

The Tunnels of Turrack the Terrible

STORY

Robert the Red was not a very good mage and he knew it. The court of Baron Sillwen called him Bob and he resented that. When he was finally laughed out of town he vowed revenge against those who had made fun of him. He wandered for a time until he found a peculiar friend – a spectral spiderling. He raised the tiny spiderling to adulthood on a diet of small game that could be found in the forest. He also noticed that anything bitten by the spider would become undead. This would be the path to vengeance for the newly-named Turrack the Terrible. Ten years have passed and both the spiderling and Robert have grown. Baron Sillwen has hired you to investigate why the creatures of the forest have become scarce and why the undead have begun to haunt the forest. Your search has led you to a cave in the woods 20 miles from town...

(A) ENCOUNTER ROOM

A room filled with blankets, rags, and hay plus a Random Encounter and Random Treasure

(B) TRAP ROOM

A room filled with barrels, boxes, and crates plus a Random Trap and Random Treasure

(C) EVENT ROOM

An empty room with a Random Event

(1) ENTRANCE

An empty room with d4 Banshees

(2) SPIDER LAIR

Full of webs and a Giant Spectral Spider plus Random Treasure

(3) CORPSE STORAGE

A room full of cocooned corpses plus Random Treasure

(4) PREP ROOM

Full of cast-off clothes of all makes and sizes and styles

(5) AUDIENCE CHAMBER

Well lit with many torches and candles; runes on the floor; torture devices; blood, guts, and bones; and various tables, chairs, and cabinets; plus tools and knives

(6) ROBERT'S ROOM

Bed, rugs, cabinets, junk, devices, potions, jewelry, gems, one-way escape passage, and Robert plus five Random Treasures and diary

GIANT SPECTRAL SPIDER

Level 20 stats: poison causes undead resurrection 48 hours after death

ROBERT THE RED

Level 4 mage/20 necromancer

ENCOUNTER TABLE

1-4	empty
5	2d6 rats
6	slime mold
7	gelatinous cube
8	rust monster
9	d6 skeletons
10	d6 ghosts
11	2d4 ghouls
12	d6 zombies
13	d4 ghosts
14	d4 shadows
15	d4 spectres
16	3 wights
17	3 wraiths
18	2 banshees
19	1 mummy
20	1 lich

TRAP TABLE

1-4	empty
5	poison potion
6	sleep
7	cursed item
8	Encounter
9	pit
10	gas
11	poison arrows
12	acid
13	confusion
14	fireball
15	lightning
16	scythe
17	crusher
18	explosion
19	mimic
20	hex

EVENT TABLE

1-4	nothing
5	moans
6	rancid odor
7	screams
8	loud clangs
9	rattling chains
10	creaking door
11	Encounter
12	Trap
13	crying
14	whispering
15	laughing
16	unlocked chest
17	locked chest
18	footsteps
19	dripping water
20	chittering noises

TREASURE TABLE

1-4	nothing
5	d12 copper
6	2d20 copper
7	d10 bronze
8	d20 bronze
9	d8 silver
10	d4 gold
11	d4 potions
12	d6 gems
13	d4 cleric items
14	d4 jewelry
15	d4 reagents
16	d4 scrolls
17	clothing
18	shield
19	armor
20	weapon

