

THE DRAGON'S LANTERN

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The scorched remains of the adventuring party lie scattered about you. The dragon holds your patron, a formerly formidable warrior, under his claws. His gaze turns to you, the cowering porters and torchbearers... "What ho, little bugs," he rasps, "Following these doomed fools for a few shinies? They have sated my amusement for now. But you chumps are innocents in this fray. I'll provide you safe passage from my maze. Not so fast! There is a condition. I am a dragon, after all. Some skittering thing took a trinket of mine, and I'd like it back. It's in a warren that I can't reach. Return it within the day, and I'll even send this scrapper out with you (The fighter squeaks...)"

The dragon herds you from his lair to a small hole behind some rubble, requiring crawling to enter. "Off you go.... Find my magic lantern... it shows me pretty pictures."

You're 0-level mooks. You got no class or classes. 1d4+1hp. Roll prime attributes (STR, INT, WIS, DEX) as needed to determine proficiency/action success.

Armor		Potentially Useful Items, Roll 2x			
1-3	none	1	large sack	7	flask wine
4	gambeson [AC7/12]	2	chalk	8	holy symbol
Weapon		3	torches, 3	9	ointment (heals 1d2hp, 2 doses)
1-2	dagger	4	waterskin	10	hammer; 4 spikes
3	club	5	mirror	11	vial of holy water
4	sling, 12 stones	6	flask oil	12	50' rope; grappling hook

The tunnels, carved by prehistoric rock-worms, are tortuous and rough. Some dead-end. They vary from crawling height (dotted lines, 1/3 movement rate) to walking height (solid lines). Encounters in low tunnels are restricted to the 1st PC. Larger tunnels are 5 to 6' wide. Numbered rooms/features are 50'+1d6x10' apart.

- After 25' the tunnel opens to walking height. Torchlight soon reveals a 12' wide **chasm**. 15' past the chasm, a ladder leans against the cavern wall (Leaping chasm [1d6 fall dmg if failure] or grappling the ladder with rope requires DEX >12). Three tunnels open past the chasm.
- Four **skeletons** rise from broken, rotted coffins to attack (spear or rusty short sword (breaks on 1 or 20); -1 dmg from stabby weapons, 1d8 dmg from holy water; a devout PC [WIS >12 + holy symbol] may attempt to "pray them away" (turn as 1st level cleric)); 25gp, 60sp, arcane scrolls (*magic missile*, *protection from evil*). A PC may attempt to use the scrolls: 10% chance success+5% per INT pt >12. Failure: 1-3: no effect; 4: scroll explodes, 1d4 dmg.
- Empty cavern. Petrified worm poo scattered about (makes good sling stones).
- Two **ratlings** (humanoid rat, 1-1HD, AC7/12, shield, short sword, 5% chance of disease; 13sp, glass beads (5gp), wedge of cheese) torment a bound **kobold**. If freed, the **kobold** tells the PCs in broken Common that he is a scout for his tribe seeking the dragon to serve. If allowed, he will join the PCs for mutual protection. Otherwise he flees, tossing the ladder into the chasm (Room 1) as he retreats.

- A **pool** of *sulfurous*, stinking water fills the room. The **ratlings** avoid it. Drinking from the pool will heal 1d4hp. Up to 4 doses may be carried in a waterskin.
 - Desiccated rat corpses and webs are scattered in the tunnel. An **aranea** (humpbacked intelligent giant spider, 4HD, AC 6/13; bite (1d6 + poison); casts spells as 3rd level MU) hangs out on the ceiling of the cavern. She doesn't have the lantern and will defend herself if attacked. She will provide general info on the **Ratling Queen** in exchange for food (rat, centipede, etc.)
 - The tunnel here is protected by a **pit trap** (1d4 fall dmg to 1st PC); 1 in 6 chance to find, 2 in 6 if searching or WIS **or** DEX >12.
 - Empty cavern. Harmless glowing fungus on walls smells of old socks and mint.
 - Door secured with a rudimentary lock; 1 in 6 chance to pick if DEX >12 or 2 in 6 to break down if STR >12. **Ratlings** dragged the body of an adventurer here. It is being fed on by 3 **giant rats**. Chainmail, *dagger*+1, pouch with potion of *speed*, 40gp.
 - Large cavern with the **Ratling Queen** (3HD, AC6/13, *club*+1, spells: *scare*, *protection from good*) and 3 **ratlings** watching strange moving pictures projected from the dragon's "magic lantern." Among the scraps in her chambers are: 14gp, 100sp, several gems (5, 10, 20, 50, 60gp), and the deed to a ruined tower....
- Once the lantern is returned to the dragon, he provides a map and a glowing gem that obscures the group from dungeon patrols. Upon reaching the surface, the gem reverts to a mundane ruby (500gp). Surviving PCs gain 1st level classes based on actions/rolls.

