



**Background:** Legends tell about a magical place in a mountain range near the coast that houses the all-powerful Oracle of *Pagebrin*. Many adventurers have set forth with promises of untold riches and assurances that the oracle does not serve the darkness. Wary adventurers however reflect upon the implied fact that the oracle does not serve the light either...

**1. Entrance:** After a flight of worn slippery stairs, a dark tunnel slopes down and to the right into the darkness.

**1a. Welcome:** As you pass by, a magic mouth on the wall to your left asks: "*What are you searching for?*" After a pause, and regardless of the answer given (if any), the mouth exclaims: "*You came to the right place!*"

**1b. Playroom:** A wooden door (closed but unlocked) leads to an oddly shaped room that has a round green felt covered table and several chairs around it. Several chandeliers and a lamp hanging from the ceiling by a chain light this room. On the table there are different sets of cards, coins and dices. A leprechaun dressed with a blue hat, a red shirt, yellow trousers and green boots is sitting at the table absently toying with them. "*Hello! Do you want to play a game?*" he cheerfully says when he sees the party as he takes out a deck of cards from his pocket (which is in fact a *Deck of Many Things*).

**1c. Portal:** This opulently decorated misty archway has a Greek cross sign engraved in its cornerstone. It functions as a *Gate* to a magnificent banquet hall lavishly set with thousands of chairs but with no one in sight.

**2. Search Room:** A roughly oval cavern houses a rectangular pedestal of grey granite with rounded edges (2 ft. high, engraved with black glyphs) right in the middle. The walls are lined with rows of shelves stacked with books, scrolls, and parchments on random topics. A successful decryption check reveals that the glyphs allude to luck. Whenever an item is removed from the shelves, a similar item can be seen behind. Any items taken from this room disappear when the party leaves the room. There is an exit to the South. The pedestal functions as a *Teleport* to room 4.

**3. Abandoned Corridors:** Masonry-made dead-end corridors of dubious craftsmanship run North to South. Wavy mosaic patterns adorn the walls. These corridors are dusty with cobwebs and debris.

**3a. Trap:** There's a 1 in 6 chance of falling masonry and bricks.

**3b. Sign:** A dusty bronze sign on the North wall reads: "← Beach – Apiary →"

**4. Domed Room:** The dome in this room appears to be open to the outside, but it's actually an illusion placed over a *Gate* that only allows pigeons to go through. The walls are lined from floor to ceiling as far as the eye can see with nooks. Carrier pigeons come and go constantly from this room; if attacked or captured they all turn into Angry Birds and retaliate. A pedestal identical to the one on room #2 sits in the middle; it's a *Teleport* to room 2. To the West there's a stout wooden door (locked) and reinforced with iron bars.

**5. Round room:** The walls of this room are pitch black and the only source of light is a 1ft. diameter *Crystal Ball* that sits atop a 5 ft. high red marble column. Bleached bones litter the floor around the column. The crystal ball shows random depictions of strangers in unknown places; a save is required to prevent being enthralled by the images and forego nourishment until natural death occurs.

**5a.** On the South wall, 5 ft. from the floor, there's a lever. If activated, the crystal ball shows what's happening in the room.

**6. Map Room:** A tunnel with several sections with steps slopes up into the unknown. The walls are covered in murals of painstakingly detailed maps from faraway places.

**6a. Treasure:** A bright red X is painted over a loose flag on the floor. Digging beneath for 1 round unearths one broken chain link and one gold piece. This can be repeated indefinitely.

#### Wandering monsters (1d6):

1. Gang of 2d4 criminals
2. 2d4 pirates
3. Bug swarm
4. 1d3 trolls
5. Travelers to/from a near city/ville
6. 2d4 angry birds

#### Notes:

- All rooms are dark unless specifically noted.
- Ceiling is 10 ft. high unless specifically noted.