



The Caves Below KEEP QUIET

Written and designed by Charlie "Chopshop" Queen
for the 2021 One Page Dungeon Contest
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The caves below Keep Quiet once housed the **Voiceless Order's** extensive wine collection, root cellar, ossuary, and treasury. During the Age of Storms, the voiceless monks hid in the caves from the Nightraiders and the unending rains. They never emerged from the caves because another even deadlier enemy had infiltrated from below - **The Screamers**. The only thing left of the monks is their bones and the **hand-written notes** that they once used to communicate.

A. Wine Cellar

Rows of dusty wine racks covered in cobwebs.

Roll on the encounter table. If the PC's search the racks, roll the loot table. The party finds Note 1 (see bottom of page) lying on the floor as soon as they decide which way to go.

| 1d4 Loot | 1d6 Encounter |
|------------------------|----------------------------------|
| 1 Rat droppings | 1 2d4 Screamers ready to ambush |
| 2 Spoiled wine | 2 1d4 Screamers eating a goblin |
| 3 2d10 coins | 3 1d4 Shades in hiding |
| 4 Floating light globe | 4 Lost/Sad voiceless ghost |
| | 5 Helpful voiceless ghost |
| | 6 Hidden cache - roll Loot twice |

B. Root Cellar

Stacks of dirty barrels and crates covered in moss. Roll on the encounter table (A). If the PC's search the barrels and crates they find potatoes. The party finds Davvin's skeleton clutching the ossuary key and Note 2 (see bottom of page) by the locked door.

The door in this room is unlocked but contains a 40' hatch with a broken ladder (leads to E).

C. Ossuary

A massive religious altar built with bones. A bone chandelier. A locked, ornate door, flanked by pillars of bone. Two strange monster corpses impaled by spears. The party finds the skeletons of Jerryn and Dia with Note 3 (see bottom of page) by the locked door.

The ossuary is rigged with a noise-triggered trap. Anyone who doesn't keep quiet is pelted with spears from holes in the walls and ceiling. If the party found Note 2, tell them that talking IRL while their characters are in the ossuary will trigger the trap.

D. Natural Bridge and Jumping Stones

A narrow stone walkway surrounded by dark pits on all sides. The walkway crumbles after the party crosses it, leaving them no way to go but forward. The pathway beyond has eroded with time and the party must jump from stone-to-stone to continue on.

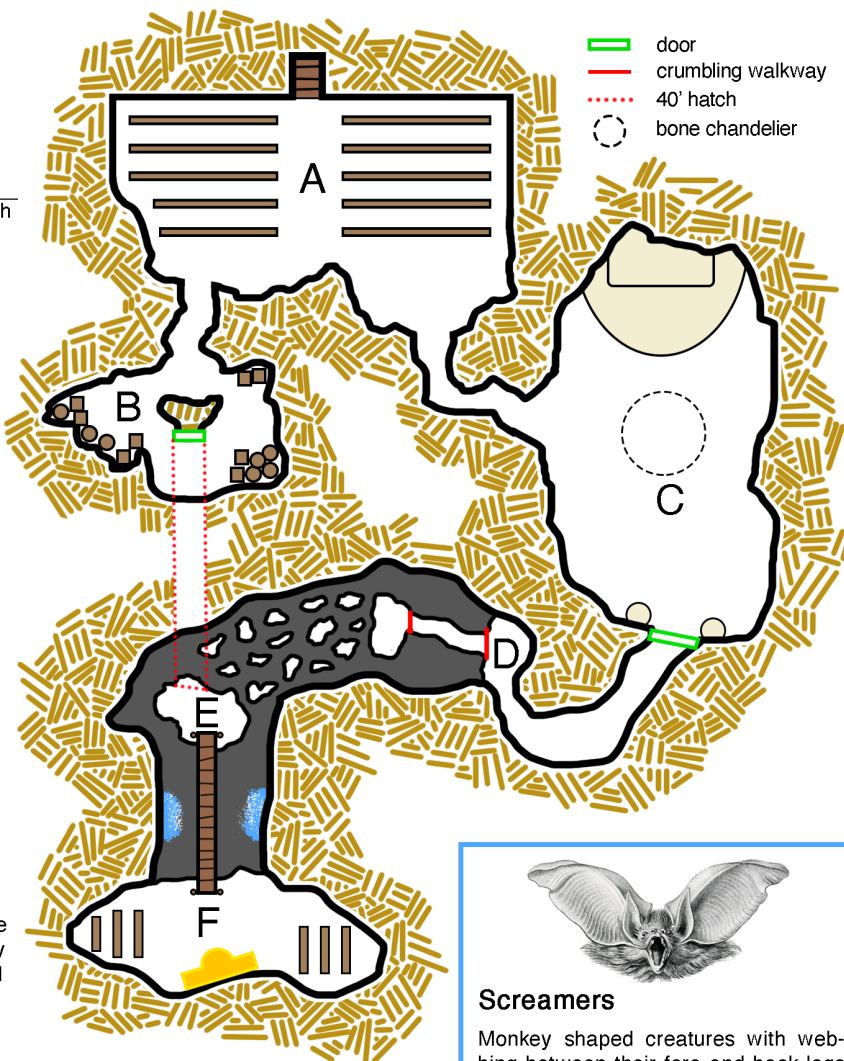
E. Bridge Battle

A large rope bridge flanked by roaring waterfalls with a shining, golden reliquary on the other side. The party gets pinned on the bridge by two swarms of 1d4+2 Screamers, one on each side.

F. Treasury

A large golden statue in a reliquary with two large red gems for eyes (200gp each). Dusty old shelves containing scrolls, artifacts, and chests. The party finds 5d10x10gp and at least two random artifacts from the table.

| 1d4 Artifacts |
|--|
| 1 Invisible Punching Dagger (turns invisible when worn) |
| 2 Wreath of Crowspeak (wearer can speak to crows) |
| 3 Magic Quill and Ink (write a question, get an answer) |
| 4 Skeleton Key (bony key with 1d4 uses of the knock spell) |



Screamers

Monkey shaped creatures with webbing between their fore and back legs that allows them to glide. They have bat-like faces, massive ears, sharp teeth, and large talons. They navigate the environment via echolocation (clicking) and they scream to alert the pack when they locate prey. They are pack hunters who prefer to swoop down from the ceiling in the dark.

Special Attack: Echo Stun

Each PC in earshot make a Con save vs. stun.

Cut out or screenshot these notes and hand them out as the PC's discover them.

note 1

Dia, please help Jerryn set up his contraption in the ossuary tonight and remember the ladder is broken in the root cellar. If you need to get into the lower caves, there is an extra ossuary key on the root cellar shelf.

note 2

Davvin, please get yams and a bottle of dandelion wine for dinner, but do not shuffle your feet when you go through the ossuary. Nalin is rigging his noise-activated trap in case the Nightraiders come again.

note 3

I don't know what these horrible creatures are but they aren't Nightraiders... Go alert the elders immediately. I'll reset the trap.