



## Familiar Territory

*A familiar is a magician's constant companion. A 2<sup>nd</sup> right arm one might say. Mages prize creatures of intelligence and ability. Prized above all other are miniature dragons for they mirror their vast brethren in power and skill.*

-- Telengard,  
On Creatures & Mages

Miles into the wilderness stands a mountain. Years ago a mighty explosion, perhaps natural and perhaps not, vaporized the top of the peak in a blast of rock and fire heard far and wide. The opening created soon filled with snow and rain forming a beautiful lake that persists to this day.

Underneath that lake, in the aftermath of the blast, there formed a warren of tunnels, both hot and cold.

Some were naturally formed by actions of lava and water. Others were created by the wurms and other monsters of the underdark.

In the center of the lake, beneath a singular island where the heat still simmers, there lives an elusive miniature red dragon. Your adventure is to successfully reach that lair and gain the companionship of the creature for yourself, your party or your patron

On the eastern side of the lake, a crevasse in the surrounding ridge reveals a tunnel (A) descending into the depths. From the entrance, tunnels and tubes of various sizes and ease of passage thread into the depths of the earth under the lake. Some tunnels, near the lake, are cold and dank. Others, near the lava, are hot and steamy. Hazards, living and otherwise, abound throughout.

## Key

- A: Tunnel entrance at the west base of a crevasse – roughly the height of an average human
- B: 150 yard tunnel – slopes downward but relatively wide [easy climb]
- C: 150 yard vertical tube – narrow and sharp-edged descent [hard climb]
- D: 350 yard tunnel – long, gentle slope but somewhat dank and slippery [medium climb]
- E: 400 yard underground lake – wide and very cold [medium swim]
- F: 300 yard tunnel – irregular and jagged [medium climb]
- G: 120 yard tube – steep tube with fragile handholds and steam vents [hard climb]
- H: 250 yard tunnel – increasing heat, hot surfaces and narrow twists [hard climb]
- I: 200 yard vertical tube – steep, fragile, hot and dangerous [very hard climb]
- J: 80 yard tunnel – hot and hard to breath [medium climb] – the lair of the miniature dragon is concealed toward (K)
- K: 350 yard magma chamber – glows with red light, bubbles with molten rock
- L: Other branch tunnels and possible exits

## Encounter Table (Roll 1 to 100)

- 01-10 **Magma Elemental** – basking in the lava pools
- 11-20 **Small Lava Wurm** – armored crawler gnawing on rocks and bones
- 21-30 **Heat-loving intelligent humanoids** – armed, magic-using and dangerous
- 31-40 **Acidic Ooze** – either living and moving or natural and dripping into the tunnel
- 41-50 **Hazard** – a collapse, steam vent or lava burst surprise the climbers
- 51-60 **Bubbling Slime** – either living and approaching or a pool blocking the way
- 61-70 **Rock Snake** – pale and poisonous
- 71-80 **Amphibious semi-intelligent humanoids** – armed and dangerous
- 81-90 **Small Water Wurm** – slippery crawler hiding in pools
- 91-100 **Ice Elemental** – swimming in the deep cold waters

**Modifiers:** Area K – subtract 20  
 Area I and J – subtract 10  
 Area F and D – add 10  
 Area E – add 20