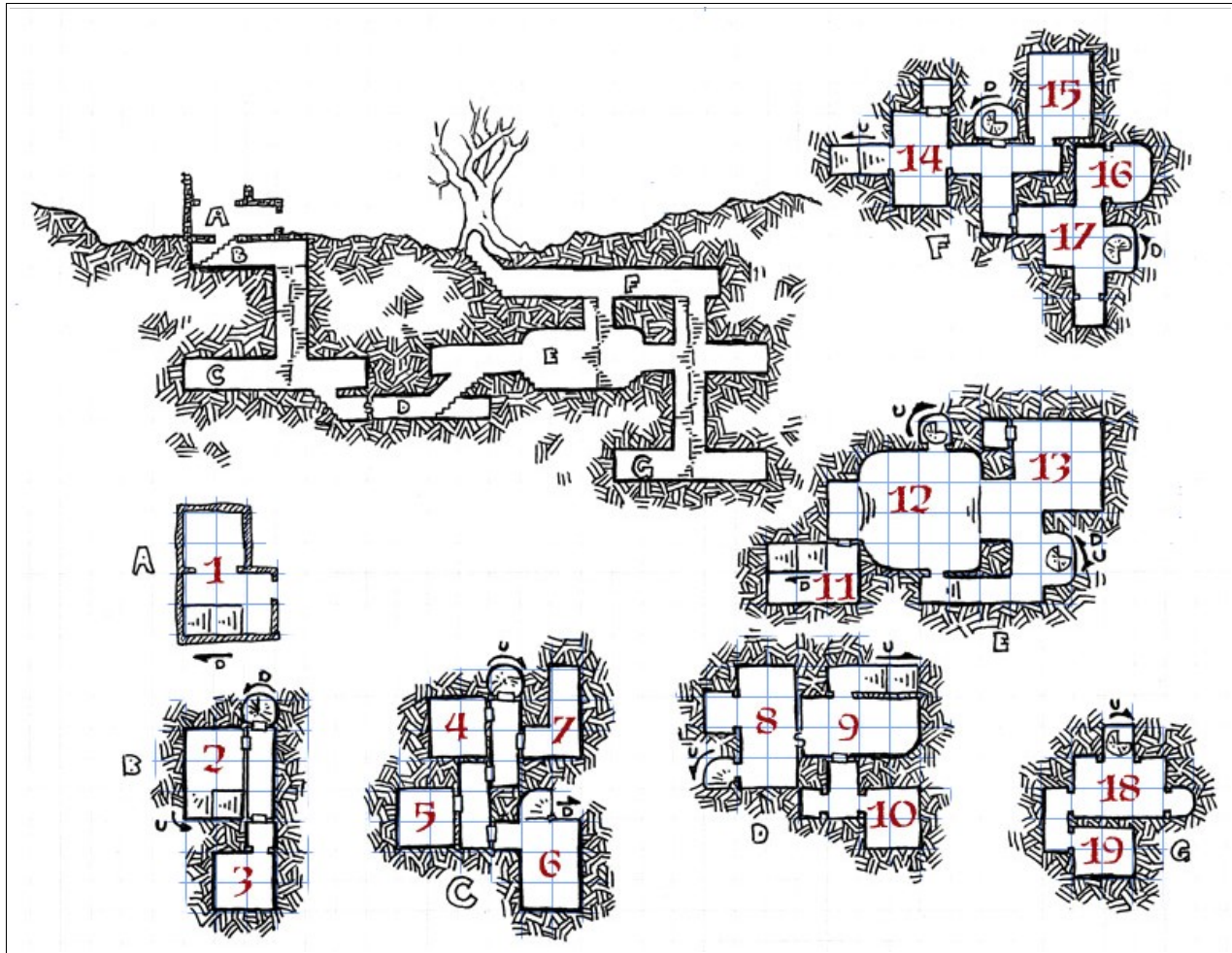


The Ke'eBler Ruins

Map by [Dyson Logos](#). Text by members of the [Goblinoid Games Forum](#): Black Wyvern, elf23, thekelvingreen, MedievalKnievel, greyarea, Griffith, and Taketoshi

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Key

1. Watch Tower: The upper floors of this tower have recently collapsed leaving only the first floor intact. A small group **giant killer bees** is all that remains of the hive destroyed in the collapse.

2. Cellars: The collapsed giant bee hive above has flooded the cellars 4' deep with honey. Various honey-drenched barrels full of rotten foodstuffs. Floating in one corner is a brass statue of a smiling gnome.

3. Collapsing Room: A silver bracelet (worth 90gp) can be seen glinting in the far corner of this musty-smelling room, but to get to it one must crawl under the ominously sagging ceiling. Any character doing so must save versus Paralysis -- twice, both to

and from the bracelet -- or the roof will collapse, causing 2d6 damage to all within the room. It takes 2d4 hours to dig someone out of the rubble, unless a dwarf is in the party, in which case the time is halved.

Stairs from B to C: Extremely narrow and steep steps with an old knotted and frayed rope wrapped around the central pillar descend 50 feet. Anyone moving at more than half speed on the staircase must save vs. Petrify or go tumbling down the steps, taking 1 hp of damage per 10 feet of stairs fallen. Keeping one hand free to hold the wall or the rope grants a +2 to this save, however if the rope is used there is a 1 in 6 chance it snaps causing the climber to fall regardless of making the save. Bottom stair riser contains a

Wandering Monsters

| Roll | Encounter |
|------|---|
| 1 | 2d4 Kobolds |
| 2 | Shade of cultist, missing right hand (non-combat) |
| 3 | 1d6 Giant killer bees |
| 4 | Insect swarm (bees or spiders) |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 9 | |
| 10 | |
| 11 | |
| 12 | |

large fist sized hole leading back to a hollow which contains an old rat's nest, tangled into which is a fine silver ring (300 sp value).

4. Surveillance Room: The door to this room is jammed and requires some effort (multiple party members) to finally

open it. Within there is a old chair and a metal table facing the north wall. This wall, above the table, has nine "windows" four of which are black and the other five with images on them. The "windows" show what is currently in **rooms 6, 12, 18, 1**, and the tree outside. A *Detect Magic* causes all windows and the table to glow. The table has half of it closest to the wall covered in buttons that seem to do nothing, the other half, nearest the chair, has a small sack and a book. The sack contains the preserved remains of a lunch and the book, upside-down and open, has the image of a half-naked orc and a swooning orcess in an embrace. Its title (in orcish) is "The Seduction of the General's Daughter" but the words in the book have long since faded away. The table (bolted to the floor) and "windows" cannot be tampered with, nor can they be broken.

5. Store Room: This former store room is now in ruins. Strewn across the floor are broken barrels and shattered jars, the contents of which have dried up or gone putrid and moldy. On the walls are shelves containing various mundane items all covered in dust [Found here are 10 randomly determined non-magical items.] On the floor are the skeletal remains of some poor adventurer that didn't make it out alive. On the skull is a shiny helm [Cursed; the wearer becomes deaf and blind, unable to hear or see. The helm may be removed, but one of the two effects, either blindness or deafness, determined randomly, will remain on the victim until a *Remove Curse* is cast.] The bony hands hold a +1 Mace. Nearby is a leather backpack containing a Scroll of Exorcism. The cause of the skittering noise is **6 giant ticks** that swarm and attack the first person through the door.

6. Raided Guardroom: The dessicated bodies of six orc warriors are strewn about this room. There are a couple of insect antenna and limbs. The hollow husk of an enormous giant tick body is lodged in the opening to the stairs, its head split in twain. Obviously

a battle was fought here in the not too distant past. There is nothing of value in this room.

7. Kitchen: A short hall leads to a long galley kitchen containing a hearth with collapsed chimney, chopping block, shelves of broken pottery, and a stone basin at the very end. Next to the basin is a manual pump on top of a 3' pipe leading into the floor. The basin itself is filled with **yellow mold**. The pump can be operated but produces no water, as the pipe is clogged with carefully stacked coins (70 sp and 30 gp) which can only be discovered by removing the pump from the pipe.

8. Dryads' Den: Floor covered in rubble & masonry. Large tangles of roots protruding through the ceiling. Amongst the roots hang 6 bags. When anyone steps foot in the room, the roots will begin to shake and 6 **dryads** will emerge from the ceiling. If befriended, the dryads will offer the PCs their pick of one of the hanging bags if they will help to stop the influence of "the poisoner" in section E. The bags contain: 1 - a small sapphire (75gp) + 500gp, 2 - 1000cp, 3 - a fine ruby (750gp), 4 - a carneline (50gp) + 1000gp, 5 - 500gp, 6 - 1000gp.

In the alcove at the west of the room is an odd shrine of sorts, centered around a 5' high statue of a dancing woman (worth 1000gp). The shrine and the statue are decorated with leaves, branches, pine cones, etc. The secret door in the east wall can be opened by poking something long and thin into a small hole near the ceiling.

9. Smugglers' Cache: Along both sides of this large room are arched alcoves, containing various crates and barrels, hidden here by smugglers over the years. Most of the produce has long-since expired and rotted away, but some goods have survived. 3000gp worth of old wines and spirits can be found, as well as a number of bags of copper coins -- local and foreign -- totaling 6000cp, a silver and ruby brooch worth 700gp, and a jade statue of an eastern

dragon weighing 60lbs.

Hiding in one of the alcoves are four **dwarves**. They are wary of the adventurers, but are otherwise friendly; they tell the heroes that they have come through the opposite dungeon entrance -- which may reveal the existence of the secret door between **8** and **9** if the adventurers came in via the tree -- and will happily tell the party about various aspects of the dungeon ahead.

Most, if not all, of these facts will be lies, as these dwarves are in actuality **dopplegangers**, and are waiting for an opportunity to stab the adventurers in the back and steal their loot. Each of the creatures wears an amulet made of a greenish-black stone of otherworldly origin and carved in the shape of a nautilus shell; each of these curiosities will be worth 600gp to a sage interested in such artifacts.

10. Fresh Water Well: In the center of this room is a 5' diameter hole. There is an empty copper scone on each wall. There is a single word in the orc language scrawled on the eastern wall (the word means dragon). [The floor surrounding the edge of the hole is weak and slightly sagging. Dwarves are likely to notice the unstable floor. Anyone heavier than an unarmored halfling approaching within 3' of the hole will cause the weakened area of floor to collapse. They must roll 4d6 vs Dexterity to successfully leap to safety or plummet 50' down to the subterranean lake below. The lake itself is 40' deep.]

11. Dark Shrine: The stairs leading into this room are covered in dried blood that has dripped over the edge. The floor on the east side is similarly covered. The room reeks of rot and decaying flesh. A two foot pile of severed right hands in various stages of decay is in the center of the wall farthest from the top of the stairs. Four 2 foot tall statues of dark gods line the back wall. The statues are made of an eerie black stone. All of the statues' hands are out-stretched and obviously made to

have incense burned in them. A dozen 05black sticks of incense are stacked in a recess below the statue shelf.

Anyone putting lit incense in the statues' hands will instantly change alignment to Chaotic (Evil). Any Lawful character entering the shrine must roll a save vs. magic or suffer a *Blight* effect as the spell for 2d4 turns. Any Chaotic character lighting incense for the statues receives the effect of a *Bless* for 2d4 turns.

12. The Dim Hollow: The floor in this area is shaped like a rough bowl, with stairs on several sides leading downward toward the center. It seems clear that it was once used as a gathering place (probably for cultists using the altar directly to the west), and the broken stone remains of a podium or dais lie at the bottom of the bowl. The stone steps and floor here are somewhat slick and dun-colored, bathed in fresh guano from the 6 **giant bats** that hang among the roots of the giant tree that have penetrated the vaulted ceiling of this chamber. They will remain hidden unless a light source or a prying hand is brought near the roots, at which point they will swarm and attack. There is nothing of value.

13. Ruined Library: This stone room looks like it was once 05a small library, but the shelves have been smashed and the books ruined. The room is now dominated by the decaying-but-regenerating corpse of some creature not of this plane (perhaps summoned long ago by the cultists from **11** and **12**), as well as a sickening stench. The carcass pulsates and writhes with giant maggots, the offspring of the 7 **giant flies** crawling about in the shadows high above. Each of the flies has some kind of extra-planar mutation derived from their "parent"; whether these are merely cosmetic or have mechanical effects is at the discretion of the GM, although it is suggested that the human/animal mutation chart from *Mutant Future* be used, because it's fun.

The small room to the west is the vault

in which the cult kept their treasures. While the thick steel door is firmly locked -- the key can be found in **room 16** -- the vault has long since been emptied.

14. Gnomal Fungal Ring: Musty stone chamber with broken floor strewn with piles of leaves, branches and rotting wood. A wide variety of odd-coloured fungi are growing here, culminating in a perfect circle of foot-high toadstools in the centre. Perched atop each of the toadstools is a brass statue of a gnome. They seem to be collectively smirking about something. Whatever happens to the gnomes (if disturbed or removed) they will always disappear at night and return to their circle in this room, sometimes leaving cryptic and disturbing notes for their kidnappers. The gnome from **room 2** is a wandering outcast from their group, and if placed in this room will always vanish again at night.

15. Kobold Den: The southern part of this room contains a large circular table surrounded by stools, while the northern side is filled with sleeping mats. 10 **kobolds** live here, plotting means of stealing the brass gnomes in room #14. The walls are covered with chalk drawn plans of their failed attempts. Sometimes one of the kobolds will be hiding in the closet of **room 14**, peering through a small hole in the door to spy on the gnomes. If anyone enters the room carrying the gnome from **room 2**, the kobolds may attempt to bargain with such a person promising all manner of things they couldn't possibly deliver in exchange for the statue, which they will believe to be the key to liberating the others.

16. Storage Room: This room is filled with broken wooden shelving. Two **giant crab spiders** live amid the debris, waiting for anyone to come close. The floor of the room is littered with the dried remains of the pairs victims, namely several rats and beetles and two kobolds. 29 copper pieces and 49 gold pieces are scattered on the floor.

17. Hallway: The stone floor here is smooth and relatively clear of dust and debris, indicating frequent use. Faded murals line the walls, depicting the activities of a brown-robed cult; here and there images of a smiling gnome -- crudely painted, but recognizable as matching the brass statues found elsewhere -- have been superimposed over the original painting.

18. Spider's Den - This room is choked with thick sticky strands of web, which have the same effect as the *Web* spell. Four bulging web sacks can be seen in amongst the strands, the larger two of which wriggle and shifgt. These two contain fully alive **ogres**, who will burst free in four rounds, attacking anything nearby in their rage. The two smaller bulges contain the ogres' sacks of gold (1d6x100 pieces in each). The alcove on the east side of the room will only be revealed if the webbing is fully cleared away. Inside is an iron-banded locked and trapped chest (poison needle, save vs. poison or die). Inside the chest is 1,000 gp, a potion of speed, and a cursed shield (-1).

19. Throghrin Lair: Behind the spider den live five **throghrin**. The spiders do not molest the clan and they rarely leave preferring to rob the spiders' larder. These wretched creatures have dwelt here for many years and become even more twisted by their proximity to the shrine in **room 11**. The Labyrinth Lord should add four to the reaction table as a result of this ferocity. The leader's pouch contains a potion of fire resistance and he wears eyes of charming which he will use to their best benefit.