

Vault of the Forgotten King

A one-page dungeon by John Nash

Wandering Monsters - (1 in 6 chance every 10 minutes)

- 1d8 Giant Beetles feeding on mould.
- 1d6 Giant Flies laying eggs in a corpse.
- 1d4 Grave Robbers hiding from monsters.
- 3d6 Skeletons marching back and forth.
- A Giant Frog searching for a mate.
- 1d6 Ghouls tracking the grave robbers.
- 3d6 Giant Rats building a nest.
- A phantasmal funeral procession.

1. Entrance Hall - Carvings of thieves dying in traps and monsters. *Secret door opened by pressing a carved monster's head.*

2. Store - Ancient stone working tools, ropes and pulleys. Tree roots growing through the ceiling. *Roots block and conceal the Eastern exit.*

3. Red Devil Room - Leering red painted devil faces carved into the corners of the ceiling. Sound of water from the North. *Covered pit is 10 feet deep.*

4. Pit - Rough unfinished stone walls. Damp and mouldy. *4 Giant Beetles crawling across the ceiling and walls.*

5. Pool - Water falls from an opening 8 feet above and crashes into a deep pool. *A Giant Frog hides in the pool waiting for prey.*

6. Viewing Gallery - Benches set out around a 10 feet deep pit. Rusty metal ladder set into the pit wall. Polished metal chute opens out of the South wall into the pit.

7. Pit Beast Lair - Roughly carved chamber. *A tentacle beast waits for prey to fall into the pit in #6. Coins and a pouch of red sapphire gemstones lie under the bones of the beast's past meals.*

8. Altar Room - White alabaster altar resting against the North wall. Carving of a howling head rests in the centre of the altar. Full length mirror on the South wall. *Spells cast near the altar are boosted and announced by the head. Mirror conceals the entrance to room #9.*

9. Architect's Office - Drawing desk, chair and piles of paper covered with scribbled maps. *Ghast sits at the desk and will eat anyone who interrupts its work. A treasure map may be found amongst the papers.*

10. Running Water - Fast deep stream runs out of a grate in the North wall, down a channel in the floor and into a tunnel to the South. A silvered longsword rests on a plinth against the West wall. *Water is enchanted to surge when anyone enters it, washing them down to room #5. The silvered sword is the key to the door in room #12.*

11. Howling Room - Domed ceiling and carvings of storms on the walls. Moaning sound comes from a carved mouth on the West wall. Metal funnel in the East wall leads downwards into a chute. Large lever in the South wall. *Pulling the lever opens the portcullis in room*

#12 and cause a strong wind to blast from the mouth, pushing anyone in the centre of the room into the chute.

12. Gatehouse - Carvings of skeletons killing thieves. Desiccated corpse speared on the portcullis. The Southern door has a heart shaped carving on it with a slot in the centre.

The Portcullis is opened by the lever in room #11. The door is locked and is unlocked by pushing the silvered sword from room #10 into the slot in the heart carving.

13. Blue Devil Room - Crying blue devil faces in the corners of the ceiling. *Covered pit is 10 feet deep.*

14. King's Throne - Echoing frosted hall. A wight wearing a crown sits on a throne while his 8 skeletal guards drill in the hall below him. *Chest behind the throne contains coins. The door to West is locked with a key on a chain around the wight's neck.*

15. Vault - Metal walled room. Coffers on benches. Old ledgers.

Many coins and a ring of plant control in coffers. Scroll containing 3 spells under a ledger. Door in the north-west is opened by a hand crank.

16. Dropping Passage - Passage is split into a lower North end and a 10' higher South end. *There is no handle on this side of the Southern door.*

