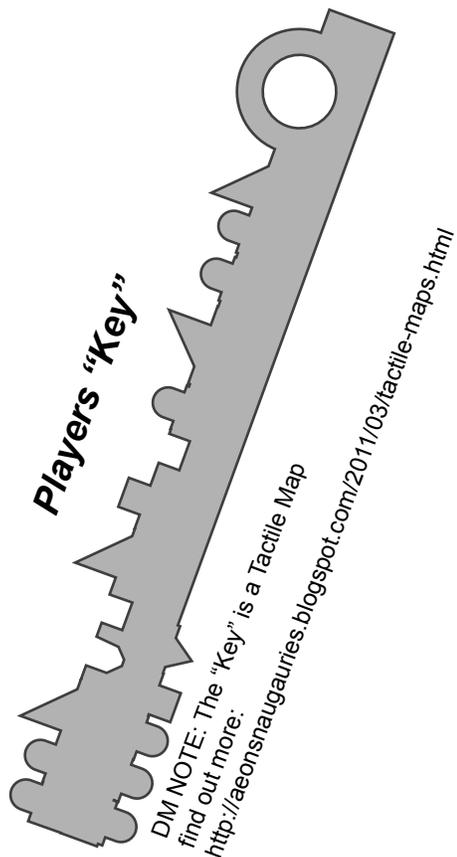


# Treasure of Piltarch

by James D. Jarvis

A One Page Dungeon published under the Creative Common Attribution-Share Alike 3.0 license  
<http://creativecommons.org/licenses/by-sa/3.0/>

The players find themselves in possession of a key meant for the tunnels of Piltarch. Can they discover the secret of the key and The Treasure of Piltarch?



**A. Pit Trap**, This pit trap will drop victims 20' onto a bed of spikes and automatically reseal.

There is a lever in room B to seal and open the pit.

**B. The Guardians**, 8 Heavily Armed and Armored **Garks**.

They will station a member at the staircase door to fetch help if combat lasts 3 rounds.

In a niche in the NE corner one will find a sack with 150 gp

**C. The Blind Mystic**, An ancient blind albino mystic is locked in this chamber. He will issue auguries to all who ask if he has a favorable reaction.

*Extra Silk Robes, gold chain (worn), crystal ball (non-magical)*

**D. Chamber of Slime**, This room is sealed with a door of brass.

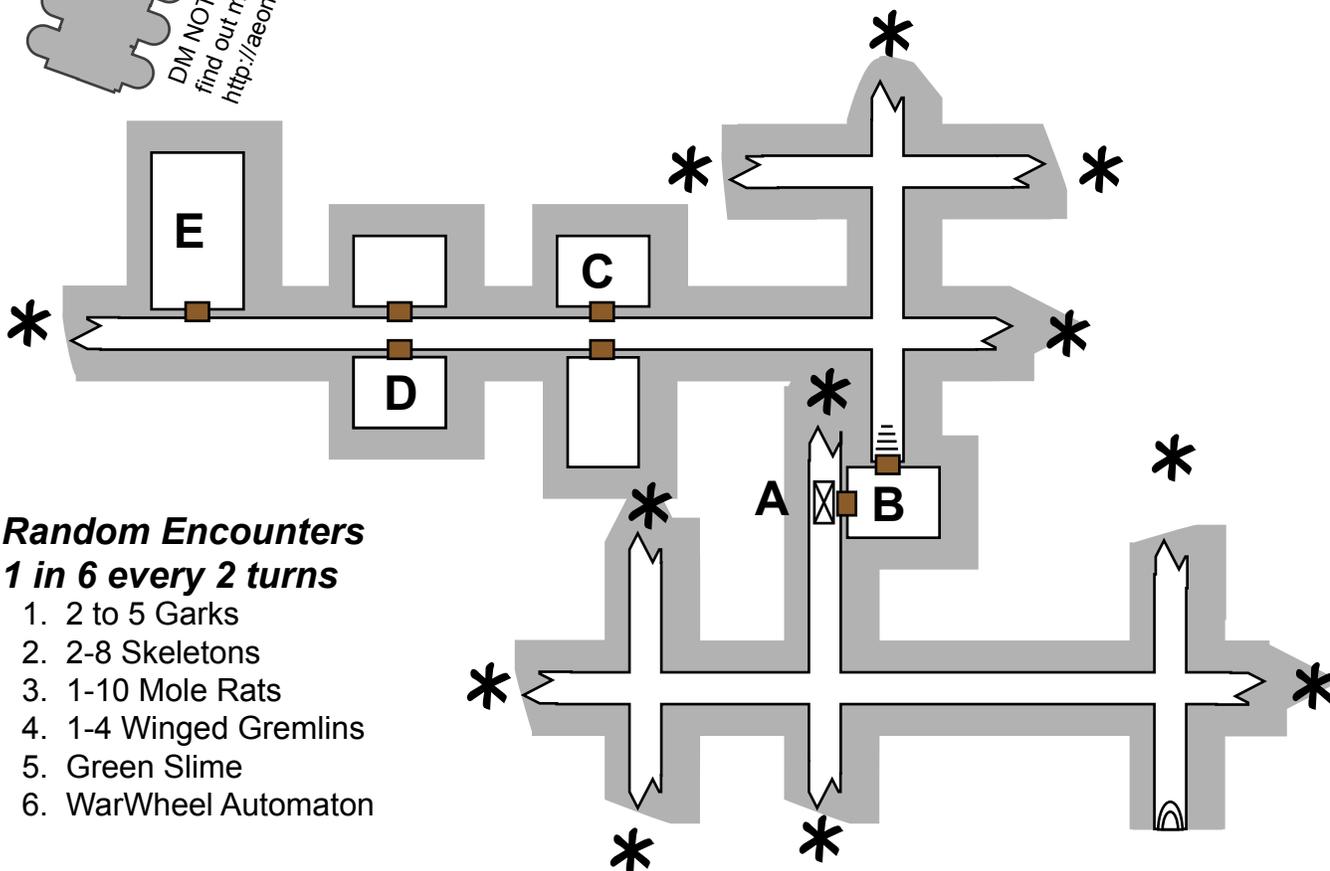
There is a *large green slime* occupying this chamber.

**E. Treasure Chamber**, An elaborate ancient treasure chamber guarded by 5 mummies armed with bronze axes (actually *Zombies* in disguise). There are remains of 5 destroyed "mummies" in the chamber.

3 empty and open treasure chests.

4 sealed treasure chests: 500 g.p., *Jade Asp*, Crumbled Scrolls,

3 potions: 2 Healing, 1 Turned to Poison



## Random Encounters

### 1 in 6 every 2 turns

1. 2 to 5 Garks
2. 2-8 Skeletons
3. 1-10 Mole Rats
4. 1-4 Winged Gremlins
5. Green Slime
6. WarWheel Automaton

\* Winding corridor continues for 700 to 1200 feet until dead end unless DM expands dungeon. Don't forget random encounter checks.