

A Secret Place for Secret Things

A low level dungeon module that can be attached to any other for extra adventure, it is a domain of privacy for an evil Master. Unfortunately, the excavation of such a place unearthed accesses to underdark regions...

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Floor Trap – Fall, slide and tumble to fast, winding cold stream (d6 damage).

After 6 rounds, victim(s) are washed into **12**.

Ability check/round:

DEX- catch breath or d3 damage

STR- hold breath 'til fail, then d6 dmg

CON- remain conscious 'til fail, then d6 dmg each round

Wandering Monsters

1 or 2 on d8/turn

1. Carrion crawler
2. Gelatinous cube
3. Two guards
4. Evil dwarves
5. Carrion crawler
6. Giant centipede

- 1. Entryway** – Two magical bronze statues guard the stairs. They allow anyone down the stairs, but attack all who return up the stairs not wearing a white cloak. White cloaks and pole arms are stored behind a heavy crimson velvet curtain.
- 2. Grand Hall** – Marble tiled floor invites guests to approach ornate, locked iron double doors. At either end of the hall is an urn filled with lamp oil next to a burning torch in a wall sconce. The stairs and walls are charred.
- 3. Armory** – Locked (trapped) iron double doors. Within is a lavish sitting room furnished with masterwork weapons, armor, rich clothes and unique jewelry taken from prisoners stored neatly on display (racks and shelves).
- 4. Guard Post** – Two warriors (human, lizardman) are on guard facing down the tunnel, each wears a white cloak. The human will blow a whistle the round after they encounter intruders. Guards from **5** will respond. A torch and urn are here; the hallway is charred.
- 5. Guard Post** – Two human warriors are on guard in this charred hallway, each wears a white cloak. One will blow a whistle the round after they encounter intruders.

- 6. Dungeon** – Key to locked door hangs on wall here, it also opens locked iron double doors of **3**. Key within **6** unlocks the cells. A spirit haunts the rack and will attack anyone wearing a white cloak, otherwise will weep inconsolably.
- 7. Chasm** – Those who defy The Master get stabbed and thrown off here to hit the rocky bottom 120' down. Such a clatter attracts the attention of the carrion crawlers in **10**. A coiled rope ladder allows for safe descent.
- 8. Manacles** – Victims are bound here for feeding to the carrion crawlers from **10**. Crawlers are summoned by ringing the gong.
- 8a. Chute** – A shoe lies in front of the tunnel that turns downward into a steep drop that may be scaled to **10**. It is rocky enough that thieves get a +20% bonus to the climb walls check.
- 9. The Pit** – Broken rocks and broken skeletal limbs are strewn about the floor. Crawlers from **10** arrive in d4+2 rounds.
- 10. Crawlers' Lair** – Up to three carrion crawlers may be found here, assuming they are not wandering for food. Many gnawed humanoid bones, clothes, belts and chains litter the floor.
- 11. Secret Treasure Cave** – Several treasure chests are found here; many coins, gems and jewelry are locked within them. These chests are too heavy to carry up the rope ladder of **7**. Crawlers from **10** arrive in d8 rounds.

- 12. Phosphorescent Cavern** – Light purple and green glowing lichens illuminate the cavern. A four-headed hydra sleeps in the water, 50% chance it will waken via collision with those washed down from trap **2**. At the bridge by the tunnel is a group of six evil dwarves. A fight between the dwarves and PCs will arouse the hydra. The cavern proceeds to additional underground lairs and dangers.

Random Elements

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|----------------------|--------------------|--------------------|
| 1. Damp smell | 5. Distant scream | 9. Charred hallway |
| 2. Distant whistle | 6. Shuffling noise | 10. Chuckling |
| 3. Scraping noise | 7. Cold air | 11. Gravel |
| 4. Scratches on wall | 8. Close whispers | 12. Singing |

