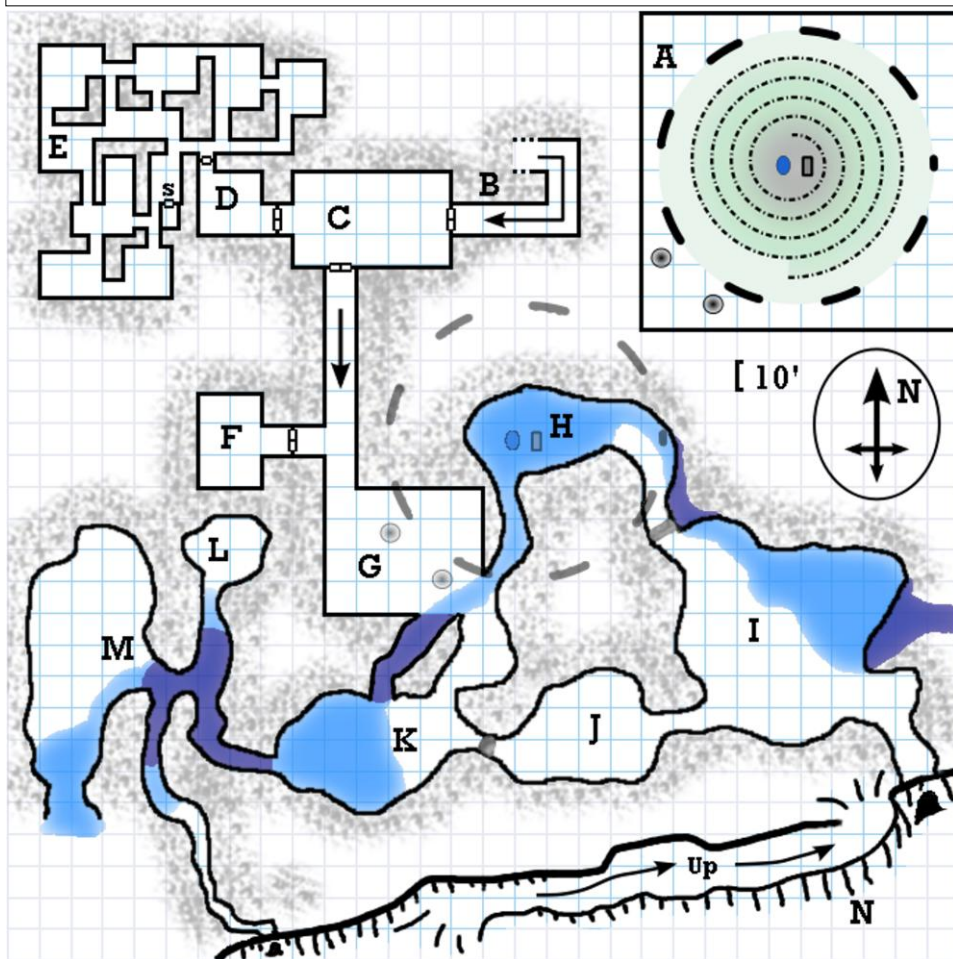


Serpent Temple – Lost Tombs

One Page Dungeon Contest entry by Mark Thomas (<http://rpgdump.blogspot.com> – mthomas768@gmail.com)



Lighting: Dark, except where surface openings provide faint illumination.

Random Encounters:

Outdoor: roll d8

- 1-4 – No encounter
- 5-6 – Lizardmen guards 1d4
- 7 – Lizardman apprentice shaman
- 8 – Baby spiders 1d3

Tombs: roll d8

- 1-4 – No encounter
- 5-6 – Skeletons 1d4
- 7 – Zombie priest
- 8 – Baby spider (see M)

Caves: roll d8

- 1-4 – No encounter
- 5-6 – Lizardmen guards 1d3
- 7 – Baby spider (see M)
- 8 – Giant carnivorous salamander (see H)

Background: A human temple, long fallen and forgotten, once stood guard over burial vaults atop this cliff.

The Lizardmen, led by a powerful shaman, now use the site for their sacrifices and rituals. They have taken up residence in the accessible caves below the cliff, while more dangerous foes lurk in the depths.

Room Key: General: Dark water fills passage floor to ceiling. Light water is ankle to neck deep.

- A) Serpent temple – Atop the cliff, huge stone monoliths surround this terraced, skull-decorated depression leading down to a bloody obsidian altar and stone-ringed pit. The two hollow stone pillars are crudely broken off 15' above the ground. Patrolled by 4 **Lizardmen** armed with spears. Pit leads to H, pillars to G. Cliff-top position indicated on main map.
- B) A dirt and debris clogged ramp leads from the surface down to the ancient tombs, ending in corroded bronze doors (stuck).
- C) Shrine – A decrepit altar to the north with two shattered coffins before it, broken benches scattered throughout. 3 **zombie priests** lurk in the darkness west. Each wears a decayed **priest's robe** and **minor gold trinkets**. One has a **silver key** to D, E, and F.
- D) Guardian chamber – A pair of **four-armed, animate statues** guard this room, attacking anyone not wearing a **priest's robe**.
- E) Crypt maze – Broken coffins and skeletal remains abound. 1d4-1 skeletons appear every 3 rounds (18 total). Each two rounds searching might uncover **minor treasure** or a **magic ring**. Secret chamber holds 2 **ghouls** and a **magic weapon** (door trapped).
- F) Columbarium – Ceramic urns filled with human ashes line polished marble walls. There are 4 **silver candelabra**, one in each corner of the room. Bronze doors are locked. Forcing the doors releases a **cloud of acidic vapor**, 10' radius around doors.
- G) Crematorium – A metal rack over a blackened fire pit dominates the room. Piles of damp charcoal fill the remainder. Holes in the ceiling lead up through the broken pillars on the surface. SE corner has collapsed due to water action.
- H) Sacrificial Pool – Scattered remains of temple sacrifices lie scattered in the depths. Hole in ceiling leads to stone-ringed pit in cliff-top temple. Pool is inhabited by 5 **giant carnivorous salamanders**. Each 2 rounds searching might uncover a **minor treasure** or a **pair of magic boots**.
- I) Lizardman Lair – This cave provides crudely furnished quarters for 6 **adult Lizardmen** armed with spears and 3 **young Lizardmen** (unarmed). Combat will draw the occupant of J in 3 rounds. They have **mundane goods** and **minor treasure**. N passage is blocked by an ancient but solid stone and mortar wall.
- J) Shaman's Cave – A **powerful Lizardman shaman** armed with a **magic staff** resides here. A sack containing **good treasure** and a **magic scroll** is hidden under a boulder in the crude rock wall in the W passage.
- K) Placid Cave – The large pool here is home to a **carnivorous water lily**. The plant's floating flowers give off a sleep-inducing scent, allowing the vines to grab and drown helpless victims. The spiders are immune to the effect.
- L) Spider's Larder – 3 webbed and unconscious spider victims are trapped here. 1 **young Lizardman**, 1 **human thief**, 1 **giant carnivorous salamander**. The human thief has **minor treasure** and a **magic dagger**. 2 **baby spiders** lurk above.
- M) Spider Lair – Scattered remains of past victims dot the floor of this dank cavern. A chaotic nest with the remains of an egg case fills the north end of the chamber. A **huge venomous water spider** lurks here, along with 3 **baby spiders**. Scattered among the remains are **good treasure**, 3 **magic potions**, and 2 **expensive gems**. The S gap leads to a 50' waterfall over jagged rocks.
- N) Cliff Base – A path leads from this area to the cliff-top temple A. The 10' cave opening to the E leads to area I. The tiny 3' cave opening to the W leads to the water-filled tunnels near M. A **Lizardman village** lies 2 miles S of the cliffs.