

The Dungeon of the Hidden Stairs: A Pull and Play Scenario for Any Setting by HillbillyDM.

Starting Instructions: Remove the map, bookmarks, and icons and separate them. Select a Minor, Medium, and Major enemy from your list of enemies and note how many of that enemy make a fight of ordinary difficulty on the bookmark. Use that many enemies unless otherwise specified. If the number is odd, round down. The Major enemy's 1 is already marked for you. All ordinary doors can be knocked down automatically but doing so alerts all enemies in the room. Unless otherwise noted, CC is always a decorative carving.

Level 1 prep: Place a down arrow to represent stairs down on D. Place black locks on b and d to represent ordinary closed doors. The doors are weathered and can be opened quietly with an easy test. The party enters through A

Floor 1, Room B: 2 Minor enemies guard a cell with a prisoner. If rescued, they teach rhyme "If you would seek this treasure fair, find in each room the hidden stair."

1,D: Minor enemies are playing some sort of dice game. If the door is opened quietly, they are surprised.

Level 2 Prep: Place a down arrow on B. Place the red lock on top of it. Place the red

key on A. When the party moves, place an up arrow on D.

2,H: Medium enemies are on patrol and cannot be surprised.

2,B: Empty, but the stairwell is blocked by a grate that can only be opened from this side with the red key.

2,A: Half a bookmark number of Medium enemies are teaching half a bookmark of Minor enemies a fighting technique. One of the Medium enemies has the red key on a necklace.

3 prep: Move a down arrow to A, the red lock to as, and the red key to D. Place an up arrow on B when possible. Place a lock on b.

3,B: Minor enemies are eating. Either side can be surprised. The door is closed but not locked

3,H: Medium enemies are patrolling and cannot be surprised.

3,C: The screen at ss is closed but not locked. The carving is covered with gold leafing and a small amount of jewels.

3, D: The key is hanging on a peg. The space above D is a dart trap.

4 prep: Remove a down arrow from the map, place the red lock on the left s and the blue

lock on the right s. Place the red key on B and the blue key on D. Place ordinary doors on b and d.

4,C: Instead of a carving, the locked screen hides the downward stairs. Do not remove the screen or reveal this fact until both locks are removed, then place a down arrow between both Cs.

4,B: Minor enemies guard a small cache of healing items

4,D: Medium enemies guard a small cache of single-use weapons or spell items

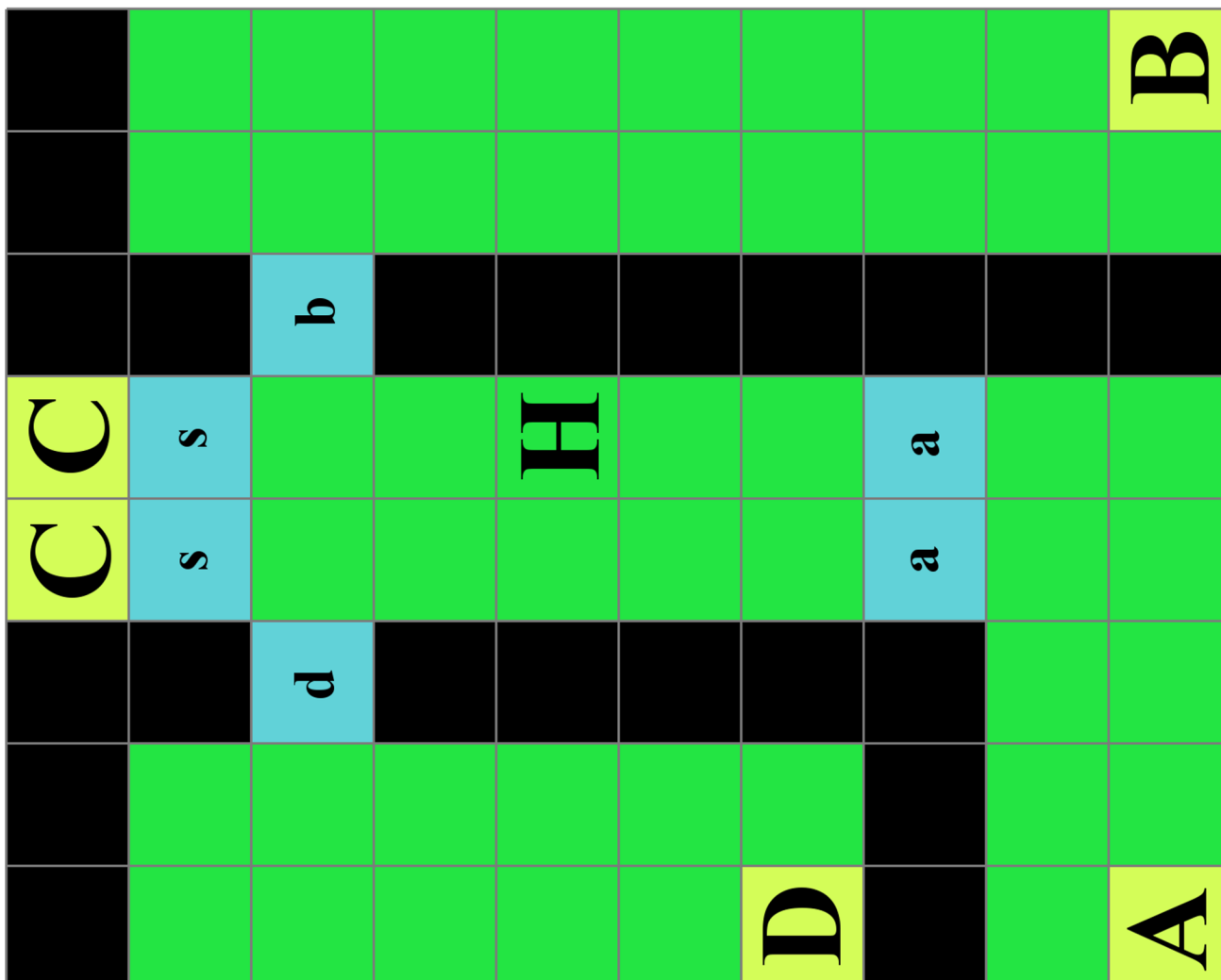
4 prep: Up arrow on C when possible. Ordinary door on d. Red key on D, red lock on b. Blue key on B, blue lock between as. Green key on A, do not place the green lock or down stairs.

4,D: Minor enemies with a Medium one. Medium has the key.











4,B: Medium monsters bullying a Minor one. Minor has the key.

4,A: Major monster with 2 Minor ones. Major monster has "key to nowhere" and is frustrated by lack of treasure.

4,H: Treasure room is hidden beneath flooring at H. Grant full treasure for dungeon now.



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Major		1
Medium		—
Minor		—