



THE TWISTED TUNNELS

The Twisted Tunnels is an ongoing Fifth Edition mystery campaign exclusive to DMDave's patrons. Right away, you'll notice that this is an incomplete adventure document. It does not include the entire map, nor does it have details about the entire dungeon, its purpose, its creators, or why it even exists in the first place.

The reason for this is simple: it's a legacy dungeon and this is a living document.

Currently, there are nineteen DMDave patrons involved in the exploration of these tunnels. As they enter new areas, have encounters, avoid dangers, and uncover the dungeon's secrets, that information will be added to this document.

GENERAL FEATURES

Unless stated otherwise, the Twisted Tunnels have the following general features:

Ceilings, Walls, and Floors. So far, the entirety of the Twisted Tunnels are made from roughly hewn stone cut into the hillsides and mountains of the large, nameless range that surrounds the Valley. Ceilings in tunnels are 8 feet high while ceilings in chambers are at least as high as the room is wide. The majority of the Tunnels' surfaces are slick with water.

Doors. So far, no doors have been encountered.

Illumination. So far, no sources of permanent light have been encountered. Text blocks assume that the characters possess darkvision or their own sources of light.

Oil and Grime. The smell of oil—likely from the high presence of crude constructs found in the dungeon—as well as mold lingers throughout the majority of these caverns.

KEYED LOCATIONS

The following locations have been discovered and are keyed to the map at the front of this document. Features and

secrets not yet discovered are not noted here and will remain a secret until discovered by the campaign's players.

1 - ENTRANCE FROM THE VALLEY

The entryway offers three main entrances into the Twisted Tunnels from the Valley.

Cliff. The cliffside that leads to area 10 is 15 feet high, and requires a successful DC 10 Strength (Athletics) check to scale without a rope or other form of support.

Crowd. A small crowd sometimes gathers outside of the Tunnels to cheer on—and bet against—those who dare enter the Tunnels.

Walls of Force. Once contestants—the name of the people of the Valley give to those who dare enter the Tunnels—enter, walls of force are erected behind them, barring return.

10 - ABANDONED WORKSHOP

This small outdoor workshop lies in ruins.

Concealed Entrance. A cave-in once concealed the presence of a way into the cave from this workshop. The cave-in was covered with caustic green slime. Bruce Ironsmitter and his party removed the slime with fire, then pulled the rocks aside, gaining entry into the Tunnels.

11 - KEG STORAGE

Ruined kegs of dwarven ale crowd this small room.

Golem Remains. Once, a keg golem protected the area. It was destroyed by Bruce Ironsmitter's party.

12 - ABANDONED WASP NESTS

Large wasps nests pock the walls of this series of caverns and crevices. There are no wasps present.

Campers. Shortly after the deaths of Bruce Ironsmitter and

Luxt, the halfling monk, **Froyo**, and his barbarian companion, **Morrin Fatrabbit** hid in this chamber to escape the faceless wanderer who killed Bruce Ironsmiter and Luxt.

13 - COLLAPSED BEDROOM

The floor of this old bedroom sunk, knocking much of its furniture over into a pit at its center.

While exploring the area, Bruce Ironsmiter triggered an attack from three shard swarms in this cavern. After a harrowing battle, the party destroyed the swarms.

14 - TORTURE CHAMBER

The walls of this wide hall are rigged with manacles, spikes, and other old, rusty torture devices.

Wall of Force. A *wall of force* at the north end of this hall blocks exit back to the outside.

15 - SHRINE OF THE FACELESS WANDERER

At the north end of this shrine, a gruesome shrine made of random bits of trash and bone stands.

Encounter: Faceless Wanderer. A *faceless wanderer* practices dark rites before the shrine at the north end of this chamber.

The faceless wanderer killed Bruce Ironsmiter and Luxt, draining the pair of their memories. Now, they are doomed to return as faceless wanderers themselves.

17 - WEBBED ROOM

Thick spiderwebs blanket the entirety of this chamber.

CREDITS

The following people have made this adventure possible:

Writer and Designer: DMDave

Cartographer: Tim Hartin

Monster Design: Kobold Press

Players: The DMDave Legendary and Platinum patrons