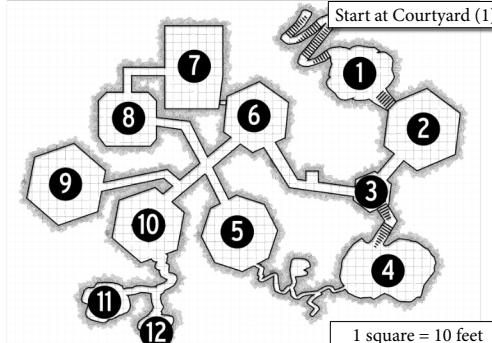


MEZRAK'S FOUNDRY

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Map created using www.dungeonscrawl.com

Art generated using www.midjourney.com



Quest: Find the *three missing villagers* who were investigating strange activity at Mezrak's Foundry.

Mezrak's Foundry: A long abandoned foundry located high within a craggy peak. Built by Mezrak, a famed dwarven inventor. Place was abandoned due to an *unstable rift* in the fabric of reality.

Order of Paragon: Cult seeking the *return of their deity*, the Paragon a being of perfection. A plan is in place to *transfer the spirit of the entity into a host known as the vessel* when the rift opens.

The Entity (Xorgnix): An evil chaotic being with malicious intent; seeks escape from the eternal void. Plays the role of the Paragon, until it is freed.

The Ritual: A vessel must stand within the circle in the Great Hall (2) and hold the summoning stone as the rift opens. This will be the second attempt. However, Xorgnix will arrive in its current form.

Noul-Utl: A being of chaos from the first failed summoning. Knows the entity is *dangerous and seeks its own freedom*. Feeds on life energies.

Villagers: Unwittingly stumbled into the area and are being detained by the Order of Paragon.

Monster & NPC Descriptions

Mercenary, common sell-sword, ill-disciplined

Fervant Guard, heavily armed and dangerous

Paragon Cultist, commanders, scheming and cunning

Earth Worm, large burrowing worms, flesh eaters

Noul-Utl (Chaos), humanoid chaotic horror, claws

Xorgnix (Chaos), bloated tentacled chaotic horror

Random Encounter Table

d6 Description/Motivation

01 Rift, opens for d6 turns, ritual may be started

02 d6 Mercenaries, patrolling from area 1 to 6

03 d4 Fervant Guards, heading to great hall 2

04 d6 Earth Worms, seeking food to survive

05 Cultist & d4 Guards, checking prisoners secure

06 Noul-Utl, seeking food or an escape

1. Courtyard (Entrance)

(Mountain trail leads here)

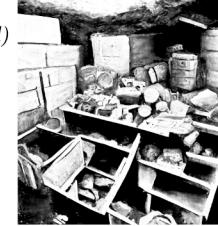
- Grand stone carved walls of dwarven construction
- (**Encounter**) d6 mercenaries guarding wagon supplies (food, water, equipment); donkeys are hitched here
- Mercenaries will prevent access to intruders and deny seeing villagers
- Alarm bell alerts guards from (7) (*appear in 6 turns*).



5. Storage & Machinery Area

(Door locked, iron key required)

- (**Treasure**) Room contains a jumble of old crates; chests; tools; and materials. Searching can reveal some high quality crafting tools
- Organised area contains second set of food & water supplies for the cult
- (**Secret**) One wall has collapsed, investigating reveals a small tight barely crawlable tunnel leading past earth worm den (d4 worms) to (4).

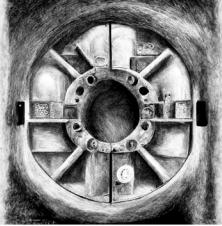


9. Vault (Mechanically locked)

(**Hazard**) Boiling gasses burst from the corroded pipes outside the vault.

(**Puzzle**) Lever opens vault if furnace ignited (4)

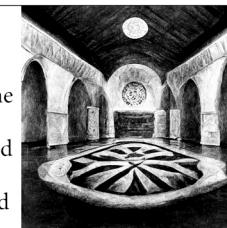
- (**Treasure**) Vault contains crates; chests and bookshelf of parchments. Searching reveals; 3 chests of dwarven gold (200gp each); a magical dwarven forged hammer (*chaos-bane*); parchments written in dwarven (*invention notes*, highly valuable to dwarven craftsmen).



2. Great Hall

(Stone door closed not locked)

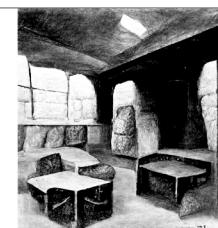
- Grand chamber, fine stone architecture. Arcane patterned floor
- (**Encounter**) Young robed woman wanders the room, her mind fractured
- Woman offers few words but does refer to herself as the 'First Sister' (*harmless victim of the first failed summoning*)
- Rift appears over the patterned floor periodically and lasts for an unpredictable amount of time.



6. Guard Chamber

Chamber with tables; chairs; equipment racks

- (**Encounter**) A Fervant Guard sits in alcove leading to the room (*has iron key*); d6 mercenaries occupy the chamber playing dice and *muttering discontent*.
- (**Secret**) False wall behind equipment racks and leads to (7), *mercenaries are unaware of this*.

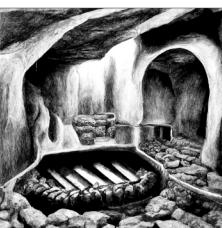


10. The Pit (chamber dark)

Clanking chains and a raspy breathing can be heard from within

The pit is covered by an iron grill; a rusted chain mechanism can be activated to open the grill (*will alert people in 6*).

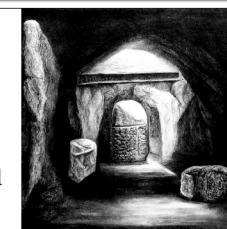
- (**Encounter**) Noul-Utl, creature of chaos is chained below; earth worm carcasses and dried blood cover the floor; he will *bargain for his freedom* but if released must feed soon.



3. Stone Chamber

(Open access to chamber)

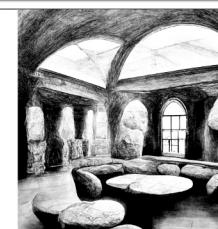
- Stone chamber, dwarven markings inscribed on wall (*Mezrak's Foundry*)
- Corroded steam pipes run across walls, patched with small metal plates
- Warm air can be felt emanating from a steep descent down to area (4).



7. Solar Room

(Door closed)

- High glass ceiling allows natural light into room
- (**Encounter**) 2 Fervant Guards stand outside; 2 Paragon Cultists (*bronze key, summoning stone artefact*) are inside
- (**Treasure**) Clothes dummy wears a luxurious white robe and golden crown (*clothes for deity*)
- (**Secret**) No-one aware of false wall hiding passage to (6).



11. Cell

(Portcullis, bronze key required)

- Small cave area; portcullis blocks access
- (**Encounter**) 3 villagers held prisoner here (*Jeyna, Burke, Culan*); possess minor cuts and bruises
- *Fearful of death*, they are aware they are being held for some later purpose but have limited knowledge of the cults plans.

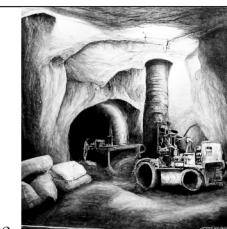


4. Drilling Cavern

(**Hazard**) Fissures emit boiling gas and vapour from corroded pipes

- Large furnace connected to a drilling machine surrounded by piles of coal and rock
- (**Secret**) Drilling machine head can be moved to reveal earth worm tunnels past a den (d4 worms) to (5)

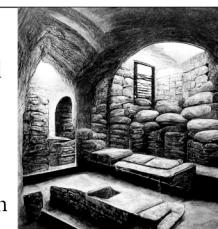
- Coal and barrels of water (from 1 or 5) can ignite the furnace and activate the vault door (9).



8. Barracks

(Door closed)

- Bunks, chairs and a small cooking area occupy the room
- (**Encounter**) d6 mercenaries are resting here in quiet conversation about '*what horror lies within the pit*' (10)
- *Mercenaries here are discontent* and are tempted to leave their employers service.



12. Cell

(Portcullis, bronze key required)

- Small cave area; portcullis blocks access; room well furnished with a bed and adequate supplies
- (**Encounter**) A lone young man garbed in a simple robe held here '*The First Brother*' is a malleable victim and acolyte of the order, chosen to act as the host. He considers it *an honour to act* in the service of the Paragon.

