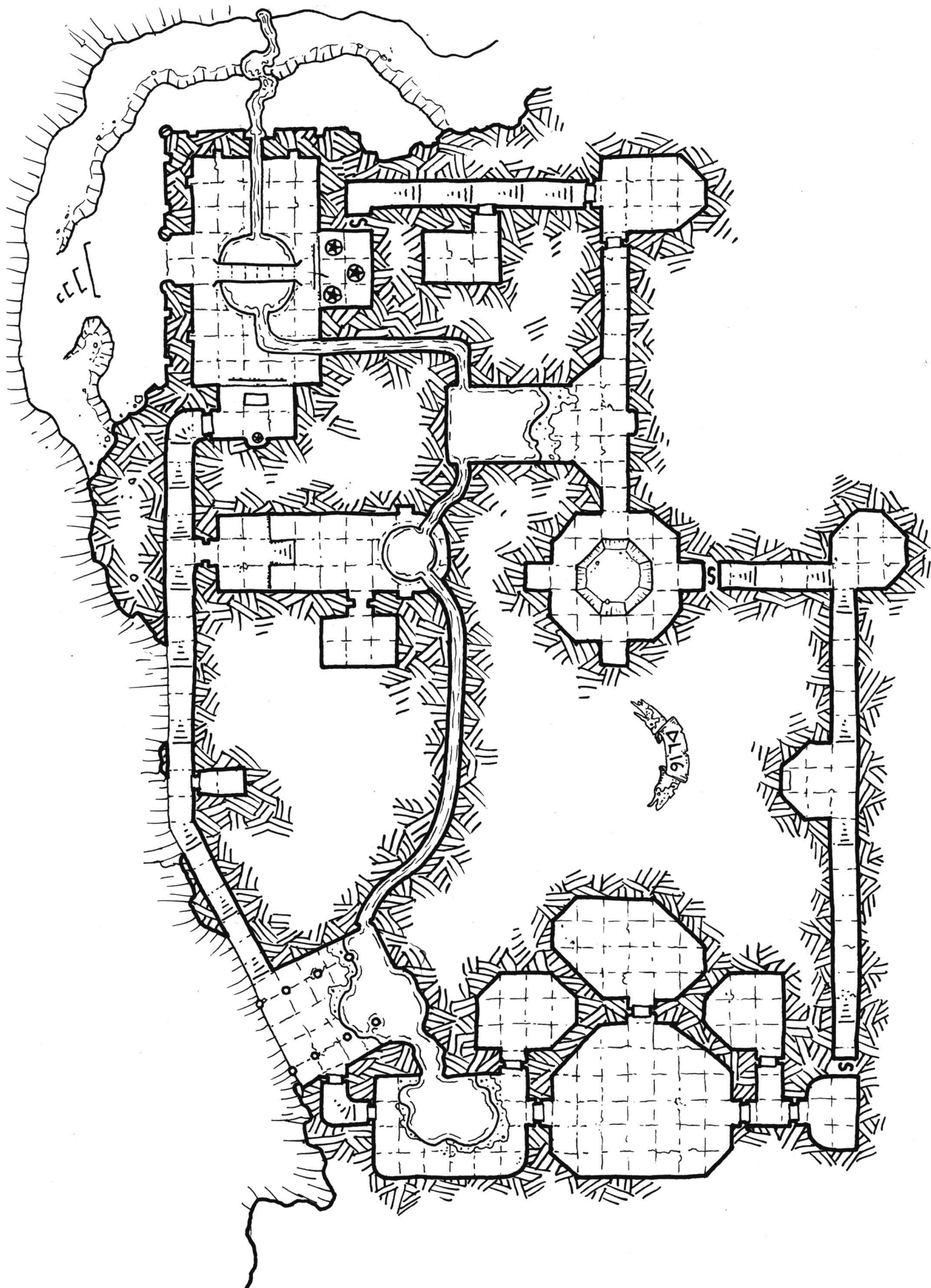
Combat: Magical apparitions of monsters or beasts could appear and attack the party. Creatures that require teamwork to defeat would be best. Perhaps the room with the pit could be used for a challenge. There appears to be an item of value at the bottom of the pit. But if someone touches it, it becomes a monster. The three statues could come to life and fight the party. A creature could come out of the pool in the south part of the map or the circular pool farther north and attack the party.

Skill: Various skill challenges could be used like climbing, performing, history, and more. Maybe characters need to swim through the passages filled with water. Perhaps there are air pockets every 10 feet or so. In the middle of the passage could be a magic item or weapon. In one room a ghostly crowd could appear and demand the party sing, dance, or perform in another way. The hallway exposed on the cliff face could present climbing challenges because of high winds. The bridge above the water could be slippery or crumble as it is crossed.

Magic: Challenges could require detecting magic, dispelling magic, casting certain spells to unlock doors, or to reveal secret doors. Perhaps even creatures that can only be harmed by magic.

Wits: Figuring out patterns or choosing the right combination to open doors or chests are common challenges. An apparition could appear and try to convince the party to leave the dungeon. They must argue with it and convince it they are worthy. Perhaps the party needs to spell a certain word to open a door. They saw it earlier, written on a wall. If a player remembers it, reward them. A spirit could give them a puzzle to unlock a room or a riddle to solve.

“The cliff dwelling has always been there. Our people hold it sacred and will not go near it.” – Thurstan Unwin, Local Townsperson



THE EMOS TEMPLE

THE OPEN-AIR FORUM TO THE WEST is now reduced to rubble. A few broken pillars remain. Some foul creature has destroyed it. The beast then raged into the temple, killing many worshippers, priests, and priestesses.

Those who managed to escape testify that the creature is still there, brooding in the bowels of the temple. The head priest admits that they had become complacent in the burning of incense, which weakened the sacred "spirit" of the temple. That is why the creature was able to enter and wreak havoc. That was many years ago, but the faithful still wait for the time that the temple will be cleansed, and all will be made right.

The main ramp leads down into a natural cavern (not pictured). The temple's construction gives the appearance that it was built around the cavern. The cavern has become the lair of some creature that does not enjoy being disturbed. If the creature is defeated there is 4D100gp, 10D100sp, and one or two random magic items.

However, the creature is invincible until every incense altar is restored and burning incense. Doing so, will strengthen the power of the temple spirit and weaken the power of the monster. The four altars are located in the following chambers:

1. The northwest rectangular chamber with two curtains on either side
2. The larger of the two southwestern chambers
3. The southeastern chamber with the curtained entrance
4. The northeastern chamber with the curtained entrance

Unfortunately, the vile beast has attracted a number of other loathsome creatures, which roam the halls and desecrate them. In order for the temple to be completely cleansed, every creature must be destroyed.

The entrance to the spiral stairs is located in the cavern, and it goes up only. After the monster is defeated, the party can climb the stairs. In the room behind the double curtains, the spirit of the temple is waiting for them. It thanks them and offers them a gift, which can be found on that same floor in the small, western chamber. Make it a gift that will best suit your group's purposes.

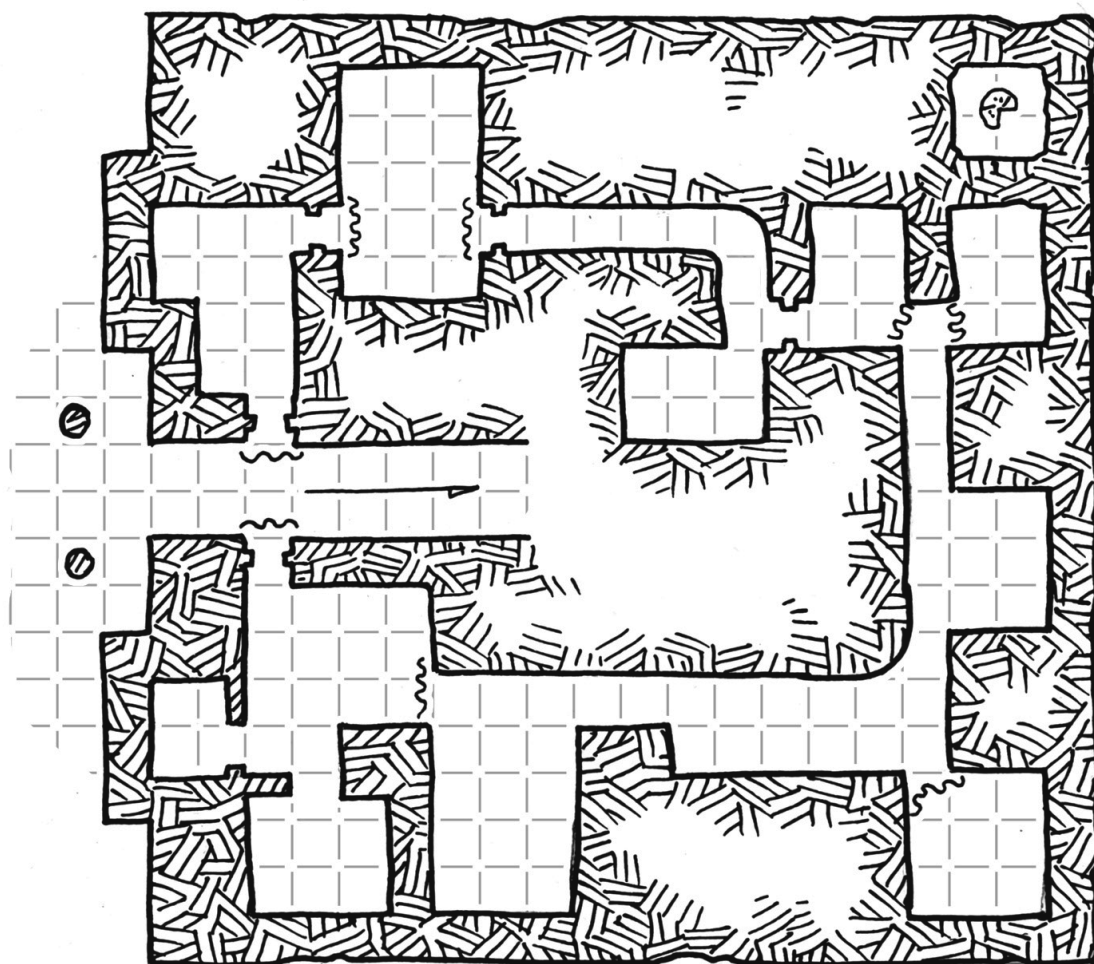
IDEAS FOR ROOM DESCRIPTIONS

1. Shrine room
2. Sacrifice preparation
3. Reliquary
4. Ritual washing
5. General storage
6. Meditation room
7. Divination room
8. Library
9. Prayer room
10. Vestment Storage

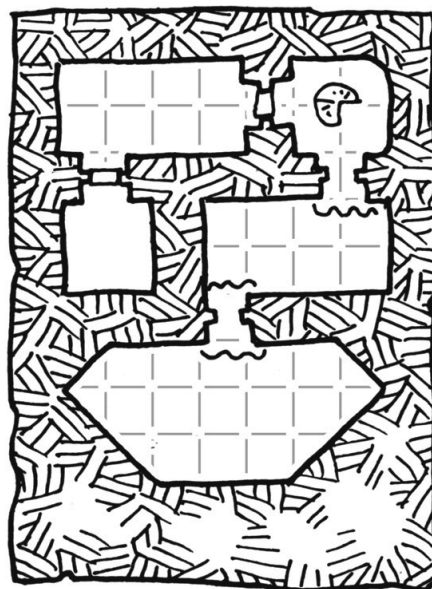
ITEMS IN A TEMPLE

1. Weeping statue
2. Broken incense burner
3. Figurine of some unknown god
4. Ceremonial chalice
5. Delicate golden chain (2')
6. Candelabra
7. Bronze chimes
8. Broken drum
9. Stone basin
10. Silver coin with unknown image on it
11. Flask of Oil
12. Fire pan
13. Offering box
14. Prayer beads
15. Large Key
16. Ceremonial knife
17. Small amulet
18. Divining bones
19. Silver ring
20. Gold anklet





"A terrible tragedy. Strange things happen there at night. If you want any help from me getting there, you won't get it." -
Timothea Burke, Local Farmer



THE CATACOMBS OF BARAKZIG

THE CATACOMBS ARE LOCATED underneath a large and old city. Generation after generation of bones and refuse have accumulated. The multiple entrances and exits lead to different sewers around the city.

The tunnels and chambers are dismal, wet, and foul-smelling. The passages are carved from gray stone with black and green patches of mildew and sickly moss. Many of the small chambers are or had been crypts.

A tunnel collapse cut off the northwestmost room. An easy search roll reveals this, and it would take an hour or so of digging to access the chamber beyond. This chamber could have been protected from looting because of the collapse, so the possibility of treasure is high.

Various encounters or objects can be discovered in the catacombs.

Combat Encounters: The party could encounter a rat swarm, bat swarm, spiders, giant spiders, giant rats, giant rat king, snakes or a giant snake. Of course a wandering monster, orcs, or bugbears could lurk in the shadows. Also, evil cultists, bandits, gangs, or robbers could use the catacombs as a hideout.

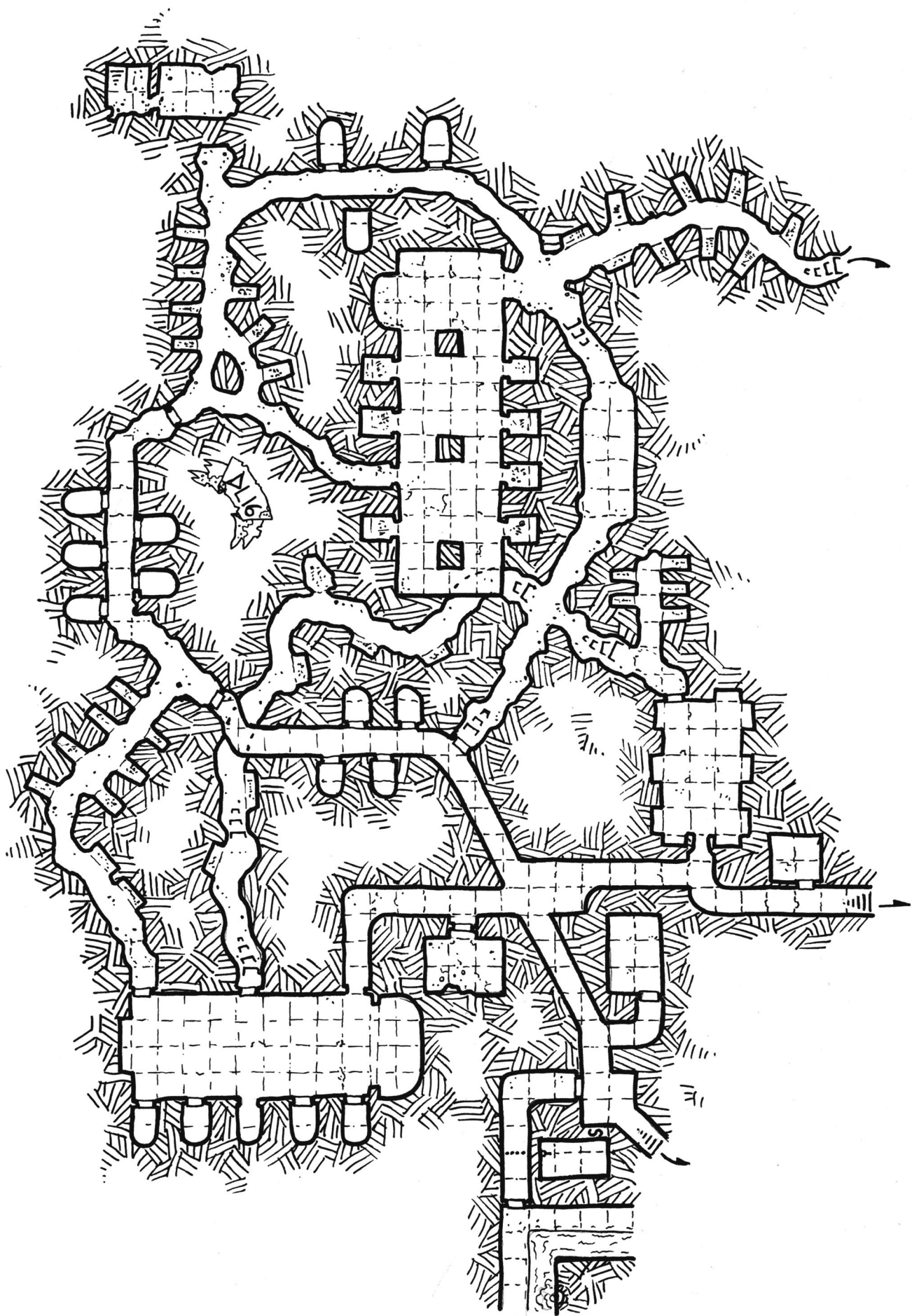
Non-Combat Encounters: Orphans, a hermit, sick family, a lost woman, an elf explorer, gnome historians, grave workers, a peaceful but persecuted religious sect, an excentric but secretive alchemist, or a lonely dog or cat.

Chamber Descriptions: A crypt packed with ossuaries, dozens of skeletons scattered about, mosaics, graffiti, a campsite, hermit's home, refuse room, a royal tomb, the tomb of a royal infant, a chapel, a small prison,. A hermit hoarder could have filled one chamber with shiny objects, bits of colorful tiles, buttons, pieces of metal, old cloaks, and other odds and ends.

Obstacles: Closed iron gates, locked doors, traps, slick floors, noxious fumes, weak or crumbling walls, and flooded hallways.



"The catacombs are ancient, and some are still used. Others are sealed off and inhabited by dark things. There could be dangers lurking beneath our feet right now." - Salton Thorne, Priest



THE DUNGEON OF HONIONE

ORIGINALLY CONSTRUCTED AS a temple. Part of the ruin was converted into a makeshift dungeon for a time. Now these halls are a crumbling ruin. Discarded items from its previous uses lie rusted, rotted, or smashed throughout the hallways and chambers.

The large hallways and chambers are stifling, and the air is stale. The walls and ceiling were once painted with intricate designs that weave through each other and form knots. Now, the paint is faded and all that remains are hints and shadows of what was.

Some vile beast or wizard could have their lair in the main chamber to the north. Wandering monsters and/or devious creatures could lurk in the shadows and the abandoned passages.

The secret chamber is made completely of obsidian and is empty. However upon entering, each character experiences their worst fear in a vision. Depending on how the character deals with the situation, they are rewarded. After the vision is over, they find themselves standing in the empty room with the reward, if it is tangible.

In the large southernmost room, the chamber glows a soft red. Each character experiences their greatest temptation. Once again, if the character handles the situation well, a reward will be given.

The westernmost doors to the room with the four steps leading to the four cardinal directions are locked, but a difficult skill roll will open it. The central pillar has three small alcoves in which a small, personal item can be placed. Each alcove faces one of the small rooms. Above the alcoves, "A treasure for a treasure" is carved around the pillar. If a personal object is placed in a particular alcove, a tiny door shuts over the object, and the corresponding door across from the alcove opens.

There will be a treasure in each room. If the treasure is taken, the alcove will remain shut. If it is left, the alcove will reopen when the party leaves the small treasure room. If the party enters the easternmost room through the secret entrance, the treasure is theirs for the taking.

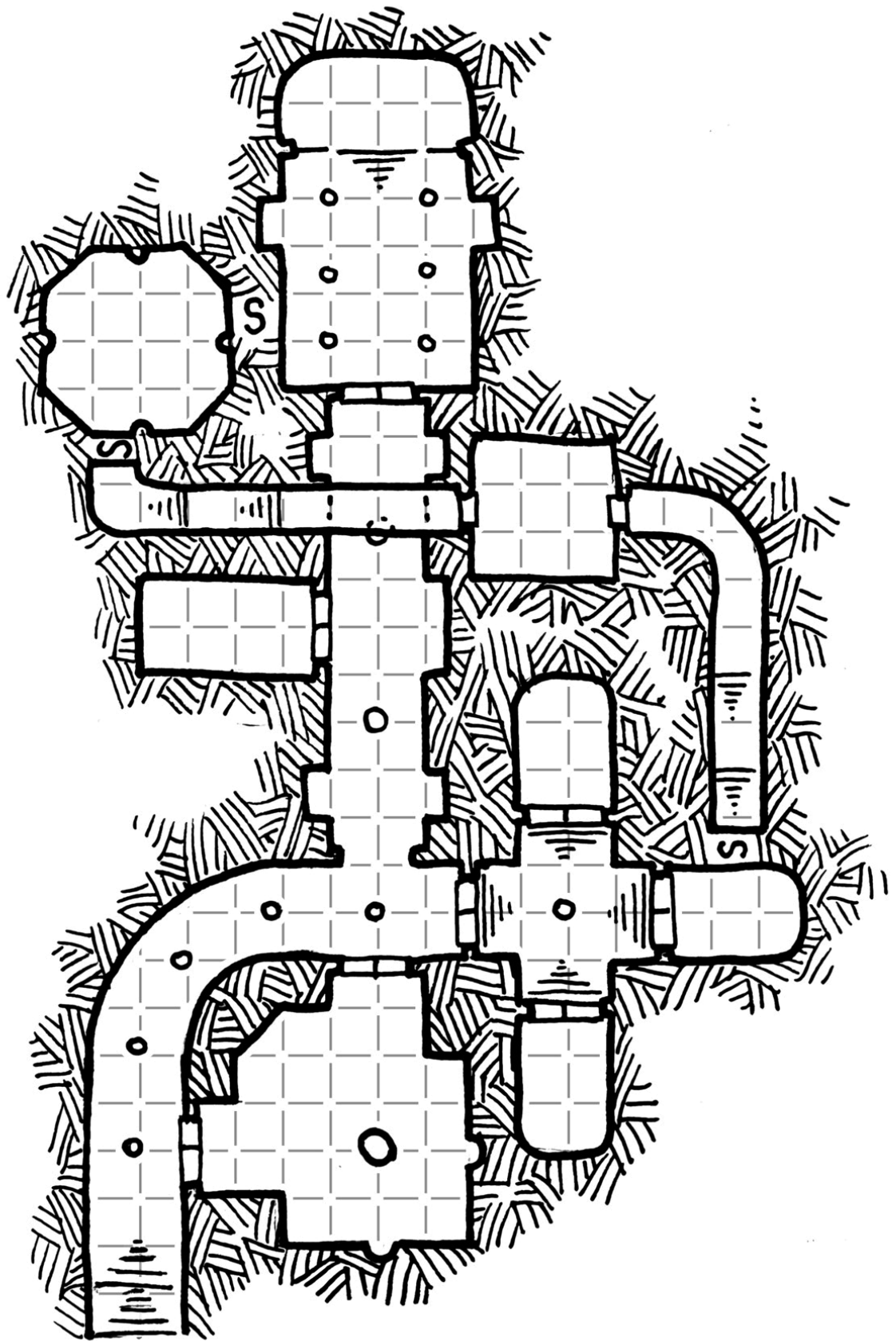
IDEAS FOR ROOMS

1. Torture chamber
2. Small chapel
3. Skeletons on the floor
4. Human remains (1D20) lying about. It appears they died fighting each other
5. Remains of a large fire
6. A live humanoid rabbit man chained to the wall



RANDOM ITEMS IN ROOMS

1. Chalk (1D10)
2. Silver pieces (1D4)
3. Manacles
4. Small glass figurine of a goddess
5. Dice made from bone
6. Wooden staff
7. Silver pieces (1D6)
8. Darts from an old dart game
9. Candles (1D8)
10. Rusty old key
11. Moth-eaten jerkin
12. Colored pebbles (1D10)
13. Small metal incense burner
14. Signet ring of a missing noble
15. Lantern
16. Shiv
17. Ripped pouch
18. Cat of nine tails
19. Beads (1D10)
20. Small knife engraved with religious symbols



"Shall I ever see the sky again?" - Written on a wall in the northernmost chamber.

THE TOMB OF VHIRAN

MEMORY BARELY RECORDS Vhiran, who he was and what he did in life. Was he a king? Was he a great wizard? Was he a mighty warrior? No one seems to know for certain. The only thing for certain is that he left an impressive tomb that few would even dare enter.

The tomb is ingeniously designed and crafted from fine, white stone. The main entrance doors are locked and booby-trapped with a powerful ice spell. The interior is cold, and frost glistens in the torchlight.

The largest chamber is the crypt of Vhiran. The walls of the chamber are inlaid with gold and silver designs. The massive sarcophagus is made from a single slab of marble in the likeness of a majestic warrior king.

The crypt is guarded by several powerful magic guardians. In the sarcophagus is a mummy with a golden grave mask. There is a magic sword, magic armor, and 10D100gp.

IDEAS FOR THE OTHER ROOMS

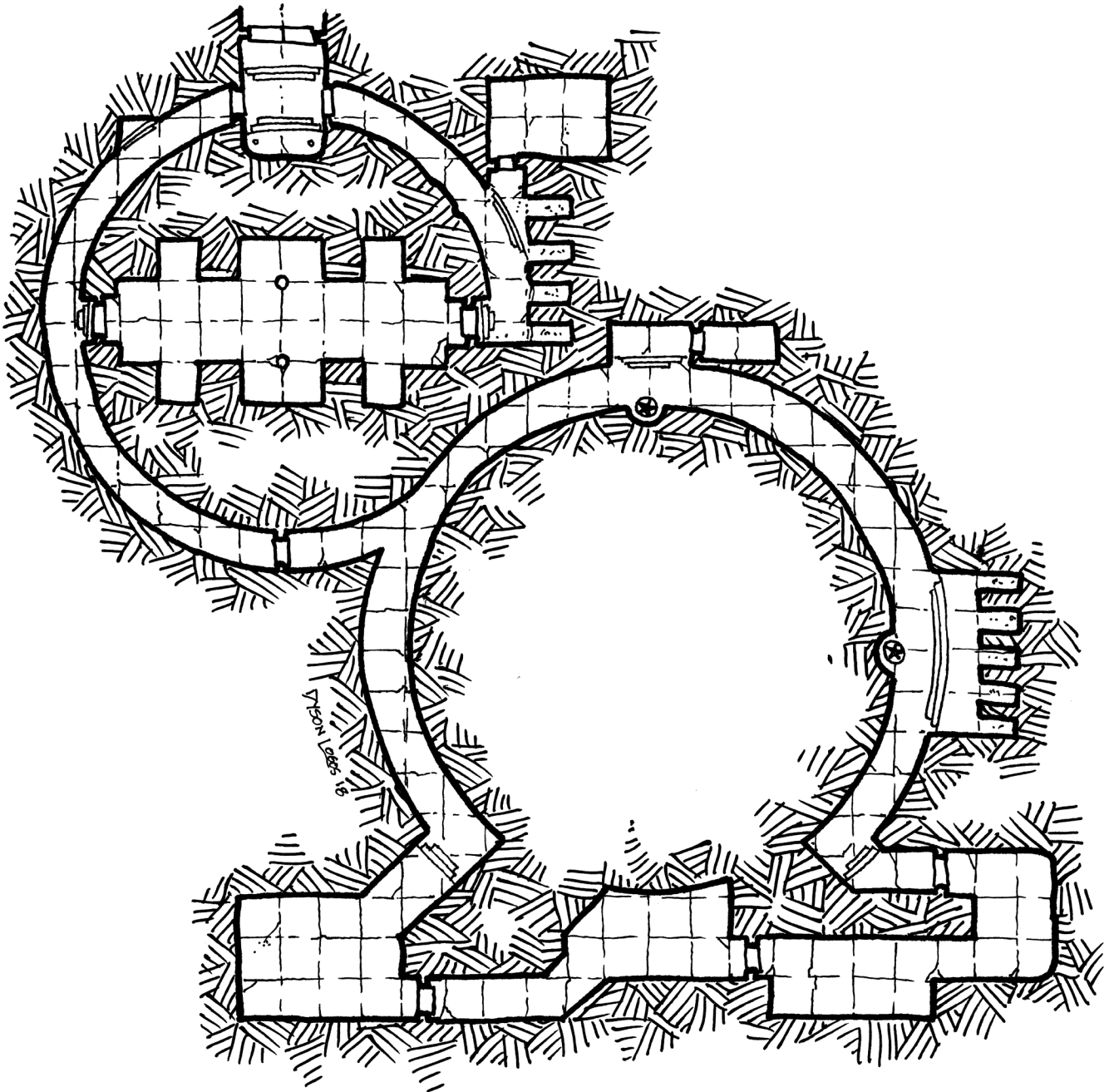
1. Other crypts (queen, warrior, wizard, child, etc.)
2. Storerooms (sacrifices, grain, rotten fruit, etc.)
3. Cells trapping demons
4. Statues of warriors
5. Friezes of battle and gods
6. Mummified giant boar
7. Bottles of wine (1D20)
8. Dragon skull
9. A full-size, wooden sailing vessel
10. Doomed servants' quarters

RANDOM ITEMS IN ROOMS

1. Family crest
2. Stone Gargoyle
3. Stone carving of deceased
4. Stone caskets (1D4)
5. Bridge over a giant chasm
6. Ceremonial urns (1D8)
7. Silver chalice
8. Decorative suits of armor (1D12)
9. Stone epitaph of achievements
10. Small child's casket
11. Ornate jewelry chest
12. Antique Crown
13. Rosaries
14. Silver pieces (1D100)
15. Rival family's Shield
16. Cylinder Seal
17. Braziers (1D8)
18. Long sword
19. Clasp with emblem
20. Broken sword hilt



"It is a place of death, and only the dead belong there."
- Louella Tranter, Nearby Settler



THE CAVES OF ERIALLON

TALES SAY A MAD ELF built the structures within the caves. However, none know for certain because it is said that was a thousand years ago. The caves have now been reoccupied by peculiar and dangerous creatures, which have decided to use it as their rookery.

The creatures have a nasty habit of terrorizing the local towns and helping themselves to the livestock. They also have a habit of stealing things from the people themselves. Sometimes, the objects are of great value, but other items are quite mundane. All of them are shiny.

The natural caves are dry and sandy. The artificial chambers are hastily constructed out of sandstone and show low-quality craftsmanship.

The numerous chambers provide ample opportunities for combat encounters. The party could encounter hatchlings or protective parents. Treasure could be hoarded in the largest chamber plus it could be the site of the most difficult combat encounter.

To add flair to the different rooms some ideas are piles of polished stones, ancient symbols carved into the walls, ancient elven statues that all appear to be crying, or a single gold coin from a kingdom thought to be a myth.

IDEAS FOR THE POOL

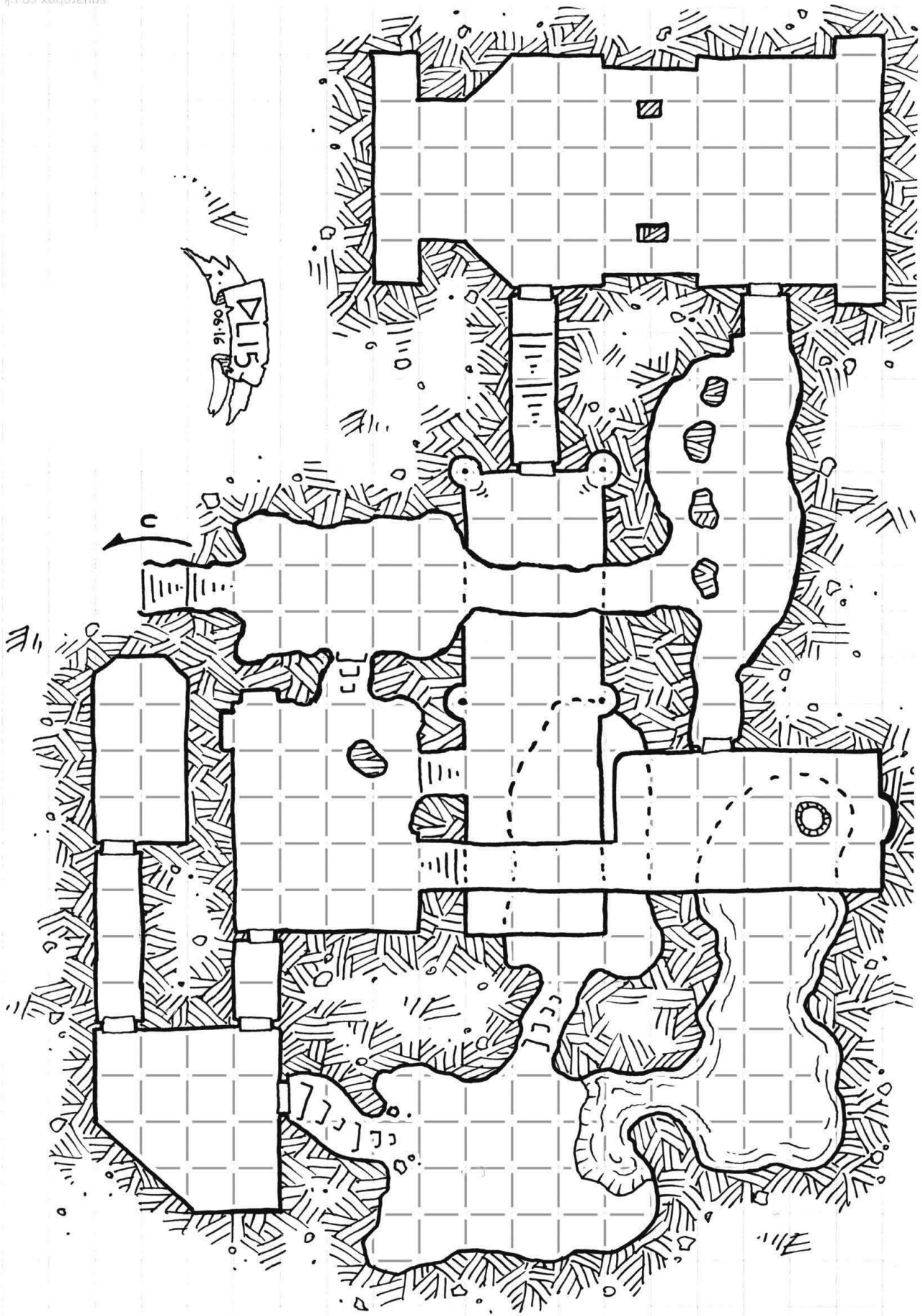
1. Water sprite trapped there, unable to get away because of the creatures.
2. Ancient boat holding the remains of the elf who created the chambers.
3. Treasure box on the island
4. A glass box on the island with a journal explaining the creation of the chambers
5. One large egg that is the next queen of the creatures occupying the caves
6. Coffin with the remains of the elf's beloved

RANDOM ITEMS FOUND IN CAVERNS AND CHAMBERS

1. Silver spoon
2. Small ring with pearl
3. Piece of mirror
4. Glass beads (1D100)
5. Key
6. Silver fork
7. Small gold coin
8. Delicate gold chain necklace
9. Sling stone
10. Brass earring



"It's past time those fould creatures should be driven from the caves, but no one here is brave enough to do it." - Nelda Axton, Mayor of Nearby Town



THE LOST MAUSOLEUM OF INDO

STORIES CIRCULATE OF A lost tomb of some famous individual. No one knows where it is, but it holds fabulous treasures. Of that, the storytellers are certain. The tales fired adventurers' imaginations for decades, maybe even centuries. Many now say it's just a tale for fools to believe.

However, the tomb is quite real. In fact, it is the tomb of the curator of the Legendary Library spoken of in ancient stories. It's entrance even lies open, but it is so remote, few if any pass by it. If any have found it, they haven't returned to tell the tale.

Arrow slits and other signs show that the mausoleum and library were also a fortress, protecting the great treasures of knowledge stored there.

Now the great doors are broken down, and the place could now be home to any manner of creature or monster. The natural caves could be home to creatures as well.

The northwestmost room (part of the secret rooms) is the crypt. There is an ornate coffin with grave goods, treasure, and perhaps a magic item stashed about.

Most of the chambers' are filled with books. But there is also a barracks here, what would have been an armory there. Food storage and other mundane rooms can be identified by the observant.

The rooms now are filled with dust and ruin. Beautifully painted murals adorn some rooms and hallways. Messages in an unknown language grace a few walls. If deciphered by magical means they exalt the benefits of knowledge and condemn any who would use such knowledge for evil purposes.

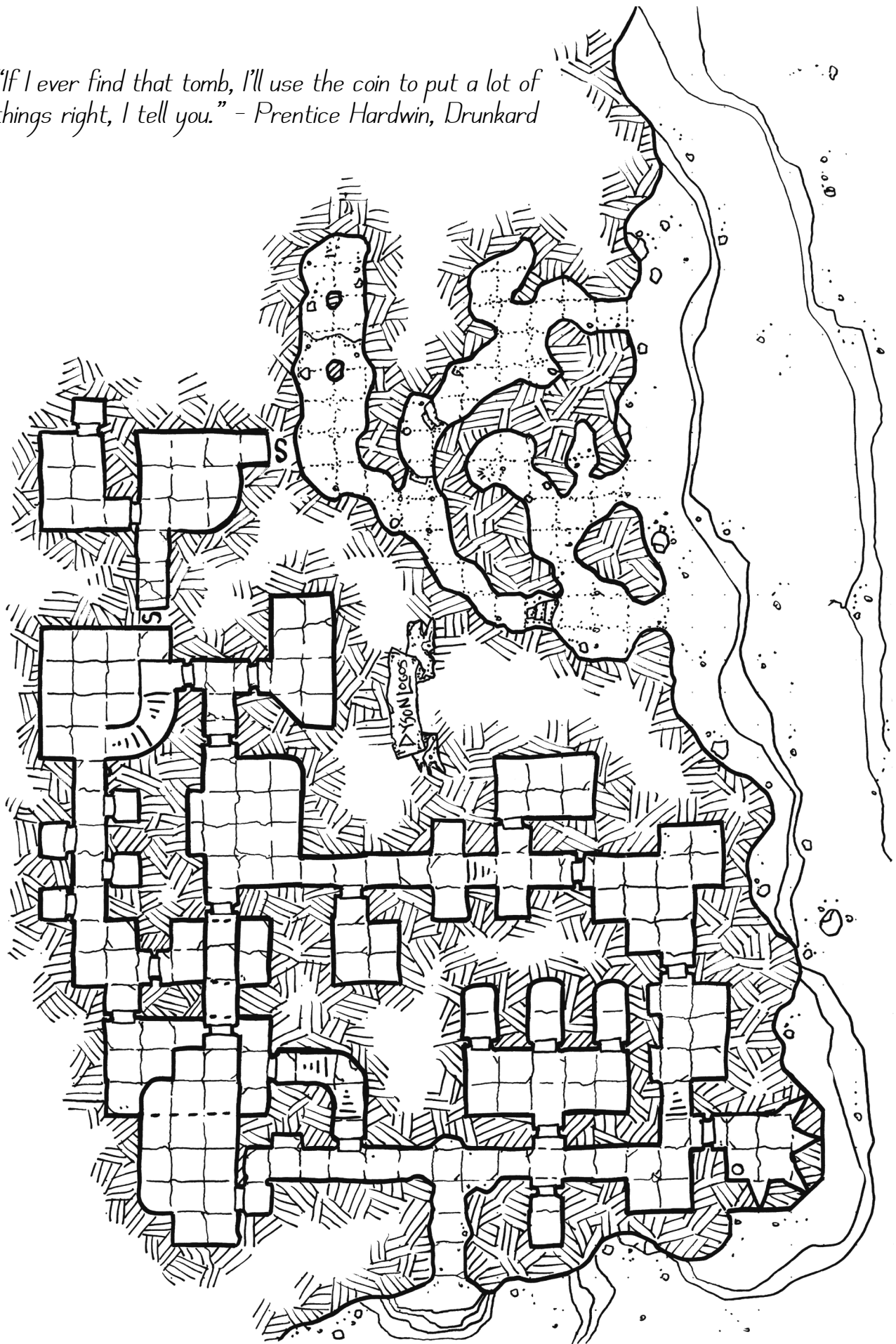
As mentioned, there could be any type of combat encounter, but here are a few ideas for non-combat encounters.

1. Mirror that reflects not the person but words that describe the person.
2. Ghost who follows the party.
3. Working model of the solar system.
4. Skeleton of an adventurer.
5. A book that is essential to the party's quest

RANDOM BOOKS 2020

2. The Hidden Reasoning of the Hermit of the Far Hills (100gp)
3. Fifty Sermons Concerning Beauty (50gp)
4. The Face of Evil (75gp)
5. Helpful Spells and Potions (15gp)
6. Shadow From the Deep (100gp)
7. Obscure Myths of the Dwarves (1000gp)
8. The Shining Sword (10gp)
9. The Prison of the Mind (50gp)
10. The Book of Darkness (10gp)
11. Elven Songs (75gp)
12. Sorting the Dead (300gp)
13. An Open Grave (10gp)
14. The Murder of a World (600gp)
15. The Wormly Words (1000gp)
16. A Galling Defeat (100gp)
17. A King's Conscience (500gp)
18. The Yellow Book of Doom (200gp)
19. The Practice of Shunning (500gp)
20. Star Stones: Rocks That Fall (600gp)
21. The Lives of Twelve Queens (25gp)
22. Betrayed by Friends (150gp)
23. Dragon Lore (150gp)
24. Manners and Etiquette of the Court (15gp)
25. The Armorbearer (15gp)
26. Aelfrein's Great Book of Dragons (100gp)
27. Turning the Frontier into a Home (100gp)
28. Black Smoke on the Horizon (75gp)
29. Eyes Full of Tears (100gp)
30. The Wilting Sun (10gp)
31. The Book of Devils (50gp)
32. The Foundling's Burden (300gp)
33. Look to the Ant (150gp)
34. A Splinter of Time (1000gp)
35. Orc Blood (75gp)
36. Coin of the Realm: Thoughts on Monetary Policies (500gp)
37. Sixteen Dangerous Ideas (1000gp)
38. A Golden Coin (15gp)
39. The Weak and The Strong (300gp)
40. Smoke in the Shadows of the Morning (10gp)

"If I ever find that tomb, I'll use the coin to put a lot of things right, I tell you." - Prentice Hardwin, Drunkard



THE XAROVIT CRYPTS

NO ONE KNOWS WHO built these crypts if crypts they truly are, but the demonic imagery and draconic writing seem to indicate evil dragon worshipers. The layers of dust and decay are telltale signs that the ruins have been abandoned for millennia.

The ruins are located at the bottom of a gorge and were built into the surrounding cliffs. The brown river is swift and treacherous for boats.

Since the structure has several open entrances, any type of creature or monster could live within its walls now. Bandits, orcs, gnolls, grave hounds, or even a river monster could be found here.

IDEA PROMPTS FOR THE CHAMBERS

The easternmost chamber with sarcophagus: Is the coffin ornate or plain? Is it made of wood or metal? What being or creature would need a twenty-foot long coffin?

The chamber with the pool: Is it magical or non-magical? Is it a simple well or something else? Is the pool crystal clear and still? Is it greenish and roiling with a sickly sweet smell? If a character drinks from it or bathes in it, do they die, become young, transform, gain wisdom, see their death?

The main chamber: Is it empty? Is it full of bones? Does a monster live in it? Is it haunted? Is it the home of an ancient black dragon that hasn't moved in a thousand years?



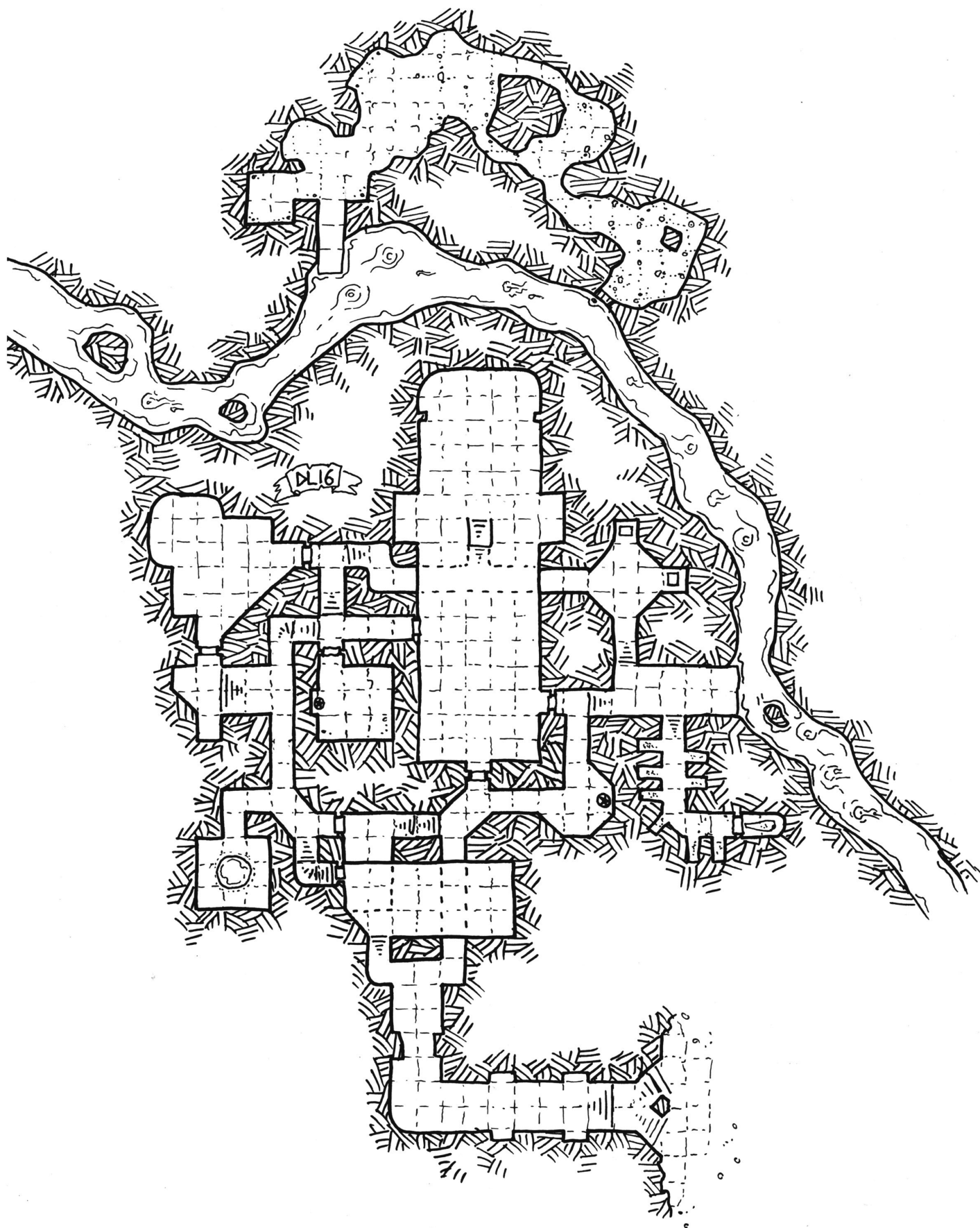
NON-COMBAT ENCOUNTERS IDEAS

1. Slain orc war party (1D8).
2. Pile of wood as if someone was gathering kindling
3. Pages torn from a book scattered about several rooms
4. Voodoo doll(s) of one or all of the party members scattered through the crypts
5. Dried leaf hanging by a gossamer thread
6. Pickax with blood on the tip
7. Dragon skin that appears to be made of silver
8. Hole with a disembodied hand that waves everytime the party passes it
9. Torches that light themselves as the party passes
10. Talking skull that tells nothing but bad puns

RANDOM ITEMS IN ROOMS

1. Reanimated body
2. Antique sword
3. Tattered cloak
4. Ancient blood stains
5. Doll-sized labyrinth
6. Ancient mace
7. Prayer book
8. Book of deeds
9. Jade dragon figurine
10. Gold pieces (2D100)
11. Gold chalice
12. Silver candelabra
13. Stone angels (1D10)
14. Dragon skull
15. Ashen remains in a sugar bowl
16. Empty urn
17. Short sword
18. Silver statue of a dragon
19. Decaying painting of deceased
20. Prepared casket (empty)

"Awake sleeper! Dream no more! Return to your rightful place!" - Written on a wall in Draconic.



THE POOL OF BENOR

THE SPRING-FED POOL and its environs are nearly idyllic. The ruined stone entrance into which the small creek flows adds extra charm to the spot. Few remember its dark history, however.

The ruins were a dungeon proper that held many prisoners over the centuries. Unspeakable evils were committed within its walls.

Now, long since abandoned, it has become a dare for children to follow the stream inside. Nothing beyond the main area has been explored because all the doors are still securely locked after all this time.

The stream flows through the main entrance through bars to a 40-foot drop down to the lower area. The water then flows into a drainage grate on the floor.

What horrors have been locked away in here for centuries?

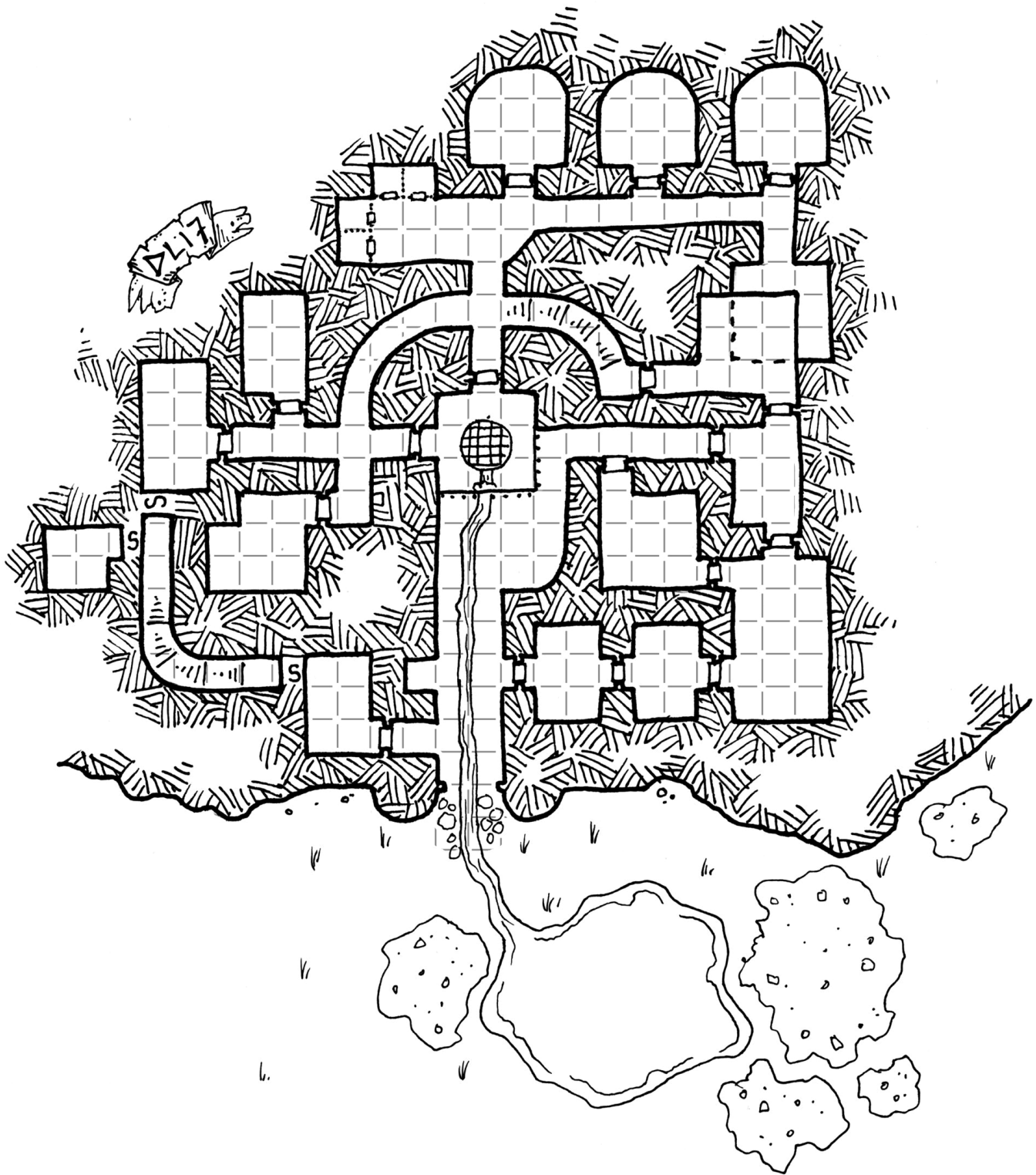
1. Lich
2. Reanimated prisoners
3. Undead guards
4. Something living in the drainage tunnel
5. Skeletons of prisoners
6. Nearly immortal creature kept prisoner all this time
7. Angry ghosts
8. Giant spiders or centipedes

In the westernmost secret room are 5D100gp, 10D100sp, 1D8 art objects worth 100gp each, and two random magic items.



RANDOM ITEMS IN ROOMS

1. Bent crowbar
2. Shiv
3. Iron spoon
4. Stone basin
5. Broken hammer
6. Sealed bottle of cheap wine
7. Beads (1D4)
8. Pack of decaying playing cards
9. Iron tongs
10. Small glass globe with a figurine inside
11. Beads (1D8)
12. Colored pebbles (1D12)
13. Rusty lock
14. Manacles
15. Silver pieces (1D20)
16. Lamp
17. Piece of coal
18. Whetstone
19. Dice set
20. Gold pieces (1D10)



"When I was a teen, a friend dared me to follow the creek. I got to the bars overlooking the waterfall, heard something strange, and beat it out of there. Never went back." - Alden Morley, Local Resident

THE MARISEA MAGE MAZE

WHEN THE MAGE realized his brain would outgrow his body, he constructed a place for it. Not an ordinary place, mind you, but what has come to be known as the Marisea Mage Maze.

Getting into the main entrance requires speaking “enter” in dwarvish. The interior is lit, but no light sources are visible. The walls shine with polished, white onyx.

Once inside, the inner doors can only be opened by traveling through all the outer chambers in a clockwise manner. The outer chambers are filled with guardians and challenges that test the party. Each room is walled with a different color of onyx. Once the characters reenter the foyer area, the inner doors will be opened.

The first outer chamber has a young, quiet man sitting at a table with a chess-like game before him. He asks the players if one of them will test their skill against him.

The second chamber is filled with an obstacle course. A lithe guardian asks for a volunteer to take up her challenge.

The next chamber has a great stone in the center. A gruff, bearded guardian asks if any of them can split the stone.

The fourth chamber contains a blank canvas set upon a gilded easel. The guardian is covered in paint splatters, and her bushy hair is barely contained in a hasty tie. She asks the players if anyone fancies themselves an artist.

The fifth chamber contains a variety of glass bottles, meticulously labeled. A spectacled lady asks the players if any of them have ever made a handy potion.

The sixth chamber is filled with stacks and stacks of books. A wisened old man sits at a desk, busily writing in an open book. He looks up and explains that he would love one of the characters to help him finish his newest story.

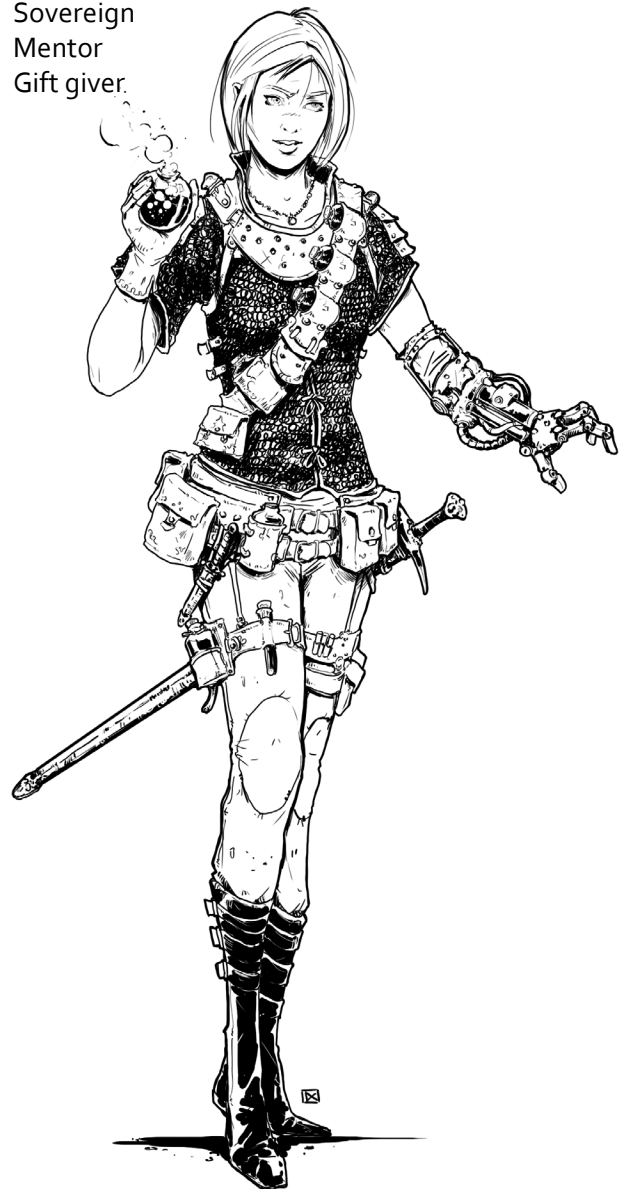
The final chamber is completely empty, save for a robed and hooded figure standing completely still in the center of the room. If one of the players attempts to speak with the figure, all it says is, “Impress me.”

The secret rooms contain clues to the mage’s original identity and the construction of the Mage Maze.

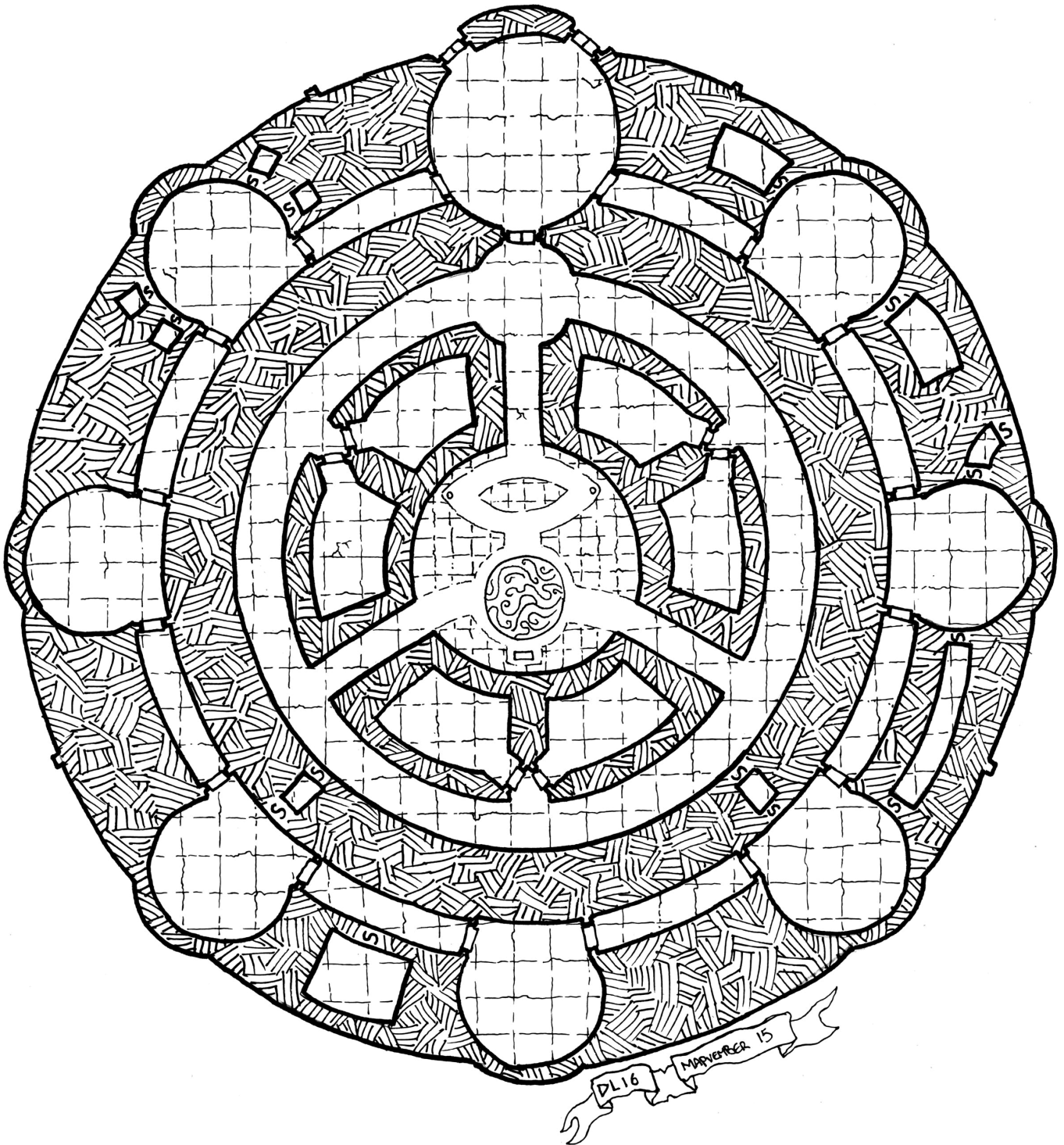
In the very heart of the structure is a garden, lush and verdant. In the midst of the garden is a huge disembodied brain. The inner chambers’ doors are booby-trapped and the rooms contain treasures and magic items.

The brain “speaks” to the party if they enter the garden. The mage-brain can fulfill a number of roles in campaigns or adventures.

1. Questgiver
2. Villain
3. Information source
4. Sovereign
5. Mentor
6. Gift giver.



"Welcome to my mind." - The Mage-brain



THE GRAVE VAULTS OF LINIMRID

THE GRAVE VAULTS could be located under a large city. The structure is crumbling from age and moisture, and it smells of old death. A hand rested upon a wall may dislodge a stone. The floor is littered with pebbles and stones that have fallen from the ceiling.

But that hasn't stopped a thriving slave trade from growing up among the filth.

Many of the grave rooms have been retrofitted to hold slaves. The slavers use the underground river to move the slaves in, out, and around the city. And though the location is ideal for an illegal slave trade, even the slavers feel uneasy if they stay long among the ancient death that surrounds them. The feeling of despair and anguish hangs heavy in the air. On occasion, both slaves and slavers are attacked by angry souls that have been disturbed from their sleep.

The slavers tend to use the northern half of the vaults for their purposes. The southern part housed the dead of a bitter war. It is the most ancient and most dangerous part of the grave vaults.

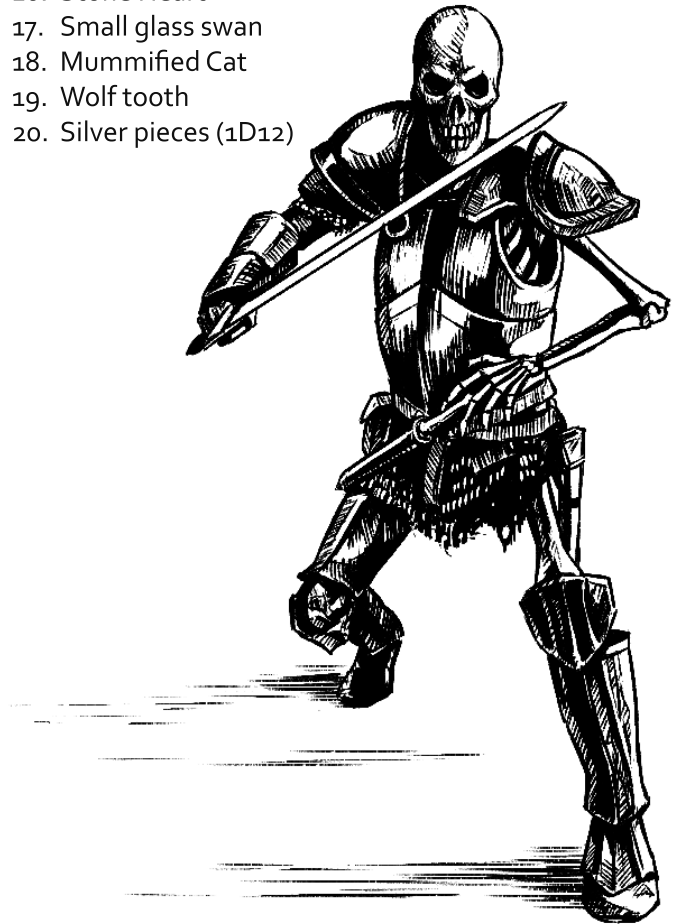
Many of the souls interred here are restless, and the undead shamle through the dark passages. Undead creatures of any kind can be found in the hallways and chambers.

ENCOUNTER IDEAS

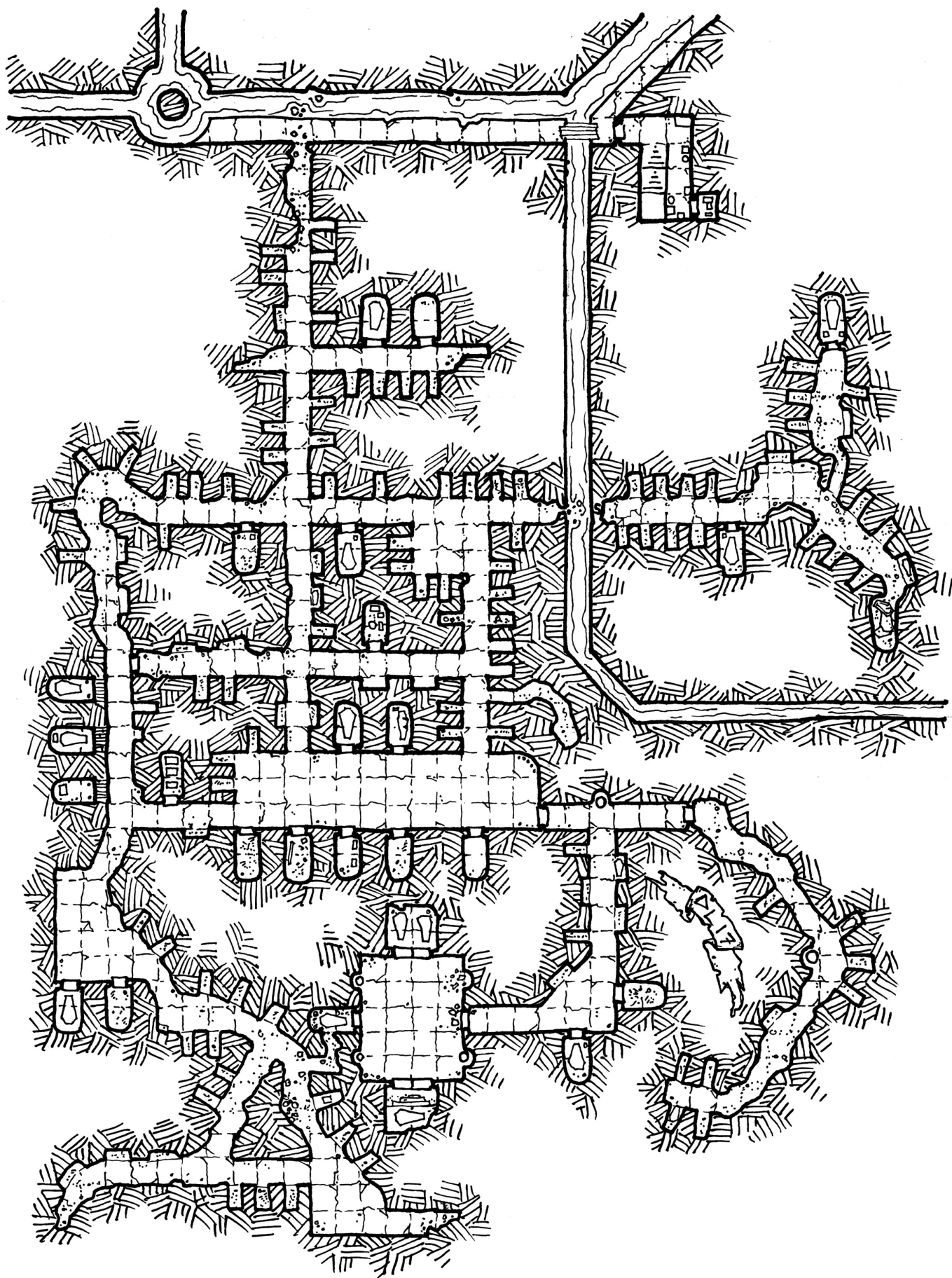
1. Slaves that need to be freed
2. Gravehound
3. Skeleton of a slaver or slave
4. Ghost
5. Slavers that attack the party on site
6. Monster eating the dead.
7. Flesh golem.
8. Magic ring made of bone.
9. Sword stuck in the ceiling
10. Coffin filled with great treasure
11. Stone gargoyle seems to watch the party.
12. Vault filled with ancient weapons

RANDOM ITEMS IN ROOMS

1. Manacles
2. Rusty Bolt
3. Death Mask
4. Padlock
5. Message in a bottle
6. Bloody bandage
7. Shattered sword
8. Rosary beads
9. Iron arm bracelet
10. Small gold ring
11. Copper pieces (1D8)
12. Golden Scarab
13. Copper pieces (1D4)
14. Beads (1D12)
15. Slaver's whip
16. Stone Heart
17. Small glass swan
18. Mummified Cat
19. Wolf tooth
20. Silver pieces (1D12)



"The Grave Vaults? No, no. Haven't been used in decades. No idea what's down there now."
- Cromwell Hampton, Local Resident



THE RUINS OF SIRIANDE

THESE RUINS SIT ON a top of a hill and have been deteriorating for centuries. Most people stay away for fear of falling stones and the possible collapse of the tower and remaining walls.

The main hallways and chambers are open to the elements. Any wandering monsters or creatures could now live within the ruins to provide the characters with a challenge.

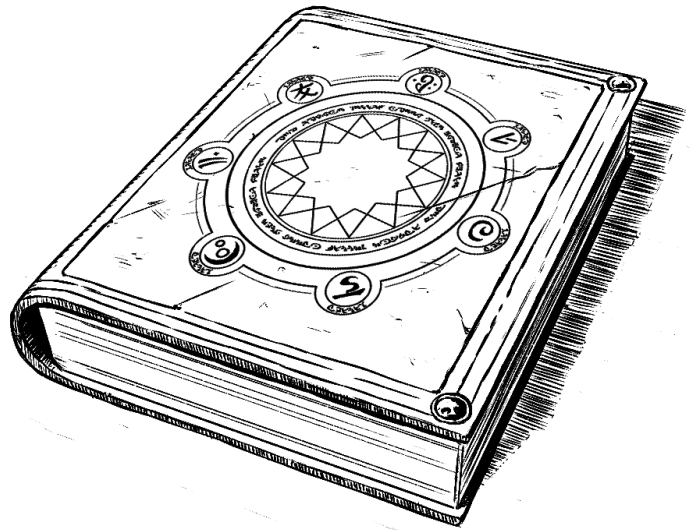
Although the room with the circular pool is open to the elements, the pool appears to be in pristine condition. If the party investigates, they find a small, friendly water sprite. She will give them a large pearl if they complement her on her tidiness.

The small chamber behind closed doors was a modest library and study. Water has ruined some of the books and furniture since the roof collapsed long ago, but some have survived. If the room is searched, several items can be found.

1. Crystal necklace (250gp)
2. Silver hairpin (100gp)
3. Iron gauntlet
4. Small globe carved out of ivory

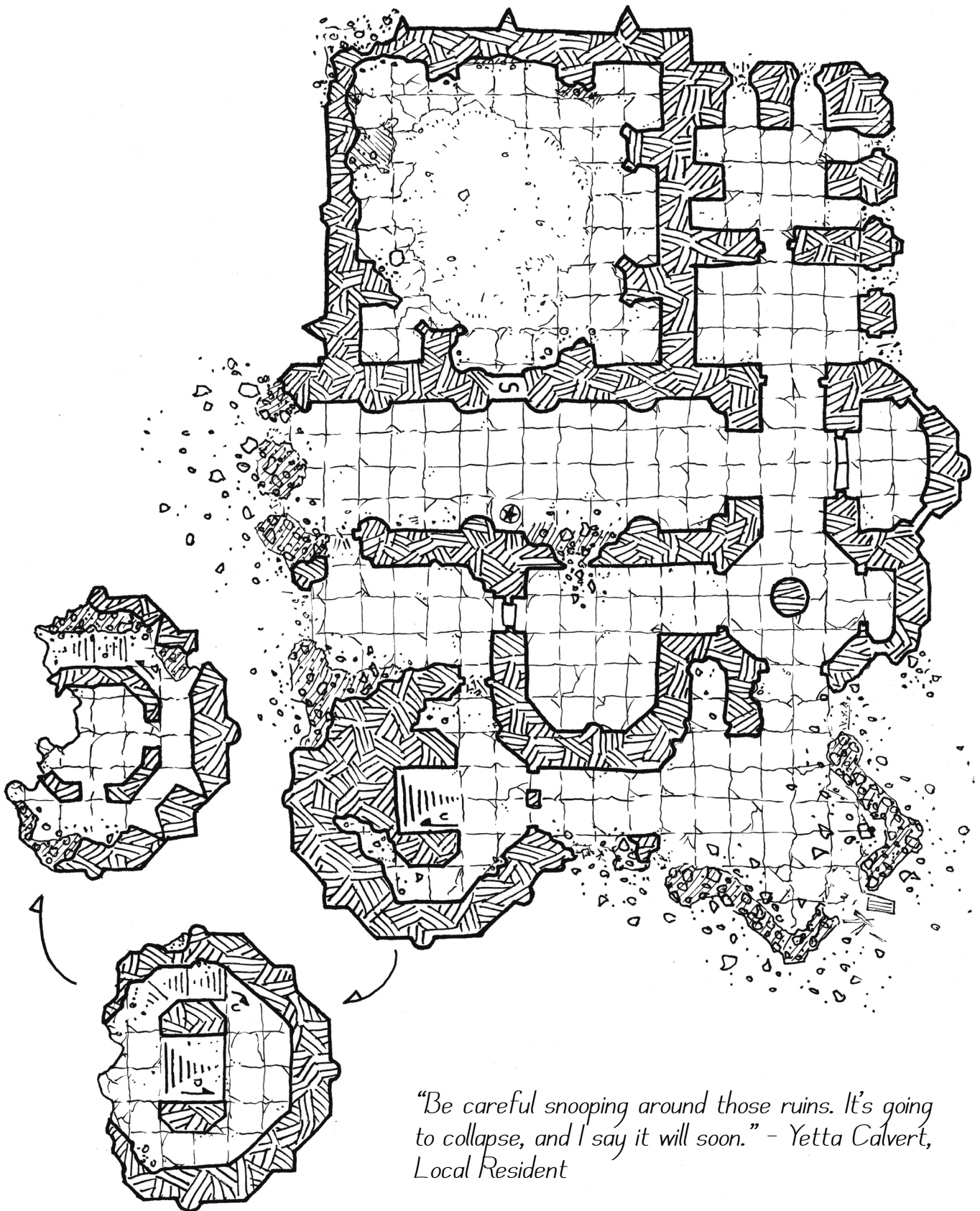
IDEAS FOR THE SECRET ROOM

1. Lab of an evil wizard
2. Bandit hideout
3. Undisturbed vault
4. Fugitive hideout
5. Portal to another world
6. Lair of a demon



RANDOM BOOKS

1. Concerning Herbs (1000gp)
2. Counting the Stones in the Road (10gp)
3. Sword Making (75gp)
4. Guilty and Damned (25gp)
5. For the Love of Learning (150gp)
6. Ice of the Soul (600gp)
7. The Spell Stones (200gp)
8. Understanding Divination (75gp)
9. Working the Soil (150gp)
10. Undead: An Exploration of Horrors from the Grave (500gp)
11. The Book of Stone (15gp)
12. The Weeping Princess (15gp)
13. The Great Leap (10gp)
14. The Flooded Keep (25gp)
15. Always Alone (25gp)
16. Evening Prayers (200gp)
17. The Death of Time (100gp)
18. The Sorrow of the Soul (25gp)
19. The Arcane Arts: An Exploration (10gp)
20. The Galakon Forest (15gp)



"Be careful snooping around those ruins. It's going to collapse, and I say it will soon." - Yetta Calvert, Local Resident

THE GOBLIN PIT

A GOBLIN CLAN IS hard at work mining iron ore that will no doubt be smelted and turned into weapons in the near future. They are happy to work and reap the benefits from the mine, but they didn't build it. They murdered peaceful workers and stole the mine.

The shacks above ground contain various mining equipment, tools, and mundane items like pots, pans, lamps, and such. An ogre operates the huge winch. His pay is live mutton that he devours often.

The tunnels are swarming with goblin workers. Well, some are working. Others can be playing cards, sleeping, talking, eating, and more.

The room on the bottom level is a storeroom. It contains some mining tools and lanterns, but it can contain a few special items.

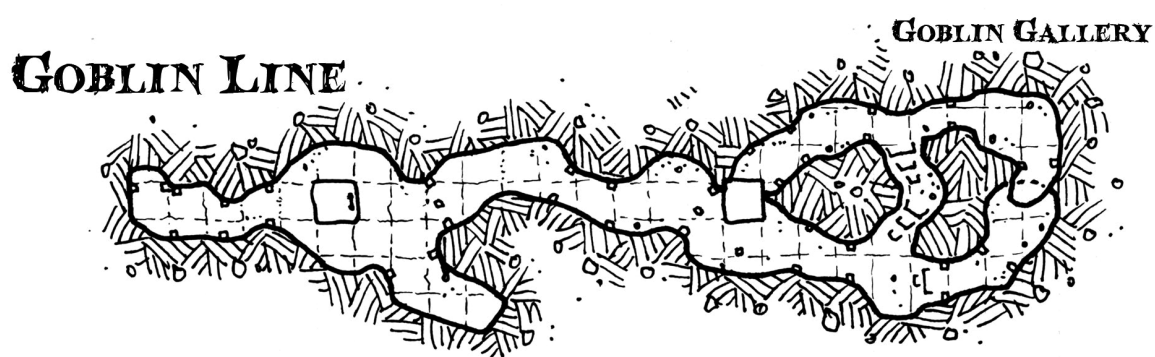
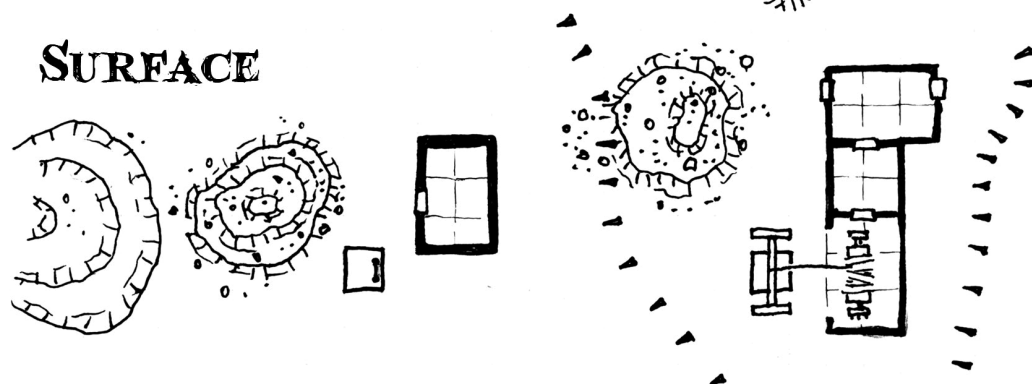
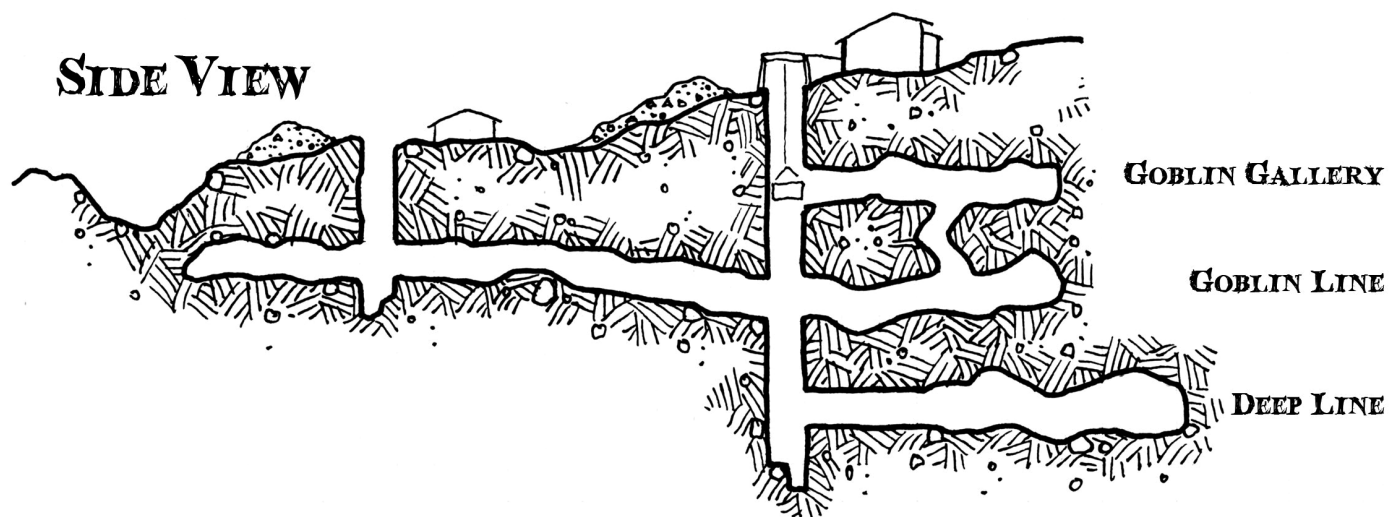
1. Gold nugget worth 100gp
2. Sealed metal box
3. Wooden box filled with human teeth
4. Elf prisoner
5. Map to a nearby ruin
6. Spell scroll

ITEMS ON A DEAD GOBLIN

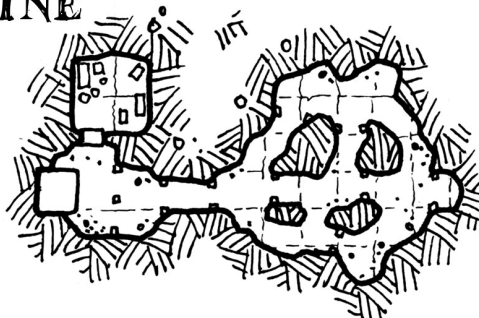
1. Chicken Beaks (1D12)
2. Short Bow
3. Badger Pelt
4. Human Scalps (1D8)
5. Copper Pieces (1D8)
6. Silver Pieces (1D20)
7. Used Handkerchief
8. Severed Finger with an Ornate Ruby Ring
9. Cat Tail
10. Gold Pieces (1D8)
11. Sheep Pelt
12. Arrows (1D4)
13. War Mask
14. Dead Mouse
15. War Paint
16. Rancid Butter Wrapped in Wax Fabric
17. Crudely Made Bone Dice
18. Gold Pieces (1D4)
19. Short Sword
20. Rough-spun Cloak



"Vile creatures murdered the miners and stole everything. We're no match for them. Otherwise, they'd paid dearly." - Warley Viel, Mayor of a Nearby Town



DEEP LINE



THE INYALIS UNDERKEEP

THE DWARVEN LORDS employed their finest craftsmen to create the Underkeep. Magnificent mosaics and intriguing patterns adorned the hallways. War parties celebrated in great banquet halls with much wine, song, and laughter. Their ladies were dressed in the finest jewels and gems. Their wizards studied the stars, their miners delved deep.

The dwarven lords and ladies are long gone, and time has nearly forgotten them. While the grand halls stood empty for a time they are occupied once again. A new lord has come to the Underkeep.

A necromancer has styled himself as a king and filled the hall with all manner of undead and evil creatures. Monsters now roam the halls and something of otherworldly horror swims in the great pool. Filth and decay mar the elegant stonework. Where shouts of joy were once heard, now only wails of anguish.

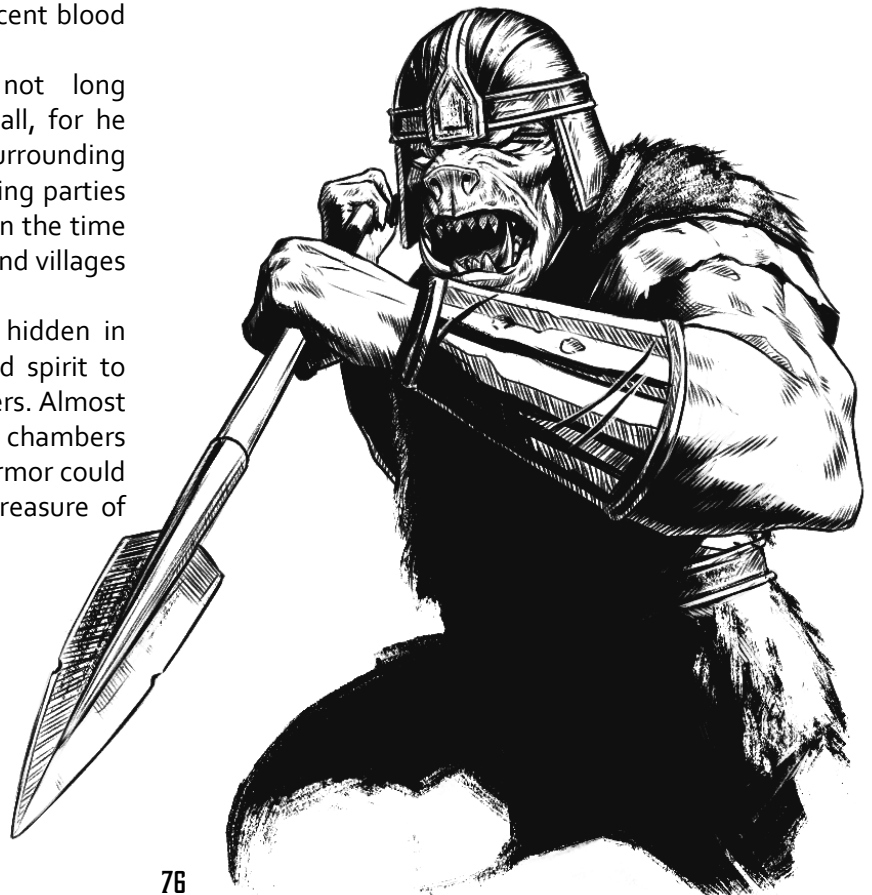
Wild orc archers and soldiers with hair of crimson guard the front gate. Undead warriors unwillingly raised from their slumber await their master's commands. Monsters who love evil have joined this motley hoard eager for innocent blood and stolen goods.

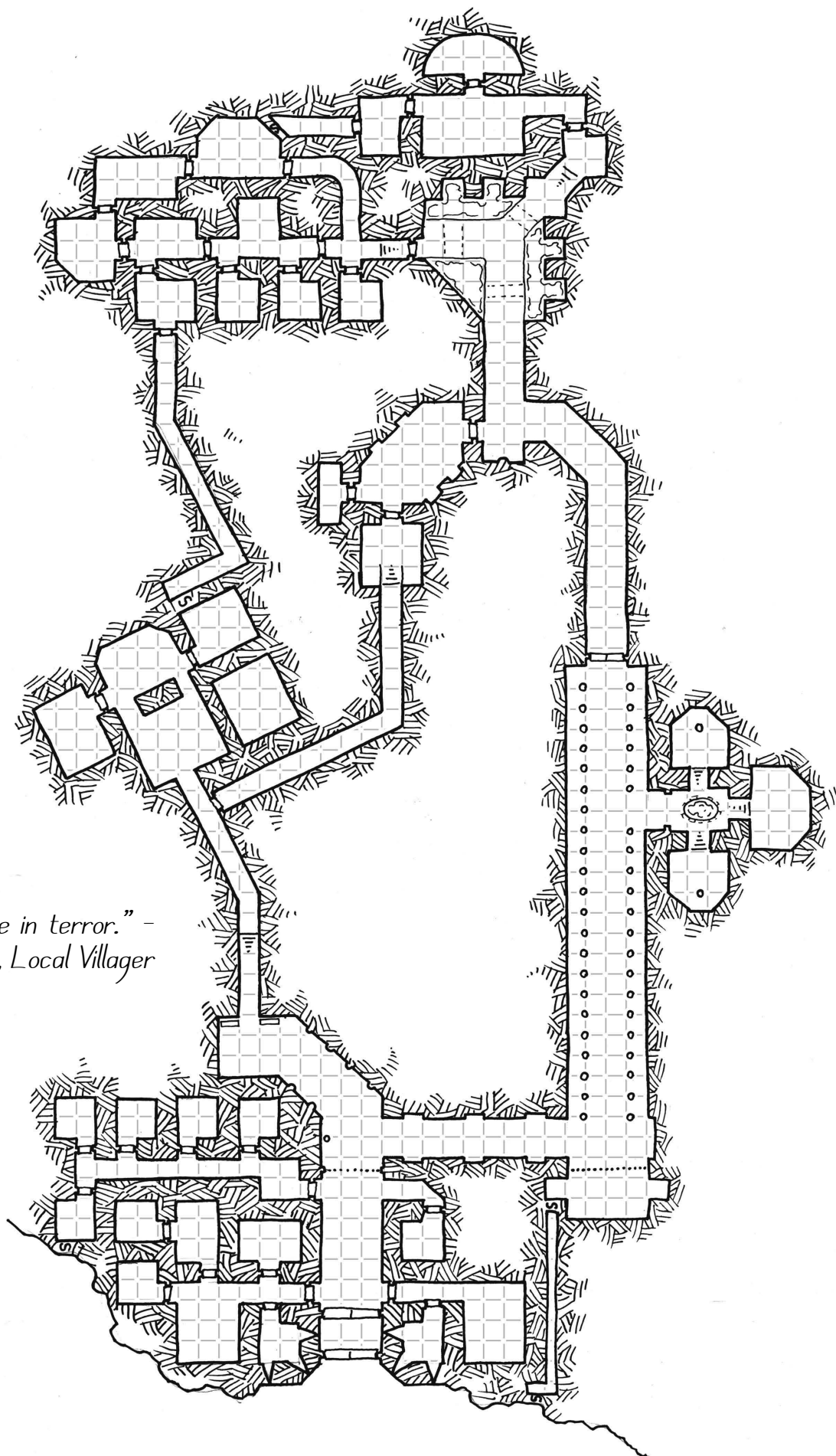
The necromancer's evil is not long contained in the walls of the Underahall, for he wishes to unleash his fury on the surrounding countryside. He has begun sending raiding parties and seeks to strengthen his forces. When the time is right, he will strike the nearby towns and villages and use the slain to swell his vile hoard.

Dwarven artifacts may remain hidden in the Underkeep waiting for folk of good spirit to use them to rid the hall of its foul invaders. Almost any magic item could be hidden in the chambers or passages. A great hammer or set of armor could lie secreted away as well. Of course, treasure of various types could be found.

RANDOM ITEMS IN ROOMS

1. Bent longsword
2. Severed limb
3. Small dragon statue (jade)
4. Small book of foul incantations
5. Bejeweled Hammer
6. Small, ornate stone box
7. Dwarven Ax
8. Blue glass bottle
9. Key (iron)
10. Map of a small town
11. Statue of a dwarf woman (onyx)
12. Pool of a tar-like substance
13. Rusted iron spikes (1D8, 6")
14. Crystal ball
15. Pile of severed hands
16. Vile of black blood
17. Live fireflies in a jar (1D12)
18. Wolf tooth necklace
19. Shattered clay pot
20. Candles (1D6)





*"We all now live in terror." -
Elvina Rayburn, Local Villager*

THE HERMIT HOLE OF ONDEREL

THE HERMIT HOLE is a natural cave system with an underground river and two artificial chambers carved out of the rock. Legends say a crazy hermit hollowed out the rooms nearly a hundred years ago.

There are a number of ways to introduce the hermit's hole into a campaign or session. A few ideas follow:

Still a hermit hole. A hermit still lives there. Is it the same hermit who built the chambers or a different one? Does the hermit have information for the party? Or perhaps an item? Does the hermit have secret knowledge about one of the character's background?

A bear's den. The hermit hole is now a bear den. The party finds a mother bear and her cubs sleeping. Or the party is attacked by a giant bear as soon as they cross the river.

Bandit hideout. The hermit hole is now the hideout for 1D20 bandits. When the party arrives, a lookout can spot them. If a lookout isn't standing guard, the party finds the bandits cooking and mending weapons and armor.

Staging area for smugglers. A group of smugglers is using the hermit hole to move illicit goods. They could be using the underground river and simply using the hole as a hiding place. The party could find 1D10 smugglers organizing crates and items.

Refugee hideout. The party could stumble across 1D12 refugees hiding in the hermit hole. They have fled some sort of persecution and now have little or nothing to their names.

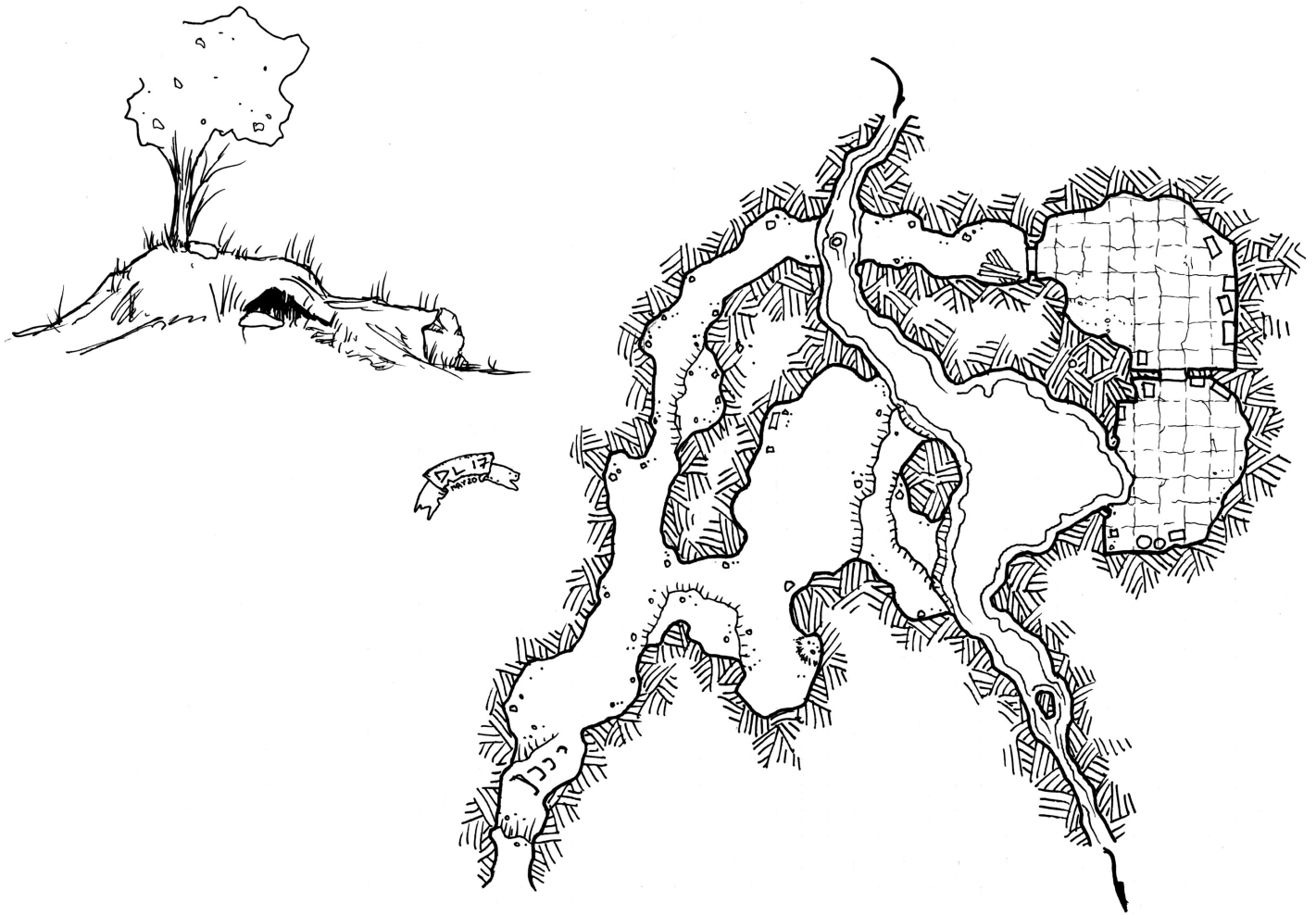
Makeshift prison. A kidnapper is holding an important person for ransom. The prisoner is locked in the chamber without an exit. The prisoner could be a general, a ruler, a princess, a mayor, or any other important person.



Abandoned. Evidence suggests someone was living here, but now they are gone. A few worthless items are cast about, and the remnants of a fire are all that remain. However, a few clues could give the party information: a note, a torn page of a book, or a map.

Troll lair. A troll has made himself at home, and he does not like to be disturbed. There could be a 50/50 chance that the troll is away when the party arrives.

A small dragon's den. A small dragon has made his lair in these caves. The dragon has collected a small hoard of treasure in the northeastern room.



"Ah yes, the hermit hole. Strange things go on there, I'll wager."
- Wickham Walker, Farmer

THE TOWER OF THE BELAKOTH ROBBER BARON

THE ROBBER BARON terrorized the countryside and exacted heavy "tolls" from traders. Her band of outlaws and cutthroats were too strong for the nearby towns. Her coffers swelled and she lived in luxury.

That was centuries ago, and no one missed the robber baron. The tower has sat empty and deteriorated. Now, it is but a ruin that is shunned by every passersby.

Of course, the tower was looted long ago. However, some unique items may remain hidden. A wandering monster may have taken shelter in the tower. The underground chambers have been discovered by other creatures.

The secret door leads down underground. The passages smell musty and damp. All is quiet save for the drip of water.

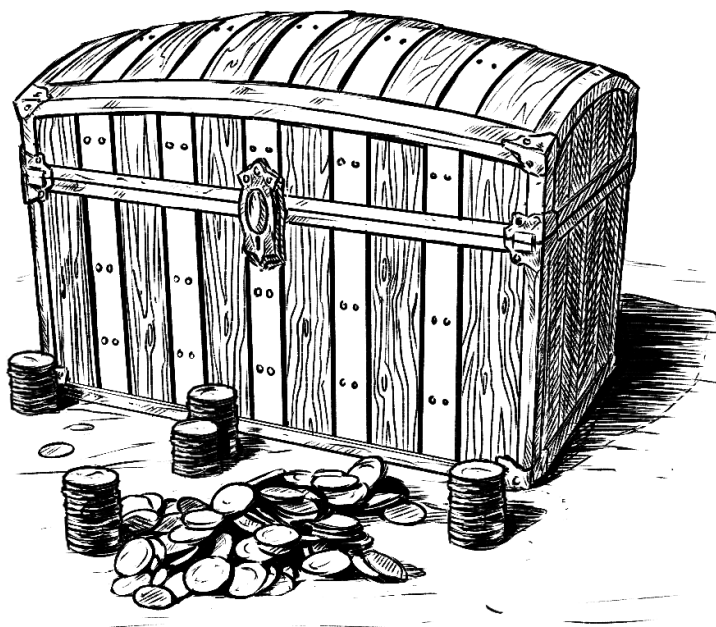
The pool is clear to the bottom and contains the tomb of the robber baron, which many have sought but never found. At the bottom of the pool, characters can see a finely carved sarcophagus in the shape of a woman. Inside are the remains of the robber baron, 1000gp, 2000sp, 1D4 random magic items, and a magic saber.

The small alcoves contain coffins and are the graves of the robber baron's trusted lieutenants. They are restless and still protect the robber baron's tomb even in death.

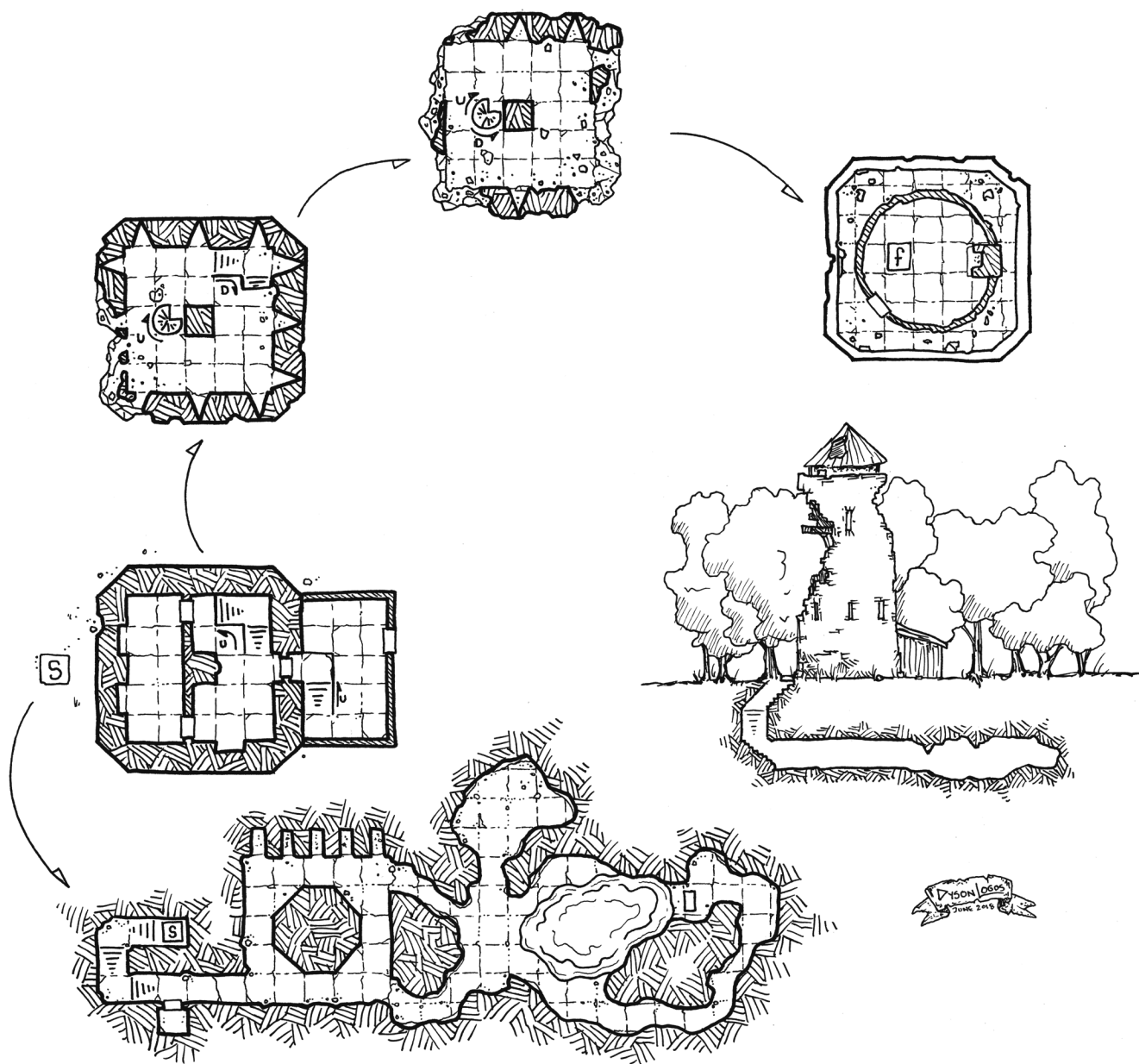


RANDOM ITEMS IN ROOMS

1. Wooden staff
2. Old key
3. Goblin teeth (1D4)
4. Silver butterfly brooch
5. Silver pieces (1D12)
6. Glass vial (empty)
7. Decayed scroll
8. Pile of small bones (1D20)
9. Copper button with a crown design
10. Rusted lock
11. Elf skeleton
12. Wine bottle, still sealed
13. Broken porcelain bowl
14. Old rope (8')
15. Golden owl statuette
16. Broken dagger
17. Broken chair
18. Purple glowing stone
19. Dead mouse
20. Small, bejeweled box



"T'was a robber baron's tower long ago. Now, a worthless ruin."
- Witton Haig, Local Tradesman



THE MINES OF NINGELAS

LONG AGO, THESE CAVERNS WERE MINED. They also bear the marks of once having been a fortress, a prison, and a residence. Local people consider these tunnels and chambers abandoned and dangerous. The depths have seen few if any civilized visitors in decades.

What monsters and demons creep through these ancient halls now? Has an evil wizard come here to complete a vile ritual? Have gnolls made it their home? Has a vanguard force of an army decided to refortify it? Has an ousted princess set about making herself a little kingdom?

At the bottom of the gorges could be water, tar, some unearthly substance, gravel pits, graves, slag, or refuse.

The bridges over the gorges are wooden and worn with age. They can hold up under normal walking, but running across them isn't safe.

The passages are open, and there are deep pits. So almost any type of combat encounter could be introduced. Non-combat encounters could be almost anything as well.

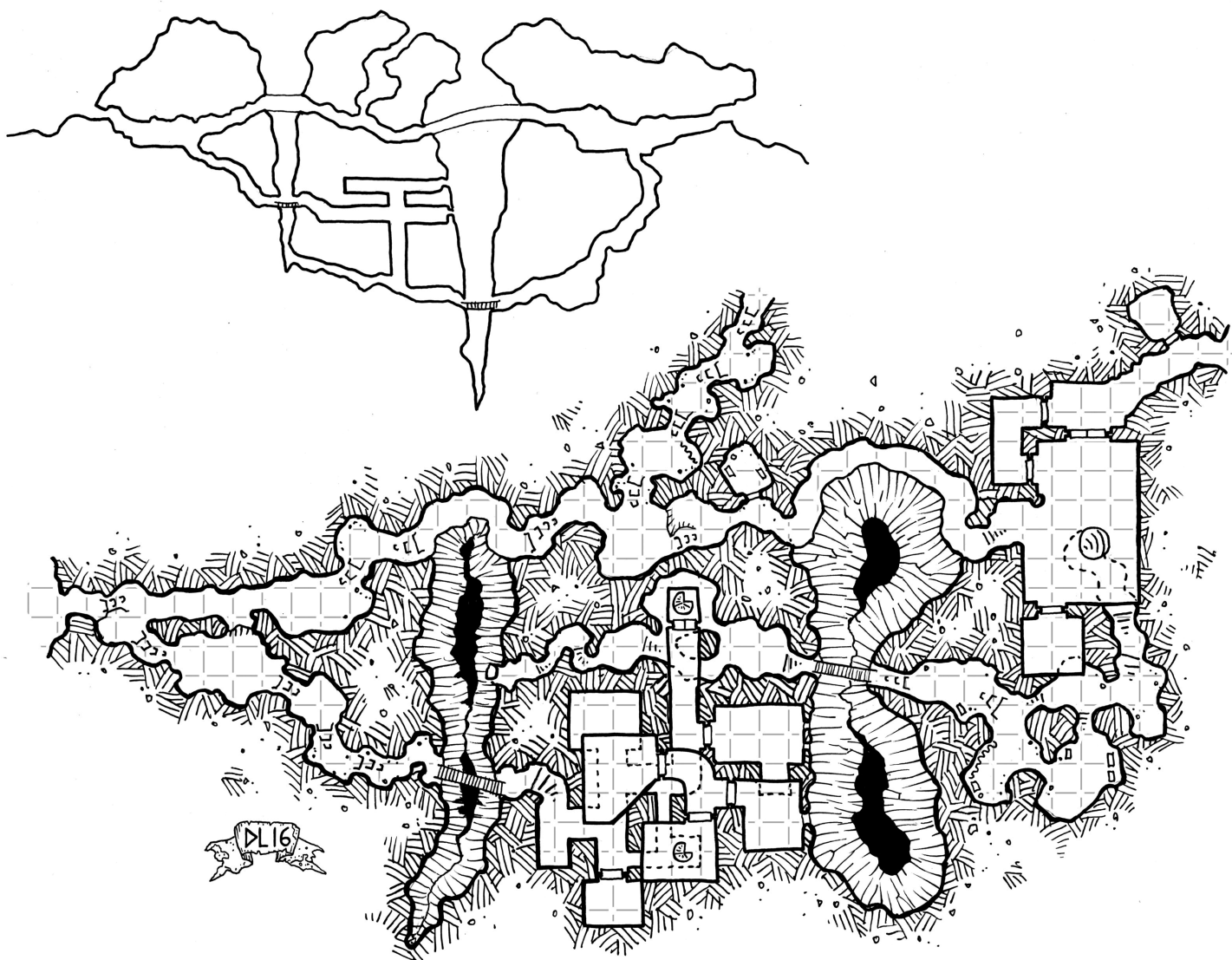
RANDOM ITEMS IN ROOMS

1. Melted gold piece
2. Leather strap (1" x 2')
3. Ink Bottle (empty)
4. Wooden box (lid, 2' x 2')
5. Piece of amber with an iridescent beetle
6. Severed orc hand
7. Glass vial filled with yellow dust
8. Broken shovel
9. Wooden stick with strange notches
10. Decaying stuffed alligator
11. Snakeskin (4')
12. Shattered glass
13. Mirror (1' x 4')
14. Ripped and bloody jerkin
15. Silver nose ring
16. Decayed leather armor
17. Silver pieces (1D10)
18. Old torch
19. Copper armband with battle scene design
20. Small, polished red stone

NON-COMBAT IDEAS

1. Lost child whose foot is caught on one of the bridges.
2. Priest on a pilgrimage.
3. Starving dog.
4. Bloody footprints.
5. Piles of stones that spell "help."
6. Shallow grave.





"Nothing could ever get me to go there. That's for sure." - Edbert Reading, Farmer

THE TUNNELS OF MENARGION

THE TORTURER OF BELANDIA? The Wild Queen Zaloi? The Mad King Aentip? Brenford the Accursed? The Trollslayer of Kellenfel? None of the old tales agree as to who built this structure. What is known for certain is that more than a century ago, the common folk filled in the entrance to ensure no one would enter it again. Or was it to keep something from coming out?

The entrance can be cleared after several hours of work. The stale air assaults the lungs and smells of fungus. The tunnels show their age, and some areas have collapsed.

The hallways had been painted with patterns and designs of nature. Though now a green fungus is eating away the paint. Several chambers were sleeping quarters of some kind, but a few chambers appear to be solely dedicated to animal murals.

In the southeast corner, something has tunneled up from deep within the earth. After giving birth to a vile brood, it hoarded most of the treasures once found in the tunnels. Now, it sleeps in the southernmost chambers, surrounded by its "ornaments."

Its offspring roam the halls and chambers, ill-tempered and vicious.

The northwestern rectangular chamber has a small statue of a stag, made of pure gold. The adjacent room houses a statue of a hind, made of pure silver.

In the northernmost room, the creatures have dug pits into the earth. If the party searches these pits, they will find some of the treasures that have been taken from other rooms. The treasures are gold or silver figurines fashioned into the shapes of various animals.

In the secret room on the western side, all the objects pictured, save one, are ornate mirrors. The other object is a beautiful lantern that shines even now. It is constructed in such a way that it creates a powerful beam in one direction. On the base of each mirror is an ancient symbol.

If the party learns by means of magic or logic that these symbols are numbers, they can position the mirrors in such a way that the beam of light hits each mirror in its proper order. A treasure that would benefit the party greatly will appear in the center of the room.

In the southeast corner, something has tunneled up from deep within the earth. After giving birth to a vile brood, it hoarded most of the treasures once found in the tunnels. Now, it sleeps in the southernmost chambers, surrounded by its "ornaments."

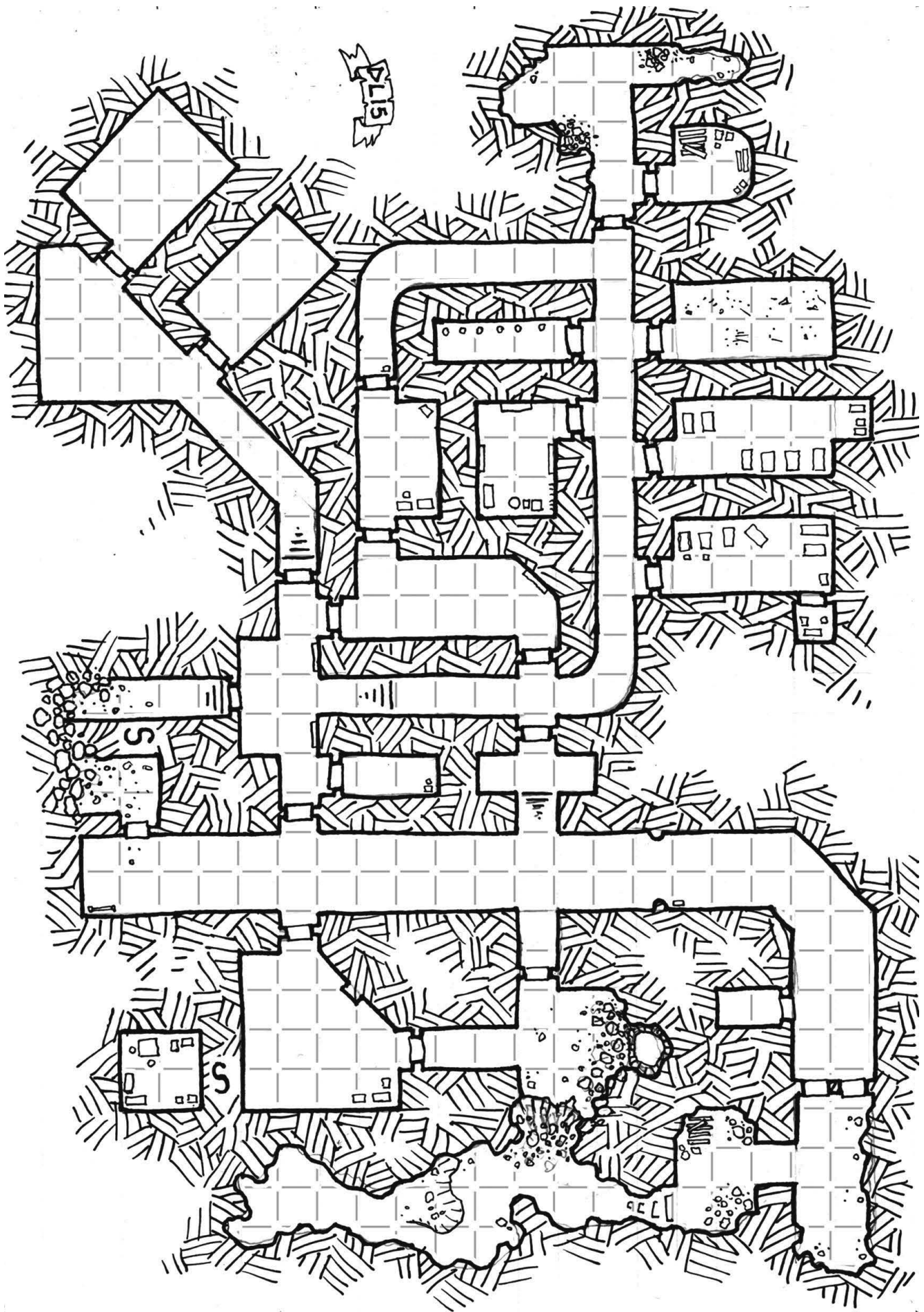
Its offspring roam the halls and chambers, ill-tempered and vicious.

RANDOM ITEMS IN ROOMS

1. Glass box full of long-dead butterflies (1D12)
2. Gold pieces (1D10)
3. Butterfly carving (mahogany)
4. Half burned anatomical drawing of a creature
5. Bloody handprint (human)
6. Eagle beak
7. Silver arrow
8. Small cage with a canary skeleton
9. Driftwood with a nature scene carved on it
10. Dog skeleton
11. Journal with illegible writing
12. Book with blank pages
13. Beads shaped like flower petals
14. Silver pieces (1D12)
15. Bear Claw
16. Leaf Fossil
17. Twisted Vine
18. Mahogany Box with intricate inlay of ivory
19. Half burned letter
20. "Morling" scratched on a small stone



"I heard it was the Obsidian Lord Garamek built it." - Radborne Stowe, Local Farmer



THE CAVES OF HELLADHIL

A GROUP OF ARMY DESERTERS has fortified the caves. The leader has worked his forces hard and the cave chambers are now quite liveable. If the deserters weren't raiding the town and villages for supplies, their presence in the caves may have gone unnoticed.

The main passage, located in the southwest corner, has been blocked with stones up to about five feet high leaving about a five foot gap from the barricade to the ceiling.

The southernmost room is a bunk room for the former soldiers. There is a small arrow slit in the door.

In the main cavern, the ravine is thirty feet deep. The waterfall is loud and the water is clear and clean.

The northern room with two doors and the curtain is the leader's room. Here can be found 1D20 books, 3D100gp, a dagger with a silver-inlaid hilt, and a bundle of letters.

The due north chamber is a storeroom and contains some foodstuffs and a few weapons and armor.

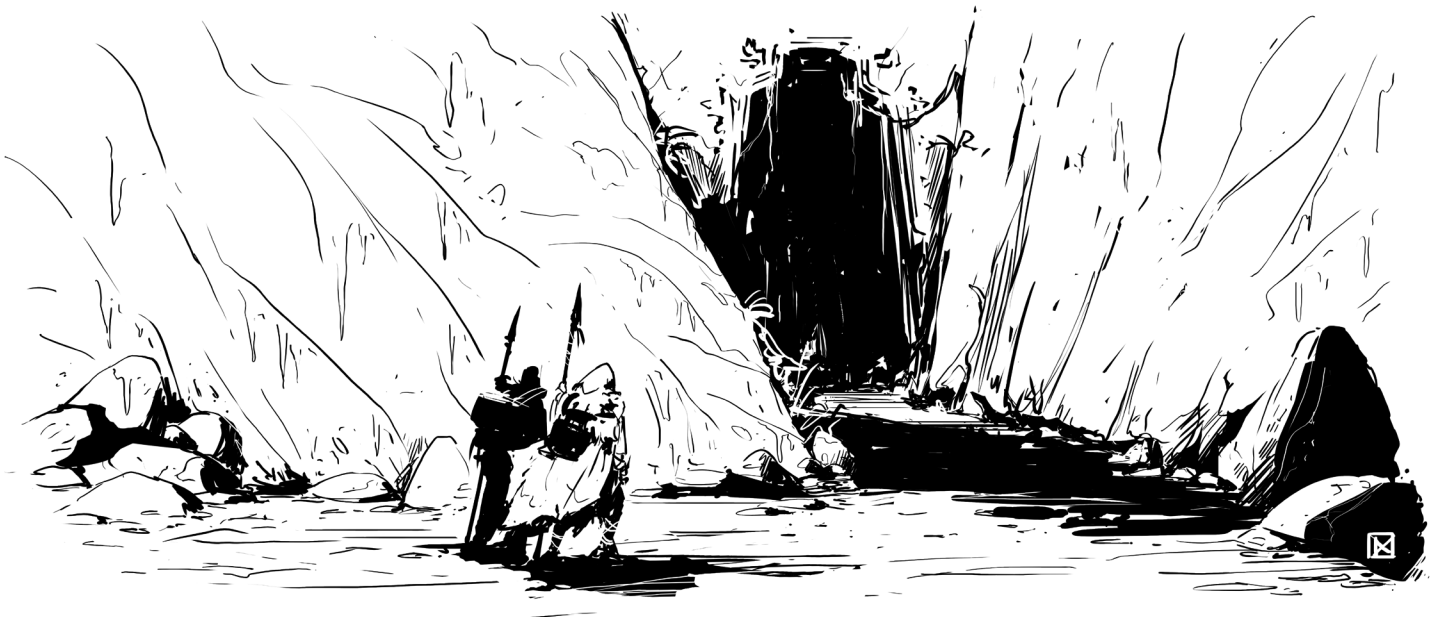
The chamber with the arrow slits is another bunkroom and guardpost.

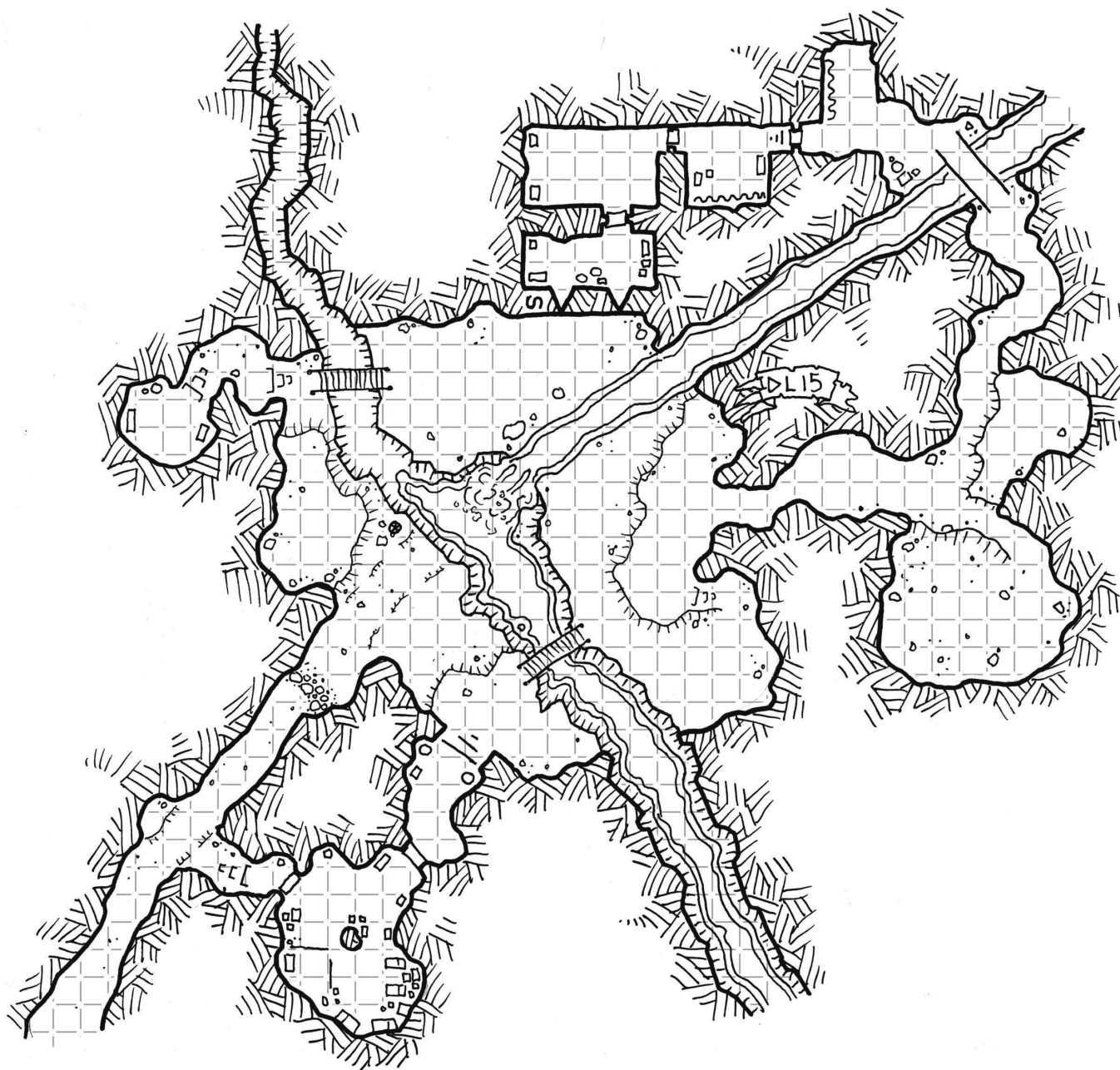
The cavern on the west side contains a stockpile of weapons.

The large southeastern cavern appears to be a place to spar and to build other skills and strengths. Are they planning something?

RANDOM ITEMS IN ROOMS

1. Gold pieces (1D4)
2. Large brown loaf of bread
3. Short sword
4. Case of poison darts
5. Cheese wheel
6. Dagger
7. Iron helmet
8. Long sword
9. Cloak (worn)
10. Arrows (1D10)
11. Greatsword
12. Bear pelt
13. Keg of ale
14. Padded armor
15. Morningstar
16. Studded leather armor
17. Caged wolf
18. Bundle of stolen letters
19. Gauntlets
20. Pike





*"The deserters swoop in and take our food and other goods.
They need to be dealt with." - Scarlett Linwood, Local Villager*

THE DUNGEON OF DUNONE

A DEVIOUSLY DESIGNED DUNGEON and also the tomb of some power-hungry madman. Surely the builder must have been mad, for who else would construct such a murder palace?

Adventurers tempted by stories of jewels and gold have entered the dungeon, but none have ever left. Magical traps, concealed pits, false doors, secret passages, and wicked blades await any who enter.

There is treasure to be found, to be sure. However, it is no small task finding it. There are false treasure rooms and cursed treasure as well as illusion treasure. The mad builder wanted those who lust after his treasure to pay and pay dearly.

In addition to the traps and secret passages, magical guardians prowl the hallways. Every hallway presents the opportunity for a summoned demon, ghost, or other ethereal being to attack the party.

The tomb and treasure could be placed almost anywhere, but the central chamber reached only by secret doors makes the most sense. Even though it is a smaller room, it's likely the designer wanted to trick looters into thinking other larger rooms were more likely to be the tomb and treasure vault.



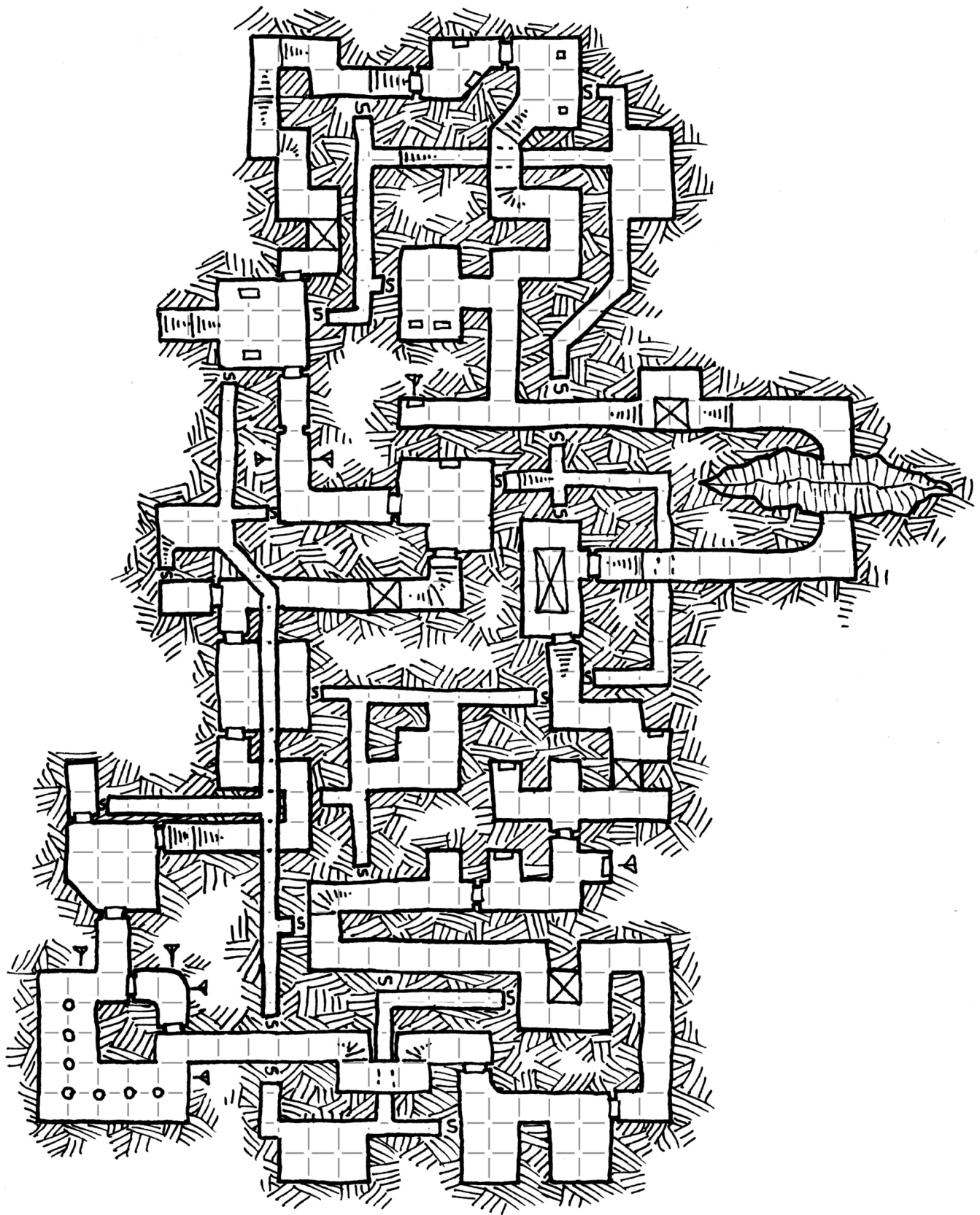
IDEAS FOR TRAPS

1. Swinging sythe
2. Arrows from walls
3. Sharp hooks hanging from spidersilk threads
4. Delicate teacups, full of a powerful acid, completely cover the floor
5. Snake pit
6. Scorpion pit
7. Noxious gas
8. Icy or oiled floor or steps
9. Flesh-eating fish pit
10. Greek fire from wall or ceiling
11. Tentacled monster pit
12. Trapping vine
13. Poison darts from walls
14. Giant glue trap
15. Quicksand
16. Swinging Log
17. Stony, grasping hands come out of the walls
18. Net
19. Teleporting trap
20. Swarm of deadly insects

RANDOM ITEMS IN ROOMS

1. Lute string
2. Candles (1D10)
3. Rusted topaz ring
4. Broken abacus
5. Small seashell
6. Half a copper piece
7. Branch with a flowering bud
8. Signet ring of a missing noble
9. Hat with "Crilis" embroidered in it
10. Phoenix feather
11. Torture tool kit
12. Voodoo doll (with pins)
13. Adventurer's notebook
14. Broken longbow
15. Small music box
16. Copper coin from a legendary kingdom
17. Button (gold)
18. Glass jar with a green vapor inside
19. Ivory clasp with a whale design
20. Ornate beer stein

"Those who wish to live should turn back." - Written above the entrance door.



THE TEMPLE OF XONDEREST

THE CONSISTENT LASHING of the sea crumbled the old bridge. However, the chambers in the cliff still show signs of their marvelous craftsmanship. Fanatical worshipers served a long-forgotten god here for centuries. Now, all are lost in the unending travels of time.

The structure is carved from the living granite cliff. How it was built is a wonder to even dwarven masons. Sailing a boat close to the bridge ruins is a very difficult task unless one is willing to risk losing their craft.

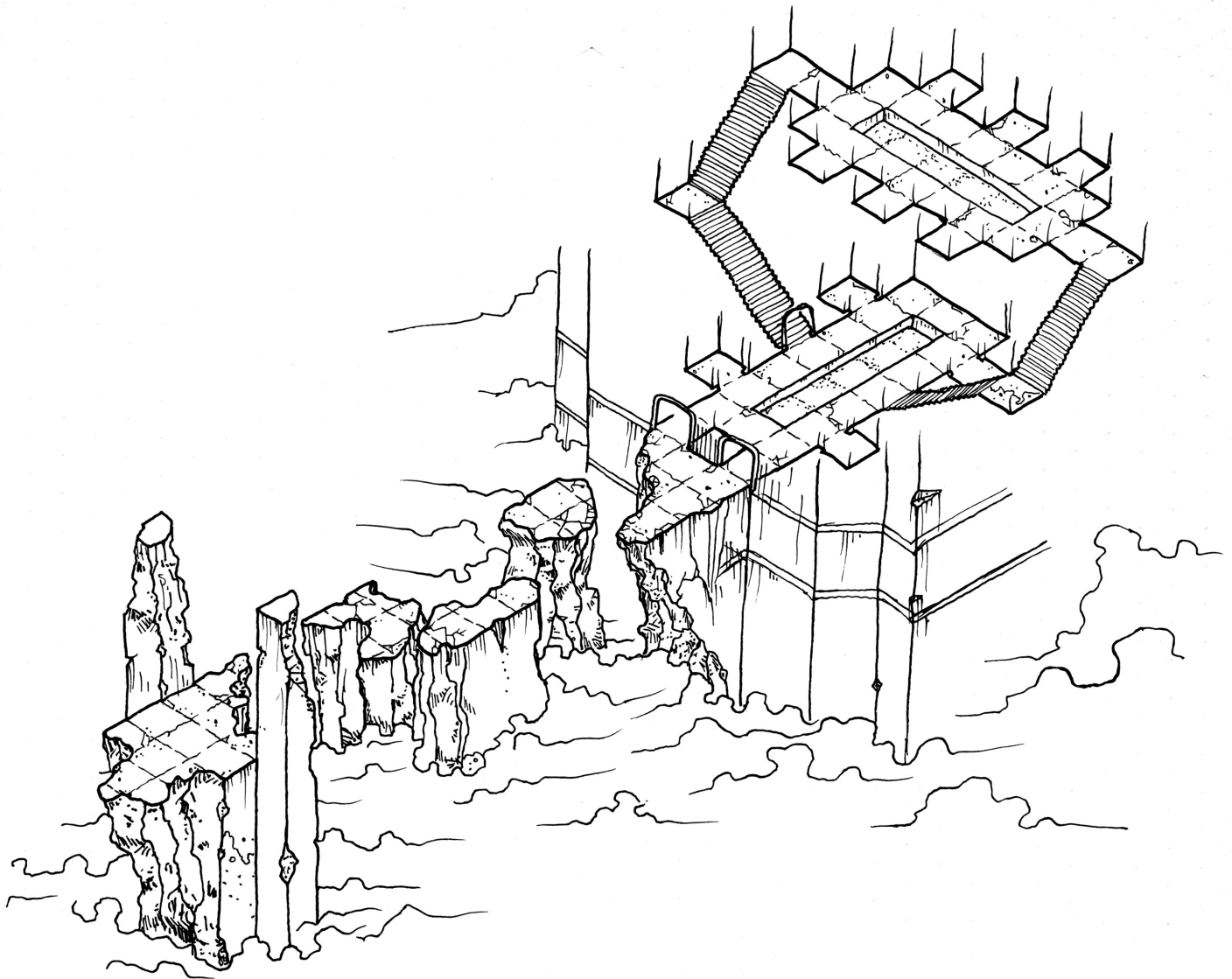
Even though the worshippers are gone and the god no longer remembered, something dwells within the cliff chambers. It is an ancient evil that stories say has hoarded treasure and magic items. As of yet, no one has dared to approach the ruins to learn if that is true or not.

The evil could be a mad lich continually pacing back and forth mumbling about his plans. It could be a dragon. It could be some demon or an elder god resting from his toil.

POSSIBLE RANDOM ITEMS

1. Iron Spoon
2. Small silver eagle charm
3. Earthenware vessel
4. Urn with strange script
5. Ceramic Bowl
6. Brass Incense Burner
7. Decrepit Religious Book
8. Brass dungchen
9. Cermonial gold headpiece
10. Candle
11. Ceramic oil lamp
12. Ink bottle
13. Stylus
14. Clay tablet with strange script
15. Gold statuette of god
16. Prayer beads
17. Handheld prayer wheel
18. Gong
19. Cat skeleton
20. Horse hair paintbrush





"I won't sail too close, too many rocks." - Honbria Yardley, Boat Captain

THE SALERINIAN OUTPOST

IN A DIFFERENT AGE, this outpost was to guard a key trade route. Now, it lies in ruins. A discarded shell clinging to the hillside by its crumbling, if once well-set, foundations.

The limestone and flint construction is still striking even in ruins. The upper floors have been used as a shelter from the elements for weary travelers more than once.

To add more conflict, the upper floors could be a bandit hideout, a goblin den, the lair of a hag coven, or some other creature.

The lowers floors have yet to be discovered. They remain as they did an age ago. Half-eaten meals, guards' belongings, and equipment lie exactly where they were left.

Why did the guards abandon their post in such haste? What calamity struck? Why did they leave their food and equipment? Or did they even get to leave? These questions go unanswered as the legends and tales are incomplete and contradictory.

Most of the items in the chambers are worthless now. There is no sign of bodies or of a struggle.

The southernmost small room in the deepest cellar was the outpost commander's chamber. Here could be a journal chronicling the outpost's business, a signet ring, several books, and a gold hairpin with an emerald (150gp).

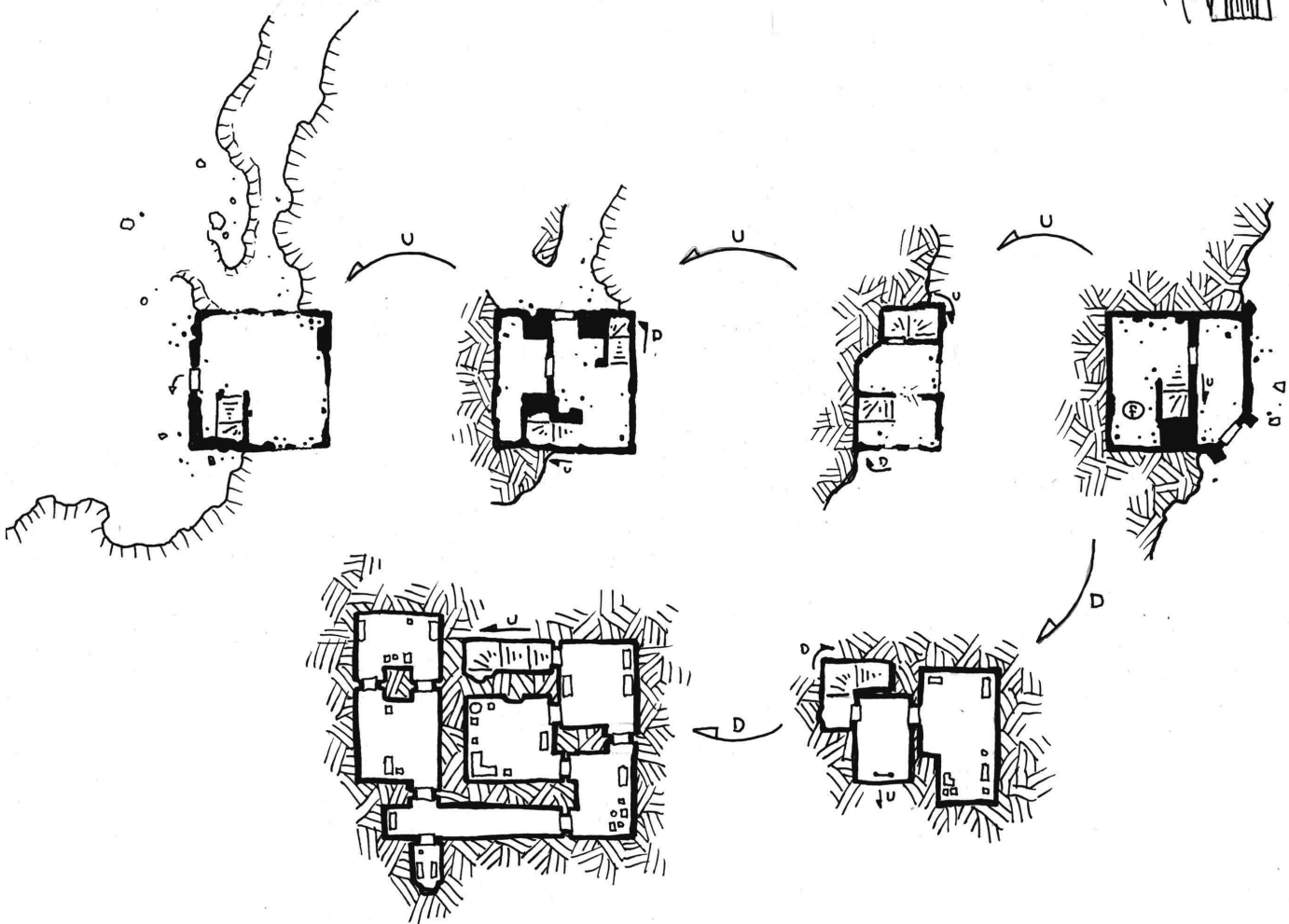
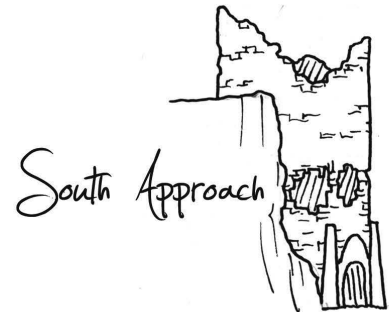
RANDOM ITEMS IN UPPER ROOMS

1. Traveling cutlery set
2. Pack of playing cards
3. Leather satchel
4. Flint and steel
5. Small journal
6. Flask (1/2 full of ale)
7. Candles (1D4)
8. Pair of spectacles
9. Worn blanket
10. Sole of a boot
11. Leather pouch
12. Gold earring

RANDOM ITEMS IN CELLER ROOMS

1. Arrows (1D8)
2. Clay figurine of a warrior
3. Breastplate (iron)
4. Copper pieces (1D6)
5. Brass knuckles
6. Dagger with a whalebone grip
7. Silver flute
8. Gold pieces (1D12)
9. Sword Sheath
10. Candles (1D6)
11. Ivory staff
12. Longbow
13. Silver locket with a lock of hair inside
14. Gold pieces (1D20)
15. Tin plates (1D12)
16. Earthenware pitcher
17. Empty Flask
18. Moth-eaten pouch with three marbles
19. Bone dice (1D4)
20. Unfinished poem on vellum





"I pass by it all the time. If I had the coin, I'd rebuilt it. It would make a good inn." - Torbrim, Trader

THE VALUMEN SLAVE PIT

LONG AGO THESE RUINS were the site of a thriving slave trade. Now, the inhuman horror has given way to an unhuman one. Some vile creature from another plane or from deep in the earth has taken abode in the pits and drawn foul monsters to its service.

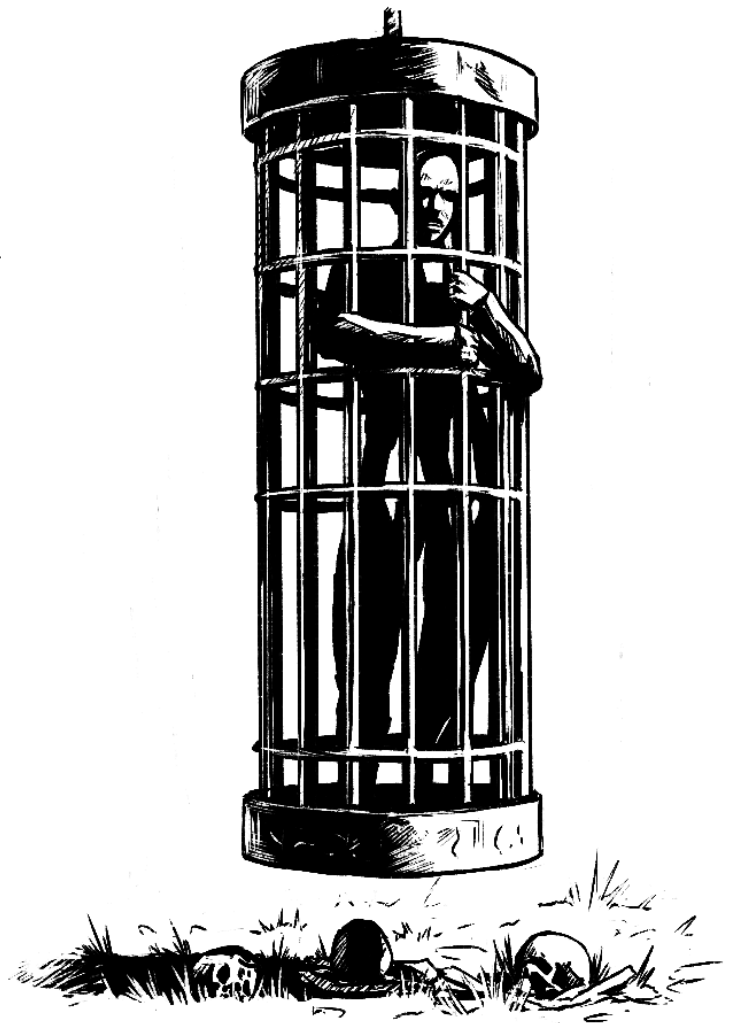
The interior is damp and smells of filth and rot. The walls are an unpleasant brown and green. However, traces of natural beauty can be seen, if one looks hard enough. If someone would cleanse the caverns, they could be beautiful.

Any characters entering here will meet armed resistance. There are sentinels, minions, and other wandering monsters that need to be dealt with. The main creature could be in one of the larger rooms.

The main creature has a black crystal ball attached to its spine at the base of its skull. After its defeat, it can be removed. Those who dare to peer into its depths see into other planes of existence. The gazer can see wonders and learn secret knowledge. However, there is a 3% chance that they will go permanently insane each time they look into it.

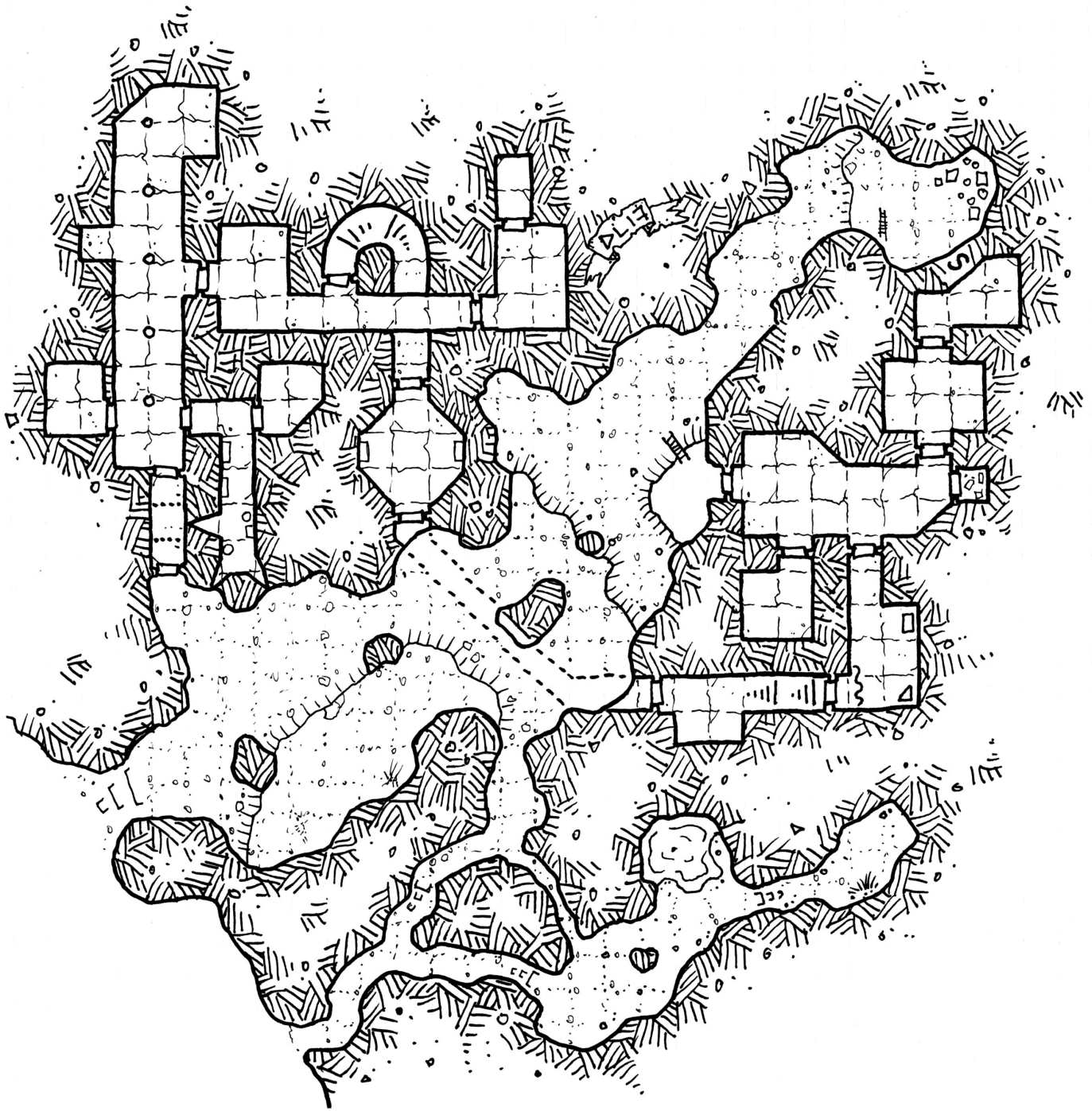
NON-COMBAT IDEAS

1. Another adventuring party held prisoner
2. Otherworldly creature in the pool
3. Magical mural telling the story of the creature
4. Elf impersonating a guard who helps the party
5. Gem that speaks riddles
6. Chamber where every object is an illusion and cannot be grasped
7. Chamber with a mirror that traps any who gaze into it.
8. Chamber that is full of strange, disembodied whispers
9. Box that, when opened, emits a light that seems to come from nowhere
10. Urn that seems to be bottomless. Any item placed in it falls into nothingness and is never retrieved.
11. Chamber where the walls and floors seem to give way at random. Watch your step!
12. Life-sized statue of a woman. Real tears trickle down her life-like cheeks.



RANDOM ITEMS IN ROOMS

1. Manacles
2. Rusty lock
3. Rusty key
4. Wooden slave auction block
5. Glass eye
6. Wooden figurine
7. Bone dice (1D6)
8. Copper Pieces (1D20)
9. Decrepit rope (6')
10. Metal cup
11. Chamber pot
12. Chain whip
13. Beating Rod



"Don't go near it. That's my advice, take it or leave it." - Langley Pepper, Explorer

THE BARIZAAN MUSEUM

THIS MUSEUM WAS SAID to be the work of a madman. Some say he was a collector who traveled the world in search of oddities. Others say he was a sorcerer who created strange works of art and sometimes even brought them to life. Still others that it was an alchemist who was driven to create “new” things, both living and inanimate. No one even remembers his name now.

None of the locals will go near the entrance. Too many strange happenings around that place. There are reports of unearthly growls and cries as well as unexpected lights and apparitions around the area.

The interior has the air of a funhouse. A funhouse from the most disturbing of nightmares. Though incredibly old, the gaudy colors and light fixtures seem unaffected by the ravages of time. There are whispers, snippets of music, secretive giggles, as well as snarls and wails. None of these seem to emanate from anywhere in particular, and they happen at random.

IDEAS FOR CREATURES (FRIENDLY AND OTHERWISE)

1. A lady who has a collection of heads that she keeps on switching out. Depending on the head she is wearing, her demeanor will change.
2. A gnome skeleton who only asks “Why” questions.
3. A two-headed dog. One head is trying to bite, and the other is trying to lick.
4. A warrior who attacks on sight. He seems to be attached to silvery threads, like a puppet. All the while, he keeps apologizing for attacking.
5. A tree that attacks by throwing its fruit at the party. The fruit explodes on impact.
6. Two acrobatic creatures that speak nothing but gibberish. While it doesn’t seem intentional, their klutzy act keeps putting the party in danger.
7. A lion-headed man. If the party is friendly to him, he will talk amiably to them about the meaning of life. If the party attacks him, he preaches about the punishment of evil while attacking them mercilessly.
8. A baby goat that nibbles at the party’s clothing. Anything that the baby goat eats causes its tiny horns to grow gold coins, which then drop to the ground.

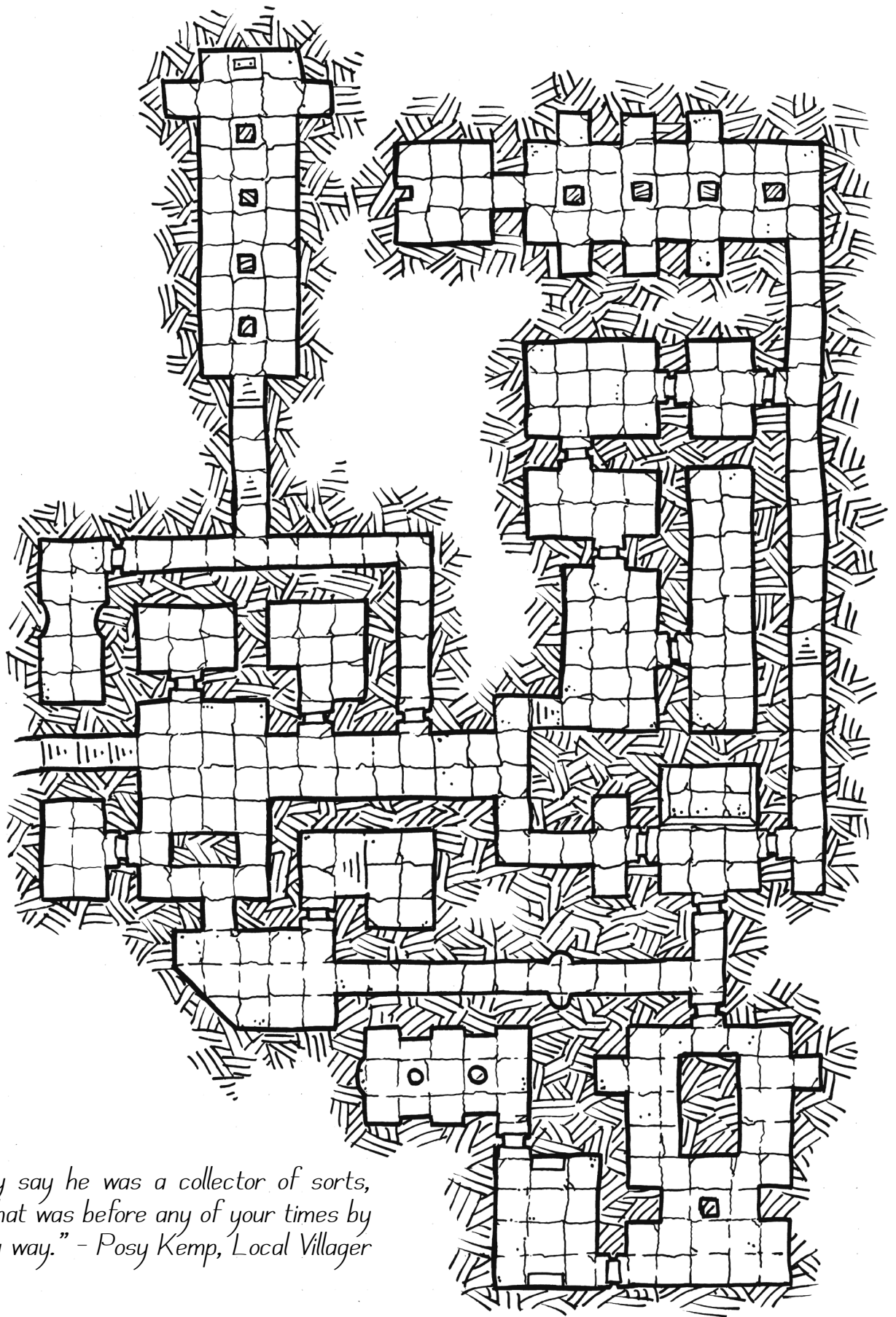
UNUSUAL ENCOUNTERS AND OBJECTS IN ROOMS

1. Mirror that traps the gazer until it is broken
2. Empty journal that, when written in, will respond by writing in the margins critiques and corrections to the person’s writing
3. Stone that will laugh maniacally every time it is touched
4. Key that will lock any door, but will unlock nothing
5. Room full of iridescent green butterflies that cause the party to yawn
6. Clutch of yellowish eggs that smell like lavender
7. Hands reaching out of the walls that try to brush and groom the party
8. Suit of armor that runs away from the party
9. Broken vase, that when assembled, will heal the party



RANDOM ITEMS IN ROOMS

1. Mummified mer-cat
2. Broken magic wand
3. Silver skull
4. Metal box with a live coal inside
5. False teeth
6. Puzzle piece
7. Color-changing jewel
8. Wax finger
9. Doll-sized sword
10. Green rabbit pelt
11. Silver pieces (2D100)
12. Squid beak
13. Stone griffin statue
14. Ring puzzle
15. Purple femur bone
16. Lucky set of dice
17. Spoon with a hole in it
18. Blinking glass eyeball



*"They say he was a collector of sorts,
but that was before any of your times by
a long way." - Posy Kemp, Local Villager*

THE STONE CIRCLE OF YZALLI

THE STONE CIRCLE has stood by the creek and the river from time out of mind. The stones are huge and weather-worn with moss growing on them. Who built it and why are mysteries. Of course, others have used them for ceremonies and rituals down through the eons.

The ruins nearby are of a more recent construction, maybe only a century or two old. The hasty stonework and foundation pattern suggest a farmhouse with a detached kitchen. If the ruins are searched, a tiny silver earring in the shape of a crescent moon is found.

The stone circle can be used in a variety of ways. Here are just a couple of examples.

PORTAL

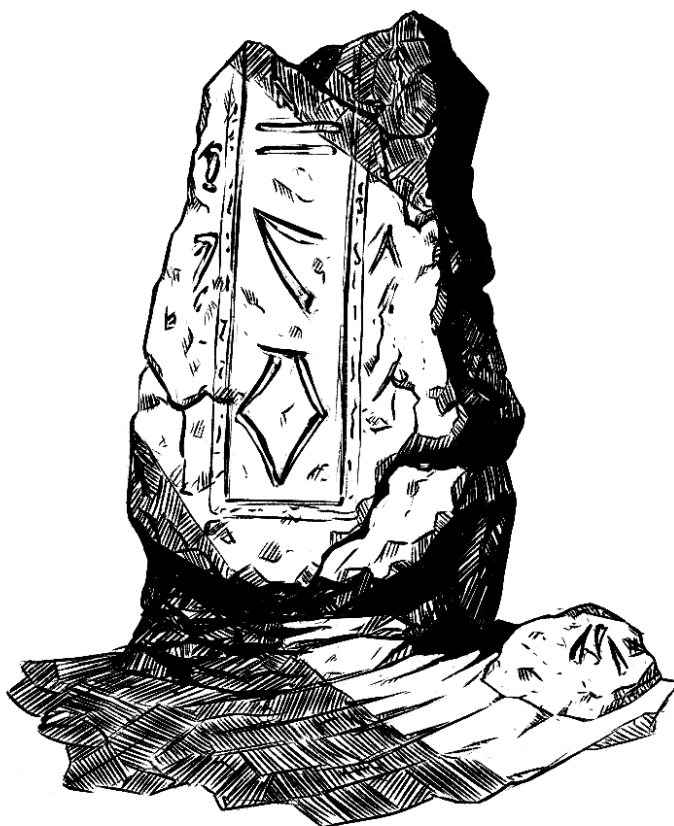
If the party enters at the right time or deciphers some ancient writing, they are transported to some other time or place. Examples:

1. The party appears in a dungeon. Once they explore it and defeat the villain, they are returned to the stone circle.
2. The party is transported to a large present-day fandom convention (GenCon, San Diego Comic-Con, etc.). They are mistaken for cosplayers. A spirit of the circle tells them to find an evil wizard who traveled to that time. Once they capture the wizard, they are brought back to their own time and place.
3. The party is sent to an ethereal realm where they must collect leaves from a certain spirit tree. Creatures try to stop them. Once they have the leaves they are brought back.
4. The party finds itself in a strange, otherworldly temple, where creatures with ceremonial masks attack them. Once the party defeat the creatures and retrieve the masks, they are returned to the circle. If the masks are hung on the pillars of the stone circle, a treasure emerges from the ground at the center.
5. The party appears in the midst of raging battle that occurred in that same place eons ago. They must save the ancient Priest-king and aid him in winning the battle. They are then restored to the present day.

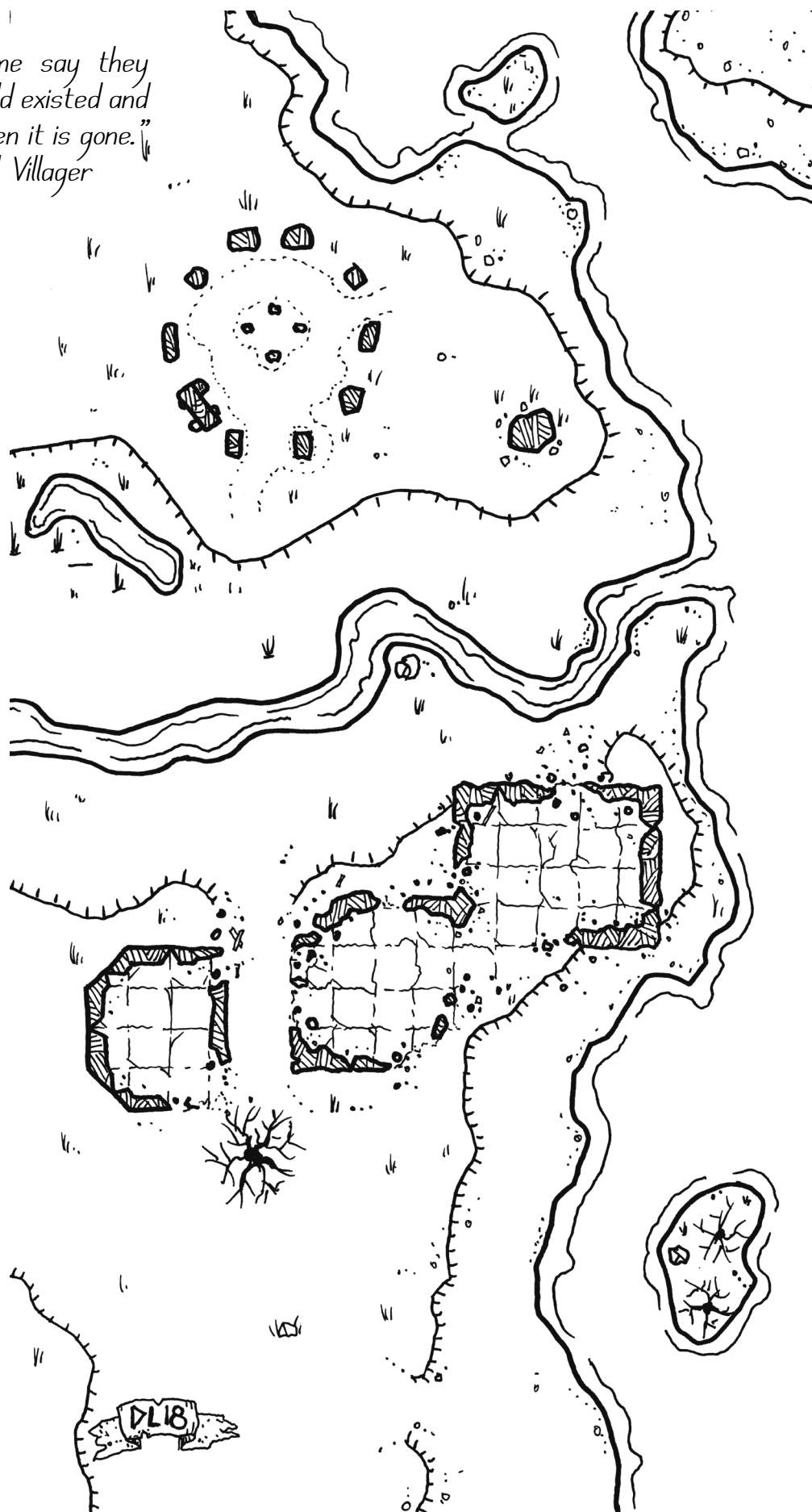
VISION

While examining the circle, the party experiences a vision. Examples:

1. A group of elders appear and reveal important information concerning their quest for the party.
2. A spirit gives the party a quest, like returning a taken stone to the ring, exploring a nearby dungeon, or learning the fate of the farmers that lived nearby.
3. A character experiences a vision that relates to their backstory and gives them a clue or information they lacked.
4. The characters experience a future event to help them understand how to make the right choice when the moment arrives.
5. The characters see a vision of two possible outcomes to the future of the world based on a crucial, but unknown decision that they will make soon.



*"Always been there. Some say they
were there before the world existed and
that they will be there when it is gone."
- Elsdon Grantham, Local Villager*



THE SECRET LABORATORY OF RAHVIN

THIS STRUCTURE WAS BUILT according to intricate plans its owner developed after years of study. It was the culmination of the wizard's dreams. His own laboratory where he could work without interruption.

Rumors now say the wizard is dead. Thoughts have turned to what was stored in the laboratory and what value they may have. However, unbeknownst to most is that the wizard is alive and well. On second thought, undoubtedly alive, but not well.

In the structure are a library, an alchemical lab, an astrological chamber, an animal specimen chamber, a garden room, and sleeping quarters.

In the garden room, the ceiling is magically lit and the plants are strange. Strange in that several have human-like eyes and others move violently back and forth of their own accord. It might not be a good idea to get too close.

In the specimen room, there are chimera-like creatures. A rat with bat wings, a frog with extra spider legs, etc. It is not recommended to pet or feed the monstrosities.

The alchemical lab is bursting with glass vials, boiling liquids, strange ingredients, and other equipment. Just don't bump into anything.

The astrological chamber has a large working model of a geocentric solar system. It is made of metal and planets and pieces are all rotating. Gears and clicking can be heard from inside it. Watch your head. Some of those planets swing pretty low in their orbits.

The library is packed with books on floor-to-ceiling bookcases. Some tomes are ancient while others seem to be recent. In one corner is a book chained to the floor. The is levitating and the chain is pulled tight as if the book is trying to fly away. It seems a little fiesty too.

The sleeping quarters are spartan with little decoration. There are books on tables and a desk with writing supplies. Maybe you're safe here... maybe.

RANDOM ITEMS IN ROOMS

Garden

1. Vial of aloe vera
2. Mint Leaves
3. Strange seed pod
4. Corkscrew vine that wraps around anything
5. Gold-colored acorn
6. Silver bud

Speciman Room

1. Tiger claw
2. Elephant tusk
3. Narwhal tooth
4. Squid beak
5. Eagle feather
6. Fox tail

Alchemical Lab

1. Scroll of transmutation circles
2. Quicksilver
3. Mortar and pestle
4. Potassium Block
5. Cyanide
6. Hessian crucible

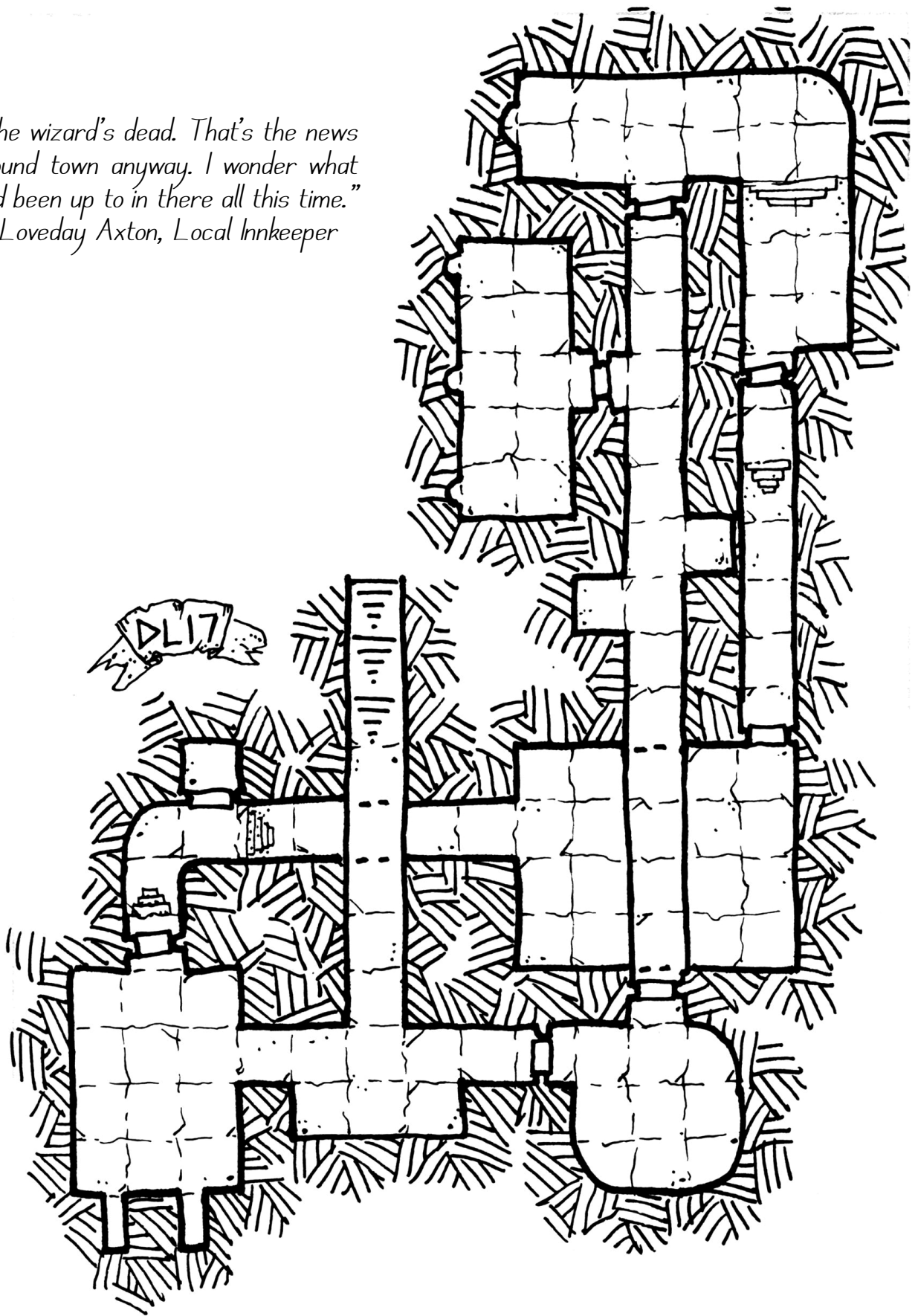
Astrological Chamber

1. Moon rock
2. Small working model of a heliocentric system
3. Starchart
4. Compass
5. Book on constellations
6. Telescope

Library

1. Dictionary of Magical Terms
2. Ancient spell scroll
3. Ancient history book
4. Monocle
5. Candle
6. Bookmark

*"The wizard's dead. That's the news
around town anyway. I wonder what
he'd been up to in there all this time."
- Loveday Axton, Local Innkeeper*



THE MAGIC TOWER OF SULKAYIM

AN ECCENTRIC MAGE lives here and operates a magic school with a handful of students. Or at least she did until recently. She and her students have disappeared without a trace several weeks ago.

The nearby town wishes some brave souls to explore the tower for clues. No one from the town wants to go inside as they are leery of all things magical. The job is ripe for some intrepid adventurers.

Exploring the tower reveals living quarters and classrooms. Also, an evil wizard who is holding the mage and her students prisoner in a crystal ball.

On the ground level, the evil wizard tries to trick, scare, and intimate the characters. He uses illusions, puzzles, and/or riddles. If that doesn't work, on the second level, he has placed several obstacles and traps. If the party make it to the third level, the wizard then moves on to unleashing monsters at them.

On the fourth level, the room is strangely quiet and mundane. Just a small bedroom chamber. The wizard is hiding under the bed. If he is discovered, he will fly to the top of the tower, and a final showdown will ensue. After he is defeated, he will drop a hexagon-shaped stone with intricate etchings.

Down in the basement, this hexagonal stone matches a shallow cavity in the wall in front of the secret door. When placed in the cavity, the stone wall swings open and the secret chamber is revealed. The crystal ball is in this chamber. The mage and students can be freed by smashing the crystal ball.

ILLUSIONS IDEAS

1. Fire
2. Singing and dancing gnome
3. Giant spider
4. Row of thorns
5. Bottomless pit in front of a door
6. Crying child
7. Large, tempting jewel
8. Escher-like stairs and doors leading nowhere
9. Hot lava pit
10. Snarling wolf

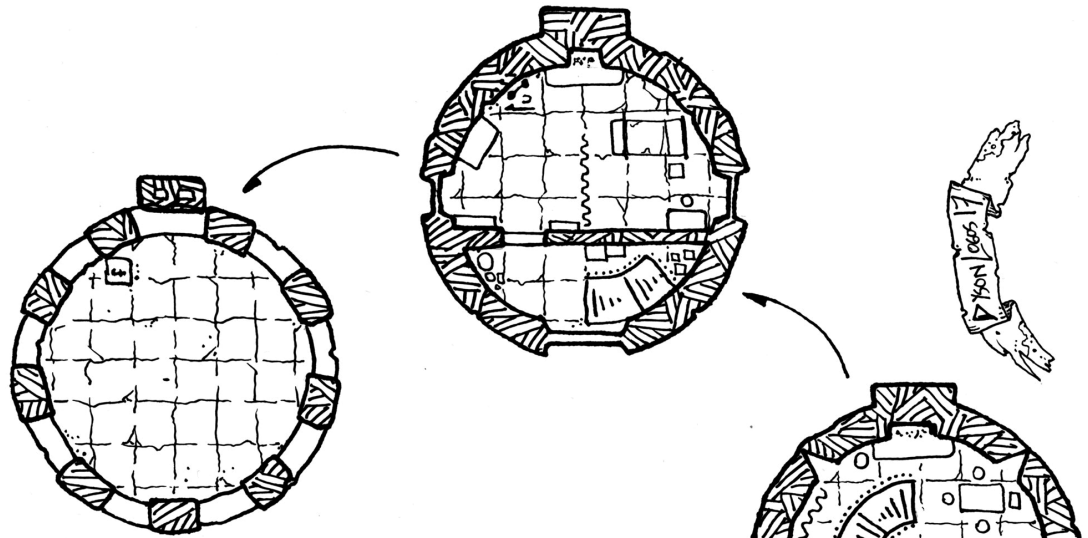


A FEW PUZZLE IDEAS

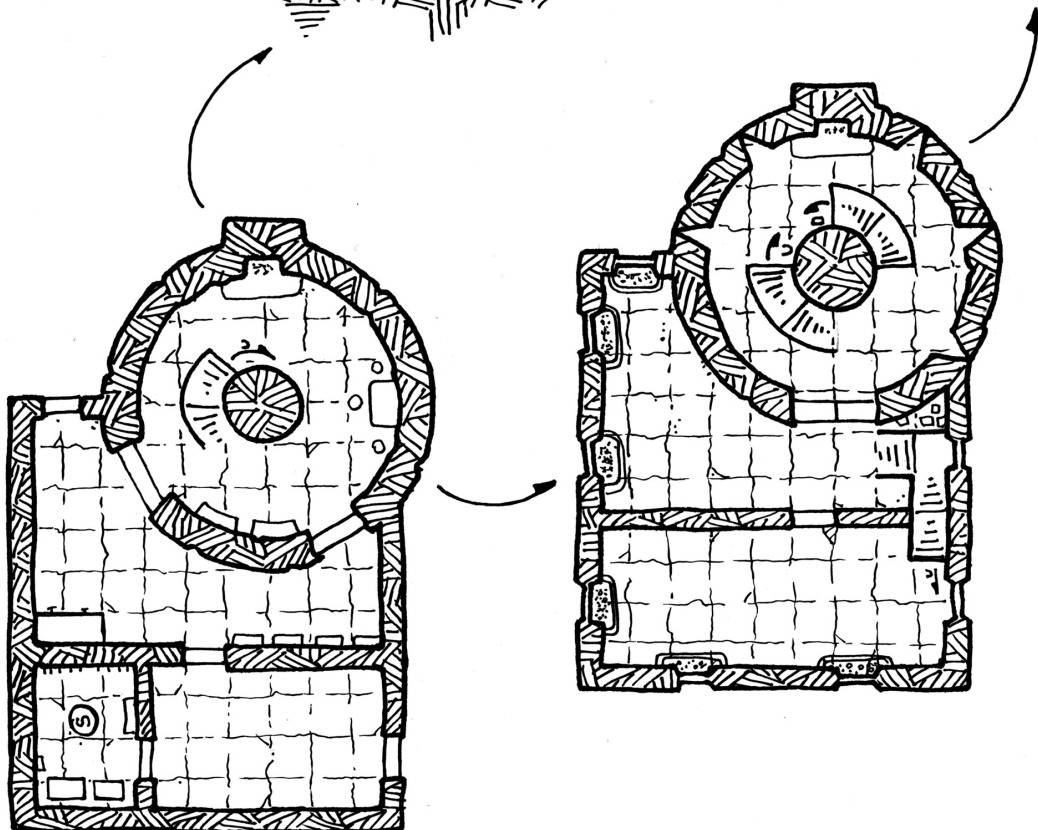
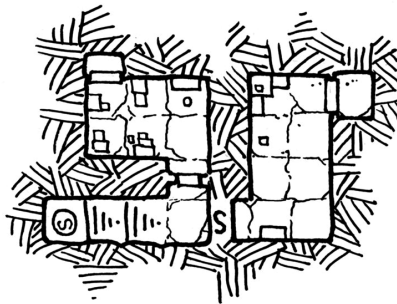
1. Maze Puzzle
2. Decoding Puzzle
3. Sliding Tile or Block Puzzle
4. Riddle Puzzle
5. Strimko Puzzle
6. Disentanglement Puzzle
7. Tanagram Puzzle
8. Anagram Puzzle
9. Puzzle Box with Key Inside
10. Peg Solitaire Puzzle

RANDOM ITEMS IN ROOMS

1. Candles (1D4)
2. Illustrated book about magical herbs
3. Practice Wand
4. Quill
5. Gold pieces (1D20)
6. Notebook with experimental potion recipes
7. Various roots
8. Book of ancient runes
9. Amnesia tincture (2 doses)
10. Finch in a cage
11. Owl (stuffed)
12. Divination cowrie shells
13. Book about minor curses and jinxes
14. Hourglass
15. Diary
16. Charm bracelet
17. Bee preserved in alcohol
18. Chalk and small slate board
19. Bone powder
20. Scribe's knife



"You'll never defeat me!" - The Evil Wizard



THE ORMEST HOUSE RUINS

THE FORTIFIED MANOR HOUSE of the Ormest clan has laid in ruins for more than a century. The stories of old say the last Ormest died there in the house with no one to carry on the family name.

She was said to be an eccentric old lady that hid many tiny treasures in strange places all over the house. Oh, and they say she boobytrapped the entire house before she died. It has sat empty ever since then, or so it is believed.

Ghosts and other wandering ethereal creatures now haunt the manor. They would need to be cleared if the area were to ever be open for trade and civilized folk.

The exterior is a grey stone roughly cut yet carefully placed. The wooden roof is rotten and collapsed in a few places. The red roof tiles have fallen and broken.

The interior reeks of mold and decay. The once elegant walls and chamber decor are soiled and crumbling. It can be seen that this was once a great house belonging to a family of a long heritage and tremendous wealth.

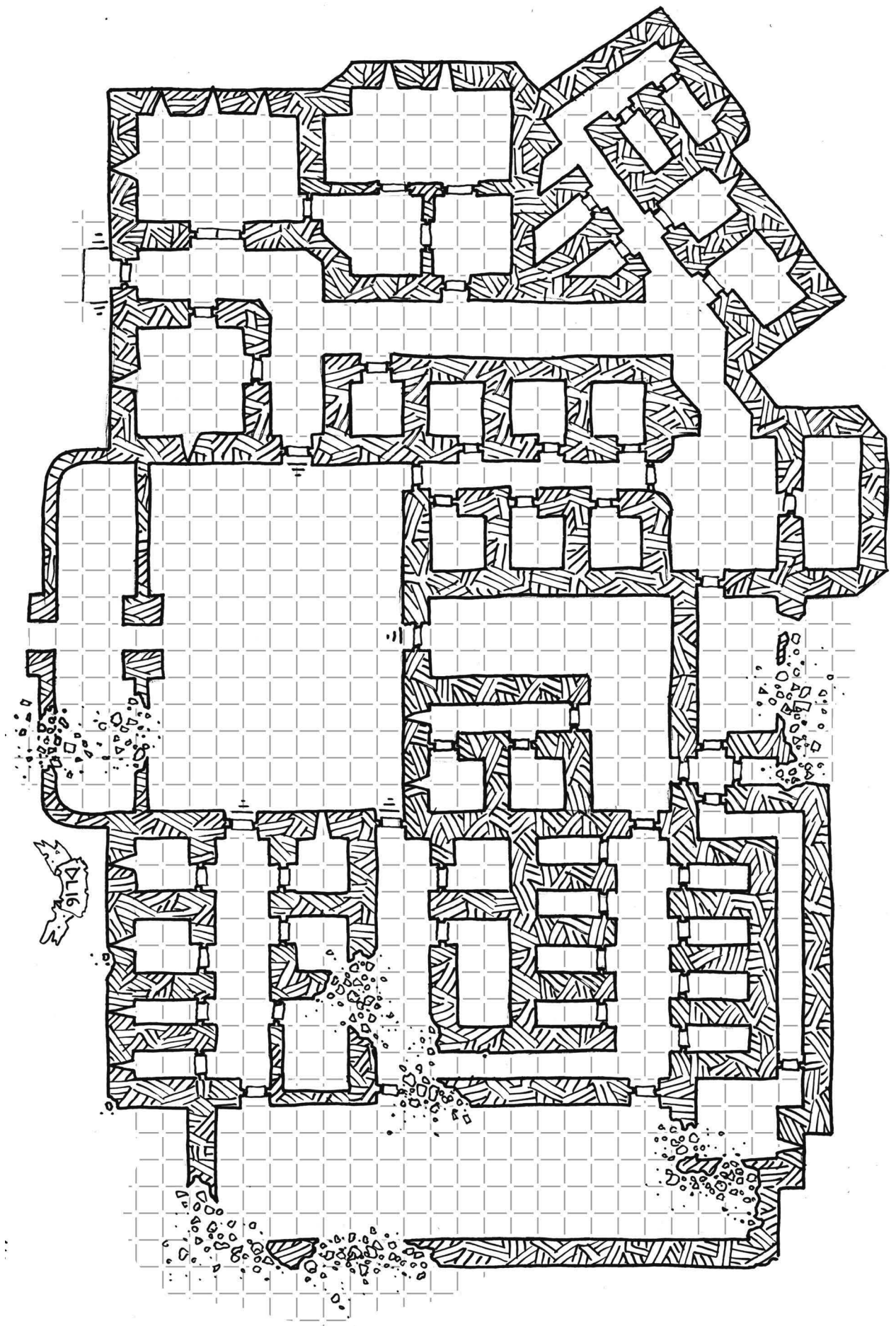
While exploring the house, occasionally the characters will hear weeping, laughing, singing, slamming windows, howling wind, or footsteps. These can simply add atmosphere or they can be incorporated into an encounter.

POSSIBLE NON-COMBAT ENCOUNTERS

1. Lost cow
2. Ghost who tells the party the manor's history
3. Talking portrait
4. Book with tiny legs that runs about
5. Goat eating old wallpaper
6. An unconscious human woman
7. Dog caught in a trap
8. Ghost who ignores the party but appears to be trying to "hide" things though she has nothing in her hands.
9. Piano apparently playing by itself
10. Fresh, piping hot pot of soup on a derelict stove

"That old place? Needs to be torn down, but too many beasties there for my liking."
- Laibbrook Patton, Local Villager





THE CHAMBERS OF FALLING WATER

THE CHAMBERS OF FALLING WATER is a place of renowned healing and meditation, or at least it was. The pools are now dank and foul. The friendly spirits who tended the chambers seemed to be intrinsically linked to the pools. Their minds are poisoned, and they viciously attack visitors.

The upper pool has become polluted somehow, and that has affected the ambience of the entire structure. Weak-minded individuals who cross the threshold find their hearts fretful or angry. The caverns seem to close in on them. They feel unwelcome, as if someone or something is trying to push them out.

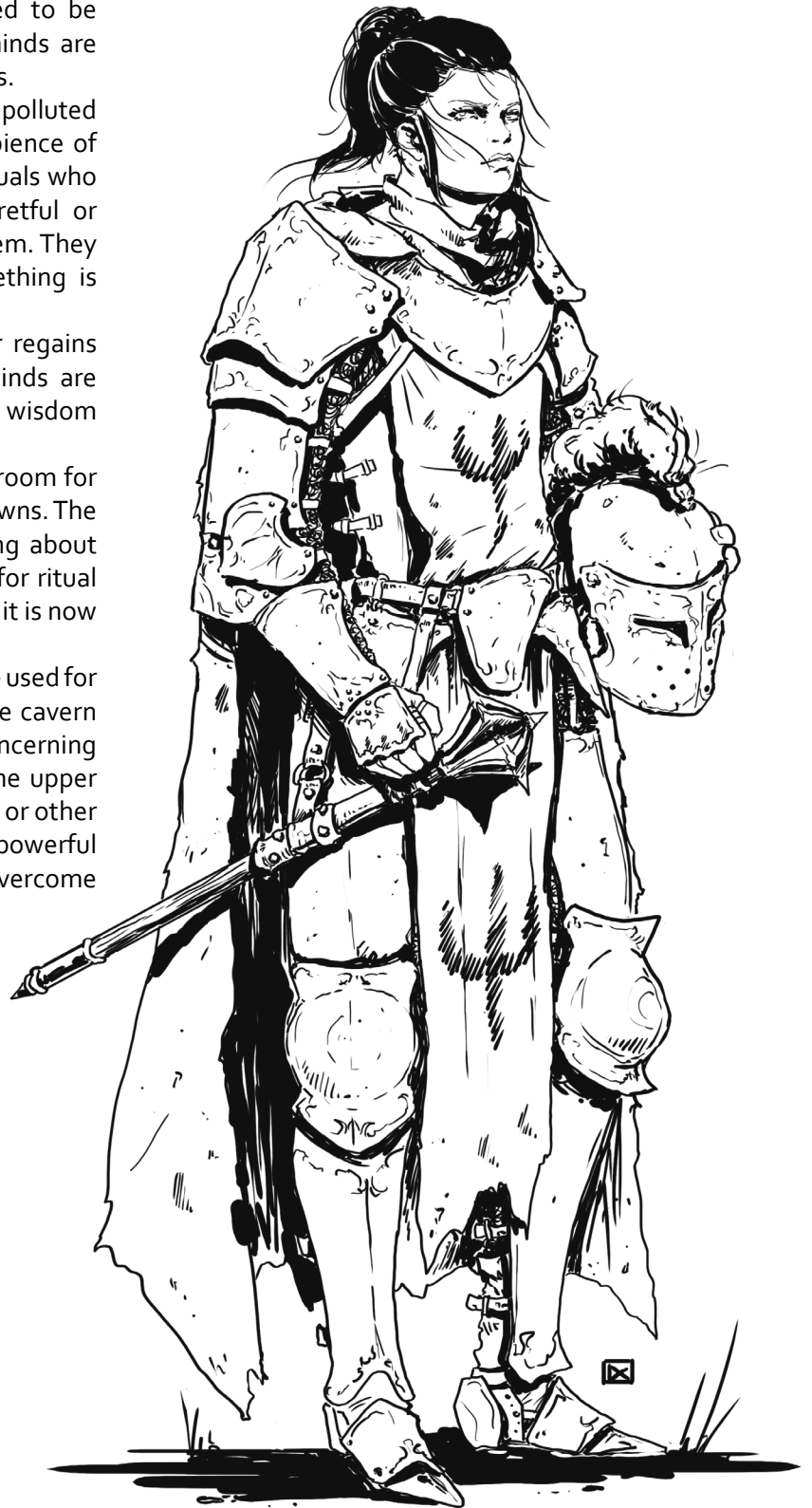
If the pool is cleansed, the water regains its healing properties, and the spirits' minds are restored. They will give gifts of healing and wisdom to any who cleanse the pool.

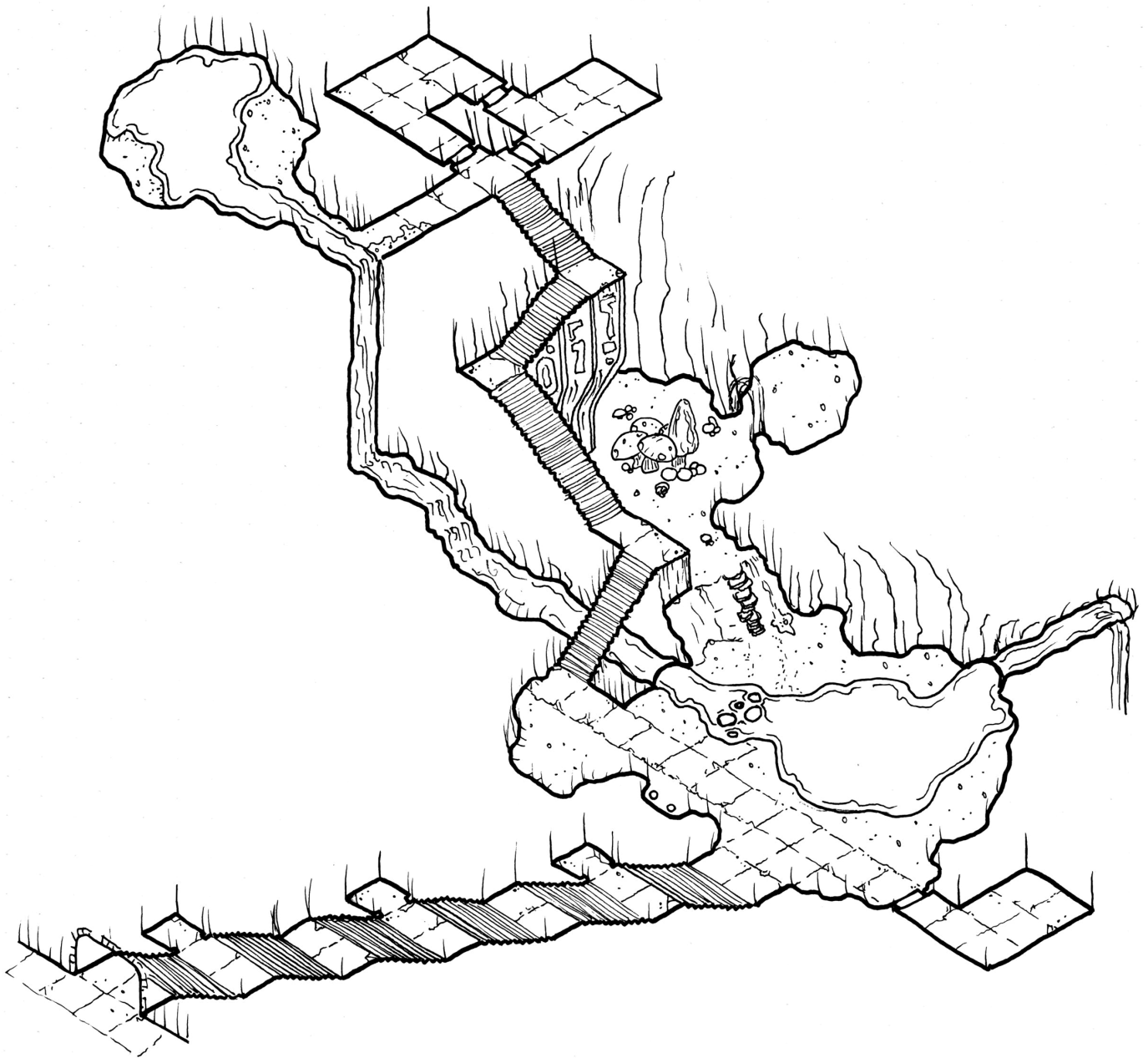
The room to the southeast was a room for changing into the ceremonial cleansing gowns. The gowns have been torn to shreds and flung about the room. The lower pool had been used for ritual bathing and contained healing powers but it is now putrid smelling and a vile shade of green.

The middle chamber and cave were used for mediation, contemplation, and prayer. The cavern walls are now covered with vile epithets concerning any who would dare come for healing. The upper chambers were rooms for the sick, injured, or other afflicted. If one enters these chambers, a powerful sense of ill-being and unwellness might overcome an individual.

IDEAS WHY THE POOL IS POLLUTED

1. Evil magic item was thrown into it
2. Foul creature tunneled into it
3. Spell cast upon it
4. Someone fell into it and died
5. Poisonous liquid seeped up into it
6. Sacred stone was taken from the pool





"The pool is polluted! Hope has withered and died!" - A Wailing Spirit

THE ZYRIAS DORVIN

THE STATUE GALLERY is filled with glowering faces of marble. Their bodies are twisted and misshapen yet carved in detail. The cave is dry and rocky. Footfalls echo.

The wicked cult that built this place could be long gone or they could still be here worshipping their vile demon-gods. Either way, some evil still lurks within these caves and chambers.

Did the cult summon a demon that devoured its worshippers? Did they keep some ancient evil prisoner in one of the chambers? Were the cultists driven mad by the visions they conjured?

The artificial rooms could be treasure vaults, burial chambers, shrines, living quarters, or a combination thereof.

If the cultists are still here, they will defend the structure to the death while calling upon help from their demon-gods. Several members are powerful magic-users and others are strong warriors. At some point, they should summon a demon to fight the characters.

If the cultists are long gone, then any wandering monster could have its home here now. A demon could be prowling among the statues. A group of outlaws could be holed up within the caves trapped by the demon. The statues themselves could come alive and attack the party.

The cult could have possessed a number of magic items as well as gold and gems. Some of the items could be cursed.

RANDOM ITEMS IN ROOMS

1. Ceremonial knife
2. Demon figurine
3. Black prayer beads
4. Wilted flower
5. Mummified hand
6. Large metal hook
7. Ringed finger preserved in strange substance
8. Eggshells from some vile beast
9. Smelling salts
10. Torture tool kit
11. Hacksaw
12. Shriveled bat
13. Chain (4 feet)
14. Flagrum
15. Pitcher of sour milk
16. Razor blades (1D12)
17. Broken sword
18. Divination bones
19. Terrible-tasting cookies
20. Ceremonial robe





"I don't speak of that place. Please excuse me." - Aldora Snowden, Local Townswoman

MANORS



RANDOM ITEMS IN A NOBLE'S BEDCHAMBER D20

- | | |
|---------------------------------------|-----------------------------------|
| 1. Burning letters | 1. Large safe |
| 2. Hidden safe | 2. Shrine to a god |
| 3. Stuffed minotaur | 3. Book of family lineage |
| 4. Shrine to ancestors | 4. Decorative axe |
| 5. Exquisite rug | 5. Golden chamberpot |
| 6. Gold urn | 6. Confiscated journal |
| 7. Large wardrobe | 7. Key made of green glass |
| 8. Scepter | 8. Gold ring |
| 9. Signet ring | 9. Mortar and pestle |
| 10. Key to safe | 10. Plan to usurp the throne |
| 11. Lavish chair | 11. Painting of noble's manor |
| 12. Alchemical notes | 12. Shelf of hunting trophies |
| 13. Dragon skull with rubies for eyes | 13. Painting of a beautiful woman |
| 14. Expensive wine | 14. Small, locked box |
| 15. Gold bathtub | 15. Portrait of an ancestor |
| 16. Golden rose | 16. Dead body |
| 17. Unfinished letter | 17. Gold trimmed desk |
| 18. Family crest | 18. Exquisite vase |
| 19. Silver urn | 19. Caged falcon |
| 20. Gold-trimmed fan | 20. Gold statuette |

RANDOM ITEMS IN A DESK D100

1. Letter asking a wizard for help
2. Child's drawing
3. Spell scroll (level 2)
4. Vellum (1D4 sheets)
5. Map of shipping routes
6. Gold pieces (1D10)
7. Unfinished novel manuscript
8. Hit list
9. Straight edge
10. Gold pieces (1D20)
11. Parchment (1D12 sheets)
12. List of rare books
13. Monacle
14. Spell scroll (level 3)
15. Silver pieces (1D12)
16. Bull horn trumpet
17. Metal cup
18. Copper pieces (1D6)
19. Map to a hidden mine
20. Dagger with deer antler handle
21. Sewing kit
22. Parchment (1D10 sheets)
23. Map of trade routes
24. Rabbit's foot
25. Ceramic vase
26. Pack of cards
27. Ribbon (2')
28. Bust of legendary leader
29. Metal bowl
30. Prayer book
31. Silver pieces (1D8)
32. Contract
33. Wooden bowl
34. Protractor
35. Spectacles
36. Wooden cup
37. Mummified monkey hand
38. Copper pieces (1D12)
39. Book of local history
40. Book of poems
41. Gold locket
42. Incriminating letter
43. Bud vase
44. Copper pieces (1D10)
45. Paper weight
46. Candles (1D6)
47. Portrait of a young girl
48. Map of the town
49. Key
50. Wax (2 cubes)
51. Ink blotter
52. Tiny flask of liquor
53. Gold pieces (1D8)
54. Paintbrush
55. Copper pieces (1D20)
56. Abacus
57. Wanted poster
58. Signet ring
59. Tiny Hourglass
60. Scissors
61. Ink bottle (empty)
62. Map of nearby city
63. Recipe card
64. Short sword
65. Scarab brooch
66. Stuffed owl
67. Half a map to a treasure hoard
68. Bookmark with goldleaf details
69. Tobacco
70. Magnifying glass
71. Map of the stars
72. Dead mouse
73. Wax (1D6 cubes)
74. Account ledger
75. Foreign coin (Gold)
76. Red glass dragon figurine
77. Compass
78. Piece of amber with a fly inside
79. Pressed Flower
80. Handkerchief
81. Scribe's knife
82. Ornate Fan
83. Candle holder
84. Quills (1D4)
85. Spell scroll (level 1)
86. Ivory statuette
87. Bag of crocodile teeth
88. Personal Diary
89. Love letter
90. Ink bottle (full)
91. Foreign coin (silver)
92. Red glass marble
93. Jade elephant statuette
94. Paint Pigments
95. Ink stick and stone
96. A drawing of a ruined tower
97. Map to a dungeon
98. Sketchbook
99. Silver arrowhead
100. Candles (2)

THE GARDEN MANOR OF IRION

THE SUMMER HOME of an elf couple, the Graden Manor is the picture of elegant country retirement. The pearlescent white stone and the carefully tended gardens give the structure and grounds a fairy-like appearance. Visitors often feel as though they have entered the fey.

The gardens bloom with red and yellow flowers. Butterflies and hummingbirds drink sweet nectar and occasionally talk with their elven hosts. The detached building is a kitchen and servants quarters.

The interior is decorated with ancient beauty. Rich wood colors and earth tones touch every piece of furniture or wall hangings. The circular room is a well-stocked library and study. The furniture is carved with images of autumnal scenes, and gold leaf adorns much of the ornamentation. The two easternmost rooms are guest rooms. Murals of summer are painted on the walls, and fresh flowers adorn every surface.

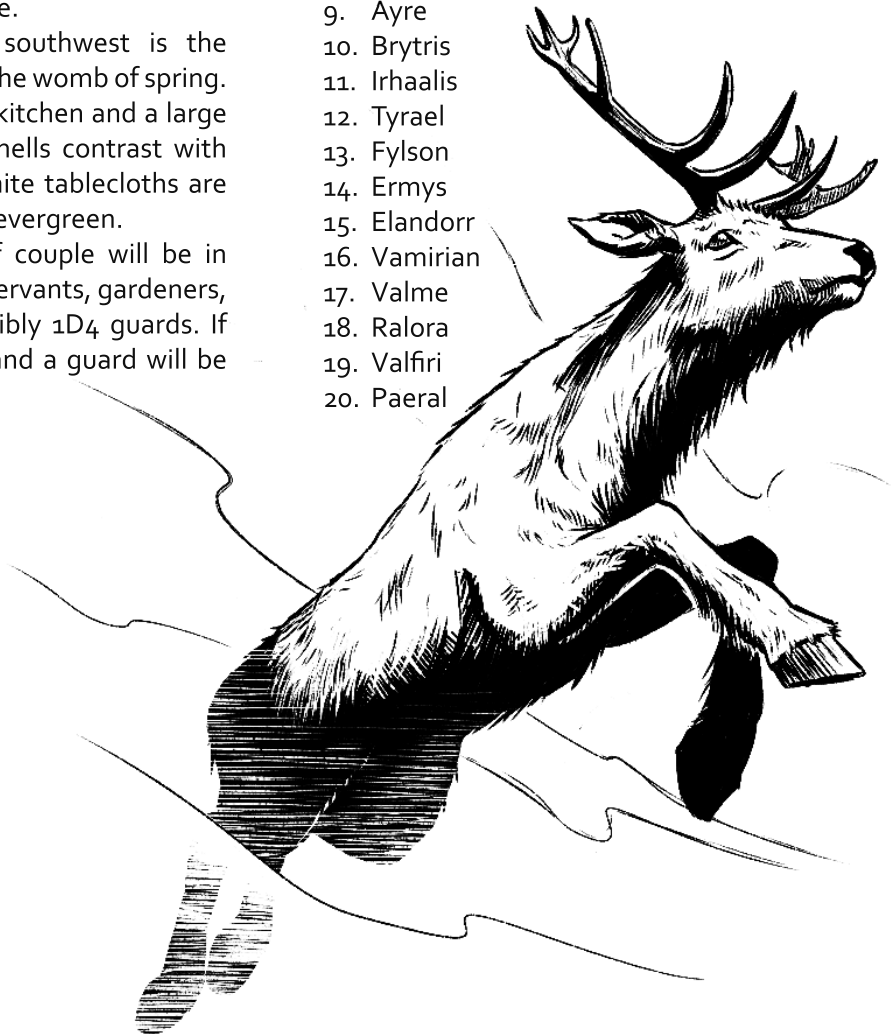
The chamber to the southwest is the master bedroom and looks like the womb of spring. The northernmost rooms are a kitchen and a large dining hall. Delicious warm smells contrast with the soft, cool colors. Snowy white tablecloths are adorned with fresh branches of evergreen.

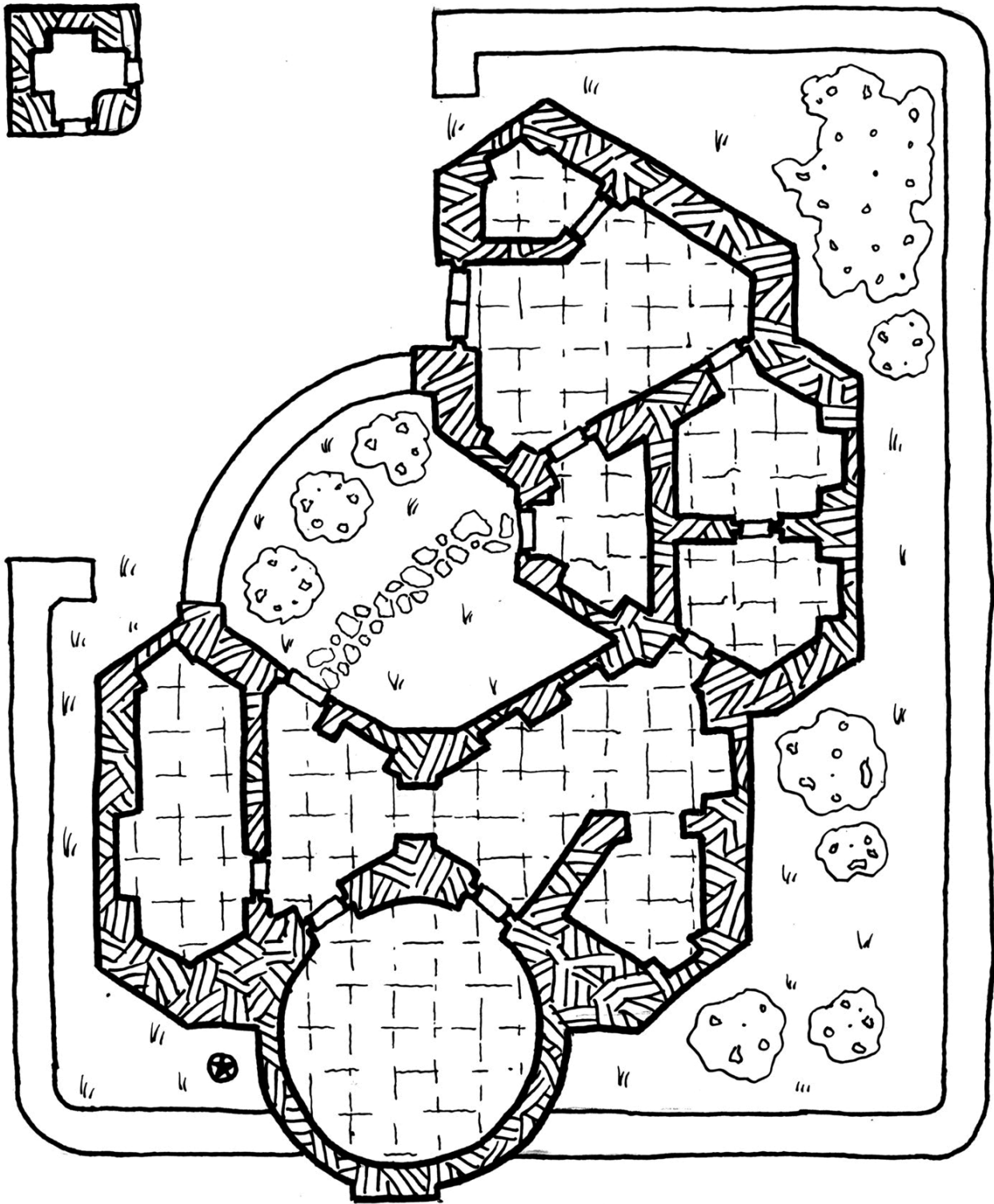
If it is summer, the elf couple will be in residence. They will have 1D10 servants, gardeners, and cooks with them and possibly 1D4 guards. If it is winter only one gardener and a guard will be present.

The couple is welcoming to strangers and will house them and feed them for a night. If a person is injured, they will treat them until they are healed. If the couple is treated poorly or insulted, they demand that the individuals leave. If the disrespect continues or they are attacked, the elves defend themselves by summoning forest animals to their aid.

RANDOM ELF NAMES

1. Shalanar
2. Heidithas
3. R'ven
4. Sylvar
5. Fenwenys
6. Perlenus
7. Namys
8. Ciliren
9. Ayre
10. Brytris
11. Irhaalis
12. Tyrael
13. Fylson
14. Ermys
15. Elandorr
16. Vamirian
17. Valme
18. Ralora
19. Valfiri
20. Paeral





*"Have you traveled far? Come rest and refresh yourselves." -
Azarya, Lady of the Manor*

THE KARNEGRIS

THE KARNEGRIS IS AN ABBEY set within parklike grounds in the countryside. The main building is built from a common gray stone. The exterior is plain and simple. The interior is austere and contains little decoration.

The northernmost room is a chapel. It is simply adorned and contains an altar as well as other objects for worship. The contemplative garden is meticulously cared for and usually, several monks can be found here deep in prayer.

Approaching the house, monks can be strolling about the grounds and tending to menial tasks. The order is friendly and welcomes strangers. They tend the sick, heal the injured, and feed the hungry. If attacked the monks are well able to defend themselves.

If the characters visit the abbey, they can have the opportunity to learn some rumors.

RUMORS AND ODD JOBS

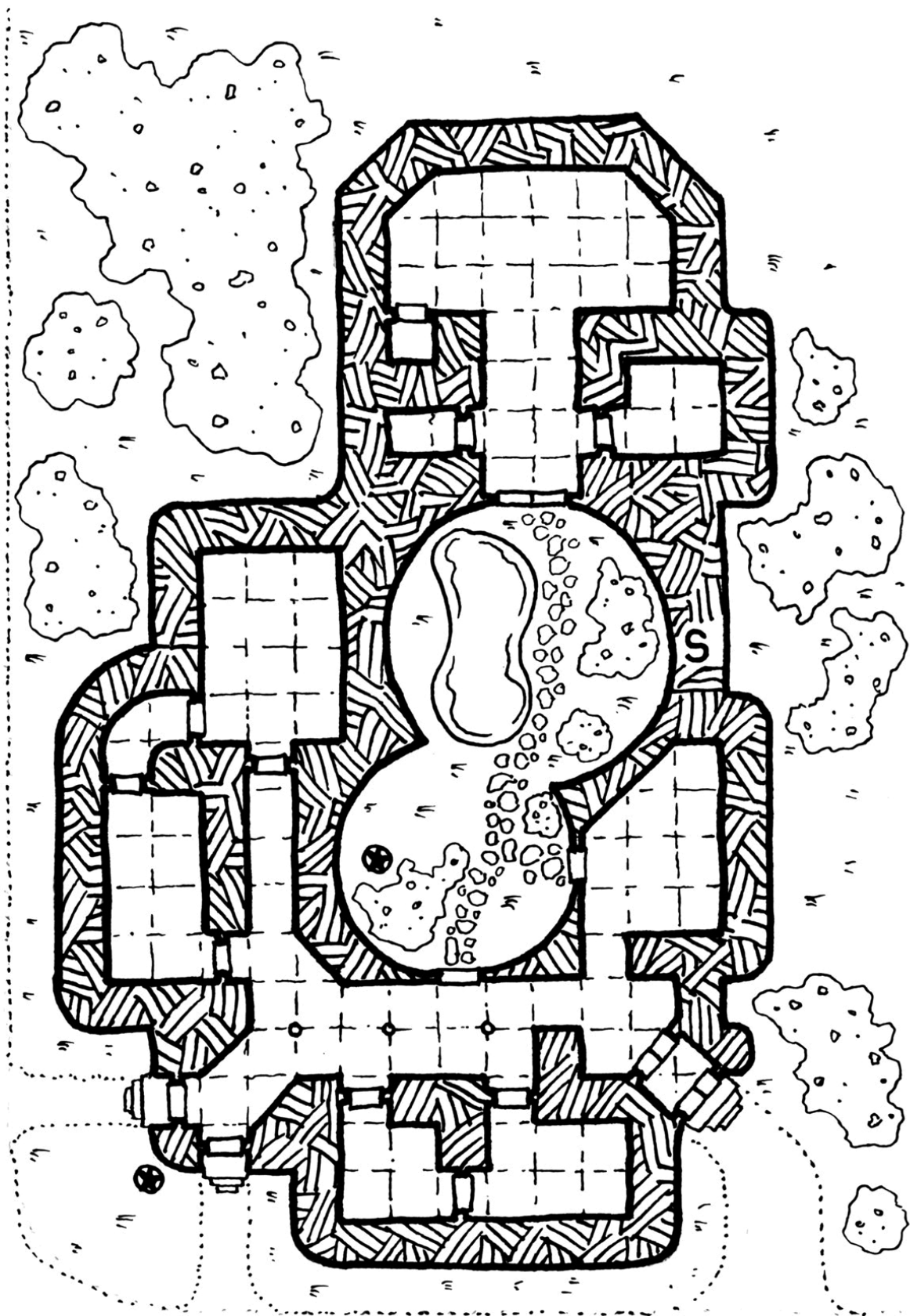
1. One of the monks went missing three weeks ago.
2. Goblins have been spotted in a nearby forest.
3. The abbey's well is going dry.
4. An injured adventurer is being tended in one of the rooms.
5. A monk needs someone to deliver a letter to a nearby town.
6. In the garden, a rare plant, which seldom flowers has a tiny, promising bud. It is said the bloom possesses healing properties.
7. A local robber baron is terrorizing those on the roads near the abbey
8. The warmongering ruler of the land is threatening to turn the abbey into a fortified barracks for his soldiers.
9. One of the monks is said to sometime predict the future
10. A fleeing nobleman accused of murder has claimed sanctuary within the abbey. He insists that he was framed.

MEDICINAL HERBS FOUND IN THE ABBEY

1. Coltsfoot
2. Balm
3. Buckthorn
4. Anise
5. Horehound
6. Comfrey
7. Dandelion
8. Fenugreek
9. Yarrow
10. Vervain
11. Chamomile
12. St. John's Wort
13. Myrrh
14. Hyssop
15. Motherwort
16. Pennyroyal
17. Feverfew
18. Burdock
19. Mugwort
20. Musk Mallow



"I've been part of the order for two years now. I've learned much and deepened my relationship with the divine." - Seger Weston, Monk



THE HARLADRAS HOUSE

THE LORD AND LADY of the manor enjoy modest living quarters. The larger structure is a large dining hall where they frequently host dignitaries from several nearby towns.

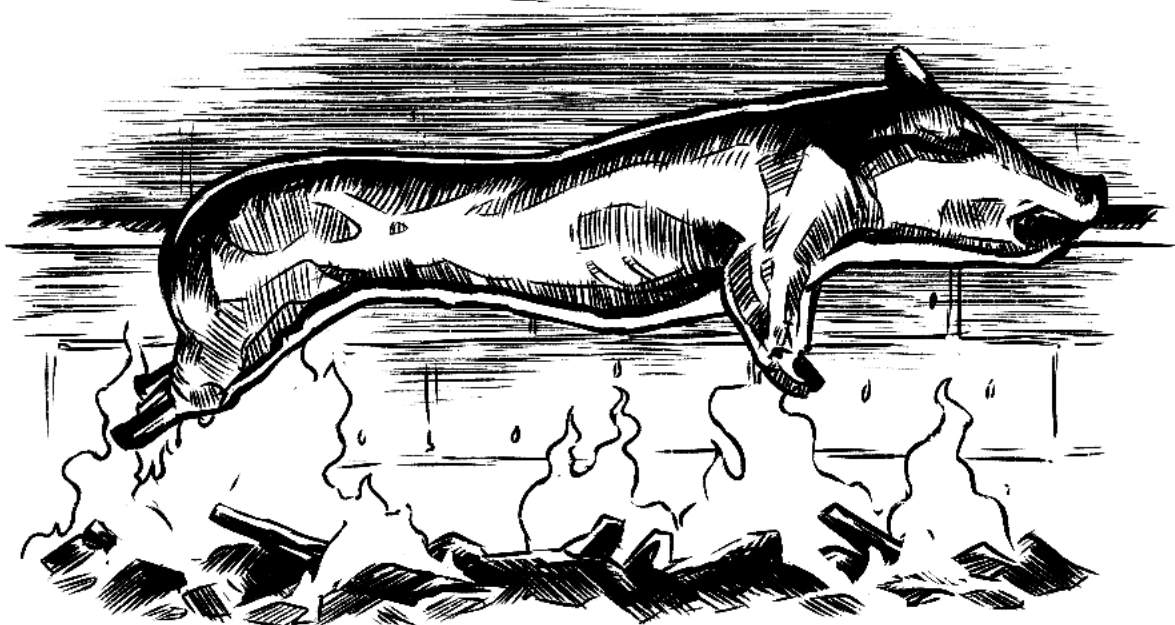
The Lord and Lady employ a number of the villagers from a nearby hamlet when a large gathering is expected. They are gracious employers who pay well and even send the villagers home with leftovers to share with their families.

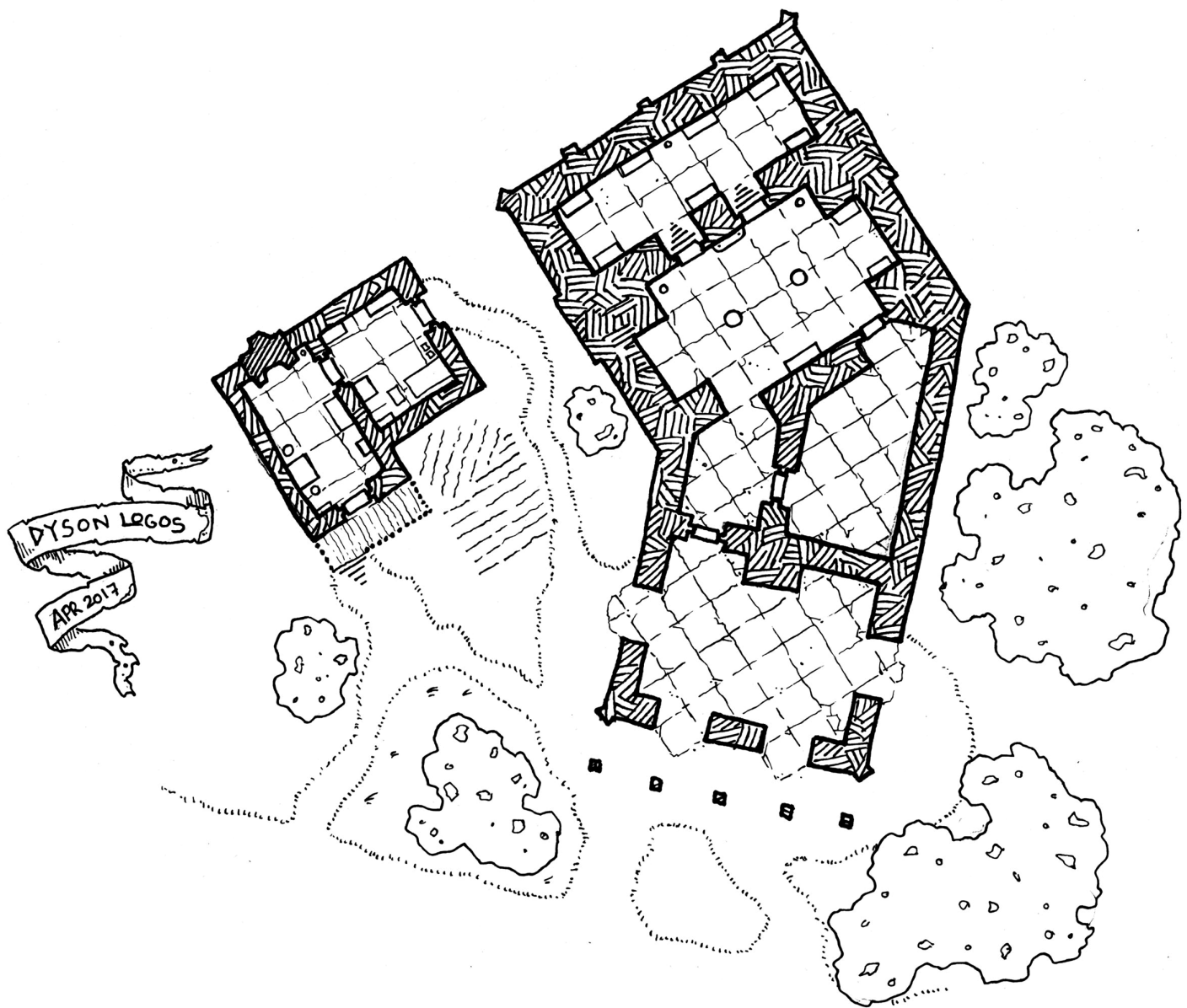
The buildings are constructed from a red stone that is local to the area. The structures are decorated in the rustic flare of content country gentry.

If the party arrives when there isn't a gathering, the lord and lady welcome them and wish to provide a meal for them. If there is a gathering, the party is welcomed to join.

The lord and lady have several problems the characters could help solve.

1. They need a section of woods cleared for a new build.
2. A trade caravan disappeared a week ago and they would like someone to look for it.
3. They need help with the harvest.
4. A dinner guest dropped a ring and they would like someone to return it.
5. One of the nearby towns had a bad fire and could use help clearing the debris.
6. Some townsfolk discovered some old ruins and they would like someone to explore them.
7. The Lady was expecting some guests, but they haven't arrived yet. She is worried something happened to them on the road and would like someone to look into the matter.
8. A dangerous outlaw has hidden herself in the forest. The Lord and Lady have tasked the forester with gathering a band of fighters to find her and flush her out.
9. The cook and half the kitchen staff is sick with the flu, and an important feast is coming up.
10. An acrobatic troupe performed for the Lord and Lady and their guests the day before. Now several valuable items appear to be missing. The Lord and Lady would like someone to find this sticky-fingered ensemble.





"The lord and lady are good people. The dinners they put on are incredible." - Winsome Scott, Local Villager

THE KEEP OF VALLINE

THE 14TH BARONESS OF VALLINE rules from this small fortress as did her forebearers. However, this castle and the surrounding lands are all that remain of once vast holdings.

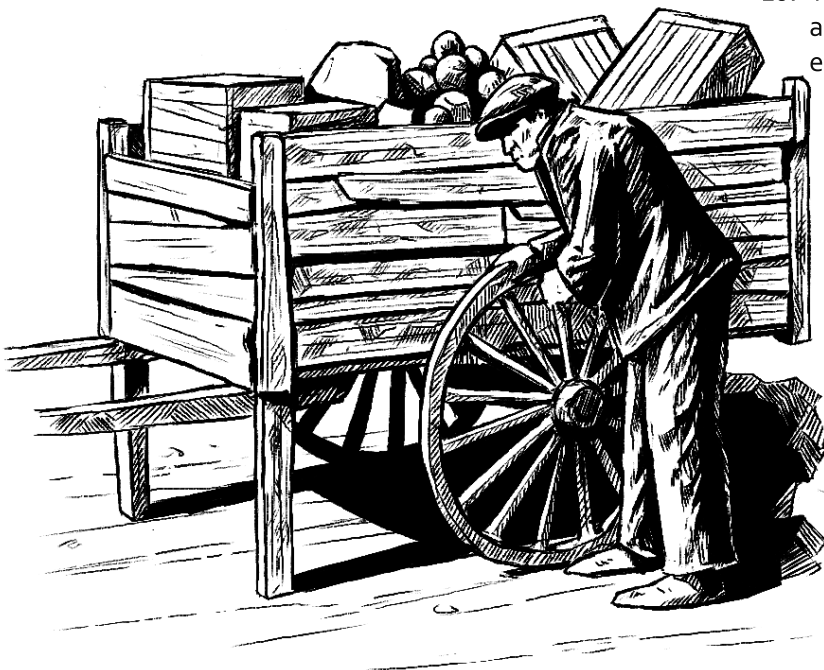
The cut and the wear patterns of the brown stone speak of its age and level of craftsmanship. The age is old and the craftsmanship is fine.

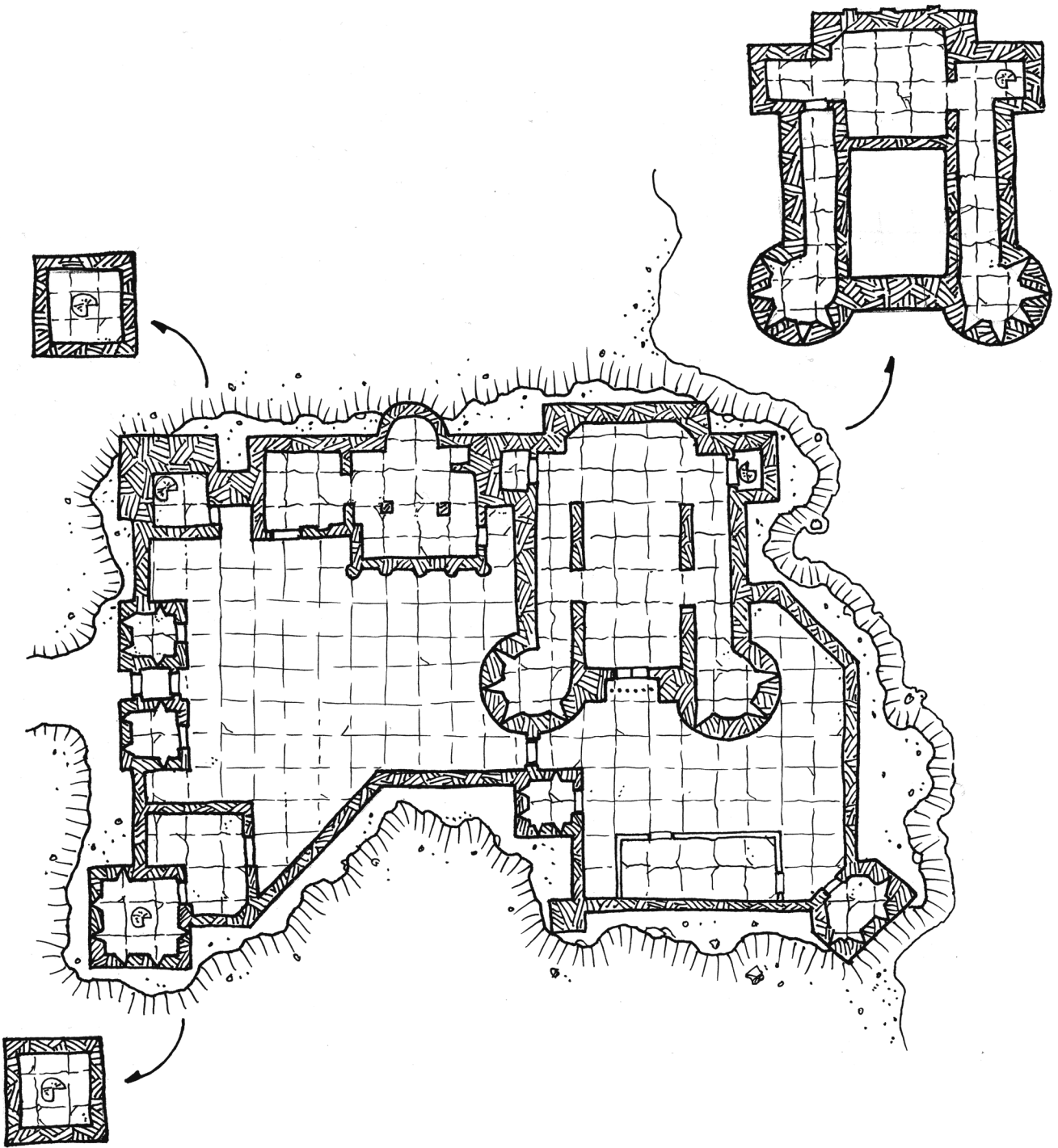
The interior seems to reflect the melancholic mood of its owner. About fifty guards remain to secure the fort and the Baroness has several advisors.

The Baroness welcomes travelers and feeds them, though the food is a bit rough these days. However, the Baroness plays the part of a fine host.

The Baroness complains of several things that trouble her.

1. She needs someone to search an old ruin that belongs to her family. There may be something there of crucial importance to her.
2. She needs help to negotiate with a nearby town to get back taxes.
3. She needs someone to go to the university where her daughter is studying and return her to the castle.
4. She would like someone to search the catacombs under the keep for valuables.
5. Something seems to be haunting the northwest tower. The Baroness would like it dealt with.
6. Several horses have been stolen from the stable. A new hireling is suspected, as he has also disappeared. A search party is being organized.
7. A band of ruffians has set itself up in one of the ruins near the castle. They are charging a "toll" on the road.
8. Poachers have been stealing game from the woods. The soldiers have tried to find them, but the poachers evade them every time.
9. The gardener has found a secret trap door beneath the shed. The baroness would like it explored, but cannot afford to send her soldiers down into the unknown.
10. The Baroness is depressed, and her attendants are looking for someone to cheer her with good entertainment.





"My house isn't what it once was. My apologies." - Wilona Radcliffe, Baroness of Valline

THE EITHEREN FORT

THE OLD FORT was built to protect a vital trade route across a deep gorge. After the great empire fell it sat empty for an age. Now, a self-styled manor lord and his companions have taken up residence in the fort.

A modest toll is charged for bringing wagons across the bridge. For repairs and maintenance of the manor, of course. Usually, travelers are only charged a copper piece for the entire band.

The lord and his companions look a bit rough, but no story of them harassing anyone has been told. As the tolls are fairly reasonable, traders don't mind the rough appearance, and they like knowing the bridge is open once again.

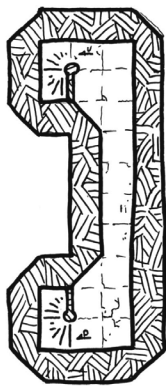
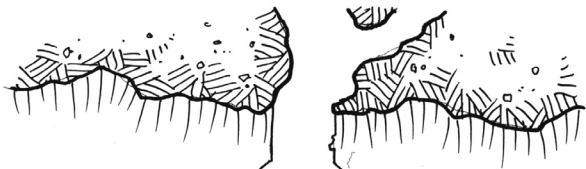
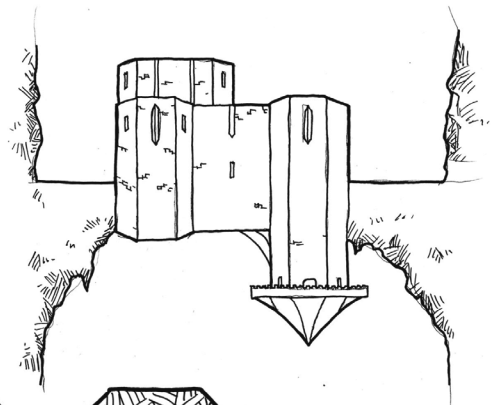
The lord is actually an outcast prince from a faraway land. His companions are the reminder of his guard that are loyal to him. He could have been cast out for a crime he didn't commit, or a usurper could have banished him. He is trying to restore his fortunes and clear his name with hopes of regaining his kingdom.

If the characters treat him and his men well, he will confide in them and ask for help. He could ask simply for help earning some coin or he could ask for help in clearing his name or he could even ask them to help him swell his numbers and take the throne back.

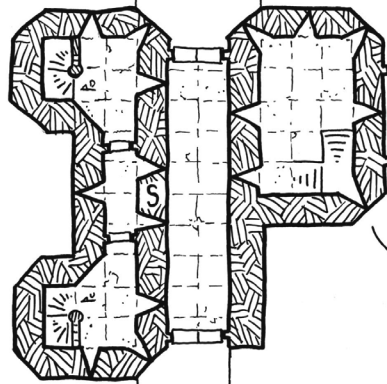


"All are welcome to pass. A toll is required for wagons. Please pay only in coin."
- Stratton Nash, Gatekeeper

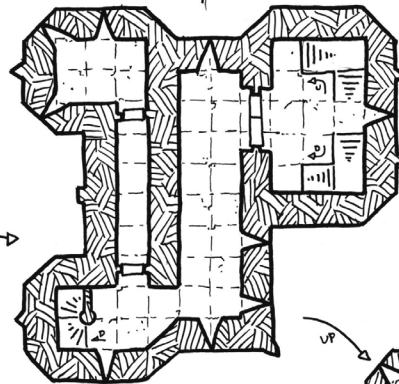




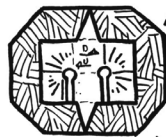
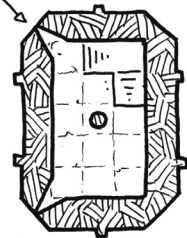
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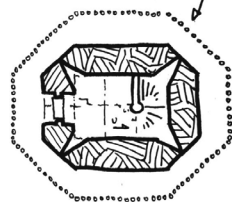
Up



Up



Down



Down



CITIES



RANDOM TOWN QUESTS D12

1. A fuller asks the party to deliver a load of wool to a weaver.
2. A group of bandits have set up a roadblock on the East Road. They're demanding "tolls" from everyone who passes. The town is offering a substantial reward, if the road is reopened.
3. The mayor asks the party to search some abandoned buildings at the edge of town. They have fallen into disrepair, and people have reported seeing strange things around them.
4. A new religion has sprung up in town. A charismatic leader is gaining followers and spreading a message of prosperity and wealth. There are whispers of strange rituals and unwholesome acts. The party is asked to investigate.
5. An army of centaurs sweeps across the vast grasslands. They are looting and burning as they go. A town wishes to send an envoy, but no one is brave enough to go. Will the adventurers take up this task?
6. The local baker is actually the big boss of an underground crime syndicate involving several villages in the area. He's looking to hire someone to take his secret messages (baked in large loaves of bread) to his contacts.
7. An innkeeper asks the party to help finish digging his fruit seller.
8. A poor farming family needs help against bandits trying to steal their land.
9. A circus has come into town, and the beast master has gotten drunk and forgotten to lock the cages. Animals big and small, tame and wild, magical and common, are running amok!
10. A blacksmith asks the party to bring him a load of coal from the other side of town.
11. An innkeeper asks the party to collect gold from a patron who is refusing to pay.
12. A weaver asks the party to deliver fabric to a tailor.

RANDOM BOOTHS IN A MARKET D100

1. Beans
2. Street food (noodles)
3. Scrolls
4. Coffee
5. Cheeses
6. Locks
7. Gold items
8. Cookware (pewter)
9. Clothes
10. Teas
11. Ink
12. Fabric
13. Lamps
14. Street food (rice)
15. Pastries
16. Oats
17. Tents
18. Wood carvings
19. Opium
20. Herbs
21. Street food (stew)
22. Moneylender
23. Books
24. Fresh vegetables
25. Lager
26. Blankets
27. Shoes
28. Bread
29. Glass items
30. Street food (fried meats)
31. Dried fruits
32. Paint
33. Fish
34. Rugs
35. Honey
36. Rope
37. Pelts
38. Public scribe
39. Armor
40. Idols
41. Canvas
42. Charms
43. Meat pies
44. Wool
45. Weapons
46. Oils
47. Trotters
48. Eggs
49. Music instruments
50. Biscuits
51. Silver Items
52. Fortune teller
53. Oysters
54. Ceramics
55. Lumber
56. Games
57. Medicines
58. Fresh meats
59. Wooden Figurines
60. Eels
61. Potions
62. Crabs
63. Fruit pies
64. Jade items
65. Snake oil
66. Griddle cakes
67. Baskets
68. Smoked meats
69. Wafers
70. Cookware (iron)
71. Spiced meat pasties
72. Nuts
73. Spices
74. Flan
75. Incense
76. Hookah
77. Mussels
78. Tarts
79. Dried meats
80. Pipes
81. Soap
82. Gemstones
83. Silk
84. Salt
85. Fresh fruits
86. Fans
87. Snails
88. Sponges
89. Jewelry
90. Street food (kabobs)
91. Ale
92. Goats
93. Clams
94. Ivory items
95. Wines
96. Seeds
97. Chickens
98. Knife sharpener
99. Grains
100. Leather items

THONEGRESS

THE GRAY, WEATHERWORN STONES of the towers and walls are creased and stained. Kings and queens have ruled here for generations, ever since some great ancestor of theirs planted a flag and built a small keep. The small keep became a mighty castle long ago, and a city now bustles around it.

The fortifications are strong and were built to last ages. Common people have flocked to the city for protection and business opportunities. The location at a confluence means all kinds of goods pass through the city. Trading companies have set up bases of operation to receive wheat, barley, iron ore, coal, and other goods.

The government has been stable for decades, which has helped foster trade and industry. A court of nobles has grown up around the king and queen. The king has also raised up a circle of barons and baronesses who are the city's business and industry leaders.

The streets are lined with shops, and an individual can find most everything they need from a blacksmith to a jeweler to a general store to a potion shop to a tailor, and more.

If work is desired there is always a trading company looking to hire boatmen or guards. The king and queen often hire explorers to find better trade routes or to look for resources.

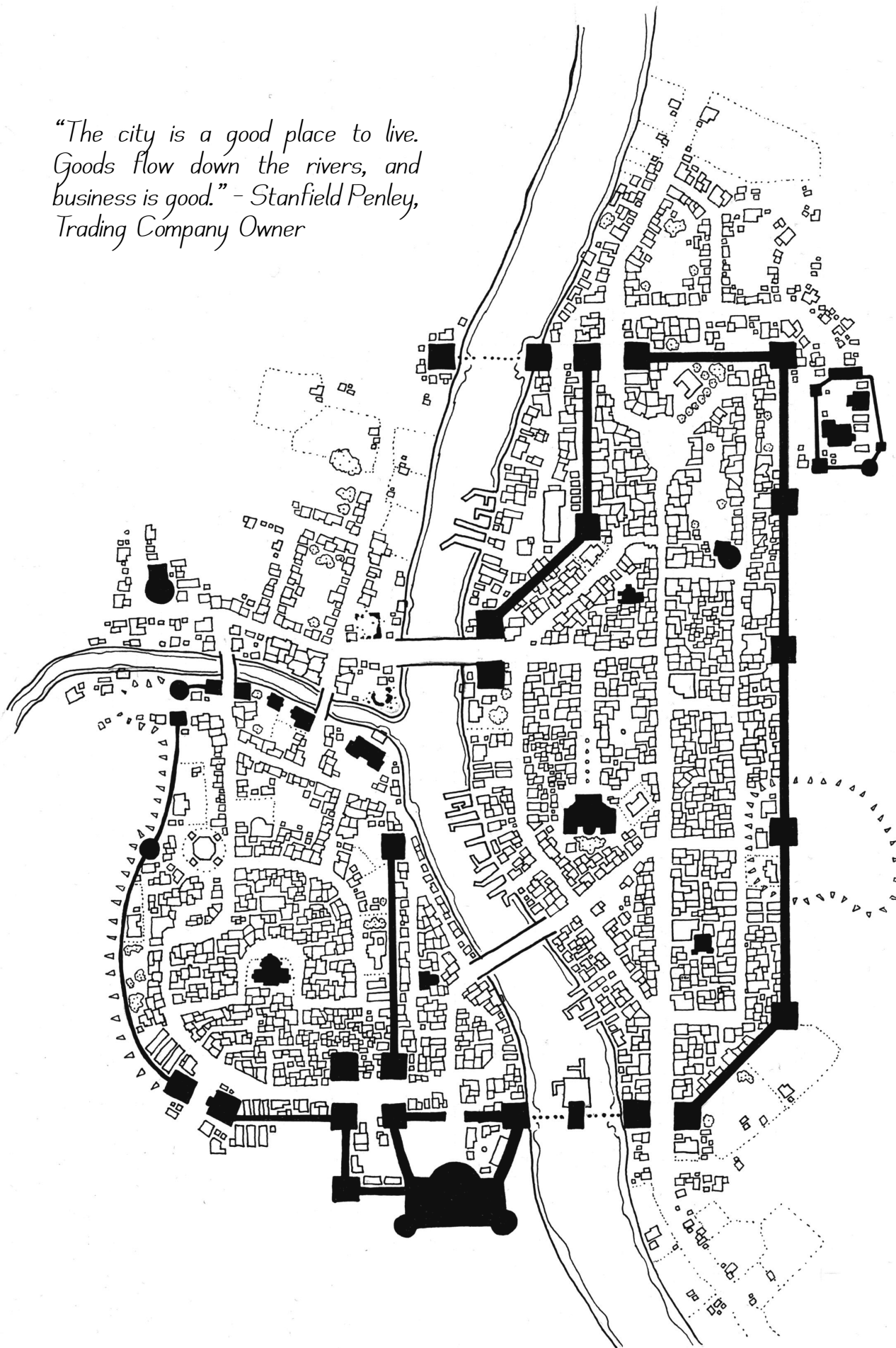
Of course, there are numerous inns and taverns to welcome weary travelers. Small ones, big ones, clean ones, and dirty ones, something for everyone's tastes.

EXAMPLE BUSINESSES

1. **Randarr's Smithy** - A popular blacksmith shop run by a usually upbeat mountain dwarf.
2. **Carolon's Gems** - A gem shop run by an angry gnome, but there is no doubt she is a master gem cutter.
3. **The Lazy Crow Inn** - A shabby hole-in-the-wall inn run by a halfling couple. While it may not be the best inn, one can find some of the best adventures here.
4. **The Fox and the Hound Inn** - One of the finest inns in the city. It is often frequented by several barons and other nobles.
5. **Old Crone's Potions** - A well-stocked potion shop run by an old lady who looks very much like a witch.
6. **Kellen's Armory** - Find weapons and armor sold by an enterprising young human.



*"The city is a good place to live.
Goods flow down the rivers, and
business is good." - Stanfield Penley,
Trading Company Owner*



BELORIN

BELORIN IS A QUIANT fishing and farming village that has grown up near the shore of a sea. It has few amenities save for a general store and one inn. However, if needed, repairs to wagons or clothing could be arranged. There's always at least one or two horses for sale.

The inn is called the Fat Rooster, and it is a welcoming gathering place with homespun food and drink. Several rooms are always for rent but rarely occupied. The inn has been owned by a human couple for more than thirty years. There's always a group of regulars discussing fishing, farming, and the weather.

The general store has common supplies like flour, seed, farming equipment, lanterns, and the like. A few luxuries are mingled in, like a small selection of hard candies. It does not sell weapons or armor.

RANDOM NAMES

1. Harper
2. Nara
3. Honbria
4. Eletta
5. Fairlynn
6. Orford
7. Stanlor
8. Ashliegh
9. Linwood
10. Edeva
11. Bronte
12. Seaborne
13. Tatum
14. Holmes
15. Trilby
16. Kendrill
17. Philberta
18. Tripp
19. Routledge
20. Fafer

ITEMS FOUND ON A BEACH

1. Conch seashell
2. Coin
3. Broken net
4. Dead fish
5. Gold earring
6. Fish bones
7. Message in a bottle
8. Fishing hook
9. Crab shell
10. Ivory brooch
11. Fishing line (10 feet)
12. Toy boat
13. Silver ring with a small garnet
14. Small shovel
15. Starfish
16. Broken sandal
17. Silver bracelet
18. Bivalve seashell
19. Clam shell
20. Sea glass





"I caught a fish yesterday." - Tuesday Norville, Villager

VALLADBERG

VALLADBERG IS A WELL-FORTIFIED town built on a stunning natural rock arch. It is ruled by a duchess and has been the seat of her family's power for several generations.

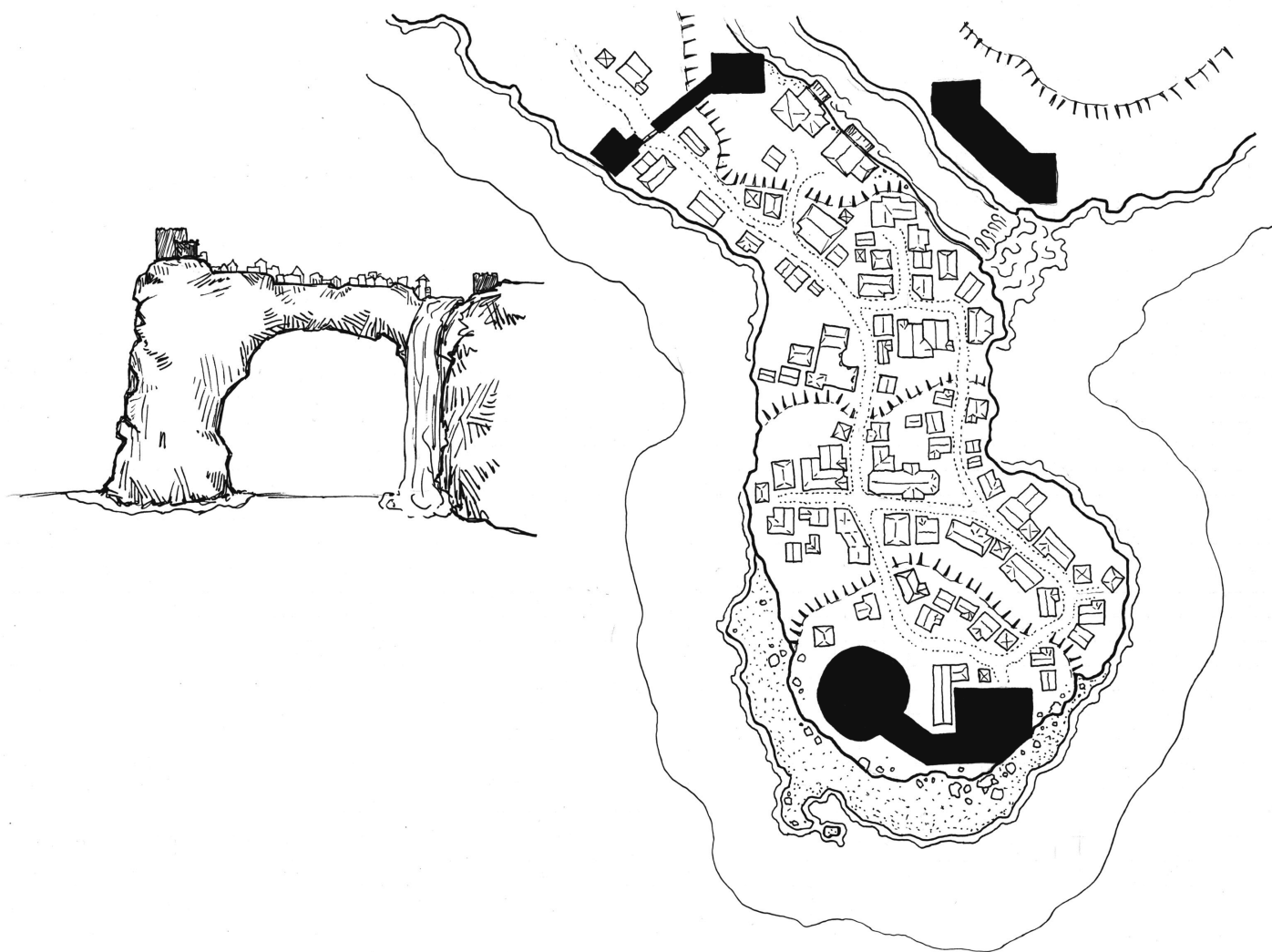
Fishing and agriculture are the main industries. The town sports a few inns and several shops. Nothing is too special except for a book shop called Bolwa's Rare Tomes.

The book shop carries a fine selection of unusual books. Bolwa is a gnome that has a keen interest in rare books, manuscripts, and magic tomes. He has built up a network of sources to acquire volumes that others are hardpressed to find. His reputation has grown, and wizards and scholars now make a pilgrimage to the shop to peruse the shelves.

RANDOM BOOK TITLES

1. The Ebon Hand (75gp)
2. The Three Hearts (500gp)
3. The Thorns and the Petals (600gp)
4. The Questions for the Queen (150gp)
5. The Scent Language of Crumb Beetles (15gp)
6. The Value of Ancient Lore (600gp)
7. A Study of Sorrow (150gp)
8. Songs of the Lowlands (500gp)
9. Swords of the Morning (15gp)
10. The Odes of War and Death (10gp)
11. Wargs: A Breeding Guide (150gp)
12. The Ivory Dagger Cuts Deep (800gp)
13. A Listing of the Carvings Found in the Valleys of Zo (150gp)
14. The Importance of Cats and Feline Symbols in Mythology (15gp)
15. The World is Broken: The Sad Rantings of the Forgotten Hermit (75gp)
16. The Season of Birth and Rebirth (10gp)
17. Shameful Deeds of Past Ages (10gp)
18. A History of Fell Battles (15gp)
19. The Bad Blood of Yesteryear (100gp)
20. The Fall of Kralyn (300gp)





*"I pay good coin for rare books. If you find any, I'll buy them." -
Bolwa, Owner of Bolwa's Rare Tomes*

ARGELEN

A SLEEPY VILLAGE surrounded by a wooden stockade. The large manor house is made of wood as well. The lord and lady strive to protect their people and provide an environment where hard work is rewarded.

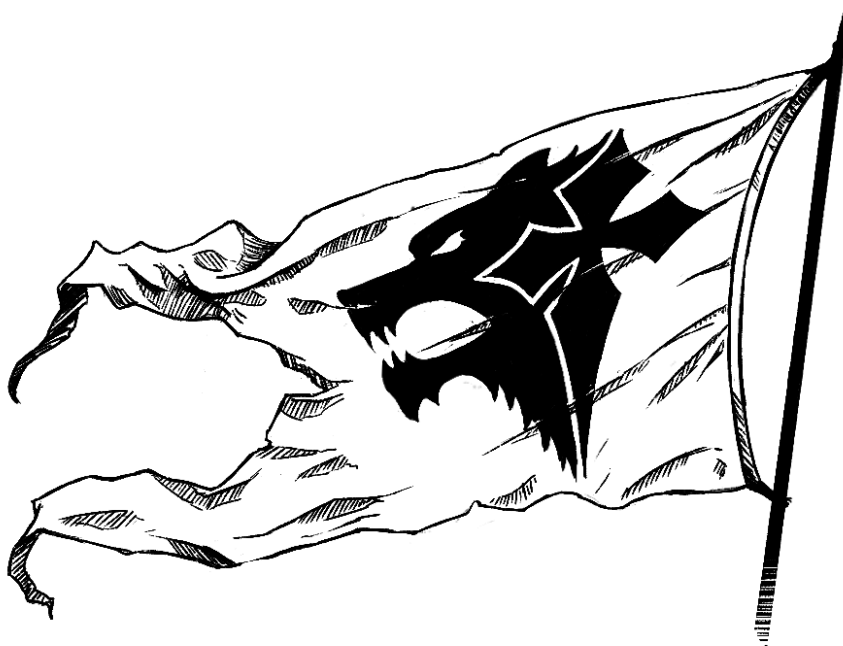
An inn has yet to spring up but there is a tavern. A few shops offering general supplies, a bakery, a tanner, a blacksmith, and a tailor are about all of the business to be had in this village.

The lord and lady welcome strangers and often employ adventurers to help with tasks that are beyond their capabilities.

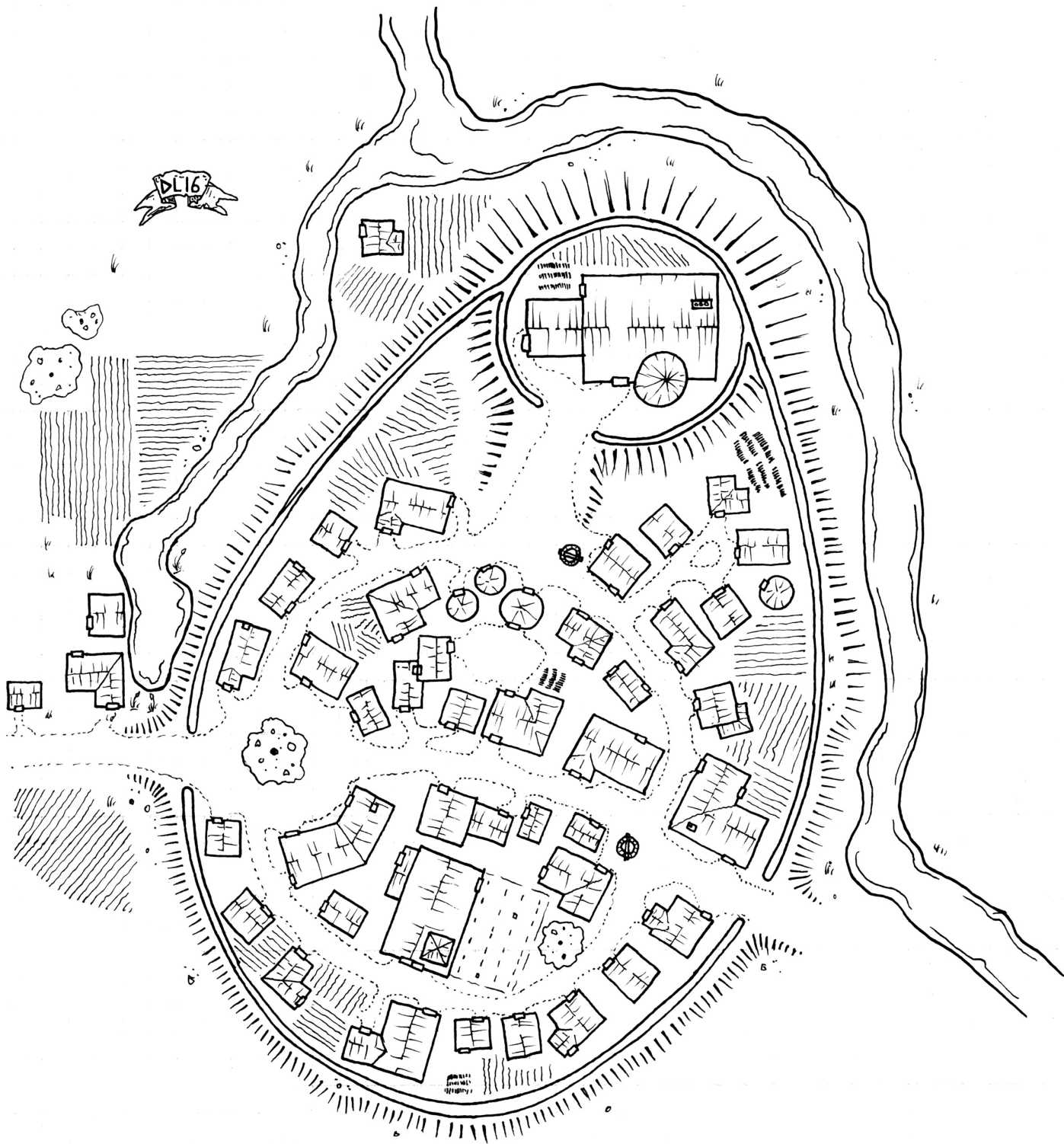
Also, there is a high elf who lives in the village named, Vestele. She was banished from her kingdom, or least that's what the rumors say. She has a vast knowledge of the surrounding countryside. She has great understanding of not only the natural elements, such as plants and animals, but of the political situations as well. She can provide the party with lots of information for a small fee.

RANDOM NAMES

1. Rutlow
2. Heather
3. Hull
4. Iria
5. Lassie
6. Lorna
7. Standish
8. Nelda
9. Whitby
10. Osmari
11. Freeman
12. Tory
13. Burke
14. Salal
15. Taylee
16. Selrisa
17. Carlyle
18. Rookley
19. Kinsela
20. Orlan



"Nothing much happens here, that's for sure." - Freeman Stroud, Villager



MITHLONDE

MITHLONDE HAS GROWN RAPIDLY, and the Baron has fortified the town well. It gets most of its bounty from the sea, river, and rich farmland nearby. However, the recent discovery of copper just inland beacons a coming boom, and the Baron wants to be ready.

Miners and mining companies are starting to take interest in exploiting the copper. In the coming months, many people will arrive looking for shelter and hot meals until they get on their feet. There was only one inn, but now several others are being built and one or two houses are being converted.

Shops are preparing as well. The general store is ordering more stock. The blacksmith, fuller, and baker are all renovating their shops and investing in equipment.

More exploring parties are also arriving. If there is copper in one spot, there may be other deposits. Or even other resources yet to be found. The baron is hiring adventurers to search the countryside for anything that would help the town grow.

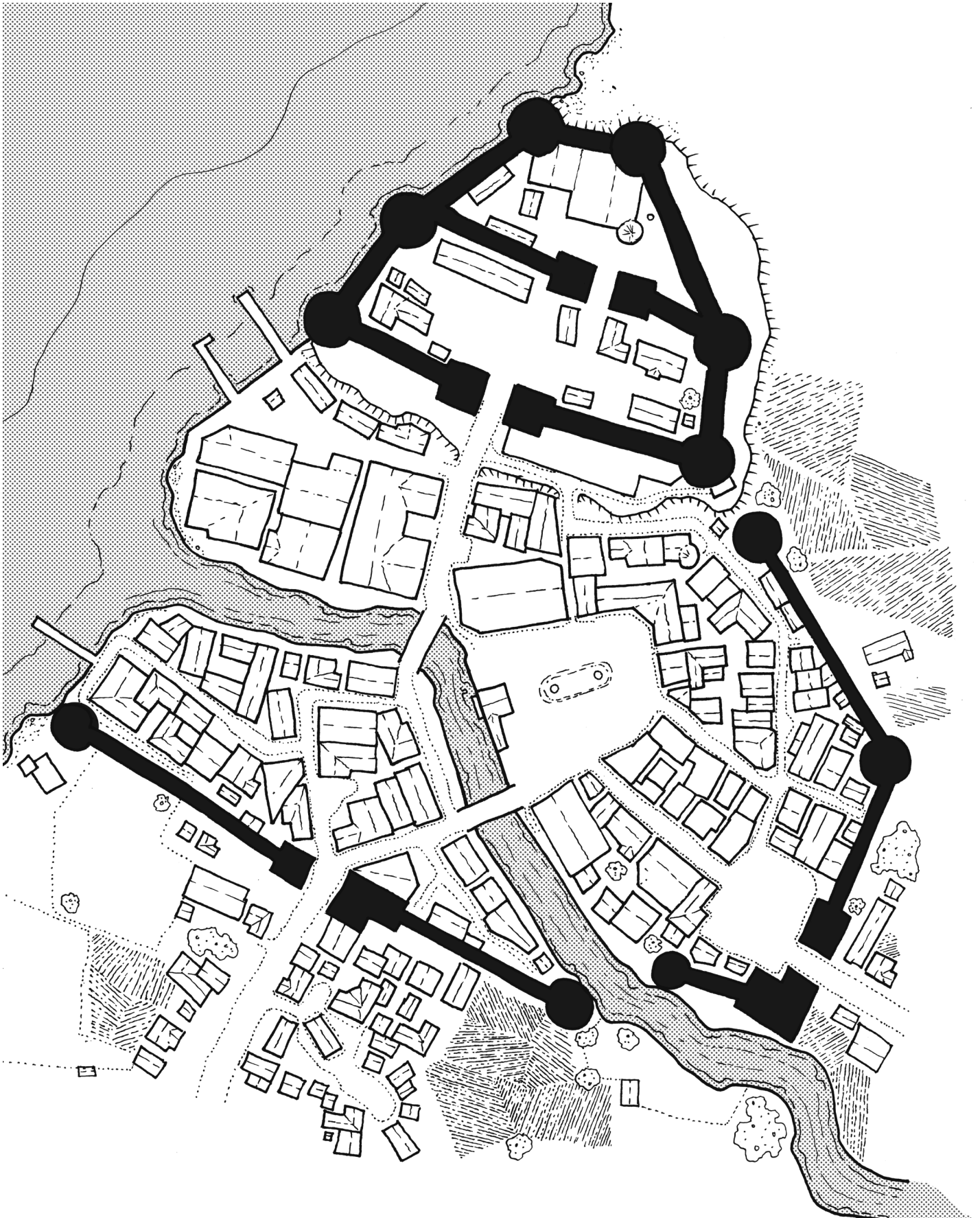
The mood of the town is high and everyone is expecting something big.

"The boom is coming, I can feel it. We all had better be ready."
- Krina, Local Resident

RANDOM NAMES

1. Coldar
2. Willow
3. Delwyn
4. Ember
5. Hollis
6. Ryford
7. Wilona
8. Dooriya
9. Cleantha
10. Tarrant
11. Elwood
12. Velvet
13. Graeme
14. Millison
15. Stanfield
16. Eartha
17. Randell
18. Levina
19. Upton
20. Waynord





INNS



RANDOM INN ENCOUNTERS D20

1. Two patrons draw swords and face each other.
2. Goblin war party bursts in. (1D12)
3. Huge rough-looking human announces, "Every bard in here needs to leave now."
4. As a character sits down, they notice a bundle of letters in the chair.
5. A drunk father brags about his smoking hot fairy wife who gave him a daughter that can spin straw into gold.
6. One character's chair breaks.
7. Guards come in and announce that the mayor has ordered the inn closed.
8. A small boy is moving through the crowd, performing magic tricks for a few coins. He has an easy-going, likable manner, and the customers find themselves disposed to indulge him. However, you notice as he moseys about the room, his fingers seem to find the wallets of the preoccupied patrons.
9. A halfling seems to be having trouble lighting his pipe.
10. All patrons stare at the party.
11. Rough-looking dwarf jumps behind the bar and grabs the till.
12. Patron hands the party a sealed letter and says to keep in safe.
13. A troupe is performing a play.
14. Sign: "Cook wanted."
15. A dwarf keeps staring at the party
16. Common room erupts into a huge brawl.
17. Cook shouts, "I quit!" and storms out.
18. Fight breaks out next to the party.
19. Sign: "Half-elves, we don't serve your kind."
20. Fire breaks out in the common room.

RANDOM ITEMS IN AN INN'S KITCHEN D100

1. Meat tenderizer
2. Frying pan
3. Butter (2lbs)
4. Copper pieces (3D20)
5. Biscuits (50 freshly baked)
6. Apples (1D20)
7. Wine bottle (half full)
8. Bowl (metal)
9. Pork (half side)
10. Bacon (4lbs)
11. Secret door (floor)
12. Spoon (wooden)
13. Meat Cleaver
14. Salt Box
15. Hanging Cottage Cheese
16. Tea Kettle
17. Bread knife
18. Earthenware Crock
19. Pot (Large)
20. Salt Bin
21. Incriminating letter
22. Cutting board
23. Jar of Brine
24. Bag of charcoal (100lbs)
25. Bread (1D10 loaves)
26. Mutton (side)
27. Garlic
28. Set of Cutlery
29. Rolling pin
30. Dish Towels
31. Spoon (metal)
32. Onions (1D6)
33. Plates (6 wooden)
34. Turn Spit Dog
35. Mice (1D20)
36. Plates (8 ceramic)
37. Rabbit meat (1D8)
38. Small wooden box (locked)
39. Cheese wheels (1D4)
40. Stew (10 bowls)
41. Pie weights (3)
42. Pastry Cutter
43. Ginger
44. Venison (side)
45. Horse chestnut
46. Love letter
47. Walnuts (1D20)
48. Cauldron (empty)
49. Wine bottle (full)
50. Pie Pan
51. Onions (1D12)
52. Turnips (1D10)
53. Blue glass bottle with a strange symbol
54. Lantern
55. Flatware (10 sets)
56. Turnspit
57. Bellows
58. Butter (1lb)
59. Map to a dungeon
60. Chicken eggs (1D12)
61. Sharpening stone
62. Venison (half side)
63. Sauce pan
64. Cheesecloth
65. Rats (1D20)
66. Red clover
67. Paring knife
68. Sage
69. Parsley
70. Wire cheese cutter
71. Mint Leaves
72. Dill Weed
73. Rosemary Leaves
74. Candles (2)
75. Cheese wheel (1)
76. Milk (1 gallon)
77. Pancake batter (1lbs)
78. Hot coals
79. Thyme Leaves
80. Knife
81. Bowl (Wooden)
82. Chamomile Tea
83. Ham (raw)
84. Mortar and pestle
85. Cheese wheel (1/2)
86. Plum pie
87. Beef (side)
88. Fennel Root
89. Turmeric
90. Fire poker
91. Butter (1/2lbs)
92. Crock of Pottage
93. Ham (baked)
94. Pudding
95. Butter churn
96. Kindling (1D20)
97. Salt (2lbs)
98. Firewood (2D20 logs)
99. Butter (4lbs)
100. Secret door (ceiling)

THE CROWN AND THE SWORD

THE CROWN AND THE SWORD is a classy establishment known for its pro-royalty crowds. However, it does attract a fair number of adventurers as well.

The hearth fire is always roaring and the tables and the floors are clean. The food and the drinks may be a little rustic, but they are of good quality and fairly priced. The servers and the owners bustle about making sure everyone has exactly what they want.

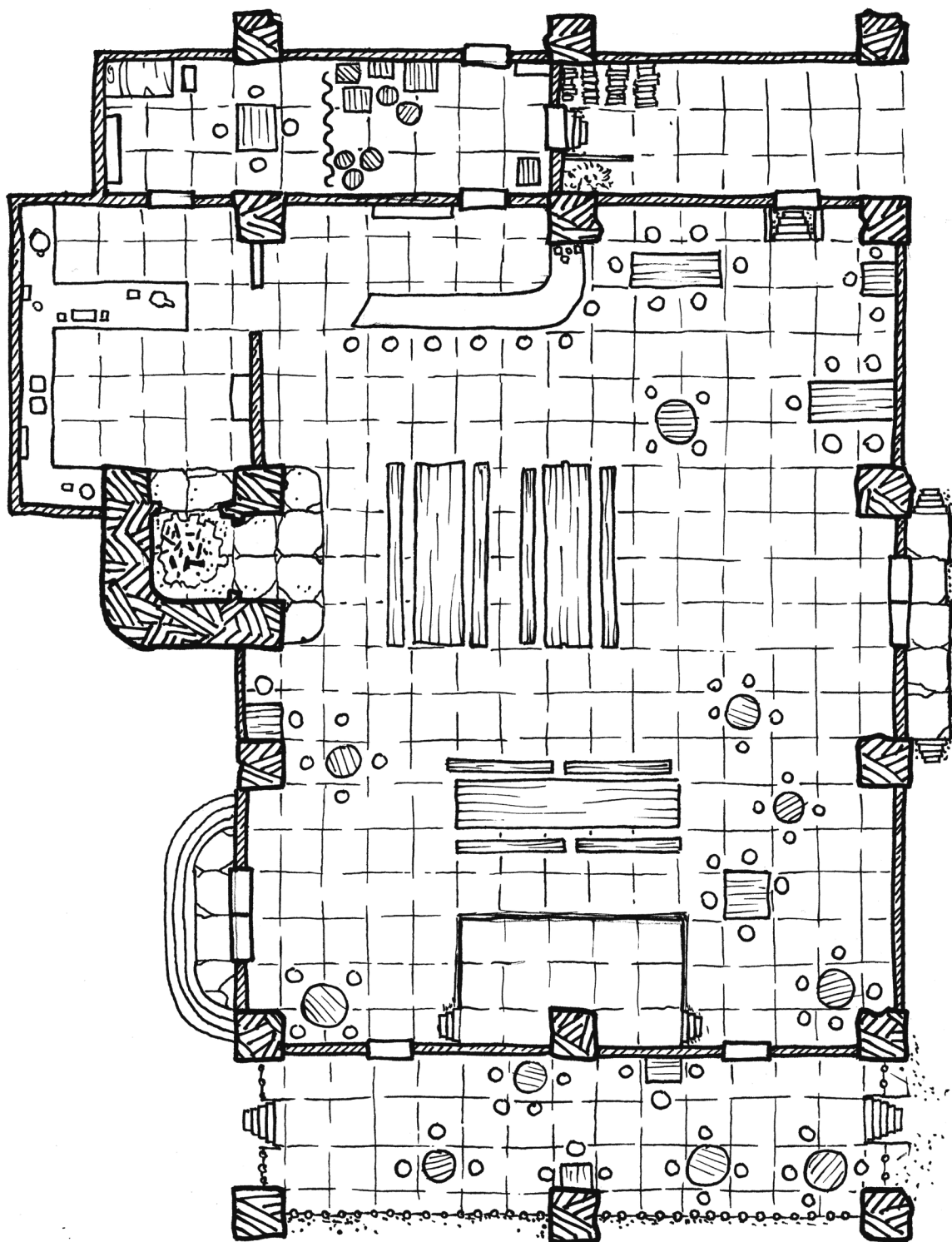
The characters can overhear a number of rumors being discussed.



RUMORS

1. A stranger is offering payment for information on the strength of the town guard.
2. A body was found dead near the edge of town. His pack included a map, crystal shard, and gold locket with a drawing of a beautiful elf child.
3. There are whispers one of the town's wealthy merchants is hiring adventurers and mercenaries.
4. One of the town guards said some children found a bundle of maps, papers, and scrolls in the river.
5. There's been a lot of nighttime activity at the potion shop lately.
6. The mayor is thinking about canceling the festival, because of so many thieves in the city.
7. An outlying farm was raided a few days ago. The farmer says it was goblins. Of course, that can't be.
8. An elven woman has been coming to the inn every night for a week asking about someone named Lhoris.
9. A drunken guardsman said an ancient scroll was found in the town square.
10. There's talk that silver has been discovered in the hills beyond the old forest.
11. That crazy old wizard, Merellien, is offering 800 gold pieces for a book.
12. A horse was stolen out of the stable last night. The stable boy was knocked out.
13. That crazy old lady who lives alone by the lake says a monster lives in it.
14. Travelers are telling stories about ruins uncovered in the wilderness about a five days' journey from the city.
15. There's talk that the fire at the mill the other night was set by a drifter. The mayor wants to question him.
16. An art collector has moved into town and is paying for valuable items.
17. The shopkeeper at the general store said old Goddard didn't come into town for supplies this week.
18. There are stories of a giant red wolf attacking travelers within the last month.
19. Several people say they have seen lights up at the old mine the last few nights.
20. A boisterous band of adventurers left town yesterday. Some say they heard them talking about searching for a legendary library.

"Good to see ya! Another round, barkeep! May the gods save the king!"
- Madison Tranter, Patron



THE SAD DRAGON TAVERN

THE SAD DRAGON has been owned and operated by the Nyle family for several generations. It serves common folk and is a bit grubby. However, the food is delicious and the drinks are strong, though some say a touch on the expensive side.

The current Nyles have about a dozen or more children that scurry about the tavern helping, goofing off, or causing trouble.

The common room is frequented by farmers and tradesmen discussing the day's business and the weather. However, adventurers and travelers often stop for a bite and sip.

The tavern is also home to a secret smuggling operation. Using the secret tunnels below the tavern, the Nyles family has been moving contraband for decades.

The characters can overhear rumors while visiting the tavern.



RUMORS

1. Local authorities are puzzled by the influx of contraband. The smugglers must be crafty.
2. If you stare into the eyes of the inn's cat too long, it will steal your soul. That's what happened to the poor kitchen hand who went mad.
3. A young farm girl said she saw a dragon flying to the west six days ago.
4. A band of rangers has been gathering at the inn every night this week. Their number is growing, and commonfolk are starting to worry.
5. A rainmaker is said to be traveling from town to town. If the stories are true, he will arrive here tomorrow.
6. A farmer outside of town is said to have a goose that lays golden eggs.
7. A nomadic band is kidnapping children as they move from town to town. If they show up here, what will we do?
8. The Lord Mayor is hiring adventurers to look into reports of bandit activity around the road in the high forest.
9. The town down the road discovered a vast sum of treasure.
10. An abbess is recruiting adventurers for a holy quest. She promises rewards in the next life, divine blessings, and almost certain death.
11. The town's tinker claims he has created a means of mechanical flight. That old fool couldn't create anything.
12. Highwaymen are working the south road. No one has really seen them, but no one wants to go that way now.
13. A rich dwarf is hiring hands to help import stone from a dwarven mine.
14. The old hermit came into town the other day. He said the old dam upriver is leaking. No one believes him because he's crazy. That dam hasn't broken in hundreds of years.
15. The undertaker has discovered a strange key that is said to open the gates of hell. He's always been a scary fellow anyway.
16. Strange cloud formations have been seen over one mountain to the west. Could they actually be smoke?
17. On a nearby mountain top is a man who will give you a stone that will show you the future.
18. On the night of a full moon, if you hear a robin's call and toss a silver coin into the town's well, your wish will be granted.
19. The old lady who lives outside of town is a witch, and she has been placing curses on people. Some folks want to drive her out.
20. A group of werewolves is moving this way. Well, that's what that wild-eyed man said last night at the inn. Who's ever heard of such nonsense?

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