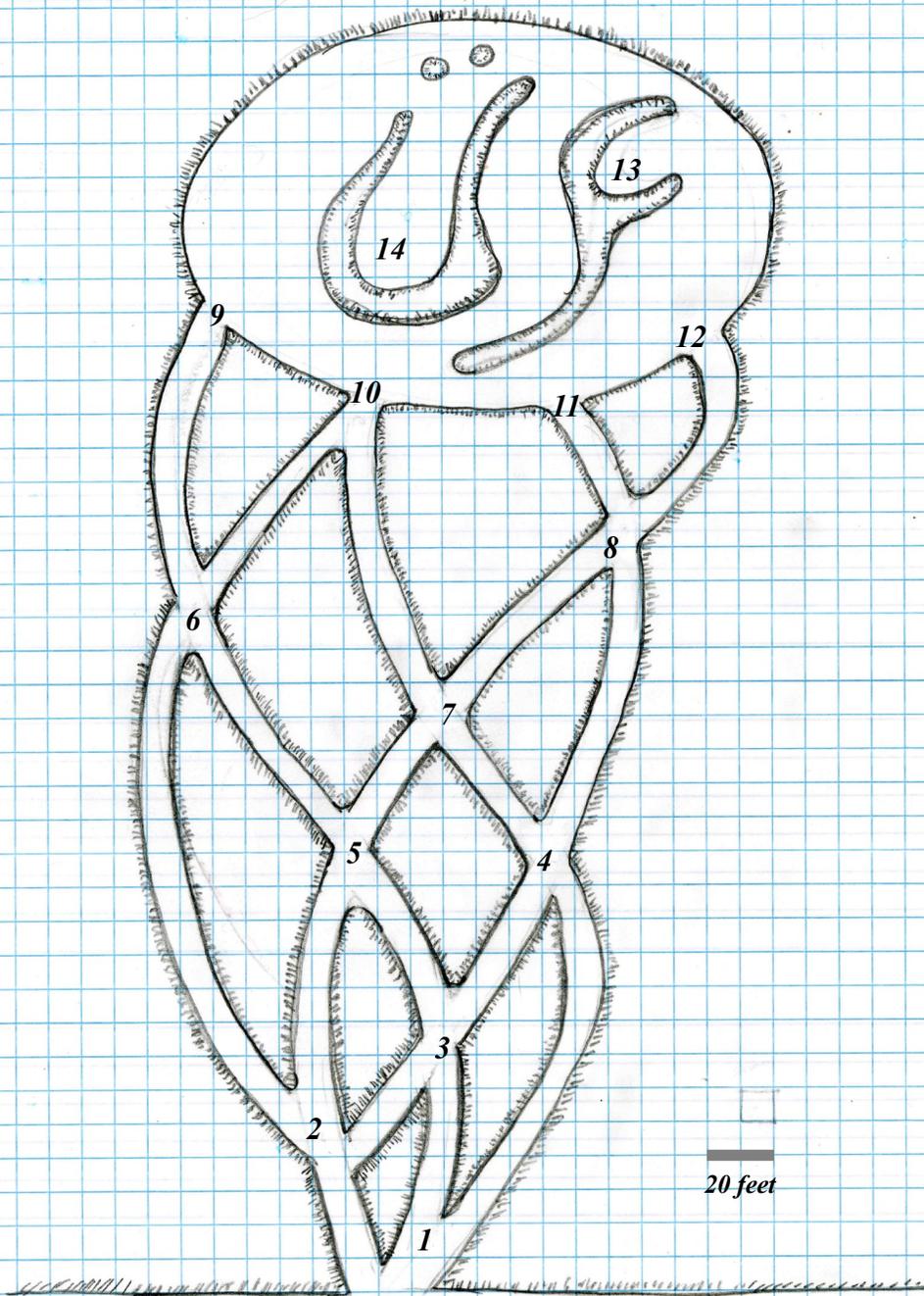


Thöörsten's Treasure, an Umlaut-laden Düngeön

Some years ago, the famed sorcerer Thöörsten the Obscure separated himself from society and disappeared into the wilderness. Rumor has it some great tragedy befell him, and his remains are lost in a tortuously carved grotto, with an army of mad hömüncüli (like regular homunculi, but more Germanic and organized, with a strange fetish for paperwork) guarding his most valuable treasure...

PCs, after many misdirected adventures in a Random Wilderness, locate the entrance to the grotto (10 foot hewn rock tunnels, luminous mold and fungus - harmless, provides dim light).



1. Scary Clown: A pile of rags morphs into a tiny, frightening circus clown (Soulbound Doll) giggling madly as it attacks (mwk dagger) (eyes – 2x150gp emeralds).
 2. Hömüncülüs Swarm (4-6) – screaming random phrases (“Are your papers in order?!?” ”Carrots and Peas!”) - attack the PCs with what appear to be animal femurs and bite.
 3. Albino Blind Cave Squirrel swarm (sharp, nasty teeth, albeit somewhat ineffective).
 4. Illusory Ogre: Hömüncülüs enchanted as ogre with ironbound greatclub. Illusory damage until 'defeated'. Actual damage by hömüncülüs dagger and bite
 5. Disco Hell - Shrieker fungus enchanted with Color Spray spell (save/effect as 4th level)
 6. Swarm of animated boots –1d6 damage to any PC who fails Save vs Trip to avoid being knocked over and trampled.
 7. Run the Gauntlet – Clockwork bludgeons in intersection. 1d6 to any PCs caught in intersection – disable DC20 (jam clockwork with thrown dagger, coin or similar)
 8. Trapdoor Spider – Uses masterwork large steel shield as a burrow cover. Surprise!
 9. Impenetrable Force Field™ - Solve riddle on plaque to dispel: “Give me food, and I will live; give me water, and I will die. What am I?” (fire) Wrong answers yield 1d3 electric shock and booming voice “Wrong thinking will be punished!”
 10. Hömüncülüs clerk (wearing green eyeshade) in front of portcullis. Asks to see PCs’ IDs. If PCs kill him, another will appear. If PCs don’t have IDs, clerk will provide triplicate forms for all PCs – interminable answers regarding ancestors’ maiden names, monsters killed, taxes paid, etc... Upon completion of forms, clerk will ring bell, raising portcullis. “My associates will be right with you...”
 11. 4 cave crickets in a cage, chirping... and chirping... and... that's all.
 12. Deadfall trap - Net filled with rocks and yellow mold spores (PCs in 10 ft radius take 1d6 damage + make DC 15 Fort save or take 1d3 points of Con damage). Disable/detect tripwire DC20
- Entering the main grotto will draw Hömüncülüs Swarm (6-8) – screaming “Master is Sleeping!” or similar - attack the PCs with thrown rocks and bite.
13. Treasure chest – opening will reveal 'nothing' – (Illusion, 4th level) – save/dispel/etc. will reveal minor treasure (“not worth the effort...”).
 14. Red Granite Sarcophagus of Thöörsten the Obscure: The poltergeist of the sorcerer will attack the PCs – flinging rocks, bones, dead hömüncüli, whatever is at hand.

Upon defeat/dispelling the poltergeist, the sarcophagus may be pried open. PCs will find an ornate box (Alabaster, 50 gp) on the skeleton's chest (Labeled “My Greatest Treasure”). Opening will reveal nothing but faded letters with headings as: “My little meat pie...” “My love-shoggoth...”, dried flowers, and etchings of a rubenesque woman, Ürsula Fleürvög, his long-lost love. Astute characters will note that the grotto has been carved into the initials ‘Ü F’.