

THE BARON'S 1ST DUNGEON

Adventure on a single page #8

Texts: Jan Van Houten
Drawings: François Maumont
Graphic design & editing:
Nicolas Folliot
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Introduction

The duke commissioned the adventurers to **escort his son, the baron, in his first adventure**. The boy has no experience but has read many adventure books. **A minstrel and two nosy scribes** come along to chronicle his feats. The duke, quite worried, has bribed **the skeletons** (providing them with books and musical instruments to keep them busy for eternity), and the death traps have been disabled. His beloved son must absolutely return unharmed.



- A secret passage under the statue leads to a pier on an **underground river**, where the minstrel's accomplices were waiting.
- If the adventurers are too slow, they will have to get wet to catch the fugitives.



STARTING THE ADVENTURE ↓

The entrance

- A cave, a waterfall, a **magically sealed door**.

The hidden room

- The statue of the famous warrior queen Gertrude.
- At her feet, **the key**.

The keepers' tomb

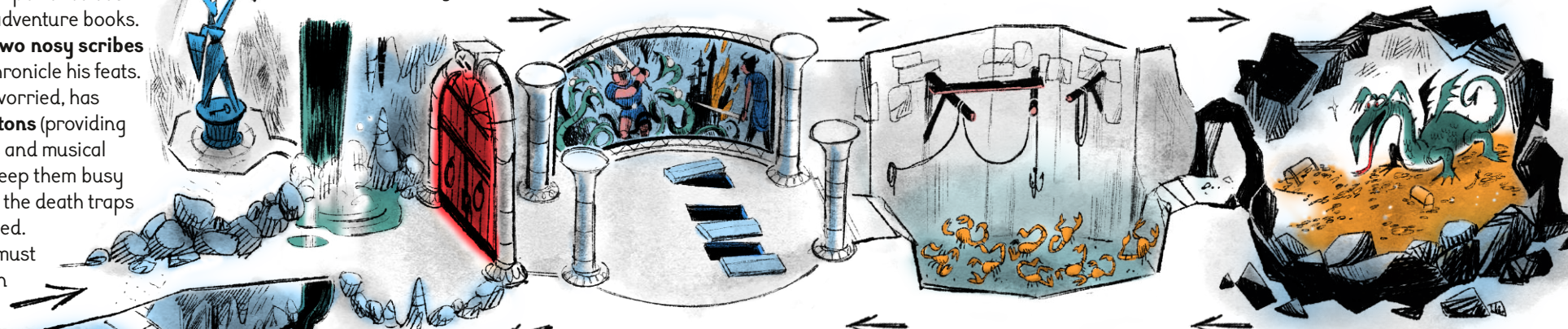
- Heroic murals, pillars, three open tombs.
- **Three skeletons guard the way**. They lay down at the first wound and overplay the pain – while winking at the adventurers.

The dreadful scorpions' pit

- A long, narrow room.
- **A pit filled with countless poisonous scorpions**.
- Ropes, beams and pitons have been installed by the scribes to facilitate the crossing.

The dragon's lair

- **The old winged lizard is trapped in its lair**. It only breathes smoke but its scales remain impenetrable.
- **It is supposed to have been put to sleep** by the minstrel.
- **But it has not!**



- The entrance is empty, the fugitive and her hostage have escaped **behind the waterfall**.

- The skeletons are apparently **under the influence of a spell**: they are far less friendly and hum a sinister melody.

- The ropes have been **thrown into the pit**, the beams are **burning**.
- Poisonous scorpions are dangerous, burning poisonous scorpions are *worse*.

- The dragon holds the adventurers' attention to **help the minstrel abduct the baron** (in a more or less subtle way).
- The minstrel has promised to free the dragon, but it was a lie.

The extras

- **The baron**, a clumsy and gullible but very enthusiastic teenager, far too heavily equipped.
- **The old scribes**, more grumpy and cowardly than wise, but fine connoisseurs of the site's history.
- **The minstrel**, a magician, awfully flattering and illegitimate daughter of the duke. She intends to take her half-brother the baron as a hostage and flee with the ransom.



The three bored skeletons

- Clodomir, Baudoin and Brice, joyful and valiant companions of the warrior queen, continue to guard the dragon's prison even after their deaths. But they are so bored...
- **Their will and their love for the queen keep the dragon locked up**. It is probably not a good idea to eliminate them permanently.