

Creating a Dungeon, part 3

Encounters and Prep

Elements of a dungeon: A Story, Monsters, Puzzles, Traps, Secrets, RP Challenges (NPCs?), Skill checks and hazards, Ambience & Description

Story: An evil presence is being felt in the region, and recently the body of a well-known ranger known as the Watcher was washed up on the shores of a river near the town of Koplan Stream. A brave group of adventurers travels to the gorge where he was known to dwell from time to time.

- 1) Smaller entrance partially covered by brush, easy to miss but PCs hear a moan.
- 2) Gnoll helping a halfling prisoner get a drink.
- 3) Two more prisoners - human - elderly man, and a halfling female. Chained, beaten severely. Miscellaneous supplies.
- 4) Main entrance - echoes, loud with rushing water
- 5) Smells awful, very dirty. Gnolls x2, pile of straw, chest w/broken weapons and small buckler.
- 6) Narrow, steep ledge. 15 ft drop. Rockslide trap - Spot w/ DC 13 perception, disarms easily, 2d4 bludgeoning damage, DC 15 Dex save halves damage. Gnoll hunter on bridge with longbow shoots to trigger.
- 7) Narrow bridge, 20 ft drop. Gnoll hunter w/ longbow.
- 8) Puzzle scattered bones of 2 Gnolls. If PC's assemble, will hunt other gnolls. Gnoll Skeletons (undead) -- use gnoll witherling stats or homebrew. Ragged Tome - last page - "Together the bones to fight their own"
- 9) Scattered bones, a rotting corpse, a rack of weapons and some rough hide armor.
- 10) Warlock or Cult Fanatic - weak, low level, but slinging spells. Raises skeletons x2? Big bad gnoll with huge club. Half of his face is burned and scarred. Gnoll hunter if retreated and survived from room 7 or 9.