

A1 Pusultun Downen



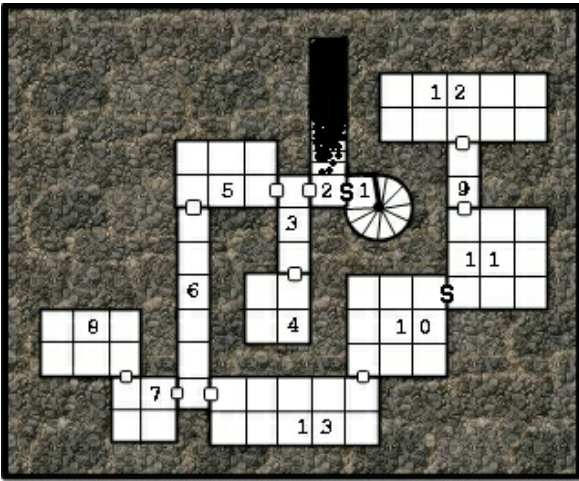
Pusultun Downen

Population: 34 humans

Ruler: Tovar the Elder (normal human)

Produce: Firewood

Located in Tovar's Thicket, a small wooded area a half day's walk from Town, Pusultun Downen is known for one thing- the Thicket named after the village elder which is being harvested for firewood and sold to a merchant from town named Clifton Caldwell. The residents don't discuss the dungeon over which it's located, at least, not until some of the local children discovered its entrance and went missing.



In the storage hut near the entrance of the hamlet is a crude timber trapdoor concealing a stone cut spiral staircase that was part of a foundation of an ancient stone watch tower. Tovar the Elder can confirm there was a pile of stones located there which he used as floor stones for the various buildings of the hamlet.

Area 1: The spiral staircase descends one hundred feet down to a dead end (a secret door is in the left wall triggered open by anyone jumping over the previous step- how the children triggered it). A Dwarf will recognize the trigger mechanism on 1 in 6.

Area 2: Through the secret door from the spiral staircase is a long descending staircase down from the right. Unfortunately this staircase is filled with collapsed gravel but it looks like it would descend from . Directly opposite the secret door is a door. The buried stairs climbs a hundred feet to the surface some hundred feet beyond the back wall of the village to what was a barracks. These ruins were part of an long lost fortress called Bayldwytych Keep. The children got this far and found themselves trapped when the secret door closed behind them.

Area 3: this hallway is 30' long, with a pair of doors left (to Area 5) and right (to area 2) of the northern most end, and a lone door at the south end guarded by a skeleton armed with a sword+1 who attacks intruders in this hall. Long ago rotted from around his neck is a silver holy symbol (25gp).

Area 4: this 20'x20' room has long rotted piles of rusted iron swords, shields, and chainmail. It was once an armoury. There is nothing here of value to anyone other than a Rust monster.

Area 5: this room was a store house for three tuns of wine long broken and rotted and dominated by yellow fungi. There is a Skeleton Rock Python animated by a Wizard to attack rodents in this area resting in the yellow fungi here. It attacks intruders searching the room (there are three antique brass spigots (5gp each under the yellow mold). Another door (stuck ajar) in the south east corner leads to a hallway (area 6).

Area 6: this hallway is 60' long with two opposing doors at the south end left (to area 7), and right (area 13) and the door (stuck ajar) at the north end leading to area 5. If the PCs retreat here from the snake it will pursue them here.

Area 7: there is a shrieker in this 20'x20' antechamber. The presence of intruders here causes the screaming fungi to alert the (4) skeleton guards in the guard post (area 8) who enter the antechamber after three rounds.

Area 8: the guard post here is occupied by (4) Skeleton warriors with rusty swords who enter Area 7 if the shrieker fungi sounds the alarm alerting them to intruders.

Area 13: At the far end of the 20' wide, 50' long fungi filled store room is a door access to area 10. This was a food storage area, long ago rotted and home to a dozen shriekers whose screams summon the (4) Skeleton warriors in Area 8 if they have not been destroyed. There is nothing of value here other than the shriekers which can be harvested for mushroom soup sufficient to feed a hundred and twenty people.

Area 10: this cold room is filled with solid ice in which frozen meat is kept at a low temperature below freezing using a cold spell. The meat, though frozen for over a century is inedible. Once the ice is melted (a dispel magic will do it), the meat begins to rot. A secret door on the far side of the freezer leads to a small vault complex.

Area 11: the outer vault is a 30'x30' room filled with rotted shelves containing the ruined remains of books and scrolls. The remains of a beaten platinum scroll is amongst the wreckage enscribed with a treasure map.

Area 9: this 10'x20' hallway links the outer vault (area 11) to the inner vault (area 12). It is other wise empty.

Area 12: beyond the door from the hallway (area 9) is a the inner treasure vault. A wooden chest long rotted has spilled its contents on the floor (500gp, 45sp, 320cp). There is also a cracked crystal ball which fell from a rotted pedestal long ago, two silver daggers (wrapped in grease cloth), and a lantern of dimension door (3 charges remaining). The guardian here is a living crystal statue which attacks any intruder.

Clearing the Dungeon: doing so will provide the villagers with a subterranean storage area.