

Lost Lair of Lorethain Shaar

A One-Page Dungeon by Jeremy DS Marshall

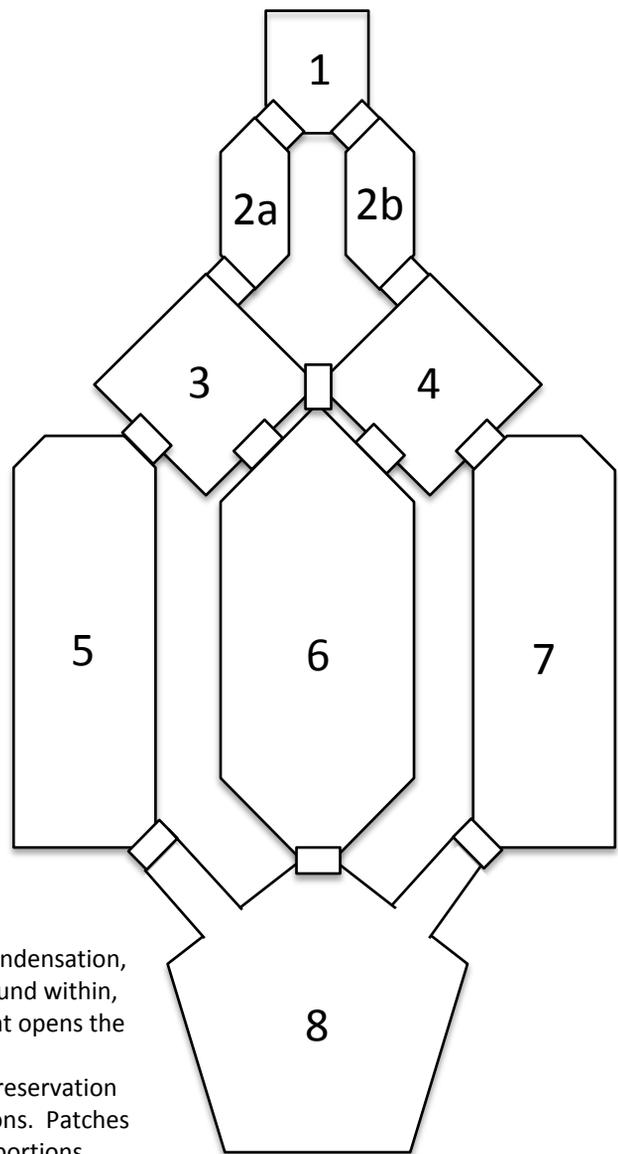
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Outside the city of Dreaming Tears, a tall waterfall casts a fine mist over the surroundings. However, the flow of water recently slowed to reveal an intricately crafted stone cavern. Several adventurers have gone to investigate, but none have returned. As the number of lost adventurers increased the people of Dreaming Tears vowed to not disturb the structure further.

Unfortunately of late a dark energy has begun to pour from the structure into the waterfall. This has led to crops beginning to wither, livestock collapsing dead in their fields, and citizens falling ill with no known means to help them recover.

Now the people of Dreaming Tears need adventurers brave and strong enough to delve into the lair behind the waterfall and uncover the cause of the darkness within.

The one that constructed the structure behind the waterfall was the powerful **elven wizard Lorethain Shaar**. Obsessed with beauty, he spent his entire lifetime trying to discover a means of ensuring true and flawless beauty in himself and all things that he came into contact with. However, his narcissism eventually drove himself mad, isolating himself from the rest of the world and trying to find a means of granting himself immortality while maintaining his physically attractive form. Unfortunately his experiments failed, tearing his soul from his body and leaving him an insane wraith that hates all things more beautiful than himself.



- **1-Waterlogged Entrance:** Tiles of this stone room are covered in condensation, mold, and green slime. The bodies of **two dead adventurers** are found within, looking like they were fleeing towards the exit. One holds a **key** that opens the door between **Area 5 and Area 8**.
- **2-Aged Hallways:** These twinned hallways show the failing of the preservation magics that was supposed to preserve the stonework and decorations. Patches of broken stone, dust and spider webs, with sheared runes. Other portions have beautifully glowing runes and those areas are perfectly preserved with warm light illuminating the space. These halls are guarded by **a) a Lightning Bolt Trap** or **b) the ghost of a dead adventurer**.
- **3-Guests' Gallery:** This room is richly lit, decorated with carpets, tapestries, and paintings that all show a strikingly handsome elf in robes. Crystal decanters of alcohol rest on a table, while a massive pile of food (magically generated) has spilled onto the floor surrounding another table. There is lots of other furniture and bookshelves as well. A **magic mouth** greets all that enter for the privilege of getting to meet Lorethain Shaar.
- **4-Overgrown Greenhouse:** The ceiling of this room shines with sunlight, and it is entirely overgrown with exotic plants of all sizes and shapes. The corrupting energy of Lorethain's madness has generated **2 Vine Blights** and **4 Needle Blights** to kill intruders. Plants can be harvested to make **3 healing potions**.
- **5-Maze of Mirrors:** This room is filled with winding corridors made up of crystalline mirrors. Every mirror will show the reflection of anyone that looks at it with the handsome form of Lorethain Shaar looking over their shoulder, with a **magic mouth** judging the other figure's appearance. Breaking a mirror causes the shards to assault the breaker as **3 magic missiles**. The key to open the door between **Area 6 and Area 8** is found in the center of the maze.
- **6-Narcissist's Museum:** This massive room is filled with statues, paintings, metallic sculptures, and all other forms of art that show Lorethain Shaar in various heroic and striking positions and actions. The key to open the door between **Area 7 and Area 8** is guarded by **4 Animated Statues**.
- **7-Arcane Laboratory:** This room is filled with tools, crystals, and materials for the crafting of a number of magical items. These can be worth quite a bit of gold to those that acquire them. These valuable materials are protected by **1 Animated Suit of Armour** and **1 Hell Hound**.
- **8-Domain of Lorethain Shaar:** All the doors to this room are locked, with keys present in the dungeon or that can be bypassed by picking the locks. Inside the room is filled with opulent furniture, and a natural breeze that smells of fresh ocean air. A massive mirror behind the bed is shattered, with shards of silvered glass strewn all around. There are also gems and jewelry tucked away in unlocked chests. The **mad wraith of Lorethain Shaar**, armed with a **Staff of Fireballs** will rise from the floor, threaten intruders for daring to violate his beautiful world by looking upon him, and attack. Slaying him cures the dark energy.