A Secret Place for Secret Things

1. Damp smell

2. Distant whistle

3. Scraping noise

4. Scratches on wall

5. Distant scream

6. Shuffling noise

8. Close whispers

7. Cold air

9. Charred hallway

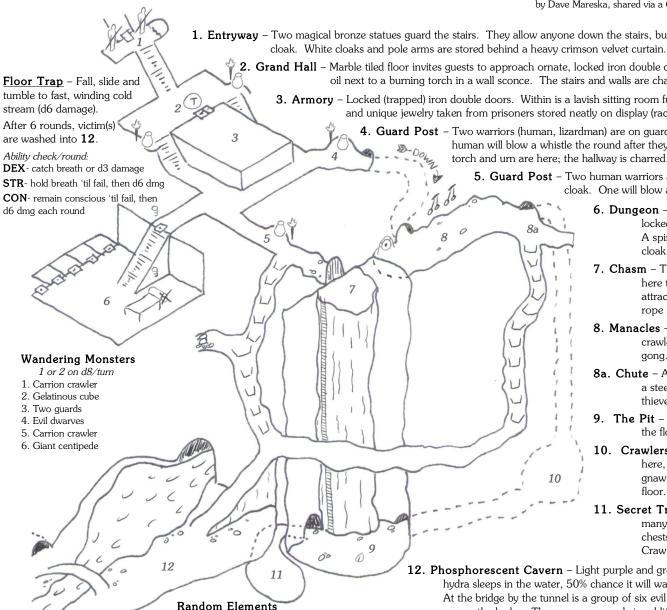
10. Chuckling

11. Gravel

12. Singing

A low level dungeon module that can be attached to any other for extra adventure, it is a domain of privacy for an evil Master. Unfortunately, the excavation of such a place unearthed accesses to underdark regions...

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- 1. Entryway Two magical bronze statues guard the stairs. They allow anyone down the stairs, but attack all who return up the stairs not wearing a white
 - 2. Grand Hall Marble tiled floor invites guests to approach ornate, locked iron double doors. At either end of the hall is an urn filled with lamp oil next to a burning torch in a wall sconce. The stairs and walls are charred.
 - 3. Armory Locked (trapped) iron double doors. Within is a lavish sitting room furnished with masterwork weapons, armor, rich clothes and unique jewelry taken from prisoners stored neatly on display (racks and shelves).
 - 4. Guard Post Two warriors (human, lizardman) are on guard facing down the tunnel, each wears a white cloak. The human will blow a whistle the round after they encounter intruders. Guards from 5 will respond. A torch and urn are here: the hallway is charred.
 - 5. Guard Post Two human warriors are on guard in this charred hallway, each wears a white cloak. One will blow a whistle the round after they encounter intruders.
 - **6. Dungeon** Key to locked door hangs on wall here, it also opens locked iron double doors of 3. Key within 6 unlocks the cells. A spirit haunts the rack and will attack anyone wearing a white cloak, otherwise will weep inconsolably.
 - 7. Chasm Those who defy The Master get stabbed and thrown off here to hit the rocky bottom 120' down. Such a clatter attracts the attention of the carrion crawlers in 10. A coiled rope ladder allows for safe descent.
 - 8. Manacles Victims are bound here for feeding to the carrion crawlers from 10. Crawlers are summoned by ringing the gong.
 - 8a. Chute A shoe lies in front of the tunnel that turns downward into a steep drop that may be scaled to 10. It is rocky enough that thieves get a +20% bonus to the climb walls check.
 - 9. The Pit Broken rocks and broken skeletal limbs are strewn about the floor. Crawlers from 10 arrive in d4+2 rounds.
 - 10. Crawlers' Lair Up to three carrion crawlers may be found here, assuming they are not wandering for food. Many gnawed humanoid bones, clothes, belts and chains litter the floor.
 - 11. Secret Treasure Cave Several treasure chests are found here; many coins, gems and jewelry are locked within them. These chests are too heavy to carry up the rope ladder of 7. Crawlers from 10 arrive in d8 rounds.
 - 12. Phosphorescent Cavern Light purple and green glowing lichens illuminate the cavern. A four-headed hydra sleeps in the water, 50% chance it will waken via collision with those washed down from trap 2. At the bridge by the tunnel is a group of six evil dwarves. A fight between the dwarves and PCs will arouse the hydra. The cavern proceeds to additional underground lairs and dangers.