

# Justice Bringerers Hideout (Outside) | Basinhold



## Description

This old cavern used to be an old secret passage used to get out of the castle for emergency as its main purpose but it also holds armories, pantries, and more. This place has not been used for a long while so it's old and some bits of the river have leaked through causing a layer of water to overtake the floor. The smell that permeates throughout is mildewy, your skin feels wet with a faint mist of old river water caressing your skin. The Justice Bringers now use this cavern as a way to the hideout and pass in and out of the castle without being seen, so the cavern is filled with torches so the path is clear, but although the way is clear to those who do not know the layout this place is a labyrinth.

The entrance to this hideout is placed underneath the bridge leading to the town hall, on the town side. The doors are hidden and blended in with the stonework so that it is invisible if you are not looking for it. Those who are not looking for a hidden door or are not investigating the stone, are not able to see it.

- When the party approaches the underside of the bridge and are attempting to locate the hidden passageway they can make an Investigation (INT) check of DC 15.
  - If they succeed with a 20+, they feel a slight breeze and find a slight circular indent within the stone where a door handle would normally be.
  - If they succeed, they feel a slight breeze coming from inside the bridge.
  - If they fail, they are unable to find anything.

# Mapping and Information

Once the party reaches the end of the spiral staircase that leads down into the real cavern, they are then greeted by the dungeon.

- Once they are introduced to the labyrinth the party is then asked to make a Perception (WIS) check of DC 10.
  - If they succeed, they can hear the murmurs of guards and the grunt of Minotaurs.
  - If they fail, all they notice is the dripping of water from the ceiling to the water-covered floor.

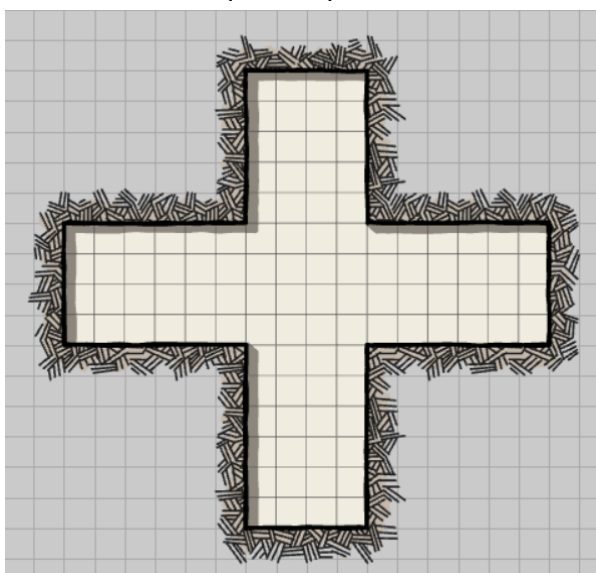
Now they enter the labyrinth turns. With a movement total of 30 to reach the end. Each labyrinth turn is separated into a few parts, Preparation, Movement / Stealth, Enemies, and Discovery.

1. **PREPARATION.** The first portion of the turn is preparation, this is the section where the party can ask for things, cast spells, anything that is to prepare them for the following sections.
2. **MOVEMENT / STEALTH.** The next turn is movement/stealth. Once this portion begins they are asked if they want to move stealthily, normally, or if they want to move quickly. If they choose to move stealthily they can subtract 5 from their movement total but they add 5 to their stealth for this turn. If they choose to move fast they can add 5 to their movement but subtract 5 from their total stealth. Once they have chosen their selected type of movement, they roll a d20 to see how much progress they have made in the dungeon. They add that roll to their total and then they have another player roll for their stealth.
3. **ENEMIES.** Once they have the total for stealth that becomes the DC for the Minotaurs and Guards to see if they get noticed, having a +2 to their roll. If the guards notice them, they are then in an encounter with the team that spotted them, rolling a d4.

**Evens:** 1d4 guards and a commander ([Link to Encounter](#))

**Odds:** 2 Minotaurs. ([Link to Encounter](#))

Each battle map looks like this each square represents 5ft so 20ft wide corridors...



4. **DISCOVERY.** Afterward, if the party has reached the required movement total the reach the end of the cavern and can continue on. If not they roll a d6 to see what happens.

Roll Number	Event
1	<b>Empty Room</b> - This room has nothing in it but can give the party rest for a little bit if they need. They get the feeling that if they stay too long they may be found out.
2	<b>Barracks</b> - They find where all the guards sleep and live and where they aren't going about the town undercover or not on duty. <hr/> They can find another justice bringer medal, in here if they pass a Stealth (DEX) check of DC 10.
3	<b>Armory</b> - They find where they keep some of their armor, weapons, and such. All of the items are randomly scattered around the floor making it easy to trip and fall <hr/> They can attempt to find items in here if they choose to make an Acrobatics (DEX) check of DC 10, If they succeed they can find 2 spears, 14+ a crossbow with 20 bolts, 18+ a potion of healing.
4	<b>Library</b> - The party discovers a room filled on each wall with books and a small desk with a small lamp for reading. <hr/> If the party asks some books that can be found here are: "How to Climb the Corrpret Ladder" by A.B. Plumbus, "How to Get Rid of that Mildewy Smell Off your Armor" by A.B. Plumbus, and the bookmarked book "How to Deal with your First Cult" by A.B. Plumbus.
5	<b>Torture Chamber</b> - They find a room that has splotches of blood scattered on the wall and floor with torture equipment cleanly stored to be used later if need be <hr/> They can find a whip, a flail, and handcuffs, in here if they pass a Survival (WIS) check of DC 12 if they can power through the horrific stench that is emanating from the room.
6	<b>Dining Hall</b> - They find a room with many individual tables and plates stacked all seeming to be used as a pleasant smell comes from the room. <hr/> There are 3 servings of food left on the table and if the party choose to eat, each player consuming one serving, regain 1d6 hit points.