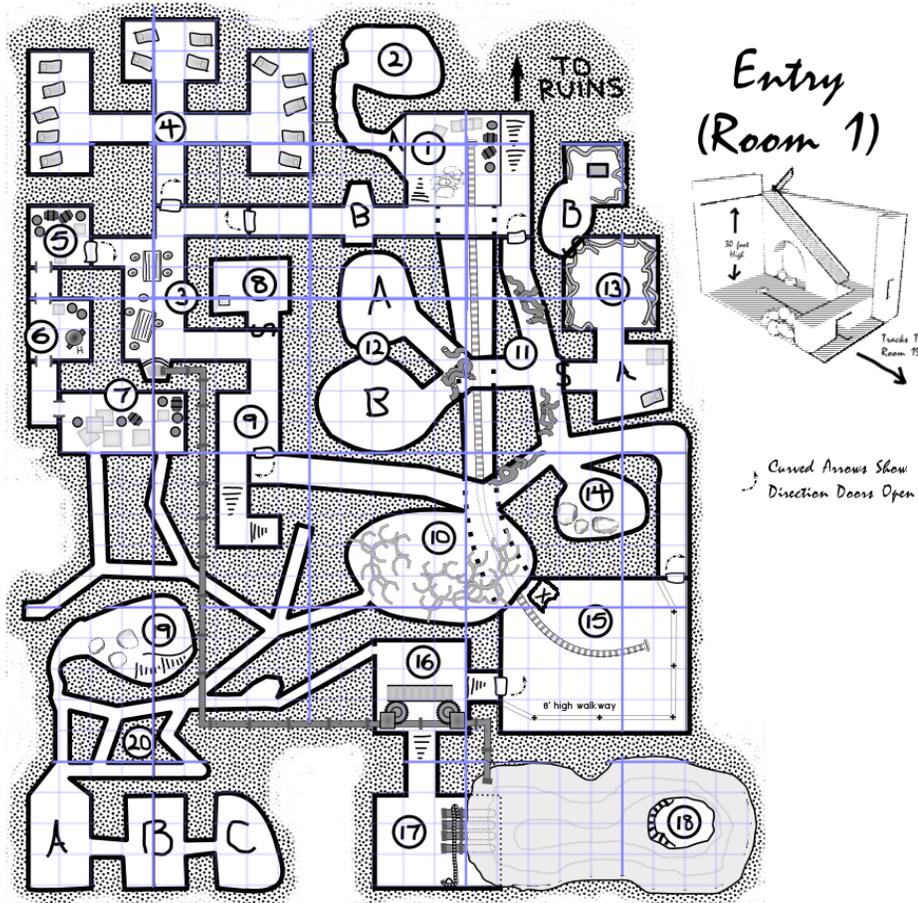


Rails in the Ruins – Level 1

A One-Page Dungeon for any Traditional Fantasy Tabletop RPG

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Above Ground: One wall of an old ore processing station near an abandoned mine. The mine is mostly empty, but a slab leaning against the wall conceals a secret trap door with stairs leading down...

Below Ground: Packed earthen walls, flagstone flooring except in caverns. Divided into **ogre lair** (areas 1-9,) **feeding grounds** (areas 10-14,) **tracks** (area 15 and bottom of area 1,) **waterworks** (areas 16-18,) and **hive** (areas 19 and 20.) Pipe (2-foot internal diameter) from waterworks to ogre lair is slightly higher than lair, feeding grounds, and hive. Hive tunnels dip slightly and have a 3-foot diameter. Tracks and drainage area (17) are the lowest part of level.

Wandering Monsters

- 1 Goat-Headed Ogres (1-2): weaker than ordinary ogres, but can bite through iron.
- 2 Carnivorous Apes (1-2): attack non-ogres.
- 3, 4 Giant Milk Beetles (1-4): aggressive when threatened.
- 5, 6 Giant Ants (2-7): steal food, attack those who approach hive.



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Room Key

In the Ruins Above: Panicked Dwarf Berserker looking for entrance to rescue halfling thief (reaction one step worse than normal.)

Dungeon Below: All "ogres" in dungeon are goat-headed breed with clubs + daggers. Monster number rolls less than 1 mean no monsters there *at the moment*, but there may be some later.

Twisted roots (Areas 10 and 11) prevent movement by Low Strength characters and halve movement for higher Strength characters.

1. **Stairs and Tracks:** 1d6-4 ogres approaching stairs. 1d6-2 apes lurking on **ledge A** attack anyone near stairs or rails. 1D6-5 ogres will be at **guard post B**. Check position of mine cart (1d6): 1-2 = at North end, 3-4 = South end with ogre, team of beetles, 5 = Northbound, 6 = Southbound w/ barrel of fermented milk, two wheels of good cheese, one moldy.
2. **Ape Cavern:** 2d6 apes. Noise in **area 1** attracts them.
3. **Dining Area:** d6-2 ogres eating, drinking fermented milk. Door to **area 1** can be barred from inside. Water basin filled by pipe.
4. **Barracks:** 1d6-1 ogres per room (4/6 chance they're asleep.)
5. **Pantry:** Overly-aggressive giant milk beetle has been brought here to separate it from the herd. Barrels of flour (4/6 chance) or sardines; pouch of 50 SP in one flour barrel.
6. **Galley:** Barrels contain fermented beetle milk. Halfling thief hiding behind the kettle.
7. **Storage:** Crates of beetle cheese, miscellaneous dried foods, stolen flatware and cookware. Poison dust (+2 Save,) sprinkled along south wall to keep out ants, causes 1d6 damage and 1 turn of helplessness.
8. **Secret Room:** Opening chest triggers poison needle trap. Contains 60 gp "magic" goblet (dances to lively music) and 150 sp.
9. **South Guard Room:** 1d6-4 ogres returning from area 10 (with pails of beetle milk) or from stairs from lower level (with 1d6 points of wounds.)

10. **Grazing Area:** 1d6+2 giant milk beetles graze on roots, attack if threatened.
11. **Infested Roots:** Roots north and west of intersection infested with tiny parasites; save against poison every round or become infested (1 point of damage per day until cured or dead; juvenile milk beetles emerge from corpse.)
12. **Haunted Caves:** Two caves with thick, loose dirt covering floor instead of packed earth. Pale Shade (insubstantial, strong as a ghoul, paralyzes but does no damage) begins randomly in either **A** or **B**, will move to other cave after 1 turn. **Cave B** has burlap sack of 150 sp buried under dirt.
13. **Vine Shrine:** Vine dervish lives in **room A**, can magically create vines that bind like a Web spell. Owns rope ladder and wine skin. Hidden **room B** has 2 silver candlesticks (300 sp) and 30 gp on altar.
14. **Ape Cave:** 1d6-3 carnivorous apes.
15. **Rail:** Ogres bring cheese/milk to treadmill room and to dervish, who climbs down from walkway. Pit trap on east side of tracks.
16. **Waterworks:** 2d6-2 giant ants running on the treadmill under direction of a halfling-sized goat-headed ogre with antennae instead of goat horns. Summons 1d6-2 ants every other round.
17. **Drainage Area:** Pulling rope releases all water from room 18, knocking down humans of less than High strength on failed save. Use standard "man overboard" swimming/drowning rules. Touching or moving rope also has 1/6 chance of triggering trap.
18. **Reservoir:** Collects ground water seepage. Island in middle has low cliff on west side, must swim to east side to climb out. Buried treasure on island: 300 sp, 5 1000 gp gems, one 5000 gp gem.
19. **Lower Level Access:** Stone staircase partially hidden behind boulders has odor of decay wafting up from below.
20. **Hive:** Five foot ceilings. 3d6-3 dachshund-sized giant worker ants in each of the three rooms, plus 1d6 double-size warrior ants guarding the quadruple-size queen in **20C**. 150 loose silver coins on floor.