

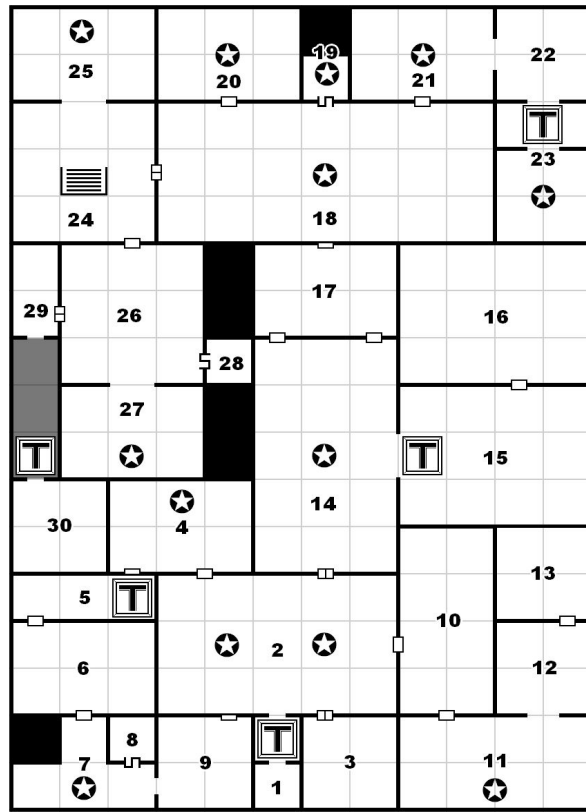
ASTAROT DUNGEON

A level 3-5 adventure by: *Ginzo Melo*

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1st Floor

1 square = 10'



- Pit Trap:** 30' deep.
- Blue Rabbit Statue** (east). **Red Rabbit Statue** (west).
- Chest:** Locked. 4d8 opals (100gp each), 2 citrins (75gp each).
- Dragon Statue:** Looking to southwest.
- Trap:** Flamethrower deals 2d6 damage to anyone in the room (save vs breath for half).
- Guardians:** *Oil Beetle* ×12
Hp: 18, 9, 9, 9, 9, 8, 8, 7, 7, 6, 6
- Warrior Statue:** Pointing its sword to northeast.
- Secret Room:** 2 silver brooches on the floor (250gp each), a *Horn of Blasting* on the wall.
- Key:** Opens room 3 and the chest inside.
- Illusion:** White mambo fishes flying in the room.
- Grey Devil Statue:** Wears a satanic necklace (400gp) that sets the trap in room 15 when looted.
- Empty Room:** Broken floor.
- Message:** On the wall. Opens the locked door to room 14.
- Lady Statue:** Points to the east door to room 17.
- Trap:** Makes a noise to the alert the harpies in room 16 (they cannot get surprised).
- Guardians:** *Harpy* ×4
Hp: 15, 11, 10, 9. Each harpy wears a silk sash (450gp).
- West door:** If someone touches the doorknob will fall unconscious for 8 hours.
- Guardians:** *Ogre* ×2
Hp: 25, 20
- Secret Room:** *Gauntlet of Ogre Power*, 3d6 emeralds (250gp each).
- Ogre Statue:** Pointing to east.
- Ogre Statue:** Pointing to west.
- Trap:** Blind creatures within 20' for 1d8 turns (save vs spells).
- Minotaur Statue:** Holds a silver battle axe (70gp) and the key to open the door to room 24.

- Stairs to 2nd Floor:** Are magically sealed.
- Unicorn Statue:** Has a long platinum horn (600gp).
- Guardians:** *Hook Beast* ×2
Hp: 36, 28
- Fisherman Statue:** Holds the key to open the door to room 29.
- Secret Room:** A warrior statue wearing a *Platemail* +2 and platinum armlet (1,250gp).
- Illusion:** Green mambo fishes flying in the room. PCs has a 1-in-6 chance to find a jade fish between them (1,800gp).
- Message:** On the wall. Opens the stairs to 2nd floor.

RANDOM HAPPENINGS (1-in-6 chance per turn)

- 1: 2d4 *Kobolds* patrol.
2: **Strong winds:** Extinguishes non-magical light sources.
3: 1d8 *Oil Beetles*.
4: **Bad smell:** -1 penalty to-hit and saves for the rest of the day.
5: **Eerie Whisper:** Retainers suffer a -1 penalty to morale for the rest of the day.
6: 1 *Hook Beast*.

Magical Darkness: Lights are neutralized while in this area. Scything blade swings from the ceiling from certain points, attacking for 1d8 damage.

Door

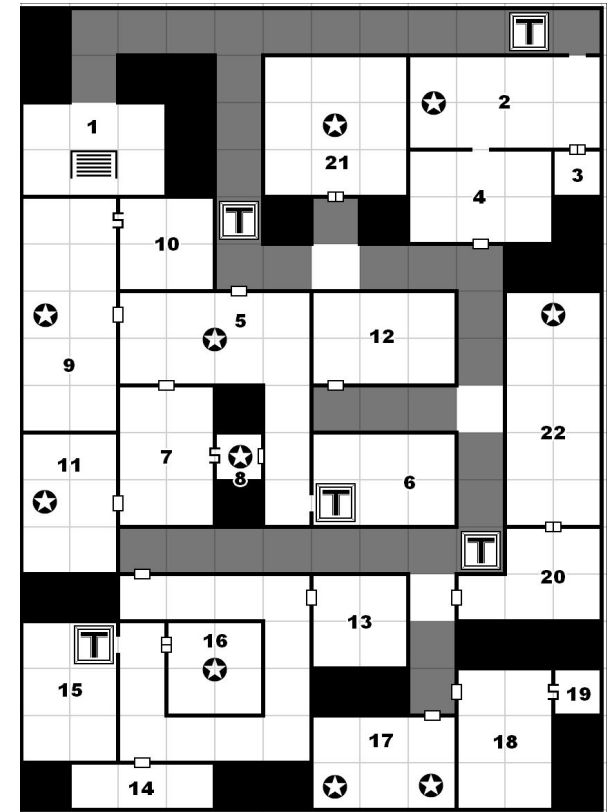
Locked Door

One-way Door

Secret Door

2nd Floor

1 square = 10'



- Stairs to 1st Floor.**
- Priest Statue:** Holds a brass chime to open the room 3.
- Chest:** 9d8 aquamarines (100gp each). The chest is a *Mimic*. HP: 29
- Illusion:** Apparently is made of bubbles. A key to room 16 can be easily found within the bubbles.
- Great Plate:** A sphere lies on the floor. If placed on the plate deactivates the smoke of room 9.
- Trap:** Gas fills the room and causes paralysis for 3d4 turns (save vs paralysis). 300pp and a *Feather Token (Bird)* on the floor.
- Illusion:** Apparently the floor and walls are made of needles.
- Secret Room:** A wizard statue wears *Bracers of Armour AC 4 [15]* and a *Cloak of Defence* +2.
- Guardian:** *Manticore* ×1.
Hp: 32. Wears orichalcon armlets on forearms (2,100gp each). Smoke in the room: -2 penalty to attacks and prevents spellcasting.
- Secret Room:** A *Bag of Holding* on the floor.
- Troll Statue:** Holds a brass chime to open the door to room 21.
- Message:** On the wall. When read, deactivates the illusions of all rooms for 12 turns.
- Illusion:** Apparently the floor is made of magma. PCs has a 1-in-6 chance to find a *Ring of Fire Resistance* beneath the illusion.
- Lever Room:** Lever 1 (west) deactivates the magical darkness from corridors for 24 hours. Lever 2 (east) deactivates the trap from room 15 for 24 hours. Only one lever can be pulled in a single day.
- Trap:** Slow gas fills the room (save vs breath or move at half speed and act every 2nd round for 24 turns).
- Walrus Statue:** Has diamond tusks (1d6 × 800gp each).

- Troll Statues:** If someone bears fire, the 2 statues becomes trolls and attacks. Hp: 33, 28.
- Illusion:** Apparently the room is made of solid ice.
- Secret Room:** A *Staff of Healing* on a chair made of ebony and ivory (2,500gp).
- Message:** On the wall. When read, reveals the secret doors from rooms 10 and 19 for 12 turns.
- Panther Statue:** Holds a black chime to open the room 22.
- Dungeon Master:** Astarot (Lv9 Magic-User: 35hp) with an *Invisible Stalker* (48hp). Astarot wears a ruby armlet (3,300gp), an opal ring (5,200gp) a *Ring of Protection* +2, a *Ring of Spell Turning* (10 charges), a *Wand of Lightning Bolts* (18 charges).

RANDOM HAPPENINGS (1-in-6 chance per turn)

- 1: 2d4 *Gnolls* patrol.
2: **Strong winds:** Extinguishes non-magical light sources.
3: 1d8 *Trolls*.
4: **Bad smell:** -1 penalty to-hit and saves for the rest of the day.
5: **Eerie Whisper:** Retainers suffer a -2 penalty to morale for the rest of the day.
6: 1d4 *Cockatrices*.

Magical Darkness: Lights are neutralized while in this area. Scything blade swings from the ceiling from certain points, attacking for 2d8 damage.