

The Clan of Chains

a one-page dungeon

There are few warriors more feared than those of Clan of Chains. They are infamous for their ferocity and their well-coordinated movement in combat. It is said to join the Clan, a warband of initiates must first prove themselves worthy in a trial few are able to survive. Your party is looking to undertake this test tonight. You are stripped of your equipment, save one weapon of your choice. The Clan Elder leads you to a large pit. With the words "rely on each other" you are cast down into the dark.

1. Landing

The party is thrown into a deep pool of water. As they struggle to the surface, they barely notice a glowing chain creeping up from the depths and ensnaring them. Rather than pulling them down, it binds them together. Upon surfacing, the party notices that they are unable to break the chain tying them together at the waist.

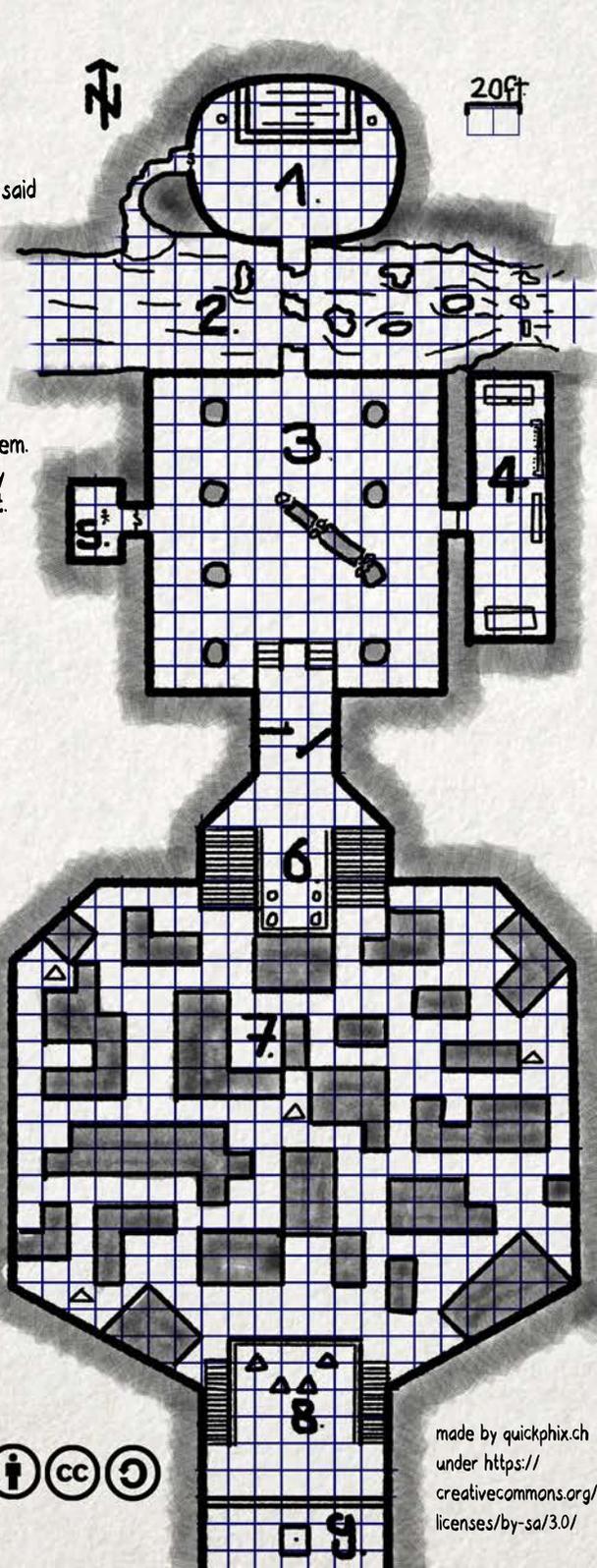


2. Bridge and Chasm

The once beautifully constructed bridge has partially collapsed. Some of its rubble can still be seen in the torrential river 30ft. below. For the unlucky souls falling into the water, a secret passage was craved into the rocks below, which leads back to the landing. Whoever, getting there is another story.

Monster Table (roll a 1d10 for wandering monsters)

1	Skeleton Archer (Reach: 60ft., only attacks from afar)
2	Skeleton Secutor (Fast enemy, attacks with two short swords)
3	Skeleton Scutarius (Heavy armor, tower shield, long spear)
4	Ghostly Retiarius (Fights with net & spear, ensnares players)
5	Laquearius Ghoul (Fights with lasso & dagger, trips players)
6	Undead Captio Mage (attacks from afar with blinding magic)
7	Fulmen Ghoul (Electric melee attacks, conducted through chain)
8	Ignis Ghoul (Breaths fire in a 15ft. cone, moves very slowly)
9	Ghostly Volaticus (Small airborne spirit, attacking with claws)
10	Deplexus Beetle (Small, climbs players' bodies, attacks by biting)



3. Temple Entrance

The temple entrance is badly lit. 50ft. high pillars hold up the richly decorated temple roof. To the east, the party can see a small closed wooden door. To the west, a massive painting of a warband hides the entrance to a hidden room. Behind each pillar hides a Skeleton Archer. In front of the door stands a Undead Captio Mage.

4. Weapon Chamber

A decaying weapon chamber which once served the Clan's temple guard. Roll once on the monster table and half as many times as there are players on the loot table.

5. Four Corpses

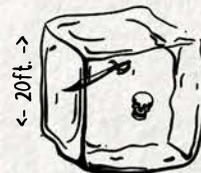
The hidden room contains four corpses of previous initiates. One has clearly been shot dead by the archers. Two had their heads bashed in, presumably by the third, who probably took his life with the weapon in his hand. Roll once on the loot table.

6. Four Flickering Flames

On the platform overlooking the labyrinth below stand four large torches of four different colours. On the other side of labyrinth the players can see four corresponding coloured flames flickering. These flames suddenly float away from their braziers, fly over the labyrinth and hide within it. With the flames hidden in the labyrinth, the large torches suddenly clatter to the ground. The task seems clear.

7. Labyrinth: No Ooze Trying to Escape

The labyrinth is filled with three wandering Oozes and other wandering monsters. The Oozes occupy 400 square feet. They move 20ft. each turn. Although usually rectangular, they can stretch their mass to fill the available space. They attack by moving towards the players and enveloping them, dealing acid damage to those caught within. It senses players through heat generated by their bodies or the torches. Torches getting sucked into it are extinguished and the flame returns to its spot in the labyrinth. Random loot is contained in each Ooze.



8. Four Braziers

The players have to bring the four flames from the labyrinth back to the corresponding braziers, using the large torches. Once all braziers are lit, the giant door behind them will open. The players have survived their trial.

9. Exit

Chained together, forced to work as a unit, the players have proven themselves worthy of the Clan through their teamwork. A magical light dissolves their chains and teleports them back to the surface. Yet, even after their triumph, they still feel themselves bound together. Bound by the chains of fate.

Loot Table (roll a 1d10 to reward players)

1	Small melee weapon	6	Headgear or helmet
2	Big & heavy melee weapon	7	Piece of metal body armor
3	Lance or throwing javelin	8	Porch with gunpowder & flint
4	Ammunition (e.g. arrows)	9	Gold and jewels
5	10ft. metal chain	10	Bow or crossbow with ammunition

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