

DUNGEON 260

A ONE-PAGE-DUNGEON

№08

THE MISTRESS OF SPIDER MOUNTAIN

A DUNGEONSLAYERS ADVENTURE BY CHRISTIAN KENNIG FOR THE LEVELS 7-14
TRANSLATION BY ANDREAS BÖSCHE, ELEAZAR, JOSEPH C. WOLF AND SANA D.

A band of Goblins have been rampaging through the area: "At least a dozen of the beasts. We suspect their camp is somewhere around Spider Mountain. There's a bounty of 200 Gold out for their heads."

The marauding Goblins have set up camp in a cave at the foot of the 400m high Spider Mountain. This mountain is surrounded by 2km of dense forest (called Spider Forest).

1. CAVE ENTRANCE A Perception Check is required to discover from a distance. Here The PCs find the entrance to an old cave system. Numerous goblin tracks are found outside the caves.

2. GUARDS Two **Goblin** guards are squabbling loudly instead of keeping watch.

3. CAVE PASSAGEWAY This dusty cave is free of tracks. Tunnel (9) is covered by heavy, thick cobwebs.

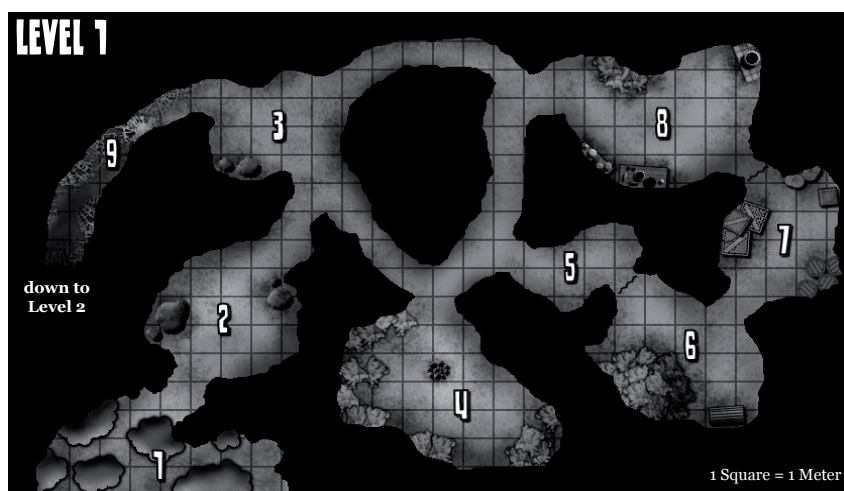
4. GOBLIN'S DEN 2+1/PC **Goblins** are resting here on tattered animal pelts.

5. ANTEROOM Loud griping and whining can be heard from behind the dirty curtain to (6). The fist-sized head of an elven statue is lying on the floor.

6. CHIEFTAIN The **Goblin Chieftain** sits upon a pile of furs and pelts reprimanding two of his subjects. He is wearing a key around his neck which opens his treasure chest (Poison Needle Trap 15). Within it are 118GP, 276SP, 412CP, 2 red Healing Potions, 1 blue Potion of Spellchange, an elven quiver (grants magical +1 Ranged Attack for an arrow drawn from it for one round), a magical Ring of Protection +1, a magical Long Sword +1 and a magical Horned Helmet +1. All arms and armor are too large for Goblins to use effectively.

7. STORAGE ROOM 12 sacks of grain (5GP each), 28 bolts of colorful cloth (D20SP each), a casket of Elven wine (12 bottles, each worth 1GP), 8 20l barrels of ale (15SP each), 20+D20 pots and pans (D20CP each), 14 knives, 2 Short Swords, 4 battered Plate Helmets and a 1m high headless elven statue.

8. SHAMAN These are the quarters of the shaman of the tribe. On the shelves are 2 red Healing Potions, 2 green Potions of Levitation, 2 violet Cooldown Potions as well as a richly decorated wooden casket (1GP) containing the spell scrolls: *Protection from Poison*, *Identify Magic*,



Arrow of Light and *Exorcise*. Between dirty bowls on the table, there is a small metal tin with six black bitter pills (grant +1 to everything for one fight). The cauldron is bubbling with a nasty smelling insect stew.

9. TUNNEL Filled with dusty cobwebs.

10. SPIDER'S DEN A smelly cave full of spider webs. A **Monstrous Spider** lurks in the shadows on the 3m high ceiling (dropping on victims: Melee Attack +12).

11. LARDER A dessicated goblin (has D20CP) and four muskrats are neatly wrapped in spider silk amid countless bones (vermin and dwarven).

12. TWISTY LITTLE PASSAGES Cold water (1m deep)

13. SPIDERS Two **Monstrous Spiders** attack as soon as they notice a PC. If they notice the PCs while exiting the area, they will pursue along the cave ceiling (one meter above water level).

14. STATUES Clay statues of wolf-human hybrids. Inside each of them is a human

skeleton with a moldy wolf skull helmet. All eight of them will attack (bursting from the clay) if a statue gets damaged or the "Mistress" awakens.

15. STONE WELL ROOM Stone well with a bas-relief of a witch riding a spider, followed by a horde of wolfmen in a forest, backdropped by a single mountain. The door to 16 is magically sealed and reads "Here rests the Mistress. Only at her behest may one enter". The door opens if one presses the rider relief.

16. GRAVE OF THE MISTRESS If one opens the stone coffin, a longhaired female **skeleton** attacks (the skeletons from 14 will come to her aid if they have not yet been destroyed). Within the coffin are: 298GP, 814SP, a magical Dagger +1, a Black Pearl Necklace (AU+1), a magical Staff (Fire Ray), a magical Gold Necklace (HP+4) and a Ring of Protection +2.

Chieftain: Heroic; Melee Attack 14 (Short Sword), Defense 10 (Chain Mail), HP 45, 144XP
Shaman: Targeted Spells 12, HP 9, *Fire Ray*, 33XP



XP: Each room 1XP, Combat (defeated XP/PC)XP, Opening door to the Mistress 10XP, Handing over loot 15XP, adventure 25XP