

# LAIR OF THE CAT MAGUS (AKA CRAZY CAT LADY)

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**GOAL:** THIS QUEST BEGINS AT BLUEHEART ABBEY, WHERE THEIR PRIZED GOATS, USED TO MAKE THEIR RENOWNED GOAT CHEESE, HAVE BEEN TURNING UP MISSING. FIND OUT WHY THE GOATS FROM THE ABBEY HAVE DISAPPEARED. RESCUE AS MANY GOATS AS YOU CAN AND TAKE CARE OF THE CRAZY CAT LADY BEHIND IT ALL!

THIS DUNGEON/LAIR IS SITUATED UNDERNEATH BLUEHEART ABBEY. WHILE OVER 200 YEARS OLD, THIS ABBEY ON A HILL HAS BEEN BUILT OVER MUCH, MUCH OLDER RUINS. A MAGUS (OR WIZARD) HAS TAKEN UP RESIDENCE IN THE OLD CAVERN THAT CONNECTS TO ANCIENT CRYPTS (1) IN THE SOUTH AND THE ANCIENT WATCH TOWER (14) TO THE NORTHEAST. EVERYTHING ON MAP IS UNDERGROUND - GRAY AREAS ARE STONework, BROWN AREAS ARE CAVERN.



(1) THE EASIEST WAY IN IS THROUGH THE CRYPTS SITUATED IN THE OLD CEMETARY AT THE SOUTH END OF THE ABBEY. A PERCEPTION OF 15 WILL FIND THE CRYPT WITH THE HIDDEN ENTRANCE AND STAIRS.

(2) UNDEAD DEFENDERS AWAIT. 3-4 SKELETONS, GHOULS, OR GHOSTS, YOUR PICK.

(3) FUNGUS THAT IS EASILY BEATEN WITH FIRE WITH A DUNGEONEERING CHECK OF 15.

(4) SKELETON CHAMPION AWAITS YOU.  
HAS TREASURE: GOLD AND MAGIC +1 COLD SWORD.

(5) TRAPPED DOOR. DC 20 TO FIND/DISABLE DART TRAP.

(6) THE STONE WORK TURNS TO PACKED EARTH HERE AND YOU MUST MAKE A DC 12 FORTITUDE SAVE OR BE SICKENED FOR 1d4 ROUNDS BY THE SMELL OF CAT PEE.

(7) A SEARCH IN A BOX OF KITTY LITTER (DC 15), DISCOVERS A BAG OF HOLDING!

(8) FIRST ATTACK FROM POISONED CAT.  
USE ANY MONSTER THAT SPITS, CLAWS, & BITES.

(9) PEN OF GOATS TO BE RESCUED! HOWEVER, WHEN YOU TRY TO RESCUE THE GOATS, YOU ARE ATTACKED BY SEVERAL MORE MUTANT, POISON SPITTING CATS THAT SPIT ACROSS CAVERN.

(10) UH-OH, TRAPPED BRIDGE! DC 20 TO DISCOVER AND FIX. IF MORE THAN ONE PERSON WALKS ON BRIDGE, IT WILL FALL INTO WATER 20 FEET BELOW.

(11) LUCKY CAT WISHING WELL: THIS BEAUTIFUL CAT STATUE, OF WHITE STONE, SITS ATOP A SMALL POOL FILLED WITH TREASURE. IF YOU ATTEMPT TO TAKE ANY TREASURE, ARM WILL ATTACK YOU. TAKE 2d6 BLUDGEONING DAMAGE. DC 30 TO DISABLE OR MUST ATTACK IT. (AC 25, 40 HIT POINTS) TREASURE: GOLD, JEWELS AND +1 AMULET OF NATURAL ARMOR IN THE SHAPE OF A CAT.

IF YOU FIGHT CATS ON SIDE OF BRIDGE WITH STATUE OR TRY TO BREAK STATUE, MAGUS WILL HEAR NOISE AND COME OUT TO PLAY. MAKE SURE SHE HAS THE SPELLS OF MAGIC MISSILE, MIRROR IMAGE, SUMMON SWARM OF CATS, POISON GASES, ETC.

(12) MAGUS WORKSHOP. MAGICAL TOOLS, POTIONS, ETC, PLUS 1 GOAT TIED UP FOR SACRIFICE. IF YOU FIND HER HERE, SHE WILL TAKE SECRET PASSAGE OUT TO CAVERN TO FIGHT. IF SHE IS TAKEN BELOW 10 HIT POINTS, SHE WILL TRY TO FLEE OUT OF ONE OF THE PASSAGES. EXTRA BOOTY HERE IF YOU WISH.

(13) BARRED DOOR--ONLY OPENS FROM CAVERN SIDE. YOUR ADVENTURERS MAY SNOOP AROUND THE BOTTOM OF THE OLD WATCH TOWER (14) BUT UNLESS THEY HAVE INCREDIBLY HIGH PERCEPTION (25 OR MORE), THEY WILL NOT FIND THE HIDDEN DOOR. IF THEY DO FIND THE DOOR, THEY WILL BE SAD TO FIND OUT IT IS BLOCKED FROM THE OTHER SIDE AND IMPASSABLE.

