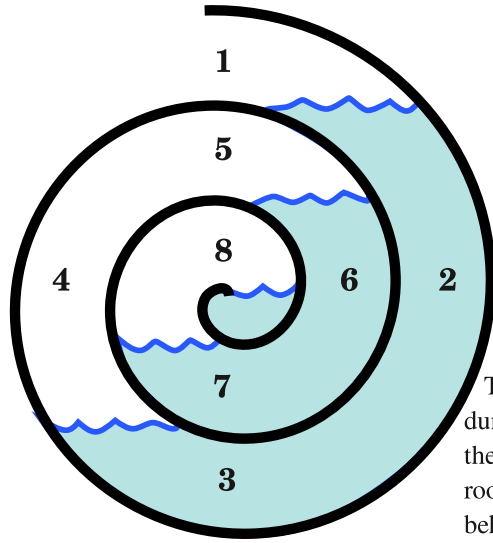
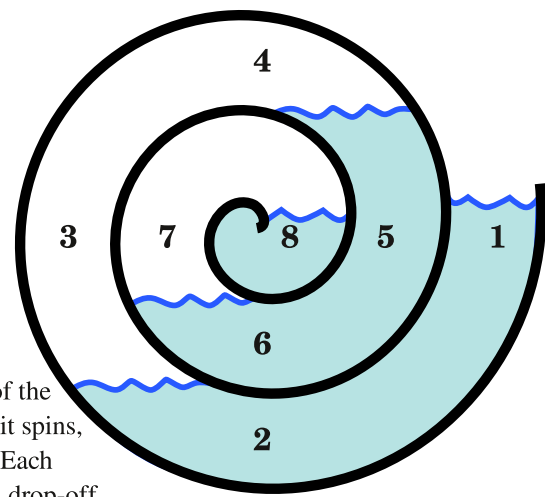


# Wirtz Lair



*No one knows who built the giant metal spiral, but the tales of its treasures are spun far and wide. Attached to a cliff side, this colossal structure continually spins from the waterfall and river below. A rickety rope ladder drapes over the cliff edge to the structure below, no doubt left by other treasure seekers.*

The four spirals around the page are a cross-section of the dungeon. The start is at the top of the spiral, and since it spins, the floor is constantly moving beneath the party's feet. Each room emerges from the water ahead and falls away as a drop-off behind. With each full circle of the dungeon, the party descends a floor closer to the center. The spiral scoops water from the river and expunges it through a pipe in the middle of the spiral. This dungeon design is based on a "Wirtz Pump", it is worth looking up an example video to see the movement in action.



## 1. Entrance

Bare weather-worn floor, quickly spinning, bringing closer the spirals entrance.

## 2. Outcast

A gecko-toad outcast emerges from the water

- Escaping from being a tribute to the Wirtz, there hasn't been an adventurer in a while

- Explains the Wirtz is a monster at the center of the spiral, the village feeds it to keep it from emerging

- The outcast is climbing on the walls, as gecko-toad people can climb walls and ceilings

- The water ahead contains fish and other river life. The village captures this food to eat

## 5. Approach

The structures of the village give way to etchings and marking along the interior walls

- The markings depict warnings of the Wirtz and how to offer tribute
- Loud gurgling emanates from ahead, the water thrashing with movement

## 6. Wirtz

A toad-tentacle monstrosity stretches across the room.

- Large tentacles from the roof and floor suspend creature in the center of the room

- Smaller tentacles whip about, turning over the items for food

- A sticky frog tongue shots out to grab the tastiest of treats

## 8. Drain

At the center of the spiral, a large pipe just into the cliff-side wall.

- Water followed by air pockets get pushed up the pipe

- The pipe's exit dumps water on the banks of the waterfall, at the top of the cliff, near where it all began

## 4. Village

Hovels made by river trash are attached to the walls, ceiling, and floor.

- Without a tribute, the villagers are worried the Wirtz may emerge

- The warriors of the village wear mismatch armor and weapons, perhaps from previous adventures or items lost to the river

- While not inherently hostile, if warned from the lookouts, the village is ready to defend itself

## 7. Treasure

The remains of previous adventures lay strewn about, along with their equipment and the various junk and treasures scooped from the river.

## 3. Defenses

Makeshift barricades, fishing traps, and spikes emerge from the water

- A gecko-toad lookout watches for threats as another collects the caught fish

- If the party is spotted, the gecko-toads will retreat into the water to warn the village

- The fishing traps contain some treasure from the river, hinting at what might be to come

