

DUNGEON 260

A ONE-PAGE-DUNGEON

NO5

THE RUNES OF OBLIVION

A DUNGEONSLAYERS ADVENTURE BY CHRISTIAN KENNIG FOR LEVELS 1-4
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Ideally, this introduction is played separately for each player. The adventurous, unacquainted characters approach the hostel, "Forest's Edge", hoping to hear some rumors or possibly find work from a traveling merchant. Once a character enters the hostel, his introduction ends.

WHAT THE PLAYERS DON'T (YET) KNOW:

Once inside the hostel, the characters get acquainted and are hired by a merchant named Harringer to retrieve a valuable painting from the hideout of the long departed Archmage named Fandorai. Harringer will pay 100GP for the painting. After a night's rest, courtesy of Harringer's coin purse, the characters set off on their way to Fandorai's hideout with a supplied map.

1. HALL OF OBLIVION The characters awake in this hall, one after the other (BOD+TO), apparently having been unconscious. They neither know where they are, how they got here, nor who the others are - their memory ends after entering the hostel (which happened the day before). They apparently entered from **2**. A Perception Check in the passageway (**A**) reveals tiny magical runes. Spellcasters can feel the faint tingling of magic upon touch (MND+AU+4) and may attempt to analyze (MND+RE+4): The runes would usually cast a powerful Spell of Oblivion on anyone who passes by them. The spell caused anyone to fall unconscious and forget everything - even basic actions such as walking or eating. However, the spell has faded with time and expended its last energies on the characters, and they have merely forgotten days or hours. The spell originally served to incapacitate burglars in Fandorai's absence.

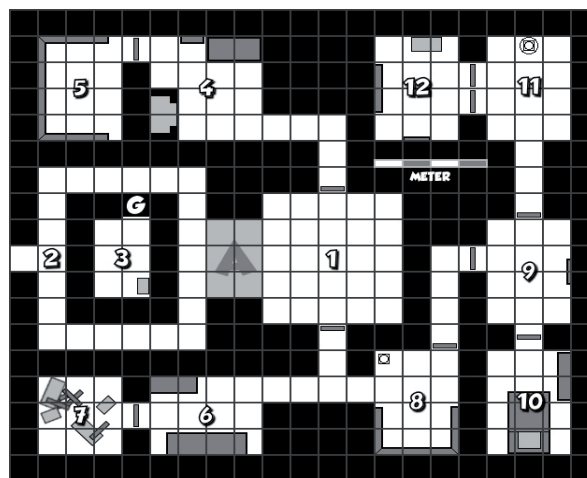
THE MAP

One of the characters holds an unfamiliar map: it shows the hostel, "Forest's Edge", with an "X" marked in the forest to the northeast. The writing next to the "X" says: "Fandorai's hideout at the foot of Fir Mountain near Silent Pond - 4h on foot". At the lower edge of the map, notes in the character's handwriting read, "Nude - Troll - Red and Black" (Description of the painting sought by Harringer).

2. ENTRANCE The characters left tracks in the dust coming from the exit, which is hidden behind rocks and shrubs near the small pond at the foot of the mountain.

3. SECRET ROOM The characters did not notice this room on their first entry. It is empty, apart from a small chest with two red Healing Potions.

4. KITCHEN An old, dusty kitchen with hearth and smoke vent, including some pots and pans. Fandorai perished while abroad, but always removed any foodstuffs before leaving.



5. PANTRY Dust is all that fills the otherwise empty shelves.

6. TIDY LABORATORY Underneath the dust, one finds a complete lab set (Alchemy checks +1), a dictionary (*Education* +1), 24 Pills in a box (each heal 2 HP), an orange Potion (transforms the drinker into a shapeshifter with flexible appendages for D20 minutes), two green Potions of Levitation and four blue Cooldown Potions.

7. OLD STORAGE ROOM Underneath a pile of junk (broken chairs, old shelves and the likes), is a jar with a centurylong imprisoned **Tentacled Brain** (see DS page 16). It will attack with its Mind Magic before discovery.

8. THE "LIBRARY" A single bookshelf - most books are quite decayed, only 5 are still readable (*Knight and Troll*, *Cronk the Barbarian*, *Etymology*, *Ecology and Biology of the various Types of Garden Slugs*, *Chromatics and an Elven cookbook*) as well as the spell scrolls: *Halt!*, *Arrow of Darkness*, *Magic Shield* and *Levitation*. In a corner of the room stands a 1m tall statue of a reading nude (60GP).

9. CONNECTING ROOM There is a painting of a Dragon on the wall (120GP).

10. BEDCHAMBER Footlocker beside the bed contains moldy rags and a well preserved *Robe of Thunder*.

11. THE TREASURE KEEPER A statue of a knight (**Stone golem**, DS page 16) stands alongside the wall. It will attack if damaged or the doors to **12** are opened.

12. TREASURY A chest containing 410GP, a Yellow Potion (D20 rounds ST+6), Magic Short Sword +1, Magic Chain Mail +1, Owl Brooch (RE+1), Ring (1x/Day *Chain Lightning*), Ring of Protection +1, and a Ring of Spellchange. On the wall hangs the sought after painting, "The Nude and the Troll" (480GP).

XP: Each room 1 XP, Combat (defeated XP/PC) XP, understanding runes 15 XP, delivering painting 15 XP, adventure 25 XP