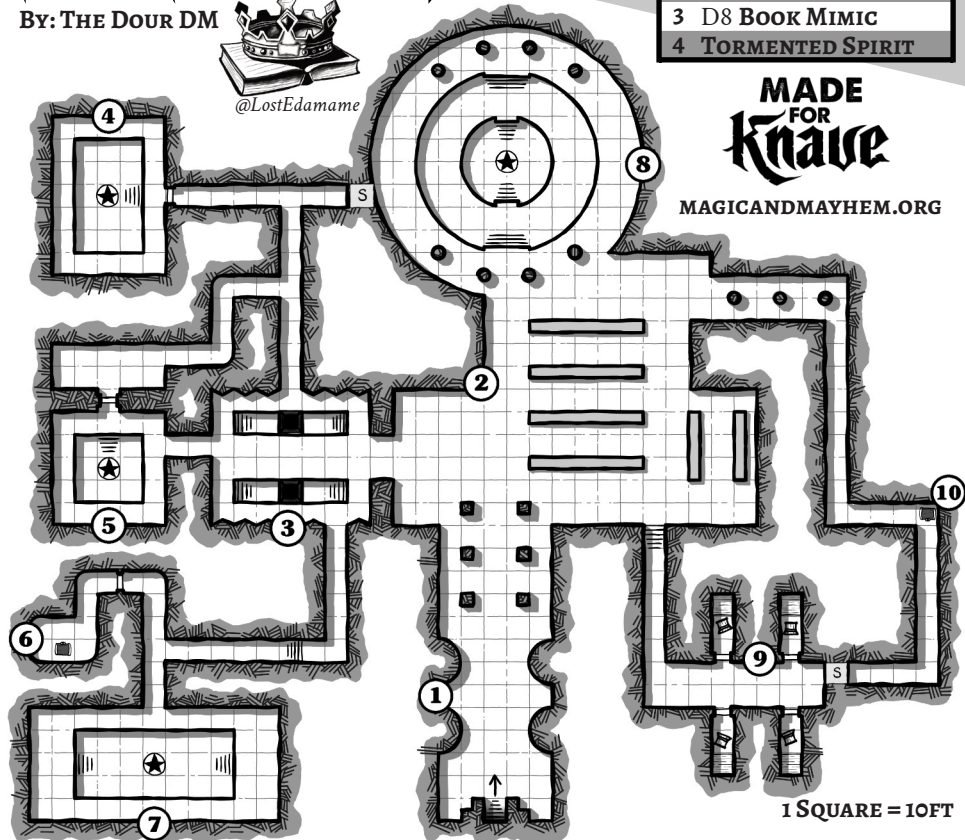


# The Archon's Lair

By: THE DOUR DM



## D4 RANDOM ENCOUNTERS

- 1 D6 **CRAZED SCRIBES**
- 2 D4+1 **TOME SENTINEL**
- 3 D8 **BOOK MIMIC**
- 4 **TORMENTED SPIRIT**

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**Knave**

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## MONSTERS

**BOOK MIMIC:** AC 12, HP 8, LVL 2, ATK Bite (d6, Grapples), MOV 40', MRL 10. *Ravenous.*

**CRAZED SCRIBE:** AC 12, HP 12, LVL 3, ATK 2 x Cult Dagger (d6), MOV 40', MRL 12. *Deranged.*

**SKELETON:** AC 14, HP 8, LVL 2, ATK Claw (d6), MOV 20', MRL 12. *Shambling.*

**THE ARCHON:** AC 15, HP 30, LVL 7, ATK 3 x Arcane Bolt (2d6, Range 40'), MOV 40', MRL 9. Casts Bend Fate, Read Mind & Repel. *Mephistophelian.*

**TOME SENTINEL:** AC 18, HP 14, LVL 3, ATK Crush Mortal (2d8), MOV 20', MRL 12. *Resolute Constructs.*

**TORMENTED SPIRIT:** AC 20, HP 12, LVL 3, ATK Life Drain (d4), MOV 60', MRL 8. *Unsettling.*

## DUNGEON INTRO:

Under a remote mountain range lies the lair of a strange cult leader called the "Archon." He believes that the material plane will be destroyed in a coming war between the gods, and that he must preserve the memories of the living. His lair serves as a half-bunker, half-library, where he uses a magical relic called the "Crown of the Scribe" to steal people's memories and transfer them to the many volumes in his library. The lair is treacherous, and his followers protect the Archon's work with their lives, believing themselves to be the chosen ones for a new world that will be birthed after the god war ends. And so, they toil in sleepless supplication to the Archon.

*The Archon's Lair* is a one-shot dungeon designed to be compatible with *Knave 2e*. It is intended for characters of level 3 to 5.

## DUNGEON ROOM DESCRIPTIONS

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|---|---|
| <p><b>ENTRANCE:</b> Four large rounded pillars, stone tile floors with 80' ceilings, echos of distant chanting.</p>   | <p><b>Trap:</b> Complex trip wire trap requires DEX check to navigate. On failure, alarm bells ring. D6 <b>CRAZED SCRIBES</b> come to investigate.</p>  |
| <p><b>ARCHON'S ARCHIVE:</b> Towering book cases packed with tomes, floating magical lanterns, scribes utter mindless chants while methodically organizing.</p>                                  | <p><b>Chant:</b> "We the chosen toil without end, to the memories of the martyrs we must tend."<br/><b>Monster:</b> 2d4+1 <b>CRAZED SCRIBES</b>. They attack if anyone comes within 10' of the tomes in the library.<br/><b>Monster:</b> <b>BOOK MIMIC</b>. Players have a 1 in 4 (d4) chance that any book pulled from the shelf is instead a monster who attacks.</p> |
| <p><b>MARTYR'S PIT:</b> Stone stairs descend to black pits, the putrid smell of rotting flesh, a frail woman crawling out of a pit.</p>   | <p><b>NPC:</b> A human woman who had her memory wiped by the Archon. Remembers nothing before arriving in the Lair. She was tossed in the pit and left to die.</p>  |
| <p><b>DIG SITE #1:</b> Stairs lead down to an excavation site, tools and debris cover the floor, a stone statue of a man holding scepter.</p>   | <p><b>Puzzle:</b> Pulling the scepter causes a large echoing "click" sound. Finding similar levers in rooms #5 and #7 will open the door to room #6.<br/><b>Monster:</b> If the lever mechanic is discovered, d4+1 <b>TOME SENTINELS</b> emerge from the walls to attack.</p>   |
| <p><b>DIG SITE #2:</b> Stairs lead down to an excavation site, partially unearthed skeletons cover the dirt floor, a statue of a woman holding a skull.</p>                                     | <p><b>Puzzle:</b> The jaw on the skull acts as a lever, an echoing "click" sounds is heard in the room if pulled.<br/><b>Monster:</b> If the lever is pulled 2d4 <b>SKELETONS</b> emerge from the ground to attack the party.</p>   |
| <p><b>THE VAULT:</b> A thick stone door that has depictions of the statues from rooms #4, #5, and #7. Inside is an ornate chest covered in dust except for two hand prints.</p>                 | <p><b>Puzzle:</b> If levers in room #4, #5, and #7 are discovered, the door opens. It remains locked otherwise. Could the lock be destroyed?<br/><b>Treasure:</b> Ancient gold jewelry inlaid with expensive gems worth 6000c.</p>  |
| <p><b>DIG SITE #3:</b> Stairs lead down to an excavation site, a thin layer of water covers the floor, a stone statue of a man holding a jar.</p>   | <p><b>Trap:</b> Hidden door closes off the room and it fills with water in 2 turns.<br/><b>Puzzle:</b> Filling the jar with water causes a loud, echoing "click" noise, water drains.</p>   |
| <p><b>THE ARCHON:</b> Circular chamber surrounded with large stone pillars, a dig site descending 30' down. A statue of a man on a throne wearing an unnerving crown (secret door to west).</p> | <p><b>Monster:</b> <b>THE ARCHON</b>. A hunched over man wearing silk robes and bristling with magical energy. He stands at the bottom of the dig site.<br/><b>Magic Item:</b> <b>CROWN OF THE SCRIBE</b>. Transcribes the memories of the wearer into the closest book and then wipes their memory.</p>  |
| <p><b>SCRIBE CELLS:</b> Small rooms with wooden desks and chairs, piles of books and writing instruments, frantic scribes writing while chanting (secret door to the east).</p>                 | <p><b>Monster:</b> 1 <b>CRAZED SCRIBE</b> per room. They only attack if their work is disturbed, will answer questions if the party is polite. Short answers.<br/><b>Treasure:</b> 1d4 Chaos Spellbook within book piles.</p>   |
| <p><b>FUTURE EXPANSION:</b> Rough slanted tunnel, freshly lain stone tile floors with markings that say "dig here" etched into the walls, a large locked trunk in the hall.</p>                 | <p><b>Treasure:</b> Chest contains expensive clothing from those thrown in the pits worth 4800c.<br/><b>Trap:</b> Chest has spring loaded crossbow inside, ATK +2 Poison Crossbow Bolt (2d6).</p>   |