

VURGRHEM'S REST

Sample Dungeon by Aaron Frost

Cracked stone tiles line the floor, and stale air becomes increasingly moldy the further down the party travels. Carvings in a forgotten Dwarven dialect line the walls throughout.

Roll 1d6 on the table below each time party enters a corridor or junction.

ROLL	ENCOUNTER
1 - 2	No encounter
3	"Lost" skeleton from rm. 3
4	1d4+1 Goblins
5	Goblin Brute (Hobgoblin)
6	Giant Rat

	STATUE
	DOOR
	STAIRS
	TRAP

- 1 **Entrance.** Large stone double doors (ajar). Large stone statue of kneeling dwarf, warhammer in one hand with its head resting upon the floor. Door to Room 2 is concealed (*easy* to spot as a goblin has dug at the thin false covering) and locked. Crude short spears are leaned against East wall along with an small empty sack.
- 2 **True Armory.** If door is unlocked without using the key, the trap is armed. Ceiling collapses sealing the room off. Critical Failure when attempting to avoid the collapse results in being sealed within the room! *Vurghrem's Hammer* (*strongly* enchanted) on a stone pedestal.
- 3 **Armory.** A triggered trap (metal spikes from floor) | Six skewered skeletons | Goblin corpse. *Weakly* enchanted warhammer at North end of room. When picked up spikes retract and skeletons animate. Goblin corpse North of trap location. Spikes slowly extend after skeletons are released (priming for other traps).
- 4 / 5 **Junction.** Roll twice on the wandering monster table and take highest result. Room 5 is submerged.
- 6 **Trapped Junction.** Magical runes on floor teleport victim onto spikes in Room 3 (damage | pinned)
- 7 **"Living Quarters"**. North Hallway submerged. 8 Goblins | Goblin leader with *quality* Dwarven axe. Trap in hallway to Room 8 same as in Room 6, but *easy* to avoid as it is underwater.
- 8 **Burial Chamber.** Locked doors | Vaulted ceiling | Submerged 12' deep | Slick mold covered walls. Statues rise 8" out of water. Center statue is upright sarcophagus (*Difficult* to open in water). *Vurghrem's* corpse with key around neck. *Vurghrem* (zombie 2-4 levels higher than party) animates and will scramble towards the East exit, proceed to Room 5, then South (not triggering the trap if still active) to Room 1, where he will proceed to Room 3 looking for the hammer. With the hammer (or not if already pilfered) he will return to the concealed door in Room 1 and begin breaking the false covering. His key will unlock the door. If *Vurghrem* is allowed to acquire his true hammer, he will begin attacking the party and be even more difficult to defeat.

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