

elemental  lands

Side Adventure for 6th and 7th Level

Hidden Home

An Adventure for d20 Fantasy



Credits

Author: C. Kendrick Dunham

Interior Artist: William Hammock www.williamhammock.com

Cartography: Jamis Buck's Dungeon Generator <http://www.aarg.net/%7Eeminam/dungeon.cgi>

This printing of Hidden Home is done under the version of the Open Game and d20 System Trademark licenses by permission from Wizards of the Coast. All original content is the property of Dunham Studios, Ltd., excluding those parts that are protected under the OGL or are otherwise property of Wizards of the Coast. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com. The 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used with permission. This adventure is based on the d20 system designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. Campaign setting based on the game world by C. Kendrick Dunham.

DUNHAM
studios

www.dunhamstudiosltd.com

Email: info@dunhamstudiosltd.com

Hidden Home is a d20 side adventure. It is designed as a quick trap laden dungeon crawl. It is meant to be placed in the adventure *By Spell and Sword* but can be easily adopted by the GM to another setting

left with the evil dagger. Following a note and journal, the PCs make their way to the city of Nualo. Here begins part two of the Dark Prophet series, *By Tooth & Claw*. In part two of the series, the adventures descend into Undercity, a dungeon beneath the great trade city of Nualo. The PCs find themselves battling lycanthropes. The PCs deal the group a fatal blow when they destroy their leader and seal entrance into the Undercity Temple of the Destroyer. The PCs find evidence linking the lycanthropes to a darker force that lies deeper within the earth. *By Sword & Spell* begins when the PCs venture into these depths.

What the Players Need

- The players will need at least one +2 weapon or equivalent.
- A rogue or other character that can disarm traps is absolutely necessary to succeed in this side adventure.
- As a "dungeon crawl" adventure, this module requires a stout melee combatant or two.
- The PCs need to be exploring a natural cavern that is near old ruins (preferably dwarf ruins).

By Sword & Spell

The adventure *By Sword & Spell* takes place in the subterranean depths below a well-known dungeon. The Deepforge dwarven clan once ruled the area. After their mysterious fall, centuries ago, the area became overrun by evil beings. A tribe of warrior orcs, called the Blood Delvers, came to control the once proud dwarven realm. These orcs were in fact under the direction of an evil witch sorceress. Eventually, the sorceress relocated her entire coven to the dark recesses of the Deepforge realm.

In the adventure, the PCs have to find their way to the coven's headquarters to destroy an artifact of great power. Along the way, the PCs have to battle the underground denizens. This side adventure was designed as a side adventure for this campaign. It was meant to provide the PCs with a better arsenal of magic that could be used to their advantage.

By Sword & Spell is the third part of the Dark Prophet trilogy. In the part 1 of the series, *By Cult & Dagger*, a mysterious prophet places a magical dagger in the hands of an evil elf and his foul henchmen. The group of marauders attacks a small country thorp, and kidnaps a young boy that has been especially blessed by the Creator. After the PCs destroy the group and free the boy, they are



What is a Hidden Home?

When the Deepforge dwarves ruled this kingdom, they secreted collections of rooms throughout their realm. These "hidden homes" were made to house families, hide treasures, station guards, act as way stations, and as emergency shelters. Since the downfall of the Deepforge clan the homes became forgotten. Some are found and occupied by other creatures. Some still hold the treasures of the fallen dwarves. Surface and subterranean creatures have plundered these homes. Hidden homes rarely have more than twenty rooms. They were built in a chaotic fashion, many with needless corridors and illogical placement of rooms. The dwarf engineers that designed these homes did this to increase their defensive value. The dwarves that lived in them, new

them by heart, however, raiding intruders often found themselves running in circles.

This hidden home was originally designed as a way station for dwarven scouts and perimeter guards.

The Hook

Hook 1: The PCs see a band of bugbears disappear behind a pile of rocks. They overhear them talking about exploring the "hidden home" to find the magic and riches that the dwarves left behind. When the PCs get closer, they find an open trapdoor in the floor of the cavern. The bugbears have moved on within the dungeon

If there is a (dwarf) ranger in the party, he will recognize an otherwise enigmatic rune scratched into the cavern wall. This clues the ranger in to the presence of a hidden home in the area. When the party investigates they see the bugbears above.

Hook 2: While running from another (superior) foe, the PCs stumble upon the entrance to the hidden home. The dark recess of the hole offers their only hope of escape. Perhaps one of the PCs falls into room #1 (2d6 damage). In this case, the foe follows them into the dungeon instead of the bugbears.

Dungeon Features:

Doors: All normal doors are plain looking without any sign of a lock or handle. These stone doors open by sliding up into the ceiling when greater than 50 lbs of pressure is exerted on the pressure plates in the 5'x5' area in front of the doors. A door stays open a full round before closing. The door will not shut if either 5'x5' space in front of the door has a 50 lb or heavier object/creature on it. When opened, the doors make a loud grinding noise that can be heard up to 30' away or by Listen DC:10 roll up to 60' away. Concealed doors are hidden behind tapestries or rusted chain curtains. They open by pulling the curtains to the side (not by pressure plates). Otherwise, these doors are identical to normal doors. Secret doors can be found with a Search check (DC:15), these open by pressing pressure plates located in the walls near the secret doors. Stone Doors 4 in thick Hardness:8, hp 60, Break DC:28.

Walls: Hewn Stone 3 in thick Break DC:50, Hardness 8, 540 hp, Climb DC:22

Ceiling Height: Corridors are 10' in height. Each room is domed raising from 10' as the wall meets the ceiling to 20' at the dome's center.

Floating Encounters

A subterranean shambling mound (EL 6) dropped into this dungeon about a month ago. It is very hungry and will attack living creatures on sight. The GM can place this beast anywhere in the dungeon that is reachable by normal doors. The plant creature may appear when the PCs are battling Ank and his minions.

TN Shambling Mound (subterranean) CR: 6, Size L; HD:8d8+25; hp 60, Init:+0, Spd 20'; Attacks: 2 slams +10 melee (2d6+5), F/R:5x5/10'; SA: Improved Grab, Constrict 2d6+7; SQ: Plant, Electricity Immunity; Fire Resistance 30; SV: Fort +9, Ref +2, Will +2; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9;

Skills: Hide +4, Listen +4, Move Silently +4

Ank and his bugbears are adventurers that have found their way to his area. The PCs and the bugbears can then try to evade the traps, the shambling mound, and each other in a race to find the treasures within this dungeon. . Otherwise, Ank will send a single bugbear to investigate any noise. If this bugbear does not return, he will send four bugbears to investigate. If these do not return, then Ank, Xik and the remaining two bugbears will attempt to ambush the party. The bugbears may use the library (room #10) to attempt to ambush the PCs

Ank, male bugbear Ftr4/Rog4: CR 10; Size M; HD 3d8+12 + 4d10+16 + 4d6+16; hp 99; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 Natural); Attack +13/+9/+8/+4 melee with dire flail (1d8+4 plus 1d6 fire damage), or +12/+7 ranged with javelin (1d6); SA: Sneak Attack +2d6 SQ: Darkvision 60'; Evasion, Uncanny Dodge; SV Fort +10, Ref +11, Will +2; AL NE; Str 17, Dex 16, Con 19, Int 8, Wis 9, Cha 5.

Skills: Climb +12, Decipher script +0, Diplomacy +4, Disguise +4, Hide +5, Intimidate +3, Intuit direction +0, Listen +2, Move silently +5, Profession +6, Spot +2; **Languages Spoken:** Common, Goblin.

Feats: [Alertness], Ambidexterity, Dodge, Exotic Weapon Proficiency (dire flail), Mobility, Power Attack, Skill Focus (intimidate).

Possessions: flaming dire flail +1, four javelins, 500 gp in gems.

Xik, female bugbear Clr4: CR 6; Size M; HD 3d8+6 + 4d8+8; hp 55; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 Natural); Attack +11 melee with morningstar (1d8+5 plus 2d6 vs. good aligned creatures), or +8 ranged with javelin (1d6); SV Fort +7, Ref +7, Will +8; AL NE; Str 20, Dex 16, Con 15, Int 10, Wis 17, Cha 13.

Skills: Climb +7, Heal +9, Hide +5, Knowledge (nature) +2, Listen +6, Move silently +5, Profession +9, Spot +6; **Languages Spoken:** Common, Goblin

Feats: [Alertness], Combat Casting, Skill Focus (heal), Weapon Focus (morningstar)

Cleric Domains: Strength (Gains Str of 24 1/day for one round), War (bonus feat Weapon Focus)

Cleric Spells Per Day: orisons - create water, detect magic, detect poison, read magic, resistance, 1st level - bane, cause fear, command, doom, magic weapon, 2nd level - death knell, find traps (used), hold person, spiritual weapon

Possessions: Unholy Morningstar +1, four javelins, scroll of cure moderate wounds (scribed at 6th level)

Bugbears (7) Ftr1/Rog1: CR 4; Size M; HD 3d8+6 + 1d10+2 + 1d6+2; hp 45; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 Natural); Attack +5 melee with morning star (1d8+2), or +5 ranged with javelin (1d6); SV Fort +5, Ref +7, Will +2; AL NE; Str 15, Dex 14, Con 14, Int 11, Wis 12, Cha 7.

Skills: Climb +4, Craft +1, Diplomacy +2, Hide +6, Listen +4, Move silently +4, Read lips +2, Sense motive +3, Spot +4, Wilderness lore +3; **Languages Spoken:** Common, Goblin.

Feats: [Alertness], Power Attack, Skill Focus (hide)

Possessions: Morningstar, four javelins, 30 gp in gems.

Dungeon Key

Room #1 – Entry

In the center of this room's ceiling is a stone trapdoor. The door is concealed by a formation of rocks in area C2 (DC:13 to find). It is easily opened from the outside. The trapdoor is lockable with a bolt lock from the inside. A retractable metal chain ladder is rolled up at the ceiling. An empty weapons rack made for war hammers lies against the western wall. On the eastern wall is an empty sconce.

Room #2 – War Room (EL 4)

This room has a long stone table with 12 stone stools (five on each side and one at either end). The table and stones were crafted from the natural stone in the room, thus, they naturally fuse with the floor. The ceiling of this room is has evidence that it was once painted with scenes of dwarves attacking orcs and goblins.

The pressure plates on the doors on the east and south are trapped with an electrified floor (CR4, Find/Disable DC 26, Ref save DC:20 or 6d6 points of electrical damage, one-time activation).

Room #3 – Armory:

This room's walls are lined with racks that hold a two of every simple and martial weapon listed in table 7-4: Weapons in the PHB. The stone racks were created to lock the weapons down when there were placed into their wall. The locks are finely crafted (Open Lock DC:20). The weapons are old and in disrepair. They are -1 to hit and break on a natural roll of 1.

Room #4 – Smithy (EL 6)

This room has a workable forge, artisan tools, and enough raw materials for a character with the Craft skill to make two items of their choice. Further, a locked (DC:25) stone chest holds enough adamantite to craft a single weapon. The bottom of the chest has a pressure plate that activates a 40' deep spiked pit trap (CR6, Find/Disable DC 26, Ref save DC:15 or 4d6 fall damage plus +4 melee spear 2d8 damage). If the adamantite is removed from the chest without disarming the trap, the floor below the chest collapses).

Room #5 – Treasury (EL 6)

This room has a large stone chest placed in the center of the room. The chest is locked (DC:25) and trapped (Find/Disarm DC:28) with a lightning blast. When the trap is triggered, everyone in the room suffers 10d6 points of electricity damage. A Ref save (DC:16) saves for half damage. The trap is magically rearmed every eight hours. The chest contains 100 platinum coins, three pieces of amber (100 gp each), a dagger +1, and an arcane scroll with the spells grease, levitate, and fireball each scribed at 10th level.

Room #7 – Storage Room

This room has four stone vats. Each is empty but once held water. Searching the base of the vats (DC:20) opens a secret compartment that holds a potion of remove blindness.

Room #8 – Jail Cell (EL 4)

The doors to this room are stuck (DC:28 to open) opening them triggers a trap. The 5'x5' section in front of the door is a pit trap 80' deep (CR4, Find/Disable DC 26, Ref save DC 15 or fall for 8d6 points of damage). Inside the room are the

skeletons of three goblins and a dwarf, all manacled to the wall.

Room #9 – Dragon Eggs

This room's only feature is the remains of three large eggs. Each appears to be made out of solid stone. A Bardic Knowledge check (DC:18) reveals that some dragon eggs look like these. In fact, the dwarven scouts that frequented this hidden home found these three egg remains. They carried them here and intended to get them to the Deepforge clan, but, the clan fell before the dwarven scouts were able to report the presence of the eggs.

Room #10 – Library

The walls to this room are lined with shelves and shelves that reach up to the ceiling divide the center. Additionally, there are chairs and stools similar to room #2. There are stone tablets all around the shelves. These tablets are written in dwarven and record the reports of scouts that frequently this hidden home. Reading through these provides the function of the hidden home, that dwarven scouts used it, and that the scout recorded simple notes. The last tablet reads, "Found 3 stone dragon eggs". A person that spends a day reading through these tablets (provided that they read dwarven) can add a +2 competency bonus to any Bardic Knowledge or Knowledge check related to the Deepforge dwarves.

Room #11 - Bedroom

This room has six stone beds, the beds have rotting leather mattresses filled with hair. Underneath on mattress is a masterwork dagger.

Room #12 - Pantry

This room is lined with shelves. The shelves are littered with stone jars. The jars once held foodstuff, herbs, and other sundry supplies. Now, all the jars are empty. One jar hidden behind others on the tallest shelf (Search DC:10) holds 30 gold pieces.

Room #13 - Fire Traps (EL 5)

Each door to this room is trapped by a globe of fire trap (CR 4, 20' radius sphere of fire 5d6 damage, Ref save DC:13 avoids, Search/Disable DC:25). Undemeath a rotted cloth on a stone pedestal is a matched pair of adamantite weapons, a longsword and a dagger.

Room #14 – Golem Weapon (EL 10)

The center of this room is dominated by a sculpture of a serpent coiled upon itself. The sculpture's head has four precious rubies inlaid into it. The serpent is actually a stone golem. It activates when it is touched. The construct is not of dwarven make. It found its way here from Undercity long ago and became dormant. It attacks any that disturb it. If it is unmolested for at least ten minutes, the golem shuts down, going into hibernation by coiling upon itself.

Snake Stone Golem (variant creature) CR 10; Size L; HD: 14d10; hp 77; Init: -1 (Dex); Spd: 20' (cannot run); AC 26 (-1 size, -1 Dex, +18 natural); Attack: 1 bite +18 melee (2d10+9); F/R: 5'x15'/5'; SA: Slow; SQ: Construct, Magic Immunity, DR 30/+2; SV: Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1

Note: This golem only has one attack (not 2 slams like most stone golems) reducing its CR by 1. The gemstones in the golems head are four rubies (500 gp each).

Room #15 – Trapped Room (EL 5)

Both doors to this room are trapped. The north door has a pit trap (80 ft. deep, CR4, Search/Disable DC 26, Reflex DC13 or 8d6 damage). The southern door has an electrified floor on either side (CR4, Search/Disable DC 26, Ref DC14 to avoid 4d6 points of electrical damage). These traps rearm themselves every eight hours.

Room #16 – Orc Remains

Four unlucky orcs' remains are scattered about this room. The shambling mound ate the intruders a few weeks ago. A usable double heavy crossbow and four useable greataxes can be retrieved from the remains.

Room #17 – Fungi (EL 4)

This room has two violet fungi that are growing on the remains of an adventurer. The adventurer discovered the hidden home some years ago and fell pray to the needle traps in this room. Unbeknownst to the adventurer, he was carrying spores of violet fungi on him from a previous encounter. His decaying body provided enough nourishment for two spores to grow. Since their development, the fungi have survived off of rats, insects and other mundane creatures.

Two Violet Fungi CR 3; Size M; HD: 2d8+6; hp 15; Init: -1 (Dex); Spd: 10'; AC 13 (-1 Dex, +4 Natural); Attacks: 4 tentacles +3 melee (1d6+2 and poison Fort DC:14 1d4 Str and 1d4 Con as initial and secondary damage); F/R: 5'x5'/10'; SQ: Plant; SV: Fort +6, Ref -1, Will +0; Str 14, Dex 8, Con 16, Int 2, Wis 11, Cha 9

The adventurer (an elf rogue) had 250 gold coins and gloves of swimming and climbing.

Room #18: Kitchen

This room was once a usable kitchen. It has stone dishes, utensils, an iron cauldron, a charcoal bin (half filled with charcoal) and several shelves for storage.

What in this module is Product Identity and Open Content?

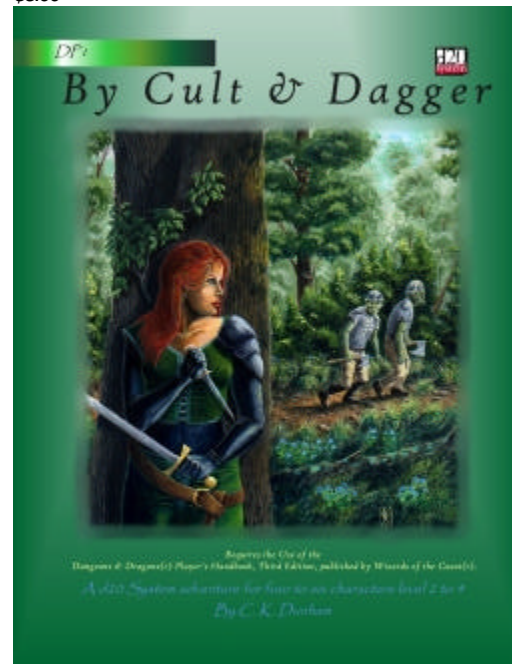
Any elements of Elemental Lands setting, including but not limited to capitalized names, places, characters, creatures, countries, names of artifacts, gods, historic events, organizations, or spells; any and all stories, storylines, plots, and dialogue. The above Product Identity is not Open Game Content and reproduction without the written permission of the copyright holder is expressly forbidden, except for purposes of review. The term Undercity and the Snake Stone Golem is considered Open Content.

This adventure can be photocopied and otherwise distributed as long as the adventure is not sold (i.e. this product is free).

Other Products

For Sale at www.rpgnow.com

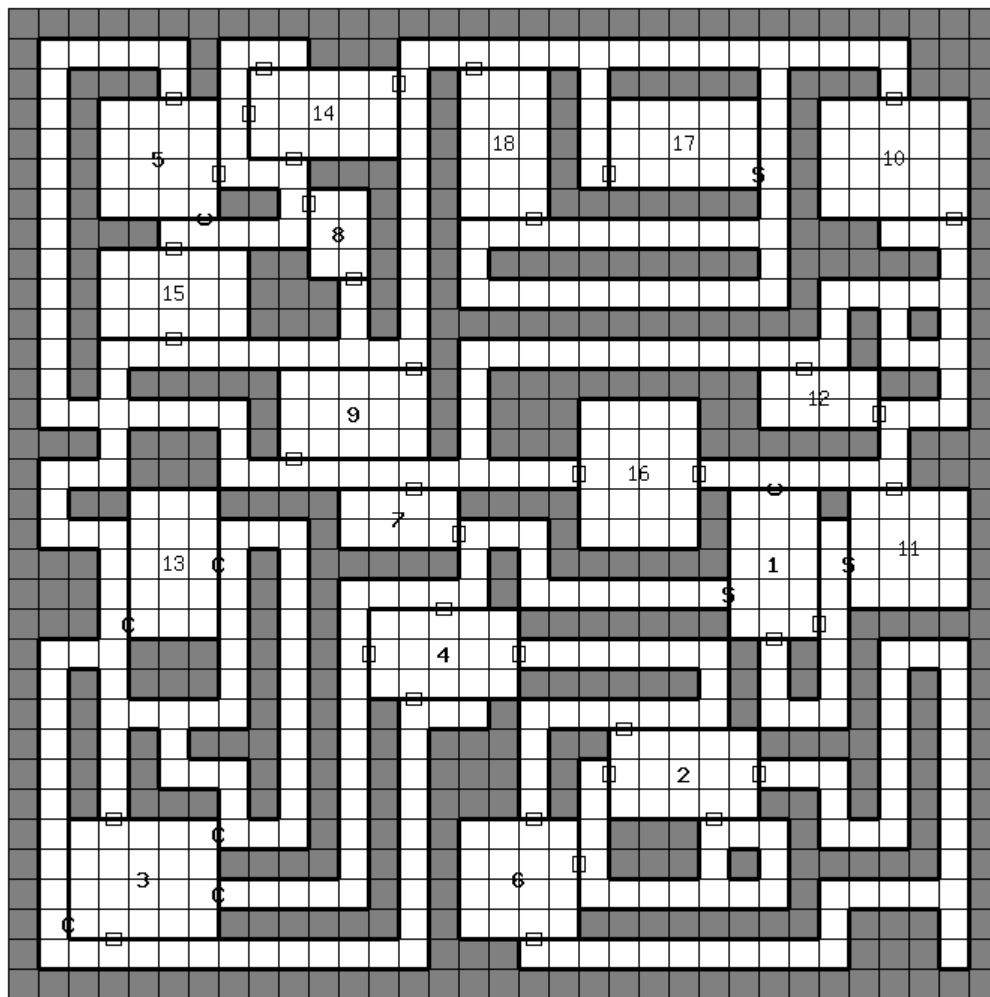
By Cult & Dagger adventure for 2nd to 4th level characters
\$5.00



By Tooth & Claw adventure for 5th to 7th level characters
\$5.00



By Sword & Spell adventure for 6th to 9th level characters
Price not determined
(no picture)



Map created by Jamis Buck's Dungeon Generator
<http://www.aarg.net/%7Eeminam/dungeon.cgi>

*THIS LICENSE IS APPROVED FOR GENERAL USE.
PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE
BY WIZARDS OF THE COAST*

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your

original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.