The Last Defense (low-level adventure)

1 Square = 10 feet x 10 feet

Lighting: Dim blue light, except in rooms 1A & B, 11 A, B, & C, and 12; in those rooms, pitch black.

Random Encounters: Roll 1d10 /room or whenever you feel the need for monsters
1 – 6: nothing
7: 1d4 skeletons (low-level)
8: Spooky sounds (esp. dripping water)
9: 1d4 kobolds
10: Something collapses near the PCs
(OR 8: as #7; 10: as 9 and 8 combined; use these if you want more monsters)

DM, look up the stats for breaking doors.

Background: The Last Defense was a keep commissioned by a man named Nuradin. His garrison was utterly defeated a few years ago, and they've wanted adventurers to make sure no monsters have set up residence since.

The cavern complex was built under a lake; as the river fills the lake, the lake pours through a hole past the cavern complex into an underground lake (see room # 6). The end goal of the DM is to get the PCs to trip the trap in room 12; try unnerving the PCs or building them a sense of security in the other rooms.

Room Key:
1A: **The first entryway;** looks mostly unworked, except for a few old wooden supports.
1B: **Entryway room 2;** the three secret doors are designed to confound intruders, as well as allow defenders to ambush any invaders. Incidentally, the last time they tried this they were all killed. Feel free to have any PCs that wander into the trick passages to find numerous skeletons (the dead one, not the undead one, unless you want them undead), arrows, etc.
2: **The "outer wall;"** these walls are about 10 ft. high, with 3 ft. crenellations at the top. For reference, the cave ceiling at this point is about 16 ft. high. The gates are either open, collapsed, or unlocked and easily opened.
3: **The barracks;** a castle-like structure made of cut gray stone. Semi-collapsed, cannot be entered. When the PCs attempt a listen check, you can either roll randomly or decide to have the remaining walls and roof collapse (just to unnerve them).
4: **The chapel;** a chapel to the god of stonework (traditionally Moradin), made of ornate stonework with a vestigial roof (inside a cavern, roofs aren't necessary). If the PCs enter it, give it standard furniture: pews, an altar, etc. but have it abandoned and empty.
5: **The market;** the dashed lines behind it indicate an illusory cavern wall. Since large carts couldn't make it through the mail entrance, they used the illusory one. The market has equipment for making or repairing all manner of weapons or armor. PCs looting it can find enough gear to assemble a kit of masterwork artisan's tools for craft (armorsmithing) or craft (weaponsmithing).
6. **The waterfall and pillar;** all the light in the room shines from here. The blue area is a waterfall, which falls to an underground lake ~100 ft. below. The pillar in the middle is the base of the Lake Tower, which extends high into the sky above. The water is pure (can be used to fill waterskins, negligible chance of disease) and is loud (penalize listen checks, esp. near the waterfall).
7: **The "town hall;"** all the affairs of the hideaway were run from here. It lies in ruins and cannot be entered.
8: **Miner's huts;** the miners that worked to create most of the fortifications lived here. All are abandoned, most have collapsed. They are the only non-stone buildings (made of old wood).
9: **The chasm;** it's a 50 ft. drop, crossable only using the bridge. There are many skeletons on the other side.
10: **The "inner wall;"** these walls are 10 ft. tall, the brown "doorways" are actually arches. The arch on the first line of defense is 5 ft. above the floor, can be reached by stairs, and is a ramp 10 ft. down to the -5 ft. floor behind. The second arch is at floor level. There are many skeletons here.
11A & 11B: **Backrooms 1;** these identical room are filled with skeletons, old armor, rusting weapons, the usual.
11C: **Backrooms 2;** there's nothing in here.
12: **The trap;** the final room contains only a very obvious trap. The mechanisms to set it off are clearly visible on the walls; the trigger "T" activates a collapsing ceiling trap in the square marked in red. Note that all doors in the dungeon open toward the end room.
The trap collapses the ceiling *under the river*. Once the trap is triggered, water floods into the rooms at high speed, shutting doors, tripping PCs, and generally making a mess. The job of the PCs is to make it past the chasm (# 9) before they drown. Note that room 11A would fill first, followed by 11B and between walls # 10, then 11C (at this point water pours into the chasm). Fill the rest as you see fit, but not 1B/A.

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