

DRAINS OF AEROS A ONE PAGE DUNGEON BY TIM LABOR

Everyone thought the **Dungeon of Aeros the vapor-mage** was old news – an ancient laboratory and doomsday weapon, conquered (and covered) years ago by Dolann forces. When the Keyn, an ogre mob who purchased the complex in the Great Incession, capture the **Scepter of Kulach** from nearby Wynshed and frame the Grand Visier of Tilwich, the PCs are called in to **retrieve the scepter**, clear the Vizier's name and stop an impending war.



The ogres have partially discovered how to operate a system of air-tight magical forcefields in the complex using colored **seals** (keys) recovered in their excavations. These are now being used to both govern access to lower levels, and seal off the vast chimney in the center. Now, instead of being an escape for magical explosions (and perhaps more), ogre **General Hurlach** has filled it with water and his **dire-squid Blobo** now guards the scepter, which lies in a levitator-box at the bottom of the watery shaft. It is said that Hurlach controls the powerful Blobo with the **Amulet of Gillby**.

Using a **Yellow seal** acquired from an ogre informant the PCs infiltrate the complex, defeat **Blobo** (with or without the **Amulet**), and get the **Sceptre**.

Opening force-fields to travel downward through the winding stairways of the complex requires leaving colored rubber stamp-shaped seals of the correct color in **seal-holes** (found on "both" sides of all force-fields except **6-B**). Since most of these are in the hands of enemies, the PCs must both search for them and steal them from those in place ad-hoc controlling force-field windows used to stop water from the central shaft from flooding the levels. Messing with these keys floods selected lower levels but allows the PCs to descend along others. If they elect to open the master drain to aid in their final confrontation with Blobo, the water destroys one of Aeros' undiscovered astromite repositories, and they must escape or face a thunderous eruption of astromagical steam. Areas **3-8** are lit with wall lanterns. Areas **1-8** are vented using giron worm tunnels (a system independent both from other areas and the chimney).

1. PCs use the **Yellow Seal** on a **yellow seal hole** to access **Aero's Back Entrance (A)** where **2 unsuspecting Keyn (ogre) guards** jettison their boat at water-filled **Chimney Shaft (B)** in order to fight. The PCs need not acquire the boat to get to **C**, but swimming PCs are more likely to attract **dire squid Blobo**. If Blobo is wounded at this point, he will escape and heal. The secret door to **Store Room C** (not drawn to scale) shuts behind the PCs who must face **2 ogre dogs**. Chicken-hearted PCs who search to find the secret door after the battle risk a **wanderer***. Stairs descend to **2-B**.

2. An **Abandoned Gallery** formerly used for magical experiments curls around the central chimney core. Magical force-fields hold the water back at "windows" at **A** and **D**. The door separating **B** and **C** should be opened carefully to avoid waking **2 AWOL Ogre kitchen workers** sleeping at **C**. At **A** and **C** stairways in the floor are sealed with force-fields, each next to a **red seal hole**. The PCs may smash a trapped lockbox labeled "Kitchen" (in ogre) at **A** and remove a **Red Seal** from the underlying wall panel. If so, gr-rumble-splash! The water level in the chimney drops about to the level of the floor (they opened the red-rimmed window at **3-B**, flooding **3** and driving kitchen-workers up after them). There is a similar trapped lockbox behind stored boxes at **D**, labeled "Armory" which yields a **Red Seal** it floods area **4** from the release of the force-field at **4-C** (and drives Hurlach's private guard up).

3. If the PCs flood **4** and escape to **3-A** expeditiously, the private guard from **4-A** goes to **1-C** rather than after the PCs. Unoccupied **Anteroom A** contains dried food. **2 ogre cooks** and **3 kobolds** prepare a meal at **B** where wall-length potion benches, mysterious chimneys, and walls of alchemical drawings of clouds and arcane formulae belie the area's wizardly origin. **2 lazy ogre warriors** "guard" a stairway down to **5-A** from **Ransacked Library C**. If **3** is flooded they escape downward before an automatic force-field comes into play blocking the stairs at **C** to protect **5** (this vanishes should **3** be drained) and the kitchen workers (who don't know about back entrance **1-C**) will be hot on the PCs' tail. If flooded and drained, the area will be devastated (as will others when this happens) and window **3-B** open to the chimney.

4. In the **Armory (A)**, Hurlach's personal guard (**2 ogre warriors and a brainy troll**) watch valuables. The trusted troll has a note containing the **Magic Word** used to open Hurlach's box in **8-B** (should Blobo get out of control). **Main Entrance B** contains a potential escape for PCs who can fight their way past **5 Keyn (ogre) guards**. The passage to mess **5-A (X)** and the training wing is temporarily bolted and impenetrable. **C** is the guarded entrance to the **Officer's Quarters**. If **4** is flooded, the Keyn guards escape through entrance **B** and block it off behind them, and a force-field like the one in **3** snaps into action at the stairway (**C**) protecting area **6** below from water, while the personal guard goes up.

5. The **General Mess (A)** contains **5 ogre service workers**, and **2 Keyn guards** eating soup. The passage to main entrance **4-B (X)** is bolted and impenetrable. In the **Officer's Mess (B)**, **2 kobolds** snoop around wall murals depicting a lost continent (one knows the **Magic Word** for

Hurlach's box in **8-B**). The secret door is watertight. **C** is an abandoned prep room with heptagonal divets on the floor and a force field-protected access tunnel downward, next to a **double set of blue seal holes**. One contains a **Blue Seal** chained into the hole. If the chain is broken or a non-blue key put in the other slot, the field opens, but, rrr-rumble-splash! The window at **7-C** also opens, and level **7** floods with all the water collected so far (and the water level of the chimney is at the **5/6** floor). If the PCs race downward after hearing the crash, they face both the water and the angry barracks residents before either being driven up through **3, 2** (and the soggy denizens of **4** and **6**) through **4** (now drained) to **6**, or through the secret door in **5-B** (if they found it). A Blue key opens the force-field.

6. Hurlach wants only his most trusted officers close to his magical investigations. Luxurious **Officers' Quarters (A)** lead to long-tabled **War Room B**. A long, winding passage down is protected by a force-field next to a **blue seal hole**. If **7** has been flooded, the force-field is active (everyone from area **8** has rushed up to **4-B**) and the PCs must find a **Blue Seal** to descend. Otherwise the field is open and a **Blue Seal** is left carelessly in a solitary slot on the upper side of the field (everyone from **6** is at Hurlach's demonstration in **8**).

7. The Barracks isn't happy at being disturbed by either water or adventurers. The **8 orcs** in **Sleeping Area A** and **4 ogres** in **B** could wake at any moment. Game tables and a wrestling mat contrast cracked statues of Andagian cloud gods at **C**. An **orc quartermaster** and **two argumentative ogre merchants** in the **Quartermaster's Office (D)** stand in the way of private **Store-Room (E)** where a secret passage down to the excavations in **9** is secretly secured by Hurlach and his quartermaster with a forcefield opened by placing a **Blue seal** in a nearby **unmarked seal hole**. Among the quartermaster's possessions is a **Steel Key** containing same emblem as the seals, which may be used to open the non-magical master drain (**9-B**).

8. Other than creating an aquarium for his favorite squid, the real reason Hurlach wanted the portals to the Chimney sealed was so that he and his lieutenants could secretly duplicate Aeros' magical processes. The moment the PCs arrive at **C**, they disturb **General Hurlach's** concentration as he gives a magical demonstration to **3 Keyn Wizard-fighters**, causing the window behind him to smash through. This floods both this area and **9** below (**8** is actually slightly lower than **7**) with all the water collected thus far. If the PCs grab the **Blue Seal** at **6-B** on the way out (to take to now-drained **7**), Hurlach and his trapped buddies drown. If PCs avoid **C**, **Hurlach's Private Quarters (B)** is filled with the missing books from **3-C**. A Magic Word-encoded safe contains the **Amulet of Gillby**. Although the PCs won't be able to find Hurlach's secret passage down to **9**, they can spy on Hurlach through a wall hole before deciding whether to disturb him. If the PCs escape **8** with the **Blue Seal** without disturbing Hurlach and without the **Amulet**, Hurlach uses it to get Blobo to remove a hidden key which opens the field in **8-C** (which allows them to escape). Otherwise the General is trapped here, but the PCs must find some way to get

through the water in **7** (and the window at **7-C** is now open to the shaft and Blobo!).

9. A vast cloud chamber at the base of the complex contains a magical generator surrounding the multiple force-fields usually holding water in at the base. Regardless of whether the PCs flood it entering through **7-C** or from busting up Hurlach's demonstration, the water in **9** shuts down the force-fields and **dire squid Blobo** (if still alive) is loose in the underground lake that results. At **9-A** Hurlach has housed the **Scepter of Kulach** in a levitator-box. The master drain at **9-B** may be opened (using the **Steel key**). This drains **9** and allows the PCs to defeat the floundering Blobo more easily (as does the **Amulet of Gillby**), but if they do, the rushing water seeps into one of Aeros' undiscovered astromite repositories. A few minutes later, the ground rumbles and the PCs must exit the complex before they are consumed in an eruption of astromagical steam.

***WANDERERS**

1	2	3	4	5	6	7	8	9
1	Keyn Wizard-fighter							
	3-5 Keyn guards							
	ogre dog Boney							
	Officer Gnash							
	4-6 ravenous rats							
	Fermata, the orc minstrel							
	Ogre ambassador Grotto							
	3 jolly kitchen kobolds							
	fanged eel (from chimney)							