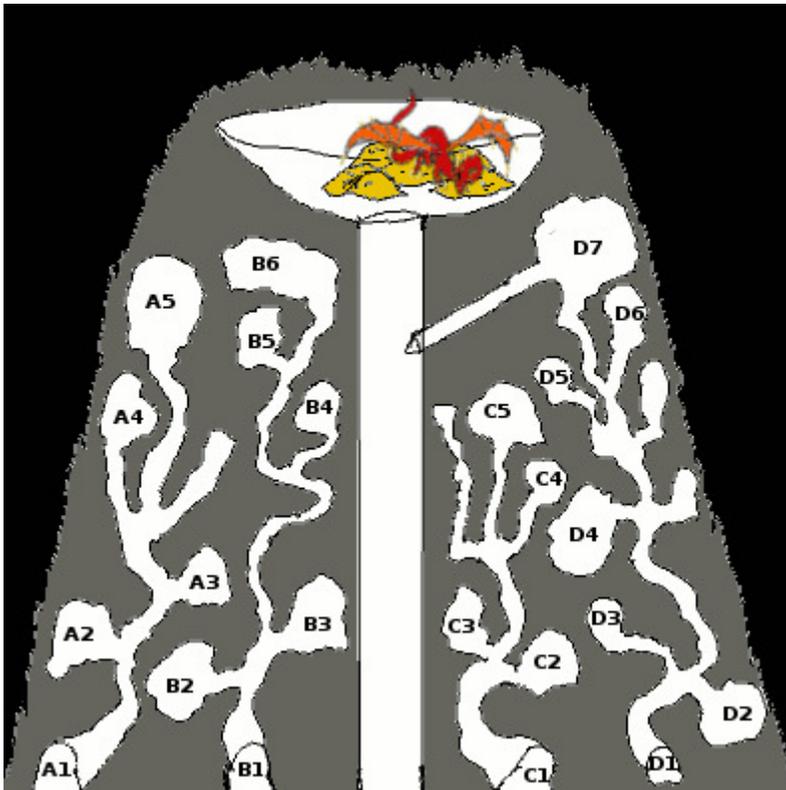


# THE BURNING LAIR

A one page Dungeon for 6-8 characters, levels 9+



*The Story so far...* the great dragon, Astrellax, wages a terrible assault on the surrounding lands. His foul magics have twisted and corrupted many creatures and he has bound them to his service. He demands tribute and those cities that fail to pay he ravages or sends his minions to destroy. The King has called for a group of heroes to stop the dragon, offering lands, wealth, and titles to any who can.

The volcano is difficult to reach overland. There is little normal wildlife in this broken land, but monsters and undead rove nearby in packs. Even the elements themselves have been broken to Astrellax's will; air and earth elementals patrol the upper reaches of his lair, denying easy access to climbers or flyers. The characters must find a way into his lair using one of the various caves they can see upon approach.

## New Monsters:

**Blooded**-These are creatures that have been warped by drinking Astrellax's potent blood. It has made them stronger than normal creatures of their type and giving them +1 to saves versus fire and they only take half damage from magical flame (none from mundane fires).

**Blooded Kobolds**-Red skinned Kobolds larger than normal. Fight as Gnolls.

**Blooded Trolls**-These red skinned horrors are as tough as hill giants but still use their normal claws and bite (+ giant strength) and are nearly immune to fire!

**Wandering Monsters** (Roll every 2 Turns, 1 on a d6):

1-2d6 Blooded Kobolds

2-1d6 Blooded Kobolds, plus 1d6 Hellhounds 'pets'

3-1d3 Blooded Trolls

4-Steamp Vent-save or take 5d6 damage, d4 PCs.

**Note:** All cave tunnels slope upwards, allowing the PCs to move up the map. Distances should be to the GM's taste.

## Cave A

**A1**-The entrance is littered with gnawed bones,

**A2**-This large cave has d3 Blooded Trolls eating a captured adventurer. The adventurer carries some *gems* and a *magic weapon*.

**A3**-Nursery-d6+1 young Blooded Trolls in this room (stats as normal trolls + fire resistance).

**A4**-Sleep chamber-This filthy chamber has beds of decaying vegetation. No trolls are in this room currently, but there is a dead adventurer. Amongst his goods are 3 *potions* and a *magic ring*.

**A5**-The Blooded Troll Chieftess lives here with her four male concubines. She fights as a frost giant and casts spells as an 8<sup>th</sup> level wizard. The concubines are normal. She has 5 pieces of *jewelry*, a *wand*, and two *miscellaneous magic items*.

## Cave B

**B1**-This tunnel has no tracks indicating anyone has been into it.

**B2**-There are several valuable *gems* glittering in the walls of this cave. If they are pried free, d6 earth elementals will step out of the walls and attack.

**B3**-This large chamber is very warm. Every turn spent investigating it there is a 25% of a Steam Vent eruption as above.

**B4**-There are fiery vents in this chamber, as well as 5 salamanders. They carry treasure normal for their type.

**B5**-This room contains a large pool of black, viscous fluid. This is actually a double strength Black Pudding that will attack anything that approaches it.

**B6**-Magical pool chamber. There is a large pool of warm water that, if drunk, has a random effect on the drinker (use your favorite random table, one drink per PC, should be at least half good and half bad). These effects should be permanent unless powerful magic is involved.

## Cave C

**C1**-There are many tracks going in and out of this cave.

**C2**-Guard room-10 Blooded Kobolds wait here, on lookout.

**C3**-Guard room 2-10 more Blooded Kobolds wait here, and will come out to assist their allies if they hear fighting. They each carry 2 flasks of oil and torches to throw at intruders.

**C4**-Supply room-Lots of supplies and stolen goods in this room. There is a *magic spear* and a *cursed spear* in amongst the other weapons.

**C5**-Prisoners-cages have 3d6 prisoners. Mixture of normal people, merchants and possibly playable characters (to replace lost PCs). If PC replacements, their gear may be in the supply room. 6 Blooded Kobolds and 3 hell hounds stand guard.

## Cave D

**D1**-Many tracks go in and out of here.

**D2**-Guard room-10 Blooded Kobolds

**D3**-Kennel-8 hell hounds and 6 Blooded Kobolds. Hound master is double strength and wears a *ring that controls animals*.

**D4**-Living chamber-25 Blooded Kobolds and 3 Blooded Trolls are in this room. One double strength sub-chief is here. He wields a *magic sword* and wears *magic armor*. He also wears expensive *jewelry*.

**D5**-Supply room-Food, weapons, stolen goods

**D6**-Witch lair-This chamber is where the dragon shaman lives, a triple strength Blood Kobold that casts spells as a 6<sup>th</sup> level wizard. A bound fire elemental is in a brazier. He has several *scrolls* and d6 *potions* as well as 3 valuable *gems*.

**D7**-Chief's Lair-This large chamber houses the Blooded Kobold Chief. He has wings and can fly, has a 6d6 breath weapon, and is as tough as a hill giant. He wears a *magic ring*, *cloak*, and fights with a powerful *magic spear*. There are 15 Blooded Kobolds, 3 sub-chiefs (as above). The tribe's treasure is in a locked chest with a poison cloud trap (save or die within 10'). A moderate pile of treasure is in the box. If losing, Blooded Kobolds will attempt to run down the passage to the shaft to warn Astrellax by yelling (or flying if it's the chief). It should take 3 rounds at top speed to reach the shaft, giving PCs possible chance to stop them.

## The Shaft

The Shaft is several hundred feet deep and a fall would kill anyone not protected by magic. Climbing with the right equipment is not too difficult, but time consuming.

## Astellrax

This huge, ancient Dragon casts many spells and is very smart. If warned of the PCs approach, they will see an illusion of the dragon on his hoard, while Astrellax flies invisibly overhead using ventriloquism to threaten them and goad them into using their magical resources. His trove is as vast in wealth and magic as the GM sees fit. If things go against him, he will attempt escape rather than be killed and will brood on his revenge.

The Burning Lair is by Micah Blackburn

<http://micahblackburn.wordpress.com>

Licensed under the Creative Commons Attribution-Share Alike 3.0 United States

License. <http://creativecommons.org/licenses/by-sa/3.0/>