

## H PLATFORM ROOM

- ▶ A room with deep pits, walls, and six platforms.
- ▶ On each of the platforms—except the southwestern one—there is an unlit lantern.
- ▶ Three aggressive **bats** (HARM 1, TOUGHNESS 1)—one on the north platform, one on the northwest, one on the west.
- ▶ Two pots.
- ▶ **East:** Locked large door. Leads to **Boss Room**.
- ▶ **South:** Open passage. Leads to **Pit Room**.

If all the lanterns are lit, a chest appears on the southwest platform, with a HEART container inside.

## I BOSS ROOM

- ▶ Pits along the walls, with a large platform in the center.
- ▶ Parts of a **large armored skeleton** lies in the middle of the room. Comes to life when heroes enter.
- ▶ **West:** Locked large door. Leads to **Platform Room**.

### Undead Knight

- ▶ A large imposing skeleton, wearing worn armor.
- ▶ Swings a rusty and heavy two-handed axe.
- ▶ -4D for attacks against it.
- ▶ HARM 1, TOUGHNESS 4.

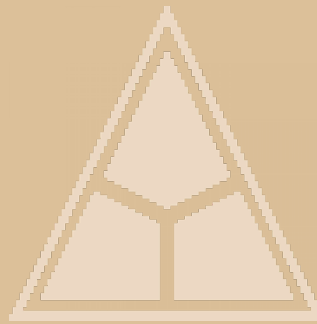


By removing pieces of armor, heroes can expose a big evil eye inside the skeleton's ribcage. Removing a piece gives the heroes 1 less negative modification to attacks.

To remove a piece, make an appropriate ACTION ROLL. Using a bomb can remove two pieces of armor.

#### 1D Undead Knight Action

- 1 Spins around like a whirlwind, attacking **all** heroes in the room.
- 2 Swings the axe towards a random hero (or tries to pick it up again).
- 3 Picks up a random hero and throws them into the surrounding pit. The hero must make a BRAVERY roll to avoid falling down and lose 1 HEART. If they fall down, there's a corridor that leads outside—getting back takes 5 ROUNDS.
- 4 Hides behind the axe and armor, blocks all attacks.



Restless spirits are haunting the Gloomwood, and skeletal monsters have started to terrorize nearby farms.

It is said that there is an ancient crypt somewhere deep within the woods. Can the heroes break the curse and lay the spirits to rest once more?

## EXTERIOR

- ▶ In the middle of a forest.
- ▶ Overgrown stone crypt, among the roots of a huge tree.
- ▶ Open entrance, armored statues on each side.

## INTERIOR

- ▶ Mossy blocks of stone.
- ▶ Roots on the floor, vines on the walls and hanging from the ceiling.
- ▶ Earthy smell.
- ▶ Eerily silent.

### Writing & Art

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### Version

Beta 1.2

### Web

blackfiskpublishing.com



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# HEROES OF CERULEA

Pixelated Dungeon Crawl RPG



# WOODLAND TOMB

Bläckfisk Publishing

## A ENTRANCE

- ▶ Four armored statues. Pointing towards each other—clockwise.
- ▶ **North:** Locked door. Leads to **Pit Room**.
- ▶ **East:** Open passage. Leads to **Trap Corridor**.
- ▶ **South:** Open passage. Leads outside.
- ▶ **West:** Open passage. Leads to **Skeleton Room**.

## B SKELETON ROOM

- ▶ Four stone pillars.
- ▶ Four **skeletons** (HARM 1, TOUGHNESS 2) with swords. They hide behind the pillars: attack when a hero steps close to the pillars: will chase.
- ▶ **North:** Open passage. Leads to **Statue Room**.
- ▶ **East:** Open passage. Leads to **Entrance**.

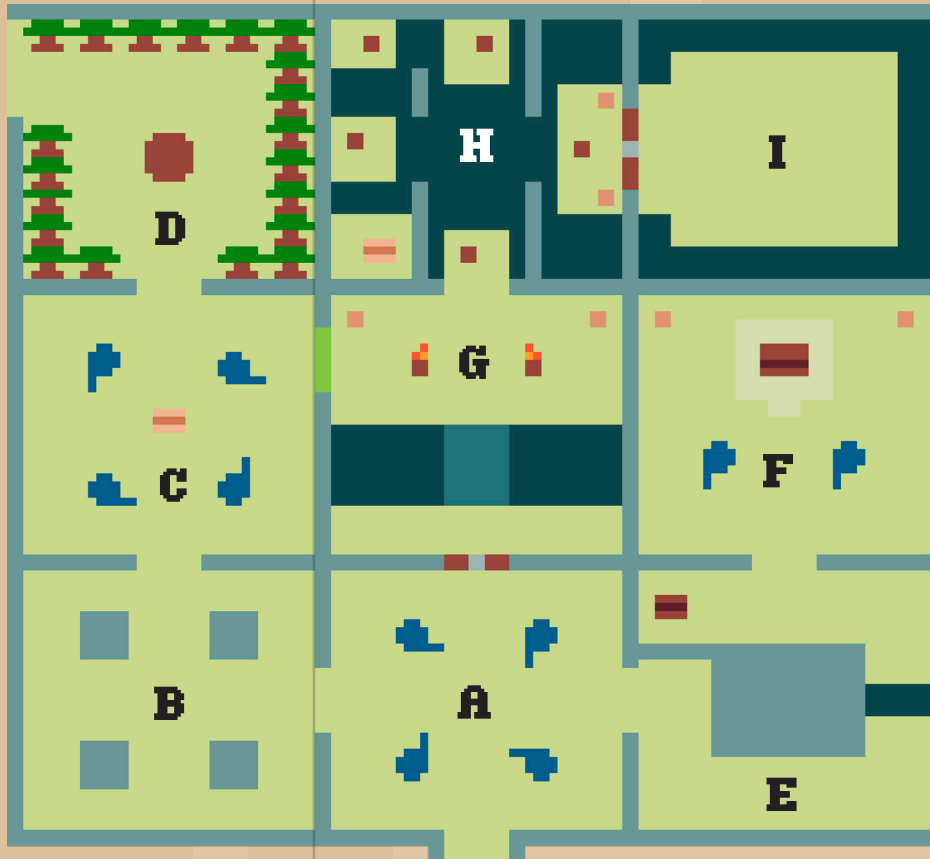
When the last skeleton is defeated, it drops a key.

## C STATUE ROOM

- ▶ Four **armored statues**. Three are pointing towards each other—counter clockwise. The fourth one (northeast) is pointing at the **eastern wall**.
- ▶ **South:** Open passage. Leads to **Skeleton Room**.

The **armored statues** can be rotated. If they are turned so that they are all pointing towards each other—clockwise—a chest will appear in the middle of the room. The chest contains a key.

The **eastern wall** where one of the statues are pointing can be destroyed.



## D FOREST GLADE

- ▶ Outside, surrounded by trees.
- ▶ Many birds chirping and singing.
- ▶ A large tree stump in the middle of the glade.
- ▶ A **wanderer** sitting on the tree stump, listening to birds.
- ▶ **South:** Open passage. Leads to **Statue Room**.
- ▶ **Northwest:** Forest trail leading back to **Entrance**.

### Wanderer

- ▶ An old man.
- ▶ Loves to listen to birds singing.
- ▶ Ignores the heroes—mesmerised by birdsong.

If the heroes touch the wanderer, or make a very loud sound, he suddenly pays attention to them. He realizes that he's been sitting here way too long. He gives the heroes a **bottle**, and hurries home.

## E TRAP CORRIDOR

- ▶ Two **skeletons** (HARM 1, TOUGHNESS 2) with bows. Attack, but will not chase—wait on the other side of the **pit trap**.
- ▶ A chest containing a **key**.
- ▶ **North:** Open passage. Leads to **Treasure Room**.
- ▶ **West:** Open passage. Leads to **Entrance**.

Across the easternmost part of the corridor, there is a hidden **pit trap**, which opens up into a pit. Heroes must make a **BRAVERY** roll to avoid falling down and lose 1 HEART.

If they fall down, there's a corridor that leads outside—from there, they can return to **Entrance**.

## F TREASURE ROOM

- ▶ Platform with a large chest, containing a **grappling hook**.
- ▶ Two **armored statues**.
- ▶ Two pots.
- ▶ **South:** Open passage. Leads to **Trap Corridor**.



### Grappling Hook

Can attach to things from a distance. Allows multiple heroes to climb across pits and the like.

If a hero opens the chest, the two **armored statues** will come to life. Attack: will chase. HARM 1, TOUGHNESS 3.

## G PIT ROOM

- ▶ A wide pit stretches across the room. If a hero falls down, they lose 1 HEART. From below, there's a corridor that leads outside, back to **Entrance**.
- ▶ Two burning **lanterns** on pedestals.
- ▶ Two pots.
- ▶ **North:** Open passage. Leads to **Platform Room**.
- ▶ **South:** Open passage. Leads to **Entrance**.

If both **lanterns** are quenched, a bridge across the pit is raised from below.