



The Cursed Dungeon of Thylanfae



*Legends tell, of aeons past,
Of Thylanfae and her power vast,
Of her rise and fall, and cursed remains*

*Of magic wyld, and untamed chaos
Seek ye treasures found and lost
Where magic flows and magic wanes*

*Seek ye curse, or seek ye blessing
Courageous venture to the
wellspring*

*'Ware lest here lie thine own
remains.*

The Cursed Dungeon of Thylanfae is located in an area of unstable wild magic. This results in an ever-changing dungeon. Beware of getting caught in it at sundown, for the dungeon changes with the ebb and flow of the wild magic tides.

The wellspring of wild magic nestled within its core draws all kinds of magical creatures, and adventurers seeking to imbue their weapons with magical powers. Unscrupulous sorts seeking to harness the power of the well-spring for their nefarious plots.

One of your group, a lowly apprentice, has been directed by their aged, infirm, perhaps dying master to take an artifact into the ruins of Thylanfae and place it in the wellspring to renew the enchantments on it.

They warn you not to spend the night, or risk the ruins re-arranging themselves after sundown, possibly trapping you within.

It's a hazardous mission, but you may take companions with you.

PLAY: Designate one player to be the Game Master (GM), they will control the monster(s) and parameters of the game. Players can create Characters (PC's) for this adventure or use pre-generated characters. This adventure is compatible with the rules of your favourite dungeon crawling role playing game and Basic Dungeoneering - our Guide for New Dungeon Masters and our downloadable dungeon map.

Use 3 of the provided encounter rooms (put one treasure chest in each room from the treasure table), choose 1 miscellaneous room, and 1 hard 'final' battle for the Wellspring Room. Also choose 2-3 items from the obstacles/traps tables to use throughout the game. For the tables, you can either roll a dice or simply choose which ones to use.

| PICK 3 | | ENCOUNTER ROOMS | | CHOOSE 1 | MISCELLANEOUS ROOMS |
|-------------------------------|-------------------|--|---|-------------------------------|--|
| Roll a D6 <u>OR</u> Choose | | 1 - 2 PC's | 3 - 4 PC's | | |
| 1 | Fungus Room | 1 Violet <u>OR</u> 4 Shriekers | 1 Violet <u>AND</u> 4 Shriekers | Pantry/ Larder/ Storage | <ul style="list-style-type: none"> Wine Racks & Sacks of Grain Cured Meats (hanging on hooks) Locked Cabinet (filigree key needed) Journal (missing pages (has rust monster info) Rope & Generic Metal Items. |
| 2 | Kobold Room | 2 Kobold Scouts | 3 Kobold Scouts | Kobold Den | <ul style="list-style-type: none"> Smells of the odd lizard men. Worn and torn bedding covers the floor. Oil Lantern & Carving Tools Partially carved wooden figures a small table. 4 stools around the table. |
| 3 | Spider Room | 1 Giant Spider | 2 Giant Spiders | Trash Pit | <ul style="list-style-type: none"> Heavy leather / canvas panels conceal the entrance. Horrid stench of rot and feces wafts out. Heaps of trash flank a deep crevice in the stone floor. Stench seems to emanate from the crevice. |
| 4 | Bat Room | 1 Giant Bat <u>OR</u> 1 Swarm of Bats | 1 Giant Bat <u>AND</u> 1 Swarm of Bats | Library | <ul style="list-style-type: none"> Thick layer of dust covers very surface. Books are stacked haphazardly without care. Easy to bump into book stacks and knock over. Disintegrating bestiary or other similar work. |
| 5 | Ooze Room | 1 Ooze | 1 Ooze <u>AND</u> 2 Kobold Scouts | | |
| 6 | Rust Monster Room | | 1 Rust Monster | | |

| Pick 1 <u>OR</u> Roll a D4 | | HARD 'FINAL' BATTLE | |
|----------------------------|------------------|---------------------------|-----------------------------------|
| | | 1 - 2 PC's | 3 - 4 PC's |
| 1 | Kobold War Party | 3 Kobold Scouts | 1 Kobold Archer & 3 Kobold Scouts |
| 2 | On Guard! | | 2 Kobold Scouts & 1 Grey Ooze |
| 3 | Evil Nasties | 1 Spider AND 1 Scout | 3 Spiders |
| 4 | Villains | 1 Drow AND 1 Kobold Scout | 2 Drow AND 2 Kobold Scouts |



| Roll a D6 OR Choose Items | TREASURE TABLE <i>(1 chest per encounter room, roll for the bonus items in the chest. Each chest contains ONE item in bold needed to activate the Wellspring.)</i> |
|---|--|
| <i>A bone rod carved with sigils and runes AND</i> | |
| 1-2 | 5 gems worth 10gp each, a healing potion, and a Bag of Holding |
| 3-4 | 1 gem worth 50gp, a healing potion, and Boots of Striding & Springing |
| 5-6 | a small Gold Bracelet, a potion of healing, and Boots of Elvenkind |
| <i>A Jade Sphere carved with sigils and runes AND</i> | |
| 1-2 | 5 gems worth 10gp each, potion of climbing, and Bracers of Archery |
| 3-4 | 1 gem worth 50 gp, a potion of climbing, and a Cloak of Protection |
| 5-6 | a pair of bone dice, a potion of climbing, and a Cloak of Elvenkind |
| <i>A gilded stone cube carved with sigils and Runes AND...</i> | |
| 1-2 | scroll of magic missile, potion of healing, Gloves of Missile Snaring |
| 3-4 | scroll of healing word, potion of healing, Circlet of Blasting |
| 5-6 | scroll of feather fall, potion of healing, Goggles of night |

THE WELLSPRING (the final room)

The Wellspring sits in a circle in the centre of the room surrounded by a large engraved triangle (like a Celtic knot). At each point of the triangle is a small shaped recess. A square, a hemisphere, and a cylinder. In the center of the circle is a small altar. Placing the Bone Rod, Jade Sphere, and a Gilded Stone in the recesses activates the Wellspring. The runes carved on the items glow brilliantly until they become too hard to look at. A loud clap of thunder pervades the room and blinding light swirling with colour emanates from the Wellspring illuminating the altar. The light quickly fades but still brightens the room. The items placed in the recesses have been consumed by the Wellspring. It is now or never.

On a search of the room PC's find a bonus silver amulet. Place the Master's artifact item on the altar to enchant it. The Gold Bracelet and Silver Amulet may also be enchanted by the Wellspring if they have not been used to bribe creatures. The Wellspring will remain active for 1 hour.

| ROLL a D10 OR Choose | TRAPS <i>(doors, cupboards, chests, etc.)</i> |
|---------------------------------|---|
| 1-2 | Dart Trap |
| 3-4 | Flame Trap |
| 5-6 | Sleep Trap |
| 7-8 | Stink Trap |
| 9-10 | Poison Dart Trap |

| ROLL a D4 OR Choose | OBSTACLES <i>(for doorways)</i> |
|--------------------------------|---|
| 1 | Kobolds Floor Trap: An air filled bladder in the floor is disguised as stone. The bladder filled with flour erupts in a blinding cloud when anyone steps on it, if PC's are carrying open flame, each PC within 5 feet of it takes 2D4 fire damage. |
| 2 | Adorable Door: A magical door blocks the next room. As the players approach, it speaks. "To enter, adore" which when spoken sounds like "a door". It is a steel door, resistant to fire, bludgeoning, slashing and piercing. It has no lock. The hinges are on the other side. The only way to open the door is to "adore it". Each PC must compliment the door to pass. |
| 3 | Hot Door: A weathered, worn door with a shiny new brass knob. The air around the knob waves and shimmers. The knob is blistering hot, as the other side is hollow, and has been stuffed with fresh coals. |
| 4 | Kobolds Roof Trap: A trip wire is hidden in rubble covering the floor. Activating it releases a net filled with eggshells filled with ash and rubble. DC10 to detect the tripwire, DC15 (athletics or acrobatics) to dodge the falling rubble. PC's take 1D6 damage on a failed save, or 1/2 on a dodge. Eggshells release a cloud of choking ash on impact rendering PC's blind for 1 minute. |

EXITING THE DUNGEON

If the PC's did not exit the dungeon before nightfall, they must spend the night. In this case the entire dungeon (except for the room they are in) is moved and shifted while they sleep and they must start over again to find the Wellspring the next day.

If this happens, any treasure found will now be reduced to what the PC's can loot off of creatures, or in any rooms they missed exploring before (rooms the GM may add from the provided tables). Only the remaining treasure items not already found the previous day can be given to players now.