

AEON CAVES OF Treasure

You have to fill any field where there is a ⊕, before then using this dungeon. Created by Aleksandar Petrovic

You have heard of a very powerful magic item that is hidden in a forgotten cave among the mountains. You arrive at what looks like an entrance, something is moving there. At your right, looks like there is a dark and narrow passage and at your left a stream of black water comes out from a low tunnel.

⊕ Dwellers of the Dungeon (Roll d6)

01. [] Lizardfolks (*Mod: 1/2*)
02. [] Ghouls (*Mod: 1/2*)
03. [] Kobolds (*Mod: 4*)
04. [] Gnolls (*Mod: 1*)
05. [] Orcs (*Mod: 1*)
06. [] Fishmans (*Mod: 1*)

⊕ Boss of the Dwellers (Roll d6)

01. [] Strixa, the Medusa
02. [] Kingår, the Wraith
03. [] Nobrod, the Cyclop
04. [] Xtreamrus, the Screaming Demon
05. [] Sunny James, the Succubus
06. [] Saramàn, the Sorcerer

⊕ Guardian (Roll d10)

01. [] Adhamah, Flesh Golem
02. [] Pyrofàur, Fire Elemental
03. [] Tarsenex, Earth Elemental
04. [] Apatèros, Water Elemental
05. [] Aereviatic, Air Elemental
06. [] Kytoven, Wyvern
07. [] Axonaxarus, Coatl
08. [] Akaptor, Beholder
09. [] Frugus, Treant
10. [] Ertolino, Ghost

⊕ Treasure (Roll d12)

01. [] Dainsleif, Flaming Sword
02. [] Draupnir, Ring of Wealth
03. [] Gjallar, Horn of Raise Undead
04. [] Gleipnir, Indestructible String
05. [] Nevidnir, Ring of Invisibility
06. [] Povratllar, Resurrection Scroll
07. [] Megingjord, Strength Belt
08. [] Skidbladnir, Foldable Ship
09. [] Svalin, Fire Immunity Shield
10. [] Palanblir, Divination Sphere

⊕ Secret of the Dwellers (Roll d6)

01. [] Boss is controlling them magically
02. [] They are polymorphed humans
03. [] They would like to live with humans
04. [] They love and appreciate literature
05. [] Their Boss is an ally of humans
06. [] They trade secretly with merchants

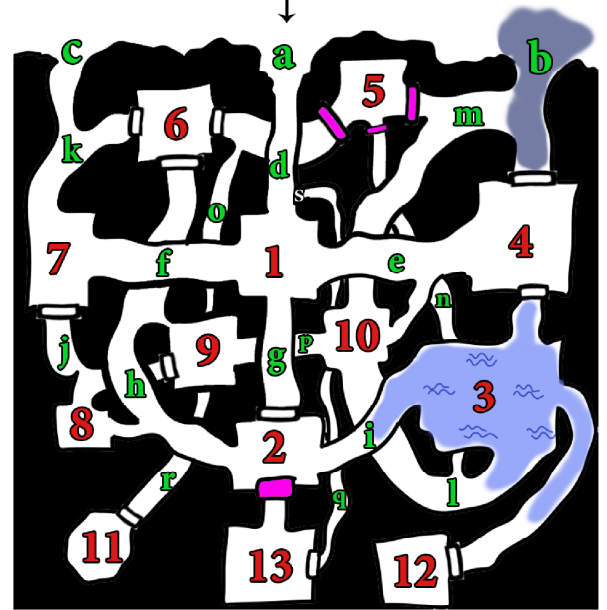
⊕ Ideology of the Dwellers (Roll d6)

01. [] Kill any stranger on sight
02. [] Sacrifice humanoids to the Chaos Deity
03. [] To protect their Boss
04. [] Hoarding treasures and objects
05. [] Eating humanoids (especially children)
06. [] Hiding their existence from the world

ROOMS

1. A waiting room decorated by statues with various animal heads
2. A steel door says: "Only those Pure of Body and Honest in Spirit will pass"
Requires to activate the Silver Scale in Room 11 and have a bath in Pool in Room 12
3. This room seems flooded, the water is very deep and dark, but looks clean.
4. This is a torture room. There a lot of spiked maces and whips, as other tools.
5. There is a closed door, with a face carved on it. Underneath, it's written: "The Password is: 1d4, 1: Throne, 2: Spade, 3: Staff, 4: Fiend) The door can talk, players must make the talking door say the Password in order to open it
There is a silver scale in the room. The Golden Heart and the Angel Feather must be put here in order to unlock the Door in Room 2
6. A stone throne is located in the centre. It's decorated by runic carvings.
7. There are various statues scattered around. The heads are on the ground.
8. The corpse of a minotaur is ripped open on the floor. Footprints lead out.
9. Two humans, an elf and a dwarf dead. Once they had armors, except the elf.
10. The floor and the ceiling are mad of iron bars. Wind blows from below.
11. This room is full of levers, valves and tubes. A big plate says: "Water Pression Control", underneath there is a bolt but the Valve is missing. Requires Red Valve. to remove water from Room 3
12. A pool with crystal clean water is illuminated by a beam of silvered light.
The party must take a bath in the pool in order to enter in Room 13
13. This is the treasure room. A pile of gold coins is located in the centre, on the top of it is laying the Treasure Behind it, the Guardian is waking up.

Party comes from here



RANDOM ENCOUNTERS

Each time the party enters in a room, roll a d6: On 1-2 there's someone. If they enter a hall, roll a d6: on 1, there's someone. If the Dwellers are aware of the presence of the party, there's always someone on 1-5. If there's someone, roll on the table below.

1. 1d4 x *Mod, Dwellers* (Patrolling)
2. 1d6 x *Mod, Dwellers* (Sleeping)
3. 1d10 x *Mod, Dwellers* (Dancing)
4. 1d6 x *Mod, Dwellers*, one of them is a mage (Casts Fire Bolts and Burning Hands)
5. 1d6 x *Mod, Dwellers*, one of them is a priest (Casts Bless and Heal Wound)
6. 1d8 x *Mod, Dwellers*, there is one priest or one mage (50-50%)
7. 1d10 x *Mod, Dwellers*, there is one priest and one mage
8. 1d12 x *Mod, Dwellers*, there are two priests and two mages

HALLS

- a. Entrance with 2d4 * *Mod Dwellers* guarding
 - b. A low tunnel flooded with putrid water
 - c. Entrance with a tile-activation trap (Poison Gas); DC 10 (each round 1d4 poison damage)
 - d. Several rusted spikes are installed on the walls
 - e. A water fountain is located in an alcove here
 - f. Blood is dripping from the ceiling
 - g. Swarms of insects are crawling on the floor
 - h. Someone drew a symbol of chaos here
 - i. There is a sound-activation trap (Fire); DC 10 (1d6 fire damage)
 - j. There is a tripwire trap (Spiked Pit); DC 15 (3d6 damage)
 - k. A crater on the ground is what is left of an explosion
 - l. Fiendish faces are carved on the walls
 - m. There is a tile-activation trap (3 Dards); DC 15 (3 x 1d6)
 - o. Spirals are painted on the walls, ceiling and floor
 - p. Shreds of corpses are scattered around
 - q. Someone drew a sword on the wall
 - r. Decaying corpses are nailed to the walls
 - s. This door can only be opened from the inside of the hall
- ⊕ Angel Feather Location (Roll d12):
 ⊕ Red Valve Location (Roll d12):
 ⊕ Boss Location (Roll d12):
 ⊕ Golden Heart Location (Roll d12):