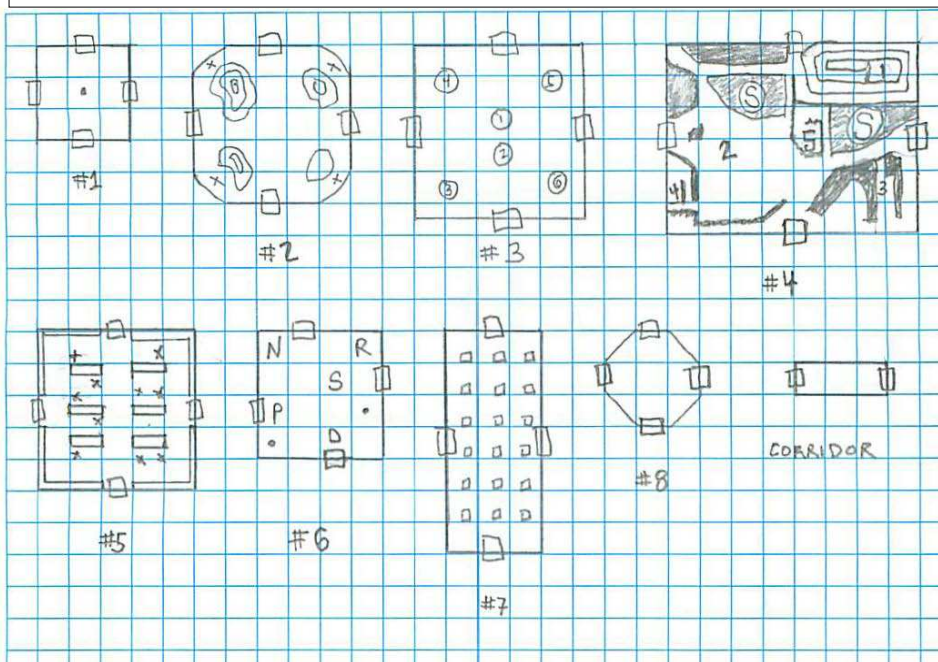


Peritus vester ars (PVA)—vulgarly translated in common: Watch your ass – Level 0



Entry corridor: Characters transported into 10X10X12 corridor w/ ambient light source. @ end of hall is a wooden door. Pit trap in middle of corridor. Pit contains: 1 backpack per party member. 10 days rations. 1 magic water vial per character. There is a dagger on the floor of the trap.

Room # 1. Animated Guardian: In the middle of the room facing the doorway stands a knight in plate armor. He has a sheathed long sword in a scabbard on his back and a heavy shield in his left hand. The room is of finely hewn stone 30X30X25 feet high. The room glows blue, and the knight's eyes shine red. He is not moving and says nothing.* (eventually has **malachite** icosahedron)

Corridor to # 2 first time through: 6' staff on floor. If pit trap also a battle axe on floor of pit.

Room # 2. Desert Environment: It is hot. Scorpion in ea. corner of the room. On sm pedestal atop mound in NW corner is **onyx** tetrahedron gem. SE mound: war hammer buried. Handle sticking out. Below surface is Dwarf skeleton wearing Dwarven leather armor. Body has pouch containing bottle of ink and quill for writing.

Corridor to # 3 first time through: 20 palm sized rocks scattered on floor. Short bow 20' from door. If pit trap, blank spell book on floor of trap. If Dirt fall trap, scroll w/ spell (DM choose spell) atop newly fallen mound.

Room # 3. Birhaakamen (wild bird-men): 50X50X80 ft high. 60' "tree" in ea. corner +2 in middle. Nest atop ea "tree" 4 wild bird-men in nests. Quiver w 20 arrows @ base of middle tree. Treasure: Nest 1: **Sapphire** cube gem. Scroll w/ spell. Nest 2: Bones of humanoid, Brass button. Nest 3: Holy symbol from deity of party's cleric. Nest 4: Wooden magic water bottle w/ 3 lines of water remaining. Nest 5: Empty pouch suitable for carrying palm-sized rocks, leather sling. Nest 6: Left handed gauntlet w/spikes. Looks suitable for human hand.

Corridor # 4 first time through: If pit trap, 2 vials of potion on floor w/ spider webs etched on bottles. Ea. vial cures 1 character of poison and all damage associated w/ poison.

Room # 4 Giant Spiders (2 Smaller) Room is buzzing w/ noise of insects. You see hedge groves and wisps of spider webs. Area 1: Hidden in small cubby of bush, unconscious Halfling near death. Has spell book w/ 2 m.u. spells written in it, ink, small pile of wood dust (old water bottle). Area 2: Human sized helmet. Area 3: 50' coil of rope. ½ weight 2bl strength "**Impetro**" keeps rope tied. "**Immunis**" unties rope. Area 4: Human adventurer suspended in webs. He has 6 days rations in pack, 1 wooden vial w/ 6 days water rations, In his pocket is **Topaz** octahedron gem.

Corridor # 5 first time through: Large shield in middle of corridor. If spear trap, there will also be a battle axe on floor.

Room # 5 Skeleton Library: Book shelves packed w/ books all around room. 6 tables in room 10 Skeletons seated @ tables all in various postures of studying. Ea has a short sword. A book on N shelf W side of door is a fake and contains **Jaspar** dodecahedron. 4 scrolls of worth in various locations. DM chooses spells and levels. Bookmark in book has "Half the width/Double the strength/ Tie with **impetro/immunis** when done/and giver 'er a yank." written on it. (Refers to rope.)

Corridor # 6 first time through: If Net trap, brass button, and pair of leather pants shoot out of wall instead of trap, otherwise nothing in corridor.

Room # 6 Trap Room: N=Net Trap. R=Random Trap. S=Spear Trap. P=Pit Trap. D=Dirt Trap. *=**weapon** of DM's choice on floor. Trap triggered when character steps on square w/ letter.

Corridor # 7 first time through: 1 full magic water bottle in middle of hallway.

Room # 7 Zombie Graveyard: Total of 8 zombies. 50% 1 zombie will pop out of any grave when stepped on or tombstone is read. Graves are numbered randomly 1-18. # 1 says "black" #2 "blue" #3 purple #4 red # 5 green. All others have random words, But no color. (Colors refer to gems and order of gems to escape dungeon.)

Corridor # 8 First time through: 1 crossbow and 20 light bolts in quiver on floor.

Room # 8 Rats: 3 dead adventurers w/ 4d8 rats crawling on them. When party checks dead they find 1 suit armor, 1 sword, 1 mace, 1 magic water bottle (6 days water), 1 empty sack, 15 cp, 4 sp and 10 gp. DM chooses armor type.

Important Notes:

- Characters enter with only clothes on their backs. They will acquire tools and equipment in the dungeon.
- No light source needed. Rooms have a magical glow.
- Characters have no proficiency in any weapons. -1 on attack and -1 dam. until 3 hits, then no negative. If nat. 20 in 1st 3 rolls, then automatic proficiency.
- *for full effects of this room see back of page for poems etc.
- "Magic" (ritual/spell/curse... DM choice) transports characters into first corridor.

Special Magical Items:

- Wooden vials of water. Ea w/ enough water for 10 days. Sm wooden bottle appearing to hold no more than 500ml water. Lines carved on bottle mark serving size. On day 11 50% chance empty. Day 12 60%,...Day 16 100%.
- Monsters are magical in nature. Upon death their bodies turn to dust and disappear. Some of their weapons and other items may remain.
- **Virescrit** +1longsword w/ telepathic bond. Unaligned. Bond formed when character rolls total of 3 Nat. 20s (DM keep track). No bonus w/ sword until character achieves proficiency. Once bond forms, sword will return to owner's hand from up to 50' away. Sword will also level up to +5 (DM designs abilities).

Corridors:

30'X10' X12' high. Dimly lit. At end is an unlocked wooden door. Corridor has 50% chance of being trapped. If trapped, then 1d4

1. Pit—10ft deep 1d8 dam. Save = ½ dam.
2. Spear—pressure plate releases 2 spears from ea. end of corridor (4 total) Roll to hit appropriate character(s). If hit, save = ½ dam.
3. Hooked net—pressure plate releases net across corridor (DM chooses location in corridor). Save = avoid net. Caught character =2d4 damage. If struggle extra 2d4 dam.
4. Dirt and Rock pile drops in hall. 2d6 damage. Save =1/2 dam. If successful 1st save, get second for full avoidance.

Characters may salvage weapons used in traps i.e. spears and nets.

Doors:

Ea. room has a door at one of the cardinal compass points. If you leave through south door of a room, you will enter a corridor and @ the end of the 30' hall the next door opens @ north of next room. Etc. Another example: leave W door go through corridor; enter next room through E door. Room entered is determined by 1d8 roll. # corresponds to room #. (Poss to re-enter room characters exit, if random roll is the same room #.)

Entering room through door: Door location relative to ground determined randomly ea. time a room is entered. Note: re-roll this when characters reenter a room.

Door Height off Ground (1d4):

1. Ground level
2. 10 feet off ground
3. 20 feet off ground
4. Ground level

If 2 or 3 roll 1d4

1. Ladder
2. Stairway w/10' landing at top
3. Rope suspended from ceiling 10' in front of door
4. Nothing. Door is whatever height above ground, w/ no obvious way down.

Room # 1 Animated Guardian: If the characters attempt some type of attack from the doorway it fails.

First time in room # 1: All must enter the room, and when the last character does the Guardian says to them:

Now listen fools before I kill you dead
Welcome to my enchanted world of dread
I highly doubt your abilities will prove near
adequate in preventing soul's remove

On perchance my judgment's gone awry
I give eight rooms for you to try
Perfect solids of gems must you discover
A key to leaving here must you uncover

As you came so must you align to go
A piece to the first five—don't be slow
If may chance we chat a time again or two
More mental twists I might give to you

But... (begins to draw sword)

No more of this shall I here tell
Virescrit shall dispatch you all to hell!

If the characters kill the Guardian, he turns to dust except for *Virescrit* and the sheath. The lettering on the sword no longer glows and the ruins on the sword now appear etched in the metal. Runes will glow when character bonds with sword. See front page.

Fourth time in room # 1: If party has killed the Guardian all three times they have been in the room:
(Option 4)

Three deaths!—Never, no more!
I'll dice you in small parts
 Red is the color of piece four
Three deaths!—Never, no more
 It's my turn to even the score
 Virescrit will carve out your hearts
Three deaths!—Never no more!

If party has killed the Guardian twice up to this point read **Option 3**

If party has killed Guardian once up to this point read **Option 1**

If party has yet to kill Guardian and has run away each time read:

All you do is run from me
Your pants are drenched in pee
 You'll never find glory
 Unless we get nice and gory
Time to bleed, time to die, let's see →



The gem order is 4, 6, 8, 12, 20. If the Halfling is with party he must be first out, since he came in before all of them. If not enough characters alive, one gem each until last person then the last character must have the remaining gems in hand in proper order. ←

Second time in room # 1: If the characters killed the Guardian the first time, then he will try to re-bond with his sword. The bond will be automatic if the character possessing the sword has not gained proficiency or the character has not formed his bond with the sword. If the character has a bond with the sword, then the Guardian must kill the character to reestablish his bond with *Virescrit*.

(Option 1)

Hail! My hearties, we meet anon
You thought your work with me was done
Alas, your destiny is more pain
You killed me once, but not again

Black first then blue, it's what to do
Though you'll never learn, you're cuckoo
Puzzle's too hard brains it will drain
You killed me once but not again

Draw what weapons you've acquired
Since my last fall your deaths I desired
With your blood the floor I will stain
You killed me once but not again.

If Characters ran away on first encounter:

(Option 2)

You run like a cowardly mob
And your lives I'll assuredly rob
 Flee as much as you will
 I care not when I kill
Grab a weapon and proceed with the job.

Fifth time in room # 1: If the party has killed the Guardian four times:

(Option 5)

Ha, death to you!
I weary of this adventure
 Ha, death to you!
I'll kill you that's what I'll do
Your best chance at life is so small
Virescrit will eviscerate all
 Ha, death to you!

If party has killed the Guardian three times up to this point read **Option 4**

If party has killed the Guardian twice up to this point read **Option 3**

If party has killed Guardian once up to this point read **Option 1**

If the party has yet to kill the Guardian he mocks them and makes rude gestures:

Ha, Ha nya, nya...you people are so lame...you'll never win our game! →



With the final word, he bows his head and time speeds back to normal. The killing weapon cleaves the head from his body. As his head hits the ground, the Guardian turns to dust and a 20 sided malachite gem sits atop the grey pile. The characters must exit from the door in which they entered (Make sure you note the door when they first arrive.) Ea surviving character must carry a single gem in proper order. ←

Third time in room # 1: Same description as other times. Same re-bond opportunities for Guardian as in column 2. If characters killed Guardian a second time and are now meeting him for the third time:
(Option 3)

Twice now you've found a way
 Sorry, now it's your turn to die
Pull out your weapons and play
 Virescrit will poke out your eye

Sorry, now it's your turn to die
 Purple is a beautiful color
Bruises and cuts sliced like a pie
 Severed heads will enhance my décor

Purple is a beautiful color
 It's third in succession
Sadly, your brains are getting duller
 And you'll fail even with discussion

You killed me twice not again
 Pull out your weapons and play
My turn, blood from your bodies I'll drain
 Twice now you've found a way.

If only killed Guardian once, read **Option 1**

If ran away last time with no kill:

You really are an embarrassing lot
Like children with noses of snot
 "Oh he's too hard! Run away!
 You hurt my feelings let's play
Who's brave enough to give it a shot?

Final Encounter room # 1 Party has four of five gems:

Adventurers come back to me
 In polyhedral insanity
You have four pieces; one more to see

O how much more work can there be
 Much more—success is a rarity
Adventurers come back to me

A secret puzzle might cause glee
 You lack the brains for this dainty
You have four pieces; one more to see

Stick to the main or be unfree
 Need not this treasure's victory
Adventurers come back to me

Put the gems in order and flee
 A chest hidden by secrecy
You have four pieces; one more to see

Virescrit will exact his fee
 Colors and gems in complicity
You have four pieces; one more to see

Then fight

Upon what will be the killing blow: As the weapon comes down for the final hit, time seems to stop and the weapon hangs above the doomed Guardian. He stands erect and says:

Finally, a hero worthy of the name
You've won this part of the game
 Your trial's not through
 Figure out what to do
Get out and seek fortune and fame!