

A dire bear is said to inhabit a den, only half a day away from a worrying village. Can the party scare it off in exchange for a nice reward and a feast in their honor?

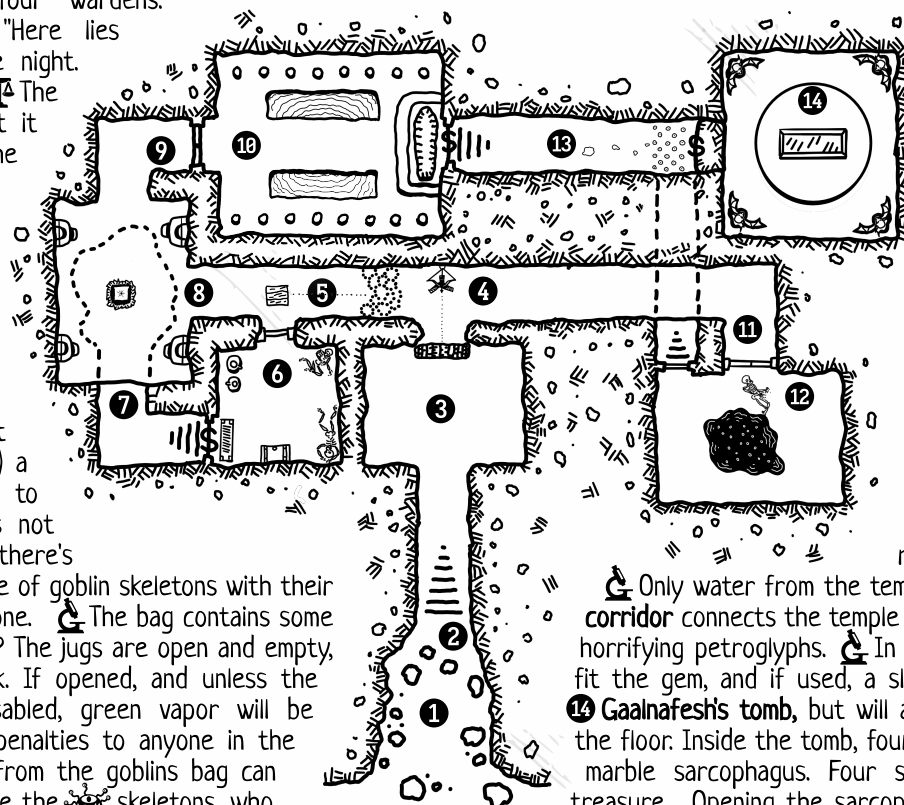
Rocks and vegetation line the **① entrance**, but no trace of the beast. **② Inside the den**, it's getting too dark to see without a torch. Stairs carved in stone lead down to an excavated corridor. Is this truly the dwelling of a bear? A **③ chamber** appears, and inside - a massive rolling stone seal is blocking a circular doorway. Petroglyphs on the seal tell the story of a powerful evil priestess, her four cats, sixteen devoted followers, and four wardens.

Words in ancient language say: "Here lies Gaalnafesh the Great, Mistress of the night. Bringer of darkness. Begone, or DIE!". The dire bear might eventually show up, but it won't be easy to scare and could force the party into a rushed escape to the tomb.

Rolling the stone seal open without detecting and disabling a tension wire, will fire a crossbow trap. The exposed doorway leads into the **④ main corridor**. It is damp, dark, and quiet. Is there something glittering to the left? **⑤ A closed wooden door** appears. Standing next to it without caution, might trigger (unless disabled) a pressure trap, causing loose rocks to collapse and block the exit! The door is not locked. Could this be a **⑥ treasure room**? there's a chest, some jugs, a cabinet, a couple of goblin skeletons with their rusty old swords, and a small bag next to one. The bag contains some coins and a key. Unfortunate tomb raiders? The jugs are open and empty, but the chest is closed and has no lock. If opened, and unless the switch trap is detected and disabled, green vapor will be released, inflicting damage and rolls penalties to anyone in the room. The cabinet is locked and the key from the goblins bag can open it, but doing so might also animate the skeletons, who will attack anyone in the room with their swords. The cabinet is a secret door, leading to a **⑦ lower cavern**. Inside, a trap of serpents is waiting for anyone falling through a hidden trapdoor in the ceiling above. Inside **⑧ the wardens' hall** there are 4 standing stone sarcophagi and a

PEN DICE & PAPER

Scare the Bear?



pedestal holding a star-shaped gem. Under the pedestal, there's a pit camouflaged with fragile wooden planks. Anyone falling down could get bitten by serpents.

The sarcophagi are sealed by magic and cannot be opened. A locked decorated **⑨ double door** leads into **⑩ the temple**. The floor forms a bridge on top an excavated pool, leading to an ornated sarcophagus. 8 carved wooden pillars with odd cavities stand on each side of the room. Opening the sarcophagus will release up to 4 warden mummies from the wardens' hall, who will attack using their rotting claws. The sarcophagus contains sixteen ceremonial stones and a nice pile of treasure, but no sign of a dead priestess. Matching the stones to the cavities will manifest sixteen amorphous glowing ghosts inside the pool. The emitted light will reveal a secret passage underwater below the sarcophagus. On the other side of the main corridor, a heavy **⑪ double door** is barricaded from the outside. There's a vile odor in the air. **⑫ The archive** has no light reflected from the walls. A skeleton on the floor is holding a key (to the temple). When inside, thick black slime will ooze down from the walls, revealing the chambers used to store Gaalnafesh's scrolls, and materialize into a pool of slime. The slime will try to capture anyone it can slowly reach, paralyzing them using visions of horror.

Only water from the temple can deter it back to the walls. **⑬ A secret corridor** connects the temple to the archive. Its walls are covered with horrifying petroglyphs. In the corner, a star-shaped slot in the wall can fit the gem, and if used, a slab of rock will slide underground and reveal **⑭ Gaalnafesh's tomb**, but will also thrust iron spears from holes in the floor. Inside the tomb, four ghosts of cats are sitting on a sealed dark marble sarcophagus. Four statues are holding pots with jewels and treasure. Opening the sarcophagus will animate the horrifying corpse of Gaalnafesh. As an undead witch, she can cast evil spells or drain the life of anyone she touches. Gaalnafesh has a Staff of Corrupting Power. The staff awards rolls bonus for magic users, but also randomly forces its owner to perform small acts of evilness.

