

The Haunted Monastery

A ONE PAGE DUNGEON BY JAMES RODWAY

High in the mountains sits an abandoned monastery of a long forgotten monastic order. Recently, documents have been uncovered that suggest that the building was later used by a bandit lord, and that some of his treasure may still remain, making this place a prime choice for young adventurers trying to strike it rich. However, unbeknownst to anyone, a small tribe of kobolds have taken up residence and have created a number of traps to protect their new home. A simple and quick introductory adventure in a fantasy setting.

A - ARROW SLITS: Sleeping poison applied to darts are shot through slits as the adventurers approach the door.

B - HEAVY DOOR: A somewhat rotten door seems to have seen recent repair. It is barred from the inside.

C - STAIRS: A short set of stairs leads up into the monastery. The stairs are covered in ball bearings.

D - WEAK FLOORS: Years of neglect have weakened certain parts of the floor to the point where a person will fall through to the basement.

E - BOOKCASES: Bookcases full of moldy tomes, mostly old religious texts. A kobold will attempt to push over a bookcase onto an adventurer standing next to them.

F - BARRELS: A number of empty barrels. A kobold lies in wait, covered in bones, to leap out and attempt to scare anyone investigating the barrels. If it fails to succeed, it will flee down a tunnel.

G - SPIRAL STAIRCASE: A spiral stone staircase leads to the basement. Thin pieces of razor wire are strung around the stairs making the trip down treacherous.

H - DEBRIS PILES: Piles of miscellaneous debris, some of which conceal small tunnels used by the kobolds to move around the building.

I - KOBOLD TUNNELS: Debris and furniture conceal the entrances to a number of small tunnels that the kobolds use to move around the building and avoid being seen.

J - PRAYER AREA: Old pews fill this area. A broken pulpit sits in front of them. A small lockbox lies within, and contains some vials of oddly coloured liquid.

K - LARGE STATUE: These large statues are missing various body parts. The ground surrounding them is covered with various bones. Giant spiders live behind each of them and prey on the kobolds and other small animals living here.

L - QUARTERS: Old living quarters. The kobolds keep their young here and will fight to the death to protect them.

M - KITCHEN: Old tables and pots fill the room. Some of them have seem to have seen recent use.

N - WORK AREA: Scattered work tables used to by the long gone monks. There is nothing of value here now.

O - LARGE STATUE: A large statue that is mostly intact. A difficult-to-find secret compartment in the base contains the spoils that the adventurers have been seeking: a small chest full of platinum pieces and precious stones.

