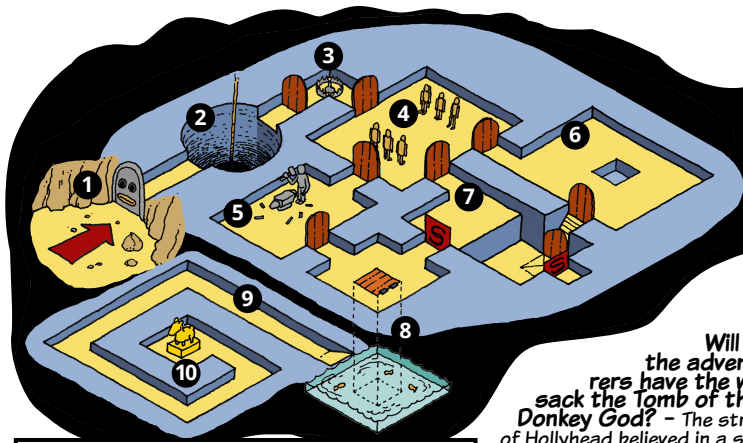


THE TOMB OF THE DONKEY GOD

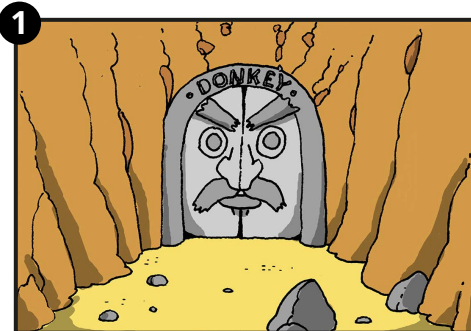


Will the adventurers have the wits to sack the Tomb of the Donkey God?

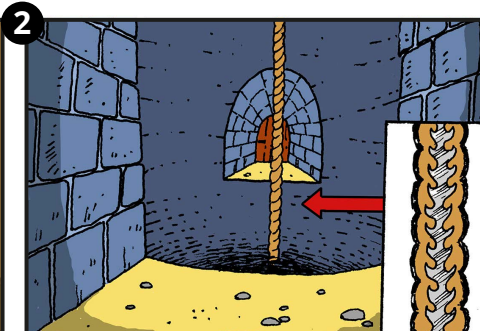
The strange people of Hollyhead believed in a strange god: a donkey. At least until the few years ago. They didn't expect that a god could die that easily, so poor creature died a they thought he must be visiting the family in the skies. In order to protect the corpse until he returns they constructed a very intricate tomb. Rumors say they melted all the Town's gold, making everyone poor, to erect a life-size Donkey statue guarding the body. What will adventurers do?

DUNGEON FACTS

Floor is sand and debris. Walls are made with stone bricks. Ceiling is 4 meters tall. There is no illumination - pitch black inside.



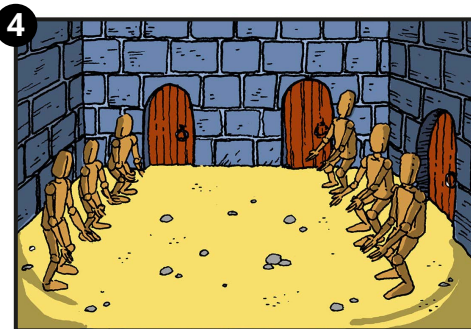
A sentient door awaits at the very entrance of the dungeon, just above it the word "DONKEY" can be read engraved in stone. The door it's well mannered but it doesn't know how to open itself. The secret is to make it say the word "Donkey".



Very deep pit, about 10 meters in circumference. The end can't be seen but if anyone falls is a good thing to know that is filled with acid at the bottom. There is a rope hanging in the middle but what adventurers don't know is that there is barbed wire hidden inside the rope core.



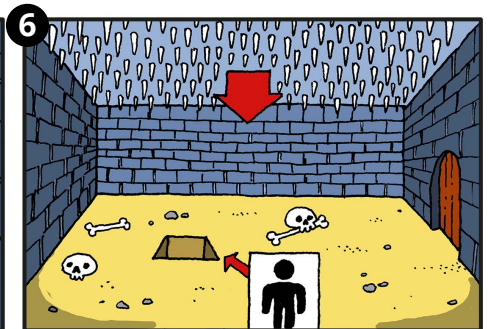
There is a bear trap in the corner. The catch is that if it's activated a Bear will drop from the ceiling, crushing anything below and attacking the rest.



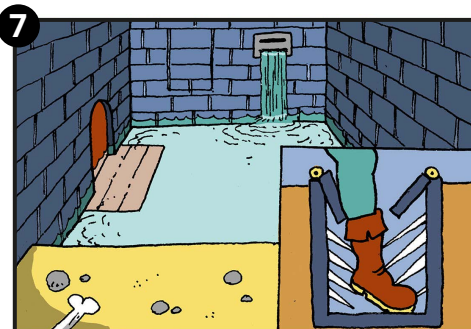
Six automaton are in this room. Not very intelligent, but programmed to kill any living thing in sight.



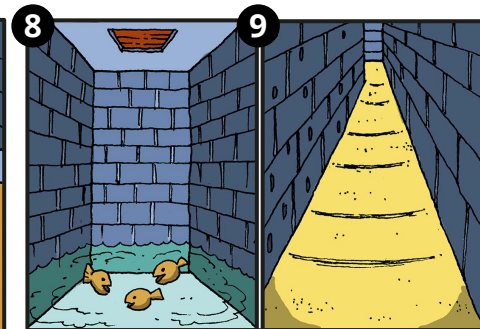
There is a statue of a blacksmith wielding a hammer over an anvil. In the floor there are some chalk pieces. The door on the left is firmly closed and only can be opened with a key. Whatever the adventurers draw with chalk on top of the anvil it will magically be created made of stone. The only way to open the door is to draw a key in the anvil.



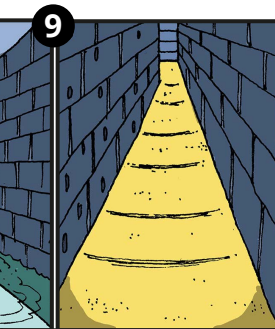
As soon as the adventurers enter in this room the spiked ceiling will start to go down and the doors will lock. There is a small hole in the ground where only one of them can fit and avoid the spikes. The trick is that the ceiling will stop before crushing the adventurers while the one in the hole will fall into a pit trap.



There is a pit filled with a foot of water on the far end of the room. If any adventurer steps just in front of the door on the water, his foot will be trapped between inverted spikes and the water level will start to rise up to the pit top in about 5 minutes. Additionally a secret door will open freeing a water monster that will attack the adventurers. There is also a fake wall in this room that leads to room 8.



Trapdoor to a pit filled with water and very hungry piranhas. About 15 meters tall, it's very difficult to see the bottom from the trapdoor.



A series of corridors going left in spiral. All are filled with holes in the walls and marks in the ground (look like darts traps and swinging blades) but nothing happens. Only when the adventurers are in room 10 they'll start hearing mechanic sounds... the traps are now activated.



The treasure is a life-size Donkey statue made of solid gold that weighs more than 1000 kgs. Inside, there is a very powerful magic object, but a magic spell makes impossible to open or break the statue in any way until is outside of the dungeon. The adventurers must carry the donkey all the way out of the dungeon.