



# Volcanic Panic

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Passing through a village, the players learn that treasure seekers have recently also been this way, intent on plundering the nearby temple-under-the-mountain. The village hasn't seen the treasure seekers since, but the mountain has become restless - belching smoke and trembling. The villagers are afraid and beg for help.

- 1 In the entrance cave the players will learn that the treasure seekers have removed three gems from the altar at the heart of the mountain. The first treasure seeker will be here, with the first gem. The players learn that to calm the mountain they must restore the gems to the altar.

Variations:

- a) the treasure sought is alive and imparts knowledge to the party with their dying breath.
- b) the treasure seeker is dead, and an inscription on the wall depicts the altar, gems, and maybe even the guardian

- 2 This cave is full of stalagmites and stalactites, but not all of them are what they seem. Creatures disguised as rock drop on and attack the players as they pass.
- 3 Small fire elementals squeeze through glowing red cracks in the walls and attack.
- 4 A narrow and winding path is dangerous to traverse, and players risk falling into the endless darkness on either side.

- Variations:
- a) the third treasure seeker and gem can be found in either rooms 3, 5 or 6. You can choose the location before hand to encourage exploration, or place it in whichever room the players go to first.
  - b) an in-game or out of game timer is set on entrance to the dungeon, to count down until the volcano erupts.
  - c) as the game progress there are frequent tremors. Players must fight to keep their balance or avoid falling rocks or toxic fumes, or thin streams of lava impede them. This can be either timed, or decided by dice roll.
  - d) instead of having the gems in rooms 1, 3/5 and 7, place them randomly throughout.
  - e) the guardian grows stronger over time / summons others
  - f) A hidden tunnel connects room 8 and 3 that players can use to escape if the door to 7 is closed.

- 5 Steam vents will scald the players unless they can dodge them, disable them, or find some other way to safely
- 6 A cavern that contains a steaming pool fed by a hot spring. A player who braves the dangerously hot water will find a reward at the bottom.
- 7 This room contains the body of a second treasure seeker, and the second gem. It's a heavily decorated room with a number of unlit torches. To open the stone door the players must light all the torches.

Variations:

- a) the torches must be lit in a certain order, eg left to right or smallest to lowest.
- b) the door only stays open as long as the torches are lit, potentially trapping the players on the other side.

- 8 The alter is positioned directly in front of a bubbling lake of lava. In front of the alter is its guardian - a fire elemental. The guardian has been awakened or angered by the theft of the gems, and will attack on sight.

To stop the eruption the players must place all three gems into the alter. The guardian will defend the alter from further interference until the gems are replaced or it is defeated.