

DUNGEON 260

A ONE-PAGE DUNGEON

NOT

THE BRIGANDS OF LYRKENFENN

A DUNGEONSLAYERS ADVENTURE BY CHRISTIAN KENNIG FOR LEVELS 1-4
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HEAR YE, HEAR YE!

Courageous heroes sought
as Belgor and his brutal gang
plague the country!

200 GOLD

for the eradication of this gang
of thieves whose hideout is
somewhere in the dangerous
swamps of Lyrkenfenn.

After meeting several obstacles in the marsh the PCs find the ruins of a tower atop a rocky hill. Only the foundations remain of the ruined tower. Inside the remains of the tower, footprints can clearly be seen (MIN + RE + 6) in the vicinity of several recently used fire pits and some food leftovers. A secret trapdoor, camouflaged by moss and netting, opens to a stairway (MIN + RE + 2) leading downwards.

1. GUARDROOM Two drunken brigands snore heavily slumped over a table. There are 4 wine bottles on the table only one is full, worth 1GP).

2. EMPTY ROOM There is an apple on the floor.

3. STOREROOM In this room there are 4 lengths of 10M rope, 2 lanterns, 8 bottles of lamp oil, a bucket, 12 applications of weapon paste in a wooden casket, 14 short swords, 9 long swords and 12 daggers.

4. BARRELS There are 4 barrels of beer here each worth 5GP and 2 barrels of wine, each worth 10 GP. On one of the barrels there is a crowbar worth 1GP.

5. DOGS CHAMBER This chamber is locked from the outside. Inside the brigands keep 4 bloodhounds (use Wolf stats). The animals begin to bark half a minute after the party enters the room.

6. CARD GAME At a tarnished and shaky wooden table brigands play cards (1 for each party member). Each brigand is carrying d20 CP. In addition one has 2 six-sided dice.

7. EMPTY ROOM Not used by the brigands.

8. NAILED DOOR This door has recently been nailed shut by the robbers. Beyond the door there is a dark shrine created by the towers builders. Anyone entering the room will be attacked by 2 gargoyles. There is dried blood on the floor from previous brigands who entered the room.

9. SUPPLY ROOM In this room there are 6 bags of flour, 2 crates of apples (d20 in each), a bag of lentils, a bag of peas and 8 hams.

10. BELGOR'S CHAMBER The door to this room is locked. Inside Belgor is asleep on a bed and there is an iron chest (Belgor is carrying the keys). Inside the chest there are 414CP, 313SP, 618GP, 2 healing potions and a war horn.

11. PRISONERS In this room there are 2 maltreated female prisoners each carrying 8d20 SP. The party will be rewarded 40 gp and 8 gp respectively, if they can take these ladies safely home by their families.

12. SLEEPING AREA There is one brigand per party member in this room. Half of the brigands are awake, the others are fast asleep. Each brigand is carrying d20 CP and one has a ring worth 12GP hidden in his boot.

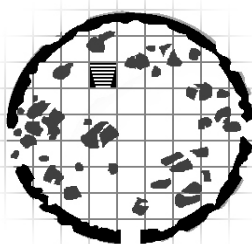
13. PIT If there are more than 2 party members in a 2x2 area then a 4m pit opens up beneath them. This will only happen once for this area.

14. OLD LABORATORY A table is covered with dusty alchemy equipment (worth 50GP), a soot-blackened protection ring +1, and 20 red pills in a small brass box of dwarven design (each restores 15HP). There is also a pentagram design upon the floor. Anyone entering the pentagram ages D20/2 years instantly (Nails grow, beard grows etc).

15. TREASURY In a chest (check for needle with poison 20) there are 2 healing potions, 1 levitation potion, Enchanted dagger +1, 6 arrows that cast fireball on impact, 18 gold bars (each worth 20GP), a scroll of sleep, 2 scrolls of slow, and a scroll of levitation.

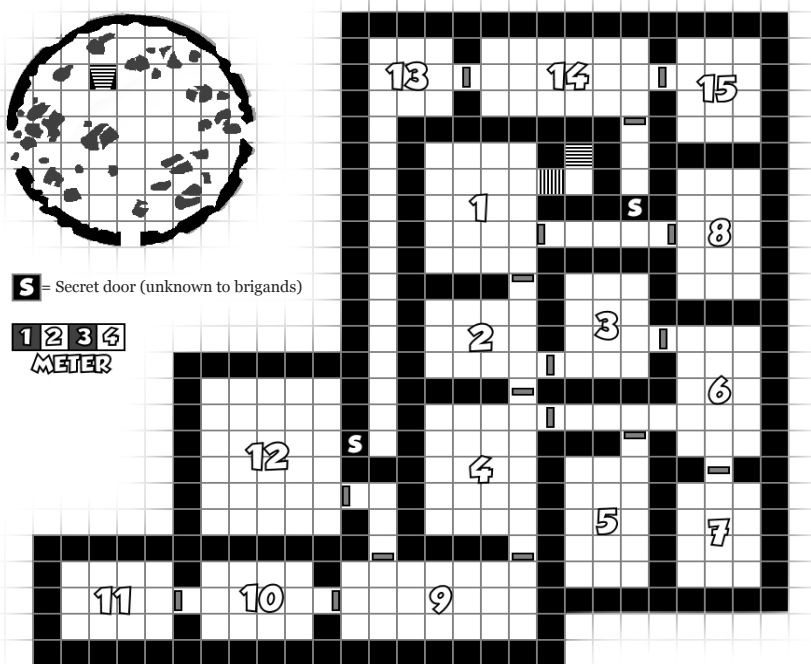
BRIGANDS/BELGOR

Body 8	Agility 8	Mind 2
St 2/4 To 2	Rf 2 Dx 2	Re 1 Au 0
Melee Attack:	12/14 (10/12 + 2 Longsword)	
Ranged Attack:	11 (10 + 1 Shortbow)	
Dodge:	9/8	
Defense:	11/12 (+1 Leather/+2 Chain)	
Hitpoints:	20/26	XP: 55/63



S = Secret door (unknown to brigands)

1 2 3 4
METER



XP: Per room 1XP; Combat (defeated XP/PC)XP; Destroying the shrine 15XP; Per woman brought home 10XP; For the adventure 25XP