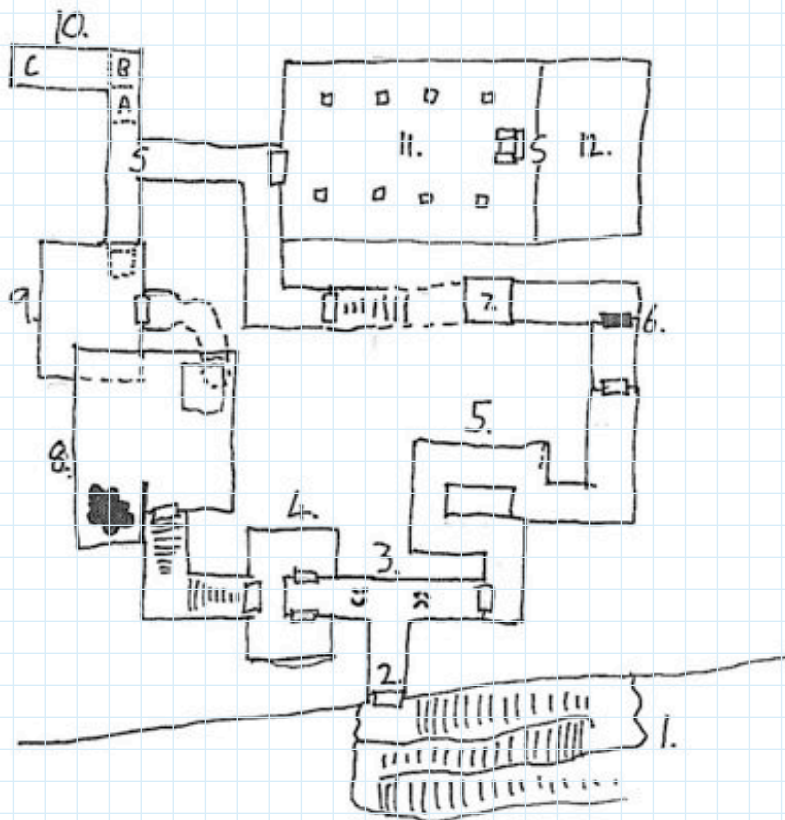


The Lair of Ostanzibal Yent

1 Square = 5 feet



Lighting: Assorted loose items scattered about the place – here a discarded boot, there a scroll case – have continual light cast on them. These shed a lurid purple glow that grants dim lighting throughout.

Random Encounters

Roll 1d20 when characters spend too long not doing anything interesting. Each event is accompanied by a flash of magical energy around the affected character and the projected voice of Yent screaming “Get on with it!” or something similar.

1-4: A random character is struck with a random disease.

5-6: A random character is cursed to smack himself in the face with the next blunt weapon he picks up (normal damage).

7-10: A random character’s skin is covered in glowing blue runes that spell obscenities in the language of the celestials.

11-14: A random character is cursed to only be able to speak by shouting.

15-16: A random character has his or her off hand turned into unliving metal. This grants a strong unarmed attack but the hand is otherwise useless.

17-19: A random character suffers *nothing at all*.

20: A random character is magically compelled to kick open the nearest door.

Background: Ostanzibal Yent is a dark elf mage so twisted and insane that he was too much even for the other dark elves. He makes his lair in a dungeon specifically designed to keep him entertained by the antics of the fools who come looking for him. If his nefarious reputation isn’t enough, Yent has made it known that whatever can be stolen from his lair can be freely kept. Finally, he is not above kidnapping people to lure would-be rescuers into his web.

Room Key:

1. Wish Me Luck: The switchback stairway climbs about sixty feet up a cliff face. Halfway up is a small offertory shrine with a few loose coins in it (coppers and silvers) and an inscription that says “A coin for luck.” This is lies. All proceeds go to the Ostanzibal Yent dungeon-building fund.

2. Hello, Goodbye: The front door is not locked but it is trapped. As soon as it is opened (outwards) even the tiniest crack, a force wave is triggered that hits anything standing in front of it and knocks them off the switchback stairs. This trap triggers every time the door is opened, but the door does not close on its own.

3. Comedy and Tragedy: The left fork is marked with the symbol of comedy. Characters who pass over the symbol hear a maniacal, hooting laugh. The right fork is marked with the symbol of tragedy. Characters who pass over it hear a blood-curdling scream.

4. Ha Ha Ha: When one of these doors is opened, the other opens as well. The room beyond is a filthy hyena den – the hyenas are starving and attack in a frenzy. (Mundane treasure.)

5. Non Sequitur: The floor of this corridor is under three feet of liquid mud. The corridor is also infested with the animated severed hands of previous victims, which attack from both above and below the mud-line. One of the hands wears a magic ring.

6. Not The Trap You Were Looking For: The iron door has no handle and a hole next to it for hand-insertion. The button in the hole opens the door and triggers a scything blade from the wall at ankle height, designed to sever feet. The blade attacks the marked squares.

7. Dropping a Clanger: There is a pit here 20 feet deep, and a 20 foot chimney above. Metal rungs set into the far wall go up and down. The exit is at the top of the chimney. If any weight is put on the topmost rung, the stone wall with the rungs in is transmuted to mud, dropping a climber, all the rungs, and enough mud to drown in, into the pit.

8. The Difference Between Pudding and Dessert: Sitting in one corner of this room is a gelatinous cube, parked directly over the floor exit. The cube is a fake, made of edible, mint-flavoured gel. A black pudding lurks around the corner. It has learned to wait until victims are distracted by the ‘cube’ before slithering out to attack.

9. WYSIWYG: Floor mosaics show: a sword, a bottle, a trapdoor, a pile of gems with a starburst backdrop, a coil of green rope, and a heavy weight. Smashing through the mosaics reveals, underneath them, what is shown in the mosaic. The sword is magical. The bottle is a potion. The trapdoor is the way out. The gems are gems and an explosion. The rope is in fact a constrictor snake, kept in suspended animation (it attacks with surprise). The weight falls from above instead of being found underneath the mosaic.

10. Learn To Love The Bottom of Pit B: This corridor has an easy to spot pit trap in the square marked A. It must be jumped to proceed. Immediately beyond it is a second, much harder to spot pit trap (B). At the bottom of pit B are some mixed bones and some light treasure (a minor magic item or torn sack of gold, say). Around the corner the corridor slopes up at about a 30 degree angle. A key lies on the floor at the end. A slender thread tied to the key (difficult to spot) vanishes between the flagstones of the corridor floor – this triggers the flood trap when the key is picked up. The flood trap causes water to pour from the ceiling at C, washing characters back into pit B. The key opens no lock in this dungeon.

11. I Fake My Climaxes: The ostensible Ostanzibal is actually a simulacrum with several magic items (wands and scrolls to help it simulate spellcasting) and a fraction of the real wizard’s power. There are also mindless undead here that obey the commands of ‘Ostanzibal’. The room is trapped with several floor tiles that trigger thrusting spears and poison dart turrets that are controlled by the crystal ball in the inner sanctum. The treasure here is significant (both cash and magic items). The secret door here is very well-hidden and trapped with a demon-summoning glyph.

12. And Behind Door Number 2...: This is Ostanzibal’s inner sanctum, crafted with a vertical escape tunnel to take advantage of his flying magic. The crystal ball mounted here can see and hear anything that happens within the dungeon, although it can only focus on one area at a time. It can also transmit the user’s voice and certain spells into those areas. (If removed from the dungeon it works as a normal crystal ball.) The real Ostanzibal is here, and will greet intruders with maniacal laughter and deadly magic. The only treasure here is the crystal ball and what Ostanzibal is carrying – which is a lot.