

# All Roads Lead to The Local Tavern

A classically inspired freestyle dungeon adventure.  
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## Inside the musty and dusty local tavern which is simply called THE LOCAL TAVERN:

**A:** A drunken grey haired Dwarf named Dewin weeping over his lost armor. He woke up in the woods and it was gone, he has no recollection of the events leading up to it. (6)

**B:** An eccentric one legged, one eyed Gnome named Buski with a map to a treasure filled crypt. He cannot search for it himself but is willing to split the profits. (11)

**C:** A young Halfling named Jaspin searching for a holy artifact. She is looking for a statue taken from for her temple. (4)

### A billboard with the following posts:

**D:** Reward for information or solution to dying trees in Mosswood Forrest - See Arborist Mote (12)

**E:** A wizard kidnapped my children please help - Scalzi (9)

**F:** Reward for apprehension of the murderer of Guildmaster Remy. He was killed by a red robed assassin. Report to Watch Captain Harpin (8)

1. The entrance to a cave is littered with bones and is home to a **pack of wolves**. It leads to a hidden tunnel.

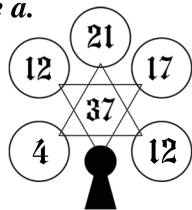
2. A hidden tunnel filled with handmade traps. Most are quite obvious: **Acid Pressure Plates, Bear Traps, Spiked Holes**.

3. A ritual room. There are a number of **clutists** performing a ceremony around a glowing sigil on the ground scattered with candles. They are wearing wolf skulls and chanting. If they are dead and the room is vacated, reentry will animate them into **zombies**.

4. An altar room holding several stone icons of gods. Among them is, **a statue of the Halfling God (C)** and, a gold statue of the Trickery God holding his hand up. If this is picked up it will **explode** in 10-15 minutes.

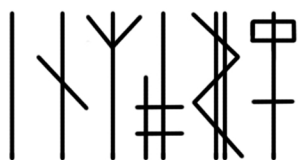
5. A series of demon and monster statues holding out keys. The keys unlock the chest at the end of the room. Each key will unlock the chest and release a small **demon or monster**. The correct key comes from the 8th statue. *Figure a.* shows a symbol around the keyhole.

Figure a.



The triangles add up to the center.

Figure b.



They are in order based upon the number of lines.

6. A store room with food stuffs, ale, red robes, coffers of coins, **A set of Dwarven Armor (A)**, assorted weapons, and healing potions.

7. Trapdoor entrance with ladder. This is the entrance the **treasure map shows (B)**.

8. An amphitheatre with fresh demonic inscriptions on the stone. The pool appears to be a spring feeding the creek and seems reasonably shallow. There are blood stains surrounding the pool and bridge. In the spring there is a **monster** which appears to be all tentacles, eyes, and teeth. This has been corrupting the water and **killing the trees (D)**.

9. The creek spans between the dying trees and the amphitheatre. There is a subtle entrance for adventurers.

10. Makeshift jail cell containing **Scalzi's children (E)**. They have been kidnaped for their youth.

11. The office of a **Cult Wizard** wearing a **red robe (F)**. Contains scrolls, healing potions, a guild ring, and a magic wand. He may be joined by other **cultists**.

12. Crypt. The large sarcophagus in the center has 6 indentations in it. Six bronze tokens will fit inside. If they are inserted in the same order as *Figure b.* the lid will open and reveal a **Mummy**. As it attacks several **Ghosts and/or Wights** rise from the other sarcophagi. Quite a bit of treasure is in the wrappings.

\*There should never be a suggestion by the GM that the quests are connected. The players will figure it out.  
 \***Cultists** move and/or more arrive during rest periods.  
 \*Bronze tokens with runes inscribed on them can be found on the bodies of cultists.  
 \*When properly opened the chest in room 5 should have an item suggesting another quest or adventure. It is unpickable.  
 \*Doors to rooms 6, 10, & 11 are locked. 6 is **trapped**.

