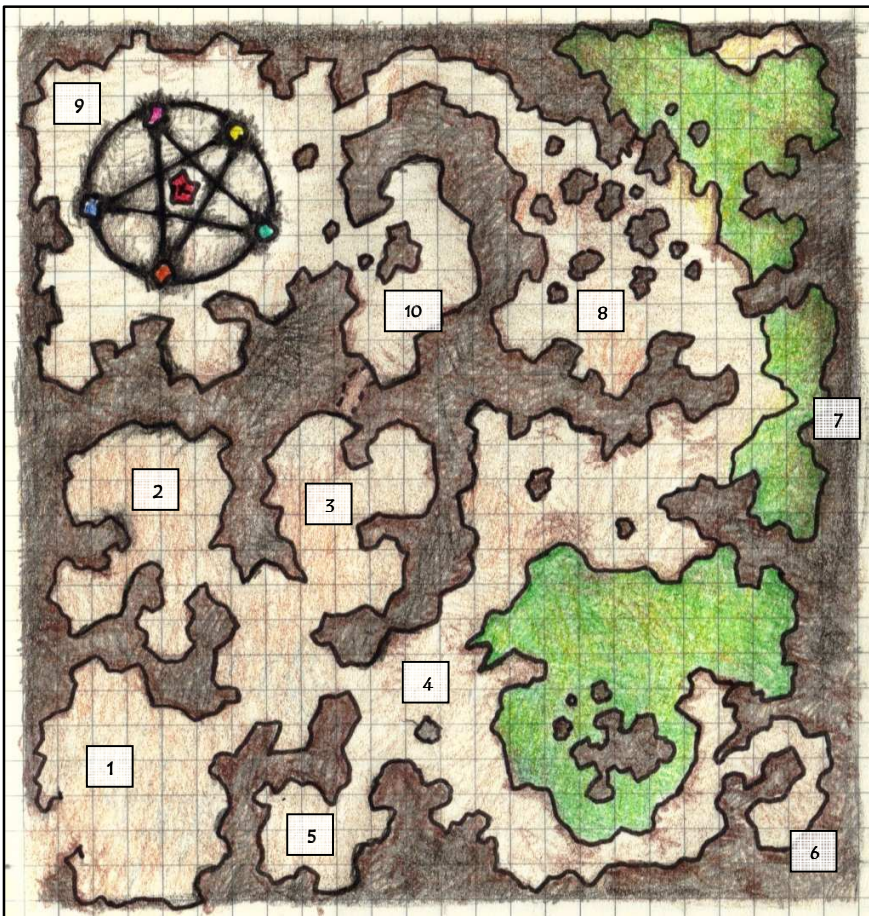


"The Holes" – 1. The Summoner's Cave

A one-page dungeon by Doc Holaday



GENERAL

Scale: 1 square = 10 feet

Sight: glowing pond scum, 20 feet (see area 4)

Sound: weird echoes, dripping water

Touch: uneven footing, greasy slime on walls

Smell: pervasive mustiness, strong fishy odor

MAP KEY

1. The Entrance. The cave mouth is a hard 30' climb up from the base of a cliff that is riddled with other similar cave openings (collectively called "The Holes"). Natural sun or moonlight spills in from the outside. A drowsy trog is on guard, but she will stay far back from the sunlight during the day. (Bright light hurts trogs' eyes.)

2. The Warren. This room holds three male (breeder) trogs and 2d4 troglings. None have weapons. Intruders will cause them all to shriek in alarm and huddle in the back. The adults will fight with claws, but only if severely threatened.

3. The False Bedroom. This room contains sloppy bedding, some cheap books and scrolls, and a chalk pentagram on the floor. Near the back is a very well-hidden secret door. It is unlocked, but opening it without the magic password causes a fiery explosion.

4. The Lake. This cavern is mostly flooded with a shallow lake, which is covered in a softly glowing green scum. Visibility is 30 feet in any room that contains lake water, once the PC's eyes adjust to the dimness that is. Visibility in other rooms is a meager 10 feet. In the center of the lake is a small

"citadel" of stalagmites. Any disturbance of the water will alert "the Lady of the Lake" (see 7), but this area is too shallow for her to enter. Five female (warrior) trogs live here. One of the five is always on guard at area 1. All will respond to the males' shrieking, if that occurs. Otherwise they fight from a defensive position in the citadel, which offers good cover, high ground, and solid footing. They carry barbed bone-spears and wicked-looking short swords of bone. They wear no armor, but have hard scales. Trogs are nocturnal and have infravision. Bright light (brighter than torchlight) diminishes their fighting ability.

5. The Barracks. This is where the trog warriors sleep. A locked chest in the corner contains the tribe's 4d4 gold pieces. The sorcerer keeps the key for them on his person, so players will not find it on any trog bodies or in the false bedroom.

6. Hidden Chamber. Due to the dim light and a natural optical illusion, the entrance to this small room can only be spotted if PC's walk around the lake/citadel and stand within 20 feet of it. At the end of the dark passage is a shrine featuring a small jade idol that looks like a cross between an octopus and a platypus sitting upright with its hands on its knees (a representation of The Lady). This idol is actually worth quite a lot to any collector of curios.

7. The Flooded Passage. If alerted, the Lady will attack PC's here, where she can reach them without leaving the water. Her tentacled mouth parts deliver a paralyzing shock and help her capture prey. (If she hits with one, the PC loses his or her next action.) She is about 20' long from the tips of her tentacles to the end of her beaver-like tail. She is about as intelligent as a dog. Though she has vestigial, milky-white eyes, she is blind and operates via an advanced sense of vibration. She will not attack the trogs who revere and feed her.

8. "The Forest". This area is dominated by narrow-waisted pillars of living stone formed when stalagmites and stalagmites meet. Hidden in the cluster of natural columns is a choker, a strange humanoid creature with whip-chord muscles and long flexible arms. It attacks by strangling PC's and dragging them up into the recesses of the cavern ceiling (out of the reach of their companions' weapons). PC's who swim the lake will discover a small bone-covered shelf of rock on the north side of the cavern. Among these remains are a torn but repairable chainmail shirt (rare – super light), a halberd, and a ring with a spiderweb design on it (magic – casts webs). If The Lady survived area 7 or was somehow not alerted by anyone disturbing the lake water, she will attack anyone who enters the lake here.

9. The Summoner's Circle. This chamber is filled with a weird light that emanates from six differently-colored stones on short pedestals at the points and center of a big pentagram. The pentagram is scarred by burn marks from repeated summonings. The summoner, Cyron, is sullen and xenophobic. He will summon a cave bear to fight for him and retreat through the secret door if it is defeated.

10. The Summoner's Chamber. This is the summoner's real bedroom. It contains expensive books and scrolls, rare magical ingredients, as well as a magical cloak covered in embroidered eyes (imbues wearer with true sight, keen sight, and infravision).