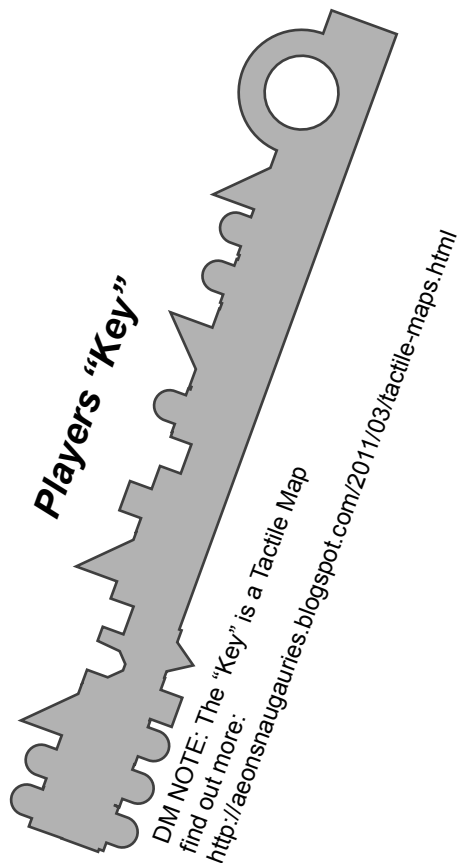


Treasure of Piltarch

by James D. Jarvis

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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.

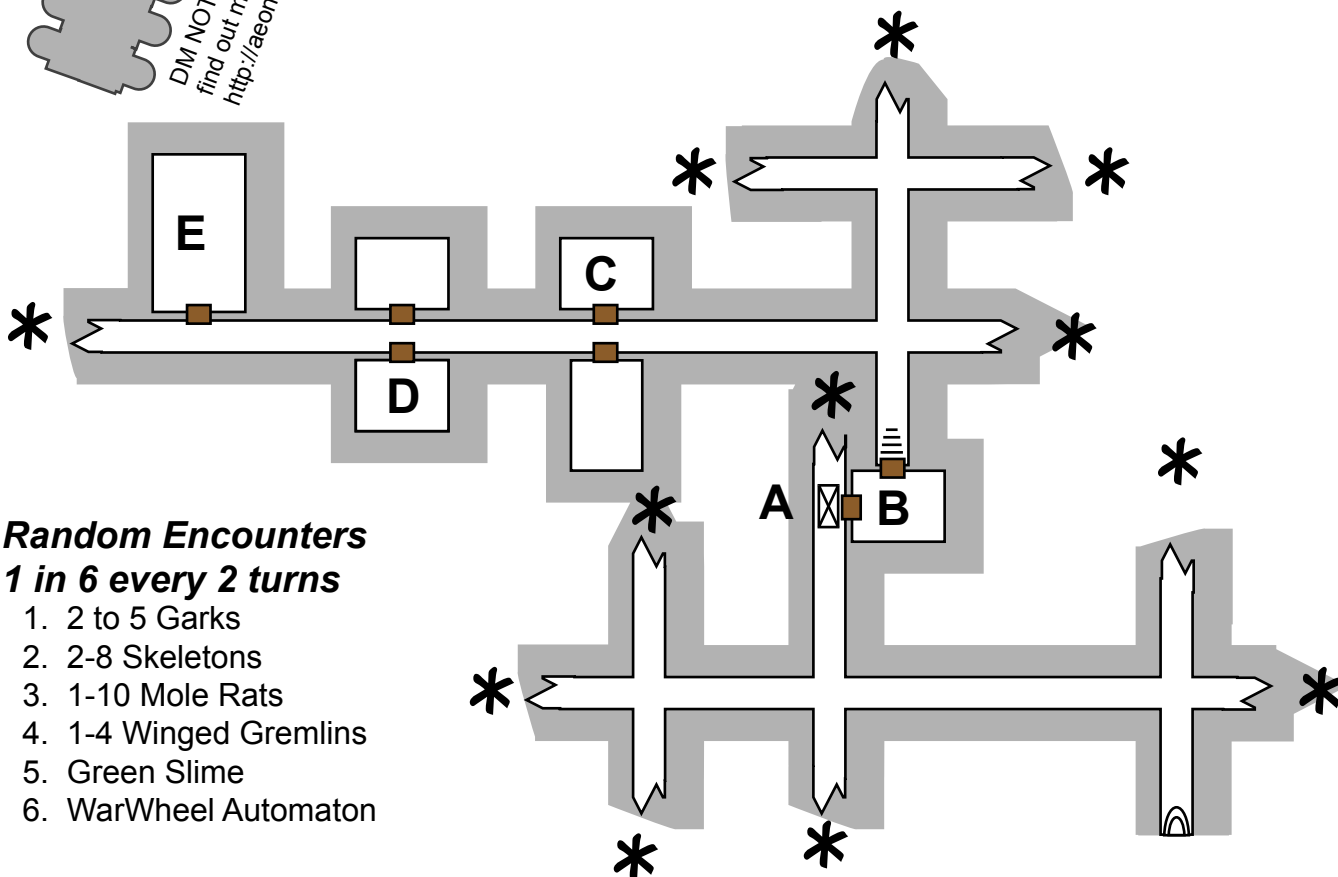
There is a *large green slime* occupying this chamber.

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.