

GOLEM LIKE YOU SEE 'EM

ONE PAGE DUNGEON
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DWARF WIZARD GERTRUDIS HAS DISAPPEARED! THE VILLAGE OF GRAVANA, HIGH IN THE COLD & SNOWY MOUNTAINS, RELY ON HER GOLEMS TO KEEP THE DIRE RACCOON POPULATION AT BAY. THEY ARE BEING OVERRUN BY DIRE RACCOONS AND NEED TRUSTY ADVENTURERS TO TRAVEL TO GERTRUDIS' GOLEM WORKSHOP AND UNRAVEL THE MYSTERY OF THE MISSING WIZARD.....

1) APPROACH TO THE MAIN ENTRANCE. WINDING SWITCHBACKS LEAD UP STEEP CLIFF SIDE. THE ENTIRE PATH IS OBSCURED IN UNNATURAL SNOW FLURRIES MAKING VISIBILITY 10 FT. PORTAL OBELISKS KEEP PLACING TRAVELLERS BACK AT THE BASE OF THE MOUNTAIN!

2) IF ADVENTURERS CLIMB AROUND OBELISKS, 2 LARGE ICE GOLEMS ROLL 8 STONE HEADS DOWN THE STAIRS AT THEM! DC22 REFLEX FOR 1/2 DAMAGE, 1D4 DAMAGE PER STONE HEAD. MUST FIGHT ICE GOLEMS TO GET TO ENTRANCE. IF ADVENTURERS RETREAT, GOLEMS DO NOT FOLLOW.

3) MAIN ENTRANCE BARRED FROM INSIDE PLUS ARCAN ENERGY TRAP. 200 HIT POINTS TO BREAK OPEN BEAUTIFUL CARVED DOORS AND 2D6 ELECTRIC DAMAGE.

4) FOUNTAIN ROOM. WATER GIVES OFF AURA OF GOOD. IF YOU DRINK FROM THE SPARKLING CLEAR WATERS, YOU GET +10 ON NEXT PERCEPTION CHECK.

5) GODDESS ROOM. 20 FT SCULPTURE W RED GLOWING GEM EYES DOMINATES THE ROOM. HER EYES ARE NEEDED TO OPEN PLANAR SCULPTURE GERTRUDIS IS IN. CLEANING GOLEM REMOVED THEM FROM SCULPTURE IN STUDY AND PUT THEM BACK IN GODDESS' EYES, TRAPPING GERTRUDIS ON THE ETHEREAL PLANE.

7) BEDROOM. SMALL SCULPTURES AND SIMPLE FURNISHINGS AND CLOTHING. STONE DUST COVERS MOST EVERYTHING. DC20 REVEALS HIDDEN UNLOCKED SPIRAL STAIRCASE TO STUDIO.

8) DIRE RACCOONS HAVE INVADED THE LANDING! 2D4 DIRE RACCOONS ATTACK!

9) GALLERY. SPOOKY YET ELEGANT GOLEMS OF DIFFERING MATERIALS STAND AT ATTENTION. THEIR GAZE FOLLOWS THE ADVENTURERS BUT DO NOTHING UNLESS HIDDEN DOOR TO TREASURE ROOM IS OPENED.

10) TREASURE ROOM. DC21 TO FIND DOOR. IF OPENED, 1D4 STATUES ATTACK! TRAPPED CHEST FULL OF 25 RUBIES. (DC22 UNLOCK/DISABLE OR 1D4 ACID DART) PLUS MISC SCULPTURES WORTH 200 GP.

11) STUDIO. CAVERNOUS AND FULL OF SCULPTURES IN PROGRESS. STONE HEADS LINE GIANT SHELF. SMALL CLOCKWORK BIRD SOUNDS ALARM. IF NOT QUIETED IN 10 SECONDS, LARGE CLAY GOLEM ATTACKS. TREASURE: +1 HAMMER, MASTERWORK SCULPTOR'S TOOLS. PLANAR BOOK ON TABLE DESCRIBES SCULPTURE IN HER STUDY AND HOW TO USE IT. (LADDER CAN BE USED TO REACH GEM EYES NEEDED IN GODDESS SCULPTURE.)

12) DIRE RACCOON HOLE AND NEST. THOSE PESKY RACCOONS HAVE MADE A WAY INTO THE WORKSHOP. IF DAYTIME, 4D4 DIRE RACCOONS PRESENT. IF NIGHTTIME, 1D4 PRESENT.

13) STUDIO ENTRANCE. HIDDEN WITH MAGIC TERRAIN SPELL, CAN BE DISCOVERED JUST BY WALKING INTO SPACE. 2 STONE GOLEMS ATTACK IF ADVENTURES CLIMB STAIRS BUT NOT IF THEY OPEN DOOR FROM INSIDE.

1D4 WANDERING MONSTERS

1 - 2 CLAY CLEANING GOLEMS

2 - 1 STONE GUARDIAN GOLEM

3 - 1 SWARM TINY JADE TOY GOLEMS

4 - 1 GIANT SPIDER

6) STUDY. ONE LARGE STAINED GLASS WINDOW DOMINATES THE ROOM. FILLED W/ BOOKS, 3 SCROLLS OF STONE SHAPE, 1 WAND OF HEALING, DRAWINGS. GERTRUDIS DOES HER PLANAR SHIFTING WORK HERE AND IS TRAPPED INSIDE THE PORTAL (STONE HEAD SCULPTURE) THAT SITS IN OPEN CASE IN MIDDLE OF ROOM. ADVENTURERS NEED PLANAR BOOK FROM WORKSHOP TO FIGURE OUT HOW TO GET HER OUT.

