

MICROLITE20

THE IRON SKULL

TINY DUNGEON FOR
CHARACTER LEVELS 1-3

BUNKERCLUB55

An Iron Skull is a construct that can take control over minds. All of them were made by an ancient race of sages for some purpose known only to them. This one controls a powerful outsider. When the PCs enter the dungeon it will do its best to kill them and eventually escape the dungeon with a new slave. The outsider is a Fepition, a slender humanoid race from outer planes, now controlled by the Skull.

General

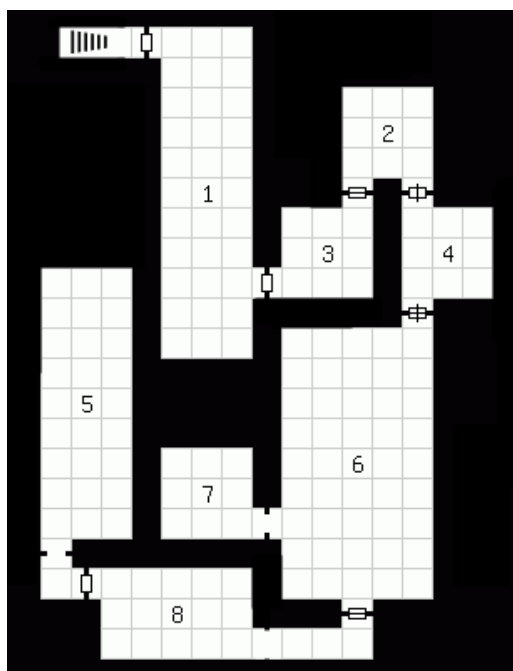
Monsters' tactics: Some

Dungeon Walls: Masonry (Climb DC 15)

Dungeon Floor: Hewn Stone (Balance DC 10 to charge or run)

Temperature: Cold

Illumination: Dark



Room #1

West Entry: Unlocked Good Wooden Door (hard 5, 15 hp) Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27.

The Fepition is hidden close to the west door, he will shoot at PCs as soon as they enter the room, and he will try to make them run towards him, in the middle of the room there is a large pit, every PC will fall in it if they chase him (2D6 damage, ST 15 VS DEX for half damage). After the PCs fall in the pit or if they are spending time avoiding it, he will back in room 2, activating the Pendulum trap (room1) and the needle trap (room 3).

The room is empty.

Room #2

This was a guard room, there are shelves, chairs, a table ...

Room #3

North Entry: Locked Good Wooden Door (Open Lock DC 20, break DC 18; hard 5, 15 hp)

Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison); poison DC 14 Fortitude save resists 1D6 Con); Search DC 22; Disable Device DC 17.

This room is empty.

Room #4

This room is a pit 20 ft. deep if the PCs don't pay attention (ST VS DEX DIFF 12) the first of them will fall for 2D6 + 1D6 for the spikes (ST 15 VS DEX for half damage). The fepition will wait invisible in room 6, aiming to the fallen one or to any other injured PC, he is using some furniture as cover and he gets +4 AC. He will shoot at them until they are half way in the room or until he's 50% of his HPs, then he flees in room 8. Walking in the pit causes 1D6 damage every round (it takes 2 rounds to cross the room) or no damage if they pay attention and cross the room in 4 rounds.

Room #5

This is the library, the fepition is waiting invisible, after the Animated daggers attack he backstabs one of the player and fights to the death. The Iron Skull is on a shelf,

there is a lot of other strange objects and books so none of the PCs notice it in the beginning. Now the DM should choose what to do. The first option is just fighting, the iron skull try to possess a PC, they can notice a strange light in the eyes of the skull after each try, they will be suspicious and hopefully they will try to shatter the skull ... or ... the skull lets the PCs kill all the monsters and pretends to be just a treasure since it's a valuable objects (and also magic, but the DM should not reveal the nature of its magic). It will be a silent companion for a while, waiting the opportunity to take control over a PC during a rest. Then only the DM knows what will happen.

Monsters: 1 Iron Skull, 1 Fetition, 1D6+1 Animated Daggers

TREASURE:

- 20+ 5D20 books, every 10 books one is worth 100gp, the others only 10gp
- 2D6 scrolls of arcane magic level 1-2
- 3D6 mundane objects (3D10 gp each)
- 1 book with the description of the Iron Skulls (it will take a little before the players read it ...)
- a picture of Laura Antonelli in her 30' (50gp)
- 2D6 masterwork daggers (+1 to hit)
- 1 arcane scroll "Animate Dagger"
- the iron skull (500gp)
- the strange 2h sword of the fetition deals +1 extra damage (750gp)

Room #6

On the North wall there is the lever closing the pit in room 4. When the PCs are in the middle of the room a bunch of animated daggers will attack.

Monster: 1D6+1 Animated Daggers

Room #7

A kitchen ...

Room #8

The fetition waits hidden and protected by crates (+4 AC) in the W door shooting at PCs entering the room, then he flees in room 5 and uses the last invisibility.

MONSTERS

ANIMATED DAGGER (N)

HD1 (5 hp), AC15 Hardness 5, natural (!?) +2 (1D4)

Flying daggers. An arcane spell caster can create Animated Daggers with a 4th level spell. "Animate Dagger" creates a dagger that guards a place against intruders, it's permanent, a magi can have one animated dagger for each class level. The spell requires a masterwork dagger.

FETITION (NE)

HD3 (22hp), AC15, 2h sword +6 (2D6+3), Short Bow +4 (1D6)

Ruthless bounty hunters and assassins from other planes. They hunt in groups of 1D6+1 individuals. They can cast invisibility 2/day. They are smart hunters and torturers.

IRON SKULL (LE)

HD2 (15hp), AC10 Hardness 5, attacks none

Looks like a solid metal skull. It can cast at will charm (DC 16), if succeeded it can control the body as it was its own. The Mye can use any skill that the host creature knows. It can take control of 1 creature at time. The skull is specially made to be almost indestructible. They are cunning and very intelligent creatures (MIND 15-18). No one knows how to make new ones, stop asking.

ENDING

Was the Fetition summoned or his band is still around?

Are there others Skulls?

What does the Skull want? Power? Build an iron body? Knowledge? Resurrect the sages?

Fetition is generated with Greywolf's critters generator (only few changes), and the dungeon map is made with donjons' dungeon generator (with some changes).