



**Dark times at St. Mugrunden Abbey!** Abbot Van-Wolff, ever experimenting with the dark arts, has triggered a devastating Portal mishap. An explosion of energy has vanished an entire segment of the underground temple leaving a bottomless pit. Worse, the portaled earth and stone has reappeared over the main abbey destroying the structure with its sudden violence. Locals have attempted several rescue missions but few return. Those that do report of walking undead, Monsters and the echoing laughter of the Mad Abbot!

**Adventures wanted!** Explore the dungeon beneath. Rescue any survivors and report back on the fate of Abbot Van-Wolff and his minions!

#### MAIN CAVERN: ①

Crates and wine casks are stored hear. A search behind crates reveals a hemp rope in good condition.

15 ft drop into the stream below. No damage from a fall. Vertical cliff face can be climbed taking advantage of natural hand holds with a DC 13 dexterity

A **Giant Tentacled Monster** frequents this portion of underground stream. If anyone enters water roll a D20. 15-20 means Monster is present and will attack.

**Rock Island** is easily accessible from water. Portal is stationed here. A search of the island reveals a adventures stash containing 1 healing potion, Fishing tackle and a hand axe.

#### SPIDER CAVE ②

Webbing covers the terrain south of rock before narrow entrance. Two Giant Spiders will attack if webs are interfered with.

#### QUARTERS: ③ ④

One Priest and four Acolytes make residence here. Driven Insane by the blast, They serve the Abbot and will fight interlopers. A portal sits against the Western wall.

#### VESTMENTS ROOM ⑤

Trapped Treasure chest inside release poison darts upon opening. Notice DC-11. Save DC-15

#### CRYPT/CELL ⑥

9 coffins populate the room, 4 are open and their zombie owners are patrolling the room and will attack all who enter. Search of empty coffins reveals : 1 potions of Healing • Signet Ring • 15 Gold  
Opening and searching the 5 remaining coffins will awaken 3 more zombies (2 other coffins inhabitants have deteriorated to dust over time). Within those coffins can be found: Scroll of Spider Climb • Amulet • 10 Gold pieces.

**Cell:** Behind the Bars is a makeshift prison. Within are two humans (would be rescuers) in weakened condition. There is a one-way Portal in this cell. You can portal in, but not out. The bars of the Cell door are old and rusty. Lock can be picked with Thieves tools DC 15. Crowbar , hammer or other tool can be used to bust cell door open. 30 HP for Door, 10 AC. Exhaustion penalty can occur for every 5 attempts at door.

#### TEMPLE ⑦

Blown out from Portal Mishap. A bottomless pit covers south end. A Portal is in north/east section.

#### Gargoyle Statue

4 alcoves feature 3 statues and one Gargoyle. Will attempt surprise attack.

#### Narrow Ledge

One at a time may pass. DC 12 to successfully traverse, Death to all who Fall in! Pins have been driven into wall with eyelets to receive guiding rope, But no Rope! No DC check required if rope provided and used.

#### ALCHEMY LAB ⑧

Mad Abbot/Archmage is within. He is insane and will fight to the death. Searching the crates of the room will reveal 2 Healing Potions

#### SECRET TREASURE ROOM ⑨

Passive perception of 17 will reveal door. A DC check of 10 to find it during an active search. A Floating Skull protects treasure within. Treasure chest contains: 200 GP • 350 SP • Magic Staff.

▽PORTALS will change their connection on an hourly basis. Should a party/player step on a portal, roll a D20 for destination.  
1-5 Room One • 6-8 Rock Island • 9-13 Room Three • 14-16 Room Six (Cell) • 17-20 Room Seven.  
Re-roll if current location is the result. Monsters will not follow players through a portal.

A One Page Dungeon  
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