

## Dungeon Background

This dungeon is a mix of constructed and natural caverns. It was once the grand city of Dekea, a city ruled over by mages and the city that sparked a renaissance.

When the god of magic was destroyed and magic failed, the magic-reliant city collapsed and fell into huge cracks that opened up underneath it, burying it, and all the knowledge it contained, along with hundreds of thousands of people.

## Recent Events

An earthquake shook the region recently, destroying a few villages and towns, but it also opened up a new entrance to the Ruins of Dekea.

Aftershocks still affect the area and will be felt while the characters explore the dungeon. The GM is free to add aftershocks as flavour, or a way to change or alter the dungeon itself.

## Factions

The first level (like all other levels) has a number of factions (consisting of one, several, or even more individuals).

**Druid:** A single druid tends to his mushroom and fungi forest and wishes to remain here in peace to continue his work. He cares not for the outside world, unless it affects his grove.

He is neutral with all other factions, but trades with the Norkers so they will leave him in peace.

He may heal the PCs or give other advice or help in exchange for services rendered.

This is a good way to introduce mini-missions for the PCs.

**Norkers:** These creatures are wanting to expand their territory, and are in the midst of executing on that by moving further east along the main road.

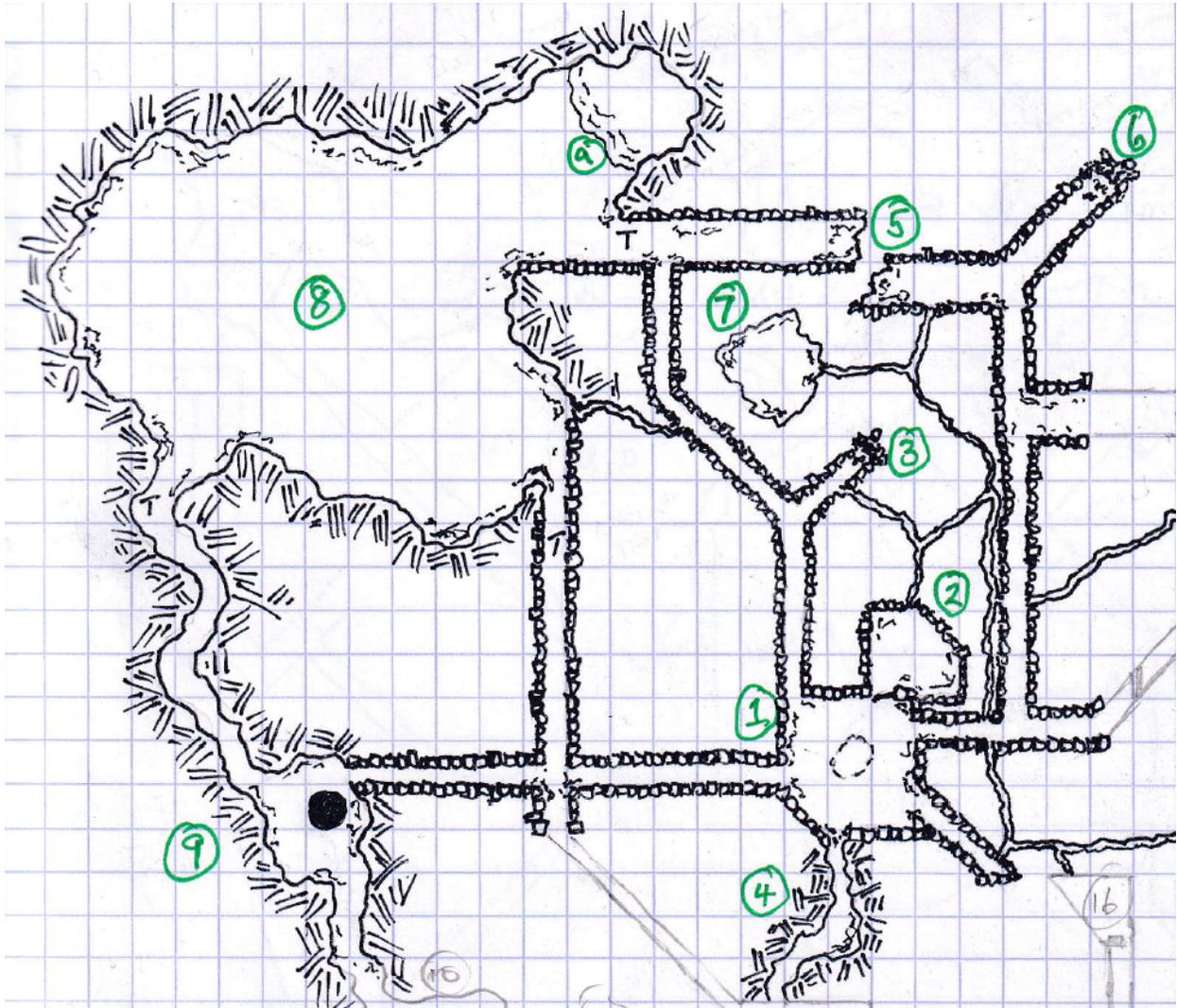
They are neutral with (and afraid of) the druid, but are happy to maintain their trading relationship and leave him be. They are hostile to the mites/snyads and the Ogre, as they want to control the whole level and these two factions stand in their way.

**Mites/Snyads:** These beings just want to steal as much as they can from whoever they can. They set up ambushes (and traps) so they can rob the unwary. No other factions like them, and they like it that way.

If an area calls for a D6 check to see if a mite or snyad is present, roll the check and if one is indicated roll on the following table:

**Table: Snyad/Mite Encounters**

D6	Encounter Result
1	A single Mite looking for food
2	A pair, one Mite & one Snyad, setting a trap
3	Two Snyads arguing over some "treasure"
4	4 Mites looking to ambush anyone
5	A "raiding party": D4+2 Mites lead by a Snyad
6	D6 Mites picking over a recently dead carcass, looking for treasure



**Ogre:** The ogre lives alone, raiding the surface for food and treasure, and wants the status quo to remain.

He is fighting the Norkers and the cultists. He finds the Mites/Snyads to be annoying but they pose no real threat to him.

He likes the druid as he brings him the yummy mushrooms he enjoys.

**The Cultists:** These zealots want to search the dungeon for artefacts and lore from their “dead” god, Agamon. They believe

somewhere in the dungeon may lie the secret to returning him from his exile.

They are neutral to everyone else, and will work with another party as long as they achieve their goals and no-one else interferes. However, if their goals are interfered with, then they will become hostile.

### **Dungeon Entrance**

The recent earthquake has unveiled an opening - an oval hole that leads to area 1.

### Area 1: Entrance

2 in 6 chance for *Snyad* or *Mite* being here.

Hole in the domed roof leads to what used to be a courtyard in the city.

- Water drips from a hole in the ceiling into a small muddy pool on the ground.
- Air is musty & smells mouldy.
- The floor is covered in crushed mosaic tiles.

Crushed tiles crunch underfoot:  
-10% to all silent move checks

- In one section of the floor there can be made out an ancient sigil for protection.

INT check by an arcane spellcaster

- Rusted iron bands sit on the floor near the mouldy, wooden door.

### Area 2: Alchemist Shoppe

4 in 6 chance for *Snyad* or *Mite* being here.

- Door is mouldy and soft, having been eaten out by termites.

If the door is smashed open, a swarm of termites will attack anyone within 10-ft of the door, infecting any wooden shield or weapon (becomes useless in D4 hours).

- Inside smashed glass, cracked and broken stones, rotted wood splinters, and other debris litter the floor.

- In one corner of the room, a book - *The Complete Alchemical Works of Wirshim Grippleweed* - wrapped in a tattered oilskin lies under some rubble. It is damaged but mostly intact.

Same chance to spot the book as spotting a secret door. If the room is searched it will be automatically found.

### Area 3: Collapsed Tunnel

1 in 6 chance for *Snyad* or *Mite* being here.

- The tunnel is a dead end.
- A skeletal hand sits among the stones and cobblestones. It has a ring loosely hanging around its index finger.

Same chance to spot the hand and ring as spotting a secret door. If the rubble is searched, then it will be found automatically.

### Area 4: Natural Passage

*Snyads* or *Mites* do not use this passage.

This natural rock passage connects one courtyard (Area 1) to another (Area ??).

- Small indentations and scrape marks mar the floor (giving a hint as to the inhabitants).

→ The snyads and mites used to use this passage until the piercers moved in.

→ 4 Piercers live in this tunnel.

### Area 5. Broken Street

*1 in 6 chance for Snyad or Mite being here.*

→ 10-ft separates the two parts of this old street.

STR test with -2 penalty due to crumbling edges. Fall 30-ft if failed.

### Area 6: Mushrooms

*2 in 6 chance for Snyad or Mite being here.*

→ Passage slopes downward and becomes increasingly damp as you descend. The dead end is very damp and the ground squelches underfoot.

→ Mushrooms grow all over, and the rocks are covered in moss.

Two of the mushrooms are beneficial, while a third is poisonous. The moss is harmless. A druid will know which is which.

### Area 7: Snyad & Mite Lair

*6 in 6 chance for Snyad or Mite being here.*

→ The entrance is trapped with gas spores.

**TRAP!** Pressure plate releases a 10-ft cloud of gas spores. Save

Vs. Poison or become weakened and disoriented (STR & DEX are halved) for 10 minutes.

→ The chamber is piled high with items collected from the dungeon over many years - furniture, old weapons, and other curiosities and nicknacks - arranged in a maze of small passages and tunnels.

This is perfect for the small snyads and mites to move freely and hide well. Larger creatures will struggle.

→ At the centre is a round clearing where they all sleep.

### Area 8: Druid's Grove

*No chance for Snyads or Mites to be here.*

→ The chamber is a wonderland of giant mushrooms, fungi, moss, and vines.

→ Each entrance has a different type of trap (see below).

#### TRAPS!

**Every Entrance:** Has one Shrieker which will alert the druid of any intruders. Plus, may attract the attention of other denizens.

**North-East Trap:** A trapdoor opens, throwing anyone into a 20-ft pit filled with 10-ft of water - D6 damage from fall. The water has 2D4 piranhas in it (from pool in Area 8)

**South Trap:** Poisonous fungi are growing on the walls. Any warm body walking past them will

release a cloud of poisonous spores: save Vs. Poison or become unconscious for D6 hours.

**South-West Trap:** Vines grow all over the walls in the chamber, but here the druid tends to 3 Strangle Vines (as Strangle Weeds). The druid can pass by harmlessly.

→ The druid is neutral and cares not for much outside his grove and this dungeon level. He knows the following info:

- ◆ Knows of (and trades with) the Norkers (see Areas ??-??)
- ◆ Aware of the Ogre (Area ??) and it's penchant for mushrooms
- ◆ Tolerates the Snyads and Mites (but doesn't allow them near his grove)

**Area 8a** is an underground pool that the druid uses to water his underground forest. A swarm of piranhas live in this pool and will attack anyone entering the pool, except the druid.

### Area 9: The Shaft

*1 in 6 chance for Snyad or Mite being here.*

- A deep shaft runs from this level down til level 4 of the dungeon. An opening leads to level 2, but no opening leads to level 3. The shaft ends on level 4.
- The shaft can be climbed but it would take a long time to traverse

down to level 4. Getting to level 2, while climbing, would take 3 hours.

Climb checks should be made every 10 minutes.

- The best way to use this shaft is to have access to flying or levitation magic.

