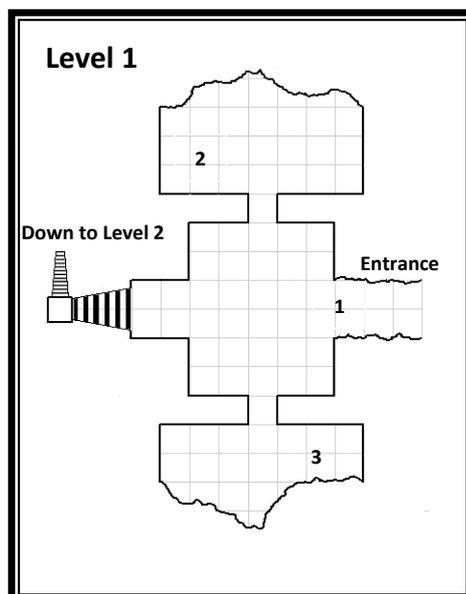
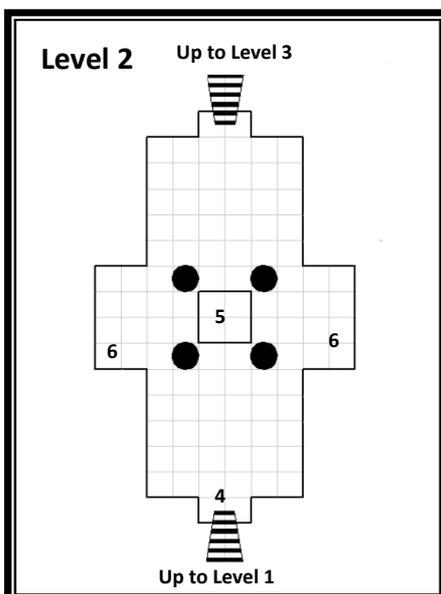
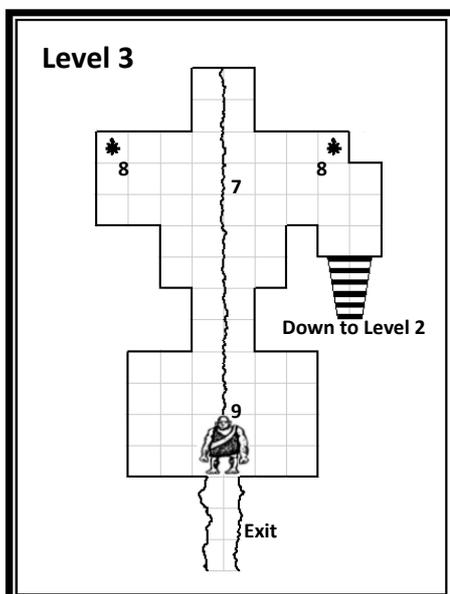


# Under the Mountain

A One Page Dungeon by Sven Vogler for 3-5 characters of low experience

On your way through the mountains, your group has been attacked by a pack of Harpies. Though outnumbered you managed to escape into a small cave without serious injuries. As the beasts are waiting for you outside, you have no choice but to look for another exit.



1. The natural cave the characters come through opens to an artificially shaped room.
2. In this half-collapsed room a giant centipede and his two young are guarding their home against any intruder.
3. A sword lies half-buried under the rubble from the collapsed ceiling. Once it must have been a real masterpiece. Maybe a good armourer can make it one again.
4. The lowest stair is the trigger for a fog-trap. If stepped upon the room below quickly fills with waist-high fog, concealing the dangers that may lurk there.
5. A simple pit-trap, surrounded by four columns. It is almost impossible to overlook, unless the floor is covered in fog.
6. As the characters enter the room, [Number of players - 1] Dire-Rats awaken in the alcoves at the sides and attack. If there is fog in the room, they are difficult to spot and may give a hard fight.
7. A heavy chain ties the undead ogre in the south to the northern wall.
8. At every side of the room is a winch. If both are turned simultaneously, the chain is retracted into the northern wall by one square per round, forcing the ogre to move with it. If it is fully retracted (after 11 rounds) a gate from the ceiling locks the Troll in the northern chamber.
9. At the end of the chain is an undead ogre that was used to ward off intruders from this side. It is dumb, but will furiously try to kill and eat everyone in his sight.

### The battle for the exit:

The undead ogre is watching the exit, but will move north as the chain starts retracting, always attacking the nearest character. As no one can operate a winch while being eaten alive, the ogre must be distracted long enough to lock him in the northernmost chamber. This only takes a few rounds, but the strength and ferocity of the monster should make this a challenge nonetheless. Maybe the players have ideas for more save ways to reach the exit.

**The small tunnel opens to a valley. You don't exactly know where you are, but as there seem to be no Harpies around here, maybe you can continue your journey in peace now.**