

THE DUNGEON OF IRVILIO

An eccentric merchant of ancient relics attracts the PCs by extolling the extraordinary powers of the Transversion amulet. The PCs are immediately teleported into an unknown dungeon when one of them takes over the amulet. They awake in room No.8, sore and disoriented by the pain of teleportation. A vague memory of the merchant, of a thick cloud of smoke and a machiavellian laughter comes back to them. The PCs will have to understand that they were locked in an extra-planar prison by a wizard, Irvilio the Tormentor. In this plane, the outside is nothing but desolation. A majestic turquoise moon partly hidden by a small violet moon is visible in the orange sky. A black and bubbling river winds through a rocky plain stretching as far as the eye can see. The lowland is riddled with craters caused by frequent meteorite falls. A viscous liquid oozes from the agonizing vegetation. This dungeon is the first den of Irvilio, he preferred to leave this isolated place to settle in a rich abode of a great city. Irvilio feeds on the suffering of his victims through a magical remote viewing device. He takes advantage of the opportunity to enrich himself and increase his power. The PCs will have to sacrifice a magic object to return to their original plane and escape the mysterious Guardian.

- **The Guardian** is a smoky insectoid, a gigantic black shadow that looks like a cluster of different insects. The Guardian is invincible and gets his strength from the giant insects he absorbs. He appears if the PCs try to leave the dungeon, his role is to keep the PCs inside the extra-planar prison. He doesn't kill the PCs but hunts them down and catches them with his vaporous limbs to spit them out in room No.1. The PCs thus mistreated suffer minor damage. The Guardian finally gets upset and turns his victims into trapped spirits. A very difficult saving throw makes it possible to avoid this final transformation. The guardian generates a shadow whenever a trapped spirit is created.
- **The Shadows** are sinister creatures lurking in the border between darkness and light. They are aggressive, petty and totally devoted to the Guardian. They push the prisoners to try to escape from the dungeon. Shadows feed on trapped spirits to transform into giant insects that swarm in the dungeon.
- **The trapped spirits** are the previous victims of the Guardian. Ethereal undead who wander in the dungeon while trying to escape the shadows. They have incoherent and implausible speech. See the gossip table.

- 1- Dungeon entrance, the wide door can be opened, and the PCs can venture outside but the Guardian will not let them leave so easily.
- 2- Library with books essentially speaking about parallel worlds and extra-planar travels. A symbol engraved on small iron plate at the top of each shelf indicates the combination of the combination lock in Room No.7.

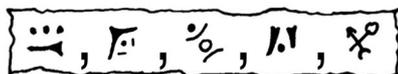


- 3- A mutant insect resembling a humanoid is patiently waiting for prey coming from room No.2 or No.5. The creature is the result of the failed transformation of a shadow who has fed on a too powerful trapped spirit. It can be taken by surprise if the PCs arrive from the secret passage of room No.4. Killing this abomination grants the PCs an Xp bonus. A successful search test reveals the existence of a secret passage leading to room No.4.

- 4- Some trapped spirits are grouped in a corner of the room. They are huddled and visibly frightened. A successful search test reveals the existence of a secret passage leading to Room No.3.
- 5- A dusty research laboratory, Irvilio studied magical objects and more particularly the absorption of their powers.

- 6- Irvilio's room featuring a small desk and some personal belongings long abandoned by the wizard. By searching in the room, the PCs will find a clue that will surely allow them to track down Irvilio. A difficult search test and the use of magical skills reveal the secret passage leading to room No.7.

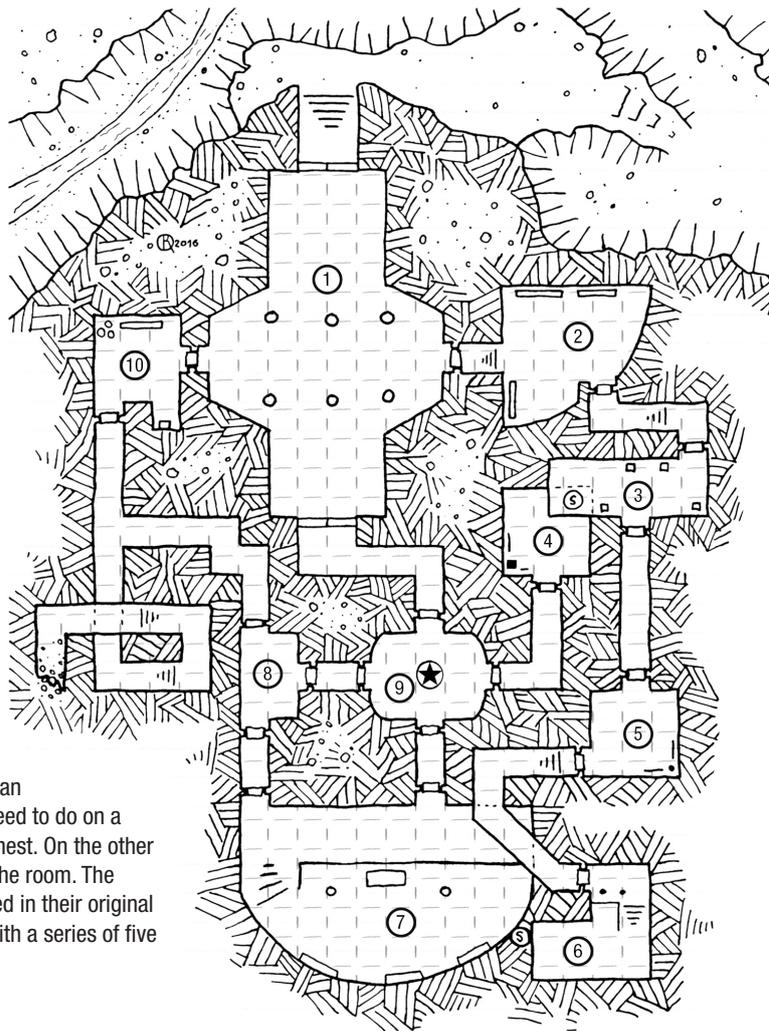
- 7- Chamber of the ritual, a richly ornamented silver chest is placed on an altar in the middle of the stage. The following inscription is engraved on it: "Only the value of the offering determines the reward". A series of three pictorial illustrations depicting an offering ceremony is hung on the walls. They can help the PCs understand what they need to do on a very difficult test of intelligence. Nothing happens if a classical object is locked in the chest. On the other hand, if a magic object is locked in the chest, an intense flash of pink light illuminates the room. The PCs feel slightly dizzy, and realize that the environment has changed. They have returned in their original plane. Access to this room is protected by a combination lock. Three serrated wheels with a series of five symbols are located above the lock. The combination can be found in room No.2.



- 8- Small room where the PCs awake on a wooden platform, decorated with a circle and esoteric symbols.

- 9- Statue of Irvilio, with the following inscription engraved on a white Gold plate: "Irvilio the Tormentor". The PCs can recognize the merchant of magical items with a successful intelligence test.

- 10- Storeroom full of junk. Precious Items, worn and damaged lie on the shelves. Once back in their original plan, the PCs can find 1D10 gemstones if they loot the room again.



RANDOM ENCOUNTER TABLE: 1D10

- 1- Monstrous beetles
- 2- Giant mites
- 3- Muscled scorpions
- 4- Oversized ants
- 5- Trapped spirits
- 6- Voracious wasps
- 7- Giant spiders
- 8- Slimy cockroaches
- 9- Gargantua caterpillars
- 10- Shadows



GOSSIP TABLE: 1D10

- 1- Repent my brothers! It's the hour of the last judgment!
- 2- Beware of shadows, they are cruel!
- 3- Dirty! We are only miserable dirty beings!
- 4- Extra-planar dimensions are fascinating! Although this one is terrifying!
- 5- All of this is the work of the Tormentor Mage!
- 6- Greed brings poverty, but we are rich when we desire nothing.
- 7- What horrible things can I have done to deserve hell?
- 8- Have you seen these incredible insect specimens?
- 9- Sacrifice is the key! Only this noble act will save you!
- 10- Magical objects are demonic. They only brought me problems.