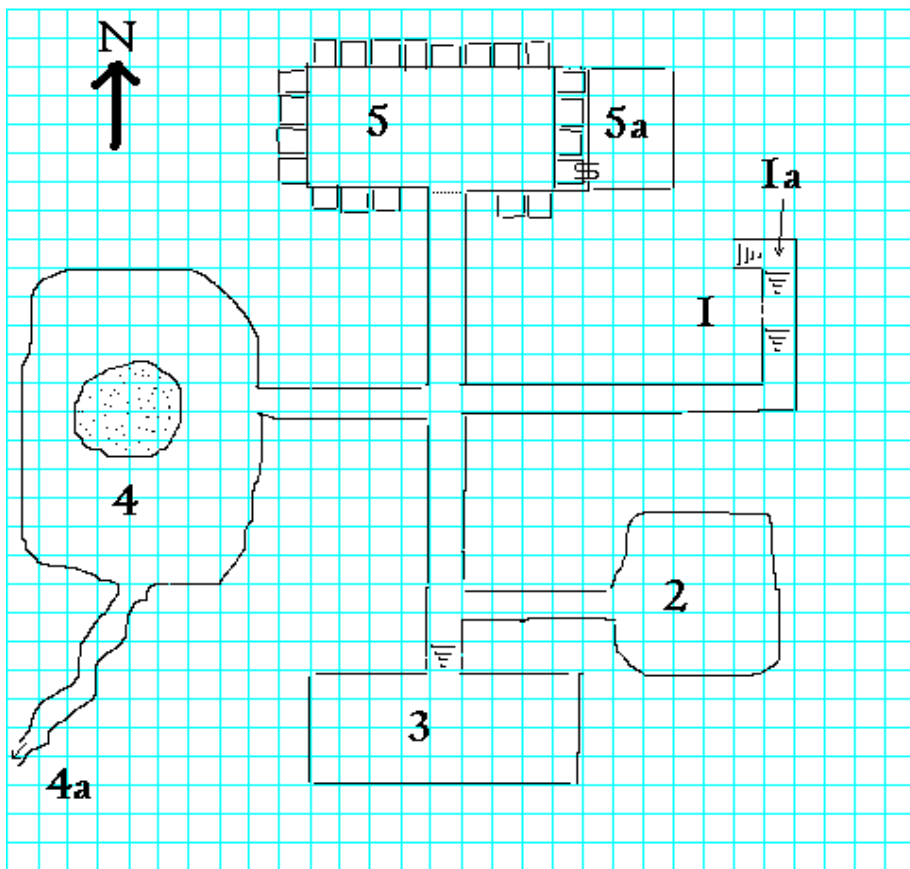


Dungeons of the forsaken abbey by Gabriel P. (urudnd@gmail.com)



Lighting: All rooms & passages are dark unless noted.

Design: Room & passage heights are 10' unless noted. All passages are 10' wide unless noted.

Wandering monsters (1d6):

1. 1d4 adventurers
2. 2d4 spiders (hatchlings)
3. 2d4 giant rats
4. Ooze
5. 1d4 Skeletons
6. 1d3 Zombies

Atop of a hill stands the ruins of what once was an abbey. Long ago the studious monks became corrupted by some evil they found while expanding the underground complex. Soon, the corrupted monks were slaughtered and the abbey burnt to the ground by an order of wizards. But the root of the evil is still here, waiting and slowly corroding all around it...

1. **Stairs:** Three flights of stairs lead down from the ground floor and the ruins of the abbey into the dungeons. One of the steps of the first flight is trapped and anyone stepping on it will cause the floor under Ia to open.
 - a. **Spiked pit trap:** Anyone standing here when the trap is triggered will fall down 20' into a series of rusty spikes. The corpse of an unfortunate adventurer rots here.
2. **Tiled cave:** This roughly domed room has been carved in the rock and its floor is covered with square black marble tiles. Here the air is strangely cooler than in the rest of the dungeon. If any of the walls are touched they are oddly cold and a sensation of something quickly approaching as if reaching for the hand from the other side can be sensed. If even after that the person continues touching the wall a hand emerges from the wall grabbing his hand and pulling him into an extradimensional room. The entity there is not evil but what else is in that room and how to come back from it is for the DM to determine.
3. **Wine cellar:** A series of huge wooden casks fills the southern wall of this room. Some are whole but empty and some are broken. This room is the den of giant rats that will attack anyone disturbing the place.
4. **Large cave:** Water oozes down the walls of this natural cave and form a small pond in the middle of it. It also drips down from the ceiling almost 30' above. The exceeding water runs to the south and is lost in a large crack on the wall. The surface of the pond is covered with a dark green algae. At the bottom covered by a heavy iron slab is a fist sized ruby.
 - a. **Guardian:** A couple of large spiders inhabits the caves beyond the crack and has been corrupted by the hidden gem which it now guards. Any disturbance in the pond will cause the spiders to attack anyone in the room. If followed, the passages lead to an exit on the hillside.
5. **Catacombs:** A rusting iron portcullis blocks the access to this room. From floor to ceiling a series of niches covers every wall. In the niches rests the bones of long dead monks but some of them are in fact undead creatures: zombies and skeletons. They will attack and pursue anyone who disturbs any niche.
 - a. **Ritual chamber:** Behind one of the niches of the eastern wall there's a secret door that leads to a room whose walls are covered by demonic scriptures from floor to ceiling. On the east wall there's a wooden X to which a now mummified corpse is tied with barbed wire.