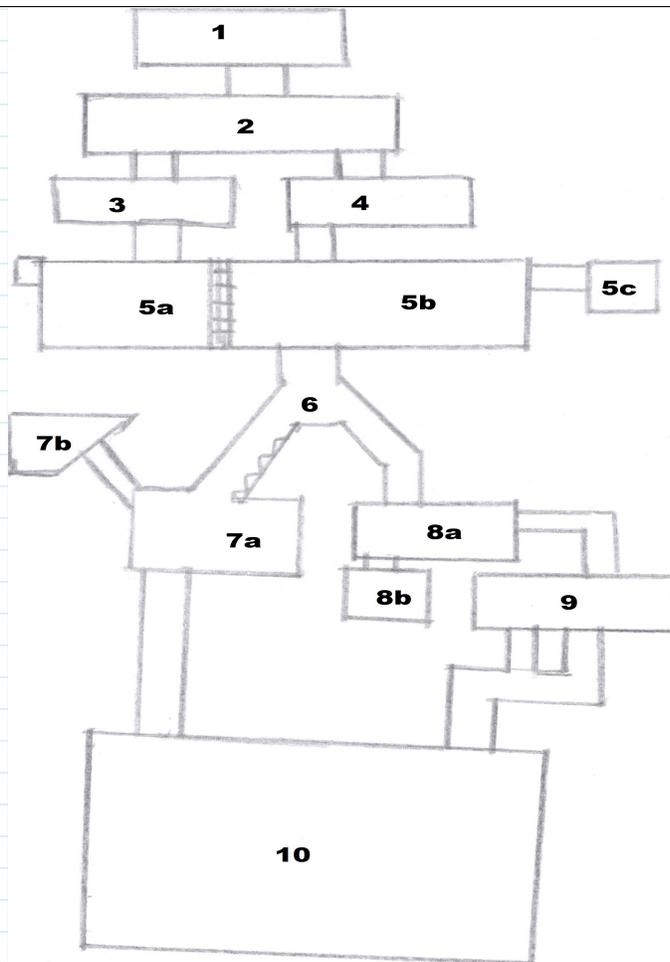


# Temork's Descending Dungeon – Levels 1 to 10 (side view) By André Bogaz e Souza



**This is a vertical dungeon. There are no ladders or stairs leading to any room, except where noted.**

## Wandering Monsters

Anytime the adventurers visit a room they have already explored, there's a 50% chance there will be a new monster there. Roll 1d6.

1: A huge spider

2: A huge lizard

3: Either a huge lizard or a huge spider, and a dark elf riding it, with an unconscious child in a bag

4: A rival party of adventurers (every other time this number is rolled, use number 3 instead)

5: A basilisk

6: 1d6+3 gargoyles, carrying a human or elf for Wanda's lunch

## Lighting

There's no sunlight in any room.

Room 1 has 4 torches, one in each wall.

Areas 5a and 5b are lit by an ever burning magic fire in the middle of the room. This fire produces no heat nor smoke.

Room 7a has a torch burning near the tunnel to room 7b.

Room 10 has dozens of candles burning on the walls.

**Hook 1:** The adventurers learn about missing people, including children. They are told they were taken by orcs. The hamlet's drunk will tell the party, if asked, that they were actually taken by huge spiders.

**Hook 2:** The party is sent to hunt an evil dwarf mage called Temork, who got his legs cut off in a failed assault against an elven city.

## Room Key

**1.** A square room just below the ground with a hidden entrance in the ceiling. Five orcs guard this room. One stands in the middle of the room and attacks strangers who venture in here. He wears a heavy plate armor and an amulet that protects him against fire and attacks with a huge two handed axe. Each of the others stand in a corner, behind a small barricade, and throw exploding flasks to burn down intruders.

**2.** There's nothing but two holes on the ground in this round room. The hole on the right is shut tight and can only be opened by someone very strong. The one on the left is oiled, whoever gets too close has a chance of slipping and falling down through the illusory floor in room 3 to the ogre's cage in area 5a.

**3.** There's a hole in this small, square room. The hole leads to area 5a and is hidden by illusory floor. Lizards the size of a dog often come here to feed from spiders of the same size. There's a 50% chance 1d6+1 such lizards will be here at any time, and a 25% chance there will be 1d4 such spiders as well.

**4.** The floor of this square room is a trap. As soon as anything heavier than a cat falls on it, hundreds of small, flesh-eating spiders will be released in room 2. These spiders will eat anything but other spiders and whoever happens to be riding a spider. If the characters don't notice the spiders in their descent, they will find them when they return. This trap does not automatically reset. Any noise in this room will bring the dark elf spider riders from area 5b.

**5.** This is a very large, square room which is divided in two (5a and 5b) and has a secret door leading to a very small treasure room (5c). **5a.** This is a cage where a female ogre called Wanda lives. There are no doors the ogre might be able to walk through anywhere; she was brought here as a baby. Her cage takes about one-third of the room. She is very aggressive and will attack and eat any living thing that enters her cage. If she gets angry enough, she might break through her cage and engage enemies elsewhere. She is too big to leave this room. There are skeletons all over the floor. There's also a secret, tiny chamber behind Wanda's bed (which is a comfortable pile of bones) in which the key to area 5c lies on the floor, next to two electrified keys. Anyone who touches one of those keys takes damage equal to being struck by a lightning bolt. **5b.** There are three dark elves here and they ride giant spiders. Two are armed with whips, crossbows and lances, while the third is a necromancer. If anyone gets in area 5a, the necromancer will rise the skeletons to help Wanda kill the intruders. The dark elves try to stay away from melee combat by riding their spiders to the walls and the ceiling. They flee downwards to room 8a if any one of them dies. **5c.** The secret room's secret door is locked and protected against magic. This is a treasure room with a chest gold and a small box containing 3 amulets just like the one the orc in room 1 has.

**6.** This is an intersection where the tunnels leading to rooms 7a and 8a lead. The floor is a trap that locks the door to room 5. There's nothing special in the tunnel to room 8a. In the tunnel to room 7a there are stairs. Stepping on the last step causes the entire stairs to crumble.

**7.** This area is divided in room 7a and room 7b. **7a.** This room has a very thin layer of acid on the floor. The acid doesn't damage the stone. Anyone falling or stepping on it will take damage. Also, if anything enters this room, 1d6+9 gargoyles to come flying from room 7b. The gargoyles fight to the death. **7b.** This room looks like an artisan's shop. There are many gargoyles of many shapes here, but they weren't animated yet. There are tools and magical components here which might be useful for a mage who wants to craft his own gargoyles or golems.

**8a.** This round room is some sort of pool. It has water up to 5 feet high. A dozen hungry flesh-eating fish with sharp teeth swim in the water. A dark elf armed with poisoned darts rides an acid-spitting lizard on the walls. He will stay away from danger. If the spider riders from room 5b fled, they are here as well. There's a trap-door on the floor that, if opened, will cause all the water in this room to fill room **8b**, which is empty and has nothing of interest.

**9.** This round room has glowing runes all over the walls. The runes are electrified and will damage anyone who touches them. There is a big trapdoor in the middle of the floor and a secret, much smaller trapdoor 6 feet away from it. If anyone tries to open the bigger trapdoor, all water from rooms 8a and 8b is poured in the room and becomes electrified by the runes, causing electricity damage to anyone who touches the water.

**10.** This huge round room with a very high ceiling is Temork's lab. All his experiments lie on shelves on the walls. On the floor, only a brown carpet. The biggest surprise here is Temork, a dwarf mage who's a spider from his waist down. By speaking a magic word, Temork causes the carpet to erupt in flames, burning anyone on the ground until the magic carpet is deactivated. Temork has tons of potions and magical stuff on the shelves, which he will use against any intruder until he dies. This lab is all for him and he will fight to the death. He attacks from the walls and the ceiling.