

# DUNGEON 260

A ONE-PAGE DUNGEON

NO3

# THE QUEEN OF BLACKRIVER

A DUNGEONSLAYERS ADVENTURE BY BOB BRETZ FOR LEVELS 1-4

This dungeon is the hiding place or home of a hideous Gorgon, a woman who has snakes for hair and whose gaze turns living creatures to stone.

It is essentially a cave with a network of tunnels with an underground river near the entrance that was probably carved out purposely; perhaps by some magical means.

Located in an isolated location far from any civilized place, just outside the cave entrance are several statues scattered about of people and creatures arranged in horrified poses and whose faces seem to express terror; no doubt the victims of the Gorgon's gaze.

**1. GUARD STATION** A chamber with a small pool acts as both living quarters (nothing of value) and guard post where **two Hobgoblins** (*Monster Mash*, p. 2) stand guard.

If questioned, they certainly wouldn't mind a conversation after being quite bored, they reveal to have never seen anyone come out of the cave (only go in), they've never met their "queen" and they were only told to bring supplies to the bridge (2) and leave quickly. They occasionally hear noises from within the cave, often horrible screams of terror.

**2. NATURAL BRIDGE** Anyone who spends more than two rounds (10 seconds) on or near the bridge will be attacked by a **slime monster** floating on top of the water (use *Ochre Blob - Small*, *Monster Mash*, p. 3).

**3. STORE ROOM** The Gorgon stores everything here, mostly common household items. A successful search check (MIN + RE) will find a number of gold pieces equal to the die roll scattered about up to a maximum of 22).

**4. STAIRWAY LANDING** There is a spear trap (Melee attack 15) located here.

**5. GUARD DOG PEN** A horrid dog (use *Demon Dog*, *Monster Mash*, p. 2) is chained to the south most wall; capable of reaching the middle of the room.

**6. FEED STORAGE ROOM** Rancid meat is stored here for the guard dog (5). There are **4 Rats per PC** here.

**7. TRAP** Along the foot of the far wall is a small chest (which is empty), once someone steps on it a pit trap 5 meters deep with spikes at the bottom (Melee attack 15) is activated.

**8. QUEEN'S BEDROOM** The **Queen of Blackriver** lives here. If the players encountered her guard dog (5), then she is aware of their presence and will surprise them; otherwise she will be unaware of their approach. Use the *Medusa* stats (*Monster Mash*, p. 3).

**9. QUEEN'S TREASURE ROOM** There are four large chests here, one which is hidden in the far right crevice. The three unhidden chest contain 200 GP, 200 SP, 10 pieces of jewelry (valued at 50 gold each) and 5 potions (3 Healing and 2 Coldown).

The hidden chest contains a magical Broadsword +2 & an Invisibility Cloak (works like Invisibility - CV:15; once a day; lasts PC's level in minutes).

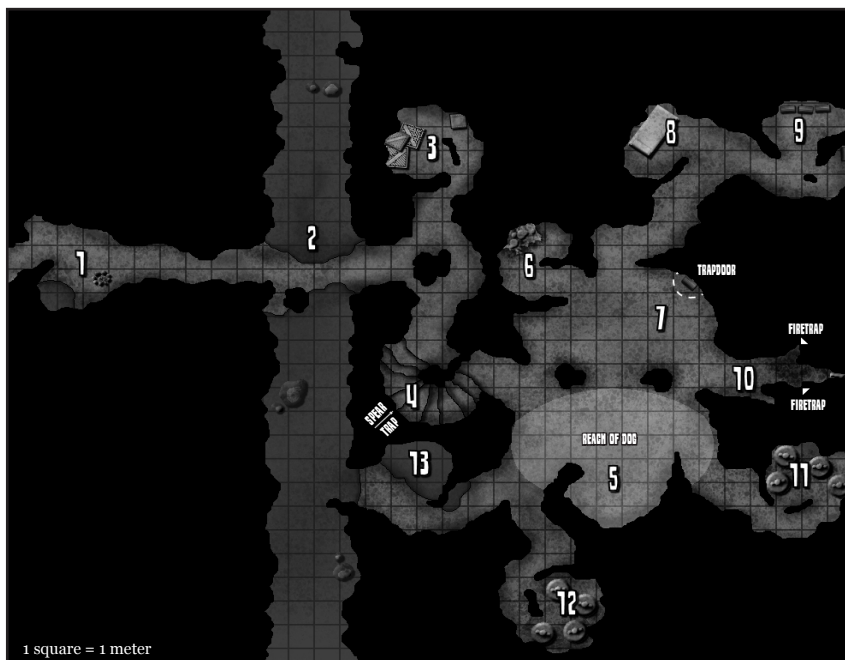
**10. CREVICE** At the end wedged as far back as possible is a small container.

In it are five potions capable of turning a creature turned to stone back to it's original form. Presumably, the Gorgon keeps these to undo the effect of her gaze when necessary. Once the container is disturbed, a trap is activated; **two fire rays** (Targeted Spells 20) erupt out of two smaller crevices. A hidden switch at the entrance of the crevice will disable it.

**11. PRISON** There are four statues, apparently of humans, covered in green slime. After two rounds (10 seconds), **two** of them will suddenly attack (use **Stone Golem**).

**12. PRISON** There are four statues, apparently of elves, covered in green slime. After two rounds (10 seconds), **two** of them will suddenly attack (use **Stone Golem**).

**13. TRASH ROOM** The large pool is the dumping ground for every foul thing the Gorgon casts off. Each player must make a BOD+TO Check in order not to become sick from the putrid smell (no game effect). There is a **Screaming Fungus** growing on the far wall of the pool (*Monster Mash*, p. 4).



XP: Per room 1XP; Combat (defeated XP/PC)XP; For each gorgon victim turned back to flesh 25XP; For the adventure 25XP