

DUNGEON 260

A ONE-PAGE-DUNGEON

NO 6

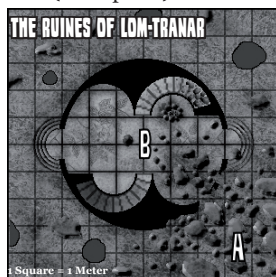
THE WIZARD OF LOM-TRANAR

A DUNGEONSLAYERS ADVENTURE BY CHRISTIAN KENNIG FOR LEVELS 1-4
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Goblins, Orcs and even an Ogre are pillaging the countryside (200 GP bounty per head). The characters set off to find the last wizard of Lom-Tranar: "Once inhabited by the wisest of Elves, the ruins of the tower are now the home of the old Darbu, a human wizard. He might know where to find the monsters."

In reality, old Darbu has long since passed away and the monsters led by the dangerous evil wizard Kardos now occupy the tower.

THE TOWER The party arrives at the ruins of the once proud Elven tower at dusk. The upper levels have clearly collapsed and the glow of firelight emanates from the ground floor. If the characters make a stealthy approach, they will hear (Perception) the babbling of Goblins, otherwise the Goblins notice the characters (Perception).



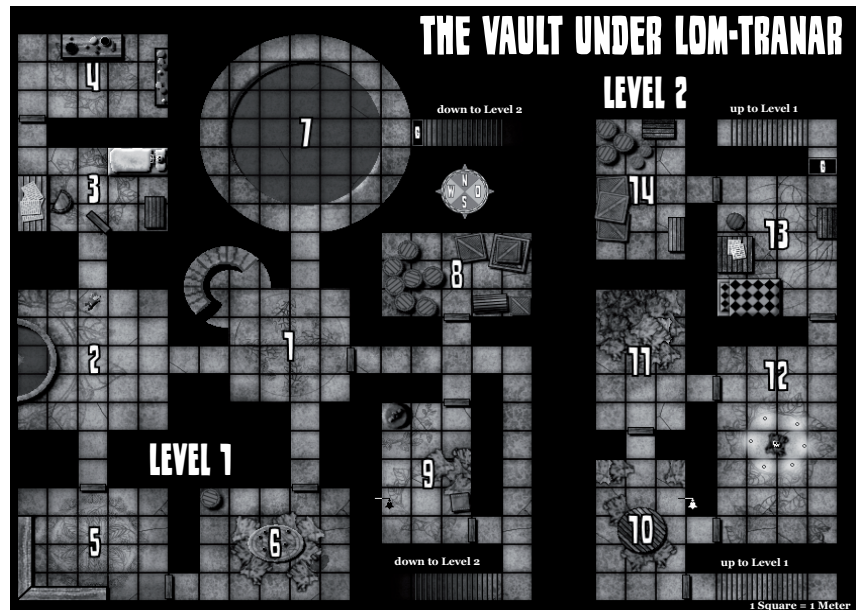
A. RUBBLE A successful search (Perception) turns up a magical Ring (Ranged Attack/Targeted Spells +1).

B. CAMPFIRE Several **Goblins** (1/PC) are roasting a freshly killed doe. One is wearing a golden ring (6 GP). The eastern staircase to the first floor is blocked by rubble, while the western one leads downwards.

1. ENTRANCE Splashing sounds can be heard from the west, while muffled goblin clamoring can be heard from the south.

2. FOUNTAIN OF HEALING Drinking heals a PC of D20 HP (once daily). Good for D20 hours if bottled. A rotting Goblin lies on the ground before the exit to 3, from which a deathly cold emanates.

3. DARBU'S CHAMBER This is where Darbu died several months ago, but his spirit is still bound here and has been awakened with the arrival of the larcenous band. These chambers have remained untouched since he killed the Goblin in 2. His spirit whispers: "Free Lom-Tanar from the evil dark mage Kardos, who holds captive the Mistress of the Forest. Though he has spoiled the waters, in the shadow of the setting sun it will aid you. Unite the Goddess, so that I may be at peace again."



Some of Darbu's poems are on his writing table. A chest contains a blue Runic Robe along with mundane clothing and scrolls of *Identify Magic* and *Slow*.

4. DARBU'S LABORATORY A Ring of Cooldown lies on the table amidst alchemical equipment (+1 Alchemy when using the whole set). The shelves contain 4 red Healing Potions, 1 Potion of Strength (ST x2 for ST rounds) and 1 dose of Sleeping Dust.

5. LIBRARY The Elves took all their books when they left Lom-Tranar. Chattering Goblins and rolling dice can be heard from 6.

6. GOBLINS Quarreling and gambling **Goblins** (1/PC) stand around a once beautiful marble table. Besides their two wooden dice, the mugs and a barrel of ale are their only property.

7. BASIN Dark and foul water. When passing the east or west rim, 3m long tentacles (1/PC) will attack (**Death Vine Shrub**). A secret door is hidden "In the shadow of the setting sun" (east).

8. STORAGE Kardos's cohorts store their supplies here: 7 ale kegs, 2 boxes of waybread (all in all, 200 rations), 1 crate of dried apples (100 meals worth) and a chest with 20 jars of jelly and 10 jars of honey.

9. WILD ORCS A former shrine, now occupied by Wild **Orcs** (1/PC) standing near a beheaded statue. A rope attached to a bell disappears into the wall. A frightened

squirrel is trapped in a small cage. If it (the "Mistress of the Forest") is freed, it produces white nuts (1/PC, heals D20 HP) and scurries away into the forest.

10. GUARD ROOM More Wild **Orcs** (1/PC) are napping here (they will try to sound the alarm bell to warn their brothers in 9). The Ogre in 11 will hear battle sounds, as will Kardos (in 13) on a roll of 1-9 on a D20.

11. OGRE This is the home of the Ogre "Squish" and his 12 lovingly cared for chickens. Under his bed of animal furs, an emerald (200 GP), the head of an Elven statue (9) and 4 eggs can be found.

12. DARK SHRINE A human skull sits on a black cat pelt surrounded by 6 candles. As long as all the candles burn, Kardos and his cohorts regenerate 1 HP/rd while in this room.

13. KARDOS' CHAMBER Here **Kardos** is writing deranged poetry. In a chest, more poems can be found as well as spell scrolls of: *Banish*, *Lightning*, *Terror*, *Walk on Water* and *Magic Ladder*.

14. KARDOS' TREASURE Apart from 3 ale and 2 wine kegs, some chests and boxes with 620GP, 461CP, Long Sword +2, Light Crossbow +1, Plate Helmet +1 (all magical) and a Bone Foot Bracelet (*Fast I*).

Kardos: BOD: 6 (0/4); AGI: 6 (0/4); MND 6 (3/4)
20HP; Defense 12 (**Ring of Protection** +2); Melee Attack:
7 (Quarterstaff WB +1); Targeted Spells: 13 (+3 *Lightning*, +1
Quarterstaff) or 10 (+1 *Fireray* with magical Staff); 59XP
Kardos uses his magical Staff during *Lightning* cooldown

XP: Each room 1 XP, Combat (defeated XP/PC)XP, Setting Sun Hint solved 20XP, find secret door otherwise 15XP, free squirrel 15XP, join statue 15XP, douse first candle 15XP, adventure 25XP