PART ONE: DUNGEON SEED
This part aims to spark the story from the players. Start by reading the brief italicized text below, leaving the players to ask questions.

The Party Starts... at the end of the White Road, the expedition guild hall in Saltfork, where they overhear of the massive disappearance of most of the town's residents.

PART TWO: ALLIES & VILLAINS
This part lists potential allies and enemies for stirring up your crawl. Introduce the players to the allies early so that players have story paths to get to the dungeon.

**Journeyman Copel**
Branded a turncoat by his faction, Copel travels the dark corners of the land to spread civilization.

Resting at Saltfork, he aims to reveal the mystery of Saltfork if his arrogance doesn’t get in the way.

**Folkfather Vier**
Coveting dark power, Vier preaches isolation through his sermons to spread distrust.

Scheming in Saltfolk’s church, he seeks to grow his evil congregation with kidnapping.

**The Librarian**
Inside the unlit catacombs of an ancient race, a terrible secret stirs. The Librarian is trapped and aims to free itself.

**The Traitor**
In a rare twist, one of the player characters is the villain, masterfully crafting their subjugation to the cult.

But can she keep dodging the suspicions of the group?

PART THREE: PATHS TO THE DUNGEON
This part contains information on the three story paths leading to your dungeon. After the story begins and you’ve introduced several of the NPCs, ask the party which path they play (see below).

Note that all story paths funnel to the dungeon map, regardless of what the location is called (Sunken Library, Library of the Sea of Stars, Sea Ladder).

**The Sleepers Below.**
The party stumbles along with Journeyman Copel to unearth the Sunken Library.

**Dark Stuffy Eyes.**
The party partners with Folk Patricia to delve the Library of the Sea of Stars.

**Shadows of Sea Ladder.**
The party secretly trails after Vier to the Sea Ladder.

**PERILOUS PATHS**

PART FOUR: DUNGEON ENCOUNTERS
To customize the crawl, pick creatures and hazards and list those numbers to areas you would like to see them in the dungeon.

**A. LIVING LIBRARY**
- Sea-washed Walls, Drainage Holes, stilted around Drab coral Columns
- Hollow sounding Echoes
- Fetid odor of Flotsam

**B. PIT PATHWAY**
- Slippery Stonepath, Eroded Edge, Darkened by Dampering Mist
- Furious tides Below
- Sharp smell of Foul Water

**C. SECRET STAIRS**
- Worn Walkway, Raised Walls, Overlooking the cavernous sea below
- Indistinct Murmuring
- Faint odor of Copper

**D. DARK DIAS**
- Crude Ramp, Strange Clawmarks, Old Blood-trails leading away
- Crashing Tidalpool
- Putrid reek of Death

**E. A WARM PLACE**
- Ancient runes on Walls, Murky Pool, Obscene Mural
- Faint everlasting Heartbeat
- Pungent mix of Salt and Blood

11. Sea Spray tile: Opening a container causes several jets of sea spray on nearby party members. The sea spray damages non-stone materials. The spray corrodes metal causing it to crumble unless treated. The spray affects anyone uncovered body parts with loss of mental focus from thirst and headaches. This trap can be cancelled by treating anything in its blast radius with oil, slime, or blocked by stone.

12. Salted Pit tile: Walking over a salted pit causes noise and prolonged standing on the tile causes it to collapse. The noise is loud enough to cancel any attempts at sneaking. Collapsing with the tile causes the person to suffer fall damage of one story into a small pit. This trap can be cancelled by pouring water or any other liquid on it.

1. Mindless (Bare Fists)
2. Cultist (Cleaver, Torch & Axe)
3. Caged Pupil (Bite)
4. Herald of Sleep (Sleep Spray)
5. Rotted Sea Devil (Claw Smash)
6. Salted Sea Devil (Claws)
7. Tutor (Sleep Spray)
8. Degenerate Watcher (Drain, Flying)
9. Eel King (Bite, Grapple, Crush)
10. Cage tile: Stepping on a cage tile causes two barred halves to snap together. The metal cage traps a single person inside. This trap can be cancelled by bending or corroding the metal bars.

**CREATURES & HAZARDS**

**Challenge**

**AREA NAME**

**ENCOUNTER NUMBERS**