

# CHAMBERS OF THE DREAD TITAN

A level 2 one-page dungeon by Mike Shea, [mike@mikeshea.net](mailto:mike@mikeshea.net), <http://slyflourish.com>

**USING THIS ADVENTURE:** A dark cult conducts a terrible ritual at recently revealed remains of a dread titan. The PCs must stop this ritual before the awakening doom. Read aloud or summarize chamber descriptions. For shorter games, use fewer quests and reduce the number of chambers. Roll a random encounter in each chamber. Roll treasure for each defeated encounter. Roll traps for each hallway. PCs can interact with **bolded features** using skill checks. Add your own quests or monsters to integrate this dungeon into your own campaign.

**START:** A desperate scream is soon followed by a roar of inhuman beasts on the narrow mountainside trail ahead. A number of twisted beasts tear into a group of bedraggled humans. Only one of the humans remains alive. Behind the beasts, two black-robed humans look your way. One points at you, speaks a dark word, and the beasts rush to attack.

These enemies include two **cultists** and one **dretch demon** per PC in the party. The remaining human captive describes a cult conducting terrible rituals and sacrifices in a set of chambers beyond the gaping mouth of a black horned skull embedded in the mountainside. He begs the PCs to **stop the ritual** and describes the treasures held by the cultists.

**THE SKULL OF THE TITAN:** A titanic **onyx skull** appears embedded in the side of the mountain cliff. A **black river** flows from its gaping mouth, twisting back and forth before flowing into a **thousand-foot waterfall** off the edge of the mountain.

**THE ALTAR IN THE CAGE:** Huge **black ribs** arch up to the ceiling of this vast cavern. An obsidian spine has been carved into **rough pews** that line the center of the chamber, their edges as sharp as razors. An **altar of runed stone** sits at the far end, its surface caked with centuries of **sacrificial blood**.

**HALLWAYS:** Ten-foot-wide halls twist throughout these strange caves. **Ancient pictograms** depict terrible rituals and bloody sacrifices. Alcoves contain **carved statues of monstrous heads**. Deeper halls reveal strange **glowing sigils**.

**QUESTS.** Quests can include one or more of the following: 1. defeat the cult fanatic leader; 2. destroy the dark geode; 3. close the oblivion door; 4. burn a book of rituals; 5. rescue the priest of light; 6. destroy the cultist altar.

**THE BLACK POOL:** Black water flows from a crack in the wall of this high natural chamber into a **large pool** in the center of the chamber. **Rivers of the black water** flow out of the chamber into numerous underground passages while one flows out into the river exiting the caves. A **statue of a humanoid**, head down and arms crossed over its chest, kneels in the middle of the chamber covered in the black oily water.

**THE OBLIVION DOOR:** Cracked natural rock reveals intricately carved stone walls buried for thousands of years. A deep crack in the wall of the rear of this chamber reveals a **door of carefully carved stone**. The open door swims with **violet smoke and starlight**. Three enormous **black finger bones** pierce out of the floor of this chamber, tipped with razor-sharp nails.

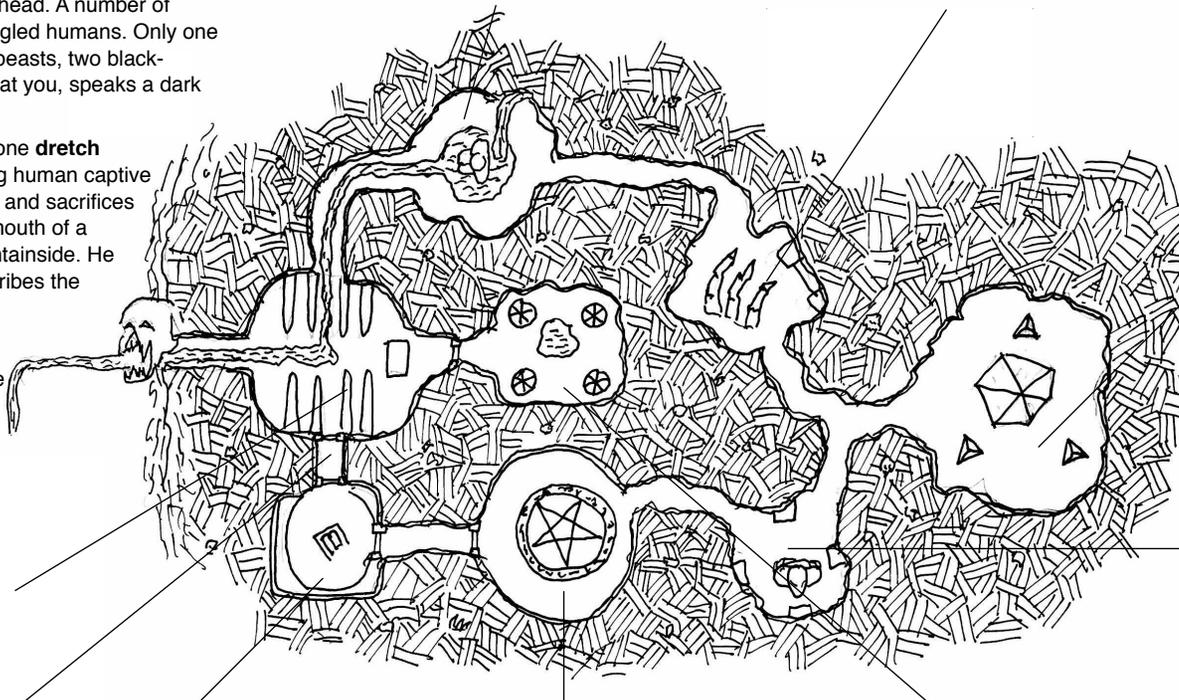
**RANDOM ENCOUNTERS.** Roll 2d4: 2. 1d4 thugs; 3. 2d4 dretch demons; 4. 2d4 skeletons; 5. 2d4 guards; 6. 2d4 zombies; 7. 1d3 ghouls; 8. one cult fanatic. There is a 50% chance that a monster group also includes 1d4 cultists. Boss monsters protect quest objectives and have double hit points and one extra standard action.

**TREASURE.** Roll 1d20: 1-5: 1d6 x 10 gp; 6-10: 5d6 gp; 11-12: +1 weapon; 13-14: +1 armor; 15-16: +1 shield; 17. wand of magic missiles; 18. cloak of protection; 19. luckstone; 20. gauntlets of ogre power

**THE DARK GEODE:** Six **large spikes**, three on the ceiling and three on the floor, surround a large **black geode** spinning in the center. A deep hum fills the chamber. Small cracks can be seen in the spinning form, sending rays of **prismatic light** onto the walls and ceiling.

**THE ALIEN TOMB:** A **ten foot tall sarcophagus** of gray metal stands in the center of this chamber. The front of the sarcophagus is shaped into a tall long-limbed humanoid with a large oblong head and long thin limbs with too many joints. **Flat black plates of metal** sit embedded on the walls, each occasionally flashing with a different colored rune.

**NAMES.** Use for NPCs, monsters, or magic items. Roll 3d20: 1. Bayard Gravel Boot; 2. Erasmus Black Rain; 3. Edelinne Faerie Cloak; 4. Cutbert Dust Hammer; 5. Joyce Foe Hand; 6. Hailey Lion Fang; 7. Gavin Glory Blood; 8. Ivan Emerald Storm; 9. Ismay Oak Whisker; 10. Lila Shadow Soother; 11. Philyra Crow Belly; 12. Zachary Harp Maker; 13. Caleb Iron Watcher; 14. Wolfstan Leaf Toes; 15. Neaira Tree Helm; 16. Helena Swift Stalker; 17. Athilla Ghost Born; 18. Millicent Ebon Tooth; 19. Cenwood Ghoul Cleaver; 20. Cutbert King Maul



**THE AEON LIBRARY** Ancient scrolls, painted skins, and dusty tomes sit in carefully carved alcoves all along the walls. A **lectern of obsidian** sits in the center of the floor illuminated by a **multi-colored orb of light** floating just below the ceiling.

**TRAPS.** For each hallway, roll 1d20: 1-10, no trap; 11: poisoned darts; 12. swinging scythes; 13. explosive rune; 14. poisoned cloud; 15. lightning rune; 16. psychic rune; 17. fire breathing statue; 18. acidic spray; 19. freezing blast; 20. insect swarms.

**THE SUMMONING CHAMBER:** Rough cavern walls surround a stone floor shaped into a long-fingered hand. In the palm of the hand is a **pentagram** surrounded by a circle of intricate runes. The tips of the raised fingers each burn with **violet flame**. **Faceless statues** sit in large cracks along the chamber's walls.

**THE CELLS:** **Cages of barbed metal** hang from a **complicated network of scaffolding** on the ceiling by **thick rusted chains**. Iron bars and thinner chains connect the scaffolding to a series of **gears and levers** on the wall. A **deep well of brackish water** sits in the center of the chamber, its circumference the same diameter as the cages.