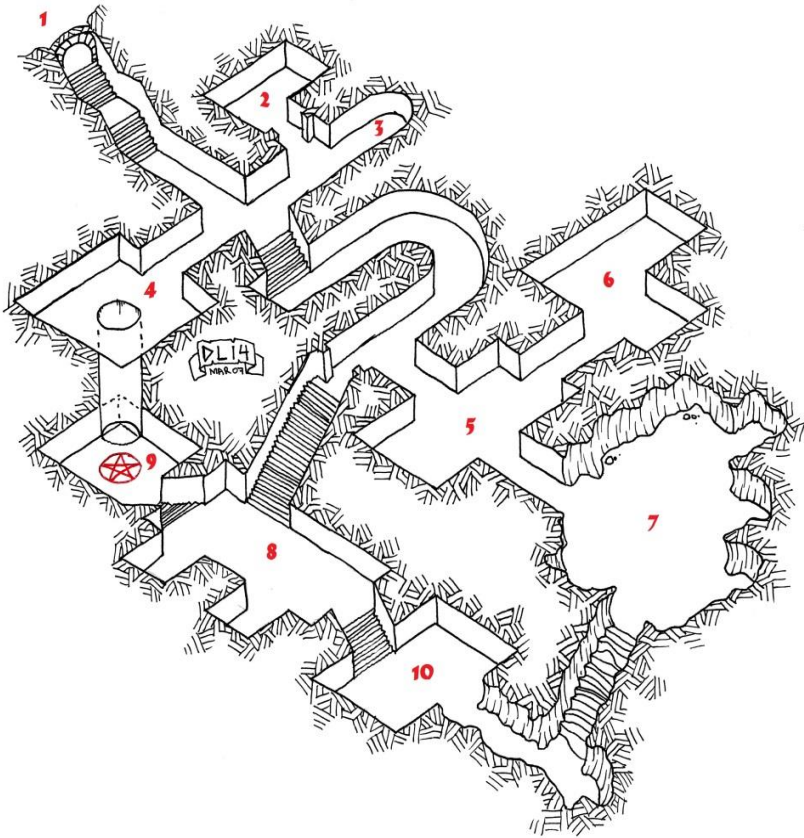


Lair of the Serpent Lord

Lvl 2-3 One Page Dungeon by Tim King, Map by Dyson Logos (rpgcharacters.wordpress.com)



Most recently, the library in Sandpoint was the victim of theft. Of all its rare books only one was stolen, the *Astronomicon* of Zylfus Po. Recorded in its pages are the astrological movements of heavenly bodies over the last 300 years. Fortunately, the thief was sloppy and left a trail of slime and stench that leads to a hidden lair deep in the forest of Mosswood. The Library is offering a reward of 400 gp to anyone who can recover the book. Unknown to the inhabitants of Sandpoint, an evil creature plans to use the *Astronomicon* to summon a monster of unimaginable power.

1. The Entrance – Hidden by heavy moss and thick brush is the stone carved entrance to the lair protected by a **camouflaged pit trap**.

2. Gargoyle den – Buried amongst a random collection of wooden tools, barrels, rotting cloths and iron implements is a chest containing a **25gp necklace**, a **potion of cure light wounds** and **50sp in silverware**. The Gargoyle in Room 3 will attack anyone who enters the room.

3. The Ugly Statue – Perched motionlessly on a stone altar is statue of a hideous demonic beast. The statue is in fact a **Gargoyle** waiting to surprise attack anyone who enters room 2 or descends the stairs down to room 5.

4. The wretched pit – A foul stench rises from a 6 ft diameter hole in the floor. The hole descends 30 ft to room 9.

5. The Lower Hall – The foul stench intensifies in strength in a room containing **3 Troglodytes** sitting on ancient stone benches eating mushrooms. They have **300sp** among them.

6. Sleeping Quarters – Asleep on nests of straw and moss are **2 Troglodytes**. Hidden under a bed is a sack with **200sp**.

7. The Mushroom Farm – The room is full of mushrooms that the troglodytes use as a food source. Light shines down from phosphorescent fungus that lines the cavernous ceiling. On the far wall is **secret door** leading to room 10.

8. The Great Library – 20 ft tall book shelves line the walls of this great library. A long table covered with notes and open texts dominates the center of the room. Hidden among the books shelves are **2 Venomous snakes** waiting to strike. Among the books are **3 rare editions worth 100gp**. Anyone with History Arcana or History Religion can surmise with a DC20 skill check that someone is planning to summon a demon when the stars are in alignment.

9. The Summoning Circle – The walls of this room are covered in runes of a lost ancient language. Burning surround a pentagram carved into the floor, among them is a **Potion of Bull's Strength**. In the middle of the pentagram is a 100gp emerald. Anyone who touches the emerald will summon a **Water Elemental** from the emerald which will attack anyone in the room.

10. Serpent Lord's Quarters – Sitting in meditation on a mound of pillows in the center of the room clutching the **Astronomicon** is a **Serpentfolk**. The room is luxuriously decorated (no doubt by items collected by the Gargoyle). Hidden behind a curtain on the far end of the room is a passage leading to room 7 through which the Serpentfolk will try to escape if she drops to ½ HP. The Serpentfolk wears **Slippers of Spider Climbing**, a **40gp bracelet**, a **50gp broach**, and a **470sp belt**.