

## Environment: The Arcane Ruin

### d8 Demon Temple Adventure Hooks

- 1 A killer with unusual power and skill stalk the dark alleys of the city.
- 2 A shadow has fallen on the cathedral, and missing priests are found with self-inflicted wounds.
- 3 Investigators come across incriminating documents connecting the city rulers to a sinister cult in an underground vault.
- 4 Rangers report that orcs are gaining strength in the wilds, now led by a dark shaman claiming to serve an unknown dark god.
- 5 Rumor has it a noble's party got out of hand, and a girl was killed. The city guard is feigning an investigation, and is protecting the killer.
- 6 Secretive archaeologists are unearthing ruins in the wilderness and recover unholy artifacts believed lost.

### d12 Dungeon NPCs

- 1 Beggars
- 2 Black marketeer
- 3 City councilors
- 4 Hermit
- 5 Merchants
- 6 Nobles
- 7 Raiders
- 8 Slavers
- 9 Smuggler
- 10 Templars
- 11 Thieves
- 12 Thugs

### Dungeon Monsters

- 1d3 Crawling things
- A floating skull
- 2d6 Ghouls or Zombies
- 3d6 Goblins
- A golem
- A green slime
- 1d6 Serpentfolk
- 3d6 Skeletons
- A succubus
- 1d3 vampires
- 1d3 vulture demons
- 1d8 wraiths

### d10 Evil of the Arcane Ruin

- 1 Death Titan
- 2 Demon Lord
- 3 Fallen Angel
- 4 Ghouls King
- 5 Lamia
- 6 Lich King
- 7 Mummy Hierophant
- 8 Naga King
- 9 Shoggoth
- 10 The Dead King
- 11 Undead Knight
- 12 Worm That Walks

### Secrets of the Arcane Ruin

- A mass grave
- Artifact schematics
- Demon Codices
- Demon empire maps
- Elder sign
- Evidence of genocide
- Heretical tomes
- Lost prophecies
- Lost royal tomb
- Old archives
- Ritual relics
- Soul Stones

### d12 Arcane Ruin Entrance

- 1 Castle dungeon
- 2 Caves
- 3 Collapsed chapel
- 4 Crypt sublevel
- 5 Forest ruin
- 6 Guildhall basement
- 7 Mansion basement
- 8 Noble dungeon
- 9 Sewer
- 10 Tavern basement
- 11 Temple dungeon
- 12 Warehouse basement

### Arcane Ruin Features

- Assassin's lair
- Brigands' camp
- Giant stronghold
- Goblin warren
- Heretics' chapel
- Naga nest
- Orc barracks
- Skeleton barracks
- Thieves' den
- Troglodyte ruin
- Vampire coven
- Witches coven

### d12 Dungeon Rooms

- 1 Armory
- 2 Barracks
- 3 Crypts
- 4 Guard Station
- 5 Living Quarters
- 6 Old Mines
- 7 Mass Grave
- 8 Shrine
- 9 Teleport Circle
- 10 Torture Chamber
- 11 Wellroom
- 12 Workshop or Forge

### Dungeon Vaults

- Crusaders' Crypt
- Dark Scriptorium
- Dragon's Lair
- Elder One Chamber
- Gate
- Grand Temple
- Imprisonment Chamber
- Lich's Tomb
- Necromancer's Vault
- Ritual Site
- The Demon Cult's Vault
- Wizard Sanctum

### d8 Arcane Events

- 1 A rival faction has tracked the characters and wants the dungeon's secrets.
- 2 A spirit, ghost, angel or demon appears, offering aid in exchange for accepting a mission.
- 3 Brigands appear outside the dungeon and lay an ambush at the entrance.
- 4 Cultists are preparing a Grand Ritual.
- 5 Ghosts appear, dead long passed, from your past. A little girl is singing.
- 6 Heretic templars and clerics arrive.
- 7 The apocalypse draws nearer, manifesting in unnatural weather.
- 8 The characters experience visions of both the past and the future.