



In an age long forgotten, the wizard Demens created this dungeon to guard his great treasure. Legend speaks of the power, and insanity, of Demens.

Many have entered the dungeon, only a few have returned, but none have yet to find the great treasure that legend speaks of being at the heart of the dungeon.

Rumors in town: "Demens was a great stone worker with his spells", "The treasure was found years ago", "Demons were used to build the dungeon", "Demens lost his great love and went insane."

Carved in the stone around the entrance to the dungeon "Abandon hope all ye who enter here."

GM Note: This is a non-Euclidean maze, passages often go in loops, and connect in ways that cannot be traditionally mapped. Have fun with the players.

Wandering Monsters (2d6)

2 – Bandits (1-3)	8 – Hear a scream
3 – Goblins (1-4)	9 – Skeletons (1-4)
4 – Kobolds (2-5)	10 – Orcs (1-4)
5 – Zombies (1-3)	11 – Hobgoblins (1-3)
6 – Giant Rats (1-6)	12 – Rival Party (1-3)

7 – A cold breeze, you think you hear a whisper [roll d4, 1 = "You will never get out alive.", 2 = "This place will be your doom.", 3 = "The treasure is this way", 4 = "None will ever leave."] from [random direction].

Room Key [Tile to use for room (Most use tile D), north exit, south exit, east exit, west exit] Room notes and contents.

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| <ol style="list-style-type: none"> 1) [B, N-2, S-Out of the dungeon] You feel a cold breeze coming from the north. 2) [D, N-5, S-1, E-4, W-3] There are signs of a recent battle here, it looks like someone went [roll d6: 1-2 north, 3-4 east, 5-6 west] from here. 3) [C, N-7, S-18, W-4] Scrawled in blood on the wall "A pox on whoever created this place." A pile of bones lies beneath the bloody writing. 4) [D, N-6, S-19, E-3, W-2] The dust on the floor is only broken up by the paths between the doors. 5) [D, N-10, S-2, E-6, W-7] There is a pile of bones, wearing tatters of armor with a rusty knife. 6) [D, N-12, S-4, E-8, W-5] Goblins (1-4) arguing over the body of a dead elf, deciding who gets which parts. 7) [D, N-11, S-3, E-5, W-9] Kobolds (2-5) in the middle of setting up a blade trap on the west door. 8) [D, N-13, S-9, E-9, W-6] The east door is trapped, a blade will slice down when someone goes through. 9) [D, N-11, S-8, E-7, W-8] There is a small fountain in the middle of the room, the water is clean, but somewhat salty. There are 2-5 Kobolds here guarding the fountain. 10) [D, N-14, S-5, E-12, W-11] Zombies (1-3) attack anything that comes in the room but will not leave this room. 11) [D, N-16, S-7, E-10, W-18] A nearly dead man in the corner babbling about the coming darkness. He will speak of nothing else and will not leave the room. He has not eaten or slept in days and will not allow anyone to help him. | <ol style="list-style-type: none"> 12) [D, N-15, S-6, E-13, W-10] This room is magically dark. There are several slimes and oozes sliding along the walls waiting for someone to touch them. 13) [C, N-17, S-8, E-Special, W-12] Only by using a spell to go through the east wall can room 20 be accessed. 14) [D, N-4, S-10, E-15, W-16] Skeletons (1-4) attack anything that comes in the room. 15) [D, N-19, S-12, E-17, W-14] Orcs (1-4) arguing over their plan of attack to take the fountain the kobolds are guarding in room 9. 16) [D, N-18, S-11, E-14, W-17] This room is magically dark. There are several slimes and oozes sliding along the walls waiting for someone to touch them. 17) [D, N-8, S-13, E-19, W-15] Hobgoblins (1-3) Relaxing on some furs in the corner, gnawing on what looks to be a human leg that has been cooked. There is a human chained in a corner missing a leg. 18) [D, N-3, S-16, E-19, W-16] There are bones scattered all over the floor of the room. There is a cold wind circling this room, it drains the life out of anyone who spends time in here, it will completely drain the life from a person in less than an hour. 19) [C, N-4, S-15, W-18] There is a huge rat nest (2-12 rats) in the east wall of this room, the rats will attack if anyone disturbs them. 20) [A, No exits] On a pedestal in the center of the room is a portrait of a woman with a single red rose in front of it. |
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NOTE: Should the players attempt to mark the rooms, they will find their marks altered when they return to a room.