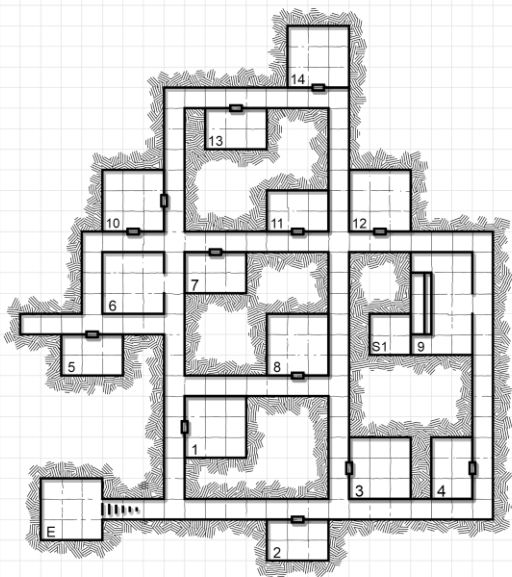


Dungeon of the Ape

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Atop a barren hill and under the shell of a watchtower, the ruined halls of Grathnon the Necromancer lie shunned by the barbarian tribes.



Rumors

2. A strange curse was placed over the ruins (False)
3. Grathnon's spirit takes the form of a hooded wraith (False)
4. The ruins were cleared of treasure, ages ago (False)
5. A great treasure is secreted in the ruins (True)
6. A strange beast lives in the depths of the dungeon (True)
7. Grathnon's servants still wander the halls (True)
8. The ruins have been swallowed by the forest (False)
9. Grathnon amassed knowledge of vile and esoteric spells (True)
10. The forest plays tricks on delvers in search of the ruins (False)
11. The tunnels are in danger of collapse (False)
12. Grathnon's sorceries have scarred the region, and it is devoid of anything truly living (True)

Events & Encounters

1. 1d6 skeletons.
2. A ghoul waiting in ambush around the next corner.
3. Savaged remains of dungeon delvers.
4. Vision of a skeletal hooded wraith with red eyes. It will disappear but will stay in the periphery of one delver, stalking them throughout the dungeon.
5. Echoing growls and snarls from down the passageway, just out of sight.
6. Pooled bloodstains on the floor, with massive footprints leading down the tunnel.

E. Inside the crumbling shell of a stone tower, steps lead down into darkness.

1. Sarcophagi line the walls. Two contain wights, the others just scattered bones and scraps of grave cloth. One casket holds a jewel-encrusted torc (500 g.p.)
2. The door is sealed by blood-red wax inscribed with obscure symbols — explosive runes! 1d6+2 damage and 1d6 skeletons swarm into the hallway. Inside, 300 g.p., 4750 s.p in stone jars.
3. The door to this chamber is open, and the torn and mutilated corpse of a cave bear is inside. It seems to have been killed several days prior and has been scavenged in the meantime.
4. The floor is strewn with bones and torn flesh — the home of two ghouls. One is present; the other arrives through the door after the other is nearly killed.
5. This chamber is filled with a half-dozen statues of an ancient style, posed as if in hearty conversation. A strange coldness is in the air.
6. On a raised dais sits a stained basin filled with a dark liquid. Peering into it, your reflection will shimmer and be replaced with that of a veiled figure — at this, a sword-wielding wraith will appear in the chamber.
7. A massive stone sarcophagus sits in the room's center — its lid lies shattered on the floor, along with the withered corpses of several dwarves facing the door to the passageway, faces frozen in a look of terror. One figure clutches a weathered scrap of paper — a map.
8. The statues of two warriors flank the door to the room. Faded tapestries hang from the walls, and overturned, shattered vases flank a tarnished bronze brazier — flames spring up from it, and the statues come to life.
9. A squat figure of black marble sits upon an altar at the room's far end. The floor is coated with ankle-deep sand — a swarm of black, scarab-like beetles will rise from it, obscuring vision totally and dealing 1d6+2 damage from bites. After one round, the swarm turns back to sand and blankets the room. A secret room is hidden behind the altar by means of a sliding panel and can be spotted by a slight depression in the sand.
- S1. Behind a sliding panel, the gleam of treasure fills this small room — 3750 g.p, 13,500 s.p, two magic items.
10. Inside is a slab-like table and furnishings indicative of a necromancer's rites. A foul looking book sits upon the bench. Disturbing it causes the individual to be covered in agonizing slashes, 2d6 damage. The ink of the book fades, rendering it totally blank.
11. The stone door is sealed and inside is a single sarcophagus covered in strange bas-relief images, containing a wight, buried along with 500 g.p.
12. The floor is littered with lifeless skeletal forms, still bearing rusted weapons and battered armor. Two rounds after the delvers leave, all 2d6 skeletons will appear and ambush, no matter where they have travelled in the dungeon.
13. A strange, black liquid pools out from under the door and into the passageway, blocking it. This liquid is completely harmless, but is viscous, foul-smelling, and will tarnish the surface of any metal it contacts.
14. A pungent, bestial scent meets your senses, as does an odd stillness. This chamber contains fine furnishings, though they have been torn and mutilated, as if used in imitation of their intended purpose. A hulking form appears before you — Grathnon's servitor, a winged, ape-like beast with fangs and an unblinking third eye in the center of its forehead, fighting with a magic longsword and knowing spells up to third level. Secreted in the chamber are 1500 g.p and 4000 s.p.