

The Path of Devenor

A 1-Page Dungeon by Tom Doolan

Background

The Path of Devenor had been lost in legend until it was recently re-discovered. It is a cave complex that, when navigated successfully, will lead beneath a narrow, guarded gap in the mountains. However, Devenor didn't intend for anyone to use the pass but himself...

General Description

Except where noted below, the walls of this cave complex are rough, and more natural than hewn, unlit save for an occasional crevice that reaches the surface, allowing dim light in. In some areas there is evidence of working the walls to widen them, and make them more passable. The floor is refuse-strewn near the entrance and exit, and packed dirt or rubble throughout the rest. Footprints of wild animals and a few humanoids crisscross many passages, making it near impossible to track anything specific, or determine any well-used paths.

Traps

The Eastern section of the complex is riddled with Pit Traps that will automatically rearm once sprung. The single fire trap is old and worn. There is a 50% chance it will malfunction. Otherwise, it will shoot a jet of fire 20' long, and 5' wide, that lasts for one round. The trap resets after one hour. At the location of the fire trap is a false passage meant to entice explorers into thinking they have found the exit.

Rooms and Areas

1. Bear's Lair – This is the home of a large Grizzly Bear. There is a 50% chance he will be present. This chance increases to 75% if the season is Winter.

2. Dwarven Hall – This precisely cut room has a vaulted ceiling, and smooth, stone floors. The walls are adorned with carved reliefs of dwarves, humans, elves, and other races, engaging in revelry, feasting, and trade. At the back of the room is a set of broad, low steps leading to an arch in the wall that is almost a grotto, with carven images of various deities. *Though there is no obvious other entrance or exit,*

the arch at the back is actually a cleverly-disguised secret door that will lead to a long, descending path, ending in a still-active Dwarven city.

3. Warren of the Kobold King – This cavern is home to a village of Kobolds (35 adults), led by a self-styled king. If the party enters, the King will either have them captured and killed (for food), or will try to entice them to help him deal with a Goblin warren located at the end of the passage that leads out of this cavern to the south.

4. Wyvern's Chimney – This cavern is open to the surface about 30' up, and the walls are inclined in, making them extremely difficult to climb. The floor is littered with the refuse of many dead animals, and even a few humanoids (there may be some discarded loot, if the party digs for it). The cavern is home to a solitary wyvern, and there is a 25% chance it will be here, or will arrive soon. This chance increases by 5% for every 10 minutes the party lingers. The passage from the caves is steep, and too narrow for the wyvern to pass through.

5. Fluffy's Den – This small cavern smells of wet fur and rotten meat. Inside is a large cat (Sabre-tooth Tiger), that has been chained to the back wall. The cat's chain is long enough that he can reach almost all the way to the entrance to the **Wyvern's Chimney**. The cat will attack any who come near. There is a secret lever, which isn't too difficult to find, that will lower a portcullis, trapping the cat inside. Just past this portcullis is a secret door (also not very difficult to find), which will lead to down a low and narrow passage (single-file, stooping, unless Halfling or Dwarf). This passage leads to the cave with **The Lake of Whitefish**, on the other side of another secret door.

6. The Lake of Whitefish – This vast cavern has an underground lake fed by an unknown source. In the lake are schools of peculiar white fish. There is evidence of fishing nets and poles being used near the Eastern edge of the shore. On the sand is evidence of many animals, and there is a 2 in 6 chance that there will be a bear or other wild animal in here.

