

CYCLIC DUNGEON GENERATION

v1.0

Design: Sersa Victory

Illustrations: Brandon Reinert,
Pixabay, trihubova/Adobe Stock

Special thanks: Ryan Russell

What is cyclic dungeon generation?

Cyclic dungeon generation is the name given to the level creation algorithm in Joris Dormans's 2017 roguelite [Unexplored](#). Taking inspiration from games like *The Legend of Zelda*, this algorithm generates dungeons by composing together **cycles**: circular loops of linked dungeon rooms designed to create a specific flow of gameplay.

There are several types of cycles that can be used to construct a dungeon, such as *lock and key* or *hidden shortcut*. By nesting multiple different cycles, a dungeon can be generated that feels more like a human being intentionally designed it, rather than a purely random scattering of chambers.

The [BorisTheBrave.com blog](#) goes into detail about the algorithm and provides a summary of the gameplay cyclically generated dungeons help encourage:

"Instead of just wandering at random, you quickly find that the path forward is blocked, forcing you to solve puzzles, find items and keys, and defeat enemies to continue. There's a huge variety of structure, all randomly generated, but nearly every level is a tightly packed, interesting space."

What is this document?

This document attempts to adapt *Unexplored*'s cyclic dungeon generation algorithm for tabletop roleplaying games. The following pages lay out a process for using this method to generate dungeons for use with any fantasy roleplaying game system.

What materials do I need to use this document?

To use the dungeon generation method described in this document, you'll need the following:

- A pencil and eraser
- Some blank paper and graph paper
- A set of polyhedral dice
- Tables for generating dungeon features, monsters, traps, and treasure for your game system of choice



What is a cycle?

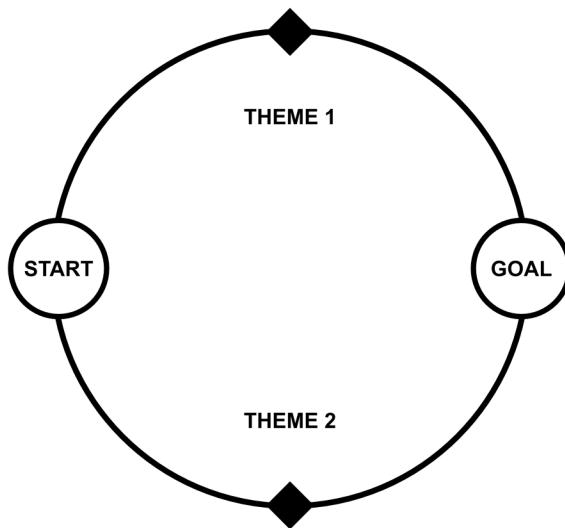
A cycle is a (roughly) circular loop of linked dungeon chambers designed to create a certain gameplay flow, such as *lock and key* or *hidden shortcut*. By nesting several cycles together, a dungeon's builder can create a flowchart representing an engaging non-linear space.

Each cycle described in this document has four elements: a **start**, a **goal**, **arcs**, and **insertion points**.

- **Start.** A dungeon chamber at the beginning of the cycle. In your dungeon's overall cycle, this represents the dungeon or level entrance. In a sub-cycle, the start represents the first chamber in a cluster of rooms. (*The overall cycle and sub-cycles are explained on page 6.*)
- **Goal.** A dungeon chamber at the end of the cycle. The goal typically represents a reward, an obstacle blocking passage further into the dungeon, or something else useful to the players. In your dungeon's overall cycle, the goal represents the exit to the next level, the boss monster, and/or a treasure hoard. In a sub-cycle, the goal represents something the players seek, such as a key.
- **Arches.** A cycle has two arcs—lines that connect the start to the goal. These lines represent paths through the dungeon to get from the start to the goal. Arcs can be short, representing 1–2 rooms, or *long*, representing 2–3 (or more) rooms. Some arcs can only be traversed in one direction. Dotted arcs indicate a sight line to a point of interest but blocked movement. Many arcs have additional points of interest noted.
- **Insertion points.** A point in the cycle in which a sub-cycle might be inserted. Marked with a diamond (♦).

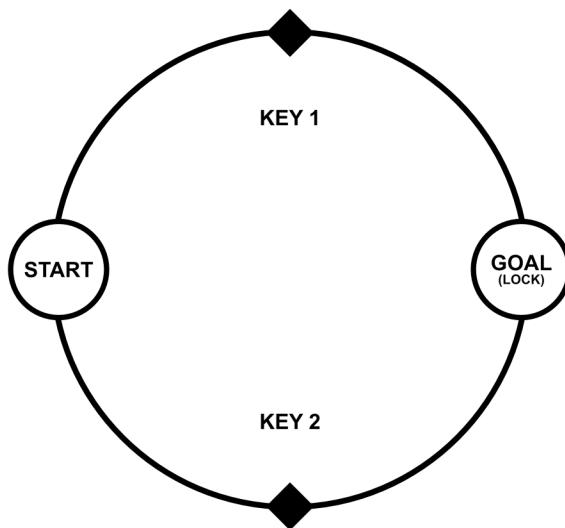
The next several pages of this document describe twelve cycles you might use to construct your dungeon. A diagram visualizing each cycle is also provided.

It's important to note that the cycle diagrams are **flowcharts**—they are **not** representative of a room's size, shape, or orientation. For example, the diagram for two alternative paths does not imply the starting room is positioned at the west end of the dungeon with two routes leading east to the goal room.



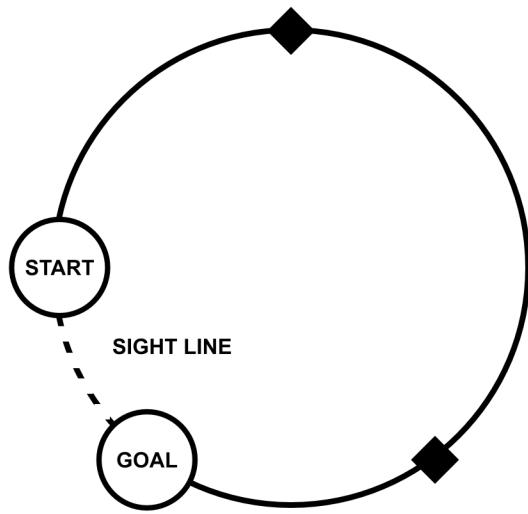
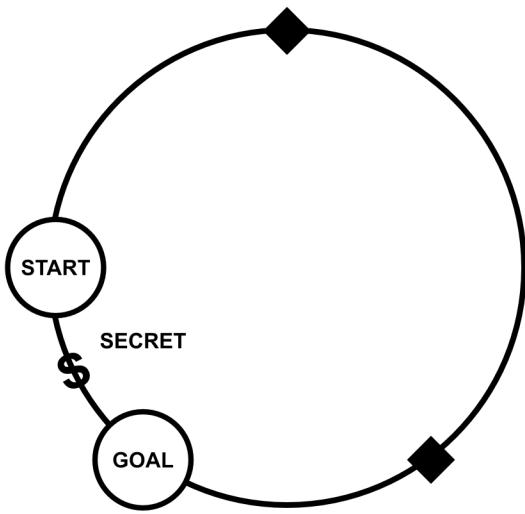
1. Two alternative paths

The dungeoneers are presented with a choice between two alternate **long** paths to the goal. Each path embodies a distinct or opposite theme, such as *monsters versus traps*, *melee versus magic*, or *corridors versus caves*. Each path is equally dangerous and rewarding.



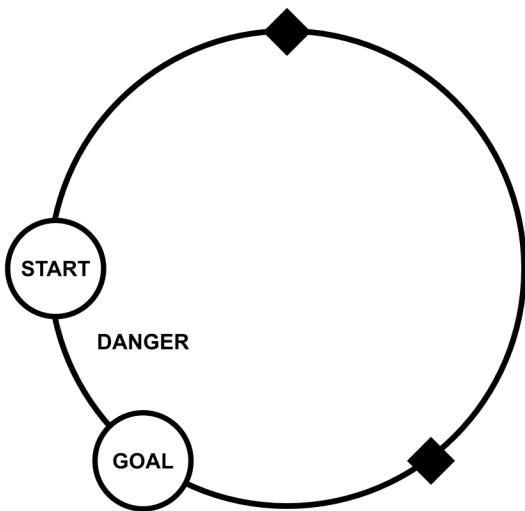
2. Two keys

The dungeoneers are presented with two different **long** paths through the cycle. Both paths eventually meet at the goal, which is a chamber that contains a **lock** (see page 5). Near the midway point of each long path is a **key**; both keys must be used, combined, or manipulated to open the lock.



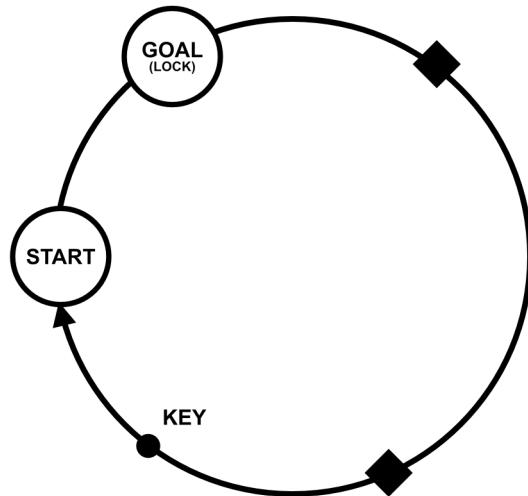
3. Hidden shortcut

The dungeoneers are presented with a **long** and dangerous path to the goal. However, a secret **short** and less dangerous path to the goal is hidden in (or near) the start chamber.



5. Foresighting loop

The dungeoneers are teased with a view of the goal from the start chamber (or a chamber near the start). However, the dungeoneers are unable to reach the goal from the start chamber. A **long** path loops around, eventually leading the dungeoneers to the goal.

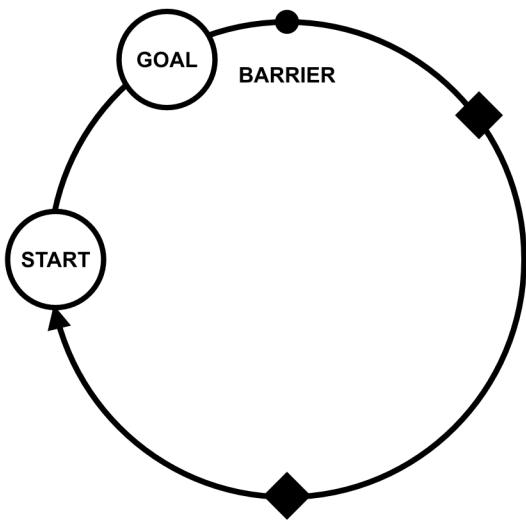


4. Dangerous route

The dungeoneers are presented with a choice between less dangerous **long** path to the goal or a much more dangerous **short** path. This danger might be a powerful monster, a lethal gauntlet of traps, a perilous environmental hazard, or some combination thereof.

6. Lock-and-key cycle

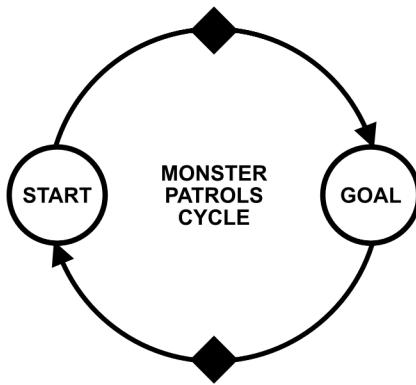
The dungeoneers are presented with a **short** path to the goal; however, the goal chamber contains a **lock**. A **long** path from the goal chamber leads to its corresponding **key**. The chamber containing the key features an exit back to the starting chamber, such as a one-way portal or door that only opens from the key's side. This exit allows the dungeoneers to loop back quickly to the goal.



7. Blocked retreat

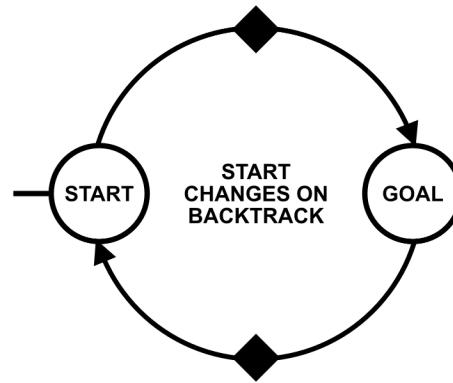
The dungeoneers are presented with a **short** path to the goal. The goal requires the dungeoneers to press farther into the dungeon, complete an objective, and then return. However, a **barrier** (see page 6) just beyond the goal chamber blocks the dungeoneers from returning until they follow a **long** and dangerous route that loops back to the starting chamber.

Alternatively, the goal chamber contains something useful to the dungeoneers, such as a safe place to rest or an exit back to the surface.



8. Monster patrol

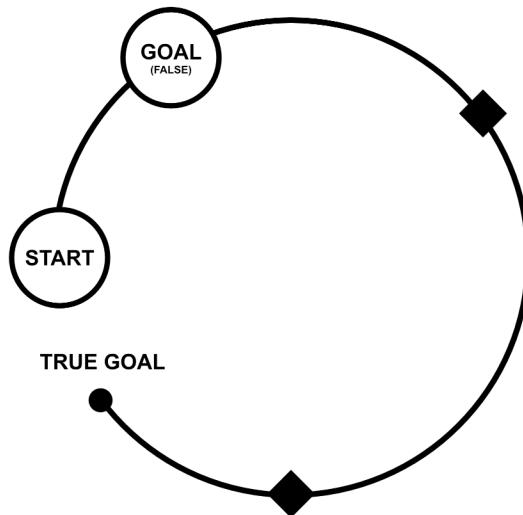
A very powerful monster patrols a **short** circular path between the start and the goal. Players moving through the start, goal, or any chambers in between must be careful to avoid the monster. There is likely something valuable in a chamber patrolled by the monster that the dungeoneers must retrieve or manipulate.



9. Altered return

The dungeoneers are presented with a **short** path to the goal. The start chamber contains a monster, trap, or hazard. When the dungeoneers are forced to backtrack through the start chamber after reaching the goal, the nature of that monster, trap, or hazard changes and/or becomes more perilous.

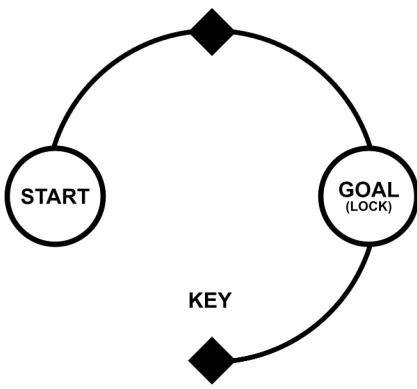
Alternatively, the start chamber is safe when first entered, but becomes dangerous upon backtracking.



10. False goal

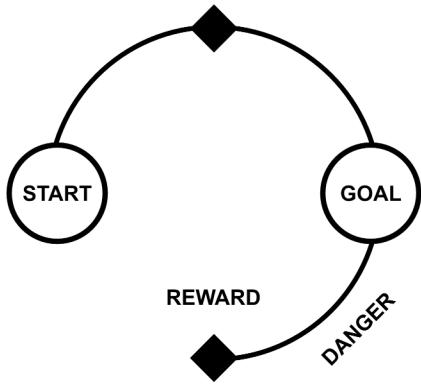
The dungeoneers are presented with a **short** path to what initially appears to be the goal. However, it is revealed that the “goal” is a trap or trick, and that the true goal lies at the end of a **long** path that extends from the false goal chamber (or a chamber nearby).

There is a 1-in-3 chance that this long path to the true goal is concealed by a secret.



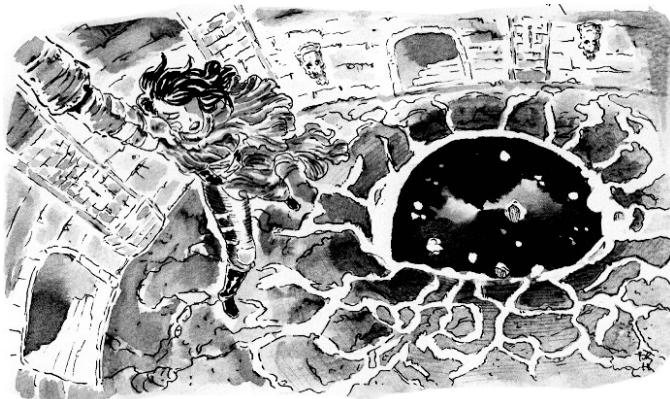
11. Simple lock-and-key

The dungeoneers are presented with a **short** path to the goal; however, the goal chamber contains a **lock**. A short path from the goal chamber leads to the **key**.



12. Gambit

The dungeoneers are presented with a **short** path to the goal. An optional additional reward is visible from the goal chamber, but a dangerous guardian or obstacle blocks the **short** path toward it.



Locks and keys

Several cycle types feature **locks and keys**. As the names imply, the dungeoneers must retrieve the key to open the lock. However, a lock and key does not necessarily represent a literal padlock and skeleton key.

Locks can be **hard** or **soft**. A hard lock prevents the dungeoneers from progressing unless they have the key item, no exceptions. Example hard locks include magical barriers requiring an enchanted stone to pass, or a gate that is raised by pulling a lever elsewhere.

A soft lock, on the other hand, can be bypassed by the dungeoneers without its corresponding key, but at some significant risk or cost. Example hard locks include a gauntlet of lethal poison gas or a monster beyond the dungeoneers' experience level.

Dungeoneers attempting to pass through a soft lock will likely perish doing so, though they might succeed with incredible luck, skill, or both.

Six types of locks and keys are listed below. There is a 1-in-4 chance that a given key will be concealed in a secret off the key's chamber.

D6	Lock and Key Type	Hard or Soft
1	Literal door lock and key	Hard
2	Terrain feature (pedestal, altar, mechanism, etc.) or NPC and key item	Hard
3	Impassable environmental hazard or magical effect and means to pass or dispel	Hard
4	Powerful (but potentially passable) monster and means to slay or evade	Soft
5	Lethal (but potentially passable) trap and means to disable or evade	Soft
6	Perilous (but potentially passable) hazard and means to neutralize or evade	Soft

Barriers

Cycle #7, the blocked retreat, features a **barrier** that prevents the dungeoneers from returning to the goal chamber until they circumnavigate back using a long and dangerous route. However, like locks and keys, this does not have to be a literal barrier like a stone wall.

Four possible types of barriers are listed below.

D4	Barrier Type
1	Physical or magical barrier (dropping stone, wall of force, etc.) that appears behind the dungeoneers after they pass
2	One-way path (portal, gate, etc.)
3	One-way trap (pit, chute, portal, etc.)
4	Very dangerous (but potentially passable) monster, trap, or hazard that appears behind the dungeoneers after they pass



Generation method overview

1. Generate overall cycle

Roll a d12 on the Cycle Type table below to determine your dungeon's "overall cycle." This cycle represents at a high level how the rooms of your dungeon will flow from the entrance to the exit, boss monster, or hoard.

Both diamond-shaped insertion points in the overall cycle's diagram will be replaced with sub-cycles in the next step. These sub-cycles represent clusters of connected chambers within the dungeon's overall loop.

2. Generate sub-cycles

For both diamond-shaped insertion points on your overall cycle's diagram, roll a d12 on the Cycle Type table below and insert that cycle into your dungeon's overall flowchart. Re-roll duplicate cycles if desired. An illustration on how to do this is shown on page 9.

3. Draw the dungeon map

Draw a dungeon map on graph paper that roughly conforms to the flowchart you generated in the previous steps. There is no single "correct" way to translate the flowchart into a dungeon map. You might erase and redraw rooms during this step to get an arrangement you are happy with.

D12	Cycle Type
1	Two alternative paths
2	Two keys
3	Hidden shortcut
4	Dangerous route
5	Foreshadowing loop
6	Lock-and-key cycle
7	Blocked retreat
8	Monster patrol
9	Altered return
10	False goal
11	Simple lock-and-key
12	Gambit

If you prefer, you might forgo creating a grid-based map and instead opt for a bubble diagram of rooms for your dungeon's final map.

The next section of this document, "Example of the Process," gives an illustration of how a cyclic dungeon flowchart might be translated into a grid-based map.

4. Populate the dungeon

Using the guidelines and random generation tables provided by your game system of choice, populate the dungeon with terrain, monsters, traps, treasure, and other elements.

Many cycles reference elements that need to be included, such as monsters, but beyond that feel free to add any content you like.

5. Add embellishments to the dungeon

As you're translating your flowchart into a traditional dungeon map and populating rooms, feel encouraged to add side chambers, connecting passages, detours, secret areas, more locks and keys, additional cycles, and other embellishments to your own personal degree.

Adding more cycles

The generation method described in this document creates a modestly sized dungeon that can be played in 2–3 sessions, depending on game system. To make a longer dungeon, nest more cycles into the flowchart.

To make a truly vast space like a megadungeon, you might use this method once to create a high-level flowchart of dungeon levels rather than individual rooms. You would then repeat this process to generate a flowchart for each individual dungeon level.

For example, a foreshadowing loop cycle when used at this scale might instead represent one dungeon level that can be seen from another, with the distant area reachable only after circumnavigating through several other dungeon levels.

Extending this method

Feel free to come up with your own cycle types to add to this process. You might also try using cyclic generation to create site-based wilderness or science-fiction adventures.

Adjusting the results

As with any other random generation tools, you should feel encouraged to alter, ignore, or hand select the results. The process for generating a layout presented in this document is only intended to be a guide—a scaffolding to help jumpstart creativity and expedite the creation of dungeon adventures. When inspiration strikes, don't be afraid to adjust the flowchart or map to accommodate an idea.

For example, while rolling to place monsters in your dungeon, you might get a result of "purple worm". Since burrowing is a central part of this iconic monster's flavor, you decide to insert another cycle into your flowchart: a hidden shortcut representing the one of the purple worm's tunnels that clever players can unearth and exploit to bypass a danger.

Likewise, you might have an idea for a trap that involves a false amulet designed to lure in unwary tomb robbers. In this case, you might decide to hand select the *false goal* as one of your dungeon's sub-cycles instead of rolling.



EXAMPLE OF THE PROCESS

Sabrina wants to create a small, low-level dungeon adventure with which she can introduce her friends to tabletop roleplaying games. She decides to use the method described in this document to procedurally generate her dungeon's layout.

The following pages will give an example of cyclic dungeon generation by describing, step by step, Sabrina's process for creating a simple dungeon called *The Tomb Under the Tree*.

Gathering her materials

Sabrina starts by gathering the materials she needs to use the dungeon generation process described in this document. She gets a pencil, a piece of scratch paper, a piece of graph paper, and her set of polyhedral dice.

She also grabs a copy of the *Victory Basic Complete Rules* and the *Old-School Essentials Classic Fantasy Rules Tome*, both of which she'll use later to populate her dungeon's chambers.

Generating her dungeon's overall cycle

Sabrina reads that the first step of the process is to generate her dungeon's overall cycle. This cycle represents, at a high level, how the dungeon areas will flow from the entrance to the final encounter.

She takes a d12 and rolls it on the cycles table on page 6. The die comes up 2, indicating that her dungeon's overall cycle will be two keys.

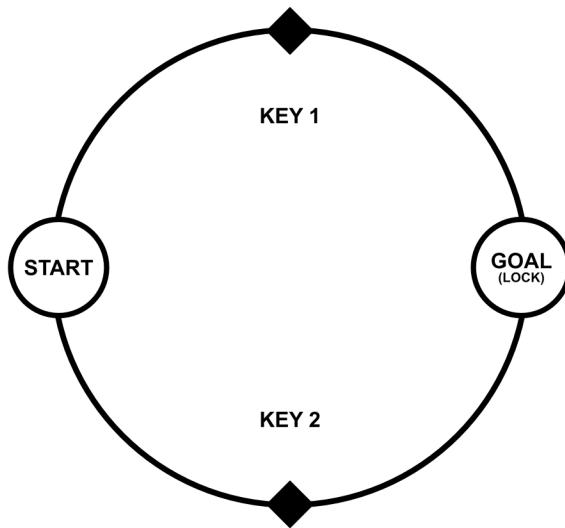
In plain language, this means that there will be two equally long and perilous paths through the dungeon to the final area, and that the players will need to find a key somewhere along each path and combine them to complete the adventure.

She looks at the diagram shown for the *two keys* cycle and sketches it in pencil on her scratch paper (shown to the right).



Sabrina pays special attention to the diamond symbols in the cycle diagram, as these will be where she inserts the next two cycles of her dungeon layout.

She puts her graph paper aside for now and reminds herself that the cycle diagrams are not maps representing physical space or orientation—they are flowcharts that describe the order of rooms and events in her dungeon adventure.

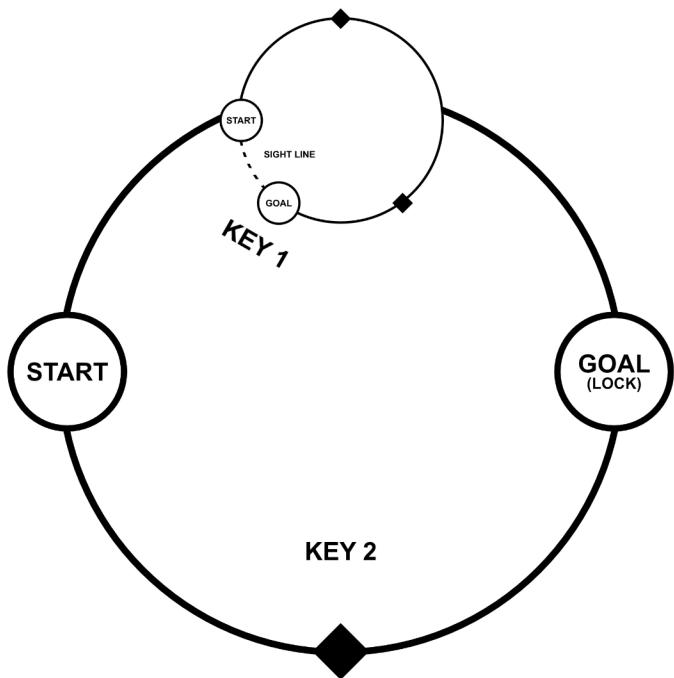


Generating her dungeon's first sub-cycle

With her dungeon's overall flow sketched out, Sabrina reads that she needs to generate a sub-cycle, or a cycle that replaces one of the diamond insertion points in her diagram. This sub-cycle will describe the flow of that "wing" of the dungeon.

She rolls her d12 again on the cycle chart, and this time gets a 5—the foreshadowing loop. In this cycle, the players are given an early view of some goal, but something keeps them from reaching it. They'll have to circumnavigate through 2–3 or more dungeon rooms to get to the goal.

Looking at the flow diagram for the foreshadowing loop cycle, she replaces one of the diamond insertion points in her diagram with that of the foreshadowing loop (shown below). Because the overall goal of the dungeon is to find a key in each branch, she sets the goal of the foreshadowing loop as the key to find in that wing.

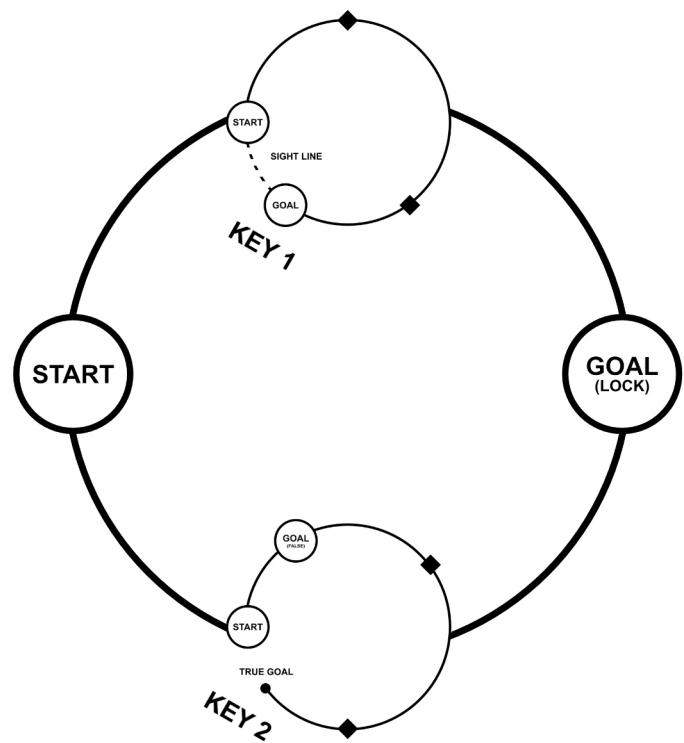


Generating a second sub-cycle

Sabrina repeats this process for the second branch of her dungeon. She rolls a d12 one last time on the cycle table and gets a 10—the false goal. In this cycle, the players quickly come upon what they think is their goal, but instead find it to be a trick or trap. Their real goal is actually farther down a longer, more dangerous path.

The description of the *false goal* cycle indicates that there is a 1-in-3 chance that the longer path leading to the real goal is hidden by a secret. Sabrina loves secrets, and knows the process described in this document is meant to be adjusted to taste, so she decides without rolling that the path to the real goal—the final area's second key—will be a secret.

She updates her dungeon's flow diagram to include the *false goal* cycle (shown below).



Narrating the flow

To help solidify her dungeon's flow in her mind, she writes it out as a kind of story:

There are two long branches in the dungeon that both lead to the final chamber. The goal of the dungeon is to find two keys and use them in that final chamber.

—Down one branch, the players will quickly see the first key, but can't get to it. They will have to make their way around through several rooms in order to reach it.

—Down the other branch, the players will quickly come across a trapped false key, and they must follow a longer path through a nearby secret door to find the real key.

Drawing her map

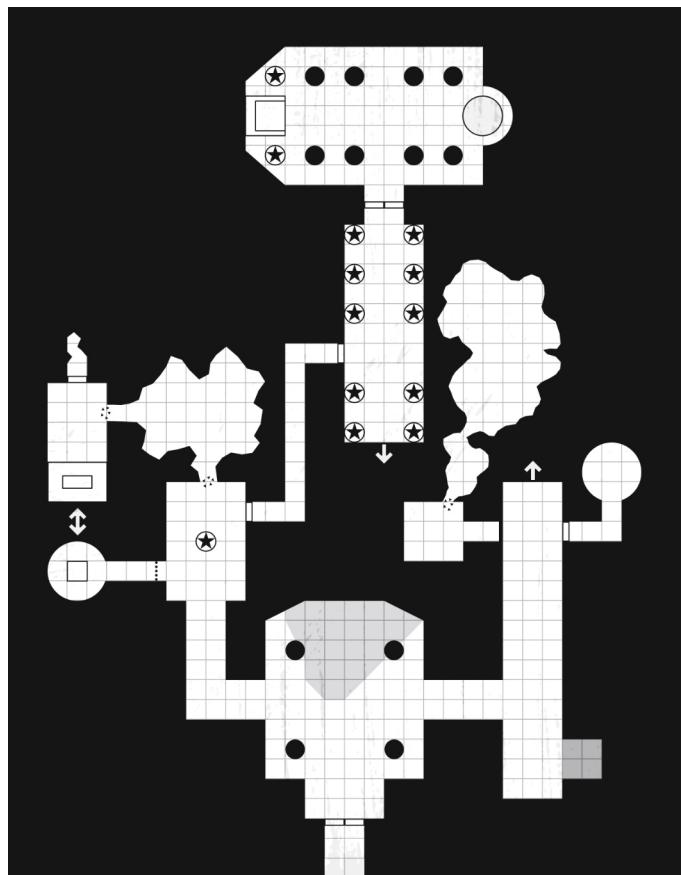
Sabrina takes her graph paper and begins sketching out a grid-based dungeon floor plan that roughly conforms to the flowchart she created in the previous steps.

Since the cycle diagram only describes the flow of areas through a dungeon—not their shape, size, or orientation—she experiments with different ways of arranging her dungeon’s chambers. She draws rooms and corridors, noting which are cycle starts and cycle goals so that she can later place elements like keys.

Sometimes a room doesn’t fit right or she gets a better idea for how to arrange them, so she’s tells herself it’s okay to erase some parts of the map and try again.

She also knows, after reading the process described in this document, that she is free to add side chambers, corridors, detours, doors, portals, dead ends, and other embellishments to her own personal taste—provided the overall flow of the dungeon remains intact.

After some time sketching, Sabrina settles on the dungeon map shown to the right. A version of her dungeon map overlaid with the parts of each cycle is shown on the next page.



Populating her dungeon

With her dungeon map drawn to reflect the the cycle-based flowchart she generated in the previous steps, Sabrina starts to populate her dungeon with terrain, monsters, traps, and treasure.

She first notices that there is a table on which she should roll to determine what kind of lock and key she might use for her dungeon’s overall two keys cycle. She rolls a d6 and gets a 2, indicating that the “lock” is some terrain feature, like a pedestal, and the “keys” are items that need to be used on that terrain feature.

She likes the idea of the dungeon being a fey queen’s tomb, so after jotting down a few ideas, she settles on the “lock” being a statue of the fey queen on her throne, and the two “key” items being her scepter and crown. By replacing these two relics on the statue, Sabrina decides, the throne will open to kick off the final battle and reveal the dungeon’s hidden treasure.

Since the process described in this document is not specific to any game system, she decides to roll on the tables in the Victory Basic Complete Rules to determine the contents of each room.

She makes a note of which rooms contain keys so that she can place a special monster or trap guardian there. She also makes sure that there is a barrier the players can see through or across in the foreshadowing loop cycle—in this case, a portcullis. Finally, she places a secret door in the *false goal* cycle.

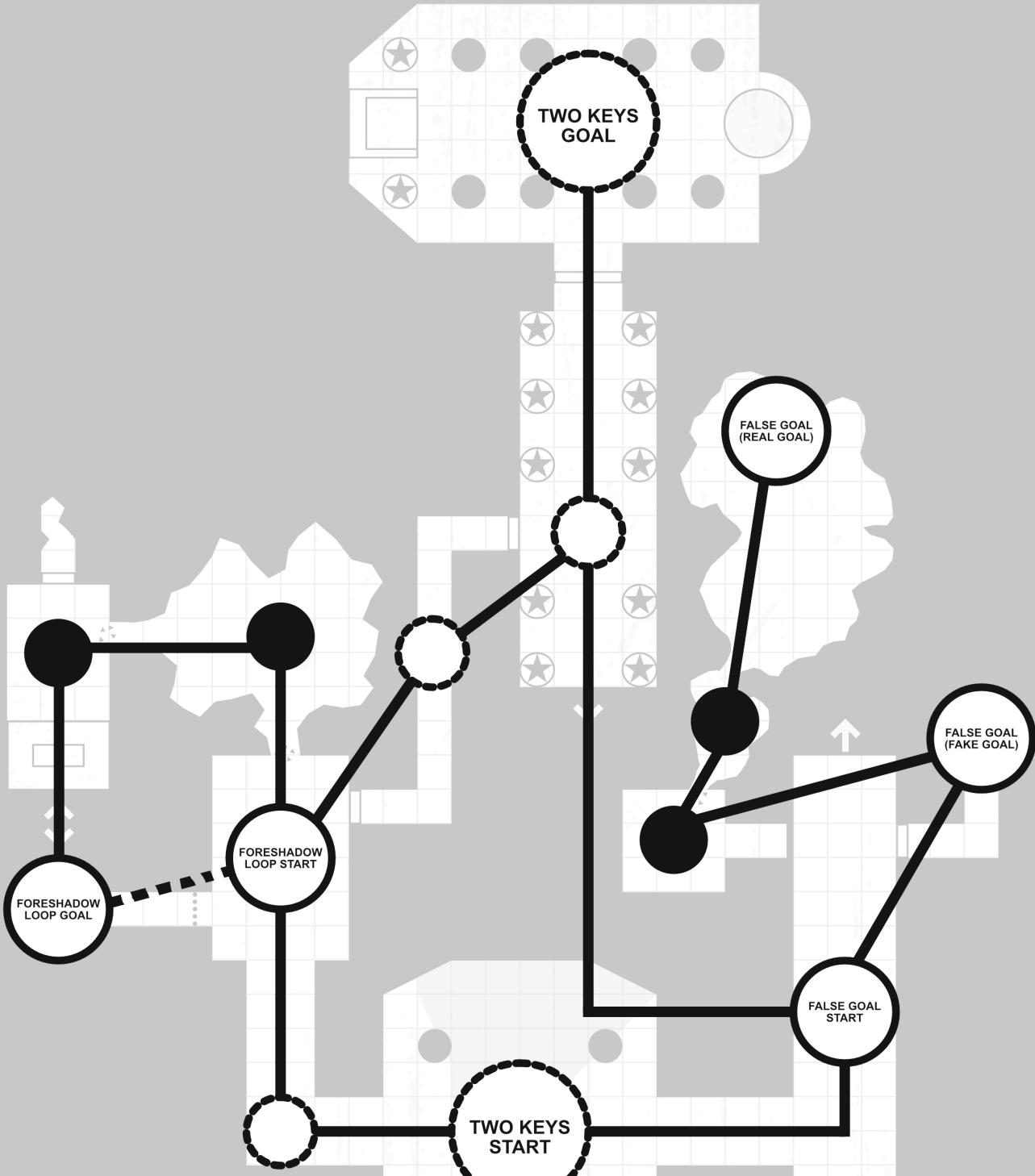
Once she has determined the contents of each area of the dungeon, she uses the Old-School Essentials Classic Fantasy Rules Tome to create game statistics for monster, traps, and magical treasure.

As with the cyclic dungeon generation process itself, Sabrina takes the liberty of adjusting her dungeon’s contents or layout if an idea comes to her while rolling for terrain, monsters, traps, and treasure.

Finishing touches

Her dungeon nearly complete, Sabrina adds some finishing touches. She steers into the fey queen’s tomb concept, sprinkling some decorations and lore across the rooms to reflect that theme.

Once satisfied, she prints out her dungeon, gathers her dice and miniatures, and heads off to play!



THE TOMB UNDER THE TREE

A simple but perilous **2nd-level dungeon** for use with **Old-School Essentials**.

Adventure Background

Beneath a colossal tree of golden leaves lies a maze of root-choked catacombs. It is in these catacombs that the Dusk Queen of legend is entombed with her royal treasures. However, deathless guardians and devious tricks await any who would intrude on her sleep...

1. Burial Mound

The floor of this pillared hall is bare dirt piled into a mound that nearly reaches the ceiling. Roots from the colossal tree aboveground snake down and wrap around the pillars. Sickly yellow flowers bloom from the roots.

Monsters: If the characters disturb the mound, **10 skeletons** in war-maiden dresses rise from the dirt and attack. The skeletons are covered in the same sickly yellow flowers as the pillars. At the start of the skeletons' turn, roll 1d6 if at least 3 skeletons remain. On a 1-2, enchanting dust issues from the flowers on the skeletons. Each character in the area must save versus poison or be affected as the *charm person* spell. This charm ends if all of the skeletons are destroyed.

Treasure: Digging in the mound unearths a crude wooden coffin. Inside the coffin are rotting bones, jewelry worth 68 gold pieces, a *potion of growth*, a scroll of *invisibility*, and a *longsword +1* with an amethyst pommel. While wielding the sword, a character detects secret doors as an elf.

2. Sealing Corridor

When a character steps into the area marked "T" on the map, a stone block slams down over the area marked "X". This massive stone prevents retreat back to area 1.

3. Ruined Idol

A once-towering statue of the Dusk Queen lies broken in jagged chunks. Centipedes pick at smaller vermin.

Trap: The portcullis to the west is rusted shut. Area 6 can be seen beyond. Yellow mold covers the bars. Attempting to force open the portcullis disturbs the mold. Characters touching or inhaling disturbed mold spores must save versus death or die in 6 rounds.

4. Sunlit Grotto

Shafts of sunlight peek through cracks in the ceiling of this cave. Large bones and stiff feathers carpet the ground. A silver chest glitters in the center of the cave.

Monsters: A ferocious **owlbear** zombie dwells here. It attempts to drive the characters out of its grotto if they enter. **Halfling** youth, hearing the commotion, might appear in the cracks in the ceiling and hurl rocks down at the characters, the owlbear zombie, or both.

Treasure: The chest contains shiny stones, bird eggs, and trinkets that have fallen into the owlbear's den through the cracks above. A dirt-smudged medallion bearing the symbol of the Dusk Queen can be found among this collected debris. (This talisman can be used to safely open the double doors in area 13.)

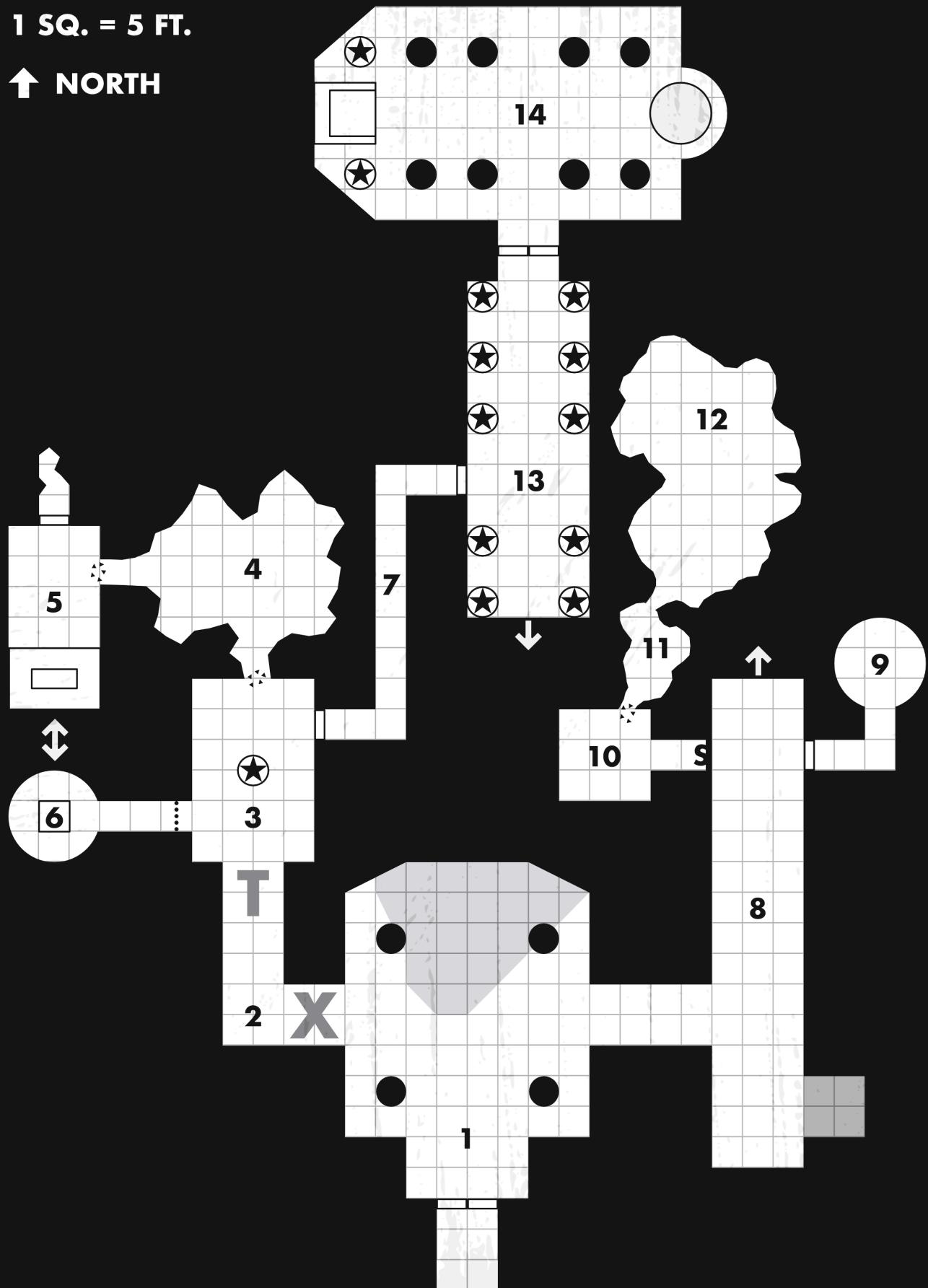
5. Heroine's Tomb

A sarcophagus sits atop a raised tier. The cover stone is chiseled with the likeness of a stern woman in fluted mail. Pushing aside the cover stone reveals not a skeleton, but rather a hidden crawl that leads to area 6.



1 SQ. = 5 FT.

↑ NORTH



6. Obelisk and Scepter

The preserved body of an armored woman stands upright inside a recessed alcove set into an obelisk. She clutches a scepter to her chest.

Trap: A character reaching into the obelisk and disturbing the woman's remains causes a scything blade to cut across the opening in front of her. The blade attacks with a +5 to hit and deals 1d8 damage. A character damaged by the trap must save versus spells or contract the rotting curse of a mummy.

Characters inspecting the ground around the obelisk will spot a severed pair of withered, greedy hands at the woman's feet.

Treasure: The entombed woman wears a scarab of protection and a bracelet worth 84 gold pieces. She also clutches the scepter of the Dusk Queen. (This scepter, combined with the crown in area 12, is used to reveal the Dusk Queen's treasure in area 14.)

7. Scoured Passageway

This long hallway is remarkably free of debris. Midway down the corridor, skeletons appear to float in midair.

Monster: A **gelatinous cube** blocks movement through this passageway. The equipment of the tomb-robbers engulfed by the cube have no monetary value; however, a keepsake around the neck of one skeleton opens to show a delicately painted portrait of a young girl. Returning this keepsake to the girl in the nearby village can earn a favor from her well-connected family.

8. Hall of Mosaics

Mosaics of painted stones are set into the walls of this wide hallway. The mosaics depict women harvesting wheat and carrying it to a pillared temple at the north end of the image. A vaulted ceiling rises high above. Burnt-out cressets hang from the ceiling at 10-foot intervals. If characters listen carefully, they can hear the faint echoes of women singing hymns while they labor.

Portal: A door of green mist is set into the north wall. Characters passing through the mist are transported to area 13. (This doorway was conjured by the magic-user who fell down the nearby stairwell.)

Treasure: A flight of spiral stairs to the southeast have fallen away, leaving only a 60-foot shaft down into darkness. If the characters use rope to climb down to the bottom of the shaft, they will discover among the rubble the remains of a magic-user that fell to his demise. He still clutches a *wand of magic missiles* in bony fingers. The wand has 6 charges remaining.

Secret door: At the northernmost end of the mosaic on the west wall, the laboring women are shown carrying their harvest to the Dusk Queen. Pressing a mosaic stone in the Queen's crown causes the section of wall marked "S" on the map to rotate open, allowing passage to area 10.

9. False Crown

A statue of a kneeling knight presents a crown toward a shaft of daylight that falls through a crescent moon-shaped aperture above. The air reeks of rotten meat.

Monsters: Though it appears gold, the crown is in fact worthless copper painted gold. A pair of **caracass crawlers** hide in deep cracks in the ceiling. They ambush living creatures that enter—roll for surprise.

10. Enchanted Mosaic

This chamber contains a mosaic as well. However, this one depicts a robed woman facing away from the viewer, hands raised in jubilation toward a crescent moon that rises over distant mountain peaks.

If touched, the stones of the mosaic rearrange themselves to show the robed woman turning to beckon the characters. She identifies herself as the Oracle of Dusk, Faithful to Our Queen. She offers to truthfully answer one yes-or-no question about the dungeon.

11. Bonfire

Oil, kindling, and bones lie heaped in the center of this cramped cave. Players can relight the bonfire and rest here a moment to regain 2d6 lost hit points. A character may only regain hit points in this way once.

Roleplaying prompt: What is each character thinking about while resting around the bonfire?

12. Charnel Basilisk

Hundreds of funerary urns are piled in this cavern. Stalagmites and stalactites dot the area like the fangs of some great behemoth. Chunks of warrior statues slowly erode in shallow puddles of rainwater from above.

Monster: A **basilisk** makes its den atop the piles of urns. It fiercely defends its nest.

Treasure: Searching through the urns discovers wedding bands worth 76 gold pieces and two matching engraved rings of protection +1. The crown of the Dusk Queen is hidden in one urn among the many. (This crown, combined with the scepter in area 6, is used to reveal the Dusk Queen's treasure in area 14.)

The characters will find all of these items if they take the time to search after defeating the basilisk; searching during battle has a 1-in-10 chance of finding the crown.



13. Royal Hall

A procession of statues line this wide vaulted hall lit by everburning braziers. Each statue depicts an armored woman holding a stone talisman to the sky. The air smells of baking cinnamon.

Trap: A set of ornate double doors leads north into the Grand Tomb of Dusk (area 14). They are sealed. Raising the medallion found in area 4 breaks the seal.

Attempting to open the doors without raising the medallion causes the eyes of the statues to glow with wrathful light. All characters present must save versus spells or suffer the curse of the basilisk for one full cycle of the moon. While cursed, a character is turned to stone if they roll a natural 1 on an attack or saving throw.

Portal: A door of green mist is set into the south wall. Characters passing through the mist are transported to area 8.

14. Grand Tomb of Dusk

Massive columns support the ceiling of this vast tomb directly under the base of the colossal tree aboveground. Roots as thick as sea serpents glow from within, casting off golden motes that dance like fireflies. A wide well of brackish water stands to the east.

Dominating the chamber, however, is the marble statue of a 10 foot-fall queen that reclines on a throne at the head of the hall. Half-moon tapestries frame her artfully sculpted flowing hair.

Puzzle: The statue of the Dusk Queen is missing her scepter from area 6 and crown from area 12. If these items are replaced, the entire tomb shakes and the throne slides back, revealing an onyx sarcophagus underneath glittering with starlight.

Monster: Resting within the sarcophagus is the **mummy** of the Dusk Queen, who attacks when awoken. In addition to the normal abilities of a mummy, she can cast one time each the spells *charm person*, *mirror image*, and *sticks to snakes*.

Treasure: The Dusk Queen's sarcophagus contains exquisite jewelry worth 1,024 gold pieces, a potion of *treasure finding*, a scroll of *lightning bolt*, an amulet of *health*, and the well-gaol key (see below). The characters might fetch 300 gold pieces for the scepter and crown.

Ending the Adventure

The well is 20 feet deep. Swimming down to the bottom reveals a locked steel door caked with rust. This door can be opened with the well-gaol key found in the Dusk Queen's sarcophagus. Doing so causes the water in the well to drain away, rushing down a flight of spiral steps deeper into the unknown...