

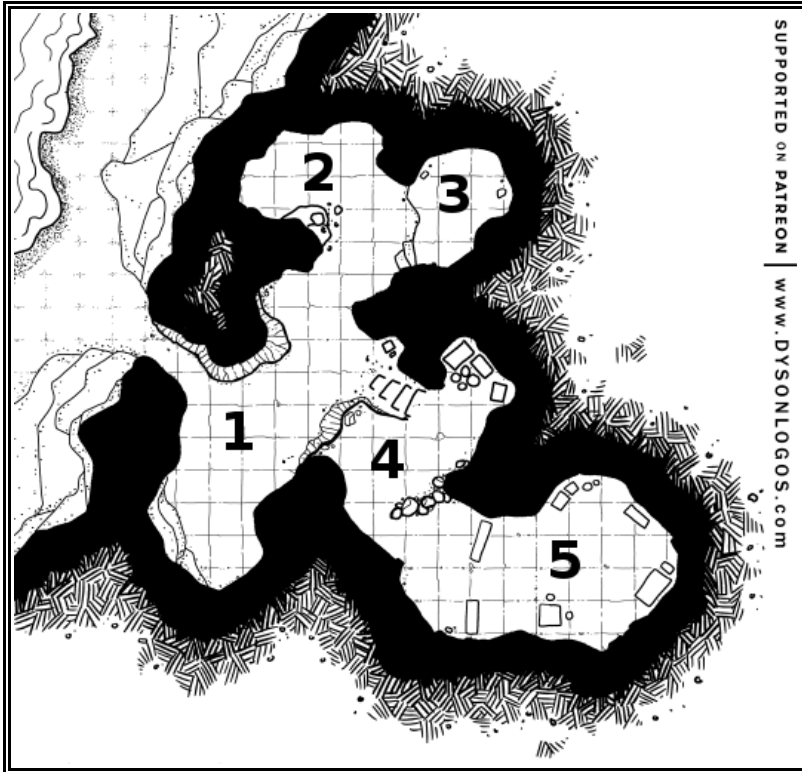
# The 4x5 Dungeon

## The classic 5-room dungeon randomed up.

(words by Vance Atkins, original map by Dyson Logos)

I often create four scenarios for a single map. So why not mix it up, and have the potential to create 20 variations (or 28, counting treasure and minions)? Adventures may be run by column or just let the d4 choose. After all, if the players wonder what's in the next room, the GM might as well, too.

You're an awesome GM, you can justify the existence of a cavern full of random traps, a weird fountain, and occupied by a dragon and some floating skulls guarding a pretty rock.



**GM Notes:** "Guard" encounters are approximately 3HD, "Boss" encounters approximately 4-5HD, and minions a combined 3HD.

Run Straight, or Roll d4 per room	1	2	3	4
Room #				
1	Wind whistles through cavern, almost language-like. Disconcerting.	<b>Sandling:</b> (as leather/shield), surprise, slam attack, 1 gallon+ water <i>slows</i> for 1d6 rounds.	Deadfall (rope net of rocks), moderate damage, 10' diameter, save for half damage.	Dragon scales, scorched. Animated, flit away like moths.
2	Pulsing fountain of warm blood-like mud, smells of taffy.	Recent rockfall from crumbling walls and ceiling is scattered across the floor. A few pebbles fall as PCs investigate.	<b>Ooze:</b> (as leather), hiding in pottery, slam/acid attack, fire and cold resistance. Pottery contains fistful of corroded gems.	False treasure (glass-filled chest), explodes, moderate damage, 10' radius, save for half damage.
3	Hand and arm bones animate, grasp 1d2 characters and cause continual minor clawing damage until destroyed (four hits), save to avoid.	Unstable, undulating floor, feels flesh-like (result of misfired <i>stone to flesh</i> spell).	Dank, dripping water along moss-covered wall. Barely visible bas-relief of forgotten dog-headed goddess.	<b>Charmed fighter:</b> (chain/shield), <i>mace</i> +1, make saving throw upon each injury to break <i>charm</i> .
4	<b>Powerful skeletal warrior:</b> ornate, filigreed plate armor. Fused to bones, must be carried out intact.	Illusory angel, alluring appearance. If touched, save or blinded for 1d2 turns (-4 action rolls).	Enchanted treasure chest, sings sea shanties, makes bad puns.	Stack of purloined trade goods and bulky valuables.
5	<b>Necromancer:</b> (as leather) Fabulous cape, poison dagger, spells: <i>sanctuary</i> , <i>spider climb</i> , <i>silence</i> -15' radius, <i>ray of enfeeblement</i> .	<b>Retired Minotaur Gladiator:</b> (as chain) Necklace of various skulls, bite/gore or net/spear (net hit: -2 AC and action rolls next round).	<b>Undead Pirate:</b> (as chain/shield) Flamboyant hat with rare feather, touch causes 1d3 CON loss, <i>fear</i> effect, silver or magic to damage.	<b>Young Green Dragon:</b> (as plate) Gaudy ornamented horns, gas cloud breath + spells: <i>charm</i> , <i>darkness</i> , <i>invisibility</i> .
Who's backing up the baddie?	5 <b>grotty kobolds:</b> (as leather) armed with scorpion-on-a-stick.	4 <b>sycophant goblins:</b> (as leather/shield) wielding clubs and vials of vile fluids.	6 <b>flying skulls:</b> (as chain) chattering, bitey, act as swarm.	<b>Obstinate princess:</b> doesn't want to be rescued.
What Cool Item does the bad guy have?	"Paresis Fang" <b>Intelligent Spear:</b> +2, save or <i>paralysis</i> (2d4 rounds), telepathic communication, detects secret doors and invisible objects. Grumpy.	A <b>Shiny, Polished Rock.</b>	<b>Portable Shadow:</b> Black velvet handkerchief that flows to obscure an area, allows up to 3 individuals to hide as thief of same level, and/or thief to hide at +2 levels.	<b>Infernal Cloak:</b> Stylin' embroidered flames, +1 <i>protection</i> , fire resistance, wearer becomes semi-corporeal (½ damage from mundane weapons).