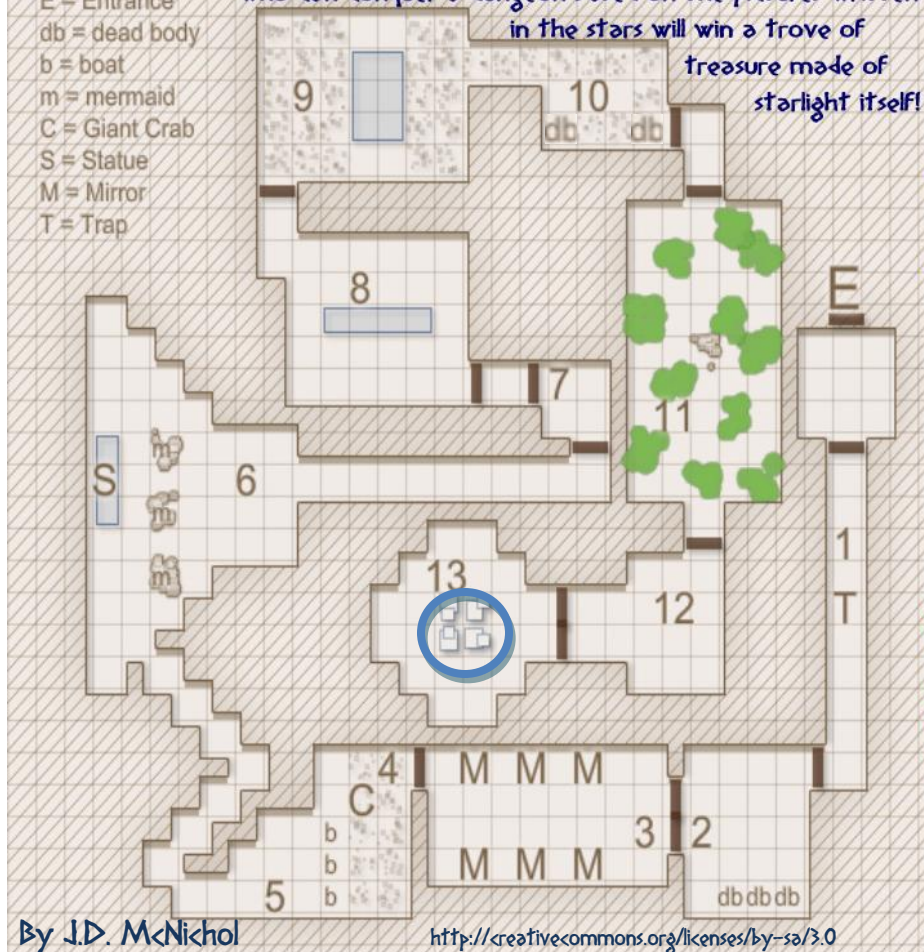


Dungeon of the Stars

An ancient prophecy has said that a group of adventurers who can conquer a dungeon based on the pictures written in the stars will win a trove of treasure made of starlight itself!

E = Entrance
db = dead body
b = boat
m = mermaid
C = Giant Crab
S = Statue
M = Mirror
T = Trap



- 1) **ARIES**: This long corridor is a TRAP. A huge beam with a ram's head swings down on a chain at the characters, who have one chance to dodge or suffer damage.
- 2) **TARUS**: a MINOTAUR guards this room, with the bodies of a dead wizard, thief and paladin in the center. Each body has loot appropriate to their class.
- 3) **GEMINI**: This room has a full-length mirror for each character. A DOPPLEGANGER will spring out of each mirror with the stats, skills and non-magic weapons of characters they have copied, and enter combat. No magic spells or effects of items are copied.
- 4) **CANCER**: There is a beach and underground lake/river in this room, along with three canoes. Each canoe has paddles and can hold 3 characters. A GIANT CRAB will erupt out of the sand if the characters approach the seashore.
- 5) **PISCES**: Taking the boats down the river leads to rapids. At least one character in each boat must pass a Dexterity test or all passengers fall in the water. Those with metal armor have one turn to remove it or drown. After the rapids, two TRITONS attack.
- 6) **AQUARIUS**: The river ends at a small pool. A GIANT STATUE of a large man in a loincloth pours water into the pool from a jar. Three MERMAIDS are sitting on rocks at the pool, singing. Listening to the mermaids sing has a minor healing effect. Attacking the mermaids will cause the STATUE to attack.
- 7) **LEO**: There is a SPHINX in the room. It will ask a riddle of each character. A correct answer earns the character a small bag of 1-10 gold pieces. If any character answers incorrectly, the Sphinx will attack.
- 8) **VIRGO**: There are VALKYRIES in this room, equal to the number of characters plus one. They are feasting at a long table, celebrating a recent victory. Evil characters are attacked instantly. Otherwise, they will wait for the party to speak first. Polite and respectful characters will be invited to join the feast. If any party members are children, the Valkyries will insist on giving the child a hug (count as a cleric's blessing). Noble-type fighters may attempt to romance a Valkyrie. A success gains a Valkyrie as a travelling companion.
- 9) **LIBRA**: This is a TRAP in the shape of a giant set of scales over a chasm with lava below. It consists of two discs, each 20 feet across. One disk will present itself to the players, and then another. The 'scales' will then move across the chasm. If the two discs are not balanced (same number of characters, about the same weight, etc), both discs will turn sideways over the lava river below. The scales will then return to the original shore, and the players may try again to 'balance the scales' before they try to cross the lava river.
- 10) **SCORPIO**: Two GIANT SCORPIONS guard this room. There are the bodies of two fighters and a cleric here, with loot appropriate for their class.
- 11) **SAGITTARIUS**: This room is like a small underground forest glen, with trees, shrubs and rocks. There are three CENTAURS here, armed with bows which attack the characters on sight. They are always moving, giving the characters a penalty to hit them with any non-magical weapons. If two of the Centaurs are killed, the third will offer a magic arrow in exchange for its freedom (it's under the large rock in the center of the room.)

- 12) **APRILKORN**: Four SATYRS are here, keeping three jugs of wine and three maidens captive. Three of the satyrs have daggers, but the fourth will stay back from combat, using his pipes to hypnotize a character each round of combat. The wine is magical; a jug of it will heal all wounds if consumed, add to the character's strength and subtract from their agility and intelligence. The maidens are grateful if saved. They will give a token to each character who fought to save them. Tokens add to reputation/charisma.
- 13) **STAR FIRE ROOM**: This final room is dome shaped, with beautiful artistic renditions of the zodiac star pictures drawn on the ceiling. There is an ornately painted circle in the center of the room with several items inside the ring. Intelligent characters will notice that the floor outside the ring is smooth 'like glass,' though not slippery, and inside the ring they will see sand on the floor. The 'stars' in the pictures begin to glow white and hum 1 turn after the characters enter the room. On the 2nd turn, the hum is louder and the 'stars' turn red. On the 3rd turn, the TRAP springs. Hot white fire fills the room for two turns, though characters who are inside the circle are not affected. After the trap is finished, the characters may take the loot: Each item shines in the darkness, being made of solidified starlight:
 - 1) a MAGIC SWORD, with the star-pattern of Orion the Hunter drawn on the blade,
 - 2) a MAGIC SHIELD, with the star-pattern of Scutum (pronounced "Scoo-toom") the Shield drawn on it.
 - 3) a MAGIC HARP, with the star-pattern of Lyra the Harp drawn on its frame,
 - 4) a MAGIC CROWN which improves charisma, with the constellation Corona Borealis etches on it.
 - 5) a MAGIC DAGGER, which has the constellation Ara the Stingray etched on the blade, PLUS: 1 bag of gold pieces for each character.

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