

# Dungeon Delvers

## PLOT

### Chapter 1

The characters start in the **Bandit Camp** where they have just defeated X<sup>1</sup> bandits and find themselves surrounding the bandit chief *Makander Mazdanos*<sup>2</sup>. They have been sent there to recover a messenger *Shakina Akhar*<sup>3</sup> who was supposed to deliver a book.

Bandit group consists of siblings Makander & *Istra*<sup>4</sup> as Bandit chiefs. They each have X henchmen.

Shakina is taken as hostage by the bandit chief who has managed to mount a horse. Whether it is Establish whether the characters believe it is Shakina or the book that's most important.

- If the characters attack Makander will kill Shakina and then try to make his escape.
- If the characters let him go they will still find the book in the bandit camp.
- If the characters try to bargain Makander might agree to trade Shakina for the book, but only if the characters give him space enough to feel he can make his escape unhindered.

After the encounter the characters need to report in and replenish their supplies. Their quest-giver, a mage named *Termas Oxandros*<sup>5</sup>, is leading an expedition in **Shadowtown**.

They can choose to stop at Tarsha's Tavern on their way there. At Tarsha's tavern they might learn about Istra and rumors of undead in the Valley of the Dead.

### Chapter 2

Reaching **Shadowtown**, which is a small settlement built in the shadow of The Watcher (mountain peak), giving it its name. It is run by the wizard house of Miramasa.

Shadowtown is little more than a supply base from where mountain expeditions are staged. The hub of the town is *Shah Homandros*<sup>6</sup> inn, The Haven. *Mithrandes Charaxos*<sup>7</sup> is a local merchant handling logistics for the wizard house in the town. He also has a limited selection of goods that he sells to passing adventurers. *Kiana Exandros*<sup>8</sup> is the overseer of the town and also a member of the Miramasa wizard house. There's also a blacksmith, *Sepide Zamanderos*<sup>9</sup> who can help with repairs. Lastly there's the local sheriff, *Abbas Zamanderos*<sup>10</sup>, who also deals in rumors from elsewhere within the Empire.

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<sup>1</sup> X = number of characters + 1

<sup>2</sup> A tanned human man with a wild dark brown beard and a sexy build. He appears to dislike open spaces and is dressed in colorful clothing in a southern fashion.

<sup>3</sup> A dark-skinned human woman with pale lips and fleshy ears. She is dressed in practical travel clothes and has a noticeable lisp.

<sup>4</sup> A tanned human woman with a short, stocky build and a bulbous nose. She looks very friendly.

<sup>5</sup> An olive-skinned human man with a large face and wide feet. He has a large bronze amulet and appears to avoid children.

<sup>6</sup> A dark-skinned human man with narrow eyebrows and happy dark blue eyes. He speaks very monotonously and tries to hide his eyes.

<sup>7</sup> A dark-skinned human man with a red beard and rough hands. He looks quite angry and touches others when speaking to them.

<sup>8</sup> A pale human woman with twitching green eyes and short, curly gray hair shaven on the sides. She is dressed in colorful clothing in a southern fashion and shows great fear for religious symbols.

<sup>9</sup> A tanned human woman with an attractive build and inviting lips. She has a light, high-pitched voice and appears to be quite angry.

<sup>10</sup> An olive-skinned human man with watery amber eyes and neck-long, dry charcoal-colored hair shaven on the sides. He is dressed in practical travel clothes and speaks very quietly, almost as a whisper.

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Arriving in Shadowtown the characters learn Termas is out on an expedition but expected to return shortly. However, soon after the characters have settled in *Danazi Kiandrosos*<sup>11</sup>, part of Termas' expedition, shows up with grave news about a rockslide – trapping the rest of the expedition within the mountain.

As the only adventurers in town the characters are offered a substantial reward by overseer Kiana to assist the expedition and help retrieve the artifact they had set out to find.

*The artifact is an ancient box that can open a portal to a magical dimension (supposedly filled with magical artifacts and forgotten lore). It will only work if the proper rituals are performed – which is described in the book.*

The missing expedition is made up of six characters. Danazi is a local pathfinder and skilled archaeologist. *Cyris Charonos*<sup>12</sup> is a former imperial scout. *Zander Maxdakos*<sup>13</sup> is a miner foreman and expert on ancient tombs. *Farshid Macularos*<sup>14</sup> and *Mazdan Faraxos*<sup>15</sup> are apprentice wizards.

## Chapter 3

- [Cave Entrance] At the cave entrance there's signs of a rockslide. The entrance is partially blocked and inside there's a gorge with a destroyed bridge. While tents remain the expedition is nowhere to be seen.
- [Rockslide passage] The path leading deeper into the cave is filled with rocks. A higher passage leads to the Goblin Camp. Continuing leads to ruins entrance.
- [Ruins Entrance] Old skeletons litter the ground surrounding some smoking braziers and a podium. The air smells of burning. It's a puzzle that requires certain spells to open a door; [Tests against Abjuration, Illusion, Enchantment, Evocation] if the characters have saved Shakina she can cast them. otherwise they'll have to manipulate the magical runes on the braziers or intentionally fail, which will summon a demon for each failure.
- [Ruins] Old ruins where some doors have been left open. In the main hall resides a statue of a Zhengdi emperor; surrounding him lies the bodies of Termas, Zander and Farshid – apparently killed by zombies. However, where the northern passage leads into a cave the body of Cyris can be found with a slit throat. Passage doors are open and leads to Jungle. Someone seemed to have used pyromancy to melt the lock on the final doors.
- [Jungle] Tracks shows a lone character travelling through the jungle (Mazdan). He was captured by the remains of the bandits, camped not far from the ruins entrance.

## Chapter 4

Characters will encounter a similar situation to where the adventure started; the bandit leader holding Mazdan as hostage while the other bandits try to surround them.

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<sup>11</sup> An olive-skinned human woman with a large hooked nose and a sexy build. She tries to keep a distance from other people and speaks very loudly.

<sup>12</sup> An olive-skinned human woman with small, observant dark brown eyes and a muscular build. She shows great fear of open fires and wears clothes made of fine fabrics which are likely very expensive.

<sup>13</sup> A dark-skinned human man with a wild light blonde beard and a narrow chin. He looks quite sad and seems to prefer staying in the shadows.

<sup>14</sup> A dark-skinned human man with messy dark brown hair shaven on the sides and an innocent face.

<sup>15</sup> A light-skinned human man with narrow, sleepy light brown eyes and shoulder-long, oily blonde hair tied into a braid. He appears to enjoy solitude.