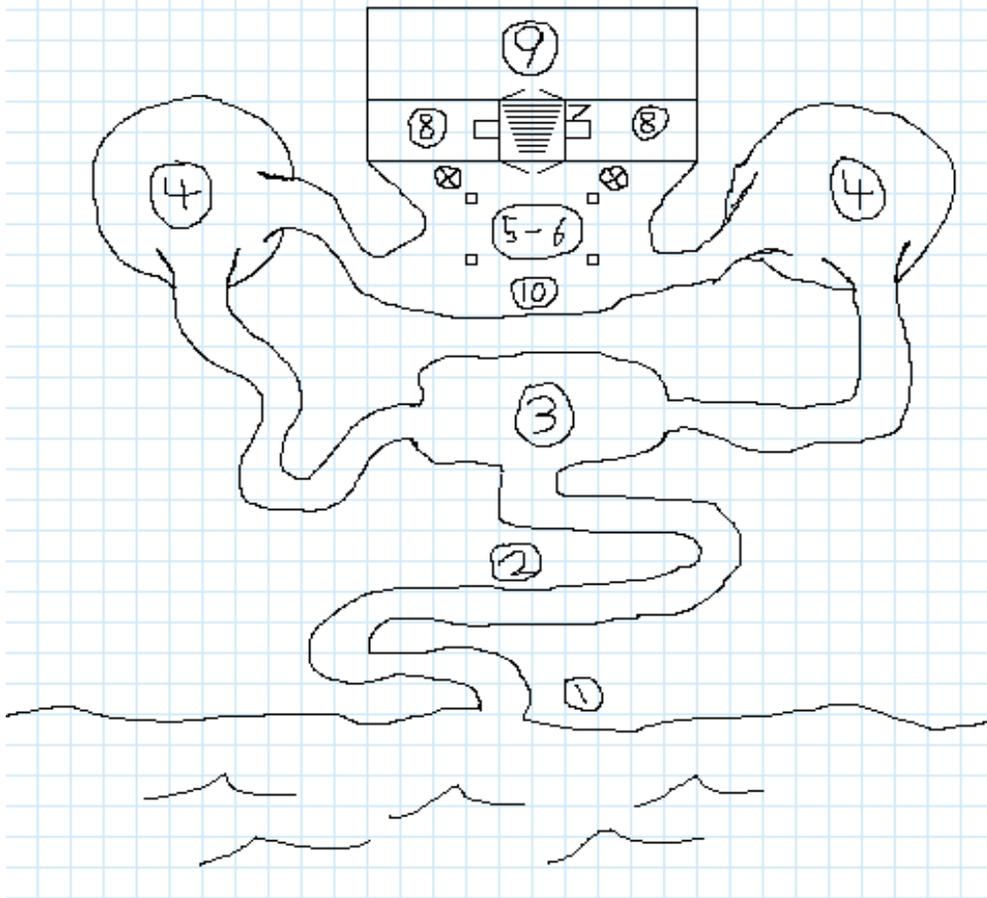


Medusa's Safe House – Level 5-8



Background

At the edge of the Forest of Monsters and Dying, the land gives way to the Snake Eye Bluffs. From sea, the cliff face is indistinguishable, but if one were to rappel down, an adventure might find the crevice leading to this monstrous safe house.

Legend

□ Trap Chest

⊗ Lit Oil Jar

≡ Stairs (ascending)

Roaming monsters

In every main chamber (excluding the Medusa's) there are 1 d4 snake minions that prowl the caves for food.

Room Key

1. A determined adventurer could rappel down the cliff face and find a small cave entrance. (If you're sailing by you wouldn't notice it.) Large enough for the average person to go through with ease.
2. Roughhewn passageway, slick with moisture, shows little sign of travel. The only sign of habitation is the sparse presence of stripped bones. The twisting pathway prevents all natural light from entering.
3. A plain, non-ornate, cave formation with two passageways on either side. Only a keen eye could recognize this as a primitive chamber. Passage widens slightly as a damp air flows from deeper in the cave.
4. Moving along in the dark, the pathway dips suddenly into a 10' deep hole. The floor is smooth here, worn down by use; the hissing of giant snakes can be heard from the floor below. (10' deep bowl-pits. Two giant snakes in each pit).
5. Entrance to the Trophy Room
Water drips constantly from the ceiling above, being fed by an underground stream. Fluorescent fungus grows on the walls, covering the rock and lighting the room. Statues of past wanderers, with weapons drawn and looks of horror frozen upon their faces are strewn throughout. Stone Goliaths support the ceiling on the south wall, in the atlas pose. The fungus clings to the surface of the statues, distorting their silhouettes into terrifying forms. The north wall is no longer a natural cave formation. It is expertly cut from the wall and a single set of stone doors, lit by oil jars, can be seen. Water is flowing out from beneath it. (The statues are petrified NPC's and Monsters appropriate to the party's level.)
6. Homunculi Trap.
Inside the four chests around the center of the room are homunculi. When the party enters the room, the homunculi will leave the chest and attach the party. The homunculi cannot leave the room and will return to their chests if the party leave. If the trap is not sprung, and the party can remove the chests from the Trophy Room, the homunculi will deactivate.
7. The Stairwell.
There's a steep staircase, with channels of water running down each side. The floors have channels carved into them, with water flowing down, making the steps treacherous for people with feet. The stairs and floors to the side contain channels containing water trickling down from under the walls above. The surfaces are therefore treacherously slippery. (Rough Terrain) When the party starts to move up the stairs, two humanoid snake creatures pop out of the doors on either side of the staircase to engage the party.
8. Single chambers.
Simple living chambers for the humanoid snake guards to live. Small chest can be found in the beds of the guards, each containing a small amount of jewelry.
9. The Medusa chamber.
In the center of the room, there is a channel, where the water flows down into the lower chambers. Lurking in the shadows is the medusa. She is enraged by this intrusion to what she thought was an impenetrable safe house. The very air vibrates with her fury. Any un-slain snakes in the safe house move toward the Medusa Chamber to assist in the battle. She viciously attacks the players. When she nears death, she removes a dagger from the folds of her raiment and slits her own throat. Her blood runs across the floor and mixes with the stream. Little do the players know that this will revive all of the petrified monsters in the antechamber. Within minutes, the statues will revive. This will cause the ceiling to collapse, as the goliaths holding up the wall regain their flesh. If the players wait to rest or search the room, they will hear a crash from the trophy room. The floor shakes as the sound of falling rocks echo through the caves. Otherwise the players will witness the un-petrification process when they are leaving. (A single Medusa, two constrictors accompany her in the chamber. There are two chests in the room. One containing the Medusa's garbs, the other her treasure, including a level appropriate magic weapon and wondrous item.)
10. Return to the trophy room, after the Medusa is slain.
The dripping water is tainted with the Medusa's blood. The creatures are no longer petrified, and the titans holding up the stone wall at the south side have been crushed under the collapsed ceiling. Upon re-entering the trophy room, they immediately notice. However, they next notice that all of the creatures have come back to life. The fungus has rendered them mad, and they go into a berserker rage attacking any on site. (Each creature has whatever weapons they had on them when they were frozen, but all treasure has been taken from them.)

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