

## THE QUINTESSENTIAL DUNGEON

The Green Griffin barkeep cannot serve any alcohol because rats have taken over the cellar! The PCs must descend and deal with the problem. He agrees to give them free room and board for one night along with 5 g.p. each.

Any character dying in this dungeon will be transported to a room in the inn. They will wake up the next morning with no damage or conditions with all of their gear properly stowed in the room. If a character “dies” their body does not disappear.

**1. CELLAR:** Gnome wererat “Whiskers” Gnawl pillages the cellar with his rat swarms. It’s a ploy to force old Garleb to accept protection from the Thieves’s Guild! Whiskers will order the giant rats to attack and then flee into the sewers. There will be one giant rat per character.

**Giant Rat** (AC 7, HD 1/2, hp 2, #AT 1, D 1d3 plus disease, MV 120’ (40’), Save F1, ML 8, XP 5)

**Wererat** (AC 7, HD 3\*, hp 15, #AT 1, D 1d6, MV 120’ (40’), Save F3, ML 8, XP 50)

**2. SEWER:** A giant spider pounces on one random PC from above as the party moves through this area.

**Crab Spider** (AC 7, HD 2\*, hp 10, MV 120’ (40’), #AT 1, D 1d8 plus poison, Save F1, ML 8, XP 25)

Investigating some desiccated corpses in the northeast corner will yield 5 g.p. and 49 s.p.

**3. VERY CLEAN HALLWAY:** A gelatinous cube moves through this area but will not move through archways nor enter bridges.

**Gelatinous Cube** (AC 8, HD 4\*, hp 22, #AT 1, D 2d4 + paralyzation, MV 60’ (20’), Save F2, ML 12, XP 125)

The gelatinous cube is holding 1d12 each of copper, silver, electrum, gold, and platinum pieces as well as several bones. One bone is actually a **wand of enemy detection** with 9 charges left.

**4. FILTHY CISTERN:** A flatulent otyugh wallows in the sewage.

**Otyugh** (AC 3, HD 6\*, hp 23, #AT 3, D 1d8/1d8/1d4+1 plus disease, MV 60’ (20’), Save F3, ML 8, XP 650)

**5. STAIR LANDING:** Opening the treasure chest found on this landing causes the stairs to collapse, pitching the characters into the otyugh pit! Within the chest is the key for the locked double-doors to the chamber beyond.

**6. COMFORTABLE ROOM:** A rug of smothering protects the **water gem**. The first character to step onto the rug to retrieve the water gem will be enveloped by the rug and will be smothered in six rounds unless the rug is dealt 12 points of damage by slashing weapons or magic. Blunt and piercing weapons will have no effect. If a character is suffocated, the dead character will disappear. The rug will unfurl and reveal the water gem again. The room has comfortable couches and divans with braziers.

**7. WARDROBE:** A mirror is covered by a sheet here. If the sheet is removed, the remover will see their reflection and their alignment will be reversed. The room otherwise contains many, many outfits of various sizes and for various occasions for various genders and races.

**8. DINING HALL:** There is a large dining table here laden with food and drink. Feast here to regain hit points. But beware the enchanted grog! If a character drinks grog, they will experience a random potion effect. Eating for one turn will restore 1d6 hit points and eating for a total of two turns will restore 2d6 hit points. For each character drinking grog, roll on the table below for the potion effect. Potions last for 1d6+6 turns (i.e., 70 to 120 minutes)

Roll (1d6)	Potion Effect
1	Diminution
2	Gaseous Form
3	Growth
4	Healing
5	Invisibility
6	Levitation

**9. ARMORY:** A raised platform holds four statues of men with swords raised with tips touching. This room is an armory. Most weapons and armor are mundane. There is a suit of bejeweled plate mail in the room. If donned, the armor forces the wearer to charge headfirst into the bottomless pit (Room 10) as soon as the last buckle is fastened (no saving throw).

**10. BOTTOMLESS PIT:** This is a bottomless pit with a rickety rope bridge going across. The bridge is very strong, however.

**11. KOBOLD CAVES:** Crafty kobolds hurl fire bombs at those who dare cross their holy bridge!

**Kobold** (AC 7, HD 1/2, hp 3, #AT1, D 1d4, MV 120' (40'), Save NM, ML 6, XP 5)

**12. CHECKERBOARD ROOM:** The hallway leads to a checkerboard room. The first square you enter determines how you move (king, queen, bishop, knight, or rook). If anyone moves into a square "illegally" the sixteen chess pieces opposite will attack. The **earth gem** is on a pedestal behind the opposing pieces in the niche.

**Giant Chess Piece** (AC 9, HD 1, hp 4, #AT1, D 1d6, MV 60' (20'), Save F1, ML 12, XP 10)

The giant chess pieces will not leave the room.

**13. TELEPORTAL ROOM:** A rust monster lives in the pit (center square) guarding the air gem. A wall of force covers the pit. The platforms trigger teleportation effects when stood upon: A, B, D: teleport creatures standing on the opposite platform into the pit; C: teleport creatures in the pit into the room. The **air gem** is in the pit.

**Rust Monster** (AC 2, HD 5\*, hp 20, #AT 1, D Special, MV 120' (40'), Save F3, ML 7, XP 300)

**14. TREASURY:** Four elemental gems are required to open this door. The treasure chest within contains 1,000 g.p. and the legendary **deck of many things**. If the deck is taken, the dungeon starts to collapse.

**15. FOUNTAIN ROOM:** The magic mouth here (bas relief) asks a riddle. If answered correctly, it tells them to drink from the fountain to learn the location of the four elemental gems. If they drink before then, the water is poisoned (save vs. poison or die).

**16. FALSE TREASURY:** A mimic posing as a treasure chest atop a pile of glass gems is here.

**Mimic** (AC 7, HD 3, hp 12, #AT 1, D 2d4, MV 30' (10'), Save F3, ML 8, XP 35)

If offered food, the mimic will stop attacking and become friendly and talkative.

**17. LARGE CAVE:** Hobgoblins camp here playing knucklebones. They keep a halfling thief, Dindu Nuffin, tied up in a cage.

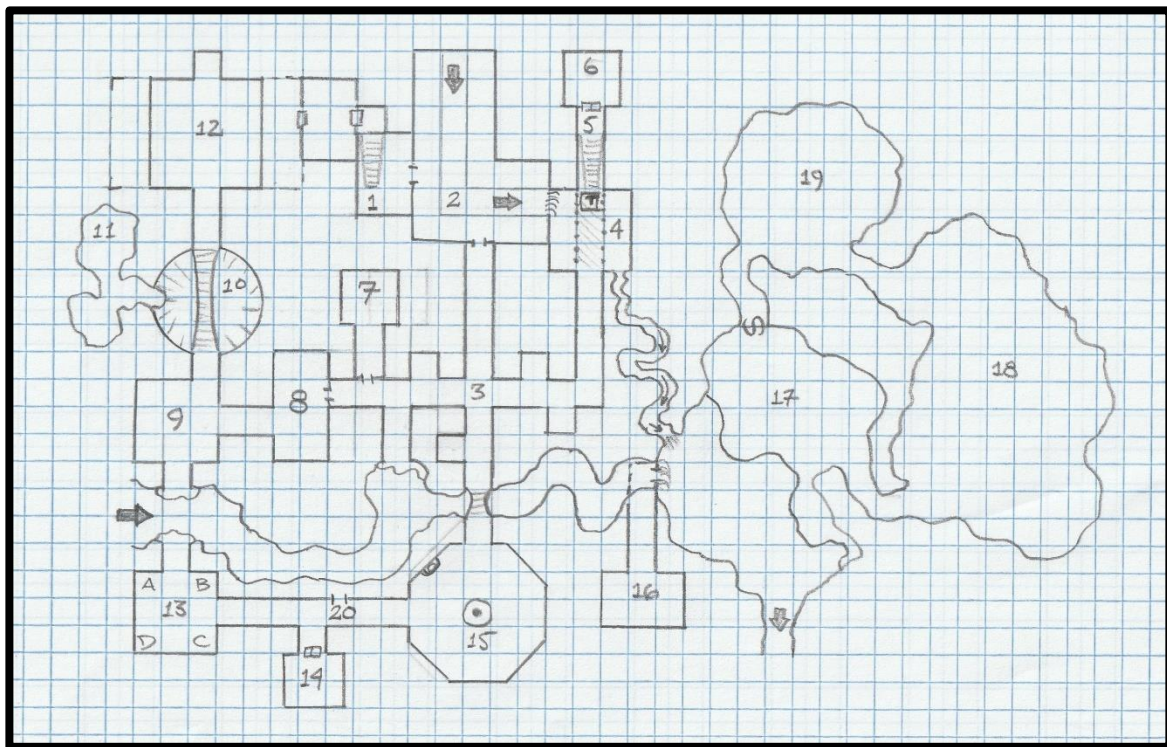
**Hobgoblin** (AC 6, HD 1+1, hp 5, #AT 1, D 1d8, MV 90' (30'), Save F1, ML 8, XP 15)

**18. DRAGON'S LAIR:** If the dragon wakes, she devours the adventurers unless they impress her with a story.

**Red Dragon** (AC -1, HD 10\*\*, hp 45, #AT 3, D 1d8/1d8/4d8, MV 90' (30'), Save F10, ML 10, XP 2,500)

**19. STATUE GROTTO:** The statue's right eye socket contains the **fire gem** but the statue is tall and slippery. Be careful! The earth gem was moved to the area beyond the checkerboard in Room 12. A character will need to climb 20' to reach the gem. A thief will be able to use their normal climb walls ability (at the normal percentage). Any other character attempting to climb will have to succeed on a general skill roll (2d6) against a target number of 9. The character's dexterity ability score modifier is applied to the roll. A fall will result in 1d6 damage. The gem is easily removed if the character makes it to the top.

**20. EXIT:** The sign above the pit reads "JUMP". Anything that falls inside is teleported into a bed in the inn. They will wake up the next morning, in bedclothes, all of their stuff appropriately stored in the room.

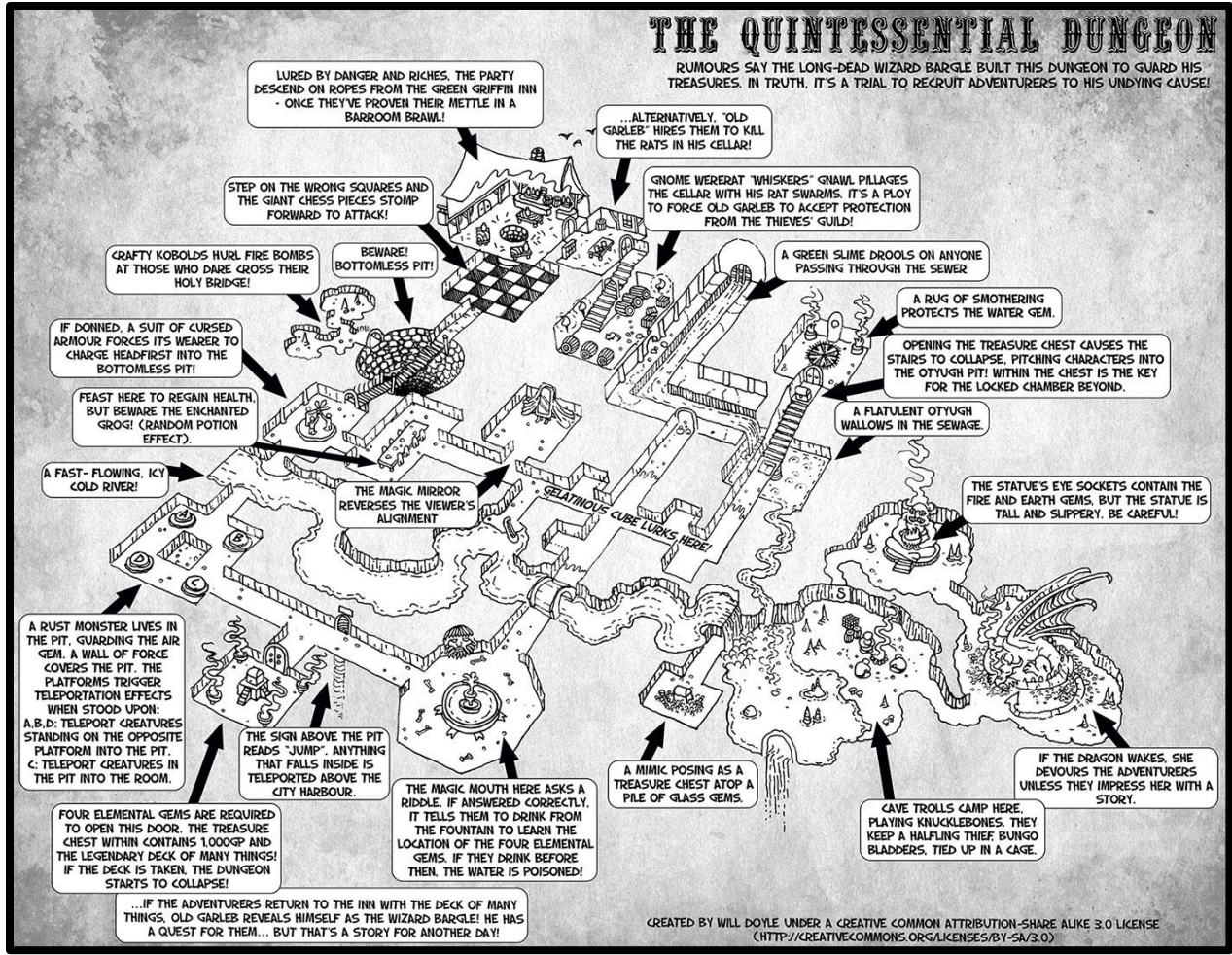


**MAP KEY**

- |                       |                       |
|-----------------------|-----------------------|
| 1. Cellar             | 11. Kobold Caves      |
| 2. Sewer              | 12. Checkerboard Room |
| 3. Very Clean Hallway | 13. Teleportal Room   |
| 4. Filthy Cistern     | 14. Treasury          |
| 5. Stair Landing      | 15. Fountain Room     |
| 6. Comfortable Room   | 16. False Treasury    |
| 7. Wardrobe           | 17. Large Cave        |
| 8. Dining Hall        | 18. Dragon's Lair     |
| 9. Armory             | 19. Statue Grotto     |
| 10. Bottomless Pit    | 20. Exit              |

# THE QUINTESSENTIAL DUNGEON

RUMOURS SAY THE LONG-DEAD WIZARD BARGLE BUILT THIS DUNGEON TO GUARD HIS TREASURES. IN TRUTH, IT'S A TRIAL TO RECRUIT ADVENTURERS TO HIS UNDYING CAUSE!



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