Current Random Seed: 1163295924

Dungeon Level: 1

Room #1:

- Door (west, 1 from north): wooden, simple, free
- Monsters
  - **4x Giant Fire Beetle:** 1d8 (4 hp), AC 16, Bite +1 melee (2d4)
- Treasure
  - 80 silver coins (8 gp)

Room #2:

- Door (south, 1 from west): (secret) up-sliding, gesture trigger, trapped [trap: portcullis trap (CR2), Atk +10 melee (3d6), (Find/Disable DC 21)]
- Features
  - lamp
  - forge

Room #3:

- Door (north, 1 from west): wooden, simple, stuck
- Features
  - spices
  - lantern
  - bits of fur
  - manacles
  - statue (toppled)

Room #4:

- Door (south, 1 from west): wooden, simple, locked
- Monsters
  - **Fonkin, male gnome (forest) Mage 1:**; hp 11; AC 13;
    Longspear +0 melee (1d6), Crossbow +3 (1d6);
    Str 9, Dex 14, Mind 16. Know +3, Others +1

Room #5:

- Door (south, 1 from west): stone, free
- Monsters
  - **2x Hobgoblin:** 1d8+2 (6 hp), AC 15, Longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1)
- Treasure
  - 14,400 copper coins (144 gp)
  - Half-plate (600 gp)
- Features
  - jar
  - pole
  - stuffed beast

Room #6:

- Door (north, 3 from west): wooden, strong, stuck
- Features
  - mug
  - table (large)
  - pillar
  - statue (toppled)

Room #7:

- Door (south, 3 from west): wooden, strong, locked, trapped [trap: pit trap (20 ft. deep) (CR1), 2d6 Falling, (Find/Disable DC 21)]
- Monsters
  - **2x Skeleton:** 1d12 (6 hp), AC15, Scimitar +1 melee (1d6+1/18-20) or 2 claws +1 melee (1d4+1)
- Treasure
  - 500 copper coins (5 gp)
  - Masterwork dagger (302 gp)
- Features
  - backpack
  - books
  - equipment (usable)
  - mound of rubble
  - table (small)

Room #8:

- Door (south, 3 from west): wooden, simple, free
- Features
  - pot
  - boots
  - pouch
  - scattered stones
  - brazier
  - wall basin
  - statue
  - spinning wheel

Room #9:

- Door (east, 1 from north): wooden, simple, stuck
- Features
  - belt
  - bits of fur
  - dome
  - cage
  - idol
  - rack

Room #10:

- Door (east, 1 from north): wooden, strong, stuck
- Empty

Room #11:

- Door (north, 2 from west): wooden, strong, locked
- Monsters
  - **2x Dire Rat:** 1d8+1 (5 hp), AC15, Bite +4 melee (1d4 plus disease)
- Treasure
  - 600 copper coins (6 gp)

Room #12:

- Door (east, 1 from north): wooden, strong, locked
- Features
  - equipment (usable)
  - dung heap
- Trap
  - Illusion over spiked pit (CR3) (Find/Disable DC 21)

Room #13:

- Door (west, 4 from north): wooden, simple, free
- Features
  - chains
  - loom

Room #14:

- Door (north, 4 from west): wooden, strong, stuck
- Empty

Room #15:

- Door (east, 1 from north): wooden, good, locked
- Monsters
  - **2x Skeleton:** 1d12 (6 hp), AC15, Scimitar +1 melee (1d6+1/18-20)
- Treasure
  - 5,500 copper coins (55 gp)
  - Masterwork sling bullets (50) (350 gp)
- Features
  - hourglass
  - mirror
  - arrow slit (wall)/murder hole (ceiling)

Room #16:

- Door (east, 1 from north): wooden, strong, stuck
- Features
  - cleaver
  - scroll case (empty)
  - scattered stones
  - pit (shallow)

Room #17:

- Door (south, 4 from west): wooden, simple, stuck
- Features
  - pottery shard

Room #18:

- Door (east, 2 from north): wooden, simple, free
- Monsters
  - **Krenshar:** 2d10 (11 hp), AC 15, Bite +2 melee (1d6) and 2 claws +0 melee (1d4) or Scare (Mind DC13)
- Treasure
  - 95 gold coins (95 gp)
  - crossbow bolts (50) (50 gp)
- Hidden Treasure (Search DC 21)
  - 100 gold coins (100 gp)

Room #19:

- Door (south, 1 from west): wooden, good, stuck, trapped [trap: poison needle trap (CR2), Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness), (Find/Disable DC 21)]
- Monsters
  - **3x Scorpion, small monstrous (vermin):** 1d8+2 (6 hp), AC14, 2 claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison)
- Treasure
  - 160 silver coins (16 gp)

Adventure Hooks

Fonkin, the shyster:
Fonkin, a local merchant dealing with all matters of the arcane, has stolen and cheated the local community for years. Once the townspeople became wise to his tricks, they sought to bring him to justice. However, when the mob arrived at his doorstep, the Gnome Wizard was gone, his shop cleaned out, along with the town's money. There is a hefty reward on his head, and your party aims to collect it.

You've tracked this dispicable creature to a dungeon just outside of town.

Find Fonkin:
Fonkin, a popular celebrity in town, has turned up missing. The town has posted a meeger reward for his return, but its ther love for this little Gnome that touches you. The party decides to rescue poor Fonkin out of goodness of their hearts. You know he is being held in a dangerous dungeon, filled with all manner of deadly vermin and undead.

Dungeon created and populated by Jamis Buck's dungeon generator:
http://www.aarg.net/~minam/dungeon.cgi

Modified for Microlite20 and PocketMod
by Arthur H. Johnson II, dm@aerthon.com

Microlite20 Available at:
http://home.greywulf.net/m20/
and http://arthur.jfmi.net/m20/

More adventures available at:
http://arthur.jfmi.net/m20/ and
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November 11th, 2006

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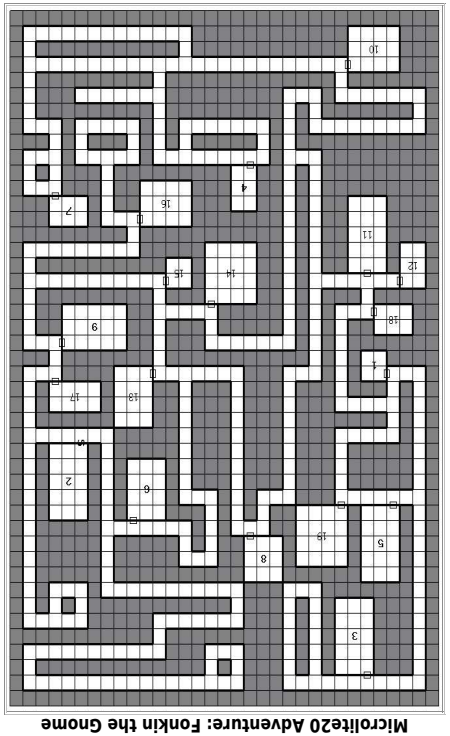

Microlite20 Adventure: Fonkin the Gnome