



ONE PAGE DUNGEON COMPENDIUM

2017
EDITION

Guy M. Bennett 2017

ONE PAGE DUNGEON COMPENDIUM

Compilation and Layout by Aaron Frost

Organizer:
Aaron Frost

Judges:

Steve Winter – Martin Thomas
Random Wizard – Ross Payton

Sponsors:

Engine Publishing – Precis Intermedia
Wayne's Books – Mythoard
Evil Hat Productions – Monte Cook Games

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(the image has been cropped from the original and signature added)

<http://batteredbap.deviantart.com/>

**DUNGEON
CONTEST.COM**

**2017
EDITION**



Thanks to all of the creators in this year's contest, which would not be possible without their creativity and hard work. This year saw a diverse mix of returning creators and "first time" participants with genres ranging from "classic fantasy" to "post-apocalyptic".

Thanks to Steven Winter, Martin Thomas, Ross Payton, and Random Wizard for serving as judges for the contest. Judging the entries this year was no small feat!

Thanks to Engine Publishing, Precis Intermedia, Wayne's Books, Mythoard, Evil Hat Productions, and Monte Cook Games for supporting the contest and sponsoring prizes for winning entries.

Special thanks to Random Wizard, Wayne (Wayne's Books), Sean K. Reynolds, and Martin Ralya for their help and support throughout the contest.

Thanks to Jordana for tolerating my frequent trips to the basement studio (including this one), and to Emma and Rowan for finally coming to terms with the fact that they could not enter a contest that Daddy was organizing.

-Aaron 'Shattered Pike' Frost

Will Doyle
& Stacey Allan

The Temple of the Moon
Priests

Best Overall One Page
Dungeon

Luka Rejec

Teleportation
Administration
Substation
'Big Pineapple'

Best "Feature as a Bug"

Ben Green

Chambers of Chaos and
Madness

Deadliest Use of Geometry

Thom Wilson
& Glynn Seal

The Color of Fungi

Best "Pre-existing
Condition"

Michael Prescott

The Mermaids' Knot

Most "Mengelian"
Antagonists

Jan Rippstein
& Tobias Bottger

Rapta In Pace

Best Grave Robbery

Vance Atkins

Ruined Tower

Wittiest "Wandering
Monster" table

Steven Gordon

Dead Quiet

Best "Alternative Use" for
a Magic Item

Derek Ruiz

Where are the Villagers?

Most Peculiar "Repeat
Offender"

Mathew and
Michael Iantorno

Of No Small Power

Best "Alternative
Perspective"

Caroline Berg

How to Survive a Fire
Swamp

Best Flammable Foliage

Honorable Mentions

The following entries were included in one or more of the judges' limited number of picks.

Grant Lambe
& Adam Chafe

Escape the Kraken!

Scott Marcley

Rescuing Emelia

James Snake

Stop Stealing My Juices

Ambika Kirkland

Circles of Madness

Roger SG Sorolla

Wormhole Scramblers in the Deep Dire Door

Christopher Mennell

The Purple Road

Jennevieve
Schlemmer

Lair of the Cat Magus

Kezle

Weatherfield Gardens

Gus L

Gravesand Beach

Vincent Bettenfeld

The Burned Library

Jeff White
& Hyrum Howes

Rumors

Matthew H, Sylvia G, &
Katie L

Caiphon Rising

James and Etani di
Properzio

Ymir's Skull

Ian Andrews

Floating Graveyard

D. Hodges

Grim

Alex Welk

Grime Dungeon

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"History of the One Page Dungeon"

By Random Wizard

Way back in the blog scene of 2008, there was quite a bit of discussion about what is the best way to present a dungeon. Old adventure modules from the 70s were examined for inspiration and then new ideas were introduced to attempt to convey as much information about a dungeon as quickly as possible without overwhelming the reader. Out of the discussion, the "One Page Dungeon" format evolved.

A noted writer on the Critical Hits website (ChattyDM) picked up on the "One Page" discussions and spearheaded the idea of running a contest to get the community involved. Enlisting some of the principal players of the evolution of the format (Sham and ChgoWz), the first contest was organized in 2009

For the next 4 years, one of the judges from the original 2009 contest (Alex Schroeder) diligently took up the mantle of coordinating the contest. Thanks to his dedication the contest was held for the next 4 years; 2010, 2011, 2012, 2013. There have been over 350 entries combined after five years of contests, covering a versatile range of playstyles, settings and genres. Best of all, every entry is licensed under the Creative Commons Attribution-Share Alike 3.0 license for all to use.

Timeline:

How do you go about designing your MegaDungeon odd74 post by dwayanu, December 21, 2008

The Dismal Depths by Shame (aka Dave Bowman), December 29, 2008

One Page Dungeon Level Templates by Chgowiz (aka Michael Shorten)

Dungeon Jazz by Amityville Mike (aka Michael Curtis), January 2, 2009

Building the Font of Sorrows by ChattyDM (aka Philippe-Antoine Menard), March 17, 2009

New Grand Contest: The One-Page Dungeon! by ChattyDM (aka Philippe-Antoine Menard), April 14, 2009

- Random Wizard would go on to coordinate the contest for the next three years (2014-2016), partnering with sponsors and members of the community to create some of the largest participant turnouts ever.

DISCLAIMER:

Several entries contain links to external sites (websites/blogs/twitter/etc). The views and opinions expressed are those of the authors and do not reflect the views of the organizer, judges, or sponsors

TEMPLE OF THE MOON PRIESTS

A JEWEL OF PECULIAR POWER - THE "SKY SHARD" - LIES BURIED DEEP WITHIN THE LOST TEMPLE OF THE MOON PRIESTS. WHEN THE KING'S DYING WORDS HINT AT THE TEMPLE'S LOCATION, ADVENTURERS FROM FAR AND WIDE STRIKE OUT IN SEARCH OF THE STONE...

A CRUMBLING STATUE RISES FROM THE MISTY WATERS. ITS CRESCENT BLADE IS ETCHED WITH THE NAMES OF SIX LONGDEAD MOON PRIESTS.

A MOON HAG HAUNTS THE RIVERSIDE BENEATH THE STATUE. THOSE WHO LISTEN TO HER EERIE RHYMES ARE DRIVEN MAD!

STONE WINDOWS CHISELED IN THE HILLSIDE PROVIDE EGRESS TO THE FLOODED CHANCEL...

A RIVAL ADVENTURING COMPANY - THE "KNUCKLEBONES" - HAS STAKED OUT THE TEMPLE. TWO OF THEM SEARCH THE LAKESHORE, BICKERING LOUDLY ABOUT THE COLD.

A FRAIL ROPE SCALES THE CLIFFSIDE, LEFT BY LONG DEAD PRIESTS...

TWO OF THE "KNUCKLEBONES" ARE TRYING TO RAISE THE PORTCULLIS IN THIS RUINED DORMITORY. THE COINS IN THE TREASURE CHEST BEYOND VANISH IN SUNLIGHT AND REAPPEAR IN MOONLIGHT.

A PIT TRAP IN THIS CORRIDOR PITCHES INTRUDERS ONTO SILVERED SPIKES!

THE SPECTERS OF THE MOON PRIESTS HAUNT THE FLOODED CHANCEL. CREATURES DRAINED BY THEM ARISE AS UNDEAD LYCANTHROPES. TO UNLOCK THE TREASURY, MOONLIGHT MUST BE REDIRECTED ONTO THE STATUE OF THE PRIEST "ARTEMUR" (SEE THE LIBRARY, BELOW). HIS STATUE CAN BE IDENTIFIED BY MATCHING THE NAMES ON THE GIANT STATUE'S CRESCENT BLADE WITH THE STATUES ON THE CRESCENT LEDGE IN HERE.

SKELETONS LURK IN THESE ANTECHAMBERS. THE FIRE BURNING IN THE CAULDRON COUNTS AS MAGICAL SUNLIGHT; ANY LYCANTHROPES IT BURNS ARE CURED OF THEIR AFFLICTIONS.

A FOUL WERESPIDER SQUATS INSIDE THIS CHAMBER. THE WATERS OF THE MOON FONT TRANSFORM THE DRINKER INTO A RANDOM LYCANTHROPE UNTIL THE NEXT DARK OF THE MOON. 1) WOLF 2) BOAR 3) RAT 4) STAG 5) BEAR 6) SPIDER

A SICKLY WIZARD WAITS AT THE "KNUCKLEBONES" CAMPSITE, PRACTICING HIS ILLUSIONS.

A PARLIAMENT OF SNOWY OWLS NESTS IN THE FLOODED NAVE - DESCENDANTS OF THE MOON PRIESTS' MESSENGER BIRDS. AN ANCIENT OWL CALLED "NOKOMIS" RULES THEM - KEPT ALIVE AND GRANTED SENTIENCE BY MOON MAGIC. IF APPEASED, HE CAN HELP THE GROUP BY SPYING ON THE "KNUCKLEBONES".

THE SKY SHARD
WHOEVER HOLDS THIS SHARD OF MOON-STUFF IS GRANTED IMMORTALITY, BUT IS PLAGUED BY NIGHTMARES THAT COME TO LIFE AND BREED AS "MOONLINGS". THE SHARD COULD SAVE THE DYING KING, BUT USHER IN AN AGE OF HORROR!

THE LEADER OF THE "KNUCKLEBONES" - NOW A WERESTAG AFTER DRINKING FROM THE MOON FONT - IS VAINLY TRYING TO OPEN THE MAGICALLY-LOCKED TREASURY DOOR IN THIS RUINED COUNCIL CHAMBER. THE JEWEL CHAMBER ONLY UNLOCKS WHEN MOONLIGHT SHINES ONTO THE CORRECT STATUE IN THE FLOODED CHANCEL (SEE ABOVE).

THIS DOOR IS MAGICALLY LOCKED, BUT CAN BE OPENED FROM INSIDE THE LIBRARY.

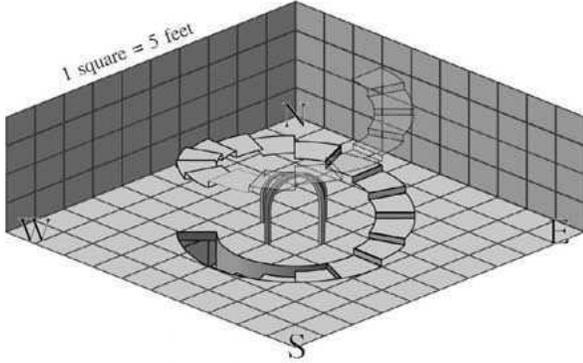
THE LIBRARY OF STARS CONTAINS THE WEIRD WISDOM OF THE MOON CULT. AN OPEN BOOK HINTS THAT "WHEN ARTEMUR IS DROWNED IN MOONLIGHT, THE TREASURY SHALL OPEN." ARTEMUR IS ONE OF THE MOON PRIESTS LISTED ON THE GIANT STATUE'S CRESCENT BLADE...

Chambers of Chaos and Madness

by: Ben Green
One Page Dungeon Design 2017
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An Aberrant Dungeon in Five Dimensions

Background: In the lair of an insane Warlock, a spiraling stair leads to the Chambers of Chaos & Madness. Vague rumor tells of a Tome of ancient lore in its very center. To escape the chambers and find the Tome - the party will have to decipher it's mind bending arrangement, and survive the perils that wait within.



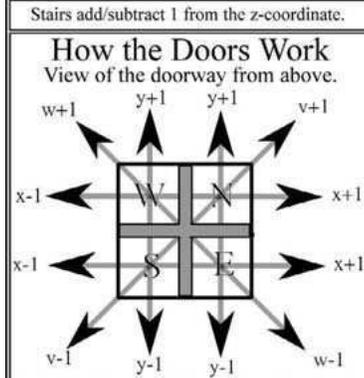
Tracking Location in 5 Dimensions
243 identical rooms are arranged in a 3x3x3x3 hypercube. To make it easier to keep track of location, use coordinates (v, w, x, y, z) with each coordinate being either -1, 0, or 1.

The layout of the rooms can more easily be visualized as a 3x3 grid of 3x3x3 cubes as shown below. The dark grey room is room (0, 1, 0, 0, 1) is the only entrance and exit to the complex. The light grey room is the central room (0, 0, 0, 0, 0).

Changing the x- or y-coordinate keeps you on the same level of the same cube. Changing the z-coordinate changes the level of the cube you're on, while changing the v- or w-coordinates moves you to the same room in an adjacent cube.

The Tome is in the exact center of the hypercube - the center of room (0, 0, 0, 0, 0), 10 feet off the floor on top of where the arched doorways cross. The book is hidden in a one foot cube of invisibility. Any object that passes into that cube vanishes harmlessly and knocks the book off its perch onto the floor. Reading the book requires a DC 15 Wisdom saving throw to avoid permanent, cumulative mental instability, but also confers complete knowledge of the entire structure, the locations of people in it, and command of the monsters within it. In addition, the tome contains a number of spells from realms beyond space and time, where Old Ones sleep. Learning each spell requires making increasingly difficult Wisdom saving throws to avoid accumulating further mental instabilities, and eventual insanity.

Movement in the Chambers of Chaos & Madness



There's no going back: Creatures and objects cannot pass back into a room without visiting another room first.

Looking Through Doors: The doors transmit light but not sound, but offer only a narrow view of the rooms beyond. Rooms will frequently appear empty that aren't.

Suppose you're standing in the dark grey room shown in the picture on the right and in the Western square of the doorway as shown in the picture on the left.

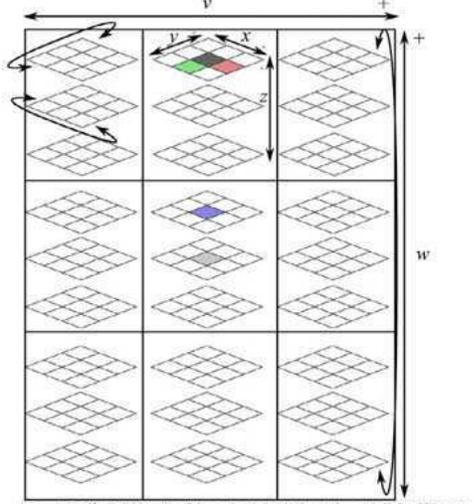
If you look toward the Northern square you'll be looking into the red room. If you look toward the Southern square, you'll be looking into the green room. If you look toward the Eastern square, you'll be seeing the blue room.

Creatures can't see things that are on the opposite side of a door from them because when they look towards them, they'll be looking into a different room.

Wrapping Around: The stairs and doors "wrap around" to the opposite side of the building. So if a coordinate is already 1 and a creature moves to +1 to that coordinate, that coordinate becomes -1. Similarly, if a coordinate is -1 and a creature moves in the -1 direction of that coordinate, the coordinate becomes 1. The arrows in the diagram at right illustrate how the stairs and doors connect rooms on opposite sides of the structure.

The first time a player looks into a room, roll percentile dice, consult the table below, and note the result. Each result can be used once before all others have been used, so if that result has already been rolled, use the nearest unused result.

So if you're in the red room shown to the right, and walked through the doorway that would add 1 to your x coordinate, you end up at (0, 1, -1, 0, 1). In this way, PCs could walk down the spiral staircases forever by endlessly passing through the same three rooms.



1	Shadows	Your shadow casts alive and attacks you. It has your stats, abilities, and spells.
2	Suspicion	Wis DC13 - You're sure others in the room are planning to kill you.
3	Fear	Cha DC13 - This room fills you with blind terror. You run away as directly/quickly as possible and won't enter it again.
4	Darkness	The room is impenetrably dark to everyone and cannot be illuminated. Climb the stairs DC15 Acrobatics check.
5	Vertigo	Wis DC13 or fall down. Can only move by crawling in this room.
6	Furphyfulness	Int DC13 - Failure causes the character to forget everything they know until they leave the room. They don't know who or where they are, they have no skills, spells, or proficiencies. They speak no languages, etc.
7	Airless	Hard vacuum deals 1d6 damage per round. The character dies of asphyxiation in 1 minute.
8	Hypnotic music	Wis DC13 every round or be mesmerized. No movement, no action. Falling twice in a row means the hypnosis lasts until you are removed from the room.
9	Miniaturization	Living creatures are 1/10 their normal height.
10	Flooded	The room is filled completely with water.
11	Poisonous gas	Con DC13 every round or take 2d6 poison damage and become poisoned for 2d4 rounds.
12	Heaviness	Akshion DC13 to move. Triple the weight of everything the PCs are wearing. -5 to attacks. All armor is heavy armor.
13	Gravity Shift	1d6 to determine which floor/wall/ceiling is down. Characters fall as soon as they enter the room.
14	Babel	All spoken and written language is incomprehensible in this room.
15	Fire	Con DC 13 - The room bursts into flame whenever a living thing enters it. 2d6 fire damage per round (half if you're successful).
16	Chthonic Abominations	2d4 large chthonic abominations wander around the room. They will pursue the party.
17	Shrieking Flesh	2d4 monstrous flesh wad wander around the room shrieking incessantly. They will pursue the party.
18	Acrophony	Con DC 13 - Take 2d8 thunder damage each round. Half damage to monsters. Doubled for 2d4 rounds on failure.
19	Spinning Blades	Acrobatics DC13 - or take 2d6 damage every round.
20	Acidic gaffers	A black pool of gelatinous acid lurks under the stairs. It will pursue the party.
21	Blizzard	Con DC13 Movement is reduced to 5. Visibility is reduced to 10 feet. Also cold damage per round. Half damage on a successful save.
22	Foehelmin	Int DC13 - 2d6 psychic damage, and Int and Cha become 1 for 2d4 hours.
23	Crapping Tentacles	Str DC13 - Room is filled with groping tentacles. Each round you must pass the saving throw to move through difficult terrain. If you fail you turn to a rat, you take 2d6 bludgeoning damage.
24	Moving	There is no sound in this room.
25	Blowing Floors	Wis DC 13 - All floors and stairs are constantly plummeting up and down. Every 5 ft of movement make the DEX save. Failure = knocked over and 2d6 bludgeoning damage.
26	Recessed Oozes	2d4 transparent recessed ooze block the doorway spaces. They will pursue the party.
27	Curved Walls	2d6 corrosive grey toxic acids around the room. They will pursue the party.
28	Purple Amorphous Fish Monster	2d4 gelatinous purple amorphous slide around the room. They will pursue the party.
29	Blinding Light	The floor is covered in mirrors of fish and oil, a blinding beam is waltz beneath it. Can't fit through the doors or stairs.
30	Puppet Masters	2d4 floating tentacle leeches lurk in a shadowed corner of the room. They will pursue and try to possess anyone they find alone.
31	Blinding Light	Anyone entering this room - or even looking into the room - is blinded for 2d4 rounds.
32	Anti-Magic Room	No spells can be cast and no magical items can be used.
33	Hunger	Con DC13 - or become ravenous. Must eat a full day's rations every round.

34	Origin-Reflection	Entering this room transports you to the opposite room (all positions, become negative, and negative become positive)
35	Unreachable Thirst	Cha DC13 - There's a pool of water on the floor. Filling your canteen draws force you do nothing but drink water for 2d4 rounds. You can repeat the saving three times. If a PC drinks water for 2d4 rounds, they fall unconscious from hyper hydration.
36	Gravity	Acrobatics DC13 - There is no gravity in the room. Passing acrobatics check means moving in a chosen direction that round. Failing means moving in a random direction (to determine up or down, roll to determine direction)
37	Ghosts on the Stair	A procession of silent phantoms descend and ascend the stairs endlessly. They ignore the party, and can be moved through without consequence.
38	Muscle of Asafoetida	Muffled, maddening beating of vile drums and the most nauseous whine of screeching flutes. Wis DC13 - Success = After leaving this room, the muscle will grow thicker/faster as they approach the central room.
39	Bodies	The room is filled with dead bodies or deep.
40	Acid Mist	Con DC13 - 2d4 acid damage half on save
41	Art Room	The art is monochrome (but changing). It's value is hard to say. Pieces are of all kinds and all sizes.
42	Storage Room	Investigation DC13 - small treasure, DC13 - medium treasure, DC13 - large treasure, DC13 - epic treasure.
43	Distance Flux	In the first round, distances work as normal. In the second round, squares are 10 feet. In the third, squares are 5 feet. In the fourth, they are 1/2 feet. The pattern rounds off. Light, Movement and other distances are all affected.
44	Door to Door	Con DC 13 - Take 2d6 necrotic damage as the moisture is pulled from your body. Half damage on a save.
45	Rest Light	The room appears to warp instantly as you look at it. Whenever a character moves more than 5 ft, each square beyond the 2nd is a random choice.
46	Dollhouse	Cha DC 13 - Failing to save means an invisible omniscient child is treating you as a puppet in a room decorated with dollhouse furniture. Roll initiative. On the child's turn it will pick you up and force you to play out a scenario (determine some where you've lived in a random role. "Rescue a character" is my way but increasingly irritate the child).
47	Friendlessness	If you move more than 5 ft, you continue moving to that direction until you bump into something. Another DC 13 to avoid taking 2d6 bludgeoning damage.
48	Meta Knowledge	Characters in the room perceive themselves to be the abominations or a table that they really are. The room that they're in appears to be a crude flat drawing on which their plastic bodies stand, waiting for master hands to move them, speak for them, etc. They cannot comprehend what they see.
49	Twisting	Con DC 13 - Failing causes limbs to twist unnaturally but pleasantly into spiral shapes conforming - to attack, damage, AC, and the next check. If the party ever moves you 2d4, you become an inanimate, immobile, insensate, eternally glued twisting spiral mass.
50	Singularity	A randomly determined square in the room is the singularity (also to get overwhelmed). You cannot move further away from it, only around or towards it. Entering it's square is fatal. Light is distorted, so it rounds it detourates as a solid bubble.
51	Hecatoncheires	Cha DC 15 - Each round that you fail your saving throw, roll 2d4 (that is, on a 1d10 roll). On a 1, lose two limbs of your choice. On a 2, lose one limb. On a 3, no limbs are lost. On a 4, gain one limb. On a 5, gain two limbs. The limbs gained or replaced are always alien and horrific. Magic armor and items adjust to your new mutations if possible, falling at your feet otherwise. The effect fades one minute after leaving the room, returning your normal limbs and body parts.
52	Blood Rain	Blood walls up from the ground and rains upwards against the pit of gravity. It quickly makes anyone in the room.
53	Skarlat Hands	Acrobatics DC 13 - Skarlat hands try to pull you to the ground. Failing the check causes you to become grappled. Failing again knocks you prone. Every round you are prone, you take 2d6 bludgeoning damage.
54	Inside Out	Living creatures palely turn inside out. All attacks that hit are automatically critical.
55	Malicious Weaponry	Str DC 13 - All weapons become animate and hostile towards their users. Pass the Str check every round to keep the weapons from attacking you.
56	Spatial Discontinuity	At the beginning of every round, you are teleported to a random square in the room.

57	Identity Crisis	Pass all character sheets to the right. Characters have switched bodies, abilities, stats, but not personalities, or memories. This effect lasts until characters leave the room.
58	Fated Fear	Any creature who fails in this room will experience somewhere on the Prime Material Plane but not willing vengeance against the site they killed them.
59	Hungry Floor	The DC 13 - 2d4 rounds after entering this room, a hole will appear under a random creature. If they fall their saving throw, they fall in the pit. The pit is 10 feet deep, filled with bile, and lined with teeth and strange organs. Each round, the pit expands in a 5 foot radius, letting anything in its path fall in until it eventually consumes the entire room. Failing in drops you into an acid pit that deals 2d4 acid damage per turn.
60	Spider Gas	Con DC 13 - The room is filled with a cloud of black dust that does not appear to be spiders. Failing the save causes a brief, harmless coughing fit, but that character gains the "venom" creature type and won't be attacked by the spiders unless they're ordered to. Their blood, and all of their organs are now spiders. No instead of bleeding when hit, spiders pour out. This change is permanent.
61	Hand Attack	All living creatures have their hand fall off, dealing them 2d6 acid damage. The hands regenerate in 2d4 rounds (though the damage is not still healed). The hand that falls off springs to life the second it hits the ground and attacks. Str DC 10, HP 20, AC 10 - character's dex total, 2d4 bludgeoning damage on attack.
62	Centipedes	Revering centipedes pour from the ground every round the room is occupied. They will not leave the room.
63	Gender Changing	Cha DC 13 - Failure causes you to change genders permanently. Remove curse or dispel magic will not end the effect.
64	Just Rabbit	Every 2d4 rounds, a happy bunny appears and hops close to the creatures in this room. Once 20 happy bunnies are present, they go berserk and attack all other creatures until killed or they are alone on their layer again.
65	Wild Magic	Cha DC 15 - Roll a wild magic effect each round for everyone who failed their saving throw that round and for every spell cast.
66	Time Becomes a Loop	There is only one minute of time in this room. At the end of that minute, time repeats with everything that's already happened, happening again with everything new occurring alongside it.
67	Sandstorm	You learn may come to you here. A long rest here counts as resting in a safe place for purposes of resting XP.
68	Land	Each square in the room is a mile on a side. Roll also to determine the terrain of the room. 1-Forest 2-Desert 3-Mountain 4-Cave 5-Grasslands 6-Arctic 7-swamp 8-Tundra 9-Island 10-Island.
69	Open Nerve	Acrobatics DC13 to stay in a chosen direction at speed 3. This room has no floor, ceiling, or walls. The doorway is a pair of intersecting rings floating in space. The stars spiral around it. The stars above orbiting in the antebellum side of stars of hard vacuum. PCs lose consciousness after a minute.
70	Wildness	The DC13 - Any character who fails the saving throw falls unconscious. They dream they are in a maze the terrain similar to the plane of their goals. Those who afflicted their most as a wild wander the maze. In their dream they are at full HP. If they die in the maze, they die in real life. If they find an exit, they wake up and gain -1 Wisdom permanently.
71	Vicious Mockery	Wis DC13 - The rivals know all your insurrection and weaknesses and whisper them into their ear. 2d4 psychic damage and penalty on next roll. Every round.
72	Library	Int DC13 - The room is a densely packed and considerable library. Characters who succeed may spend 2d4 days in this room to learn more about History, Art, or Religion. At the end of that time they must pass another Int DC13 to retain that information. Each character can only attempt to use each of these rooms once.
73	History Erasure	Cha DC 3 - Failing your saving throws cause all beings to forget you ever existed and all records to vanish.
74	Fountain	A fountain of fresh water gurgles pleasantly in each corner.
75	Prisoner	In this room DEX is a penetrant - a 2d6 portion of a 3 dimensional hypercube. It appears to be a translucent cube made of white and moving through each other. This room contains a number of tables on which abominations are in various states of autopsy.
76	Dissections	This is a fully stocked anatomy lab. Someone proficient in anatomy gets a +2 bonus to their proficiency in this room.
77	Alchemy Lab	2d4 large horrifying creatures from beyond madness are in this room. They will pursue the party.
78	Idiotic Harms	2d4 large horrifying creatures from beyond madness are in this room. They will pursue the party.
79	Body Snatcher	A single body snatcher is hidden in this room. It will pursue and attempt to possess anyone alone.
80	Grating	Wis DC 13 - Failure causes you to lose consciousness. When you wake up, you are a hollowed grating. You may be a grating for 2d4 days, maybe an oval set, falling tentacle, etc. It will not and will die in 2d4 days.
81-100	Empty	This room is empty without effects.

The Color of Fungi

A low level adventure

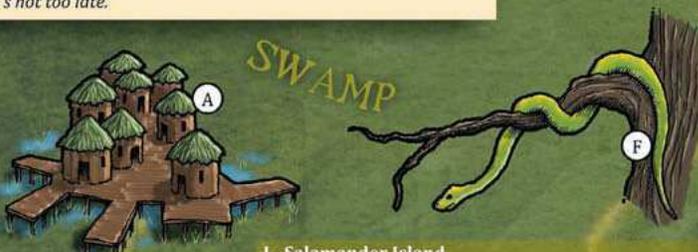
"You're not sure where or when you contracted the disease, but you're beginning to feel the full effects of it now. Each of you exhibits the tell tale signs of an exotic affliction; blotchy rashes with incessant itching, a steadily rising temperature that never subsides, and a churning in the gut that keeps you ever so close to retching. You all came up with the symptoms at the same time, so it must be something you ate, right? Desperate for a solution, you've made it to the village of Kansatta, known for its Circle of Healers, a group dedicated to finding antidotes for the region's deadliest diseases and poisons. The innkeeper has directed you to the chief herbalist Elma who lives south of the village. She should be able to help, if it's not too late."

F - Snakes In Trees

Tree branches provide a natural canopy over the trail, keeping the hot sun off the characters as they travel. Eight, large tree snakes hang from the branches, eager to drop on unsuspecting victims below.

Fungi Color Table

Color	Effect (Temporary for 5d6 minutes, except black)
All colors	All fungi colors except white will temporarily relieve the Ghanflax symptoms.
White	Kills character (Saving throw allowed).
Red	Adds +1 to fire/heat resistance.
Orange	Random chance, red or yellow effect.
Yellow	+1 to lightning or electrical saving throws.
Green	Random chance, blue or yellow effect.
Blue	Adds +1 to water based saving throws.
Indigo	Random chance, blue or violet effect.
Violet	Adds darkvision, or doubles range of existing darkvision.
Black	Bestows no additional effect.



G - Ancient Pillars

Strange glowing pillars emerge from the lake, easily seen from the trail along its edge. Twelve water beetles have built a nest between the pillars just under the stagnant surface. The pillars were long ago imbued to provide light and have no other beneficial properties.

H - Swamp Bird Nest

A pair of quirky birds with exotic plumage has made a nest on a rocky outcropping near the trail. Their innocent chirping and strange jerky movements mask a more sinister behavior if the characters wander too closely to the nest. Several large eggs are near hatching and the odd birds will defend them to the death. The eggs are extremely valuable - the villagers will pay handsomely for any eggs returned by the characters.

A - Village of Kansatta

The rural village floats at the edge of a great swamp, its several grass huts kept together with suspended bridges and fixed ladders. The people of the village are reserved but helpful. Most are trained in the art of healing or herbal medicine, and will recognize the disease's skin mottling and rashes. They will all recommend that the characters visit Elma, the best of their tribe.

J - Salamander Island

A congress of ten, large, white salamanders lives on this island alone. Any creatures that wander on to the island fall victim to the petrification gaze of the beasts, turning themselves into small stone statues throughout the area. Characters will immediately notice the strangely shaped stones everywhere, and subsequently figure out their origins. The salamanders rarely leave the island and continually pass on the petrification trait to offspring. An ancient spiritual idol hangs from a tree in the center of the island, lost by a Kansatta shaman several generations ago. His stone edifice remains under the tree, reaching up to the idol with a surprised expression. The idol provides daily healing to a worshipper of Kansatta's most honored goddess, Jemboona, "She Who Makes Us All".

C - Lizard Cave

Five giant lizards occupy this small cave near the trail. One or two lizards tend to sunbathe on the trail itself and will sense the character's approach.

B - Elma, Healer

Elma will immediately recognize the character's affliction as "Ghanflax", a rare and nearly irreversible spore-disease. The only known antidote is made from the colorful fungus found deep within the swamp. Unfortunately, the fungus grows in one area and is extremely hard to reach. Several dangerous denizens and swamp pitfalls hamper access to the fungus patch; only the most stalwart heroes can reach it.

D - Lily Pad

Six, colorful giant frogs rest lazily on lily pads at the edge of the lake. The six amphibians are always hungry, and the characters make a good snack after a short nap.

E - Mud Pit

Only the eyes of four, large salamanders can be seen as the characters approach the mud pit covering the trail. Several stones and fallen tree trunks dot the deep, thick landscape, providing access through the trail by jumping to and from each solid point. The salamanders will wait until characters are hopping from point to point before attacking.

I - Fungus Forest

Several small clusters of colorful fungus are found just off the trail, hidden between several large boulders. The center of the natural rock formation provides the perfect environment for the fungi patch. Each color of the fungus grows in its own tiny patch, with 2d6 mushrooms found at any time. Denizens of the swamp are drawn to the patch during mating season, eating the fungus to pass the traits on to their offspring. Most of the creatures gravitate to the fungus type of their current coloring but a few will randomly choose an available fungus when they arrive at the patch. There is a 50% chance that half of the creatures from one of the unexplored areas are here.

For each creature type encountered, except location J, roll for color on the Creature Color Table

Creature Color Table

Roll (1d10)	Creature Color	Special Attack Effect
1-2	Red	Fire breath (1d6 damage/1 per round)
3-4	Yellow	Shock touch (1d8 extra damage per hit)
5-6	Blue	Paralysis (lasts 2 rounds)
7-8	Indigo	Blindness (lasts 6 rounds)
9-10	White	Petrification

One Page Dungeon Contest 2017 - Title: The Color of Fungi

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THE MERMAIDS' KNOT

AN ADVENTURE LOCATION BY MICHAEL PRESCOTT

THE HOLY POND

High above the village is the archway where the priestesses of the **temple** call upon the pond **mermaids**.

The mermaids only come for the priestesses, otherwise they are in their chambers, far below.

The clear pond is only neck deep at the center. A submerged tunnel opens into the air-filled chamber inside, which reeks of the sacrificial fat the mermaids smear on ceremonially.

THE TEMPLE PRIESTESSES

Twenty priestesses of "nature's mysteries" govern Magda. Their leader, *Sanesta*, can perform miracles of divination and healing, even raising the dead (if they are fresh).

Her price (supposedly revealed to her by the gods in her trance) is three months of service to her order.

Her goal is to persuade someone to stay behind (alone, perhaps two or three at most) so they can be drugged and delivered to **Avorask**.

She brings truly powerful petitioners (e.g. wizards) to the holy pond for the mermaids to deal with.

THE FUNNEL

The villagers are led by *Unsen*, who blesses salt to keep away the **locusts**.

The Magdians are wily, and have rehearsed trying to get visitors in front of the priestesses.

THE LIGHT WATER

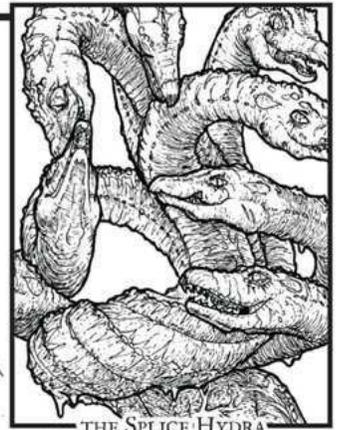
From the shaft on down, the Mermaids' lair is filled with *light water*. Invisible, breathable by surface creatures, too thick for swimming (very strong swimmers can). Flames burn weakly, but cannot be lit within it.

Doubles healing rates.

THE MERMAIDS

Bubuliga and *Cissek* are half brine troll, half lungfish, sole surviving apprentices of *Vmmn*, a long-dead chimeromancer.

Apart from her sorcery, *Bubuliga's* touch binds flesh to flesh.



THE SPLICE HYDRA

CHIMERIC SHRINE

This shrine to *Vmmn's* alien goddess, *Suvuvuna* (Su-VOO-vah-nah) holds the ruined *earthship* in which he and the mermaids fled from the underworld.

With them came a hundred etched metal plates explaining chimeromancy and its role in the worship of *Suvuvuna*.

These are now affixed to the pillars.

AVORASK'S LAIR

After their success with the hydra, the sisters invented a composite being of their own: a man made of insects, pressed together with hydra's blood and prayers to *Suvuvuna*.

His alien mind soon grasped chimeromancy, and he chides the mermaids for their lack of ambition.

He has *Bubuliga's* powers over flesh, but can use them at range. If attacked, he will use this to seal shut eyes and mouths.

If harmed, he bursts to pieces and reassembles elsewhere.

THE WIFE OF SPRING

Doffna Strand is the midwife, but secretly a druid who has infiltrated the village to dislodge the priestesses. 1 in 4 villagers are loyal to her, and will try to broker a meeting with visitors.

Doffna warns away the weak, and uses the strong: she may suggest the gift of a mirror, blasphemous to the priestesses, in the hopes of starting a fight.

THE LOCUSTS

Giant locusts are common in the area surrounding Magda. Every full moon, the priestesses venture out to catch a dozen so that **Avorask** can harvest their eggs and feed the rest to the hydra.

The large ones are omnivorous and may attack. *Unsen's* salts keeps them away from the fields, and the villagers are forbidden from harming them.

THE CHIRPERS

Wanderers may see a wild-eyed local fleeing into the countryside. This is a victim of **Avorask**, who replaces lung tissue with two immature locusts.

The locusts breathe for the victim, replacing the voice with a ghastly chirping. Once they are mature, the victim is compelled to dig a hole and climb in. A pair of locusts emerges a week later.

THE PIT OF VITALITY

This darkened pit is the favored haunt of the *hydra*. It noses about through the murky water.

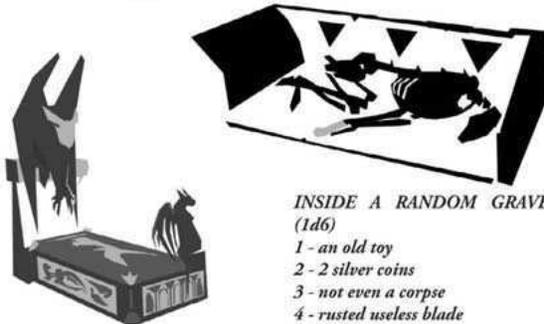
The bottom of the chamber is **Avorask's** project: he seeks to make all life into a single organism. A carpet of human organs heaves and writhes in an ecstatic union. Their exhalations are what gives the light water its magical effects.

RAPTA IN PACE

Sir Bello's Rest

Exterior: Spacious sarkophagus adorned like a miniature crypt. Gargoyles with cat heads. Bas-reliefs of hunt and war. A plaque reads „Sir Bello Vornus the Second, Bravest Among Knights“

Interior: A dog skeleton with a warlike silver collar (500 sp) and a prosthetic dog paw of ever-warm silver that will attach to any stump and be as movable and sensitive as a real dog paw (...not all that much).



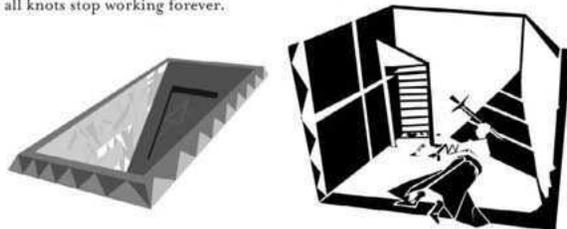
INSIDE A RANDOM GRAVE:
(1d6)

- 1 - an old toy
- 2 - 2 silver coins
- 3 - not even a corpse
- 4 - rusted useless blade
- 5 - jewelry (-10 sp)
- 6 - rotting silk

Medeserz' Tomb

Exterior: Subterranean crypt of white marble. Geometric designs on door and roof. Quiet clicking noises.

Interior: Medeserz, Master-Mathematician(4HD), sits on cold stone plodding away at his abacus forever. Two ceremonial platinum coins misapplied as markers in the formulas covering every surface. Tread lightly! His calculation's almost done, but the soldier's sword lodged in Medeserz' brain keeps him from solving his final equation. If anybody solves it (maybe make players solve divisions using roman numerals) Medeserz finally finds some rest. PCs of 15+ Intelligence can spend a 2d4 days studying his formulas to learn a method to undo any knot they can touch. If the sword is removed from Medeserz (even on accident) he instantly solves it, then starts jumping to conclusions. 99% of all knots stop working forever.



1d4 UNPLEASANT CARRION EATERS:

1 - 1d8 Unburied Hyenas (2HD)- Thin, dry. Stalks party and pounces first player to laugh.

2 - 1 Marrow Mare (2HD)- Corpse-eating Horse. Screams horribly (Fear), bleeds infection.

3 - 2d4 Hooded Dwarfs(1HD) with Cauldron- Cauldron is almost full. One more corpse would do.

4 - 3d4 Dreaming Ghouls(1HD)- One only pipes for 3 Rounds then 2 Nightgaunts(3HD) descent

St. Tobit's is a sprawling cemetery, rows of severe tombstones and picturesque crypts, interspersed with untamed hedges and statues of beheaded angels. It's a solemn place, but in its darker corners terrors and treasures slumber. In moonless nights, desperate graverobbers may don masks and climb the wall with a hangman's rope. Even more reckless fools might let themselves be hired to dare the most dangerous sepulchres and retrieve what has been buried by wiser men. And of course you might find burial places like this on your travels instead, even in the depths of a dungeon.

Malbannon's Kin-crypt

Exterior: A lone, decaying crypt. Glyphs almost hidden by moss read „If five enter, walking on eight feet, four may leave.“ Door is open.

Interior: Malbannon, once proud sorcerer-patriarch, sits in his broken sarkophagus pointing his awful forefinger at the burial chamber's entrance. Will cover any group entering with 8 dice of Magic Missiles, every round, UNLESS they're carrying a corpse and proceed to enter it in one of the empty sarkophagi. There is not enough left of him to do anything else, not even prevent the party from breaking off his finger(Wand of Magic Missiles, 1 charge, recharged by buying Masses and Indulgences(-300 sp) for Malbannon's thoroughly damned soul) and pilfering the 2000 sp of jewelry strewn on the ground.

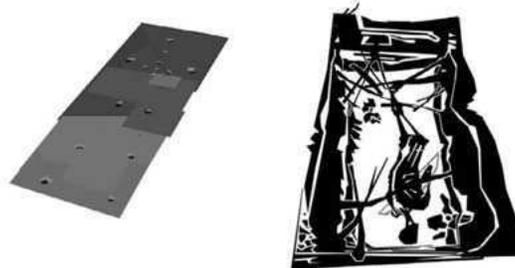


Runtzmo's grave

Exterior: In a row of graves, a cryptic headstone inscription: „The Runtzmo, Nuntius of an Unknowable Age.“ Locals know a glacier mummy is interred here with its ancient weapons.

Interior: A strange apparatus of copper and darkened yew sits on top of the coffin. It can hold and separately fire two crossbow bolts and its superior launch speed allows the shooter to reroll 1s on the damage die.

If even one bolt is shot from it, Runtzmo's old enemy awakens in the eternal ice. After 4000 years, he finds his work still not done. (Suggestion: It's a Sniper Wight from the Gold) The coffin itself contains decayed pulp. 1-in-6 chance per hour the dizzying rot smell attracts unusually awful scavengers.



Wolf-Groom's Grave

Exterior: Here a black wolf of abnormal size(HD 5) stalks the tombstone rows. Shying away from noise and fire, but returning to and ferociously defending a grave marked „WORG. Rest Forever.“

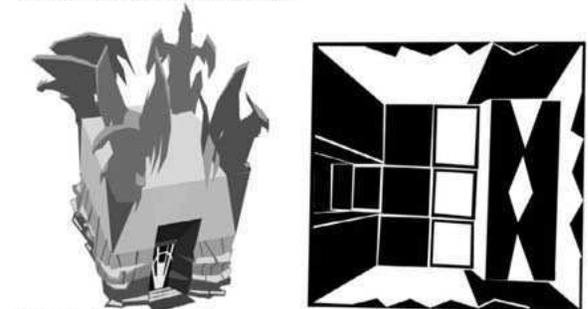
Interior: Under this stone and six feet of earth a rough coffin of oak and within a man's body, around the man's rotten loins a belt of bright man-skin. Putting on the belt transforms one into a powerful wolf of human cunning(roll hit points with d8s, really fast, can't use most tools and magic etc.) until after the next full moon. Saving throw or run away to spend 28 days baying at trees. Highly addictive.



Gargoyle Castle

Exterior: Compact Crypt with little battlements and such. 3+1d4 extremely ugly gargoyles sit on the roof and over the door. „HERE LIES PETRARCUS. GO AWAY!“ reads a sign in one gargoyle's hands. Petrarucus of course is a legendary wizard.

Interior: As soon as the party is inside the gargoyles(2HD) turn to flesh and try to block the only door. Whoever stays inside the crypt turns to stone over 1d12 rounds to later fill the ranks of the gargoyles. The coffin contains only a Gorgon head, but one of Petrarucus' staffs is hidden underneath. There are 6 stone tablets currently powering the structure embedded in the walls: 3 scrolls of Flesh to Stone, 3 of Stone to Flesh.



"You have acquired the deed to a ruined tower..."

BY VANCE ATKINS

...out on the border of civilization and chaos, in a territory in flux. Word is it's surrounded by foul beasts and men alike. What's really going on out there? Maybe it's time to carve out your own little fief and bring some order to Chaos? Or perhaps just embrace the Chaos?

FACTIONS:

A. Staert Tower: "Your" tower overlooks the Eldoina River in the east highlands. Three stories, in disrepair for a generation. Gate is rotted and haphazardly braced with a handcart. Any attempts to approach are met by a hail of slingstones. Feral Halflings have infested the tower. By their surprisingly poor marksmanship, it appears that they are sober, and out of ale... [18, sling/club, may be bribed out, may stay on as stewards, baking bread from racial memory]

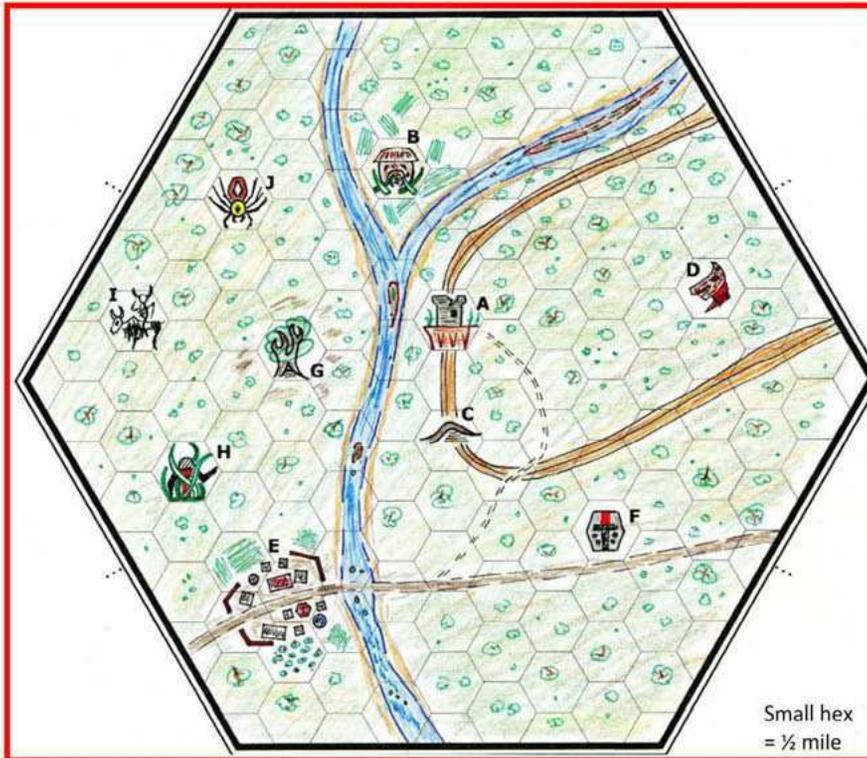
B. Orc Village: The Feersum Rhubarbs, a clan of socialist vegetarian orcs, has settled near a fork in the Eldoina River. They live in palisaded huts surrounded by rough gardens. Tribe shaman, BeetRoot Nutcracker, approaches to proselytize on the benefits of kale. Frowns at your iron ration jerky. [30/24 combatant, club, spears, farm implements, trade root vegetables, surprisingly pacifistic]

C. Goblin Caves: Mined into the sandstone cliffs, the BoogerFlickers have weathered the ebb and flow of multiple border migrations and conflicts. Scavenging the skirmish lines has been lucrative, scoring armor and trinkets, which they turn into impressive art installations. They have built a hot air balloon that they use to snipe at river otters. Prefer to be left alone. [48/24 combatant, shortbow/short sword, very proud of their balloon, may not be aware of magic or valuable equipment in their 'art'.]

D. Gnolls: A bunch of right bastards. Most everyone hates them. These habitual scofflaws and slavers have a nasty habit of picking up stragglers. Led by a lawyer-gnoll using obscure eminent domain laws, claims everyone is an escaped slave to sell at the slave-pens in the East. [18 with 2 hi HD leaders, axe and spear, willing to sell captives or argue law]

E. Cultists: The Lost Souls of Frirth occupy the village of Shinbark, abandoned during the last overrun of Chaos. They have attempted to create a small theo-utopia. Tidy orchards and grain fields surround the village. A well-fortified and well-stocked roadhouse and brewery greets travelers who wish to ford the Eldoina. Their Prophet passed away from a batch of bad mushrooms. Greet visitors a bit too enthusiastically, asking after their new Prophet. [120/32 combatant (militia), spear, lt crossbow, susceptible to religious or hi charisma influences.]

<http://leicestersramble.blogspot.com>



F. Robber Knights: Formerly of the Hospitallers of St. Chachi, this band of heavily armed and armored soldiers has suspended its vows, and charges 'protection' to caravans and pilgrims moving along the border roads. Will look the other way if gnolls raid non-paying caravans. [12 w/ 1 leader, 2 sgts, sword, heavy crossbow, may retain vows under strong cleric]

Faction Relationships: Although most have an uneasy neutrality, there are a few rough alliances and fierce antagonists:

(N-Neutral, A-Ally, E-Enemy)

	A	B	C	D	E	F
A		N	N	E	N	N
B	N		A	E	N	E
C	N	A		E	A	N
D	E	E	E		E	N
E	N	N	A	E		N
F	N	E	N	N	N	

WILD CARDS/INDIVIDUALS:

G. Militant Druid: Br'er Tascha meditates in the boll of a massive oak. Begrudgingly provides advice and weather predictions. Anyone approaching the tree must divest themselves of all worn or carried metal. Has been known to call

down lightning in a fit of pique, evidenced by scorched areas surrounding tree. Has a pendant for orc spaghetti squash.

H. Clockwork Knight: Imprisoned in vines by the Druid as an abomination. Stout gnome-built metallic automaton, follows simple commands, damage +1 due to strength. Consumes gems for sustenance. Druid will have nothing to do with party accompanied by device.

I. Stentorian Wraith: Terrifying horned visage riding an undead ox. Formerly a bard in life, combatants may end up charmed into in multi-part duets in lieu of level drain. In the market for a fixer-upper barrow.

J. Aesthetic Orb-Weavers: A colony of 12+ semi-intelligent giant spiders, will enmesh the occasional forest traveler, insisting that they judge their most recent web design competition before releasing.

WANDERING CRITTERS:

1-3: Patrol of Knights: (1d4+1); 4: Orc smuggling bacon; 5: Stentorian Wraith, "Care to join in a duet?"; 6: Party of gnomes (1d4+2) seeking lost automaton; 7-8: Gnolls (1d8+2) with 1d6 'slaves', random races; 9-10: Giant caecilian (if by river) or immature ankheg; 11: Goblins in balloon (1d3+1, shortbows and rocks); 12-13: Feral Halflings (1d3+1) dragging stolen keg of ale; 14: Pair of young cultists 'communing' in bushes; 15: Very lost yeti; 16-18: Caravan or pilgrims (on road), 4 in 6 have paid protection money; 19: Bear with pot stuck on head; 20: Disgruntled Aesthetic Orb-Waver, chittering, "No one appreciates my art!"

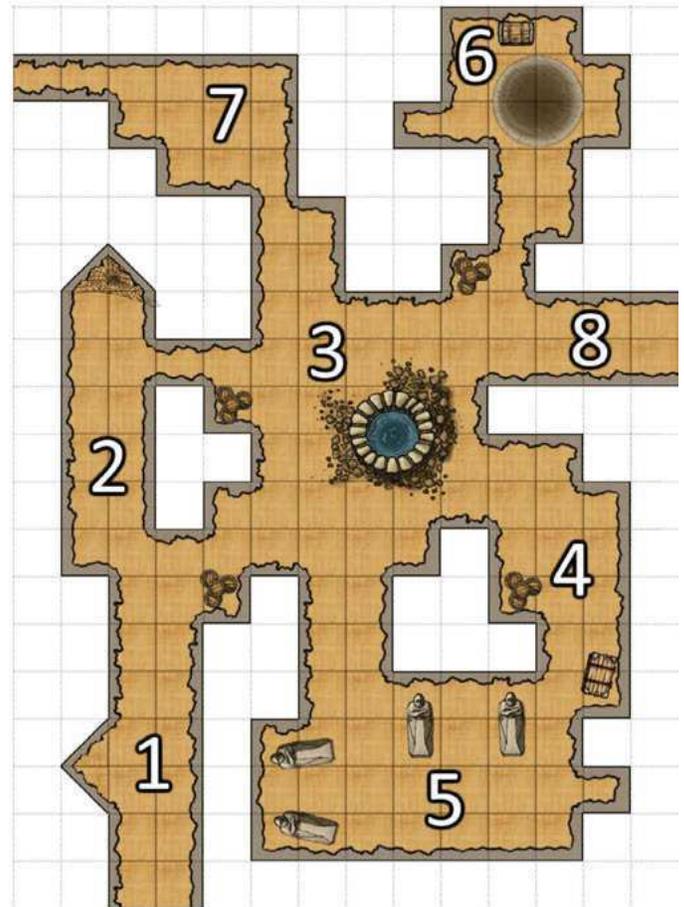
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Dead Quiet

Treasure: Roll 1d8 on treasure table once per room.

Wailing of Banshees: Knocks heroes unconscious in one round. Kills them after three.

Entering a nest of banshees is a sure death wish, but you have an ace up your sleeve. The *Hushed Chalice* projects an aura of silence. Once activated, you *Cannot Speak* to your companions and must rely on *Gestures* and *Body Language*. Do not leave its aura, lest the wailing of the banshees be your death. Can you break the *Necromancer's Curse*?



Room 1. Entry.

Heroes who enter here without the *Hushed Chalice* active immediately begin suffering *Wailing of Banshees*. Barrels are filled with moist dirt.
Flavor: Stench of death, slight vibration in the floor

Room 2. Spider Nest.

A strange subspecies of spider lives here, the *Avarice Arachnid*. It is deaf. A family of two with too many babies to count. The poison in their bite causes visual *Hallucinations* of the victim's *Greatest Desire*. Weak-willed heroes may try to leave the aura of silence to get it.
Flavor: Thick webbing, beady red eyes on ceiling

Room 3. The Last Well.

Clear blue water in this well pulses with ripples. Matches the rhythm of a heartbeat. Inside is a *Water Elemental*, which tries to drown more victims. Drowned victims become *Banshees*. If the *Elemental* is destroyed, vibrations in the floor stop. Barrels are full of moss.
Flavor: Scent of lilacs, stronger vibration in the floor, many bones

Room 4. Treasure Alcove.

Barrels are filled with bones that have *Magic Runes* carved in them. Enough for seventeen human skeletons. The *Chest* is *Locked* and trapped with a *Poison Dart* inside. It contains a *Circllet of Light*, which repels minor *Undead*.
Flavor: Footprints in the dust, recent activity

Room 5. The Tomb.

Four *Coffins* here. Each has a *Skeleton* inside with *Well-made Weapons*. Their bones are covered in *Magic Runes* that glow when they animate and attack.
Flavor: No drag marks, soft light glowing from within coffins

Room 6. Necromancer's Pit.

One *Large Pit* in the center of the room, *Magic Runes* cover the, but are not glowing. 60 feet deep. *Chest* at back of room contains *Necromancer's Heart*. If the heart is thrown in the pit with bones, moss, and moist earth from the barrels, *Necromancer's Avatar* rises from the pit one round later. Defeating it breaks the curse, and the *Banshees* can pass on to the afterlife.
Flavor: Sense of dread, smell of incense and sulfur

Room 7. Alternate Entry.

If you need a *Complication* another adventuring party that also has a *Hushed Chalice* enters here. Are they friend or foe? How will they communicate?
Flavor: Wind blowing in, sunlight or moonlight as appropriate

1d8	Treasure	1d8	Treasure
1	A small doll. Buttons made of silver.	5	Small ruby carved in shape of human heart.
2	A coinpurse. Contains family memento and 3d8 gold coins.	6	Obsidian statuette of a cat. Lapis Lazuli eyes. Seems to be watching.
3	Silver dagger. Noble House crest on hilt.	7	One platinum coin. Smells like blood, looks clean.
4	Locket with no picture. Made of gold.	8	A fist-sized diamond. Reroll if this comes up more than once.

Room 8. Alternate Entry.

If you need another *Complication* an old and haggard warrior wanders in here. He is deaf and refuses to acknowledge the danger within. If the players safely return him to town they receive 25 gold coins from his children as thanks.
Flavor: Smell of pine trees, gentle breeze

Hushed Chalice: Magic drinking goblet. Shifts appearance to match nearby cups. Fill with liquid to charge. Finish drinking to activate. Creates aura of silence once active. Lasts for 1 hour. Used by assassins to kill magic users at dinner.

Where are the Villagers?

A fun dungeon by Derek Ruiz

Two giant zombies guard this room. They can be appeased with icecream.

Storage room, Mr. Fuzz' wine collection is here.

6 skeleton bards are here, they can sing and play the lute.

Empty secret room.

Empty Room.

The villagers! no wait these are other villagers. hmmm Mr. Fuzz is attacking other towns too.

Mr Fuzz. Office, there are two undead cats hiding in the drawers.

Magic fountain, summons two water elementals. If defeated, a key can be found in the pool's bottom.

Family portraits.

The village of Raventown was recently visited by a hated merchant wizard. Mr. Fuzz is what the fuzz is all about. In the past he has been accused of using his magic on townsfolk for his own ends, He's been to jail several times. But now after a two days visit he left. However 19 villagers disappeared with him. The townsfolk are sure Mr. Fuzz used his magic to kidnap them, and now the bounty for Mr. Fuzz' head is bigger than his reputation.

Entrance to Mr. Fuzz' lair.

There's a family tree painted in this room. It includes cats.

They say Mr. Fuzz took them to his underground lair a few miles to the east.

Secret room with a trapped chest. Whoever opens it is teleported to a distant land. The locals call the place Honolulu, which is draconic for beach resort.

Mr. Fuzz' family crypts, the grandpas always come out to help their beloved grandson when he's in need. They love the taste of human flesh... and licorice.

A group of paid mercenaries guards this room. They fight fiercely. Except Bluto who's pay is delayed, he might even join the adventurers

Locked doors, you need the key hidden in the fountain.

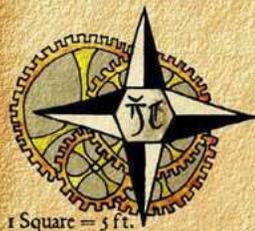
Secret room keeps grandpa's secret licorice stash. Plus a box of grandma's jewelry.

Empty Closet

Mr. Fuzz is here, performing a ritual that will transform the villagers into belly dancing zombies (regular zombies don't belly dance). His zombies throw oil filled ballons and he attacks with fire spells. BURN!

This closet contains clothes for created zombies.

Mr. Fuzz' bipolar disorder medicine is here. Turns out he was a victim too. Now say that to his dead body. Plus there's lots of gold.





OF NO SMALL POWER

WRITTEN BY MATHEW AND MICHAEL IANTORNO

Thomas Fielding has gone missing! The faculty at the Academy Arcana would, under normal circumstances, not be too troubled by the disappearance of their young student. Fielding has proven himself to be incompetent in all disciplines of magic, save for the shrinking and enlarging of simple objects (a rubbish avenue of the arcane, especially when compared to battle magicks wielded by his more talented classmates).

However, Fielding has absconded with a stack of spellbooks from the academy's collection and, consequently, racked up a huge library fine. With the local pub closed for renovation - and the surrounding countryside uncharacteristically unmenaced - the party has been coaxed into retrieving the Academy Arcana's D-student.

Although this task seems less than heroic, it will prove more difficult than expected. Browbeaten by his professors and bullied by his classmates, Fielding has spent most of the past semester sequestered in his boarding house obsessing over his size manipulation experiments. While testing a new shrinking spell in a nearby vacant lot, Fielding made a miraculous discovery: a minute race of humanoids named Dwindlings living beneath the grass.

Seeing the naive Dwindlings in awe of a "giant from the heavens," a hideous smile crept across Fielding's face. Finally, the recognition and respect his powers deserved! Within a matter of weeks, he had installed himself as king of the Dwindling tribe, using miniature golems and threats of giant footprint-shaped craters to keep his subjects in tow. Now known as Thumbledore the Significant, he rules from a tiny throne in a fortress constructed from pebbles and splinters.

It falls upon the party to enter Thumbledore's diminutive realm, free the Dwindlings, and collect the precious library fines!

SIZE CONSIDERATIONS

Although generally ineffective as a wizard, Fielding's shrinking and enlarging spells are surprisingly potent. The effects of his shrinking elixir cannot be dispelled, and any other spell or ability that would normally change a character's size does not take hold. The only means of reversal are Fielding's own enlarging potions.

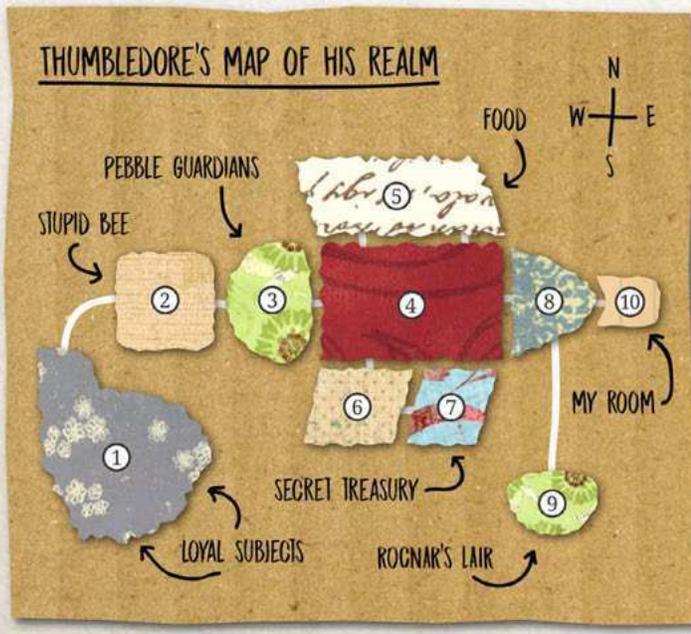
THE DWINDLINGS

The Dwindlings are extraordinarily small goblinoids, standing only an inch in height. They resemble hobgoblins, but with gentler features, forest green skin, and oversized eyes and ears. Although physically weak and somewhat simple-minded, they possess keen senses and reflexes. To them, normal-sized humanoids are world-destroying titans, best avoided by setting up camp in tall grass or abandoned animal burrows.

THE BOARDING HOUSE

Entry to Fielding's room at the boarding house is easy to obtain, as his landlady holds no fondness for the wizard. A search of the room reveals notes describing a "tiny world next door" and precise instructions on how to find it. Most importantly, a clutch of his potent shrinking potions can be found squirreled away beneath his bed.

The empty lot adjacent to the boarding house is unremarkable and scarcely boarded off by a wooden fence. Following Fielding's instructions precisely will lead the party to the doorstep of the diminutive kingdom hidden in the tall grass. Drinking the shrinking potions reduces each player to one inch in size and drops them in Area 1.



THE REALM OF THUMBLEDORE

1: The Pebble Quarry

Dozens of Dwindling slaves labour here, breaking apart pebbles to serve as masonry for Fielding's castle. They cower when approached, reaffirming their loyalty to "Thumbledore the Significant" and all of his brethren. If the party can gain their trust, the Dwindlings will gift them a girdle of protection (in actuality, a ring of protection).

2: The Courtyard

The courtyard of the fortress is thick with dandelions, snapdragons, and braided arrangements of tall grass. A single bumblebee lazily drifts from flower to flower. The insect will attack anyone who ventures too close to it, but can be stealthily avoided.

The front door of the fortress is locked and equipped with a small magical trap. If triggered, the trap spews a cloud of pollen over the party, preventing them from using stealth or invisibility, and immediately attracting the attention of the bumblebee.

3: The Anteroom

The walls of this atrium are wrought of crumbled pebbles, and the glass roof is cobbled together from shards of old beer bottles, inviting in rays of brown and green tinted light. The pieces from an old wooden chess set are inset into the walls as statues. Two pebble golems - eccentric creations of Fielding's - attack any intruders.

4: The Dining Hall

An upturned smoking pipe is embedded in the northern wall of this grandiose dining hall, serving as an improvised fireplace. The majority of the room is occupied by a long dinner table with a single place setting. An unsettling mouse skin rug lies in front of the fire, coming to life and attacking with the ferocity of a grizzly bear when approached.

5: The Kitchen and Larder

A Dwindling chef named Nara works here, attending to a stove. She will release an aggressive candy ooze from a nearby barrel should anyone intrude into the kitchen. After the ooze's defeat, Nara can be coerced to sketch a rough layout of the fortress (save for the hidden treasury). The larder is full of lollipops and other oversized treats.

6: The Letter Gallery

This short corridor is decorated by large letters that have been meticulously clipped out of books, framed, and hung as paintings. The letters on the west wall are arranged to spell "FRIENDS" and the ones on the east wall "PEEKERS." If the party rearranges the letters to spell "FINDERS" and "KEEPERS" respectively, a secret door to Area 7 opens.

7: The Treasury

The hidden treasury contains a small collection of silver coins, hairpins, and other shiny items Fielding has hoarded. Although none of these items hold any real value, an unremarkable looking sewing needle is an exception. It possesses a mundane sharpening enchantment that allows it to serve as a magical lance at the party's current size.

8: The Throne Room

The walls of the vaulted throne room are garishly painted with murals depicting Fielding as a religious figure sent from above. The man himself sits upon a dais made of stacked gold coins, surrounded by Dwindling performers. He is immediately incensed by the party's intrusion into his tiny world - especially if they refer to him as Fielding instead of Thumbledore. When the party approaches, he pulls a lever that causes a trapdoor to open, dropping them (along with the performers) into Area 9.

9: The Mantis Pit

This 30 foot deep pit is home to Rocnar, a praying mantis Fielding has captured to deal with interlopers. The monster is ill-tempered and underfed, attacking anything that moves and fighting to the death. If the party can defeat Rocnar, a secret door on the east wall reveals a narrow passageway that will lead them back to Area 3.

10: The Master Bedroom

Should the party escape from the mantis pit and return to Area 8, a frantic Fielding retreats to his master bedroom and locks the door. The bedroom is furnished with comfortable dollhouse furniture and various scraps of silk and fine linen. When the door is breached, the young wizard can be found desperately scrounging for weapons and magical items that might help him defend himself.

If engaged in a fight, it quickly becomes obvious that Fielding possesses few offensive spells and no combat experience. At the first sign of real danger, the young wizard breaks down and pleads for mercy. He obliges to anything the party asks, including being escorted back to the Academy Arcana with his overdue library books in tow.

A cache of potions hidden under the bed can return the players to normal size. All aggressive creatures in Fielding's fortress become inert once the wizard surrenders.

CONCLUSION

With the reign of Thumbledore the Significant ended, the Dwindling slaves are free to return to the peaceful underfoot life they once knew. They reward the party with two magical items: the Grass Cloak, which provides incredible camouflage in forested areas; and the Thistle Spear, a keen long spear that can change its length on a whim. The relics are enchanted to resize with the characters.

The lecturers at the Academy Arcana are less than enthused to see Fielding and disinterested in what the young wizard has been up to during his absence. However, they do assure the players that he will be suitably punished for his chicanery and continued incompetence. They unceremoniously hand over the reward money and ask the players to leave as the afternoon class bell chimes.

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How to Survive a Fire Swamp

By: Caroline Berg

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The kingdom of Daric is offering a large reward for any cartographer who is able to map a safe path through their Fire Swamp.

Should you make through to the other side of the swamp, you shall receive 5 gold for each hex you map; as well as one of the famous grey horses of Daric, known for their speed (65 ft. instead of 60). Should you fail, you shall rot in the swamp, like so many others before you.

If you accept this task you are given a blank map, a quill, a one ounce bottle of ink, and a waterproof map case.

To start, roll 1d6 for where you enter the swamp. Each time you enter a hex, roll 1d6 twice to determine what hazards are there. Once you determine the hazards, add them to the map, and follow the rules for avoiding the hazards. The hazards are as follows:

1) Fireberries - clusters of red, orange, and yellow glowing berries that burn when touched. They deal (n) + 2 damage where (n) equals the number of times they have previously been touched. Perception, Nature, or similar rolls of 14+ will detect them. On a fail they have been touched; take (n) + 2 damage.

2) Fireflowers - tiny white flowers that burn when touched. They deal (n) damage where (n) equals the number of times they have previously been touched. Perception Survival, or similar rolls of 16+ will detect them. On a fail they have been touched; take (n) damage.

3) Geysers - scalding hot water. Listen or Perception of 15+ will detect them before they go off. On a fail it goes off. Roll Dexterity or Dodge, on 13+ it's a success, take half of 4d10 scalding water damage, on a failure take 4d10 damage.

1

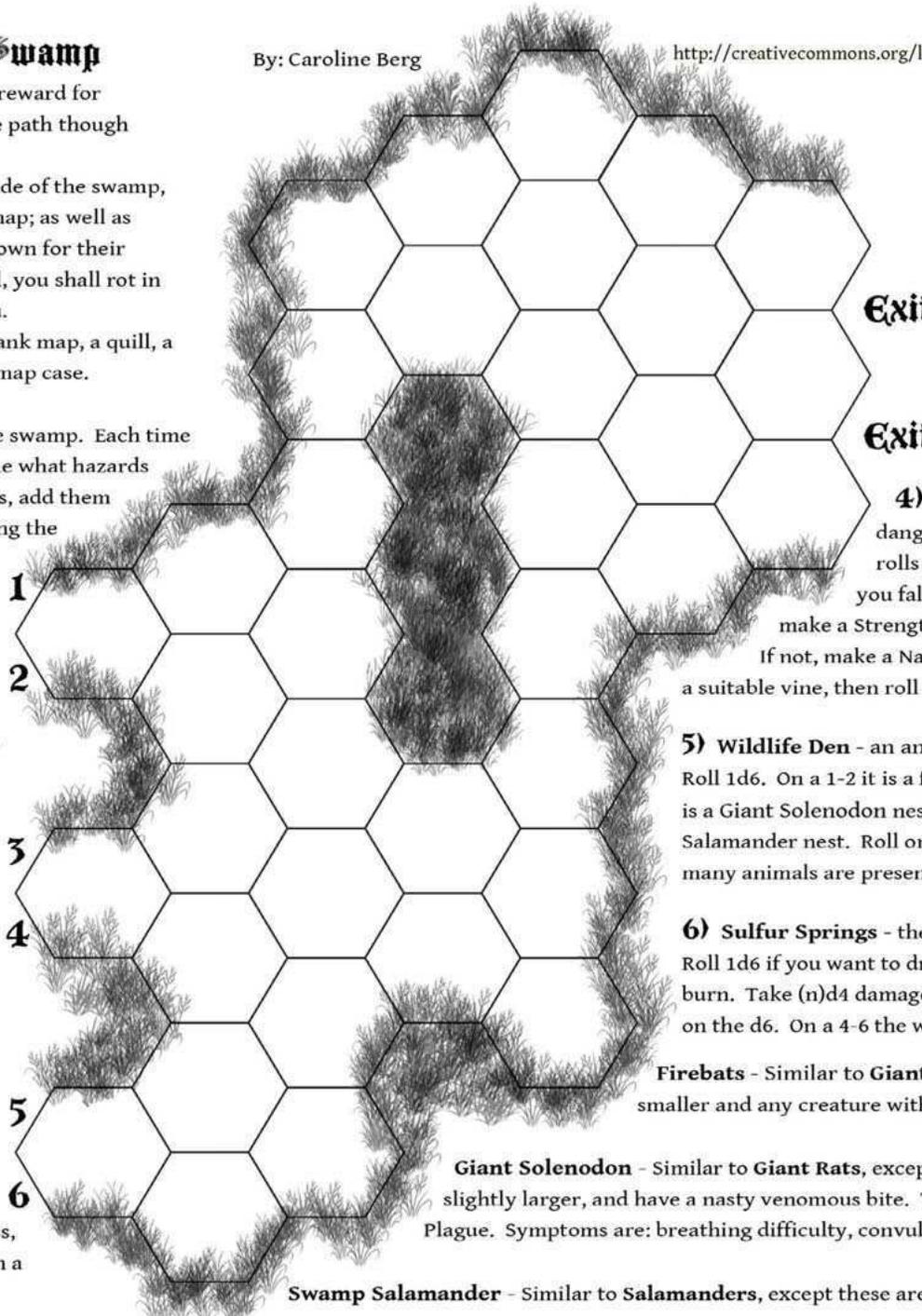
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Animal Chart

Firebats - Roll 1d6. On 1-2 there are four, on 3-4 there are five, on 5-6 there are six.

Giant Solenodon - Roll 1d6. On odds, there is one. On evens, there are two.

Swamp Salamander - Roll 1d6. On evens, there are two. On odds, there are three.

Exit

Exit

4) Quicksand - hard to spot, very dangerous. Perception or Survival rolls of 17+ allow you to avoid it, else you fall in. If you have rope you can make a Strength roll of 10+ to pull yourself out. If not, make a Nature or similar roll of 16+ to find a suitable vine, then roll Strength to pull yourself out.

5) Wildlife Den - an animal nest which is not empty! Roll 1d6. On a 1-2 it is a firebat nest. On a roll of 3-4 it is a Giant Solenodon nest. On a roll of 5-6 it is a Swamp Salamander nest. Roll on the Animal Chart to see how many animals are present at the nest.

6) Sulfur Springs - these waters can harm or heal. Roll 1d6 if you want to drink. On a 1-3 the waters burn. Take (n)d4 damage where (n) equals the number on the d6. On a 4-6 the waters heal. Heal 1d4 wounds.

Firebats - Similar to **Giant Bats**, except they are slightly smaller and any creature within 5 ft. takes 1d6 fire damage.

Giant Solenodon - Similar to **Giant Rats**, except they prefer to be solitary, are slightly larger, and have a nasty venomous bite. The bite gives a disease: Swamp Plague. Symptoms are: breathing difficulty, convulsions, and if untreated paralysis.

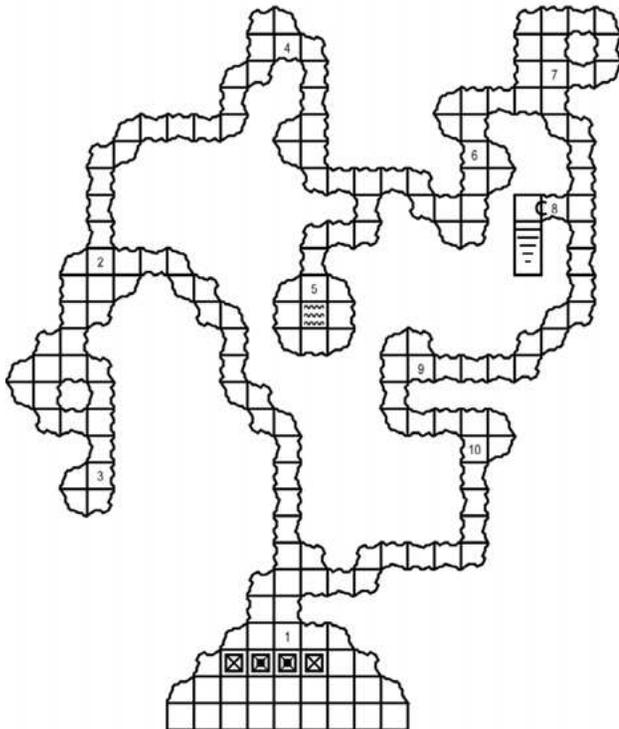
Swamp Salamander - Similar to **Salamanders**, except these are outcasts for loving water.

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Darkloch

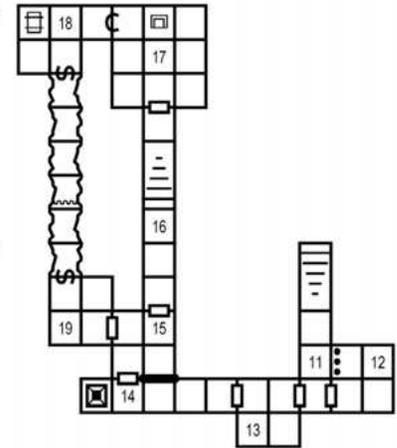
Orkish names: Skullcrusher, Nosebiter, Twothumbs, Fistface, Stabber, Naby, Piggy, Smartypants, Bigarm, Brains, Frog. They like to call humans "monkey men".

- 1 A cave entrance, with an **open pit**. The ground to the left and right has **hidden spiked pits** (2d6). Avoid by hugging the right wall. The entrance is guarded by **3 orcs**, one in plain sight and the others around the corner. All are armed with bows.
- 2 A long corridor leads to the orc nest. Wooden casks, cots, straw and mud everywhere. **4 orcs**, sleeping. Searching turns up a cask of pickled fish.
- 3 Breeding mud, warm and steaming around an iron stove. Digging in the mud reveals human corpses. "Tis how we grow new brothers," they say.
- 4 Playful grunting to be heard. **2 orcs** playing with a woven wooden ball. If you want to play for 10gp, make alternating Dex checks (theirs: 15). If you fail, you dropped it. Drop it 3 times and you loose.
- 5 Water cister guarded by angry nixie. If you look at her, save vs. spells or be charmed. If you approach, give her some fish or be stabbed (1d6).
- 6 Workshop for woodworking and animal husbandry (pigs). **1 orc**, working on woven wooden balls.
- 7 Pen for the **4 war boars** of the tribe. Any tribe member can command them.



- 8 Niche. The concealed door is obvious to anybody entering the niche. A small gap leads to some stairs going down.
- 9 Big wooden tub, covered with planks. Listening reveals cursing: "All orcs should be killed. All humans should be killed. Sacrifice those goats!". Inside, a human sized *slug* guards a magic *mace of hate* +1 (when wielding the mace and trying to be diplomatic, save vs. spells or say something hateful; the mace also keeps babbling hateful things when not wielded). The slug can't hit you if you have very greasy arms, see #17.
- 10 Two benches. An **orc** and a human (actually a **werewolf**) are talking. The human is called Rain and seeks help against Meron the elf and his 22 followers who have moved into an old ruined tower nearby (a different story).

- 11 Opening in the wall. Non-orcs will be stabbed by the **orc guard** in #12 wielding a long spear! Attacking through the hole grants the orc cover (+4).
- 12 Orc guard. The door is barred from the inside.
- 13 Waiting room with a bench.
- 14 The corridor ends in a **black pit** used as a **latrine**.
- 15 Orc **alchemist** at his desk, growing crystals and fungus. Nothing valuable unless you want to use the blue crystals to charm sapphire spiders the caves of Four Peaks, or sell the Green Moss Truffles to halfling chefs for 50gp, sulfur stones to sell to demonologists, 100gp.
- 16 Stairs going down. At least 20 human **skulls** on chains to the left and right, with mounted candles. Disturbing them rings a bell in #17.



- 17 Boss room, stone walls. **5 orcs**: the boss and his best friends. **4 braziers** with fire, 50gp each. Old wooden **throne**, elven handiwork, 500gp. A small **bell** attached to the skull chains outside, 10gp. Also a **bow** full of fat. Useful when retrieving the *mace of hate* in #9 because the slug can't attack. Behind a faded **gobelin** is a concealed door, should they have to flee. The boss's friends will try to cover the retreat.
- 18 Earthen walls stabilized with wooden planks, fancy treasure **chest** with two war elephant engravings and a **poison needle dart drap**, save vs. poison or die if you open it without pressing on the elephant eyes. Behind the wooden planks is a **secret tunnel**. Half way to #19 is a 10ft climb with a rope. When pursued, it's easy to cut this rope and delay the enemies.
- 19 Store room full of edibles and some alchemical stuff. If you're not an orc, it is all disgusting brown sludge; if an orc, delicious fermented honey-mash and golden hair chunky deep broth.
- 20 A huge pile of feces in the middle guarantee a soft landing if you fall. Hiding underneath it all is a **giant worm**. The door to the west is a dwarven stone temple door. The iron pillar in the east has no discernible function.



- 21 Stairs going down. Black crawling lines along the walls lead down to the door. The door itself is covered in **iron dwarven wards**. "May the hammer come down on all grave robbers. Let Odin's thunderbolt burn your heart, thief." Opening the doors while grounded to the pillar prevents the thunderbolt between door and the pillar in #20 (6d6, save vs. spells for half). One way to achieve this would be by using all the chains from #16.
- 22 Burial place of "Siegrune, Hammer of Achfurt and Ardvale". The sarcophagus contains her remains, her dwarven *golem plate* +2, and her dwarven *war mask vs. fire* +2. The **2 chests** contain 2 golden chalices, 500gp each, a golden bird with ruby eyes, 500gp, a golden sun breast ornament, 300gp, a golden dwarf diadem of the protector, 200gp, a ceremonial rod of a deep judge, 300gp, the two fragments of a dwarven golem shield (needs a magic brass smith to restore its +2 protection), a dwarven princeling war horn, 300gp, 3 golden rings, 200gp each, a golden amulet of the hammer, 400gp, the golden facemask of her ancestor, Brithelm. 200gp, for a total of 3800gp.

Orcs: HD1 AC6 1d6. **Boar:** HD3+1 AC6 1d8. **Giant Slug:** HD2 AC8 1d6 (attaches to victim). **Werewolf:** HD4 AC5 1d10 (requires magic or silver to hit). **Giant Worm:** HD4 AC8 1d6 (swallows halflings on a 19+).

Wandering Monsters

(1-in-6 chance every ten minutes and previously cleared room)

- Skeletal Cadre 3'** HD (30) AC 10 Medium MOV 30 ATK Bone Phalanx" DAM 2d6+2 "Skeletal Cadre is a swarm "Creatures within 5 feet of the swarm take damage.
- Slimeoba 3 HD (21) AC 9 SMALL MOV 10 ATK +5 Slam DAM (1d6 Blunt + 1d6 Acid)** "Slam attack initiates a grapple attempt at +5. Grappled enemies take 1d6 acid damage on the Slimeoba's turn.
- 1d3+1 **Drow Penitent**
- A **Random Trap** reactivates in an old space. Roll 1d8 for type.
- Spooky sounds or mysterious happening.
- Friendly or Hungry rats moving in to the cleared room.

Rotting storeroom looted for usable lumber. Old food and spell components cross contaminate. A crawling passage is hidden behind barrels.

Friendly rat folk, Zeromi, Kraxiss, Lina, Marthulmel, Iridisa, and Aea farm fungal pits. Seek devil's name to banish it for more living space. Use spell components as fertilizer. Have map of traps. Adjacent room's east door is controlled by winches.

Friendly Ratfolk 4 HD (30) AC 12 Medium MOV 45ft. BUR 10ft. ATK +6 Sling 30ft. or +6 Claws DAM (1d4+3 Bludgeoning/1d6+3 Slashing) "Shaman Kraxiss can 1/day each create a Wall of Stone, cast Poison Bolt +6 (3d6 poison, 60ft.), and cast Bless (+1d4 to ally rolls, +5 hit points). "Spores. Release a 5ft. burst of spores from a pouch, Constitution save, DC 10, or be dazed for 1d4+1 rounds.

Sooty, red-robed figures chanting in low tones in the corner of an ancient cathedral. Seven Drow worshippers of the sun ignore or nonviolently resist outsiders while continuing their chants in Undercommon. They are secretly attempting to contact a sun god to bring light to below, but their ideas of sun and light aren't correct enough to draw divine attention. "Light to dark places. Warmth to cold hearts. Shining hope in a world of dark." The storage closet holds a passage hidden behind boxes. South door has a strong lock.

Drow Penitent 3 HD (16) AC 12 Medium MOV 35ft. ATK +4 Palm Strike DAM (1d4+2 non-lethal) Spells 1/day Sanctuary (10 ft. Aura, foes must make a DC 10 Wisdom save to attack, lasts 1 minute) and 1/day Solar Wave (10ft. burst of dim light, 2d6 radiant, DC 10 Constitution save for half damage. Failure pushes the creature back 10ft.)

Hungry rat folk, Ushuk, Shann, Teuaka, Darrow, and Gorn seek man flesh and marrow. Want to remove devil for its spell circle components. Will attack unless intimidated or made a good offer. Have a map of corridor traps. Don't like the taste of elves. Turned these two former dormitories into nests.

Hungry Ratfolk 5HD (36) AC 13 Medium MOV 50ft. BUR 10ft. ATK +6 Bone Darts 60ft. or +6 Knife and +5 Bite DAM' (1d6+3 Pierce/1d6+2 Slash/1d4+2 Pierce) "Hungry Rat saliva carries disease. They slobber on their weapons. On a hit, make a Constitution save, DC 10, or contract a random disease. "Hunger. On reducing a creature to half or 0 hit points, Ratfolk gains advantage on attack rolls for one round and a bonus move.

An empty training room holds training dummies, weapons, straw mats, and metal stakes to secure them.

This old art gallery, featuring sad maidens, queens, and women in a romance style suffers from poor maintenance and acid burns. Klithmnora will move this area slowly and carefully to avoid the paintings.

A stone foyer holds magical apparatuses of a necromantic nature long since rotted and rusted. Arcana checks will reveal that these are components for creating a lich, with a strong success giving clues of disastrous overcompensation for acid magic.

A maze of wrought-iron fences is used by an air-elemental swordswoman as battleground and defense.

Swordswoman Elemental 8 HD (71) AC 16 Large FLY 60ft. ATK +9 Wind Scimitar x2 or +9 Wind Blast 60ft. DAM (2d6+6 Slash x2/ 1d10+6 Slash) "Wind Form: Can move through any gap larger than 1 inch. As a reaction, the Swordswoman Elemental can force an attack to roll with disadvantage and take a move action after the attack.

Five corrosion beasts scrounge through the rusted equipment falling to pieces in this cave, half starved. This room is difficult terrain.

Corrosion Beast 4 HD (25) Medium MOV 40ft. ATK +6 Pincer and +4 Corrosive Feeler 5ft. DAM (2d6+3 Slash/ Corrosion) "A Corrosion Beast's touch or attack forces the target to make a Dexterity save, DC 13, or suffer a -1 penalty on a piece of gear: 25% torso, 50% limb or held item, 25% headgear. Penalties are cumulative. At -5, the item is rusted to uselessness. Magic items have a 50% chance to resist without a saving throw. Each point of corrosion heals the Corrosion Beast 1d4 hit points.

Grime Dungeon

By: Alex Welk (anarchydice.com)
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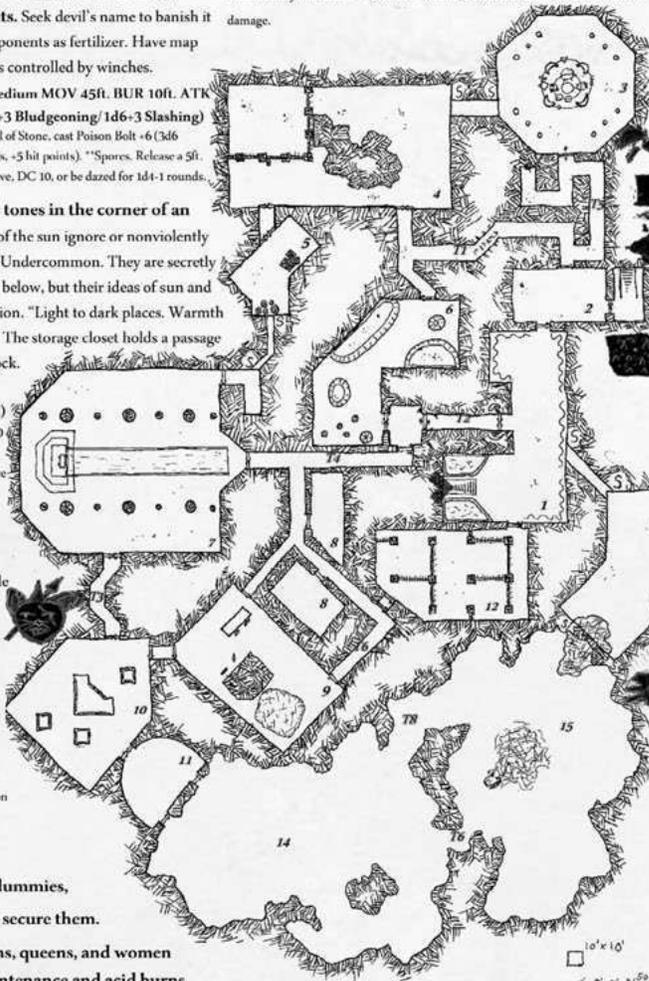
All the dungeon's squatters fear the powerful ooze of the failed Dracolich Klithmnora, the Weeping Knight. Make it a running fight and let her own former lair and traps be her undead undoing. What treasures remain after her bid for immortality?



Skeletal horde faking containment for a surprise attack.

Large jail is unlocked. Rotating wall secret passage to room 3 has one-way glass. Store room doors are locked with a simple lock.

Skeletal Horde 12' HD (120) AC 11 Huge MOV 30ft. ATK Bone Phalanx" DAM 2d6+2 "Skeletal Cadre is a swarm. They pursue the closest creature in sight. If two or more targets are available, it splits into two swarms one size smaller (minimum Medium) with remaining hit points split (rounded down). Vulnerability to radiant. "Creatures within 5 feet of a Skeletal Cadre take 2d6+2 damage.



3 A stylish devil, Zyminalixaxis waits inside a magic circle ritual room. Zym will bargain for someone to break the circle. He will twist the deal to backfire once he is free. He tricked the rats to think his true name has power and caused the split, fooling the hungry rats to think man-flesh holds strength. His advice on attaining lichdom was seeded with offhand comments about the dragon risking her acidic nature.

Zym 14 HD (123) AC 18 Large MOV 40ft FLY 90 ft. ATK +9 Claw and +8 Tail or +11 Firebolt 120 ft. DAM (1d6+4 Slash/1d4+3 Blunt/2d6+6 Fire) Spells (DC 19) As a 12th level wizard, including Fireball (6d6 fire damage, 20ft radius, Dexterity save for half), Death Touch (Constitution save or die), Major Illusion (Wisdom save to resist full sensory illusion), and Wish.

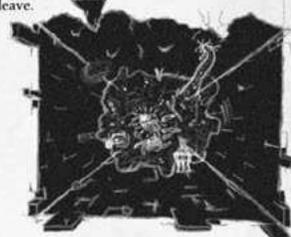
Clean, old stone tiles line the hallways. Halls are 10ft. tall, rooms are 30ft. tall, and doors are wood with metal banding. Traps wait to be tripped by a pressure plate, hidden tripwire, or magical proximity detector to hit a 20ft length of corridor. Signs of combat and magical damage mar the halls. Damage is halved on a save. Traps reset in 1d4+2 rounds.

- T1 Spinning Blades:** Dexterity (DC 15) 3d6 slashing damage.
- T2 Crushing Pistons:** Dexterity (DC 13) 3d10 blunt damage.
- T3 Cold Blast:** Constitution (DC 13) 4d8 cold damage.
- T4 Fire Jets:** Dexterity (DC 15) 4d6 fire.
- T5 Electric Trap:** Constitution (DC 13) 3d6 electricity.
- T6 Spikes:** Dexterity (DC 15) or take 2d12+4 piercing damage.
- T7 Acid Blast:** Dexterity (DC 15) or take 4d6 acid damage.
- T8 Force Shards:** Dexterity (DC 14) or take 4d4+4 force damage.

Necromancer killed by acid haunts the room. On one's 1st round in the room the room and two adventurer corpses appear to melt. Each round after, make a Wisdom save, DC12, or be unable to see the exits and take 2d6 psychic damage. Save ends. The adjacent room holds a staircase to another floor.

1 Tapestry covered hall with old, dead garden pits flanking the entrance stairs. A locked stone doorway leads east behind a frayed tapestry. The door south is held by a difficult lock. The door west is badly stuck.

13 The unskandered remainder of Klithmnora's hoard, mostly consisting of rare bones, gems, and coins. The secret entrance to the north only allows one door open at a time, and will only allow valuables to enter, but not leave.



15 A pile of bones is encased in a green jelly jiggles to life when approached. Klithmnora is a failed Dracolich that will hunt intruders that approach. She has three layers, an outer, mindless acidic jelly, an inner, animal-cunning bone swarm, and a protected core of an animated magical skull. Destroying a layer exposes the one underneath, changing her behavior and attacks. Her hoard is hidden through a pile of bones concealing a low northeast tunnel.

Grime Dragon, Slime 8HD (67) Gargantuan' AC 5 MOV 10 ft. ATK +5 Pseudopod 20ft." DAM 1d10 Acid. "Slime Body. The Slime Body occupies 64, 5ft cubes of space. Any creature in its space takes 4d6+3 Acid damage at the start of their turn. Creatures must make a Dexterity or Strength save, DC 11, to move out of the slime. The slime is difficult terrain. It can move through any gap wider than 3 feet. Resistant to acid, poison, and targeted attacks but vulnerable to cold and necrotic damage. "Pseudopod Grab. Struck creature must make a Strength save, DC 11, or be pulled into the slime. On a successful save, the creature is only pulled five feet closer.

Grime Dragon, Bone 10HD (100) Huge' AC 10 MOV 20 ft. ATK Bone Swarm DAM 3d6+5 Piercing "Bone Mass. The Grime Dragon occupies 9, 5 ft. cubes of contiguous space along the floor. Space it occupies is difficult terrain and creatures that start their turn in it are hit by its Bone Swarm attack. It is resistant to targeted attacks, necrotic, and cold damage but is vulnerable to piercing and bludgeoning damage.

Grime Dragon, Skull 14HD (98) Large AC 14 FLY 30 ft. MOV 5 ft. ATK +8 Bite DAM 1d10+3 Piercing Spells Have a chance to recharge each turn and have one fewer chance to recharge after each recharge. Acid Spray (+8 60ft/2d10 Acid), Shield (Reaction: +5 AC for one turn, 6in6 recharge), Mirror Image (Create three duplicates, dispelled on taking damage, 3in6 recharge), Acid Bomb (8d6 Acid damage, 20ft radius within 120 ft. DC 16 Dexterity save for half damage, 2in6 recharge)

Legendary: In any form, the Grime Dragon can take legendary actions at the end of other creatures turns. Call Slime (Summon a Slimeoba within 60 ft. 3in6 recharge), Slime Anchor (Slingshot with slime to make two non-flying move actions, usable twice each recharge, 3in6 recharge), or Ichor Pool (Create 5ft radius of acid pool, 3d6 Acid damage to creatures that end their turn in it, lasts 5 rounds, 2in6recharge)

CIRCLES OF MADNESS By Ambika Kirkland (<http://synefarah.deviantart.com/>)

Five days ago, something burned a livid purple streak across the sky and crashed amid the hills near the village of Ayerdale. It tore a swath through the forest and now rests in a smoldering crater some three hours trek from the small settlement. Many report that animals have started to act oddly, disappearing into the forest and returning with strange marks on their bodies.

THE CRASH SITE

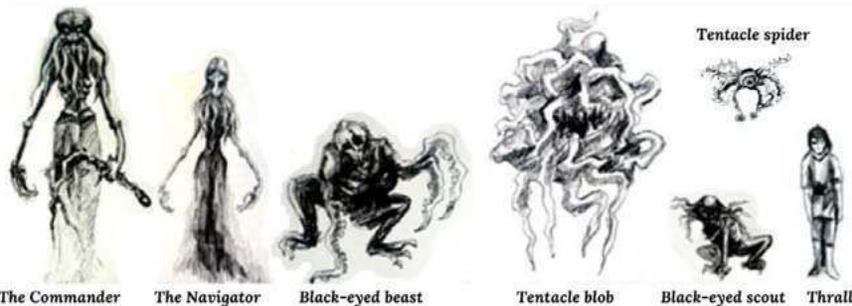
Trees are bent aside almost gently for 300 meters leading up to a burnt gash that spills into the smoking crater. A **huge metallic object** is embedded in the earth, ovoid, with a set of **metal stairs** at the front of the thing leading up into its gleaming belly. The **neat circular opening** beckons.

THE INTERIOR

1. The room is ice cold. **Strange etchings** in no known language cover the smooth walls.
2. An **urgent buzz** fills the hall, then a **flash of light**. Anyone in the hallway becomes stricken with **temporary madness** for unless their minds are strong enough to resist the effect.
3. A **young man** lies in the center of the room, eyes staring upwards at an array of small pinpricks of light that dot the domed ceiling. He smiles but will not speak, and resists attempts to move him.
4. The walls of this circular room are covered in banks of **smooth tablets** which dance with more **strange symbols**. Anyone who stares at them for too long may feel compelled to stand transfixed for several minutes, trapped in a dream of swirling black water and alien landscapes.
5. An empty chamber with some sort of vent embedded in the floor.
6. A huge, dead **tentacle blob** floats in a **cracked vat of cloudy fluid** in the main chamber. In the back rooms, **humanoid bodies** lie dead on metal slabs, marked with incisions and strange burns.
7. The floor seems to be made of black glass but it is actually a **viscous liquid pool**, 5' deep that can be waded through at ¼ speed. Anyone fully submerged in the liquid enters a state of uncanny calm and feels themselves floating in an endless expanse. They can breathe the liquid, but if they do so for more than a minute they will transform into **something not quite human** over the next month, sprouting tentacles as their eyes go dull black and their memories fade.
8. A curving hallway, its floor coated in a **sticky black substance**.
9. The curved NW wall is one smooth black panel. Anyone who has breathed **black liquid** or was transfixed by the **strange symbols** (4) will see pinpricks of light and multicolored globes dancing across the panel. **The Navigator** gazes at the panel guarded by 2 **black-eyed beasts** and 2 **thralls**.
10. An exploded **control panel** is surrounded by the burnt bodies of tentacled creatures.
11. A chamber full of shelves of **sticky green fluid**. A **tentacle spider** crouches in wait on the ceiling.
12. A room containing three **empty circular force fields** by the far wall. The force fields hum softly.
13. The outer wall of the crescent-shaped room is a **one-way window**, only transparent from within.
14. **Suspended-animation pods** line the walls. Some are empty, some hold dead **beasts** or **scouts**.
15. A second room of **Suspended-animation pods**. One contains an injured **Navigator**.
16. The **ship core**, a glowing coil that stretches to the ceiling, slowly pulsing.
17. The **Commander's** chamber is pitch black and no normal light penetrates it. He rests in a pool of **black liquid** at the western end of the room guarded by 2 **black-eyed beasts**, a **scout** and 2 **thralls**.
18. **The Control Room**. **Strange machinery** marked with alien runes lines the walls. From here, various settings of the vessel can be manipulated...but who knows what pressing things blindly could do.

AYERDALE NPCs Mayor Thorne just wants that thing gone...or at least for someone to assuage the villagers' fears. Myra, a worried middle-aged woman, says her teenage son Bryn has gone missing. Guard Captain Nissa sent 12 men armed with spears and bows to "deal with that thing in the woods" and they never returned. Town Charlatan Benno Briarbuckle is charging 5 copper for guided tours of the crash site. Brother Malcus says that the crash was a curse from the gods for the villagers' lack of faith, but a new cult led by Mad Linnea insists it is a blessing. The daring ruffian Pettan is certain there's something valuable in the crashed vessel.

CREATURES FROM BEYOND **The Commander** - Can employ mind control and uses a tentacle-covered wand to drain his enemies' life force. Its gaze inflicts madness. **The Navigator** - Uses mind control and psychic blasts. Very crafty. **Black-eyed beasts** - Misshapen...things with a vicious bite and insatiable hunger for flesh. **Tentacle blob** - Swims or levitates, enveloping creatures with its tentacles and emanating dread. **Tentacle spider** - Lightning fast. Hides on ceilings and jumps down to latch onto a victim's face. **Black-eyed scouts** - Incredibly stealthy and quick with a poison bite. **Thralls** - Mindless human servants whose eyes have turned eerie black.

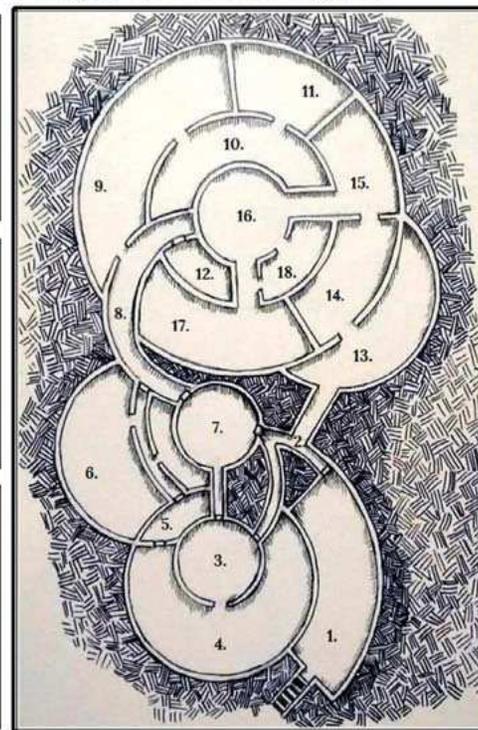


TO BE CONTINUED Will the adventurers cure a companion stricken by the black liquid or be forced to save others from the alien monstrosity he has become? Can these creatures be reasoned with? Are more on their way? Can the craft be navigated to far-off worlds? Will worshippers flock to the thing? Does it hold technology that could transform society? Is it carrying a deadly plague from distant stars? Will the craft's core explode and create a proliferation of strange powers in the surrounding lands?

Doors (Roll 1d6): 1. Metal, disappears when touched, 2. Invisible, requires entire movement to pass through, 3. Metal, gas trap, 4. Energy barrier, electrical damage when crossed, 5. Invisible, psychic damage when crossed, 6. Metal, covered in twisted symbols, causes temporary madness and psychic damage

Artifacts (Roll 1d6): 1. A pulsating silver egg, cold to the touch, 2. A small ring that causes guttural screams to echo in the wearer's head, 3. A headband that seems to protect the wearer from psychic assaults, 4. A rough stone orb which explodes when thrown, 5. A tablet of black glass that displays strange symbols, 6. A vial of viscous black liquid

Encounters (Roll 1d8): 1. A vivid hallucination of something significant to the character, 2. A tentacle blob and 1d4 black-eyed scouts, 3. 1d4 thralls, 4. A strange black-eyed child who repeats numbers over and over, 5. Four black-eyed beasts, 6. A scream of sirens sounds for 30 seconds then stops, 7. Three black-eyed scouts stalk the characters, 8. 1d4 tentacle spiders



One Day Journey

"Ain't about how fast I get there - Ain't about what's waiting on the other side - It's the climb"
 -- M Cyrus, bard

Introduction: On most worlds, adventures are strung together with travel like pearls on a necklace. A day's journey usually begins and ends in a settlement, winding through the hills and dales of the world at large. This One Page Dungeon provides a single day of travel with encounters and points of interest. Although designed for north at the top, it is easy enough to turn the map sideways or even upside-down.

Encounters: (Roll once per applicable time interval of your favorite system)

1d100	Roll	Encounter Notes
01 - 30	Wildlife/Animals	Temperate forest or hill creatures are typical here.
31 - 50	Wildlife/Monster	The deeper woods and darker ravines are home to a variety of monsters
51 - 60	Hazardous Terrain	Sinkhole, landslide, forest fire or other unusual feature complicates travel
61 - 70	Adverse Weather	Heavy rain, hail, winds and flash floods are common in the region
71 - 80	Common Travelers	Caravans stick to the main road, but hunters and foragers can be found on the side trails and paths
81 - 85	Common Locals	Farms surround the towns and are strung along the roadside. Hunting lodges can be seen in the distant hills.
86 - 90	Bandits	Where the woods narrow at the road, or the lonely spaces between towns, are their favorite spots to hide.
91 - 95	Unusual Locals	A notable from nearby (Sheriff, Noble, Priest or Mage of renown) is encountered
96 - 98	Magical event	Phenomena related to local wizards, nearby ley lines or mystical places are a rare occurrence.
99 - 100	Special	GM Choice

(1) A small town, surrounded by fields in all directions, dark dense forest visible in the distance, is where the players begin the day. There is another town a day to the south. The road threads between forest and hills, crossing a fast river at a ford that is usually safe. If the players ask, there are sites of interest along the way:

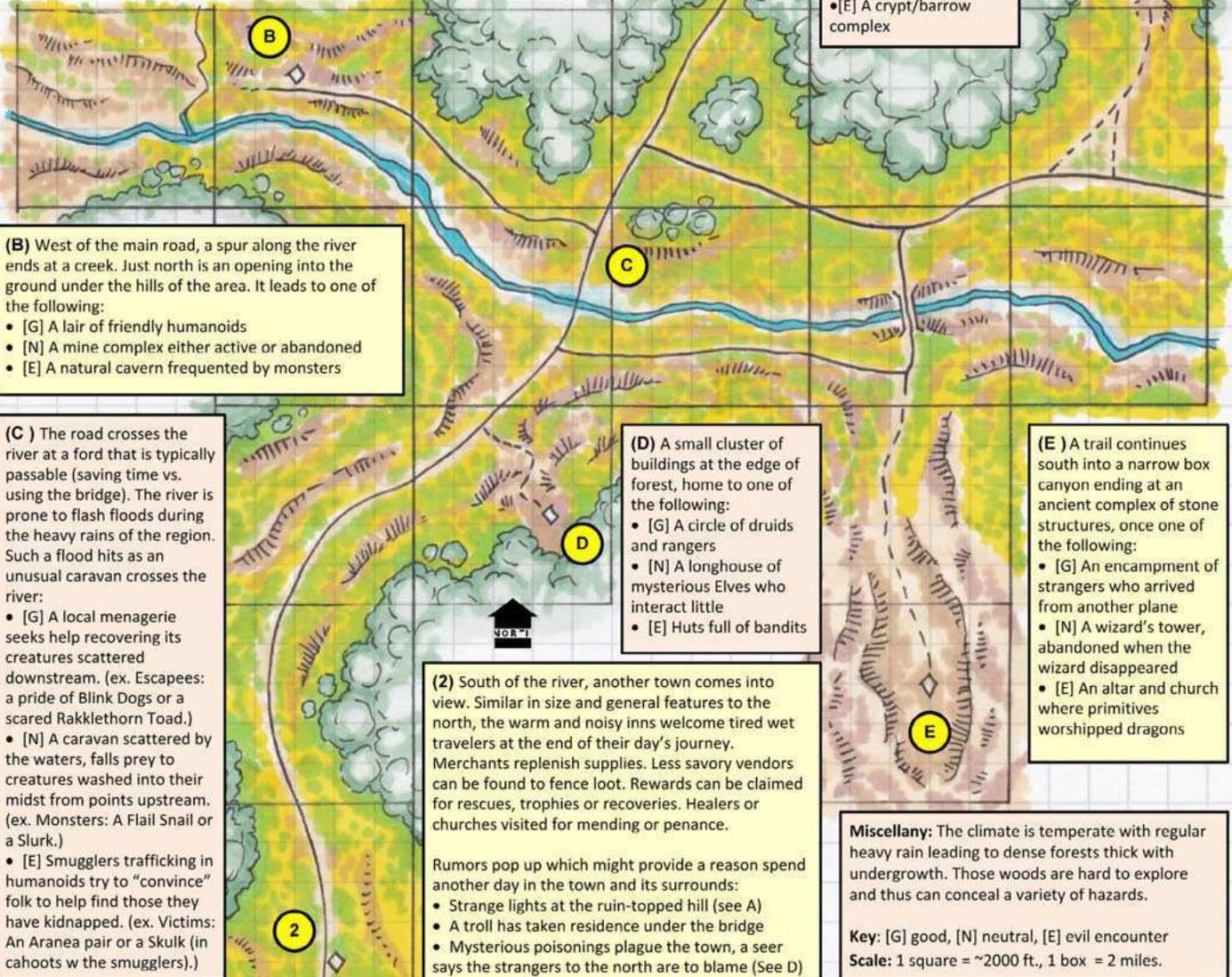
- (A) A tall hill with ruins at the top
- (B) An entrance into the underdark
- (D) A cluster of buildings near the deep forest
- (E) A temple of sorts at the end of a box canyon

Rumors about the region due south:

- An unusual caravan is several days overdue (see C)
- Recent rains have left the road blocked by fallen trees or landslides in several places
- Creatures are raiding along the river west of the ford (see B)
- A dragon has been seen over the canyon (see E)

(A) One of the highest spots, this hill has a grassy top, it is home to one of the following:

- [G] A ring of mysterious stones
- [N] A lonely keep or castle intact or in ruins
- [E] A crypt/barrow complex



(B) West of the main road, a spur along the river ends at a creek. Just north is an opening into the ground under the hills of the area. It leads to one of the following:

- [G] A lair of friendly humanoids
- [N] A mine complex either active or abandoned
- [E] A natural cavern frequented by monsters

(C) The road crosses the river at a ford that is typically passable (saving time vs. using the bridge). The river is prone to flash floods during the heavy rains of the region. Such a flood hits as an unusual caravan crosses the river:

- [G] A local menagerie seeks help recovering its creatures scattered downstream. (ex. Escapees: a pride of Blink Dogs or a scared Raklethorn Toad.)
- [N] A caravan scattered by the waters, falls prey to creatures washed into their midst from points upstream. (ex. Monsters: A Flail Snail or a Slurk.)
- [E] Smugglers trafficking in humanoids try to "convince" folk to help find those they have kidnapped. (ex. Victims: An Aranea pair or a Skulk (in cahoots w the smugglers).)

(D) A small cluster of buildings at the edge of forest, home to one of the following:

- [G] A circle of druids and rangers
- [N] A longhouse of mysterious Elves who interact little
- [E] Huts full of bandits

(2) South of the river, another town comes into view. Similar in size and general features to the north, the warm and noisy inns welcome tired wet travelers at the end of their day's journey. Merchants replenish supplies. Less savory vendors can be found to fence loot. Rewards can be claimed for rescues, trophies or recoveries. Healers or churches visited for mending or penance.

Rumors pop up which might provide a reason spend another day in the town and its surrounds:

- Strange lights at the ruin-topped hill (see A)
- A troll has taken residence under the bridge
- Mysterious poisonings plague the town, a seer says the strangers to the north are to blame (See D)

(E) A trail continues south into a narrow box canyon ending at an ancient complex of stone structures, once one of the following:

- [G] An encampment of strangers who arrived from another plane
- [N] A wizard's tower, abandoned when the wizard disappeared
- [E] An altar and church where primitives worshipped dragons

Miscellany: The climate is temperate with regular heavy rain leading to dense forests thick with undergrowth. Those woods are hard to explore and thus can conceal a variety of hazards.

Key: [G] good, [N] neutral, [E] evil encounter
Scale: 1 square = ~2000 ft., 1 box = 2 miles.

DEMIGOD'S GRAVE

Andrew Harshman

Innumerable ages ago, the mortal Valofax set out on a quest for revenge against the demon gods of the underworld. He sought to slay a specific group of ruling demons in retribution for their unholy crimes against the world. A seemingly impossible feat. Defying all conceivable odds and fate itself, Valofax through sheer force of will was successful, earning the admiration of mortals and immortals alike. The gods of light granted him divine power and over the course of his endeavor, Valofax ascended to demigodhood. Despite his godlike status, he did eventually die and was laid to rest in a tomb alongside his most prized personal effects. As well as an immense treasure horde, the spoils from his crusade against demonkind, a testament to his awesome achievements.

1. OPENING PASSAGEWAY The tomb entrance is 20' wide and 100' long. A series of arcane wards here trigger a pair of traps. First, **poison darts** fire from the walls. Creatures hit make two saving throws, one failed save incurs a penalty of half movement speed for 1d10 rounds, two failures results in unconsciousness for 1d10 rounds. Secondly, the **east and west wall** begin to close in on either side, ultimately sealing the hall. The space resets in 2d10 hours.

2. ENTRY HALL The enchanted stone from which the tomb was made is decorated with carvings depicting Valofax's escapades. The art style borders on abstract, it is the stonework equivalent of speed painting. This central room is littered with dead adventurers, which rise from the ground and attack. The bodies have reanimated because of Valofax's lingering undying will. Characters have good reason to believe they will have to fight an undead version of Valofax. This combat is interrupted by a **corpse collecting golem** who begins killing and hauling away the undead. This is the caretaker of the tomb. They keep things tidy, reset traps, and perform general maintenance. The golem has been here for an eternity and they may befriend the party to escape their boredom. On the south wall is a set of stone doors featuring a statue of Valofax. The statue is missing two components, his signature **sword** and **shield**. Stone replicas of these are located elsewhere in the dungeon. Once placed in the statue, the doors open.

3. ILLUSORY PUZZLE HALL Carved into the wall are the words "Onward and upward". There are 7 sets of 4 tiles along this passage. A powerful but detectable illusion spell makes it appear as if there is only one set of tiles. Each tile has a different symbol on it, giving the false impression that there is a code or pattern needed to pass. Upon crossing over the tiles, characters seemingly teleport back to the other side. This is just an illusion. The characters have actually travelled to the next set of tiles. The solution is to simply keep walking up the hall. Upon reaching the other side of the seventh tile set, the illusion is dispelled for 1d30 minutes.

4. VALOFAX'S SWORD A carved replica of the demigod's sword resides in this area, suspended in midair over an incredibly deep pit. The tiled floor of this chamber has mostly collapsed. The tiles used to work as a complicated puzzle trap combination, but are no longer functional. As the party traverses the room, a **huge undead bat** made of complete humanoid skeletons attacks.

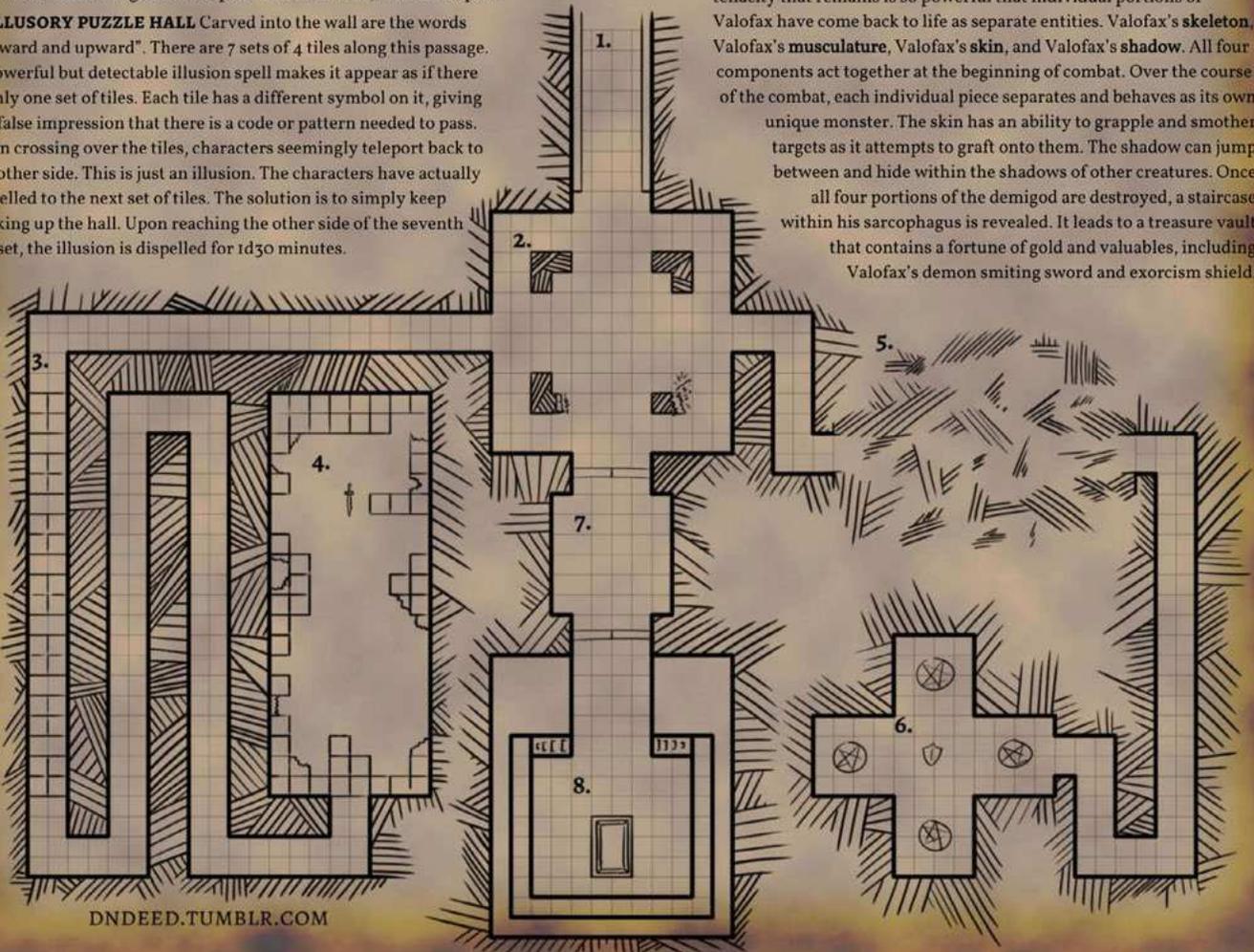
5. MINOTAUR'S MAZE The actual layout is not specified and navigation is meant to be resolved through roleplay and skill checks. The labyrinth is patrolled by a **crotchety immortal minotaur** who has resided here for millennia but was only an adolescent at the time of the tomb's construction. He has since outgrown much of the maze. Instead of immediately fighting the characters, the minotaur mostly heckles them. He too is quite bored and can be convinced to join the party.

6. VALOFAX'S SHIELD The shield hovers in the center of this space, between a series of arcane summoning circles. As soon as the shield is touched, a massive crystal tube 12' in diameter drops from the ceiling and around the shield. The tube begins to fill with water at a steady pace, threatening to drown anyone inside. Concurrently, the circles activate, summoning a dozen **fire gilded skeletal tomb guards**. 1d4 rounds into the combat, some portion of the water in the tube forms into a **water elemental**. The tube can be physically broken or magically unlocked by dispelling the circles.

7. INNER SANCTUM This chamber is defended by a **guardian devil** who was bound to this place eons ago. However, the magic holding her here is waning. In fact, she has completely forgotten what her purpose is here. She can be convinced to abandon her post or even to assist the player characters.

8. FINAL RESTING PLACE OF VALOFAX Although the demigod's soul has departed, his body has indeed reanimated as an undead creature. Not by traditional means, but by Valofax's eternally burning resolve and determination that served him so well in life. The potency of this necrotic energy has caused deceased creatures elsewhere in the tomb to turn into undead. The aura of tenacity that remains is so powerful that individual portions of Valofax have come back to life as separate entities. Valofax's **skeleton**, Valofax's **musculature**, Valofax's **skin**, and Valofax's **shadow**. All four components act together at the beginning of combat. Over the course of the combat, each individual piece separates and behaves as its own unique monster. The skin has an ability to grapple and smother targets as it attempts to graft onto them. The shadow can jump between and hide within the shadows of other creatures. Once all four portions of the demigod are destroyed, a staircase within his sarcophagus is revealed. It leads to a treasure vault that contains a fortune of gold and valuables, including Valofax's demon smiting sword and exorcism shield.

HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-SA/3.0



DNDEED.TUMBLR.COM

Dragon per se

TROUBLES OFTEN TEND TO FALL ON YOUR HEAD AT THE MOST UNEXPECTED MOMENT. AFTER THE CHEERFUL FEAST, OUR BRAVE HEROES FIND THEMSELVES TIED AND THROWN INTO THE LAIR OF AN INCREDIBLY OLD, DEAF AND ALMOST BLIND DRAGON, WHO MISSES THE TIMES OF HIS YOUTH.

Introduction

After a long journey, our heroes finally found this isolated village. Local folks were kind and welcoming to our hungry and tired travelers. They held a glorious feast in their honor at the local tavern.

MASTER: VILLAGE IS A GOOD PLACE FOR PLAYERS TO INTRODUCE THEIR CHARACTERS AND TO ROLEPLAY CASUALLY, IF YOU ALL HAVE TIME AND DESIRE TO DO SO. WHO WILL BE THE "HERO" OF THE TAVERN'S FEAST?! WHO CAN WIN THE SINGING COMPETITION?! WHO WILL BE A WRESTLING OR A BRAWLING CHAMPION?! AND, FINALLY, WHO CAN BE THE LAST ONE STANDING AFTER THE DRINKING CONTEST?!

NEXT MORNING, THEY FOUND THEMSELVES TIED UP, LYING ON THE COLD FLOOR OF THE CAVE. HOWEVER, SOME OF THEM MIGHT FEEL A BIT BETTER THAN OTHERS.

Main Locations

The Village looks quite boring. You can see few dozens of houses and a small tavern in the center. Village chief and several tough peasants armed with axes and wooden pikes are local "guards". Locals more rely on their cunning other than brute force.

Dragon's Lair - A spacious cave, once full of treasures, now empty, except for a small pond of spring water and a haystack serving as dragon's bed. It is slightly illuminated by several torches. There is a small hole in the high ceiling of the cave through which the "sacrifices" are dropped into.

Endless Tunnels - A tangled labyrinth of aisles, caves and yawning emptiness of bottomless pits leading from the main cave to the bowels of the mountain. The tunnels are full of weird creatures, dangerous traps, as well as the ubiquitous kobolds and rare groups of spiders.

MASTER: EACH TIME, THE PARTY DESCENDS DOWN INTO THE TUNNELS THERE IS A RISK OF FACING MANY DANGERS ON THEIR WAY (TRAPS, WEBS, PITS, AMBUSHES, STRANGE CREATURES, ETC.) IN ADDITION, ANYONE CAN BE EASILY LOST IN THIS ENDLESS LABYRINTH, UNLESS SOME CLEVER APPROACH TAKEN (LIKE MARKING PASSAGES OR READING KOBOLD'S MARKS AND, FINALLY, MAKING A MAP OF SOME SORT).

Elder's Chamber - A heavily guarded small cave with a secret door, leading to the **stash** of dragon's former treasures. If the characters hope to find an egg here - they will be disappointed.

Spider's Halls - The dwelling place of the queen herself and her numerous servants and guardians. The passage leading to the nest is on the opposite side of the cave.

Queen's Nest - Sacred place for any spider (eggs storage). Behind the nest there is a long dark tunnel, presumably leading to freedom.

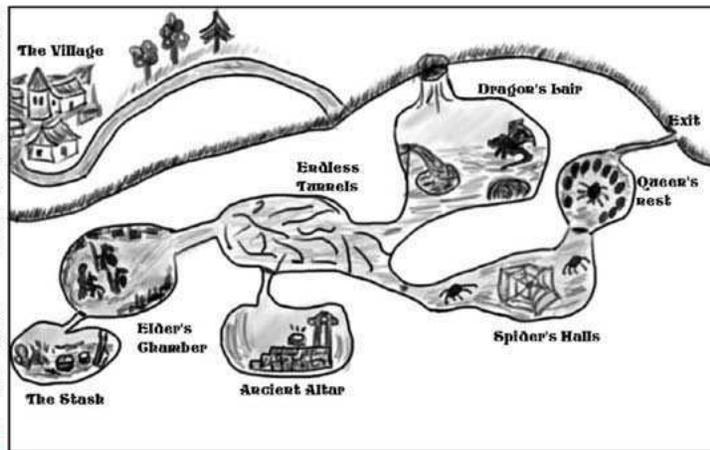
Ancient Altar - This old structure lays hidden in the very depths of the mountain. It is almost impossible to find it without knowing the path. Dragon's egg is standing right on the altar itself, serving as endless source of life to the Elder.

Perils of the tunnels

Trap - Kobolds often set traps to catch a spider, usually placed in a narrow passage. When the thin trigger is touched, the trap activates and two gratings dropped from the top, encaging the victim, the master will tell you who is in trouble. However, if spiders cannot get out of the cage, people can try to.

Web - The person in front is always in danger to be captured by the web. This sticky and tenacious substance tightly binds the victim. Any unsuccessful attempt to get out with the help of brute force results in even more trouble as the one begins to choke.

MASTER: THE WEB IS VERY SENSITIVE TO FIRE, BUT WITHIN THIS LIES BOTH A POSSIBLE ESCAPE PATH AS WELL AS DANGER OF BEING BURNED INSIDE IT



Kobold patrol - kobolds constantly patrol tunnels and checking their traps. A regular patrol consists of 4-5 warriors.

MASTER: WHEN FACING THE PARTY FIRST TIME KOBOLDS BEHAVE AGGRESSIVELY AND BRAZENLY. PATROL CAN CATCH UP FROM BEHIND OR MEET FACE TO FACE.

Spiders - Like kobolds, spiders often patrol the border areas of the tunnels, preventing the enemy from moving closer to the halls and the nest. In most cases spiders patrol in pairs or even solo, unless they are on a hunt for kobolds.

MASTER: AT FIRST SPIDERS MAY THINK OUR PARTY BELONG TO KOBOLDS AND EVEN ATTACK THEM (IF THEY HAVE ADVANTAGE), UNLESS THEY HAVE SOME TIME TO GET A CLOSER LOOK AT OUR HEROES. IT IS HARD TO NOTICE A SPIDER, UNLESS IT ATTACKS. IN BEST CASE, THE CHARACTER MIGHT ONLY SEE OBSCURE SHADOWS OR HEAR A SLIGHT RUSTLE.

Other encounters - to balance the difficulty of the game it is possible for the game master to introduce other encounters. The history of the tunnels or the mystery of the ancient altar can be good starting points to put even more fun into the game.

Creatures of the underground

The Dragon (features: remember the past, good-natured and naive) - old lizard-like creature with huge wings called Dontremember, who has not left his lair for several hundred years. Representative of the ancient family of yellow dragons. Often he does not hear the words or understand exactly what he is told, and he can clearly see things only at a distance of few meters. He is a vegetarian. Favorite delicacy is wild flowers. He thinks that all the captives just come to visit him and talk. He does not understand why and is offended when they, suddenly, disappear later. Dontremember is the endless source of ancient legends and stories he often plays main role in.

MASTER: IN SOME OF HIS STORIES THE DRAGON CAN MENTION A SACRED DRAGON EGG - "THE MOTHER OF DRAGONS" HE CAN'T REMEMBER A LOT ABOUT IT, EXCEPT THAT HE HELD IT IN HIS HANDS ONE DAY. THIS EGG CAN TRANSFORM DRAGON BACK INTO YOUNG AND STRONG CREATURE CALLED SHINING-IN-THE-SKY. IN CASE OF THE TRANSFORMATION, ALL OF HIS HIDDEN POWERS ARE RELEASED (FEATURES: TO REVIVE THE TRIBE OF DRAGONS, ARROGANCE, MAGICAL FLAMES).

Kobolds (features: attack in superiority, insolence, cowardice) - a tribe of kobolds, who managed to survive the genocide, organized by humans several centuries ago. They took refuge in the mountain under the protection of the dragon. Over time kobolds stole all Dragon's treasures from all the "sacrifices" made to him, in return, giving him scanty gifts from the depths of the dungeon - mushrooms and stunted plants. Recently, kobolds have become addicted to human meat and therefore human sacrifices are especially valuable for them. Since the time of first contact, kobolds have constant confrontation with spiders. The best way to make a deal with kobolds is to offer them assistance in exterminating the spider's den and their queen.

The Elder (features: to command others, guile) - the oldest member of the tribe, revered by the rest of the kobolds at the level of deification. He is the one clever kobold that brought the tribe into the cave. The Elder quickly realized that the dragon was not dangerous, but could serve as a good defense against humans.

MASTER: IT IS RUMORED THAT THE ELDER KEEPS A SECRET ARTIFACT SOMEWHERE, SUPPORTING HIS LIFE FOR YEARS.

Spiders (features: protect the queen, create web, secrecy, caution) - part of the tunnels is under control of huge spiders (the size of a large dog at average). Spider society has strict hierarchy. Warriors and workers are less intelligent and obey orders from high ranked Commanders and The Queen, who has the total authority over the tribe. In the absence of direct command, however, the behavior of spiders is controlled by their instincts. Spiders were living in peace till the time kobolds came, took some tunnels and killed some innocent workers. Since then, any spider knows that "good kobold is dead (and properly cooked) kobold".

The Queen (features: save the nest at any cost, wisdom, minor nature magic) aka The Mother of Shadows - an old giant intelligent spider, living in the north-east tunnels. Dozens of other spiders, roaming the tunnels, obey her commands. If party didn't kill any spiders before the first audience with her, she will let them go in peace, but only warn to keep away from the nest, she will not let them go there under any circumstances. If they have killed spiders, she will be angry and ready to unleash her army on them. It can be only stopped by proving that they are friends of the spiders. To prove themselves they have to bring her a dozen of live kobolds (a local spider's delicacy). If this deal is complete, she can tell them about Ancient Temple and maybe even give them a guide to it.

MASTER: THE THIN DARK TUNNEL BEHIND THE QUEEN'S NEST IS THE ONLY OTHER WAY OUTSIDE THE CAVES

Possible exits from the caves

- 1 Small hole in the ceiling. It is now covered by a huge stone, invisible from below and hard to reach. There are no materials to build a ladder to it and magic is not working here for some reason.
- 2 Long tight and dark tunnel connected to the nest. Eggs need some fresh air to grow stronger, so spiders made this small tunnel. And spiders fight anyone to the death if they come here.
- 3 Transformed Dragon can help our heroes if he wishes so.

Questions

- + Will the heroes be able to escape before the arrival of kobolds?
- + Will the dragon help our heroes in any way?
- + What kind of treasures were stolen by kobolds? Will heroes return treasures to the dragon?
- + What path to freedom will be chosen by the party?
- + Will the characters be able to resist the temptation to kill the last dragon and become famous all over the world?
- + Will they take revenge on the villagers after escaping the caves?
- + What would the dragon do after transforming and regaining his strength?

“Ancient Waterworks” by Anton L. (<https://savevshollowing.wordpress.com/>)

The once lively and profitable lake has been poisoned, killing off the fish and withering the crops it watered. The local duke has offered a reward for any who can remove the source of the corruption. It likely lies where the lake’s water springs from: the ancient waterworks.

The village’s wise one too is offering a reward. Five village youths have gone missing a few weeks ago, looking for a way to fix the problem. A house near the old well and a *staff of healing* will go to the one who finds them.

Cleaning out at least two of the following will purify the water enough for the lake to hold life again: the frog-people, the algae garden, the fish-folk god.

The fish-folk and frog-people are at war over who may rule the waterworks. Luckily the aren’t intelligent enough to realize that the one that holds them could coerce the duke above with it as a bargaining chip.

1. Entrance through the old well, at the edge of the village. It has not seen use for quite some time, but still functions.
2. Algae garden. The wet algae growth is edible but salty, and the 5 blooming flowers are valuable as spice. Generally worked by 3 to 5 fish-folk. Hidden beyond a curtain of hanging algae lies the small opening to the next room.
3. Two corpses slowly consumed by algae. Stripped of their equipment, but one holds a sapphire within his mouth.
4. Antechamber, with 5 fish-folk warriors. Preparing a raid against the frog-people, they are armed and wary. One’s cleaver is magical, and restores some of user’s HP on hit.
5. The fish-folk’s home. It’s empty most of the day, except for rusting stolen weapons and armor, and stored algae.
6. The room is filled with fish-folk eggs, each the size of a man’s head. They are kept inside by a large net drawn across the entrance. The frog-people will pay well for them, as they eat them as a delicacy.
7. Aqueduct; outlet to the lake. It can be shut by winching down a copper door near the opening (see **water** above). If one dares, they can leap the 12 m (40 ft.) into the lake.

Creatures inside

Frog-people warrior. Licks their weapon to apply poison. Uses harpoons, but wears no armor. Jumps and swims well.

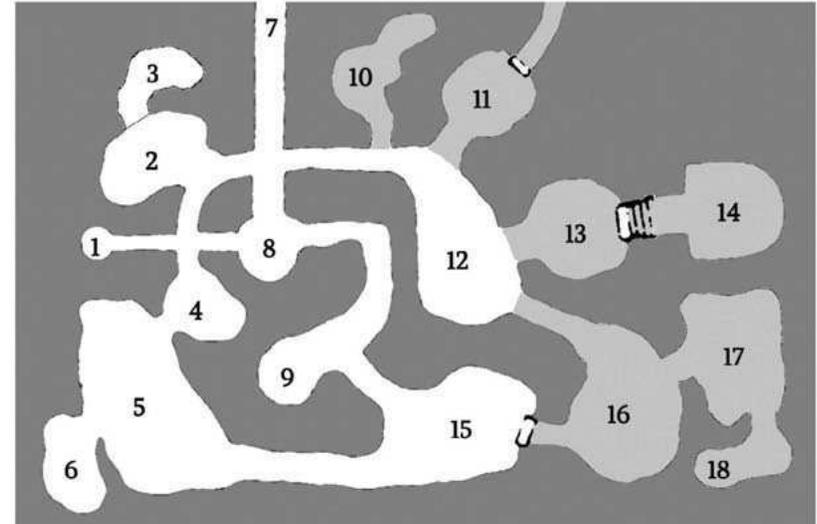
Frog-people shaman. Unexpectedly well educated. Inspired by room 14’s saint, and practices water magic. Likely the most intelligent creature in the tunnels.

Fish-folk warrior. Uses scimitars and wears whatever armor they can find. Lays in ambush, swims quickly and quietly. Needs to breathe in water at least once per hour, or will “drown” in air.

Fish-folk god. Enormous and powerful, but cannot move without water. Can emit electrical pulses, which spreads through water as well, or strike you with tentacles. Not actually a fish, but something sinister.

Assume that all of the above can speak.

8. The central room, with water gushing down the walls. An opening in the floor can be closed, see **water** above. Reckless people could swim down into what darkness lies below...
9. A pond with a lonely carp. In fact, it’s a wizard who *Indefinite Polymorphed* himself to avoid capture, and needs someone to release him from his own spell. The magic word is “FISHES”. He was left behind by another party years ago.
10. A large fish-like creature lies chained and bleeding. Thick sludge and acrid blood seeps out and mixes with the water. This is the fish-folk god, stolen from room 15 by frog-people.
11. The old service entry is still usable, if you have the key from room 18. It exits out into an abandoned but safe house, with locked paths to the lake and village.
12. The home of the frog-people. A few of them lie here, bloated with their young living inside their backs.
13. The shrine of the frog people, in front of a gold-plated iron door that opens with the key from room 18. It contains heaps of stolen jewelry, with icky goo on top.



Water: If either room 7 or 8’s outlet is closed, water will fill the low (white) areas to hip-deep. If both are closed, low areas are submerged and high (light grey) areas will be half filled. There’s otherwise a foot of water in low areas.

14. When the door is opened, an unending stream of burning sludge will pour out, the remains of a once-grand fire trap. Interred within are the remains of a sacrificed saint. If the grave is disturbed the waterworks will run dry after a year. The grave goods (twelve gold talismans) are the most valuable treasure in the complex, and the sapphire necklace allows its wearer to breathe and move underwater.
15. This room is strangely bare, as if it has been swept clean. In fact, the fish god (in room 10) would eat anything slow enough that entered. For the door, see room 16.
16. The frog people use this room to ambush the fish-folk, as the door opens only from this side. There are stashed spears.
17. The frog-people’s storage room, holds stolen food as well as 3 of the village’s lost youths, tied up as food for the winter. They are alive, if battered and badly fed.
18. There’s a glass bowl with a chain anchor floating in a deep pit. If the water level rises, you can reach it. Inside there’s a gold key submerged in very strong acid (see rom 11 and 13). The pit is just broad enough for a person to swim down in.

BENEATH THE BARE HILL

The peaceful little village of Harrison's Ford has two rules; obey the elders, and don't touch Bare Hill. Someone has violated the first rule by violating the second...

Rumors about the Bare Hill (1d8), each PC gets one:

1. "Harrison trafficked with dark powers before he settled this village."
2. "Kids touch the Bare Hill all the time on dares, but they never climb it."
3. "Animals and birds, even bugs, avoid touching that hill."
4. "Strange how it's just made of dirt but never seems to get worn down."
5. "The elders' rule is that touching the Bare Hill gets you drowned."
6. "Old Nan, the crazy witch, tried to climb the hill and slit her own throat."
7. "Both graveyard and butcher are on the other side of the river by law."
8. "A stranger came by once, said the hill was whispering to him."

TIMELINE

1. Bare Hill Awakens:

On a foggy evening, the Bare Hill (neither grass nor tree grows there, and animals avoid it) collapses.

A sudden rumbling is heard and felt, drawing all eyes to Bare Hill in the northeast. Dust rises from the hill and then suddenly with a roar the center of the hill collapses, sending dirt fountaining high into the sky.

If the PCs climb up the sides of the hill, now crater, they see the following: A deep crater, lower than the hill ever was high, is dominated by a vast black stone structure, the crown of which must have been less than a foot from the surface of Bare Hill. Four spokes of thin stone connect the crater rim to the top of the structure, and a dark glyph-etched door is clearly visible at the bottom of the structure on the crater's loose dirt floor.

The elders task the PCs with investigating the mysterious structure; if the PCs are locals they are granted arms and equipment from the village's shop (100gp limit).

2. Black Structure:

The PCs enter the structure from either the door at the bottom or the top, with the prime goal being the room of mystery in the middle. Something unspeakable has broken out, but there are a fair few dangers left behind.

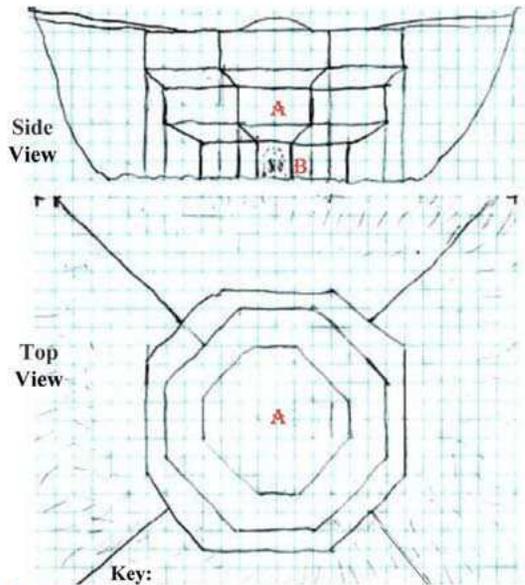
3. The Cottage:

Exiting the structure, mists are thick and everyone in the village lies asleep, unwakable. The PCs go to the cottage of the scribe who awoke the Bare Hill's dark structure and confront him. His demonic possessor must be overcome to free the village.

The Haunted Scribe: A terrified and pitiful commoner missing a finger, Scribe Jebe has been infected by the sentient altar (E) after bleeding on it. He wants to die. His face ripples as something moves under it, while his stump of a finger shows a black stone growing out of it. If he's attacked and dies, or allowed to suicide, a spiky black stone monstrosity (earth elemental stats) bursts out. Drowning him prevents the monstrosity from emerging.

Ben Gibson, 2017

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Key:

- A. The Structure** -Carved from a single chunk of black obsidian, this octagonal structure feels polished and oddly cool to the touch.
- B. Doors** -The glyph-etched door is opened with blood; touching it leaves one light-headed as blood pools in touching extremity. Any scratches, etc, bleed towards the door.
- C. First Level** -Four pillars dominate this otherwise unadorned room. Going between the pillars will make any torch smoke and then a round later flare brightly before winking out. Stairs up are enchanted, rapidly ice over if tread upon. A flaring torch nullifies the stairs' icy trap.
- D. Second Level** -Sixteen alcoves line the walls with mummified corpses in fifteen of them. The corpses all animate and attack as slow (10ft-round) zombies if any is touched. Will go back if E is opened.
- E. Sanctum** -Two doors with finger-sized holes in them; one hole is bloody, other dusty. Entry costs a finger in each lock. Damage in upper wall shows something burst out, altar is cracked. The sixteenth corpse lies in a corner, missing a finger.
- F. Third Level** -Two misty guardians hold keys to side rooms (G and H), treat them as ghosts but they are harmed by fire and flee it.
- G. Chambers** -Front room has shut-in abandoned hound, been slashed for blood to enter the structure. Inner room has 500gp worth of onyx.
- H. Storerooms** -Odd paraphernalia and crumbling supplies clutter these places; inner room has hundreds of black Wands of Gentle Repose that animate and attack as a swarm of tiny constructs.
- I. Rooftop** -Polished black, bizarrely free of dirt and covered in shallow glyph lines; stains in one set of glyphs show where to open the spiral staircase down into F. Thin lines leading to roof can support tons.

QUESTIONS

Who Did This?

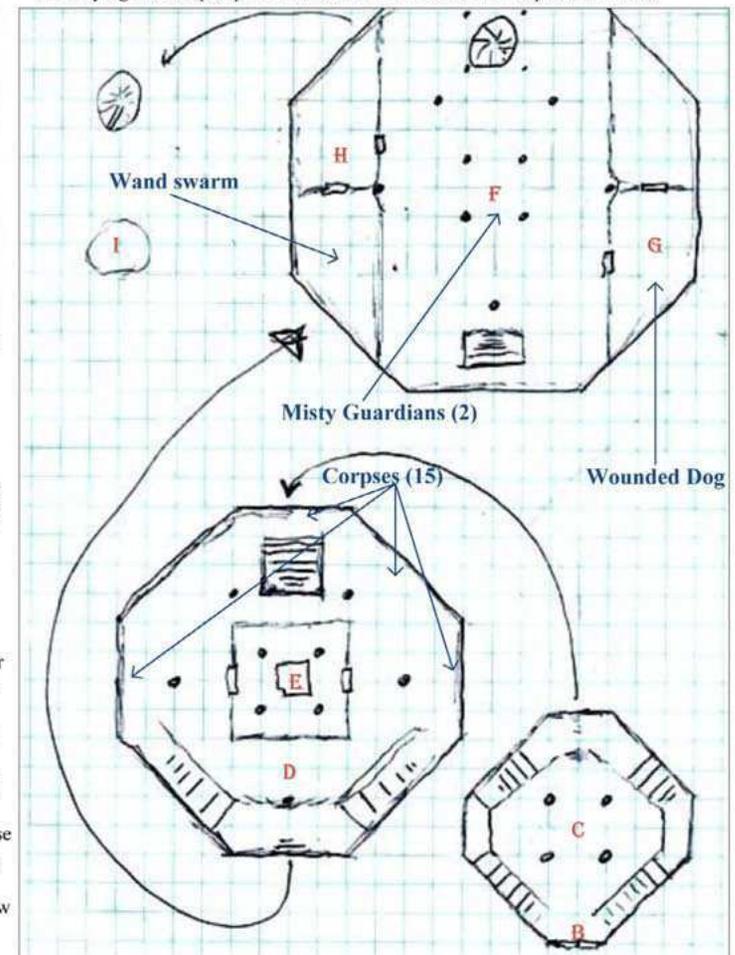
Scribe Jebe, a sullen and disrespectful man, began to investigate the Bare Hill legends; he figured out that beneath the hill was something that craved blood. He dug his way in and used his dog's blood to gain entry. His hound will track back to him, and locals will recognize it. He's also the only one awake and active in town.

What is the Bare Hill Structure?

The black structure was carved out of a single stone long ago, and at its heart was a being that traded power for blood. It was buried long ago and forgotten by most.

How will the village be awoken?

Destroying the escaped piece of the alter within Jebe will disperse the mists.



The Tower of Words Lost

By: Brandon Pierce
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The endless sands of the Numehara Desert whisper of a lost civilization that discovered a great power. With a word they called upon the power, and with their power they flourished. But as time passed, they forgot how to summon their power. And so the civilization faded away. Fools have wandered the deserts for lifetimes, searching for the lost power of the ancients. But if the power could be lost so easily, was it ever really theirs to begin with?

Floor 1

1A. The stone door entrance is covered by sand. Disturbing the sand rouses a colony of desert piranhas, who hunt by leaping from the sands and latching onto prey. When the weight of these creatures overcomes their prey, they drag their prey down and burrow into the sand.

1B. The statue holds a gem in one fist; the other is empty. Along the wall spirals a staircase of blue light leading to the 4th floor hundreds of feet above and passing by an entrance to the 2nd floor blocked by rubble. If the gem is removed, the staircase begins to wink out of existence at random. If the gem is placed in the other hand, the staircase shifts to pass by an entrance to the 3rd floor.

1C. Filled knee-high with sand. A stone fragment is visible near the back of the room. Dog-sized scorpions attack any who enter. The fragment depicts a man kneeling, hands reaching up and out.

2C. A fallen part of the Floor 2 library, only accessible from outside. Upon entering, a wraith forms yelling *I must find the lost word!* and attacks. Upon defeat it whispers: *The word never mattered, we forgot its meaning...* On the ground is a piece of paper with the word written and circled. There is also what appears to be a picture dictionary. None of the entries match the word on the paper, but one page is missing.

Floor 2

2A. An open-air sitting area littered with bones and broken weapons. The first time players enter the area, wind swirls and sand fills the room, mixing with bones to form 1d6 sand wraiths. The wraiths scream a cacophony of similar sounding words as they attack. As long as bones remain in this area, any time players pass through roll 1d6. On a 5 or 6, summon 1d6 sand wraiths.

2B. The sitting area transitions to an enclosed library. Shelves line the walls filled with scrolls and stone tablets. Many are missing. Beyond where hallway 4C rests in the library, a stone fragment lays on the ground near a shelf. The fragment shows a crystal descending from the sky.

4C. Crash-landed into library 2B, 4C rests level with the rest of 2B, rotated 45 degrees. Looking out over 4C reveals a doorway, and beyond it the rest of the library. 2C can be seen below. Inside, a skeleton clings to a pedestal that holds an unpowered crystal. The skeleton reaches out to a corner of the room with one hand. In that corner is a powered crystal hidden under rubble. If a powered crystal is placed in the pedestal, the room lifts up to floor 4. If players find a way to communicate with the skeleton, it will try for 1 minute to communicate the words 'thank you' without using synonyms or 'gift,' 'you're welcome,' 'give,' or 'receive.'

Key Concepts

The lost word is written in an indecipherable language. Its meaning is an expression of gratitude; if one says 'thank you' while holding a crystal, the crystal becomes fully powered. Sand wraiths form when large amounts of sand meet skeletal remains. Floating rooms are powered by a crystal inserted into its pedestal. Without a powered crystal, the room will fall.

Floor 3

3A. A floating room with large windows. The room's pedestal holds a flickering crystal. The room wobbles with movement and will eventually fall. The room contains two skeletons, one of which holds a staff with an unpowered crystal as its tip. Attempting to take the staff causes sand to swirl into the room forming two wraiths. When powered, the staff knocks back anyone hit with it.

3B. This room protrudes from the tower. 3A is visible from a window. On the ceiling inverted pyramids emit beams of force at anyone touching the floor, harmlessly pushing them towards the door. The room contains furniture spaced 5–20 feet apart. On the farthest table surrounded by tools is a broken stone tablet depicting a speech bubble containing the word.

Floor 4

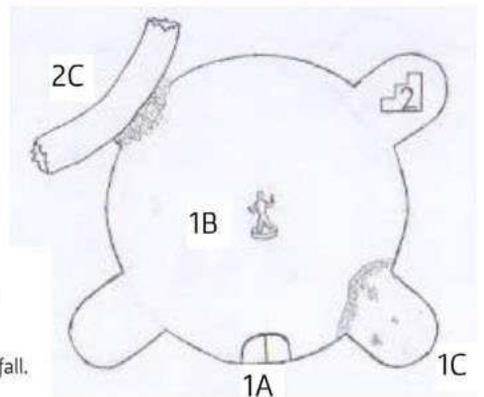
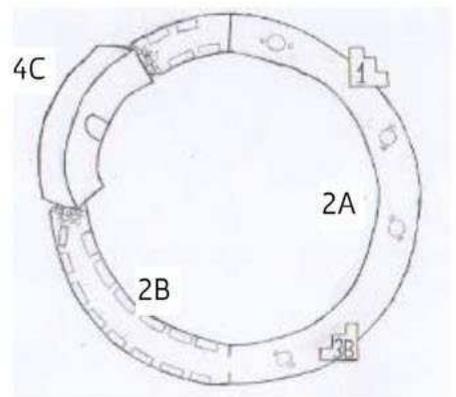
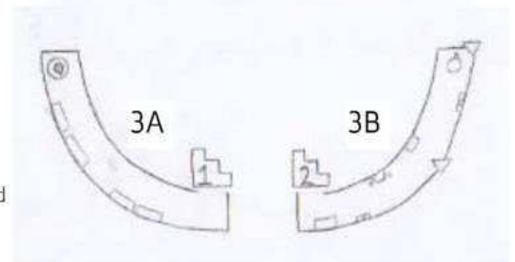
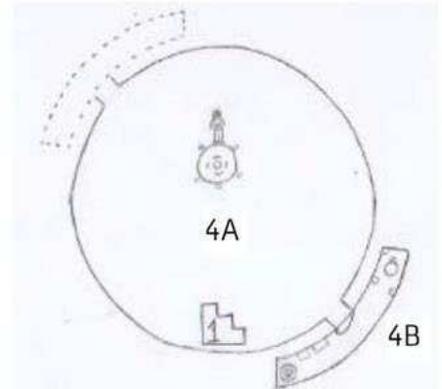
4A. On the floor is a circle with a symbol inscribed in it. Around the circle are 5 slots, two holding cracked crystals that cannot be charged. Behind the circle stands a statue with a powered crystal core that attacks anyone who attacks it or touches the circle. If someone wearing the ring in 4B is on the circle, the statue will not attack. With 5 powered crystal, a platform of blue light will appear and lift to the next floor. With anything less, depending on number of crystals/people on the circle, the platform lifts a certain distance into the air before flickering out of existence.

4B. A floating room containing different sized hourglasses. A pedestal in the room holds a powered crystal. On one side is a desk with a skeleton sitting behind it. On the desk is a sheet covered with lines of writing followed by pictograms, ripped from the dictionary in 2C. The sheet contains the word circled on the page found in 2C, followed by a series of symbols. If anyone touches the page, the hourglasses in the room break as sand swirls around the skeleton to form a wraith who yells: *I will be the one to restore our glory!* Searching the desk reveals a sigil ring in a box matching the symbol on the circle in 4A.

Symbols: 

Floor 5

5. The top of the tower, covered in inches of sand and open to the air above. The moment one reaches this floor, sand forms into a large wraith and a voice asks for the word. Saying 'thank you' or giving a definition causes the sand to disappear. Otherwise, the wraith attacks. The wraith can shape and reshape a weapon out of sand, and at the wraith's will excess sand changes freely between a raging sandstorm and ally wraiths to help in battle.



THE PURPLE ROAD

Soft tiles of amethyst and lavender swirls stretch into the distance across the grey desert, crumbling bricks of marbled glass that give like clay. In the distance, black shapes visible against bone white mountains, not quite ships but almost, sail the sands on the horizon. They carry the dead to various unseen dungeons.

This is the Purple Road, the path of magic. It leads to the Tower of Teeth, where a **wizard** works, pulling secrets from the three moons that hang in the sky overhead.

His agents of change, **the Hordes** of the Purple Road, guard his tower and his secrets. Some are winged, some crawl, some slither. None can walk. Or speak. But they bark or squawk or scream.

Blue birds perched on poles every mile of the road are the eyes of **Grark, the Quiet Keeper**. He holds the horde at bay. If a bird is slain, it turns to bronze. This blinds Grark from seeing that portion of the road. If two are slain, Grark releases the hordes in anger without consulting his master, the wizard.

Touching Grey Desert sand burns & deals D4 dmg per round

The Horde

The hordes are 45 beasts and attack in waves of 5. When they are cut down, they crumble into shreds of paper. If the paper is collected and burned, it makes rainbow smoke which, if inhaled, bestows dreams of a future success; the smoker gains Advantage on a future die roll.

HD 3 or 4

AC as Leather OR Chainmail

Attack D6 or D10

Special Attack (choose one per monster)

1. None
2. Sleep Mist affects D4 victims w/i 30'
3. Poison Needle atk 1 w/i 60', save or D6 dmg
4. Cone of Fire hits anyone w/i 50' for 2D6 dmg, save for ½
5. Hasted (attacks twice)
6. Displaced, 50% chance attacks against it miss

The Twin Guardians

Two large statues, one with a half broken face, the other with a missing arm, stand facing each other, blocking the road.

HD 6

AC as Plate

D10 dmg

If they are knocked off the road into the grey desert, they burst into flames and crumble into obsidian slabs. The slabs could be reworked into sharp stone blades; if this is done consider them magical swords.

The Tower

The tower is a black, cone shaped beast that has been frozen by a powerful hold monster spell. Its teeth are an entrance to its interior, where its mind has been partially converted into an observatory and its bowels a dungeon for the horde. It hates itself.

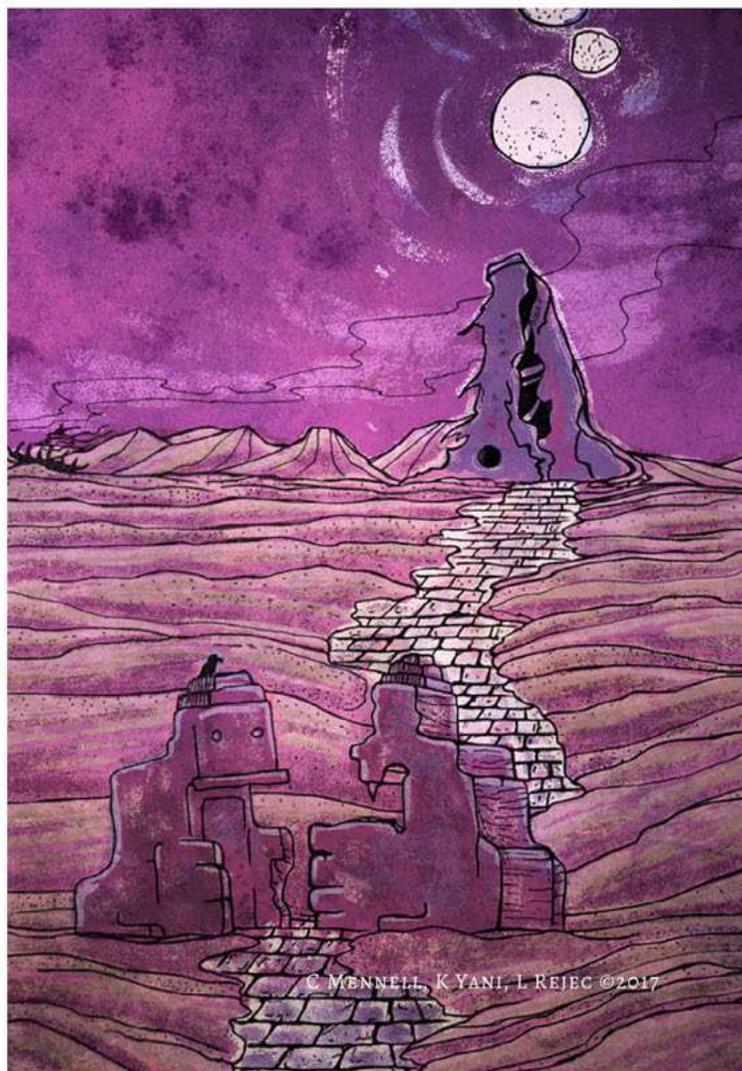
If it is brought a bird made of bronze, it assumes the party is a friend and opens its mouth to let them in. Stairs lead down to **Grark** (HD 5 AC as Chainmail, Attacks with a whip for D6, at a distance), or up through three rooms to the main chamber where a lens in an eye socket gazes up at the three moons, and books line organic shelves and other wizardly aesthetics fill the chamber.

The Wizard

9th level, 35 HP

Round 1 casts *Fly*, then *Flesh to Stone*, then relies on *fireballs*; will *dimension door* to escape if HP fall to or below 15.

Treasure: Various Trinkets, one wizard spending a week here gains an extra level and Obscure Knowledge that can be called upon in dire situations to aid the wizard.



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THE HALF-TUSK

The monks of the Temple of the Half-Tusk are an anomaly - half-orcs who grew tired of the constant warring of the southern orcs tribes and fled to the mountains, where they have existed in quiet seclusion for some 30 years. Their small valley has been protected by strange magics that occlude the memories of those who come near, so that none may find the Half-Tusks unless the orc-kin want to be found. Their days are devoted to worship, reflection, and training - though they loathe the violence of their brutish forebears, they know that the day may come when they will need to defend themselves.

TIMES CHANGE

Though civilisation is hard to find in the harsh peaks, there are a few scattered settlements to be found nearby. Until recently, the locals had no knowledge of the existence of the Half-Tusk due to the memory-altering magics surrounding the temple. Now, though, the magics have faded, and the memory of the half-orcs has returned. Those who venture down the narrow canyon to check on the monks returned with tales of abandoned chambers and brackish water. What happened to the monks to cause them to abandon their home - and, more importantly, what threat does it pose to those who still dwell in the area?

WHAT HAPPENED?

The head of the temple was an aged half-orc named Dradak. He alone knew the secrets of the occlusion spell that kept the temple hidden; though he had taken an apprentice named Urodur and begun to teach her his secrets in preparation for passing the torch to her, he had not yet revealed the finally mystery to her.

Impatient, and more in touch with her Orcish heritage than most at the temple, Urodur saw

Dradak's failing health and decided her time had come - whether she knew the wards or not.

Unbeknownst to her, the southern tribes never stopped hunting for the blood traitors who had fled the clans. With Dradak dead and the wards failing, those who

mysteries and unlocking the powers of his mind through quiet contemplation. This is also where he completed the daily ritual that kept the occlusion wards running. There is little of monetary value to be found here, though looters will find

plenty of personal trinkets and effects to be found here.

5. This narrow stone bridge crosses a deep pit. This is used in the Half-Tusk's training to teach balance, composure, and efficient technique in difficult terrain.

6. A store room filled with crates, barrels and sacks. The monks did regular trade with the nearby settlements, though nobody remembered it. The last shipment was weeks ago; the goods here are spoiled and rancid, and there is every chance that this room possesses an aggressive slime problem.

7. A rudimentary kitchen. This, too, may have an issue with molds and slimes.

8. A raised dais stands in the northeast corner of this room, which serves as both chapel and classroom.

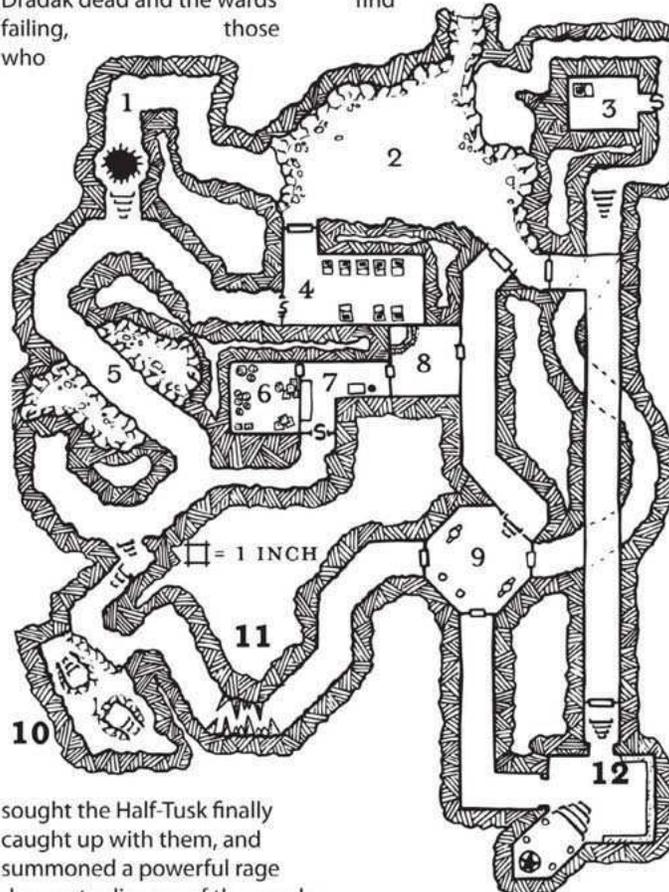
9. A training room kitted out for practicing martial techniques. Practice dummies stand against the walls, and two rotating pillars are equipped with poles and blades that lash out at anybody coming too close.

10. Another training room - two thin platforms just up from the floor of this sunken room. Here the monks practice combat of the mind. Dradak's corpse is here, with the key to his chambers.

11. More training, in the form of jabbing spike traps.

12. The main chapel. Urodur confronted the rage demon here, attempting a ritual to bind it to her service. She hadn't completed it when she was killed, though, and the wild magic unleashed when she died instead bound her spirit to the altar on the raised platform in the southwest corner.

Shelving around the eastern wall contains books and scrolls that tell of the history - and mysteries - of the Half-Tusk's order. It is entirely possible that looters would find new spells and minor magical texts here.



sought the Half-Tusk finally caught up with them, and summoned a powerful rage demon to dispose of the monks.

THE TEMPLE

1. Accessed via a 30' vertical climb from 2, this deep pit is used in the training of novice Half-Tusk, and as a basic trap to defend the temple from intruders.

2. A bare earth clearing, open to the sky (though bounded by cliff-like walls), that serves as both entrance and common room. The monks eat communal meals here, as well as using it as a training ground.

3. Dradak's quarters are small, plain, and clean. Accessed by a concealed door that only Dradak knew how to open. He spent most of his time in this chamber, meditating on ancient

decades-worth of Dradak's writings and musings, along with a small collection of basic healing supplies.

The demon sent to eradicate the Half-Tusk is trapped here, unable to leave due to wards on the room itself that have not faded after Dradak's death. C

Dradak's journal reveals the history of the Half-Tusk monks, along with a history of the tribe they fled, and should provide a cunning GM with a easy spot to insert plot hooks for future adventure - particularly if the demon is allowed to escape.

4. Communal dormitory for the monks who resided here. They kept very little in valuables, though there are of course

CAKEWALK

(Clark B. Timmins)



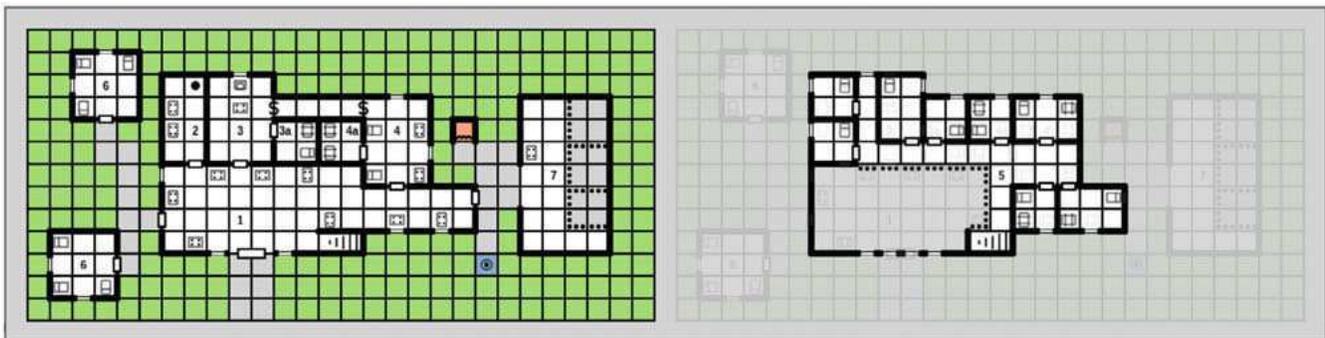
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A band of goblins, led by a hobgoblin named Rigrik, have taken over an abandoned Inn. Rigrik uses the dilapidated Inn as a refuge for goblinoids who are attacked for little reason other than existing. He and his associates stand up for and protect those who cannot protect themselves as 'The Goblin Defense Ministry'. On what begins as an uneventful day, the Inn finds itself lively after a party of adventurers barge in looking for a goblin by the name of Drax.

Adventure Options

- 1 **A Big Misunderstanding** The adventurers are seeking a goblin named Drax they believe is guilty of killing an official's prized horse. In reality, Drax was not involved in any way with the dead horse, and is actually at the Ministry because he's seeking help for another issue. Nobody at the Ministry knows anything about the horse or the adventurers barging in.
- 2 **Seeking Protection** A goblin named Drax runs into the Ministry seeking protection. Drax claims that he is being chased by adventurers and that he was wrongfully blamed for the death of an official's prized horse. A group of adventurers arrives shortly after, claiming that Drax killed a prized horse and must be brought to justice. In truth, Drax did kill the horse and has been lying to Rigrik.
- 3 **Publicly Shamed** A proud official in a nearby town was publicly shamed by Rigrik after attempting to pin the death of a prized horse on a goblin named Drax. In order to keep up appearances, the official has asked the party to kill Drax for the murder and capture Rigrik for slander. Choose one of the party members. While most party members believe the official that Drax is guilty, this member is aware that the official is asking to have innocent goblinoids killed and captured.



- **The Grounds** A worn path with overgrowing grasses leads to the remains of a two-story inn. To the west of the main building are two huts. The stables to the east have been altered to house a few wolves. Between the inn and the stables is a well and outhouse.
- 1 **Common Room** 1 goblin guard, 1+ goblinoid guests / Several tables and chairs for guests to relax. Stairs lead upstairs to staff rooms. Add or remove goblinoid guests as desired.
- 2 **Kitchen** 1 goblin cook / 2 Crates with salted provisions. 1 Barrel of ale. A hearth with pot over fire.
- 3 **Rigrik's Office** 1 hobgoblin (Rigrik), 1 goblin (Drax) / Drax seeking help. Rigrik and Drax are discussing Drax's side of the story. Door to bedroom (locked). Rigrik has key. Secret passageway to room 4.
- 4 **Infirmary** 1 goblin shaman / Shaman uses this area to heal any injured goblins/clients that come in. 2 beds, 2 tables. Storage room has an unlocked chest(crutches, splints, slings) and a locked chest(4 healing potions). Shaman has the key. Secret passageway to room 3.
- 5 **Staff Rooms** Walkway with railing overlooks room 1. The cook, shaman, and 4 guards have rooms here. The upper floor is not very stable. Heavy players may fall through the floor if they aren't being careful. The railing is likely to give out and fall down to area 1 if leaned against or shoved.
- 6 **Traveler Bunks** 2 huts with cots for guests. Guests resting here may go to common room if a commotion is heard.
- 7 **Wolf Pens** A wolf occupies each pen. 3 goblins guards are stationed here. On occasion, a goblin takes a wolf and patrols the area. If combat heard in main building, goblins release wolves to join fight. If players approach, wolves attempt to break free from pens to attack. roll 1d6 for each wolf, 5-6 breaks free.

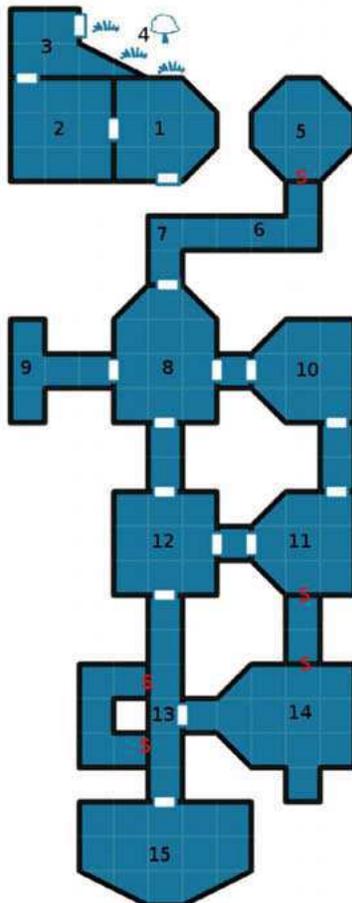
- 1d6 Guest Traits
- 1 Avoids combat at all costs and alerts guards in area 7 of danger.
 - 2 Reluctantly picks up a weapon only when commanded by Rigrik to fight. Takes a penalty when making attacks.
 - 3 Doesn't seek combat, but defends themselves if attacked. Joins fight only under Rigrik's command.

- 1d6 Guest Traits
- 4 Ready for a fight and looks to Rigrik for commands. Begins fighting if any goblinoid is attacked.
 - 5 Ready for a fight, but does not actively seek conflict. Only fights for themselves. Does not respond to Rigrik's commands.
 - 6 Actively seeks a fight. Only fights for themselves. Does not respond to Rigrik's commands.

Lair of the Mad Alchemist

Premise

Fizzy Fitzwater, the "Mad Alchemist" of Scholars' Square, is holed up in his underground bunker. His latest concoction turned the **burgomaster's only daughter** into a warty, hair-lipped troll. With her wedding to the baronet just days away, the burgomaster is desperate to have his daughter restored to her former beauty. He urges the party to infiltrate the **Mad Alchemist's Lair** and return with an **antidote** before the baronet learns of the girl's transformation and calls off the wedding.



The Mad Alchemist's Shop

1. The shop: The door is locked (unlock DC medium). Inside room 1 are **random potions** ready for sale, a desk, and a **lockbox** (unlock DC hard) containing **125 coins** and **two banded agates**.

2. The Alchemy Lab: The room is filled with ingredients for making potions. There is a **book of potion recipes** on one of the shelves.

3. Workshop: This room contains gardening tools and fertilizer. There is a **trapdoor**, which conceals a passage leading down to 5. It is hidden beneath a rug, which is an **animated object / rug of smothering**.

4. Garden: Herbs used in potion making are grown here. The plants are guarded by **three scarecrows**.

The Mad Alchemist's Lair

5. Cellar: This stonewalled cellar is cold and dark. There are no obvious exits. Perception (DC hard) to locate **secret door** leading to 6.

6. The Dark Hall: The stone hallway is unlit. Perception (DC very hard) to notice that a **loose brick** in the wall at 6 is a switch. If depressed, the switch deactivates the trap at 7.

7. Poison Dart Trap: The first PC to step on the square

marked 7 springs the **poison dart trap** unless it has been disabled.

8. The Antechamber: Two suits of **animated armor** flank the southern door.

9. Privy: Two of the three holes lead to the city sewers. The third conceals a **black pudding**.

10. Pantry: There is enough food and drink here for two people to survive for months.

11. Kitchen: There is a **letter** on the counter from Fitzwater's mother asking when he will give her grandchildren. Perception (DC very hard) to notice secret door.

12. Dining Room: **Two golems** are cleaning this room. On the table is a **letter** addressed to Fitzwater from Lydia, the burgomaster's daughter. In the letter, she professes her love for him and begs him to find a way to stop the wedding.

13. Pit trap: There is a **10' spiked pit** here covered by an illusory floor. Perception (DC very hard) to notice the trap and the secret passage around it.

14. The Shrine: Upon the southern wall of this candlelit room is an **oil painting of Lydia**, depicted in a salacious pose that leaves nothing to the imagination.

15. Bedroom: **Fitzwater** is here. He is a lover, not a fighter. He will immediately surrender and give the PCs the **antidote**.

All Roads Lead to The Local Tavern

A classically inspired freestyle dungeon adventure.
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Inside the musty and dusty local tavern which is simply called
THE LOCAL TAVERN:

A: A drunken grey haired Dwarf named Dewin weeping over his lost armor. He woke up in the woods and it was gone, he has no recollection of the events leading up to it. (6)

B: An eccentric one legged, one eyed Gnome named Buski with a map to a treasure filled crypt. He cannot search for it himself but is willing to split the profits. (11)

C: A young Halfling named Jaspin searching for a holy artifact. She is looking for a statue taken from for her temple. (4)

A billboard with the following posts:

D: Reward for information or solution to dying trees in Mosswood Forrest - See Arborist Mote (12)

E: A wizard kidnapped my children please help - Scalzi (9)

F: Reward for apprehension of the murderer of Guildmaster Remay. He was killed by a red robed assassin. Report to Watch Captain Harpin (8)

1. The entrance to a cave is littered with bones and is home to a *pack of wolves*. It leads to a hidden tunnel.

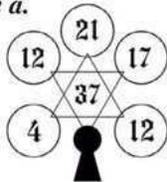
2. A hidden tunnel filled with handmade traps. Most are quite obvious: *Acid Pressure Plates, Bear Traps, Spiked Holes*.

3. A ritual room. There are a number of *clutists* performing a ceremony around a glowing sigil on the ground scattered with candles. They are wearing wolf skulls and chanting. If they are dead and the room is vacated, reentry will animate them into *zombies*.

4. An altar room holding several stone icons of gods. Among them is, **a statue of the Halfling God (C)** and, a gold statue of the Trickery God holding his hand up. If this is picked up it will *explode* in 10-15 minutes.

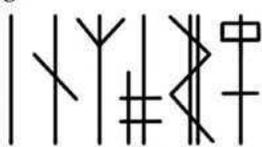
5. A series of demon and monster statues holding out keys. The keys unlock the chest at the end of the room. Each key will unlock the chest and release a small *demon or monster*. The correct key comes from the 8th statue. *Figure a.* shows a symbol around the keyhole.

Figure a.



The triangles add up to the center.

Figure b.



They are in order based upon the number of lines.

6. A store room with food stuffs, ale, red robes, coffers of coins, **A set of Dwarven Armor (A)**, assorted weapons, and healing potions.

7. Trapdoor entrance with ladder. This is the entrance the **treasure map shows (B)**.

8. An amphitheatre with fresh demonic inscriptions on the stone. The pool appears to be a spring feeding the creek and seems reasonably shallow. There are blood stains surrounding the pool and bridge. In the spring there is a *monster* which appears to be all tentacles, eyes, and teeth. This has been corrupting the water and **killing the trees (D)**.

9. The creek spans between the dying trees and the amphitheatre. There is a subtle entrance for adventurers.

10. Makeshift jail cell containing **Scalzi's children (E)**. They have been kidnaped for their youth.

11. The office of a *Cult Wizard* wearing a **red robe (F)**. Contains scrolls, healing potions, a guild ring, and a magic wand. He may be joined by other **cultists**.

12. Crypt. The large sarcophagus in the center has 6 indentations in it. Six bronze tokens will fit inside. If they are inserted in the same order as *Figure b.* the lid will open and reveal a *Mummy*. As it attacks several *Ghosts and/or Wights* rise from the other sarcophagi. Quite a bit of treasure is in the wrappings.

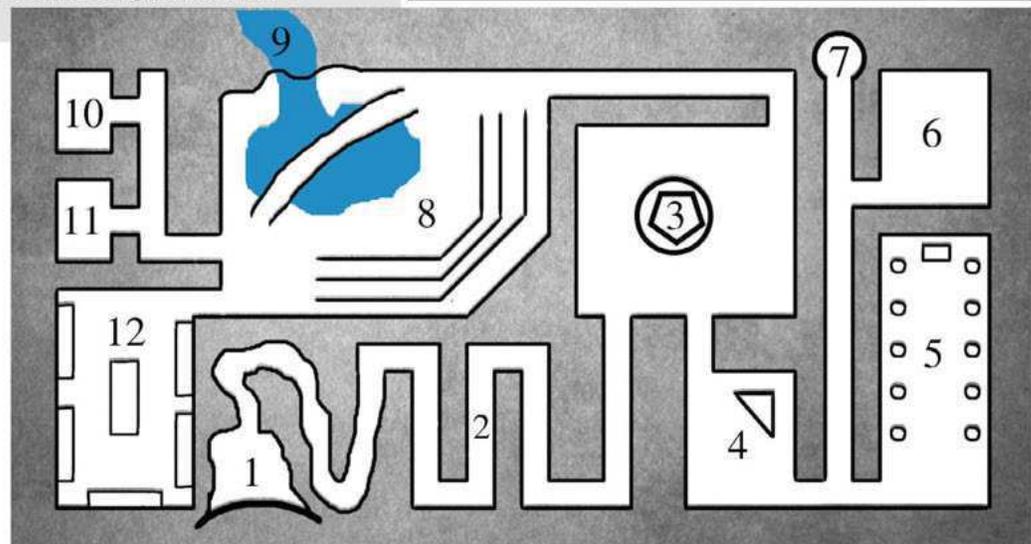
*There should never be a suggestion by the GM that the quests are connected. The players will figure it out.

**Cultists* move and/or more arrive during rest periods.

*Bronze tokens with runes inscribed on them can be found on the bodies of cultists.

*When properly opened the chest in room 5 should have an item suggesting another quest or adventure. It is unpickable.

*Doors to rooms 6, 10, & 11 are locked. 6 is *trapped*.



KING THADAR'S CATACOMBS UNDER KERTHAZ

Vale is the eastern province of Kelet. This colorful region thrives in a hundred dells cut through the Frosthorn Mountains. The many hollows come together in a wide central valley to the great Hegi River. Vale was once the thriving empire of Naerod. The dunaelfs of Naerod built structures in and around the mountains, and they still stand, scattered across the valley. Many Keleti nobles live in usurped Naerodian castles or built on their foundations.

The nobles of Vale are joined in a confounding network of alliances. For some, the most binding is with the church of the Triad. These nobles are colloquially referred to as the Greens. Their opposites are known as the Blues. Presently, the tension between the two factions is evident throughout the valley. The Greens are gathering their armies of thrymm and half-blooded slave soldiers in preparation for war.

Our adventurers begin in Kerthaz, a fortified town in central Vale. Built on the foundations of an old Naerodian settlement, few ruins of the dunaelfin town are visible on the surface, but underground there is an extensive network of tunnels. Gabriel Kerthaz, the baron of Kerthaz and a Green, has ordered a survey of the tunnels. Surveyors of the discovery estimate only a small portion of the underground has been mapped. Sanctioned teams of explorers have ventured the entrance hall of the underground but after three deaths, Lord Gabriel has deemed it too dangerous to continue with his own people.

The baron has now offered a reward to map the tunnels. Explorers that successfully map them are entitled to ten percent of the wealth found there. News of the reward has spread to all the towns of Vale and teams of explorers are making the trip to Kerthaz.

The Catacombs: The catacombs were once the stronghold of House Vogt. The ruined castle of this vast underground network stands abandoned one mile south of Kerthaz. Rumors of the haunted place blame it for missing travelers and livestock. The catacombs beneath Kerthaz are an extension of the castle tunnels.

Before gaining entrance, the adventurers must leave one item of significant value as collateral. Dominik, a Triad cleric knows a spell that measures the emotional significance of the object to the owner. Upon your return, you may reclaim the item in exchange for the mapped tunnels, then an armed escort will accompany you to collect your reward.

Down an adjacent hall is a shrine to Vesna the goddess of spring and youth. Resting only an hour in this room will heal the adventurers of fatigue and *u4* Power (per day).

9. The tunnels then narrow. Curiously the adventurers pass over mounds of sand into the bottleneck. If they have already fought the sandstone guard statues this will look familiar. The adventurers can only walk single file through this area. There is a hidden door here. Putting pressure on this portion of the wall will reveal a passageway but beware, there is a mad blind minotaur roaming these halls. If the adventurers are too loud the minotaur may burst

through the faux wall and attack. How it got there is anyone's guess, but the room nearest to the hidden door reeks of manure. Continuing on will surely end with confrontation. Chamber number 9 is the largest area. It is filled with hay (indicating someone has been putting it there). Two large statues of famous dunaelfin queens act as support pillars for the room.

10. The forbidden shrine is only accessible through a hidden door, if one pushes the right stone brick. Inside is a statue of Toth. Toth is not part of the Naerodian Pantheon. When the Maetrian and Naerodian dunaelfs fought, Toth

was divorced from the Naerodian Pantheon. It is now forbidden to worship him. Conversely, the Maetrians worship only Toth. Praying to Toth or resting at his feet will kindle an inner fire and grant the adventurers *u6* Temporary Life for the remainder of the day.

11. Exiting this area will reveal the slain corpses of an explorer group. They have been

1. There is a large stone block out of place and in the center of the hall, a single brown block appears to have smashed the ground just behind the statue of a tall dunaelf. This is the beginning of a booby-trapped corridor where the wrong step will cause a block to drop down atop an adventurer. There is at least one pool of dried blood under another fallen block.

On closer inspection, not all the blood is congealed. It can't be older than two days.

2. Here is a shrine to Kazimir the god of violence, sometimes used to ward away thieves or as a warning. This hall is lined with steel posts topped with candelabras. Under the shrine is a hidden vault. Within is Marevret, a sentient blacksteel sword.

3. Mounds of silver pieces, candlesticks, utensils, and dishware are covered in a thick dust and webbing. Giant spiders protect their treasure trove and block the way. There are human remains visible in the webbing.

4. Zisa's room is a shrine to the stars. She is the goddess of companionship and beauty. This particular room is very tall, 25 ft. up the ceiling will glitter with a little light. Huge diamonds stud the distant ceiling.

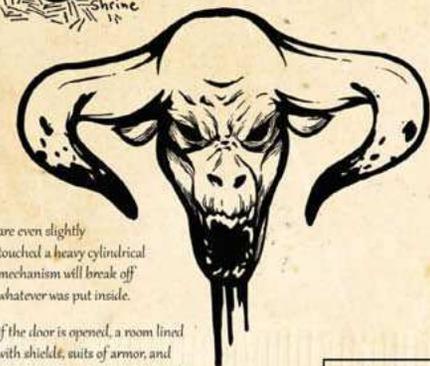
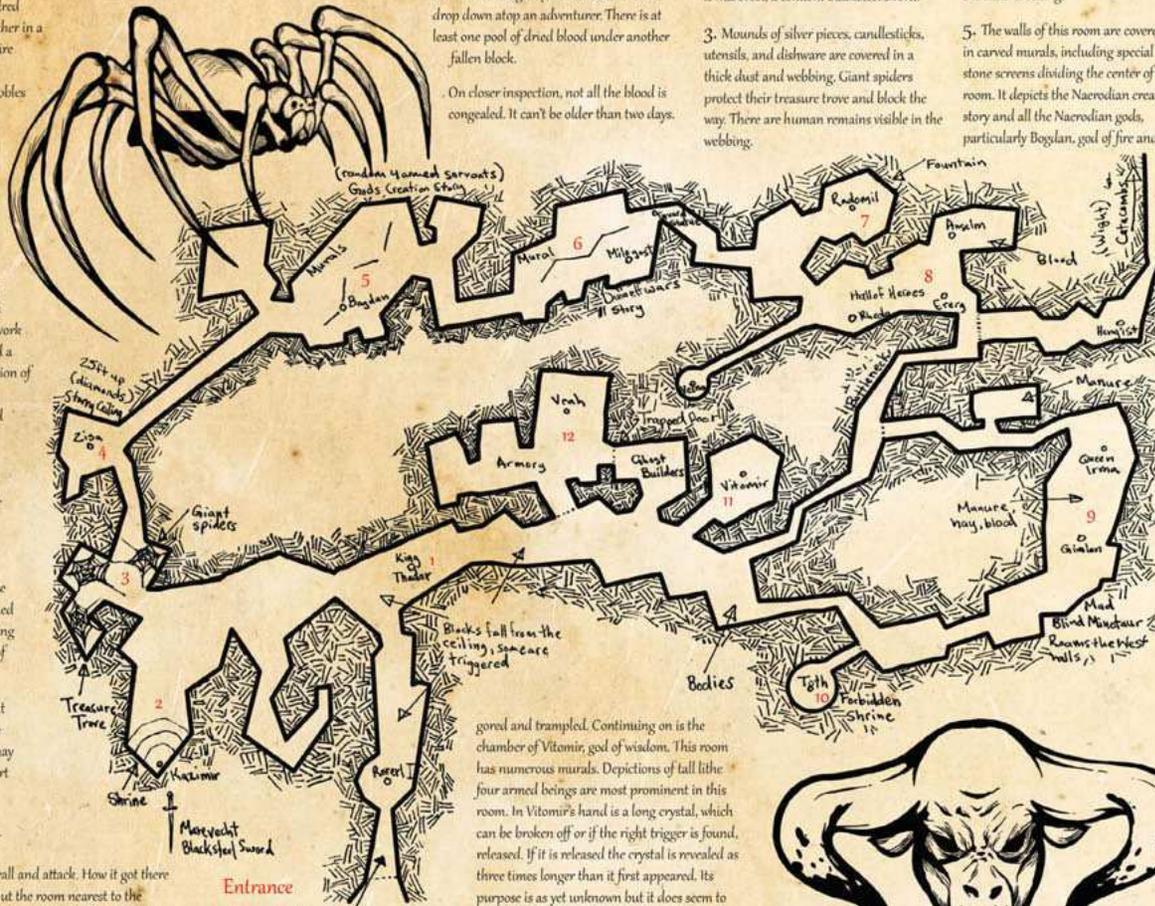
5. The walls of this room are covered in carved murals, including special stone screens dividing the center of the room. It depicts the Naerodian creation story and all the Naerodian gods, particularly Bogylan, god of fire and

craft. His statue is at the center of the room. For interested explorers, it's curious that the gods strongly resemble wild giants and even more curious are the depictions of the four-armed servants accompanying them in the foreground.

6. This next room is similar to Bogylan's chamber. This is the chamber of Milogust, the god of the hunt. The murals in this room depict a war. For explorers with knowledge of the dunaelfs, they can deduce that this is one of the great wars between Maetra and Naerod, the two dunaelfin empires. The sandstone statue of a dunaelfin warrior blocks the hall leading to the next room. There are also two other statues in this room. If the adventurers attempt to continue past it, the statue will come to life and block the path. If they draw their weapons all three statues in the room will attack. They may pass, if they bear with them a Naerodian item.

7. This is the chamber of Radomil, god of wine and celebrations. There is a fountain here that still flows. If an adventurer tastes the liquid in the pool they will find it tastes like wine. The wine heals the adventurers of *u4* Life (per day) and intoxicates its drinker. The adventurers may wish to rest, at least until the effects wear off.

8. This is the Hall of Heroes. Each statue here is of a famous dunaelfin warrior. There is dried blood in this room. Not pooled, but seemingly dragged across the floor. There is a faux wall in the Hall that leads to more catacombs and the old ruined castle one mile south of Kerthaz. The area with the blood has a statue of Anselm, a great hero. If the dagger at his hip is pulled it gives way two inches and the faux wall drops. Behind it is the escaped slave-soldier and rebel Berzeg and three compatriots. These thrymm warriors despise the Greens and work against them. Berzeg will begin as hostile but depending on the adventurers' allegiances can be talked out of a confrontation. Beyond this room there is an exit to the outside (it exits outside the town of Kerthaz) and also the tunnel leading to the ruined castle. Berzeg and company are unwilling to pass through to the castle. They say something haunts it (a wight).



are even slightly touched a heavy cylindrical mechanism will break off whatever was put inside.

If the door is opened, a room lined with shields, suits of armor, and a variety of arms are revealed inside. These items are all masterworked. The suits of armor are intended for dunaelfs, but the arms and shields work just as well for a human.

ARTISTS: DEVIN CAREY & SPENCER HUDSON
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Ymir's skull By Etani & James di Properzio

When the gods made this world from the corpse of the colossal being Ymir, they left his mountainous skull intact as a memorial, hidden among a maze of forbidding peaks. For millennia intrepid heroes have attempted to delve it, and died. Several of their undecayed magic items, most very ancient, litter each cavity. The eye holes and nostrils gape; the teeth are shut tight.

1 Right Eye—A gargantuan spider has webbed all but its access hole in the center. In the hill of bones within, several magic items from victims.

2 Left Eye—Oculus, huge floating eye, somewhat nearsighted, hypnotizes & drains energy, with paralyzing tendrils. Floating eyes orbit it, which it ripped from its victims heads.

3 Nostrils—Lead back to nasal cavity, and to upper and lower sinuses.

4 Nasal cavity—The hard palate forms a balcony high over the cavernous mouth, 7; with a significant drop for beings smaller than giant size.

5 Right Lower Sinus—Siamese twin trolls, imperfectly separate and immensely fat, with 3 arms, four legs and two merged heads.

6 Left Lower Sinus—Inhabited by a giant amoeba, the lower third of this chamber is filled with quicksand. Treasure lies on the bottom.

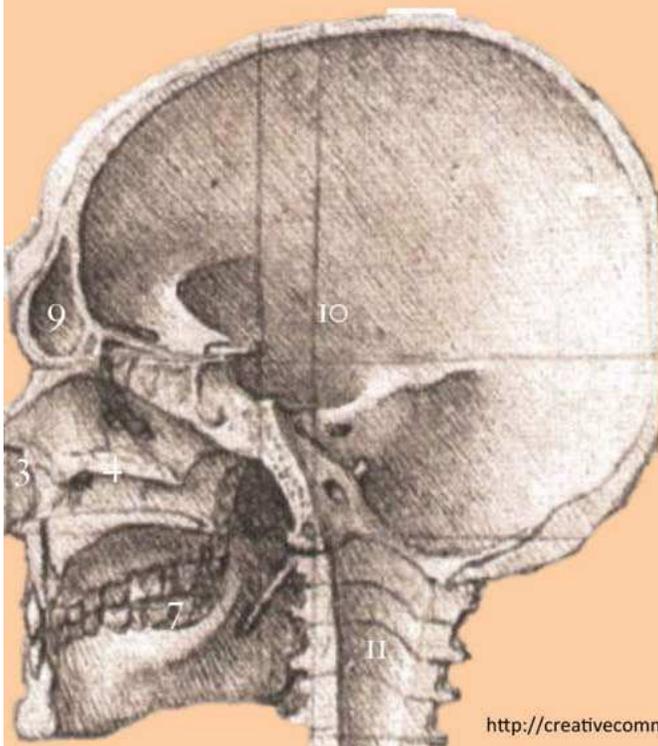
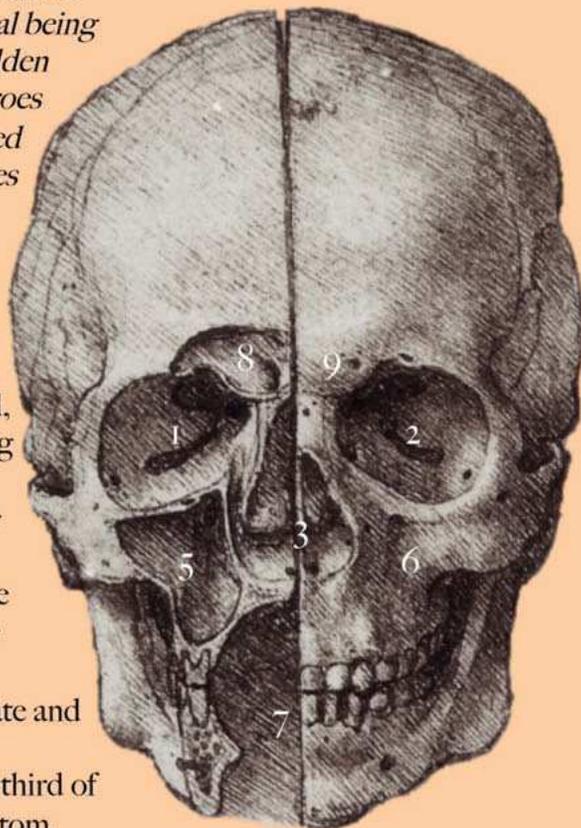
7 Mouth—Giants have made this a temple to Ymir. Fomorian giant cleric lives here, commands 7 undead giants. Altar is regularly painted with human blood. Cleric's treasure is hidden within a cavity in left rear molar.

8 Right Upper Sinus—A black pudding colony fills sinus & hangs down into right nostril, dropping on prey from above.

9 Left Upper Sinus—A gap in the upper left extremity of this sinus leads to a tube, the venous sinus, through the cranial bone, leading around to the back of the skull where it opens to the interior of the cranium, 10. Four dozen venomous scorpions inhabit the sinus.

10 Cranium—A primordial giant, Angrot, with a huge shapeless body covered in eyes, mouths and protruding limbs. Carries a shard of Ymir's canine tooth, wielded as a scythe-sword. Walks on 5 limbs (leg, arm, claw, hoof and a microcephalic head used as a foot); another 6 assorted limbs used as arms. Insane & non-verbal, he is fed by the priest. In a recess of the cranium, a pool, resembling molten gold, is the remains of Ymir's brain. A liquid relic, beings imbibing of it gain wisdom, minor insanity, & the gift of poetry: the ability to cast spells if they recite an original limerick for each.

11 Spine—A broad shaft, extending from the bottom of the cranium, descends many hundreds of feet. A massive purple worm inhabits the lower shaft.



THE SUNKEN TEMPLE

A powerful priestess of the sea goddess once lived in a temple off the coast. When an invading force sought to sack the temple and steal the goddesses' offerings, the sea goddess made the sea rise, drowning the intruders and swallowing the temple beneath the sea. Now, after an age has passed, the barnacle encrusted ruins have resurfaced from the roiling depths. The island now stands as a small cluster of rocks rising from the sea.

ADVENTURE HOOKS

CHANGING TIDES

You make your way down a coast littered with dead fish and debris. A character may notice that the fish are from the deep ocean. Eventually you happen upon the ruins of a small fishing village. Survivors huddle together under tarps and splintered timbers, whispering of an apocalyptic wave. They offer you one of their surviving fishing ships to see if any of their sailors survived.

SAILOR'S TALE

You meet a sailor with a strange tale. He tells you how his ship was wrecked, run aground on rocks that should not have been there. He claims the drowning men were set upon by fish people from the deep. He offers to sell you his lifeboat for a few coins as he intends to keep travelling inland.

STRANGE SIGHTS

The ground rumbles and shakes. The characters are hit by a massive wave, carrying debris in its wake. If they are within sight of the sea, they witness the ruins of a temple island rise from the seafoam, coral encrusted stones draining water into the sea.

THE TEMPLE

A. THE ENTRANCE

The waves break against the jagged stones, slick with sea slime. Above a sheer cliff rise the coral encrusted pillars of a ruined temple...The pillars and arches of the temple are thick with barnacles and hanging seaweed. Brackish water pools on the flagstones. Amid a cluster of tumbled stone blocks, behind a curtain of dripping seaweed, looms the entrance to the temple... A worn stair disappears into cold, dark, waist-deep water. The smell of salt and the sea fills your lungs as you descend into the flooded chamber.

B. THE DROWNED ATRIUM

The Temple is haunted by the spirits of those who drowned when the temple sunk beneath the sea. They appear and fade, ebb and flow, but cannot speak, cold and silent as the deep.

Vashir is the priestess who begged the goddess to sink the temple. Her spectre manifests as a drowned woman, all in white, hair billowing like weed at the ocean floor, her eyes cotton white. She will try to harm any intruders, though her power is limited.

There are also spirits of the forlorn folk who sought refuge in the temple, men, women and children, thinking the harsh goddess would shelter them. Their ghosts hope desperately for their curse to be broken, and will appear to point, pale skinned and wet haired, down dripping hallways and aid those who would release them.

C. THE BARNACLED CRYPT

Skeletons, encrusted in barnacles and coral will rise from their tombs to defend this hallway.

D. THE SHRINE OF THE SEA GODESS

Two green brass keys are needed to open the patinaed copper doors of the shrine of the sea goddess. One key is located in area I and the other in area F. A great tentacled kraken guards this flooded chamber. Killing the Kraken frees the drowned spirits trapped in the temple. There beneath the still waters of the shrine you see the glint of treasure – a fortune in pearls, dull as the eyes of dead men.

E. THE COLD ALTAR

Vashir may appear here (See Area B).

F. THE MURAL ROOM

This room is painted with a mural that details the temples past and hints that slaying the kraken in area D will free the drowned spirits from this watery tomb. On a pedestal is one of the keys to area D.

G. THE NAGA NEST

This room is the den of several naga, the floor covered in half eaten seal and dolphin carcasses.

H. THE SACRIFICIAL STONE

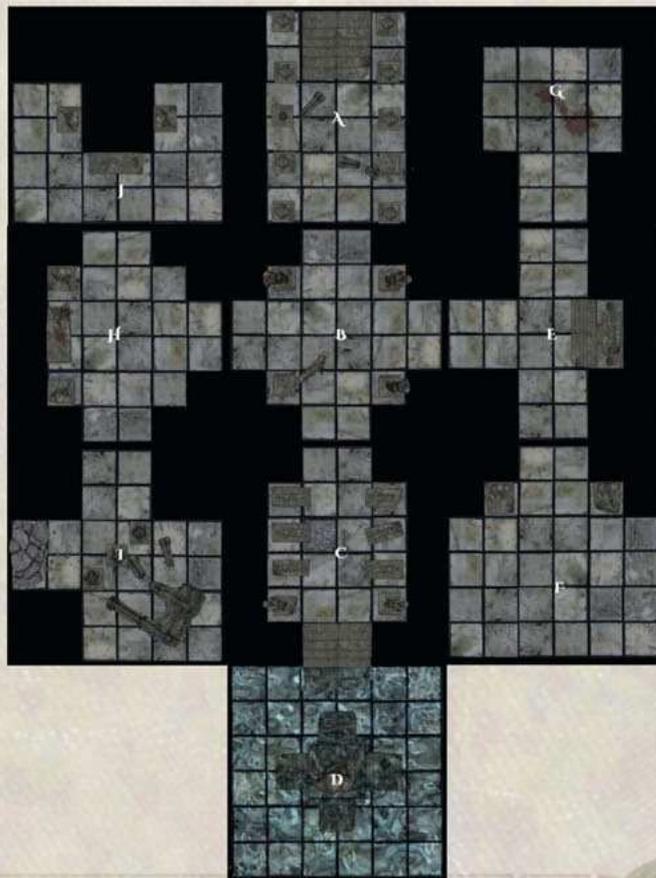
Vashir may appear here (See Area B).

I. THE COLLAPSED HALL

This room is filled with the rubble and debris of fallen statues and arches. A pair of naga, serpents guard this chamber.

J. THE CRACKED OBELISK

Vashir will manifest as banshee like spectre, mustering all her power to protect the key. If she is defeated here, she does not return. On a pedestal is one of the keys to area D.



Life and Death in Oturak

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There are many ways to arrive in Oturak...

Hired to guard a traveling merchant caravan, saved by travelers after collapsing in the desert, sent to investigate reports that a wanted and dangerous summoner has been seen in the city...

While exploring Oturak, players are likely to be noticed by the city guard, who are desperate for manpower. Players will be hired by Naazil and given a series of assignments. Naazil suspects a cult is preparing for an act of great terror.

Background

Governor Naazil has earned respect by keeping the peace in Oturak with the help of the city guard. Naazil lives in the far east corner (A) and the guard barracks surround his mansion. People become poorer as you move away from Naazil's mansion and toward the wall. The wealthy merchants live in large stone manors and the poorest people, who work as laborers, live in tents or wooden shacks along the wall.

A fertility cult has been steadily growing in the west of the city. They are led by an elderly summoner, called "The Oracle" by his followers. They seek to bring glory to the "Divine Mother". To reach this end, the cult is planning a ritual to cleanse the desert of non-believers. Cultists shave their bodies and wear short cloth pants.

Random City Encounters (1d4)

- | | |
|---|---|
| 1 | Cart drops a random barrel of spice. |
| 2 | Group of 1d6 bandits carrying a rug are being chased by a market owner. |
| 3 | Cultist with 1d10 children chase 1d20 goats through a crowd. |
| 4 | Drunk, affluent locals want to talk with players about art! |

1. Capture Abbas Modil for Questioning

A suspected high-ranking cult member. He can be identified by his tattoo - a long black line originating at his navel and wrapping around his body several times. Modil is known to loiter at the market but will certainly flee if he sees guards or suspects he is being tracked

Market (D) The buzzing market is the centre of trade and of life in Oturak. There is a constant sound of traders haggling, friends laughing, and falling water. The fountain and lush gardens are an oasis in the desert fed by an underground spring. Scattered around are statues which reveal the city's wealth.

Reward: 20 GP per player for successfully capturing Modil and returning him to the Guard

2. Retrieve Lieutenant's Key

The interrogation of Modil has led to the stone temple, where a cult lieutenant works. The lieutenant holds a key to the cult headquarters. A hulking priest (Othus Forgeback) greets the players at the temple. However, the lieutenant is an unassuming woman working in the corner who will avoid a fight.

Temple (F) This crude stone temple stands in the Southwest region of town. The building is very plain except for the many devotees quietly worshipping inside and socializing outside on the street. Othus Forgeback ministers the temple. He welcomes all visitors, but is tough and quick to defend his temple.

Reward: Each player may select a single piece of equipment from Naazil's personal armoury at the GM's discretion.

3. Investigate Cult Hideout

Using the key retrieved from the lieutenant, players are asked to investigate the cult shack to the NW and return with information about the cult's intentions. Once, the players are inside the shack, refer to the Ritual section. This will be the epic battle climax of the adventure.

Ritual Shack (I) A wooden shack, just like dozens around it, built off the cliff wall. A deep chamber has been dug into the rock face within the shack. This is the secret hideout of the fertility cult.

Reward: Players are offered 35 GP each to collect the information. If they stop the ritual, Naazil offers his +1 cloak of defence and 3 doses of healing spice.

The Ritual

The cult has been preparing for weeks but will be rushed into action by the players closing in on them. The magic will cause a female "host-mother" to give birth to one small wormlike monstrosity every few minutes. The birthing will stop if she is killed or after 25-50 creatures. GMs may choose for the ritual to begin as players are finding the headquarters or sooner. Either way, one creature should appear every few combat rounds after the ritual starts.

Random Market Spices (3d4)

1	Mundane	Alpine	Tea
2	Explosive	Dream	Pepper
3	Forbidden	Mystery	Powder
4	Soothing	Steppe	Paste

Random Market Textiles (3d4)

1	Patterned	Silk	Sari
2	Embroidered	Jute	Quilt
3	Brilliant	Cotton	Headcloth
4	Poorly Made	Hemp	Robe

I Ritual Shack is at base of this canyon crack

Player Handout ✕

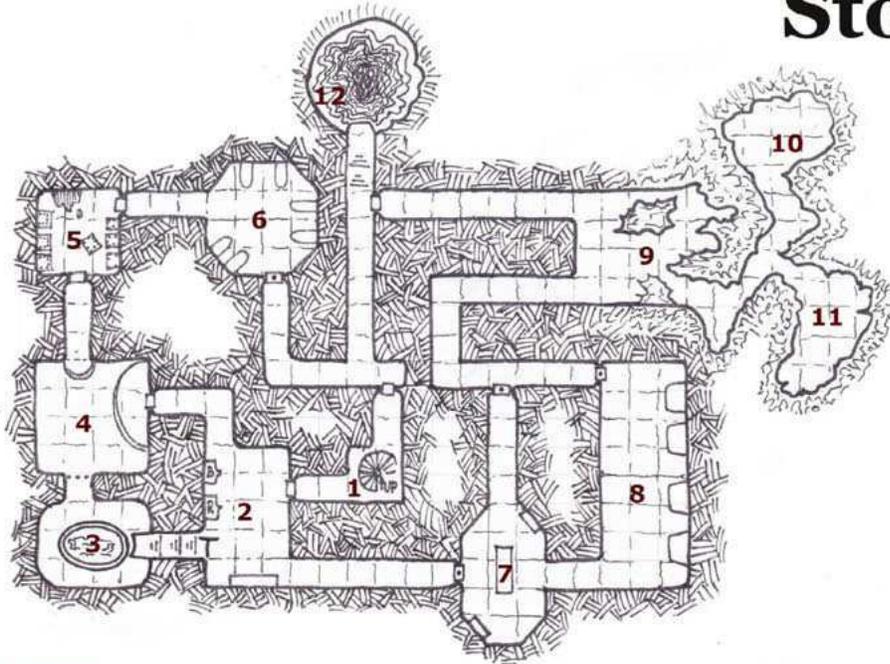
City of Oturak

Built within a fissure on the east side of a canyon, Oturak is a refuge in the desert. Rock cliffs reach hundreds of feet up on two sides and a man-made wall guards from windstorms and invaders. The population fluctuates with trade, sometimes reaching 2,500. For many years, caravans from the realm to the north have brought fine textiles to trade for spices with merchants from the south. Oturak is a natural place for travelers to rest and for merchants to trade their goods. Many people have become rich within the city's red walls.

- A. Governor Naazil's Mansion
- B. Opera House
- C. Ahba Community Fountain
- D. Market & Statue Garden
- E. Mirage Meadery
- F. Crude Stone Temple
- G. Eagle's Hood Tavern
- H. The Wall



Stop Stealing my Juices



An extraction site inside a huge magical behemoth is overrun by the beast's antibodies. The scattered remains of the alchemists were driven mad by the approaching doom. The players can plunder a lot of magical supplies if they are fast enough...

- 1 ENTRY:** Spiral staircase up to a shiny metal trapdoor to the outside. Door north is 1' tall, the metal archway lined in blue, even an halfling can't get through.
- 2 DISPENSER LAB:** Alchemy lab on table south: glassware, stills. Two rusted iron "dispenser" with pipes that enter the wall. One gives 1d6 BLUE POTION, the other up to 1d6 RED POTION. Stairs S-W are trapped: they become a slide to the MUTATION POOL in ROOM 3.
- 3 MUTATION ROOM:** huge pool filled with YELLOW POTION. A tentacled amoeba tries to drown PCs in the pool to assimilate their gene-pool. Immersion cause a random mutation. Lying at the bottom of the pool gems, 1000 coins and an Amulet of Firm Shape (immune to polymorph).
- 4 GAS ROOM:** here the specimens mutated by the YELLOW POTION were observed from the 2 terraces N and E. On the east terrace a lever release a sleeping gas on the floor level.
- 5 CAGES:** mice, pigeons and other animals, mutated, crossbred, horrible little chimeras are trapped in metal cages stacked on the walls. Debris. A state of disrepair and neglect. Babbling from behind the E door.
- 6 TREATMENT ROOM:** six former alchemists, now drug-filled husks, rest on the beds. An acolyte, deformed, injects through a big pumping machine various potions and drugs. He can pump behemoth's adrenaline in his former fellows reanimating them as berserkers. The acolyte have the master key hidden in a flesh pocket, and 1d4 random RAW POTIONS on himself.
- 7 REFINERY:** two closets, with 1d6+1 random refined potions and 1d6 RAW POTIONS in each. On the table, another alchemy lab. Everything is neglect, traces of feces, debris.
- 8 PUMPING STATIONS:** barricaded in this room and the refinery, 2d6 deranged alchemist try to continue their work. Isolation, drug addiction and the fear of the behemoth antibodies have driven them desperate to get out or eat something normal (like the PCs). There is an extraction machine for each of the beast ichors
- 9 FLESH INVASION:** here the behemoth is expelling the facility from its body. Carnous, slimy substances creeping on the wall. Somehow, one the acolytes is fused in the behemoth flesh, devoured and corrupted, he ejects many little gremlins from his mouth (1d6 each round). It tries to engulf the PCs. Inside the flesh is embedded a wand of cloudkill. Only the BLACK POTION can kill it.
- 10 POOL OF BLOOD:** like the RED POTION, but unrefined. If ingested, can give you a random mutation like the yellow potion.
- 11 PRISONERS:** engulfed by the fleshy advance of the behemoth, 3 alchemist are still alive here. They will be very grateful if saved, still they are mostly crazy and paranoid.
- 12 THE HOLE:** here one can descend in the behemoth. Guts of wind come from here. Foul smell. Below, service ramps and corridors are disappearing, slowly engulfed by scar tissue.

THE RAW POTIONS

Are various fluids of the behemoth. Blood, black bile, phlegm, cerebrospinal fluid etc...

- 1 RED: augment
- 2 BLUE: decrease
- 3 YELLOW: mutate
- 4 BLACK: destroy

MIXING POTIONS

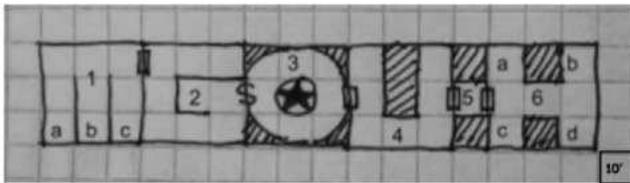
Be permissive with potion mixing and experimentation. With clever use the players should be able to overcome most challenges at little risk except that of mixing. EG: the blue potion can be used to reduce own size. A yellow one with some feathers can give wings.

Mixing Potion Table (1d10)

- 1 Explosion
- 2 Poison
- 3 Pass out
- 4 Only one effect
- 5-9 Combined effects
- 10 Great Job (random "real" potion)

ENCOUNTER TABLE

- 1d6 each turn, encounter on 1:
- 1 1d4 deranged alchemist, may have raw potion on self
 - 2 2d6 rabid animal chimera
 - 3 the "hulk" (huge macrophage, dissolves metal on touch, divides when electrocuted), if killed, treat result as 6.
 - 4 a swarm of antibodies (they try to dissolve you)
 - 5 living potion (a slime that can cast at will a random spell)
 - 6 guts of wind and organic outburst engulf a room in 1d6 round, starting from ROOM 9



Three stone archways can barely be seen on the side of the barrow. They are covered by overgrown vines that, if cleared, reveal, etched but eroded by time, a rune on the keystone of each arch. Web covered corridors gently slope down into the darkness. **1.** Three 20' long downward ramps descend from South to North and corresponds to each of the alignments: a) Law, b) Neutrality and c) Chaos. If the runes on the keystone are traced with the finger by anyone of the same alignment, the rune briefly glows and that person doesn't suffer any damage while walking down the ramp. Anyone going through the sloping corridors without having traced the rune or having a different alignment suffers 1d10 hp every 5' in any direction. Tracing a rune of a different alignment doesn't deal any damage, but the person feels uneasy about the place. There is a rusty riveted metal door on the East wall. The door has no visible handles, locks, hinges or keyholes and has more runes etched on its surface. Dark brown stains fill the engraved symbols. Tracing the runes with blood will cause the magical seals to release the door. No amount of damage, physical or magical, will cause the door to budge. **2.** Torchlight reveals a series of 12" golden discs that panel the walls every 10'. The discs, 18 in total, are mounted on crystal frames magically attached to the wall. Each has a hole in the center and is engraved with a pattern of concentric circles. If any of them are removed, a 5" hole can be found behind. After a few seconds, something comes forward from the hole! **Trap:** Roll d5 on the table below to see what it is: **1. Water.** A continuous stream of water flows from the hole and its level rises 1"/round. **2. Fire.** A burst of fire deals 10d6 damage to anyone in a 10' radius from the hole. **3. Gas.** A cloud of poisonous gas (DC 16 Fort save or die) starts filling the room at a rate of 10 cubic ft./round for 9 rounds, then dissipates. **4. Acid.** A gush of acid erupts from the hole, dealing 10d6 damage to anyone in a 10' radius. **5. Air.** A gust of freezing cold wind blows, dealing 10d6 damage to anyone in a 10' radius. The secret door on the East wall can be opened if any of the golden discs are placed upon it. As you cross its threshold, the powerful voice of Metal God Robhal screams from a *Magic Mouth* on the ceiling: "You have come this far to turn back? Push forward! The Lost Hymns await you. Be worthy of them!" **3.** In the center of this domed circular room, facing the secret door, is a 5' high obsidian pedestal with a 10' tall metallic statue of a massive muscular horned demon who sports a fanged snout and fiery eyes. The demon has a 5' length of chain wrapped around each wrist, each of which ends in a spiked ball. His clawed hands are making the sign of the horns. Between the statue's hooved feet the word 'OID' is engraved upon a metal plaque. The center of the room

stands 20' high and the dome above the statue depicts, all around its circumference, a horde of men and women charging towards the viewer. They are clad in black leather armor, adorned with spikes, chains and studs, and armed with a variety of edged weapons. Their faces show the tortured sneers of screaming and shouting. A ruined city wreathed in animated flames that illuminate the room stands behind the charging horde. There is a wooden door opposite the secret door. Passing by the statue without saluting it with the sign of the horns causes it to immediately animate and attack any disrespectful trespasser. **Demon (type II demon, Murrallsee or Murray):** Init +2; Atk +2 *flail of chaos* +6 melee (1d6+4 plus 1d4 against lawful creatures) or claw +6 melee (1d8+2) or bite +8 melee (1d10); AC 16; HD 4d12; MV 30'; Act 2d20; SP demon traits; SV Fort +4, Ref +3, Will +3; AL C. After combat an ooze comes out of the pedestal and cleans the place of blood and body parts. Any dead characters become new faces on the mural. **4.** Carved on the door are three runes warning of the danger that awaits ahead. It is a simple door that, if pushed, easily opens into a corridor. The walls are covered in green slime and water drips from the ceiling, forming small, murky ponds. The smell of rot, death and decay is so overwhelming that everyone has to make a DC 13 Fort save or be helpless for 1d3 rounds due to vomiting, coughing and retching. These sounds alert a gang (2d8+5) of Eddie-looking undead that rushes forward to attack. **Eddies:** Init -2; Atk bite +3 melee (1d4) or slam +3 (1d6); AC 9; HD 3d6; MV 20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2; AL C. The creatures can be appeased and bypassed by moshing, headbanging and singing any hymn of Miron Aiden, Ore's most lauded troupe of bards. There is a plain wooden door with rusty hinges, hanging handle and swollen boards on the other side of the room. The door has been left ajar. **5.** A 10' by 10' room with a metal door on the east wall. A 20' deep pit with spikes (**Trap:** 2d6 falling damage plus 1d4 from spikes) opens below the first character crossing and then closes. The trap can be detected with a DC 20 Search check. The metal door only opens if the trap is activated. **6.** Mosaic murals of four Metal Gods adorn each niche: a) Lemm, b) Bonscot, c) Hanne-Man and d) Mahnob. There is a pentagram drawn on the floor in front of each mural and a scroll case rests in the center of each pentagram. The scroll cases can be retrieved without harm by naming a famous song by the corresponding Metal God. Failure to do so will cause a pillar of pink light to strike the heathen, sending him to eternal damnation (J-Pop purgatory or Hip-Hop abyss.) For retrieving the Lost Hymns, the Metal Gods will grant the surviving characters one and only one of the following favors, all permanent: a) 1d4 Luck points, b) 1d4 Personality points, c) 1d4 Dexterity points or d) 1d4 Stamina points. After choosing the reward, the character is teleported outside the barrow. **Trick:** All surviving characters are under a *geas* spell. No save. The hymns must be taken to the secluded Monastery of Wack-en.

Note: All corridors and rooms are 10' wide, 10' tall and in total darkness except otherwise specified.

<http://www.urudnd.blogspot.com/uy/p/free-downloads.html>

PC's are chained to an oar in the belly of pirate ship Kraken, operated by an evil Captain and his worshippers of Dagon. But Dagon is displeased with the cult and sends a magical storm as a final ultimatum to the captain; make a worthy sacrifice or find a watery grave! In the confusion your fellow slaves riot against the overseers, and the PCs must escape or go down with the ship! The PC's start with no equipment but can scavenge weapons, armor, and supplies from the ship.

Factions

Slaves: weak humanoids with improvised weapons. Seek vengeance against their captors!

Overseers pirates armed with whips and cutlasses. Seek to escape the slaves wrath and Dagon's judgement!

Faithful Cultists armed with axes and crossbows. Seek to bloody the water and appease Dagon!

Mages Magical mercenaries hired on for firepower. Seek to escape the Kraken!

Special Rules

Dagon's Wrath: The magical storm is sent to punish the Faithful, who have been lax in their sacrifices. All spells cast within the storm -by PC's or NPC's- cause additional magical effects. Roll 1d6 for each level of spell and apply the effects;

1) Torrent of sea water gushes from the caster to the target of the spell, save or be knocked prone. 2) Caster covered in barnacles, 1/2 movement, small armor bonus 3) Room fills waist high with water. 4) Caster grows tentacles, gains extra unarmed attacks. 5) Target turned into Shark 6) Slippery squid ink covers everything in 15' radius.

Rough Seas: Magical storm tosses the Kraken about violently. At DM's discretion, PC's must save or stumble 10' in random direction.

A mutiny on the high seas!
Magical storms! Eldritch Judgement!
Your players must...

ESCAPE THE KRAKEN!

Hold; Dimly lit, low ceiling. Contains dry goods, trade goods, rum and carpenters workshop. A Noseless Ships Carpenter cowers in workshop, willing to help PC's escape.

A) **Raging gorilla** is chained to wall near bow. Hard skill check to befriend. If released, will rampage through 1st deck before dying from wounds. A Dead Faithful armed with a Pike lies next to Gorilla. Small amount of loot in crates.

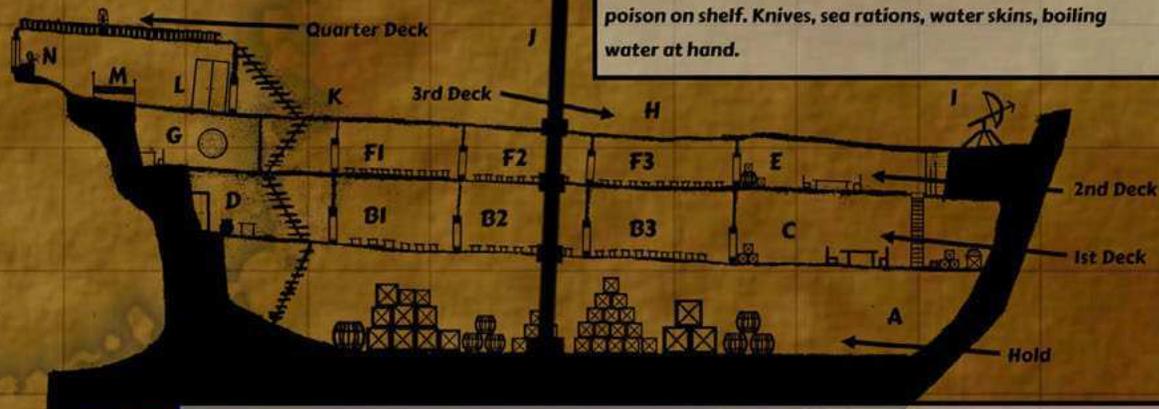
1st Deck Bright, flickering lamplight. 7' ceilings. B 1-3) **Sweep Rooms** with Benches, chains and oars. PC's start here in B1, chained to oars. Rioting slaves toss keys to nearest PC. Roll 1D4 for each room; 1; Corpses. 2; Overseers' battling slaves. 3; Slaves chained to benches. 4; Overseers battling a lone mage. C) **Overseer's Mess;** 1d8+1 Overseer's are barricaded in here against rioting slaves. Small loot, light armor, simple weapons in arms chest. Locked ladder to Faithful Mess. D) **Galley;** Cook/poisoner cowers in cupboard. 2 x paralysis gas poison on shelf. Knives, sea rations, water skins, boiling water at hand.

2nd Deck Bright, flickering lamplight. 7' Ceilings E) **Faithful Mess;** 1d8 Faithful barricaded in mess, fighting off slaves. Medium loot, heavy weapons, medium armor on racks. F 1-3) **Sweep rooms;** Raging riots. Roll 1D6 for each room. 1; room on fire. 2; Faithful battling Slaves. 3; Faithful battling Mages. 4; Magic mishap; roll on Dagon's wrath table and apply to random target. 5; All factions present in 4 way battle. 6; Confused slaves still rowing. G) **Mage quarters.** Magical loot found here. Roll 1d4. 1; Head Mage present, will parley. 2; Teleportation circle contains drowned mage. 3; Room full of seawater. 4; Mage is now hostile sea mutant.

3rd Deck; Comprises Weather Deck and Captains Cabin. Dark with flashes of lightning. H) **Weather Deck** is battered by wind and wave constantly. Save at DM's whim or PC's are washed 10'. I) **Mounted Siege Ballista,** loaded. 3 x Bolts nearby. J) **Mast** breaks in wind, trailing in water, hanging by rigging. K) 3d4 **Chained slaves.** 1D4 Faithful guards are sending them one by one to the Quarterdeck to be sacrificed. B) **Captains Cabin,** Luxurious living area, dimly lit. Medium loot. Contains L) **Bookshelf** with Dagon Cult writings, nautical charts, navigation tools. M) **Harem;** Captains wives have turned to horrible fish-monsters. Deliver PC's message from Dagon; Kill everything on board as sacrifice and pledge allegiance, or find a watery grave! N) **Shrine of Dagon;** Focal point of magical storm.

Quarterdeck; Highest point on the Kraken. Captain is smashing heads on an altar and giving the slaves blood to the sea. An undead sailor is lashed to the helm and tasked with keeping a steady course. A sturdy lifeboat (with space for the entire party -I) hangs at the ready along the stern. The Captain is a Medium level Evil Cleric. Knows 'stormy' spells. Has Scale mail and a magical Mace in the shape of a squid called Dagon's Ink Sac that can blind targets on a hit. He thinks that Dagon will forgive him if he sends the PC's into the sea. Living Faithful from area K Join in fight.

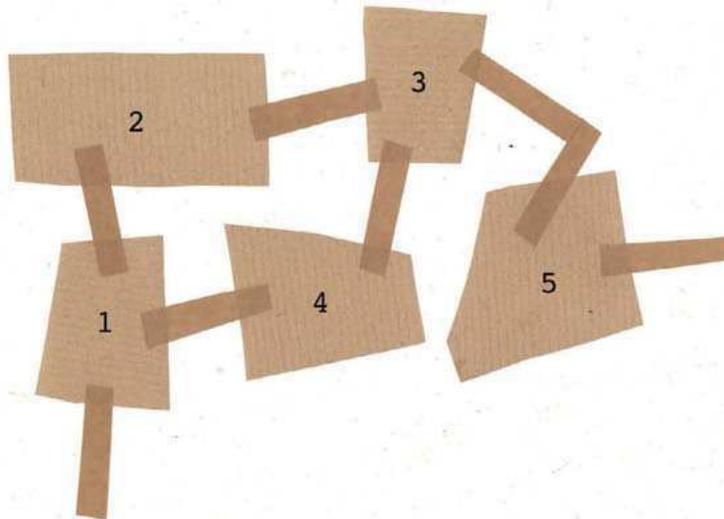
Escape Routes: The Players can escape by launching the life boat, using the fallen mast as a make shift raft, killing everything aboard and pledging service to Dagon, or by tossing the shrine to Dagon (Area N) overboard and escaping the storm. Slaves, Mages, and Noseless Carpenter will help PC's but take up room on the lifeboat and raft.



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BUBBLE GUBLE SUPER RAUM

Lina (8), Hendrik (6) and Joaquín (4) wrote a dungeon adventure.
I hope this is useful or playable or whatever ...



1 In the middle of the room you see a commode in Louis XIV style.
If you open one of the drawers, you find two purses.
Inside of them are three coins, two chicken wings and two lives.
If you don't watch out, a troll with a chainsaw and chainsaw teeth will kill you.

2 A dead camel.

3 There are a lot of keys scattered on the floor and beetles crawling around.
Room 3 is full of treasures.
Some treasures have beetles inside and some beetles have treasures inside.

4 Room 4 is called Bubble Guble Super Raum.
Pink bubbles are floating in the air.
If they burst, you die.
You meet Sofie, the elf. She says:
Warzenschwein führt dich heim, nach vorne, dann links und rechts.
(Wart-hog takes you home, go straight ahead, turn left, then right.)

There is an invisible secret passage with a trap
between room 4 and room 5.
If you fall into the trap, you will never get out again.

5 There is a giant wart-hog. It's called Hulk Schweinekotz.
It has attackers on its back.
One of them has three eyes and no mouth.
Another one has a long neck and feet, a muzzle and two eyes.
And a funny nose. I can tell you that.

On the floor there is a bowl of muesli.
If you eat the muesli, you will become a super hero
and you can fly through the whole world in three seconds.
You will develop a lot of muscles and
you can knock off ten thousand attackers with one finger.
And shoot red bolts out of your eyes.

Herr Zinnling, April 2017
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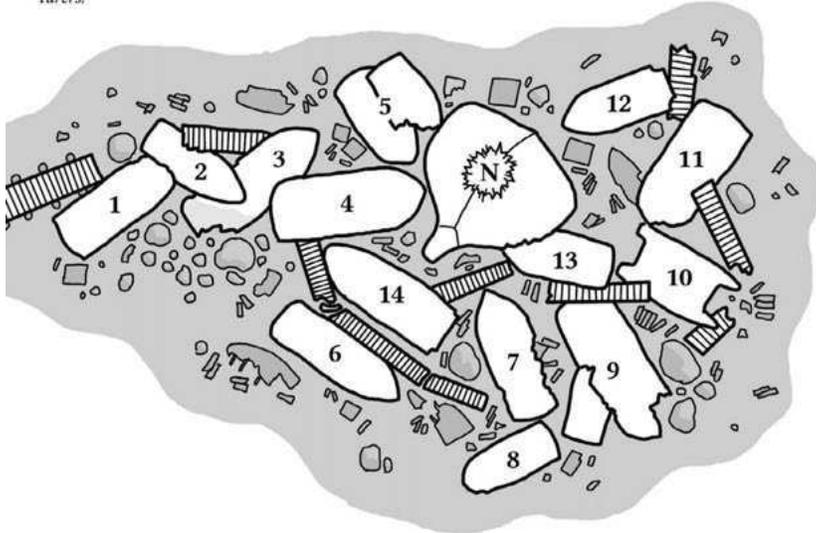
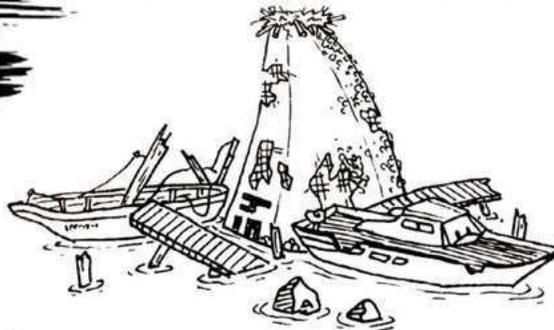
The Floating Graveyard

A Low-Level "Dungeon" For Old-School Post-Apocalyptic Games

BY IAN ANDREWS

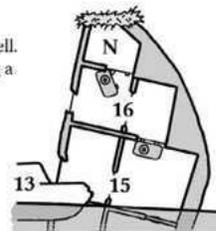
When the Old World came to an end, the lands swallowed by gouts of nuclear fire, some tried in vain to escape by sea, only to watch the oceans ripple and boil beneath them. Their vessels became their coffins as busy harbors were crushed by killer tides, tearing mighty ships apart and tossing smaller ships together in a conglomerate of wood, steel, and fiberglass. As time went on, these mass wrecks became the hunting grounds of all manner of mutant creatures, and popular treasure-hunting spots for foolish adventurers.

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- 1 The loose, swaying dock leads out to a wrecked sailboat, empty inside save for a few life jackets and about 20' of rope stowed underneath the bench seats.
- 2 This speedboat is completely beached on top of the rocks and Boat 3. Decades of abrasion has worn the bottom of its hull apart, revealing jagged rocks beneath.
- 3 A group of 6 **Softshell Crabmen** (stats as Hobgoblins) stand on the submerged portion of the boat, fishing amongst the rocky shallows. Two are armed with nets, the rest use their natural claws. 50% chance they don't spot the party.
- 4 A hatchery of sorts; 10 **Crabmen** are tending to eggs that plaster the damp interior of this ruined yacht. They will attack intruders on sight, and harming any eggs will enrage the group, giving them +1 to hit and damage.
- 5 From the sunken boat, 5 bloated corpses will surface and shamle towards any organic matter on the floating wreck beside them. Their skeletal forms are bloated, and sponge-like material bursts forth from their mouths and eyes. They are **Sponge Ghouls** (stats as Zombies), and dismembering them will reveal their insides to be completely filled with a mass of blood-thirsty sea sponge.

- 6 The crabmen in area 14 wait atop the tall sides of their boat for prey to walk along the dock between their position and Boat 6. They will then attempt to rock the boat towards the dock, crushing and scraping any caught betwixt against the barnacle-encrusted hulls. Treat as standard crushing block trap.
- 7 A coast-guard ship lies stranded, pierced by stones and timbers. Aboard it is a large spotlight, which will still function if supplied with a power cell. The spotlight is very powerful, illuminating a 40' diameter circle at night. During day or night, the spotlight can be aimed at a creature, requiring a saving throw to avoid being blinded.
- 8 A wrecked speedboat, loosely tied onto a bit of remaining dock, bobs around in the waves. Searching it reveals a metal detector, beach clothes, fishing poles, and two bottles of rum (still potable).
- 9 The inside of this cargo boat is almost completely dark if not for the few stray beams of light peeking in from the myriad holes in the ceiling. Only slow sloshing sounds can be heard from among the crates of decayed food that litter the flooded interior. The sound is coming from 7 **Sponge Ghouls**. Interestingly, one appears to be a former crabman, puffs of sponge bursting out from the gaps in its armored carapace (its AC is 2 points better than the others).



- 10 This pontoon boat is in mostly good repair, but is missing a sail. Its open deck is in plain view of the **Heron Beast's** nest.
- 11 A dead scavenger's body lies half-submerged in this flooded yacht. Just above the waterline is a tripwire from the a trap set by the deceased. Triggering it will cause a heavy anchor to swing down from the ceiling, dealing 1d8 damage to any in the doorway.
- 12 This professional-looking boat is locked from the inside. If the party manages to get inside, they will find a sophisticated setup, with (now destroyed) monitors and radio equipment. Still unscavanged is a crate of preserved food rations. A skeleton at the wheel has a revolver at his hip, and clutches a GPS system. Supplying a power cell will reveal that the device has a destination marked for a nearby island. What was this man so desperate to reach during the Old World's final moments?
- 13 A crash with the large ship has opened up a large hold leading inside, but has also damaged Boat 13 in the process. The remains of an old SCUBA diver's boat, a tank of compressed oxygen is on the brink of rupturing. Any attack made within 5' of the tank has a 50% chance of piercing it, creating an explosion dealing 3d6 damage to those adjacent to it, and 1d6 damage in shrapnel to all in the area.

WANDERING MONSTERS

1d8	Result
1	1d6 Softshell Crabmen
2	1d6 Sponge Ghouls
3	1d8 Stirges
4	1 Terrified Scavenger
5	1 Sea Snake
6-8	Heron Attack*

- 14 If the players set off the trap on Boat 6, these 4 **Crabmen** will leap down and attack. Otherwise, they still lay waiting, and are twice as easy to surprise.
- 15 The "floor" (formerly a bulkhead of the ship) is partially submerged at its far end. The surface of the water is covered in thick algae, which is actually a concealed **Green Slime**. Due to its moist condition, it takes only 1/4 damage from fire.
- 16 If the party manages to climb up to this level, they will reveal an area caked with grisly remains, feathers, and dripping excrement. Partially buried in the mess are the remains of a body in a diving suit, holding an intact Speargun (stats as crossbow, with a respective +1/-1 to hit when under/above water). Nestled in the broken ceiling above is the nest of the **Heron Beast**.

HERON BEAST

Nesting on the bow of the large upturned ship (Area N) in the center is a large, mutant heron with leathery, claw-tipped wings and oily, matted feathers. It will eat any living prey, including humans and crabmen. It will attack sponge ghouls, but will spit them out when it discovers the body lacking in savory meat stuffs. Stats as an Owlbear, but with clumsy flight.

* Roll for this encounter both as normal, as well as at the start of any outdoor combat. The Heron Beast will attack by swooping down on a random creature. After an attack (hit or miss), it will fly back to its nest.

CRYPT OF THE WITCH KING OR, WHO'S YOUR MUMMY

By J.M. Abbott

Located in the Dragonspine Mountains lie the ruins of Dorag Skel; a place of many secrets and ancient tragedy. Something within attracts fell beasts to the ruins, perhaps the abundance of would-be-heroes travelling to the region to plunder its riches and secrets? One secret, however, remained undiscovered - The Crypt of the Witch King, until now...

Whilst exploring the Dorag Skel ruins, perhaps at the behest of a patron or perhaps in pursuit of an enemy, a fortuitous earth tremor causes a section of wall to fall away, revealing the entrance to a long forgotten crypt...



1. Entry: A number of steps leads to a set of locked, ornate double doors. A warning is inscribed in an ancient language "Treasure ye seek, yet it's death ye'll find, leave me in peace or doom mankind!"

2. Main Foyer: An anti-magic circle is inscribed on the floor, it has been cast so that its effect extends to the internal walls of this room. All the doors leading off this area are locked.

3. Trapped Room: Opening this door by any means other than with the Witch King's key, which has a very irregular shape, activates the trap. When players open this door they see a 10 feet x 5 feet (3 metre x 1.5 metre) treasure vault; precious metal objects, coins, gems, and objects d'art are strewn through the room, this is an illusory wall. PC's stepping into the room beyond the wall are teleported to a 30 foot (10 metre) diameter, spherical room inside a mountain 1D10 miles/kilometres away with no visible means of escape. To their companions they appear to be examining treasure, picking items up and so on. Opening the door with the Witch King's key reveals the actual treasure; a magic weapon, magic ring and 1D20 x 200 value of coins, gem and art.

4. Animated Statues: This room contains 2 x human sized iron statues of fierce, armour plated warriors. They each hold greatswords of prodigious size, with gleaming, serrated edges. As for area 3, opening the door without the Witch King's key activates the 2 statues which attack until they are destroyed. **Treasure:** 2 x Serrated Greatswords (Wounding).

5. Cages: These 4 cages contain nothing but bones and mainly rusted equipment. Opening the doors to the cages or stepping on the trigger plate as shown on the map cause all the cage doors to open and 1D3+1 skeletons to form in each cage and attack the PC's. Mess with your players, you know you want to, and make them tougher, go nuts. **Treasure:** 1 of the skeletons (make him a boss skeleton) is wearing chain-mail and wielding a short-sword and buckler that look as though they've just been forged. A secret trap door as shown on the map opens to a rough-hewn 5 feet x 5 feet (1.5 metre x 1.5 metre) tunnel.

6. Trapped Corridor: Poisoned, Spiked Pit Trap: 20 feet (6 metres) deep; 1D4+1 spikes. **Treasure:** Scrunched up in the bottom of the pit is a Cloak of Invisibility to Undead.

7. Torture Chamber/Altar: Theses six cells contain manacles from which hang skeletal remains. The chambers were used to torture victims prior to being sacrificed on the altar for vile ceremonies. A secret door behind the eastern statue (discoverable with a difficult check) opens to a rough-hewn 5 feet x 5 feet (1.5 metre x 1.5 metre) tunnel. 1 Shadow resides in each of the statues and a Greater Shadow resides in the altar, they attack immediately when a living creature touches either statue or the altar.

8. Crypt of the Witch King: The final resting place of the Witch King... if the PC's can get to it! Disturbing the water in any way awakens the large Water Elemental that the Witch King imprisoned here acons ago and to say it's cranky is an understatement! If the PC's manage to defeat or by-pass the water elemental, opening the sarcophagus reveals the Witch King's mummified remains. Interfering in anyway with the Mummy infuses it with evil energy and it attacks immediately, preferably with some sort of multiple target spell, then with it's melee attacks. **Treasure:** 1 Golden Key, 1 Ring of Fire Resistance.



Lord Shen Anagens Palace

By Jackie Campbell

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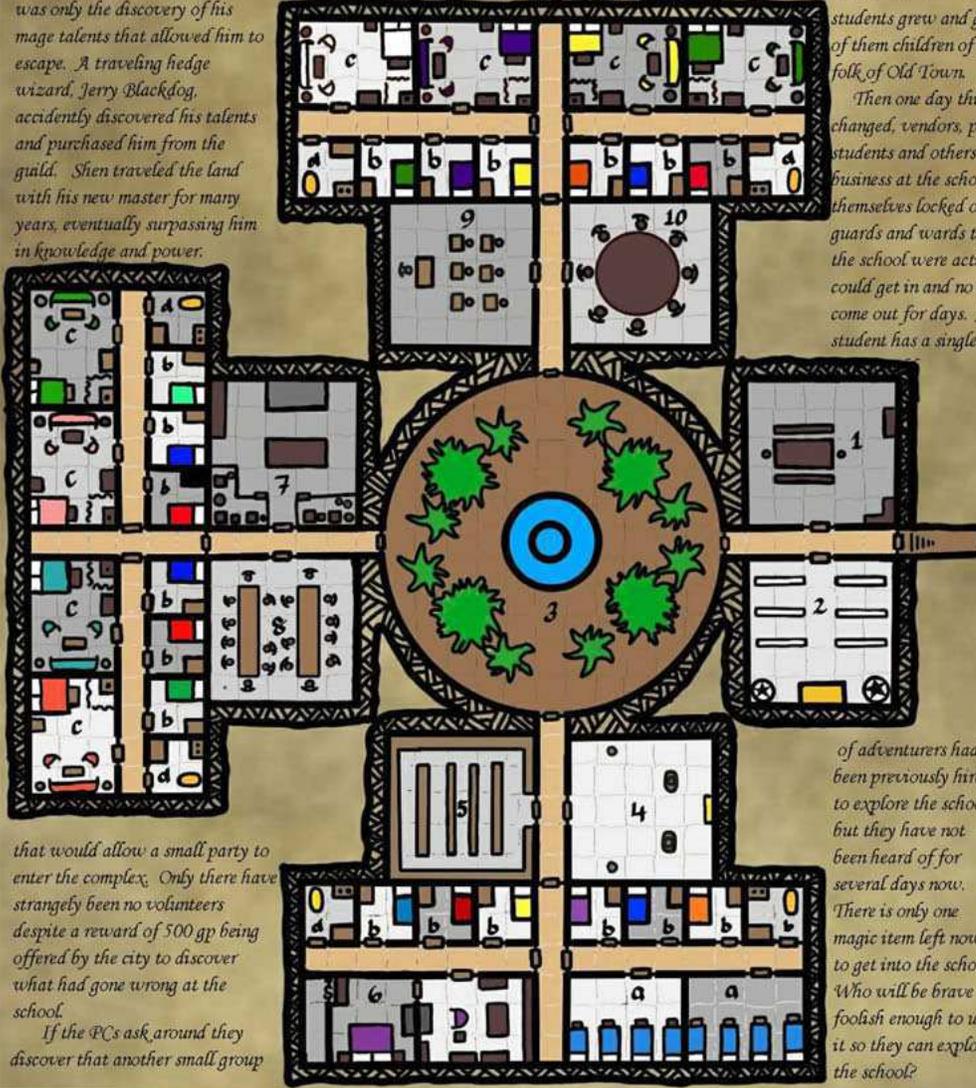
Lord Shen Anagens is a mage of great power. He grew up on the mean streets of Old Town, a homeless orphan enslaved by the Thieves Guild. It was only the discovery of his mage talents that allowed him to escape. A traveling hedge wizard, Jerry Blackdog, accidentally discovered his talents and purchased him from the guild. Shen traveled the land with his new master for many years, eventually surpassing him in knowledge and power.

Shen never forgot where he came from though and many years later he returned to the city and built himself a palace deep under the

streets of Old Town. There he started a school of magecraft seeking out those with magic talent and teaching them his art no matter what their social position.

For many years Shen and his school prospered. He found instructors for all the various specialty schools of magic and hired them. The number of students grew and grew, most of them children of the poor folk of Old Town.

Then one day this all changed, vendors, parents of students and others with business at the school found themselves locked out. All the guards and wards that protect the school were active, no one could get in and no one had come out for days. A former student has a single use item



that would allow a small party to enter the complex. Only there have strangely been no volunteers despite a reward of 500 gp being offered by the city to discover what had gone wrong at the school.

If the PCs ask around they discover that another small group

of adventurers had been previously hired to explore the school, but they have not been heard of for several days now. There is only one magic item left now to get into the school. Who will be brave or foolish enough to use it so they can explore the school?

Bad things have been happening inside the school. One of the students had discovered an artifact, a black skull with glowing runes, a powerful necromantic focus. He was experimenting with it

when he accidentally activated it releasing a wave of necromantic energy that killed everyone in the school. Only they didn't stay dead, they rose the next night as undead.

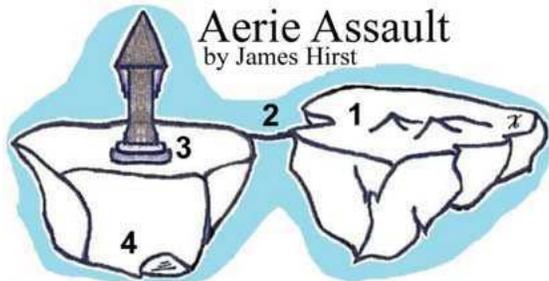
Upon awakening Shen was horrified to discover that he, his teachers and all his students had been transformed into undead. The beginning students level 1-5 were all ghouls, the intermediate students level 6-9

were all ghosts. The instructors had all become vampires and Shen himself had become one of the most powerful of undead, a lich. Shen for now has managed to keep control of the schools inhabitants but isn't sure how long that will last.



All of the doors in the palace are masterwork quality, locked and Arcane Locked. The door to the outside is blocked by a wall of force. All the corridors and rooms are brightly lit. There is a red flashing light in the center of each corridor from which a loud disembodied voice is issuing. The voice is somersault saying, "over and over, All students and faculty report to their duty stations. This is not a drill. The palace is in emergency lockdown."

1. Guard Room (4 ghouls), 2. Temple to the Goddess of Magic (the undead can't enter this room), 3. Central Atrium (Has a large fountain, many plants, trees and a crystal ceiling that mimics natural light), 4. Combat Training Room, 5. Library (filled with books on magical research), 6. Archmage Shens Rooms (the door has a Symbol of Paradise on it, inside there is a masterwork job and a Lich sitting mournfully in a large chair before a fire. The lich is friendly unless attacked), 7. Kitchen (2 ghouls, 1 ghost), 8. Dining Room (the torn, partially devoured bodies of four adventurers are laid out on the tables), 9. Class Room (3 ghouls, 2 ghosts, 1 vampire), 10. Conference Room (3 vampires), a Barracks for beginning students (7 ghouls are in these rooms), b. Single Rooms (6 ghosts are scattered through these rooms, one of the rooms has an oryx skull covered with glowing green runes lying in a small circle of protection in the middle of the room), c. The Masters rooms (there are 4 vampires scattered around these large well appointed chambers) d. Bathrooms, Shen is a lich archmage of vast power and knowledge. Each Master is a 11-14th lvl vampire mage specializing in one of the schools of magic. The students are 1-5th lvl ghouls mages, or 6-9th lvl ghost mages.



Aerie Assault

by James Hirst

1. Lush grassland. Goats roam freely. One large, well-fenced garden is tended by 6 goblin farmers and a goblin shaman. X is your drop off point.
2. 90 ft. giant-made chain (rough terrain). 4,|||
3. 2d6 goblin archers & 2d6 goblin guards patrol this area. This tower is an illusion. The real "tower" is imbedded in the aerie. The party will need to rappel 300 feet to a low-roofed cave.
4. The only access to the "tower."
5. A guard post with 3 kobold sentries (chainmail and short swords) sits at this crossroads. Glass light orbs are evenly spaced from this point on. If attacked, 1 guard runs to 9 for reinforcements.
6. This room's door is locked. The door has a slide panel and chute; pieces of garbage litter the chute. Through the chute, you see...
7. "Shiny" objects glittering in a pile of garbage across the room (no treasure; broken glass, metal pieces, pottery shards, and a silver key).
8. A fissure is filled with offal and garbage: a fetid troll hides within. Anyone who walks within 5 feet of the unstable, crumbling edge risks slipping and falling in—or being pulled in!

Level 1

Northwest corner: crate of garbage.
 Magic Chest: Locked. ____ † Swarm!
 Secret door ♣. Wrong key? 2d8 damage.
 Southeast locked door ♣ leads to a pool and unlocked chest (dirty laundry).

Level 2

Kitchen. 3 barrels: goat meat, water, and vegetables. A chatty, female half-orc (w/ butcher's cleaver) is cooking; NEVER insult her cooking! (Feeling chatty, too? "Only my master has a key ♠ (silver) to the north door.")
 Bedroom ♣ w/2 beds. Treasure under beds: 250 gold, 1 ring*, 3 gems.
 Northwest room. 2 Strangling Curtains: Only the ring-wearer* can pass safely!

Level 3

A bloody trail leads from the stairs to the trapped floor ♦: a chute down to 8.
 Northeast pillar. Turn counter-clockwise to reveal ladder and ceiling hatch. Turn clockwise & pillar/stone golem attacks!

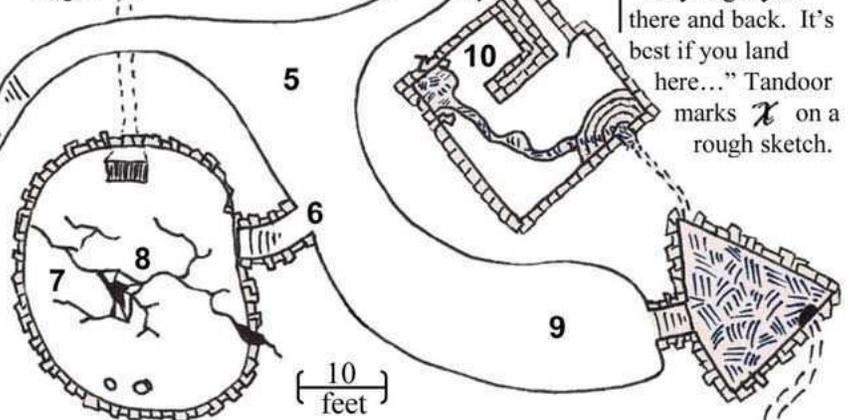
Level 4

A wounded, disheveled woman (doppelganger!), stands victoriously † over an identical woman's body, "I told father I could take care of myself!"

"I'll give you anything you want," Tandor begs as he stands under an expensive portrait of his daughter. "Bring her back to me from that vile mage!"

Motioning to his well-stocked armory/supply room, Tandor insists, "Take what you want."

Tandor opens the door to his stables and a dozen hippogriffs look up from their evening meal to regard him. "They'll get you there and back. It's best if you land here..." Tandor marks X on a rough sketch.

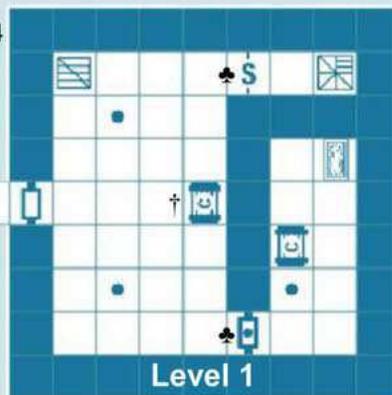


9. Living quarters (surprisingly orderly and clean) for a small group of kobolds. The kobolds are immaculately dressed: 12 guards (polished chainmail & short swords), and three in butler outfits and three in maid outfits. One kobold is the head butler (and a low level sorcerer) and has a keyring with 5 keys ♣ on it. A player may successfully intimidate or persuade the head butler to hand over his keys. Each kobold has 3d8 gp and 50% chance fine jewelry.
10. An orc (elemental druid) is conjuring water into a natural cistern. Overflow gushes down a large drain and to a shallow bathing pool off 9. Buckets line the wall. A small living space for the orc is festooned with glowing mushrooms.
11. A rough cut tunnel ascends.
 ♣ 2 keys are red herrings (yellow & orange). Green key - Level 1 secret door. Blue key - Level 1 pool room. Red key - Level 2 bedroom. Using the wrong key to open any door will trigger a spell trap (see spell trap list below).

- † Roll 1d4
- 1 Rat
- 2 Bat
- 3 Insect
- 4 Spider



11



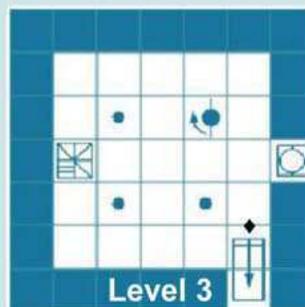
Level 1



Level 2



1 square = 5 feet



Level 3

Spell Traps

- 1d8 damage
- Roll 1d8:
- 1, 5 Fire
- 2 Acid
- 3, 6 Cold
- 4 Lightning
- 7 Sonic
- 8 Poison



Level 4

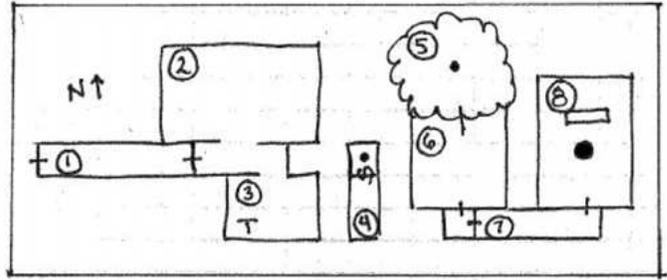
"Tower" map and icons created using <http://pyromancers.com/>

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Cultists in the Keep

Set Up: The PCs are to retrieve an Elder Sign from a group of Cultists of the Old Ones. The Cultists have taken refuge in an abandoned mage's keep. DM may want to tell players to brush up on their Cthulhu mythos knowledge prior to the adventure.

Ambush: On their way to the keep, PCs are ambushed by five men (Cultists) in greenish-grey robes. Searching defeated cultists, PCs will find a tinderbox, a potion vial (healing), a circular silver pendant inlaid with a pentacle having a flaming eye in its center (a detailed examination will reveal a compartment which opens to reveal the image of a sunken city-scape-R'l'ye'h), a black key, and a glass vial containing an eye suspended in a thick yellowish liquid.



Entrance Door: The keep looks to be a single-story 20x20 gray stone structure. The only entrance is a single ironwood door-no windows or other openings. The door is locked and cannot be picked. The keep is impervious to physical and magical attack or penetration. The key may easily be found under a rock (or possibly flower pot) near the door. Door opens into Hall of Armor.

1. **Hall of Armor:** Entrance door opens to a corridor lined with 8 evenly-spaced suits of armor. When PCs are halfway down the hall, all armor will step to the center of the corridor, blocking their way. The armor in front of the lead PC will say "The Pass." If a PC shows the Cultist's silver pendant to the armor, the armor will then pause and say "The Word." If a PC says the word "R'l'ye'h," the PCs will be allowed to pass. All the armor will attack if the PCs fail to give the correct Pass and Word.

2. **Library:** Many books and scrolls can be found here, as well as the six Cultists (3 Fighters and 3 Priests) who are studying said books and scrolls. Upon seeing the party, a cultist will say, "In his house at R'l'ye'h..." and then pause. If a PC is wearing a greenish-gray robe and responds "dead Cthulhu waits dreaming," the Cultists will welcome the party as fellow Cultists. Otherwise, they attack the party. Room contains shelves of books, scrolls, and scroll tubes. One scroll tube contains dirt and another contains three 100 gp gems.

3. **Kitchen:** Area contains kitchen items such as a fireplace, cauldron, two barrels (one water and one wine), and a cupboard with cookware and dinnerware. The 3 Cultists in this area immediately attack the party. A trapdoor in the SW corner opens to steps down.

4. **Root Cellar:** Steps down from 3 lead to a storeroom containing sacks, boxes and shelves of provisions. Rope may be found in one of the boxes. Secret door in N wall opens to a small room with a 4' diameter shaft leading down to level 2.

5. **Cavern.** Shaft from room above opens to the ceiling of a steep-walled cavern. A stone door (no lock) in the S wall is partially blackened and nearby are 2 charred skeletons. Carved in the floor before doorway is an image of an amoeba with flaming tentacles (Cthuga). An inscription above doorway reads "I run smoother than most any rhyme; I love to fall but cannot climb." Splashing water on the door causes it to slide open; this is the only way to open the door. Any incorrect method of attempting to open the door will summon an amoeba-shaped Fire Elemental. PCs searching the charred skeletons will find a helmet (+1 protection and infravision).

6. **Crypt.** Sarcophagi line the E and W walls of this room; damaging a sarcophagus causes the entombed within to emerge as a Wight and attack. A faceless, 7' statue of a man dressed in robes and a pointy hat blocks the S door. An open stone box at its feet holds semi-precious gems, bits of jewelry, and coins. Placing a gift of 100+ gold value in the box causes the statue to pivot, allowing access to the door. On the door, glowing letters will appear, reading "Fore venth eve ryw, is ecan notse eal lends." Saying "For even the very wise cannot see all ends" opens the door. Door opens to a 10'x10' room with a black door on the E wall.

7. **Sally Port.** The black key from the ambush is needed to unlock the black door. Door opens to a hallway that ends in a black door. The same key unlocks this door, but cannot be used until the first door is locked. When PCs are in the hallway and both doors are locked, a fine red mist will descend from the ceiling. The red mist will affect PCs' sanity. Severity and type of insanity is left to DM discretion.

8. **Temple.** In the center of this mirror-walled room is a circular black pit (8' diameter). 10' beyond the pit is a blood-spattered altar, upon which rests a crystal-glass reliquary containing an ornate metal box. Two crystal chandeliers hang from the ceiling to the right and left of the altar. Any light source brought within 25' of the reliquary or chandeliers will refract, causing a prismatic spray once per round which can reflect off the walls and strike the PCs. If the room is in darkness, black tentacles will emerge from the pit and attack the PCs; tentacles are repelled by light. The Elder Sign, a small gray stone inscribed with a warped five-pointed star, is found in the (locked and trapped) ornate metal box. DM is free to add a High Priest of the Old Ones (Big Bad) for the PCs to battle in this area.

Written by Jeff McKelley

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RUMORS - Things are *Not* Always as they Seem

by: Jeff White & Hyrum Howes

Rumor #1: The AMAZING Fountain of Youth has been found in a forest ruin.

Rumor #2: A Demon in a volcano requires a human sacrifice or He'll destroy a village and it's time for the sacrifice

Rumor #3: A princess is captive in an island tower

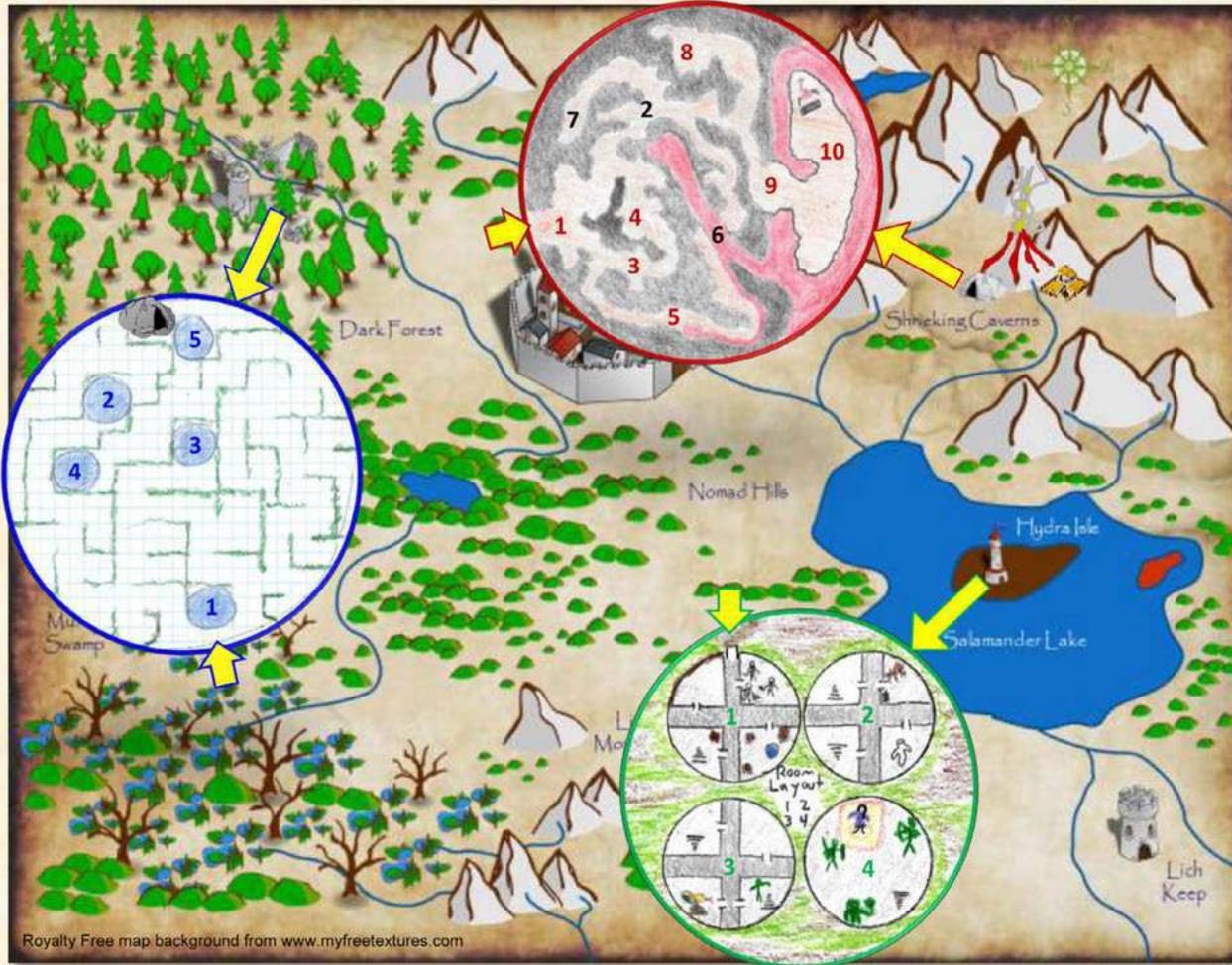
Have PCs reach maze very thirsty, so the 1st fountain's effects cause them to drink from all fountains. Decide if fountain affects are permanent or temporary. *Sell it* (i.e. "you begin looking more youthful and have more energy..."), try to get all to drink before full effects of the fountain take place.

1. **Extreme Thirst**
(The kind that causes panic.)
2. **Insect Magnetism**
(Attracts annoying swarms of insects to PCs who drink. PC has -1 to dice rolls in combat.)
3. **Werewater (Permanent)**
(Turns PCs into a were - from random were table below.)
4. **Race Morphing**
(PCs change race, example: dwarf becomes elf OR human becomes gnome OR elf become half-orc, etc.)
5. **Fountain of Youth**
(Turns PCs into racial equivalent of a 5 year old.)

After becoming children, a huge chimera appears to eat them. Yeah! It's a Fray. (In its cave, there may be potions of restoration; enough for all OR 1 less potion than # of PCs?)

WERE Table (body mass = PC)

1. Were - Ghost
2. Were - Gorilla
3. Were - Medusa
4. Were - Zombie
5. Were - Scorpion
6. Were - Snake
7. Were - Carnivorous Ooze
8. Were - Spider
9. Were - Yeti
0. Were - Elemental



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The shrieking caverns are the only entrance to **The Demon's** (8d10HD) volcanic lair. The terrified sacrifice was delivered a mere hour before the party arrives. Trinidad Moruga Scorpion peppers grow outside. The shrieking caverns are named for all the ghosts of past sacrifices haunting them; but they will *not* attack unless attacked. They are freed when/if **The Demon** is killed. *Saving Throws* are a good thing

1. A red, scorpion medusa with flame arrows (2d10). She'll step aside for a kiss (3d10 damage) or Moruga Scorpion peppers. Remember, Hell hath no fury like a medusa scorned.
2. Secret Passage.
3. 5x Fire Demons (powerful).
4. Vampire. 20% asleep in coffin.
5. 2x Fire elementals.
6. An impassible looking lava flow. White hot, ruby chainrings imbedded in ceiling above.
7. Treasure chest - 3d6 fireball trap - affects everyone - rubies
8. Big Red Dragon :)
9. 8x Skeleton wizards with fire spells and +4 fire weapons.
10. **The Demon** is standing behind a black, stone altar that radiates cold darkness, sapping energy (1d4 hp/round). Chained to the altar is a woman, pale with fear. Seeing the party **The Demon** smiles, "I've been waiting for you. After I feast on this beauty, I'll feast on your souls." The demon waves a hand and all PCs who are not a **were** cannot move. (How can they break the spell? It would be good for them to find a way.) **This rumor is true.**

Have some fun with the PCs trying to find a boat. Local fisherman mistrustful of the party & don't want the princess rescued, but won't say why. Depending on party strength, there may be a hydra on the isle. Also, medicinal orange/white berries that cure poisons.

Island Tower - First Floor

1. Reading room. If searched, find 1 tomb containing 10 spells no PC in party has.
2. Kitchen. 3 skeleton cooks, attack if provoked. Each has a +3 cooking utensil
3. Stairs Up. Treasure chest w/good stuff.
4. Pantry with lots of food, water & mold.

Island Tower - Second Floor

1. Stairs Up. A jade werewolf statue.
2. Arrow trap on door/venom. Giant venomous spider - PCs lose 1 HP/hour from venom.
3. Stairs Down. Six jade sheep statues.
4. Empty room and chest. Or is it? Ghost!

Island Tower - Third Floor

1. Stairs Down. Chandelier w/ emeralds.
2. Empty. Secret closet with venom cure potions; 1 less than # of PCs infected.
3. Giant venomous snake. 20% asleep.
4. Stairs Up. And an animated jade statue (elf ranger), will attack if provoked.

Island Tower - Fourth Floor

The room is lavishly decorated w/ lifelike jade statues of heroes. The princess is reclining and is grateful to be rescued. **Oh no. She is actually a Were-Medusa and sometime during their travels a full moon arises and, well...**

Random Encounters - 1. Gypsies - 2. Orcs - 3. Dragon - 4. Cyclops or Giant with +2 weapons & 7x wolves - 5. Bandits around a campfire - 6. A lost NPC - 7. GMs favorite monster - 8. The Parties Rumor Destination

LAIR OF THE CAT MAGUS (AKA CRAZY CAT LADY)

BY JENNEVIEVE SCHLEMMER

SHORTLEGSTUDIO.COM



GOAL: THIS QUEST BEGINS AT BLUEHEART ABBEY, WHERE THEIR PRIZED GOATS, USED TO MAKE THEIR RENOWNED GOAT CHEESE, HAVE BEEN TURNING UP MISSING. FIND OUT WHY THE GOATS FROM THE ABBEY HAVE DISAPPEARED. RESCUE AS MANY GOATS AS YOU CAN AND TAKE CARE OF THE CRAZY CAT LADY BEHIND IT ALL!

THIS DUNGEON/LAIR IS SITUATED UNDERNEATH BLUEHEART ABBEY. WHILE OVER 200 YEARS OLD, THIS ABBEY ON A HILL HAS BEEN BUILT OVER MUCH, MUCH OLDER RUINS. A MAGUS (OR WIZARD) HAS TAKEN UP RESIDENCE IN THE OLD CAVERN THAT CONNECTS TO ANCIENT CRYPTS (1) IN THE SOUTH AND THE ANCIENT WATCH TOWER (14) TO THE NORTHEAST. EVERYTHING ON MAP IS UNDERGROUND - GRAY AREAS ARE STONWORK, BROWN AREAS ARE CAVERN.

(1) THE EASIEST WAY IN IS THROUGH THE CRYPTS SITUATED IN THE OLD CEMETARY AT THE SOUTH END OF THE ABBEY. A PERCEPTION OF 15 WILL FIND THE CRYPT WITH THE HIDDEN ENTRANCE AND STAIRS.

(2) UNDEAD DEFENDERS AWAIT. 3-4 SKELETONS, GHOULS, OR GHOSTS, YOUR PICK.

(3) FUNGUS THAT IS EASILY BEATEN WITH FIRE WITH A DUNGEONEERING CHECK OF 15.

(4) SKELETON CHAMPION AWAITS YOU.
HAS TREASURE: GOLD AND MAGIC +1 COLD SWORD.

(5) TRAPPED DOOR. DC 20 TO FIND/DISABLE DART TRAP.

(6) THE STONE WORK TURNS TO PACKED EARTH HERE AND YOU MUST MAKE A DC 12 FORTITUDE SAVE OR BE SICKENED FOR 1D4 ROUNDS BY THE SMELL OF CAT PEE.

(7) A SEARCH IN A BOX OF KITTY LITTER (DC 15), DISCOVERS A BAG OF HOLDING!

(8) FIRST ATTACK FROM POISONED CAT.
USE ANY MONSTER THAT SPITS, CLAWS, & BITES.

(9) PEN OF GOATS TO BE RESCUED! HOWEVER, WHEN YOU TRY TO RESCUE THE GOATS, YOU ARE ATTACKED BY SEVERAL MORE MUTANT, POISON SPITTING CATS THAT SPIT ACROSS CAVERN.

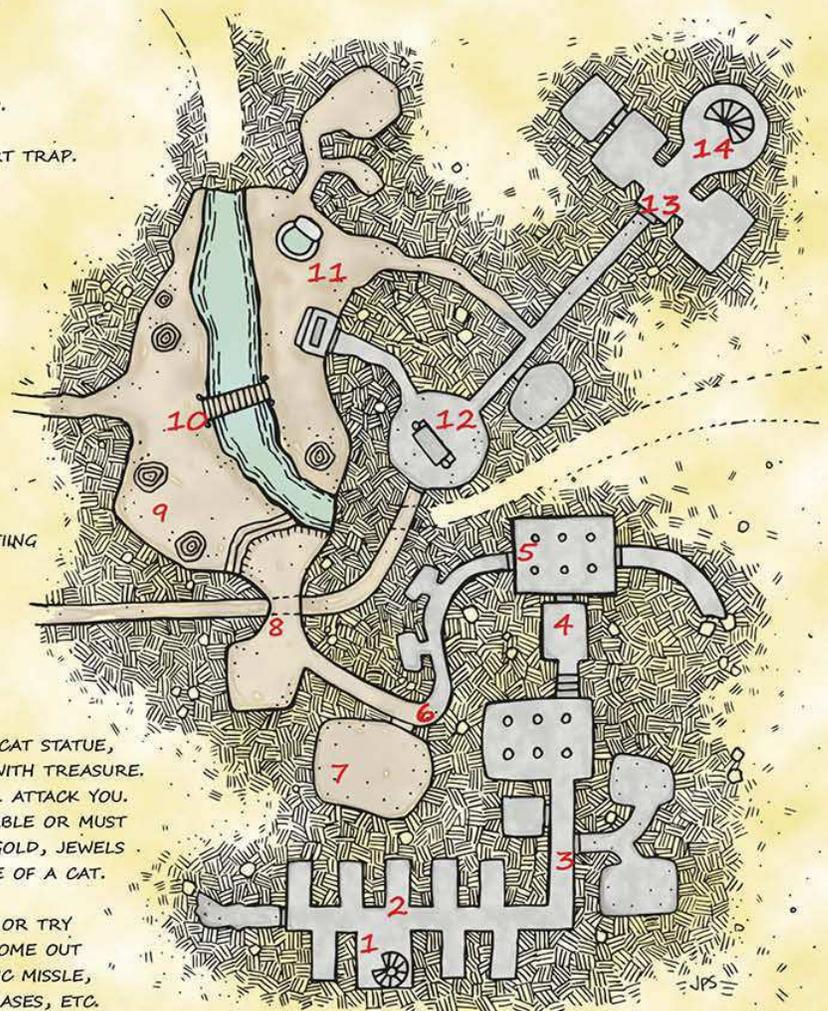
(10) UH-OH, TRAPPED BRIDGE! DC 20 TO DISCOVER AND FIX. IF MORE THAN ONE PERSON WALKS ON BRIDGE, IT WILL FALL INTO WATER 20 FEET BELOW.

(11) LUCKY CAT WISHING WELL: THIS BEAUTIFUL CAT STATUE, OF WHITE STONE, SITS ATOP A SMALL POOL FILLED WITH TREASURE. IF YOU ATTEMPT TO TAKE ANY TREASURE, ARM WILL ATTACK YOU. TAKE 2D6 BLUDGENING DAMAGE. DC 30 TO DISABLE OR MUST ATTACK IT. (AC 25, 40 HIT POINTS) TREASURE: GOLD, JEWELS AND +1 AMULET OF NATURAL ARMOR IN THE SHAPE OF A CAT.

IF YOU FIGHT CATS ON SIDE OF BRIDGE WITH STATUE OR TRY TO BREAK STATUE, MAGUS WILL HEAR NOISE AND COME OUT TO PLAY. MAKE SURE SHE HAS THE SPELLS OF MAGIC MISSILE, MIRROR IMAGE, SUMMON SWARM OF CATS, POISON GASES, ETC.

(12) MAGUS WORKSHOP. MAGICAL TOOLS, POTIONS, ETC, PLUS 1 GOAT TIED UP FOR SACRIFICE. IF YOU FIND HER HERE, SHE WILL TAKE SECRET PASSAGE OUT TO CAVERN TO FIGHT. IF SHE IS TAKEN BELOW 10 HIT POINTS, SHE WILL TRY TO FLEE OUT OF ONE OF THE PASSAGES. EXTRA BOOTY HERE IF YOU WISH.

(13) BARRED DOOR--ONLY OPENS FROM CAVERN SIDE. YOUR ADVENTURERS MAY SNOOP AROUND THE BOTTOM OF THE OLD WATCH TOWER (14) BUT UNLESS THEY HAVE INCREDIBLY HIGH PERCEPTION (25 OR MORE), THEY WILL NOT FIND THE HIDDEN DOOR. IF THEY DO FIND THE DOOR, THEY WILL BE SAD TO FIND OUT IT IS BLOCKED FROM THE OTHER SIDE AND IMPASSABLE.

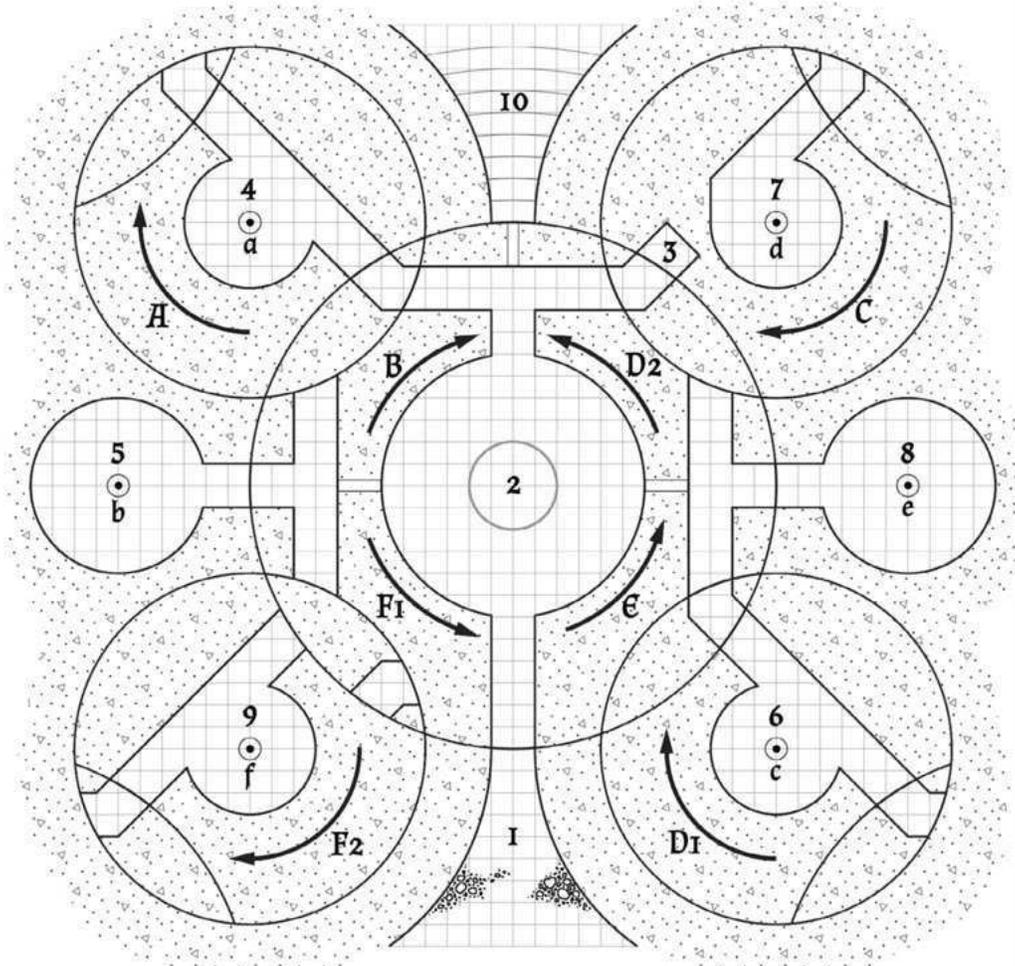


The Elemental Gauntlet

This brutal shifting dungeon can be easily slotted into your existing campaign. Does the evil elven king toss the adventurers into the gauntlet for sport? Is the Elemental Gauntlet a rite of passage for the characters' tribe? Is it simply a difficult passage to get from one point to another?

The Elemental Gauntlet is made up of five massive intersecting stone disks that rotate upon activation, limiting the route the PCs can travel. The way it is designed, the PCs should advance chronologically through the various chambers. For simplicity, assume that the gauntlet is smart enough to try to keep the party together (see **Rotating Chambers** below). Any gear used to try to stop the massive disks from rotating will just be sheared in two.

If you decide to let the characters wander during activations, it's highly recommended you print the map onto cardstock, cut out the 13 pieces, and physically track the state of the gauntlet and the characters within. It's also possible to allow the elemental creatures to wander as well! If the PCs get stuck, the gauntlet will slowly reset after a day has passed, allowing them to backtrack.



1. Entrance - You catch yourselves after sliding and scrabbling down the slope towards the entrance. The loose stones and boulders appear to continue rolling to a central spot in front of the tunnel. They begin to assemble themselves into roughly humanoid shape—an **earth elemental**—and attack!

2. Central Disk - The hallway opens into a large round room with another hallway on the other side. You can just make out a small round window at the end of that hallway that appears to be lit by sunlight. Similar windows exist on the left and right sides of the room; the left shows dancing orange light, the right shows a cool light blue light. A large round shallow pool in the middle of the room begins swirling and roiling, coalescing into a **water elemental**. The windows are ten feet thick and will change places during the course of the adventure, giving the characters some sense of direction.

3. Secret Alcove - A hidden panel in the back of the alcove contains an amulet that, when the center stone is pressed, slowly resets the gauntlet, allowing visitors to backtrack.

4, 6, 7, 9. Rotating Chambers - In the center of each of these round rooms is a short pedestal. Once all members of the party have arrived in a room, a large button rises out of the pedestal. Pressing the button temporarily seals the nearest corridors and one or two disks of the dungeon will rotate with a booming grinding noise. The part(s) that rotate correspond to the lowercase letter assigned to the button. If two disks shift, they do so chronologically, i.e. D1 rotates, then D2 rotates. Once the dungeon has finished shifting, the button recedes into the safety of the pedestal. If any party member leaves before the button is pushed, it deactivates and slides back into the impervious pedestal.

5. Flame Wing - Before leaving Chamber 4: As the room finishes moving, the opposite corridor opens with a rush of hot dry air and orange light. Upon entering: The round chamber you see before you has a narrow trough of burning oil around the perimeter. As you approach, the flames leap higher and higher, eventually join, and form into a **fire elemental**. Revealing the activation button before defeating the elemental may provide additional tactical options.

8. Frost Wing - Before leaving Chamber 7: As the sound of grinding stone comes to a stop, the corridor re-opens with a gust of cold air and snow! Upon entering: This round chamber has a heavy iron gate bolted to the ceiling. Snow blows briskly from it into the room. As you enter, the snow swirls up and solidifies into an **ice elemental**.

Revealing the activation button before defeating the elemental may provide additional tactical options. If the PCs try to break through the gate and climb through, it gets progressively colder, eventually ending in a frosty death.

10. Exit - Sunlight streams in, shining upon the curved steps leading out of the gauntlet. As you take the first step to freedom, grit and dead leaves blow up out of the crevasses, spinning into a sentient funnel cloud. You can only assume this **air elemental** is the final test.

1. THE ENTRANCE

You have successfully chased three cultist through the woods and now you stand outside their hideout. A heavy wooden door beckons you to enter.

DC10 Sleight of Hand to unlock, DC15 Athletics to break it down, Alternatively its AC is 15 and its HP is 3.

2. LOBBY

You open the door to a small hallway that leads into an open room. On the other side of the room stands a wooden door facing you. **Establish Marching Order.**

If the players don't check for the Cultists before walking in the first player that comes into this room is attacked by one of the cultists with his Scimitar. **Roll Initiative.**

The three Cultists that your players chased are in this room. Their Tactics are to kill the players at all cost.

After Combat: There are two doors in this room one facing you and one on your left.

3. STORAGE CLOSET

The door opens to a small room with crates stacked against the walls.

In this room you find red robes with a flame insignia on them, scimitars, some food supplies, knuckle bones, a few scrolls, a Potion of Fire Resistance, and a key.

4. ALTAR ROOM

The door to this room is locked. It can be unlocked with DC10 Sleight of Hand or Broken down with a DC15 Athletics, Alternatively its AC is 15 and its HP is 3.

The door creaks open to a larger room and you see a red robed figure with his back to you standing over an altar. A large fire insignia on the back of the robe declares that he is the leader. Three Cultist move to attack you. **Roll Initiative.**

Their Tactics are to kill the players or knock them unconscious and then sacrifice them. The Cult Fanatic that just killed an animal on the altar will wait until one of the cultist goes down before jumping into the fight.

5. WASH ROOM

The Door is unlocked and when opened reveals a room with a place to wash up. Only towels in here.

6. TRAPPED ROOM

The door to this room is barred on this side of it. A DC20 Athletics will unbarred the door. Inside the party finds a chest (which is really a mimic) if they are not cautious the Mimic gets a surprise round.

7. THE BOSS FIGHT

As you open the door a burst of heat comes rushing out. A hallway leads to another room where you see an egg shaped black rock half melted and a reddish yellow creature slithering out towards you.

Roll Initiative

This room has a Fire Snake dwelling in it. This is the creature that the cultist have been worshipping. Its Tactics are to kill the players or burn their bodies alive.

8. LANDING AREA

You open this door to be greeted by crates of storage. To your right is a set of stairs leading down to a torch lit area. Some arrows, 2 Potion of Fire Resistance, a couple of scimitars, and red robes with a flame insignia on them.

9. COMMON ROOM

The steps end just outside a small room. A few chairs and tables are scattered about as well as a rug on the floor. Torches light this room giving it an eerie feeling. There is a door to your left and a hallway leading to another room directly in front of you.

There is nothing really in here of value.

10. CULT LEADER'S BEDROOM

The door opens to a long hallway. The walls are decorated with pictures of fires. A single torch lights your way. At the end of the hallway is a door.

The door is locked: DC10 Sleight of Hand to unlock - DC15 Athletics to break it down Alternatively its AC is 15 and its HP is 3

The door opens to a room containing a bed and a chest. Shadows from the torch light in the hall dance across the walls here.

Chest: 100gp, Red robes with a Large Fire Insignia on them, A book, candles, and Quill and Ink.

11. COMMON BEDROOMS

You walk into a square room with three doors. One to your left and right, and one in front of you. All doors are unlocked.

Inside you find a bed with a chest.

Each chest has 25gp, Red Robes with a Fire Insignia on them, and two of the following: 2d6

1 A silver ring with a fire insignia on it

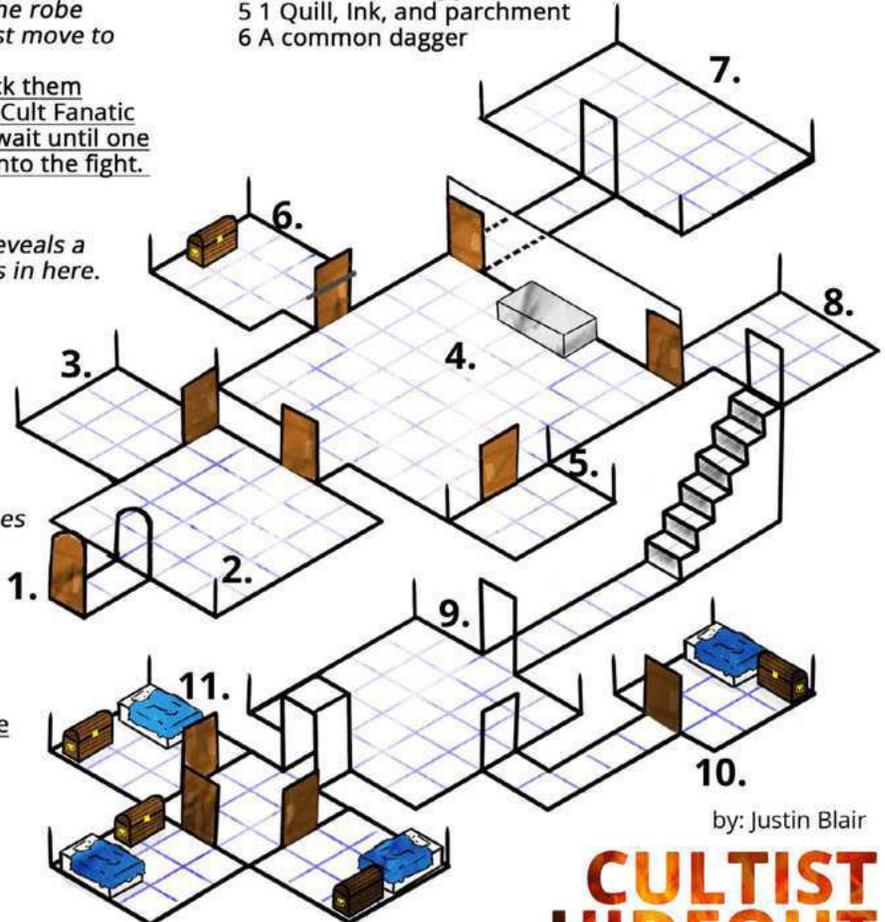
2 Candles, Candle Stand, Tender Box

3 Notes on the Elemental Plane of Fire

4 A vial containing yellowish slime

5 1 Quill, Ink, and parchment

6 A common dagger



by: Justin Blair

CULTIST HIDEOUT

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UNDERWORLD TURF WAR

A Murder Maze Level for Megadungeon or Underdark Adventures

by Ken Moore

<http://ohthesubhumanity.blogspot.com/>

The City: Built ages ago, abandoned centuries ago, now it is a confusing warren of twisting passages, collapsed masonry, and unhuman architecture fought over by four factions of morlocks. Decide for yourself who built it and what its name (if any remain unforgotten) might be. The players will decide whether to play the factions off against each other, destroy them one by one, or GTFO.

Navigating the City: Characters arrive at the city in one of two places: the Main Gate or the River Docks. Forays into the city will lead them to a random landmark, after a random length of time (see table). Characters retracing their steps or trying to follow a path they'd traveled before must roll under their Intelligence on a d20. Making the roll by less than half (eg under 8 for a 16 INT character) means they cover the distance in the minimum time; failure leads to a random destination. Characters can try to figure out a direct route from one place to another without having traveled the exact route (ie, after moving from the Main Gate to the Bazaar to the White Faction HQ, they can try to return to the Main Gate without going through the Bazaar); this requires rolling less than half their INT score, and failure again results in a random destination.

Main Gate (MG; 1 on d8 for random rolls): A short passage leads from the main tunnel (previous megadungeon level or underdark tunnel). The gate itself is a fortification fallen into disrepair. The gates are breached, buttressed by rubble barricades, and breached again. Surrounding buildings are barracks for long-dead soldiers.

River Docks (RD; 2 on d8): The docks themselves are stone jetties sticking out into the underground river here. Warehouses abut the landward end of the docks. A miles-long path along one side allowed draft animals to tow barges against the current; it now leads to one or more passageways to the main dungeon environment.

Bazaar (Bzr; 3 on d8): A huge cavern opens up here, with shops carved into the cavern walls and housed in buildings spreading across the floor. In former times, smaller kiosks and stands constricted the wide streets to alleyway size; they are now smashed and thoroughly looted.

Cathedral (Cth; 4 on d8): Carved from the living rock and dedicated to some long-vanished deity, the multi-level nave is lined with balconies, with room for hundreds of worshipers. A fountain in the entryway provides water for thirsty adventurers and dangerous wildlife alike.

The Factions: Each faction of morlocks has subtle threads of their faction color woven into their cloaks. To casual observation, these threads are easily overlooked. Once characters are aware of the existence of differing factions, they will be able to see the colors as long as enough light is available. All morlocks have skills of a moderately skilled thief (level 4 for most games). Outsiders will be followed discreetly on neutral reaction rolls, attacked from ambush on hostile rolls, and led to a meeting with a leader of the faction on friendly rolls, with a view to using them to attack their enemies. Individuals carry about 100gp; bases have caches of 15,000gp.

The White Faction is currently the most powerful, with the greatest numbers (55 total) as well as a goodly treasure trove, which they use to keep a group of hobgoblin mercenaries (30 total) on retainer. Their base (WHQ; 5 on d8) is a fortified manor house.

The Yellow Faction is the weakest group (20 total), but where they lack in numbers they make up in magical prowess. The leader of the faction casts spells as a magic-user of level 7. Morlocks often carry potions on missions, and always have an alchemical "flash-bang" that disorients their enemies, allowing them a chance to beat a sneaky retreat. Their base (YHQ; 6 on d8) is in a former library.

The Green Faction are experts in poisoning, with varieties that paralyze, cause hallucinations, or kill, whether rapidly or slowly. Their base (GHQ; 7 on d8) is on the edge of town, with several smaller caves dedicated to growing poisonous fungi or filled with cages of venomous creatures. They number 35 members.

The Red Faction are the best at thieftcraft, with all 40 members of the faction gaining at least a 10% bonus on all thieftly skills. Their base (RHQ; 8 on d8) is a manor house near the Bazaar, full of hidey-holes, secret passages, and ambush sites for launching backstabs against invaders.

Travel Times (10 minute turns)

	RHQ	GHQ	YHQ	WHQ	Cth	Bzr	RD
MG	5d6+17	3d5+9	3d4+7	3d5+9	2d4+4	5d6+17	6d8+20
RD	3d4+6	3d5+9	4d5+11	3d5+10	4d6+14	2d4+4	
Bzr	2d3+1	2d4+5	3d4+6	2d4+5	3d5+9		
Cth	3d5+9	3d4+7	2d3+1	3d4+6			
WHQ	3d4+6	3d5+9	2d4+4				
YHQ	3d5+9	2d4+4					
GHQ	3d5+9						

Random Encounters (1 in 6 per hour; roll d8):

- 1-3 Faction scouts (1d4 morlocks)
- 4-5 Faction raiders (3d6 morlocks)
- 6 Faction war party (2d10+10 morlocks*)
- 7 Predatory monster (hydra, wyvern, etc)
- 8 Vermin (rats, oozes, giant insects, etc)

*White faction has equal number of hobgoblins.

Random Locations (d20):

- 1-2 stairwell/ramp
- 3-7 stone building*
- 8-11 tunnel
- 12-15 cave, natural or worked
- 16-18 bridge
- 19-20 aqueduct

*Buildings are 10-60% ruined

Random Factions (d8):

- 1-3 White
- 4-5 Green
- 6-7 Red
- 8 Yellow

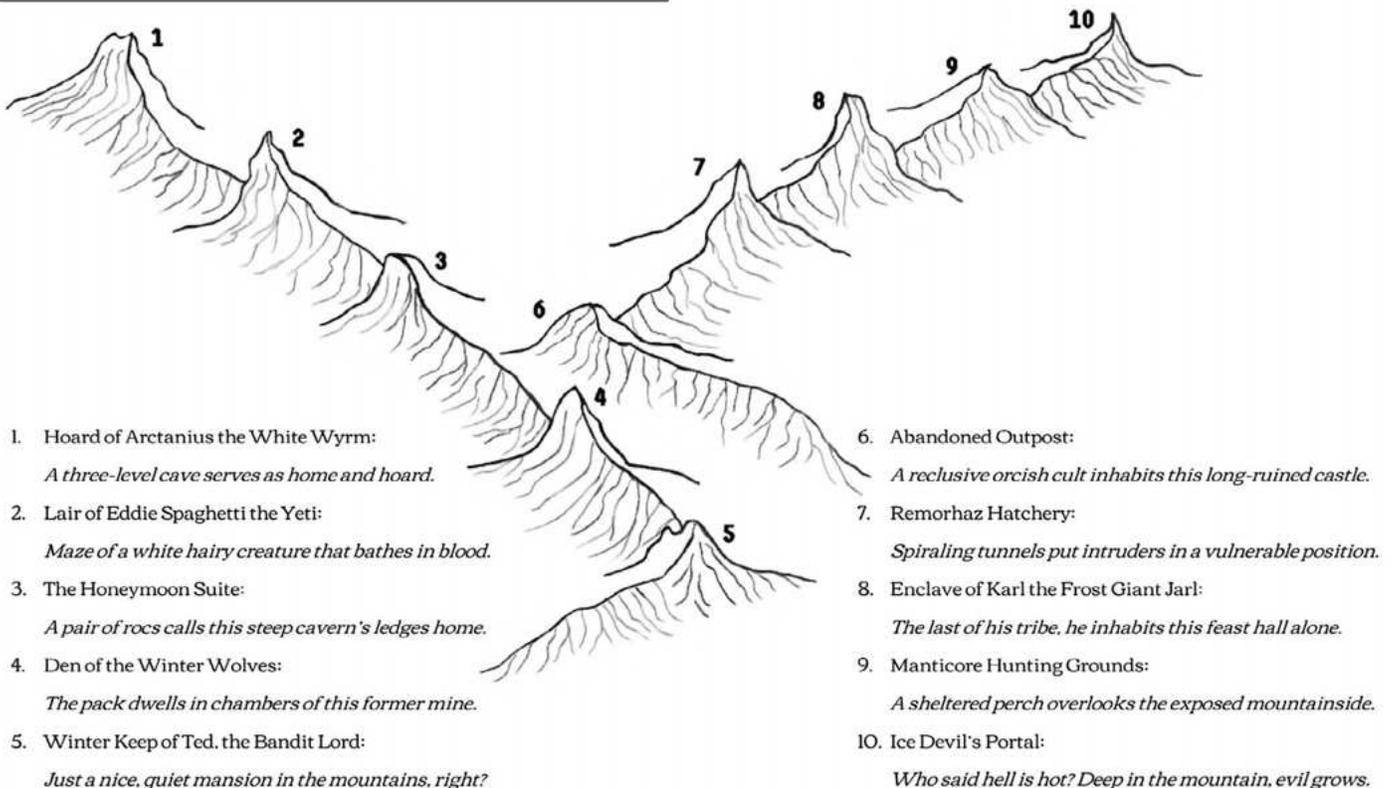
White Knuckles

Long ago, an enchanted set of rings were forged for a powerful mage. With a ring on each of his ten fingers, he tapped into wells of immense arcane power. Over the long years, the fate of the mage and his rings became legend. Some said the power destroyed the mage and the rings themselves lifted the very earth to the sky, creating a range of snowy peaks. Others said the mage hid them away in the mountains for the safety of all. The mage's name gradually faded from memory, and "The White Knuckles" came to be the name for both the mythical rings and mountains.

Recently, arcane historians believed they had pieced together enough information to locate a mountain range matching the tales surrounding the White Knuckles. This information quickly leaked out into the wider world, attracting the attention of an unscrupulous organization known as the Green Dusk. They offered untold riches for adventurers to collect any of these fabled rings, as even a handful of five could let them bend the world to their will.

In a panic, the sages at the Academy reached out to your party, imploring you to collect the White Knuckles. The sages are not nearly as well-funded as the Green Dusk, but they can provide you with an airship, piloted by a gnome named Brock Rocknocker, which can take you to the White Knuckles faster than the other parties of adventurers who will be battling the mountain terrain. The sages nervously hand you a map to help you reach the mountains and wish you Godspeed and good luck.

GM note: Traveling between locations via airship takes 8 hours, as does acquiring any of the rings (exploring the mountain, avoiding hazards, defeating foes). For every 8 hours that passes, randomly determine which of the ten locations a new group of Green Dusk adventurers arrives at. For each location with a group of unopposed Green Dusk adventurers, there is a 50% chance they acquire that location's ring, a 25% chance they perish, and a 25% chance they make no progress during that 8 hour period.



Weatherfield Gardens

by Kczle

Weatherfield mansion has opened its doors to sightseers, offering attractions such as ghostly relatives, necromantic fauna, and a watery curse. Together with adventurers and holidaymakers, embark on an eccentric tour of death to make Tim Burton jealous as you track down the deed to the estate and immortality.

Manor Personages

Constance Weatherfield - 10yr old lord of the estate. Detests it but feels duty bound to maintain the house and started the tours to raise money.

Millicent Weatherfield - Constance's 13yr old sister. Constantly trying to take estate for her own. Claims to be followed by the 7 ghosts of former Weatherfield lords and ladies.

Spirits of the Sea - *Percy, Galvinor, Valery, Loveday, Eulalie, Mimosa, and Islwyn*. Seven spirits of the Flooded Realm masquerading as Weatherfield ghosts to destroy the deed and return the Flooded Realm to the surrounding land.

Sir Lachlan - Weatherfield guardian, gardener, tour guide, and undead knight of frightening power. Cursed not to use a blade but will gladly dispatch troublemakers with a trowel.

Claude Montague - Butler/cook. Unintentional psychopath.

Unfortunate Visitors

The Surveyors - Three men(?) in questionable disguises. Introduce themselves with different names each time. Here to claim estate on behalf of a mysterious company. All the skills of high-level rogues with the execution of first-levels.

Sulwyn Glas - A selkie doomed to walk on land after losing her seal hide to Constance's mother. Here to reclaim hide and take revenge on the Weatherfields. Treat as ranger.

Rival Adventuring Party - *Heulwen*, terminally ill sorcerer desperate for immortality. *Quince*, warrior/hobby botanist. Led by *Nelly*, a pyrotechnic bard in search of thrilling oddities.

Innocent Holidaymakers - Dumb luck can be a greater asset than any skill.

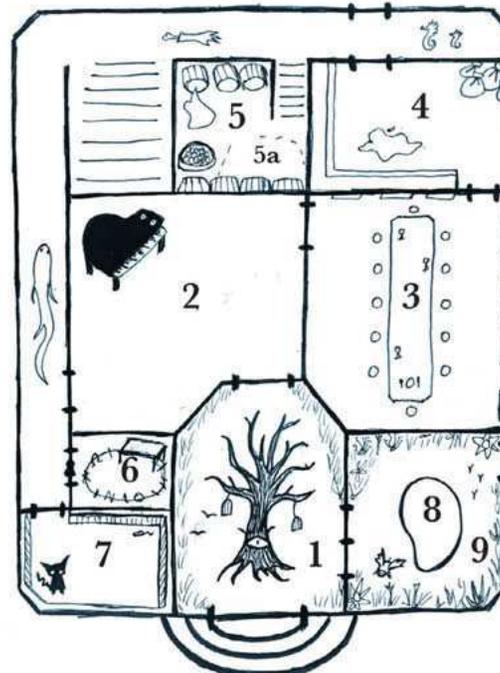
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Flooded Realm

An inverted and completely flooded version of the estate. Those alive in the real world appear as ghosts/undead here and dead are alive. Entry through portal makes you immune to this. Other attractions include undead selkies, merfolk necromancers, and far too many Weatherfield ancestors.

The Deed

An ancient ritual document which seals the Flooded Realm within the mansion as long as the heir named remains on the grounds as the immortal lord. The deed is actually tied to the necromantic tree, as the only true immortal on the grounds. No immortality if taken off premises (flooding the estate and surrounding area) but still a valuable magical relic.



The Manor

1. Necromantic Tree - A towering and twisted tree that can reanimate matter and seize control using its roots. Those infected are marked with its eye in the Flooded Realm where its true form is: a primeval coral slowly absorbing everything from shipwrecks to wannabe deep ones and the *SHELL KEY*.

2. Reception - The grand piano is quite friendly but will insist on playing a song for you. Songs cause hallucinations of drowning, nausea, or even transport listeners to the Flooded Realm. The *BLACK KEY* is hidden inside one of the black keys.

3. Dining Hall - Seven portraits of previous estate owners line the walls. Names are identical to the Spirits of the Seas but personalities are swapped. Food here can have terrible side effects or grant breathe underwater for 8hrs and an inexplicable attraction to Selkies.

4. Kitchen - Claude will cook anything. *Anything*. Views Necromantic Tree as a kind of pet and feeds it leftovers.

5. Wine Cellar - Fermenting necromantic grapes like to attack noses. Tunnel to Selkie Cave hidden inside barrel full of (fermenting) *Jellyfish Pinot Noir*.

5a. Selkie Cave - A cave in the cliff on which the manor sits. Smuggler wraiths quarrel over gold, rotten selkie hides, and a Kelpie figurine (transforms into actual Kelpie when wet).

6. Study - Acts as a portal to the Flooded Realm unless the door is opened with *SHELL KEY*. Deed in whirlpool trapped underfloor safe. Unlock with *BLACK KEY*.

7. Library - Home of moth eating books, priceless and sanity depriving scrolls, and *Horace* the cat (stats as feral wolf).

8. Pond - The ghost of *Great Uncle Victorthorne* is at the bottom locked in eternal battle with the great mollusc. He wields a narwhal horn harpoon which grants a bonus against Flooded Realm creatures. Can exit/enter Flooded Realm at bottom.

9. Gardens - *Peter the irritable flying pig*, necromantic plants, valuable seeds, and carnivorous anemone.

Bedrooms - Selkie hide rugs. Sleeping is not advised.

Bathrooms - Home to *Friend*, the thing that lives in the drains.

Attic - Beware: rodent. Singular. Gargantuan. Questionable if actually a rodent.

The Song of the Faeries

Once upon a time, a woodcutter so poor had to take his children into the woods and leave them there to fend for themselves. But the children guessed his scheme and laid a trail of pebbles.

They knew the forest quite well and drew a map, noting the various landmarks during the walk. Soon, as they started to go deeper into the woods, they felt a sudden weakness.

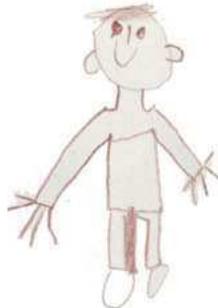
Now they have to survive into the forest, to return to the hut, to understand why that illness is growing stronger, and finally to confront their father. And maybe during the return, to understand who they truly are.



The Witch, and her minions



The Woodcutter, our father



Characters

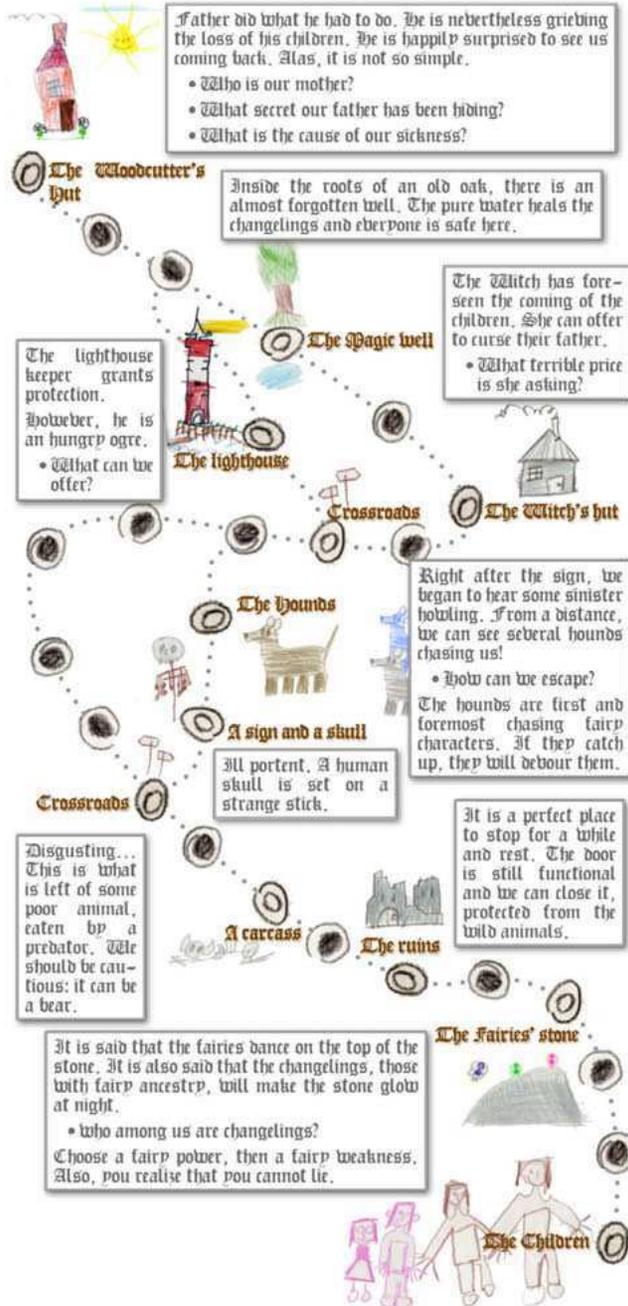
- The Witch wants the power of the changelings. But giving her this power cures the children of their sickness and prevents them from dying. She is a master of curses and can pursue the children with her ravens and owls.
- The Master of the Hunt desires nothing except tracking and hunting the children. He lurks in the savage parts of the woods but cannot enter any house, even abandoned.
- The Woodcutter, alone in the woods, had children with several Faeries. He promised them to do what he did. He knows that promises must be kept when someone deals with any Faerie Court.

Fairy power

- Able to scent from a long distance
- Able to hear from a long distance
- Able to see through illusions and detect magic
- Incredibly lucky
- Can see in the dark

Fairy weakness

- Cannot cross streams of water
- Cannot climb trees
- Have to agree to any kind of deal
- Cannot enter a house without being invited by its true owner



Rules

We begin our journey all the way from the bottom, where we currently are ("The Children").

Each time we advance to a black dot, we roll on the "On the road, we find" table. If it is daytime, we roll 1d6; if it is nighttime, we roll 3d6. Some dots add a modifying value.

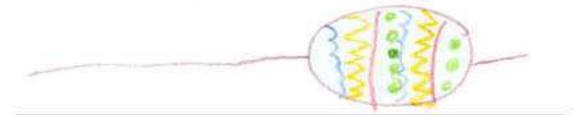
When an entry is rolled, we cross it; it is not available anymore. If we roll the same entry, we take the subsequent available entry instead.

If we advance to a white dot, we simply read what happens on that spot.

If it is a crossroad, we choose which way to go. Some are shorter, but also more dangerous.

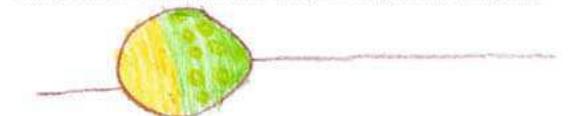
Advancing to the next spot takes about one hour.

In three hours, darkness will fall. The cold of the night will be upon us; we have to find a safe spot to rest. And we also need to eat something.



On the road, we find...

- a huntsman's hut where we can find torches, an old bow and some arrows
- an abandoned house with a hearth where we can still lit a fire and where we can be protected from the wild animals,
- some edible berries, enough to calm everybody's hunger
- a stream where we can wash, drink and rest a little
- a bundle of things that we can burn
- some edible mushrooms, enough for everybody but one of us
- a rabbit has been successfully trapped; it can be eaten if cooked
- a deer eats peacefully under an oak; it can be killed by bow and arrows
- a glade with fragrant wildflowers
- a tree can be easily climbed and then offers protection
- a serene pool of water; a dead animal lies inside
- some mushrooms, edible if cooked, poisonous otherwise
- a boar is digging the roots of a tree; if we are very silent, we can pass without problem
- a cave offers some protection; if we have torches, we could explore it
- wolves can be heard in the distance
- a nearby bear growls; we have to climb trees to avoid it or else it will attack us!
- the Witch sends ravens and owls to capture the changelings
- the Master of the Hunt leads the chase to capture the changelings



Credits

The Song of the Faeries by Khlren (<https://www.tipee.com/khlren/>) and some graphical assistance of his 6-year-old daughter for the "child drawings" special rendering. Inspired by the Irish movie "Song of the Sea" (2014) and "Hansel and Gretel".

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THE DUNGEON OF IRVILIO

An eccentric merchant of ancient relics attracts the PCs by extolling the extraordinary powers of the Transversion amulet. The PCs are immediately teleported into an unknown dungeon when one of them takes over the amulet. They awake in room No.8, sore and disoriented by the pain of teleportation. A vague memory of the merchant, of a thick cloud of smoke and a machiavellian laughter comes back to them. The PCs will have to understand that they were locked in an extra-planar prison by a wizard, Irvilio the Tormentor. In this plane, the outside is nothing but desolation. A majestic turquoise moon partly hidden by a small violet moon is visible in the orange sky. A black and bubbling river winds through a rocky plain stretching as far as the eye can see. The lowland is riddled with craters caused by frequent meteorite falls. A viscous liquid oozes from the agonizing vegetation. This dungeon is the first den of Irvilio, he preferred to leave this isolated place to settle in a rich abode of a great city. Irvilio feeds on the suffering of his victims through a magical remote viewing device. He takes advantage of the opportunity to enrich himself and increase his power. The PCs will have to sacrifice a magic object to return to their original plane and escape the mysterious Guardian.

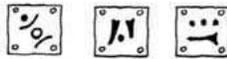
- **The Guardian** is a smoky insectoid, a gigantic black shadow that looks like a cluster of different insects. The Guardian is invincible and gets his strength from the giant insects he absorbs. He appears if the PCs try to leave the dungeon, his role is to keep the PCs inside the extra-planar prison. He doesn't kill the PCs but hunts them down and catches them with his vaporous limbs to spit them out in room No.1. The PCs thus mistreated suffer minor damage. The Guardian finally gets upset and turns his victims into trapped spirits. A very difficult saving throw makes it possible to avoid this final transformation. The guardian generates a shadow whenever a trapped spirit is created.

- **The Shadows** are sinister creatures lurking in the border between darkness and light. They are aggressive, petty and totally devoted to the Guardian. They push the prisoners to try to escape from the dungeon. Shadows feed on trapped spirits to transform into giant insects that swarm in the dungeon.

- **The trapped spirits** are the previous victims of the Guardian. Ethereal undead who wander in the dungeon while trying to escape the shadows. They have incoherent and implausible speech. See the gossip table.

1- Dungeon entrance, the wide door can be opened, and the PCs can venture outside but the Guardian will not let them leave so easily.

2- Library with books essentially speaking about parallel worlds and extra-planar travels. A symbol engraved on small iron plate at the top of each shelf indicates the combination of the combination lock in Room No.7.



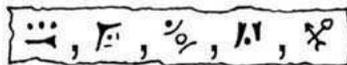
3- A mutant insect resembling a humanoid is patiently waiting for prey coming from room No.2 or No.5. The creature is the result of the failed transformation of a shadow who has fed on a too powerful trapped spirit. It can be taken by surprise if the PCs arrive from the secret passage of room No.4. Killing this abomination grants the PCs an Xp bonus. A successful search test reveals the existence of a secret passage leading to room No.4.

4- Some trapped spirits are grouped in a corner of the room. They are huddled and visibly frightened. A successful search test reveals the existence of a secret passage leading to Room No.3.

5- A dusty research laboratory, Irvilio studied magical objects and more particularly the absorption of their powers.

6- Irvilio's room featuring a small desk and some personal belongings long abandoned by the wizard. By searching in the room, the PCs will find a clue that will surely allow them to track down Irvilio. A difficult search test and the use of magical skills reveal the secret passage leading to room No.7.

7- Chamber of the ritual, a richly ornamented silver chest is placed on an altar in the middle of the stage. The following inscription is engraved on it: "Only the value of the offering determines the reward". A series of three pictorial illustrations depicting an offering ceremony is hung on the walls. They can help the PCs understand what they need to do on a very difficult test of intelligence. Nothing happens if a classical object is locked in the chest. On the other hand, if a magic object is locked in the chest, an intense flash of pink light illuminates the room. The PCs feel slightly dizzy, and realize that the environment has changed. They have returned in their original plane. Access to this room is protected by a combination lock. Three serrated wheels with a series of five symbols are located above the lock. The combination can be found in room No.2.



8- Small room where the PCs awake on a wooden platform, decorated with a circle and esoteric symbols.

9- Statue of Irvilio, with the following inscription engraved on a white Gold plate: "Irvilio the Tormentor". The PCs can recognize the merchant of magical items with a successful intelligence test.

10- Storeroom full of junk. Precious items, worn and damaged lie on the shelves. Once back in their original plan, the PCs can find 1D10 gemstones if they loot the room again.

RANDOM ENCOUNTER TABLE: 1D10

- 1- Monstrous beetles
- 2- Giant mites
- 3- Muscled scorpions
- 4- Oversized ants
- 5- Trapped spirits
- 6- Voracious wasps
- 7- Giant spiders
- 8- Slimy cockroaches
- 9- Gargantua caterpillars
- 10- Shadows

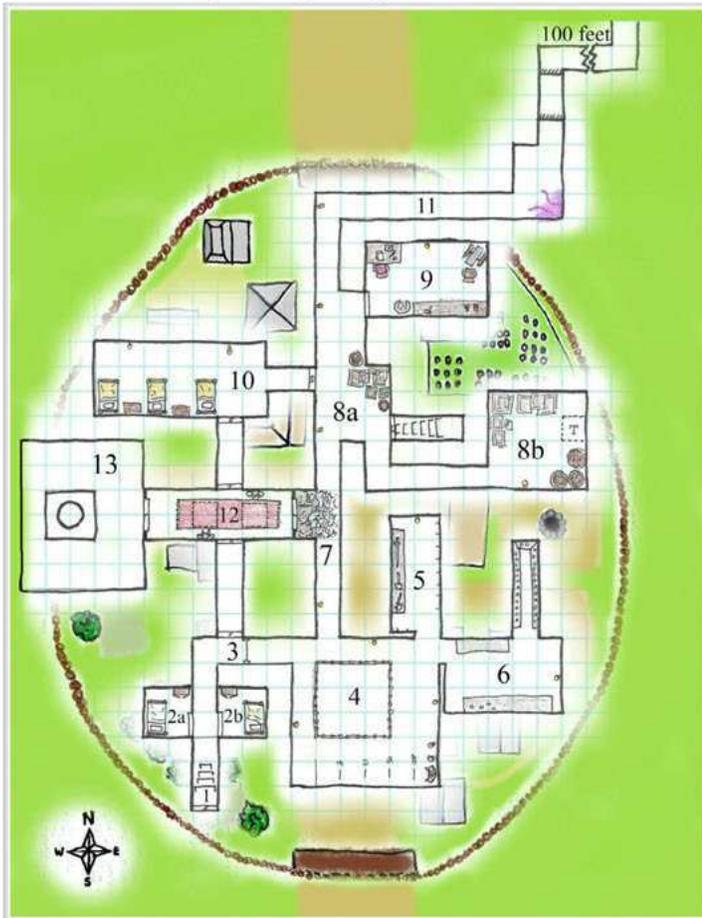


GOSSIP TABLE: 1D10

- 1- Repent my brothers! It's the hour of the last judgment!
- 2- Beware of shadows, they are cruel!
- 3- Dirty! We are only miserable dirty beings!
- 4- Extra-planar dimensions are fascinating! Although this one is terrifying!
- 5- All of this is the work of the Tormentor Mage!
- 6- Greed brings poverty, but we are rich when we desire nothing.
- 7- What horrible things can I have done to deserve hell?
- 8- Have you seen these incredible insect specimens?
- 9- Sacrifice is the key! Only this noble act will save you!
- 10- Magical objects are demonic. They only brought me problems.

Secret of Ruby Village : by L. K. Scott

<http://creativecommons.org/licenses/by-sa/3.0> Note: This adventure was designed for a beginning single player and GM. Adjust encounters accordingly based on the size of the party and level.



Below the small pass-through town of Ruby Village, lies a secret. Long ago, the Ruby Rogues once made this village a command center and training facility for new initiates, though all that remains now are rumors. The existing thieves' guild has always kept someone at the local inn to guard past secrets, passing down information to select few. Hidden doors offer passage down into the long-forgotten lair. Two are located on the grounds of the inn, while one is lost with the ruins of an old structure, long overgrown. The area is also a residence for underground creatures. Perhaps the party comes looking for the area's secrets, or perhaps they stumble upon one of the ways down into the darkness.

1 – A foundation to an old house can be found in this grassy field. If the found, entry can be made if the character can successfully lift the piece of slab, which has become covered in roots and vines. Steep stairs descend underground where there are doors to either side of the narrow hall.

2a & 2b – Watch post quarters. These two rooms are identical, containing a bed and small cabinet for personal effects. One may contain a journal of a young initiate on his first watch duty.

3 – Trap! A trip wire around the corner will trigger bracing beams to fall, causing the ceiling to cave in. A character may take damage if unable to move out of the way. Afterward, the area is difficult to move through. If spotted, the trap can be disabled. If the ceiling falls, a secret passage becomes easily visible. Otherwise, it would be hidden by a secret door.

4 – Training Grounds. A large sparring ring stands in this room, as well as a practice target. A bucket next to the target contains bolts, arrows, and daggers. Some are still stuck in the target. If the character passes beyond the sparring ring, a number of rats spill out from under it and attack.

5 – Armory. This simple room contains cabinets and racks of weapons. There are a number of useful weapons and tools in this room.

6- Laboratory. A character may know by looking at the equipment on these long work tables that this room may have been used to make

poisons and potions. Some remain, unlabeled, on the tables. A nearby closet holds empty vials and bottles, aged ingredients, and more potions/poisons.

7 – This area was impacted by a cave-in. It is difficult to pass through this area, though possible. Rubble is highest on the western side of the passage. Characters who investigate can see the very tops of doors that have been blocked by boulders. The doors open out, and cannot be opened while blocked by debris. A giant wolf spider has made this area her home and will attack if the area is disturbed.

8a & 8b- Storage. The innkeeper (planted by thieves guild) uses this underground area for storage due to proximity to the inn. In 8b, ladder ascends to a trap door within a stall of the inn's stable. A secret door on the east side of the passage leads upstairs to the inn's kitchen in 8a. Sometimes the innkeeper (spy) comes down for supplies. Don't get caught! A secret door on the west side opens to underground living quarters. Scorpions may be hiding in or under the crates and barrels.

9 – Workshop. This area contains all manner of tools for creating disguises, forging letters, and picking locks. Practice locks of varying difficulty lie on the workbench. Other large equipment can be found here, such as a small forge and grindstone.

10 – Living quarters. Beds and chests line the walls of this room, allowing for many to sleep here. Loot may be found in the chests. A secret door leads to another small tunnel.

11 – The passage becomes dark and damp around the corner, sloping downward gently. A fungus has taken residence in a corner here and will attack an unfamiliar presence. The passage continues, dropping twice by 10 feet, and continuing hundreds of feet out of town to the northeast, to the bottom of a long-forgotten well, hidden in the woods.

12 – This wider passage is covered by an opulent rug, hiding pressure plates beneath. Each of the 2 pressure plates trigger a poison dart trap originating from a pair of statues, one on either side of the passage. If the rug is removed, the pressure plates are easily visible. There are double doors to east and west. The set to the east cannot be opened.

13 – Treasury. This room contains a large platform, raised 5 feet above the floor. Atop it is a round pedestal which holds an item of treasure, perhaps a magic item or large ruby. Other treasure or relics of the Ruby Rogues may be present in this room. One or more poisonous snakes are also in this room and they are hungry.

Magic Item – Ruby Box

A carved box made of dark lacquered wood is inlaid with redwood runes. Can only be used once per day. When a single gold coin is placed inside the box and is left inside for 1 hour, one of the following effects occurs (roll d20):

1-6 - Coin is destroyed. Nothing remains.	7-10 - Coin is turned to a disc of red glass.	11-14 - Coin remains unchanged.
15-17 - Coin is turned to 3 gold coins, but they are covered in a sticky red sap that takes 1 hr to remove.	18-19 - Coin is turned to a tiny red gemstone worth 10 gold pieces.	20 - Coin is turned to a tiny, cut red gemstone worth 25 gold pieces. Beautiful, but very small.

THE FORGOTTEN ISLES

Thirteen years ago a sea witch named Rhapsody put a barrier of mist around a group of islands in the northern oceans, and is now creating an army of aquatic soldiers to take over the seas.

Although the mist barrier stops anything from entering or leaving these waters, somehow (probably by accident) the adventurer managed to get in.



1. Puffin Rock

This is the best island to start the adventure. Maybe the adventurers' boat was capsized by the sea monster and they washed ashore. Either way they should live off the land for a while. The weather in this region is cold, and rainy. The beaches are rocky with many steep cliffs. There is a lot of moss and grass but hardly any trees. Some driftwood can be used for fire or a raft. There are plenty of birds, fish and berries to eat. The only structure on the island is a magic gate. During a full moon, adventures can teleport to a random beach on a different island but they can't teleport outside the mist barrier. When exploring the beach, there is a chance mermaids try to kidnap an adventurer (a mermaid charms someone with her song while another entangles the victim with a magical net and then drag them into the sea).

2. Lobster Cave

When the adventurers see the cave, a clear and gentle voice tells them somebody named Harold is about to be eaten by a monster and needs their help.

3. Ship Wreck Cliffs

Mermaids have created a base out of several shipwrecks.

If anyone has been kidnapped then they can be found here, charmed and enslaved. Adventurers can set up a rescue mission, but the easiest way to free someone is to pay a ransom (gold and jewels, but also worthless beads and mirrors). Paying a ransom is no guarantee that someone won't be kidnapped again, though. Mermaids are civilized but narcissistic. They hate Rhapsody but they are too self-absorbed to help the adventurers.

4. The Lighthouse

The purple beacon of the lighthouse can be seen pulsating from all the islands. This beacon has to be destroyed if the adventurers wish to escape the isles. Rhapsody the sea witch lives atop of the lighthouse, mercilessly experimenting on sea creatures.

5. Eagle Mountain

A gigantic sea eagle soars above the mountain that dominates this island. The adventurers can find some magic items in its nest at the mountain top, making the trouble worth it.

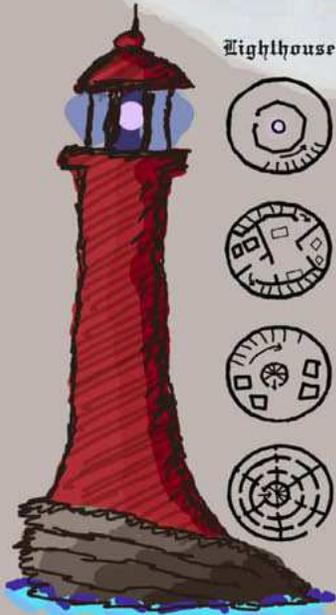
6. Sea Monster

Another one of Rhapsody's failed creatures. Too wild to be controlled, the sea monster is now terrorizing the waters. There is a chance the adventurers will encounter it when traveling between islands, and will always encounter it when traveling towards the lighthouse.

7. Fisherman Isle

A friendly but odd fisherman lives here. He constantly forgets who the adventurers are, greeting them as if he has never seen them before. He can remember how to catch fish and his daily chores, but can't tell anything useful. He even forgot his own name. One observant adventures might notice some scar tissue between the fisherman's hair.

Lighthouse



Floor 4
The beacon is filled with water and light emitting fish. Breaking the glass will dispel the mist barrier.



Floor 3
Surprised and physically weak, Rhapsody orders two sharkmen to protect her while she transforms into a flying fish and escape, vowing revenge.



Floor 2
A water elemental guards the batches of undeveloped, mutated sea creatures.



Floor 1
Mudmen live in this maze. Although they are slow, the walls have many small cracks that the mudmen use to ooze through.

8. Starfish Island

From a distance the adventurers can see a peaceful fishing village with people walking around, doing their daily chores. However, all the villagers are zombies and have a starfish attached to their heads.

These are death-starfish, a discarded experiment by the sea witch. They eat the victim's brain and take over the mind.

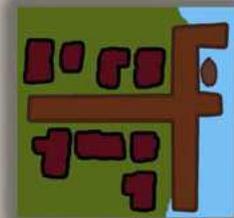
When villagers see an adventurer, they will all go into a frenzy, tackle the adventurer and try to put a starfish on the face. It takes a few turns for a death-starfish to burrow through the skull and take control of the mind.

If the adventurers can hide, the villagers quickly lose interest and continue with their daily chores.

One of the building has a bell tower, but the bell clapper has been removed...

9. Mist Barrier

A thick fog surrounds the isles, stopping anything from leaving. The fog doesn't form a physical barrier, instead if something is to travel, say, north through the fog, it will eventually end up south of the map.



Fishing Village

Lobster Cave



1. Cave entrance
2. Rock Lobsters
3. Underwater tunnel
4. Giant Anemone trying to eat Harold the Oyster



Ghost Ship

When the adventurers are stuck on an island for too long, an abandoned sail ship will wash ashore.

The ship is seaworthy, has two bunk beds, and there is food on board, none of it spoiled. There are maps of the region but no log or clue of what happened to the crew. Whatever happened will forever remain a mystery.

Harold the Oyster

Harold is a 612 year old oyster, has the intelligence of a human and can talk telepathically, although most of the time he's asleep.

Once a day, and when asked politely, he can open his shell revealing a bright light that scares off sea creatures (like a powerful turn undead spell but affects aquatic creatures instead).

Harold doesn't have any pearls inside him, if someone thinks about cutting him open.

Caiphon Rising:

A paranormal adventure for use in your favourite
RPG system. Created for the One Page Dungeon contest 2017

By Matthew H, Sylvia G, and Katie L.

Hook—Rumours of strange lights and odd behaviour in the mountain town of Alminde has led to the party being dispatched by the provincial authorities to investigate.

Alminde—The view of the town as the party approaches is dominated by the ruins of a large temple. The town itself is small but contains the normal amenities for the setting (taverns, inns etc.) The steep mountain slope makes for narrow, winding streets. Observant characters spot a purple star hanging ominously in the sky at night.

Exploration—If the party sets out to explore the town, they encounter a *Slithering Horror* in the steep alleyways. It attempts to confuse and split the party instead of fighting directly.

Informants—The town is home to the *Astral Knights*- a cult who worship the evil star Caiphon. They have paid many of the townsfolk to inform them of nosy outsiders. If the party aren't circumspect about their reasons for being in town, the cult is alerted to their presence.

Cult Activity—If alerted, the cult will dispatch six *Cult Thugs* along with *Martim Barros* to ambush the party from the roofs of the town some time after they arrive. Martim carries a *Star Amulet*.

Pressuring the townsfolk might reveal the location of the house they use as a base, where four *Cult Thugs* and a *Cult Acolyte* are on guard. Inside are money, cult paraphernalia, and another *Star Amulet*.

The cult's plan is to awaken the dimensional horror trapped in the alternate temple (see below) using the concentrated malevolent starlight of Caiphon.

Temple grounds—The temple the town was built around has long ago fallen to ruin, the interiors looted of all valuables. In the courtyard a small altar has survived. *Martim Barros* is on watch here if not sent to attack the party earlier. Those carrying a *Star Amulet* (from the cult house or taken from Martim) feel it pull gently towards the altar when nearby. When the amulet is touched to the altar, everyone in the courtyard is transported to an alternate realm.

Enemies should be tweaked to achieve the desired difficulty.

Cult Thugs: The *Astral Knights*' hired muscle. Little to no paranormal abilities.

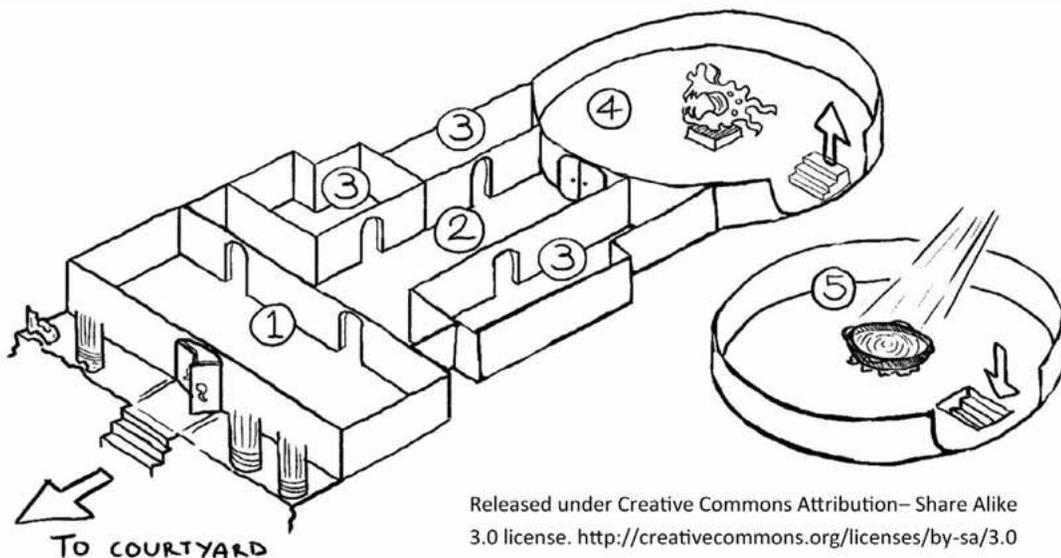
Cult Acolytes: Full members of the *Astral Knights*. Moderate spellcasting threat.

Slithering Horror: Creatures from the far realm. Fast and hard to kill, but deal low to moderate damage

Flying Horror: As *Slithering Horror*, but with wings and flight. Add a ranged attack for extra difficulty

Martim Barros: Assassin in the employ of the cult. Uses throwing knives. Arrogant and cold.

Kiara Melo: Leader of the *Astral Knights*. Powerful spellcaster. Devoted fanatic of Caiphon.



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The Temple Realm

In the alternate realm, the temple is intact, rather than a ruin. It is perpetually night, with a cold wind rushing over the mountain. The malevolent gaze of Caiphon stares down at the temple, the purple star seemingly as large as the full moon.

1. Entrance Hall Two *Cult Thugs* lazily guard this area. They flee to warn their fellows in the lower hall when they spot trouble.

2. Grand Corridor The *Astral Knights* have defaced the statuary, and hung purple banners down the corridor's length

3. Side rooms Contain occult paraphernalia and minor treasure

4. Lower Hall A horrific dimensional nightmare stands in the centre of the room., trapped as a bronze statue. Purple liquid drips occasionally onto it from the ceiling.— part of the cult's ritual to awaken it from statue form. Four *Cult Thugs*, two *Cult Acolytes*, and a *Slithering Horror* defend this room from intruders.

5. Observation Platform A beam of purple starlight shines down on this platform, condensing into a purple liquid in the large bronze bowl in the centre, which feeds the dripping below. The liquid deals psychic damage to those who touch it. Spilling the heavy bowl is difficult but achievable. Two *Cult Acolytes*, two *Slithering Horrors*, and *Kiara Melo* defend the platform. Add *Flying Horrors* as reinforcements as necessary.

HALLS OF THE SASQUATCH KING

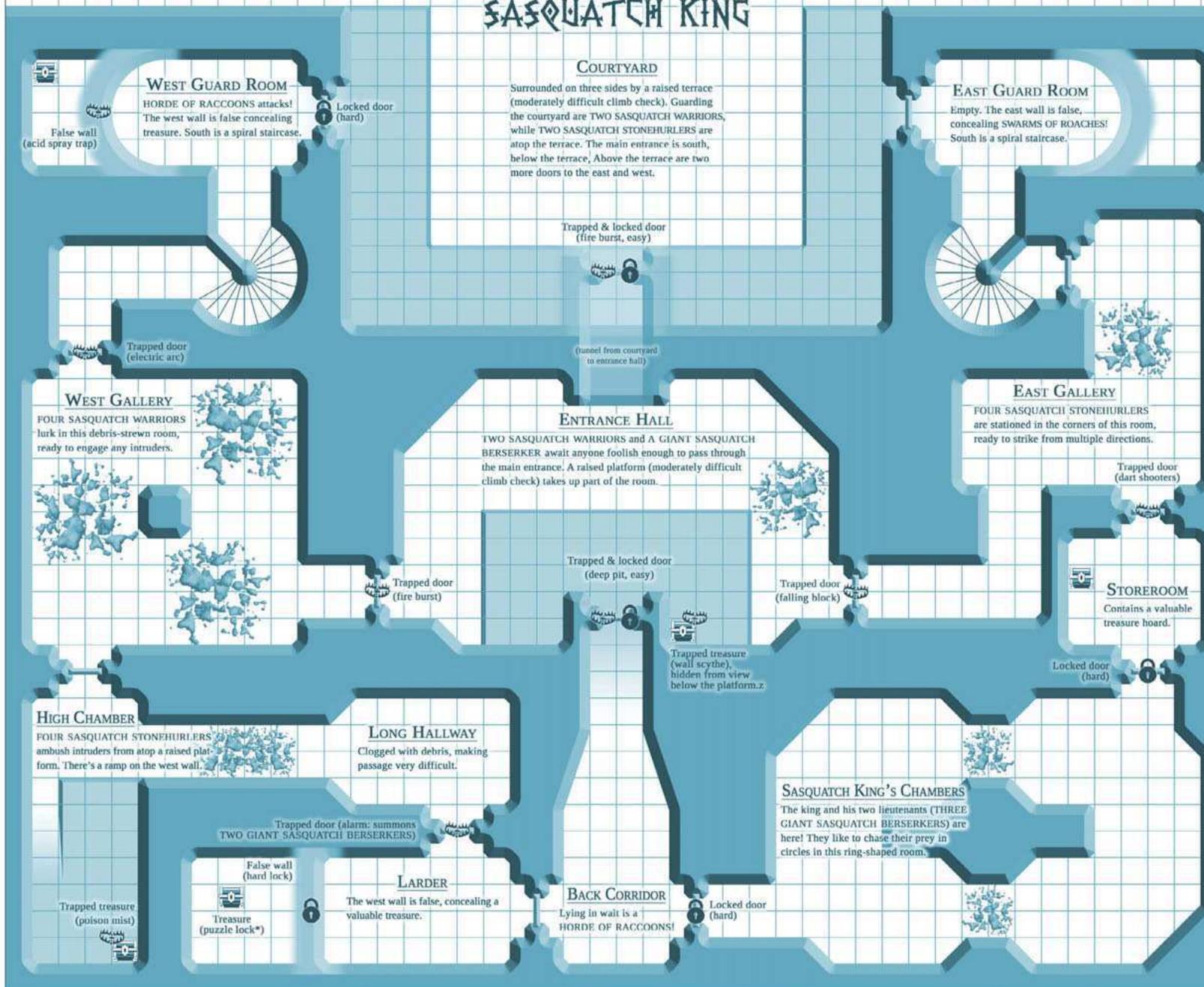
An adventure by
 McGrauin
 @UnrealMcGrauin
 mcgrauin@gmail.com

In the heart of a rain-soaked, mossy forest full of lowering, primal trees, the Sasquatch King has claimed a forgotten fortress as his lair. His tribe includes fierce warriors, nimble stonehurlers, and the formidable berserkers. Even their raccoon servants are not to be disregarded.

Rumors persist that a relic of the original inhabitants of the fortress remains hidden somewhere in the Sasquatch King's lair. It isn't known what this relic is, but it is said to be kept in a chest locked "by the name of the First Commander".

The adventurers will approach from the north, coming upon the fortress built into the steep south slope of a tall ridge. The front courtyard is open to the dense woods, offering easy approach. Inside, the fortress is dank and dimly lit by sparsely placed torches. Harsh weather and decades of disuse have taken their toll, and parts of the fortress have crumbled. Debris litters the halls, hampering movement. Sasquatches are fierce fighters and not likely to flee even if verging on death. However they make poor sentries, so stealth is a valid tactic.

* The treasure chest hidden behind a secret wall in the larder contains a relic of the soldiers who constructed this fortress over a century ago. It can be opened by speaking aloud: "Malon Alred", the name of the First Commander. This name could be known to characters who are familiar with local lore, or found out by asking knowledgeable NPCs or researching in libraries.



The Inverse Tower by Michael Raston

The Inverse Tower is simultaneously a dungeon, magic item and portal. It will appear in the campaign world when and where the GM sees fit. The reward for besting the tower is entry to the inverse world, a plane that manifests as the exact opposite of whatever the GM has mapped and written to exist in the campaign above. All actions taken here magically have the opposite effect on the world above (Fires cause floods, deaths cause births, lost things are found). Do not let the adventurers know this until they have returned to their once "normal" world...

Each room will have 1 or more random tables to roll on to stock. Note results on each room to not forget contents. There is no table for traps, but room "stuff" content can be made more deadly as need be. The tower no doubt changes each time it is visited...

Floor 1 - 2: Stuff (S), d6:

1. D6 thunderous circular waterfalls, flowing up and down.
2. Scuttling gilded ivory furniture, traversing floor, ceiling and walls.
3. Room funnels downwards where stone maw chews rubble.
4. Black ichor drips between bricks, room shudders when touched.
5. Room is an abyss, traversed by an ornate gilded ivory bridge.
6. Calming pond on ceiling, foliage erupts from it. Insects and frogs clog the room.

Monsters (M), d4:

1. Small whirlwinds of stone and rubble, angrily swirl across ceiling and floor.
2. Snakes of gossamer silk disguised as refuse, choke victims to dress their corpses.
3. Ancient stone heads, vines erupting from mouth, foliage comes alive to tangle and whip.
4. Tortoise stones plod glacially on ceiling and plummet on those below, shattering into biting stoneflies on impact.

Floor 3 - 4: Stuff (S), d6:

1. Filled with treasure hoard, but party shrunk to size of ants while in the room. Takes several days to traverse room.
2. Wind billows through cracks of dilapidated room. Peering outside reveals endless sky.
3. Large brass bowl in centre of room engraved with the word "sacrifice". Doors will not open until someone has placed something truly loved in the bowl.
4. Filled with ornate pillars and arches. They crumble and fall with the slightest provocation.
5. Room is inside a giant, scintillating gem. Lovely view of the treasure horde room.
6. Pink gas billows in from cracks, helps things float and is extremely flammable.

Monsters (M), d4:

1. A lizard shaped mound of flesh and organs, erupting from a hunk of viscera. Has many claws/teeth.
2. Men with see through skin and silver spears. They whisper vile thoughts that are heard in the back of the mind.
3. The ceiling of this room is now gone. Furless, fanged apes construct a never ending ladder of bones.
4. Pink manspiders arrange concentric circles of rubble around a paltry pile of treasured books

Floor 5 - 6: Stuff (S), d6:

1. Ceiling to floor frieze depicting an infinity of human conflict. Gaseous copies of party form and fight each other/the party if too long is spent here.
2. Extravagant feast devoured by mute, malformed homunculi. Leaving and returning will find the homunculi dead and the food rotten.
3. Statues of naked humans. Sensory organs are bound with silk cloth.
4. Soft rivulet of blood runs, homunculi sometimes wash ashore, coughing and gasping for air.
5. Filled with mounds of calcified/dusty flesh/bones. d6 basins made from this material contain crystal clear liquid. Washing ones face with liquid restores youth and teleports to entrance.
6. Small chalice in centre of room. There is a clear liquid in chalice and a key. Touching the liquid transforms the toucher into a random monster from the tower (All levels, d12).

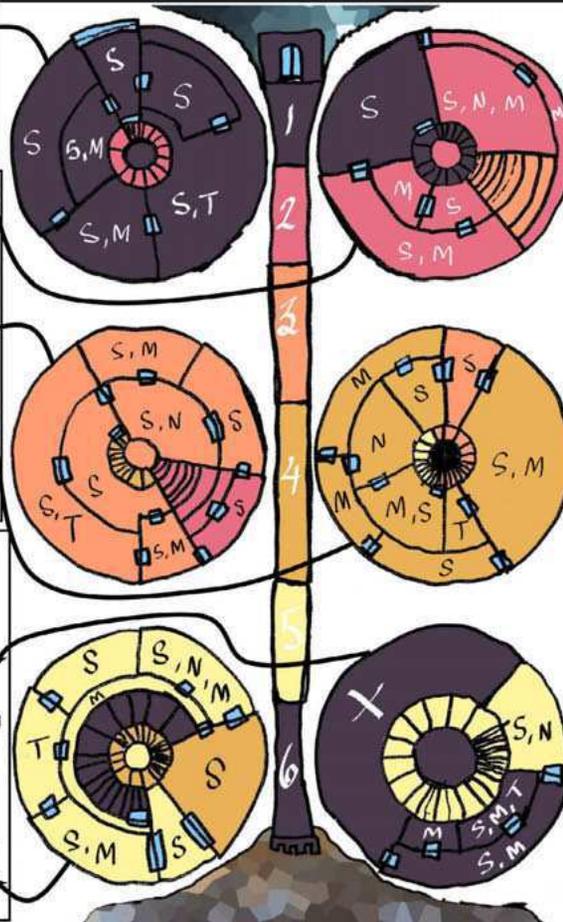
Monsters (M), d4:

1. A flattened squid, turned in on itself covering the entirety of the room. It rolls about a blood soaked boulder.
2. An amoeba shaped mass of creeping tendrils of smoky light. Gives the Curse of Backwards.
3. An angel winged psychedelic mass, dripping like melted wax, gives the warning to turn back. If not heeded vomits mind/body melting acid on victims.
4. A horned and furred slug, gigantic and curled around the room many times. Has the noble and wise face of an ox. It can charm, gore, choke and belch confusion.

Hooks, d6:

1. The party gains possession of an apple sized metal ball that always rolls in the direction of the tower.
2. The party gains possession of a map that shows the location of the tower but all details are the opposite of reality (rivers are deserts, mountains are valleys, etc).
3. A random party member is plagued by dreams where they walk on ceilings or clouds, looking down at the world above. They will awake inexplicably pointing in the direction of the tower, their arm stuck in place for 1 hour.
4. Flocks of birds, insects, bats, etc fly upside down from the tower.
5. Packs of panicked wild game, bleating in reverse gallop backwards from the tower.
6. A cursed person, jabbering wildly in reverse, walking backward, attempts to lead the party to the tower.

Entry is the bottom floor of a circular tower jutting abruptly from the ground. Makeshift stairs or ladders lead to upside down door. Upon entering tower, adventurers will find gravity flipped. They will be making their way up the stairs of the tower as they descend deeper into the earth



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X: From the battlements of the tower, the landscape of the inverted world can be seen. To reach and interact with this land, adventurers must scale down the outside of the tower.

Doors (Light blue), d10:

1. Ornate, bone gilded door with 1 way viewing glass into next room. Black and featureless on other side.
2. Ornate ivory door that disintegrates to dust whenever anything living gets within 5 feet of it. Rebuilds itself when they leave.
3. Wood door carved into a kindly face. Face will ask in whispered oakey tones if it should open, close or lock and will generally do as told.
4. A curtain of shimmering upside down blue flames. Heals d6 wounds of any that pass through.
5. Appears as a mirror until a living being is within 5 feet, than appears as see through door to next room, now filled with the best/worst things those peering through can imagine (flip coin).
6. Bare stone door, rusted iron handle. A puff of sand billows from the hinges when opened or closed.
7. A hacked, burnt and bloodstained wooden door. Anything inflicted on this door is inflicted on the next being that passes through it.
8. A stained, crusty curtain. Stationary on ingress, while slowly billowing around the next room allowing exit at any point (with patience).
9. Bare stone door, iron handle, slightly creaky.
10. Wood door with well oiled hinges, opens and closes silently.

Cross off NPC's and Treasures as they are used.

NPC's (N), d4:

1. **Oso the Magnificent:** Glistening, leather loinclothed gladiator. Face covered by shimmery silver chain veil descending from broad brimmed helmet. Enormous golden sword and shield, bristling with jewels. Cursed, cannot put down weapons. Seeks to break curse in tower.
2. **Erek:** Scar covered miner in rags. Manacles about ankles and neck, chain broken. Has bucket and pickaxe (both magical). Hungry. Miraculously good at breaking things when fed. In search of treasure more so than freedom.
3. **Jale Putra:** A plump witch, bedecked head to toe in opulent garments clearly made of monster parts. Transporting and stirring an ever bubbling pot. Fascinated by the tower and wanting to experiment with it as much as possible - specifically negative impacts on living beings.
4. **Yuga:** A bent over old crone, swimming in oversized tattered grey cloak and robes. A basket half her size straddles her back. It is covered by cloth. The basket is the entrance to a gaping interdimensional pit which Yuga is cursed to feed. Filling the pit breaks the curse, revealing Yuga to be an undying empress of a forgotten land. Currently Yuga is lost and barely coherent.

Treasures (T), d4:

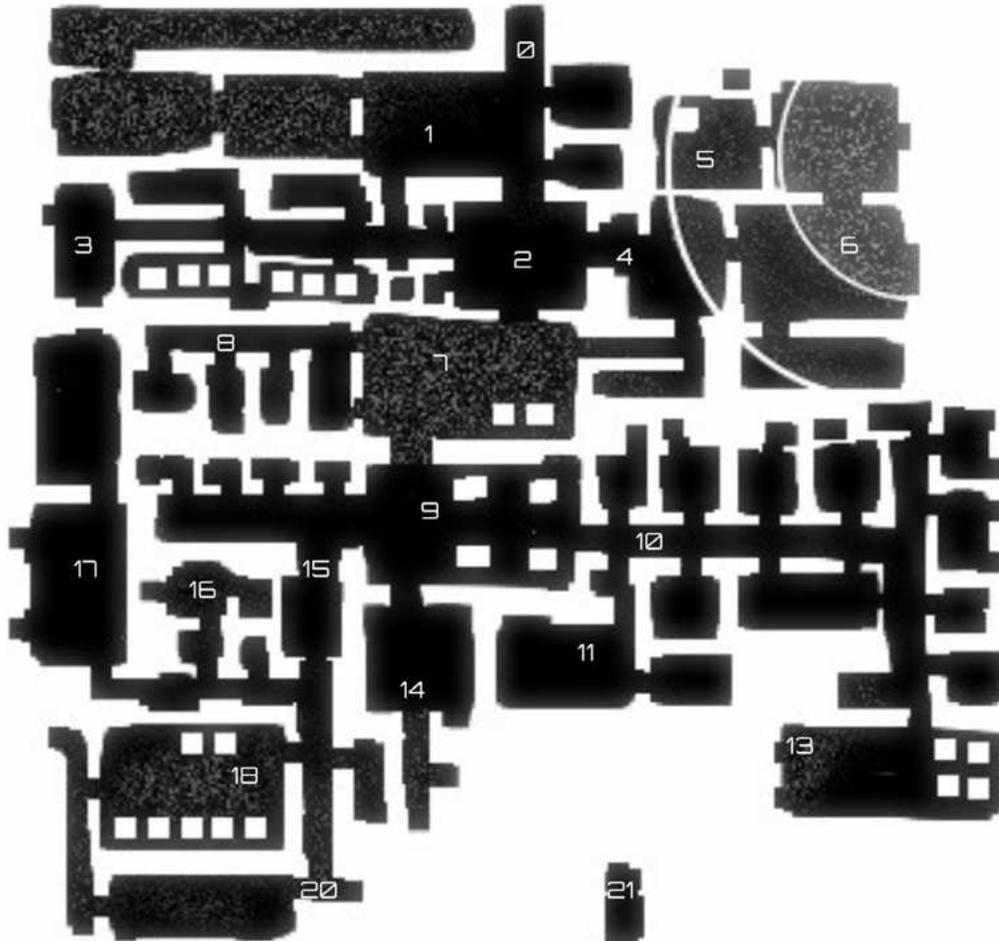
1. A gold crown, severely acid eroded. A veil of ropey gold chains ending in fish heads drapes over the wearer. Fish heads do d12 damage to anything attacking the wearer.
2. Floating half sphere, a rainbow of melted and bubbled precious stones. Perfect size for a man to stand on. A gold chain rings around the stone and embedded in stone wall. Once freed, the stone will float wherever the chain leash is led.
3. A serene white ram, blue gems for eyes and spiralling gold horns. Trots calmly on the ceiling. Its kiss breaks curses once a day. Gravity is always reversed for it and it may be led by feeding it gold and gems.
4. A 2 foot tall brass statue of a plump, three legged ogre. Hanging from its head is handle sized nose ring. Engraved on its belly are the words "blood and directions". When blood is dripped on the statue it will creep along any surface and stick there indefinitely, allowing those with endurance to be transported by hanging to the nose ring.

PROCYON GATE REPORT

RSD.A311.01.05.2088.1

DATE: 01.05.2088 REF: RSD.A311.01.05.2088.1
SITE: PROCYON DIMENSIONAL GATE MONITORING / RESEARCH STATION
RSD REPORT FROM REMOTE SURVEILLANCE DRONE TEAM A3.11
UNIT LEAD: CPT. M. TAYLOR (M4335201)
FOR: LIVE SPECIAL FORCES INCURSION UNIT

CLEARANCE
5
LEVEL



- 0. Access point. Envirolock.
- 1. Cargo. Corpse: male. SMC tag transmit: Lt. Sarah T. Mason R7010184 (clearance 7). Extra H2O, air, food, fuel stores. Poor drone access.
- 2. Operations and security hub. Thruster control.
- 3. Corpse: Martian recon. ID Tag encrypted. Doors sealed: welded?
- 4. Emergency locked doors to engineering. No air beyond this point. Override code 18241
- 5. AMBER level RADS. Life support routing.
- 6. RED level RADS. Motion detected p=0.9 No visual contact. Drones recalled. Override codes: 00313
- 7. Droid control and store. Sensors obscured. Singular tone of 80.1Khz. Visual static.
- 8. Note: Ventilation grates open along corridor.
- 9. Common area and galley. Evidence of weapon discharge. Unidentified disabled drone in SE.
- 10. Crew quarters. Signs of evac.
- 11. Infirmary. 3 corpses 2F 1M. Heavily disfigured. Unarmed.
- 12. Corridor barricaded. Motion detected to west.
- 13. Emergency evac area. Expeditionary equip. 2 drones went offline. Unknown cause. Recall.
- 14. Anti-intrusion measures to corridor detected. Turrets, mines? etc. Drones recalled.
- 15. Access to laboratories. Disinfection chamber. H-seals forced open.
- 16. Unidentified surveillance drone encountered. Unarmed. Refused comms. Mapping errors.
- 17. Monitoring equipment? Ante-room to gate observation deck. Temperature on W bulkhead indicate external breach of main hull. Manual opening of doors required.
- 18. Bio-stasis tanks. 3 sealed, 4 opened and empty. Drone sensors malfunctioning.
- 19. Store: reusable remote probes? Unidentified organic matter. Drone sensors malfunctioning. Recall.
- 20. Drone signal lost. Mapping errors in area.
- 21. Secondary/ops access to facility. Electronic override not working. Envirolock tampered?

"You'd fear old Hettie, too, if you were smart. Don't mock, cross, or refuse her, or that witch will blight your crop, infect your livestock with plague, or curse your baby with bleeding warts. She'll giggle while she does it, too. But if you're looking for a love potion or want to speak with your dead aunt, and you're willing to pay Hettie's price, then head on up to the Crag. If it's treasure you seek, well, I'm sure the crone has plenty stashed away. But I'm guessing Hettie won't give it up too easily. . ." - Tark the Elder



1. Bleached bones and occult glyphs mark the rocks around the Crag's entrance. Villagers leave tribute for Hettie on the flat rock altar. Some say they hear the witch beckoning them to come inside...

2. All kinds of **vermin** (rats, snakes, etc.) lurk in the dark cracks and niches of this twisting natural passage. They watch intruders, but won't attack unless Hettie is threatened.

3. **Hettie** greets visitors here, cackling while she mixes her noxious brews. Mundane, exotic, and revolting ingredients line the shelves and hang from the ceiling. Hettie demands a drop of blood and a strand of hair from all supplicants, and will trade secrets or potions for gems or magic items. If threatened, she calls on her pets to protect her while she flees through the ragged curtain in the southeast corner (and on to area 5).

4. Hettie's living quarters are disgusting. A rusty iron cage stands empty. Gnawed bones are strewn across the table. A rancid stink emanates from the filthy nest of blankets in the far corner. A few odd trinkets lie about, but most of the witch's treasure is hidden elsewhere. An illusory wall conceals the natural stairway to the south (the characters might notice a draft blowing through it).

5. The floor of this natural cavern writhes with **snakes** (both vipers and constrictors). A **giant constrictor snake** lurks in the southwest corner. It slithers out to feast on anyone who isn't Hettie.

6. Hettie keeps her prized possessions (and the occasional kidnapped child) in this dank cave. A magic mirror stands in the northeast corner. Hettie uses it to scry on the nearby villagers, making sure they're not plotting her undoing. She keeps most of her treasure in a locked, trapped chest, along with voodoo dolls made with the hair and blood she takes as payment. These power her curses, and are the key to her dominance of the region.

7. A narrow corridor leads out to a rocky ledge. A hidden path allows Hettie to leave her lair without being seen.



Running Hettie: Hettie has survived and flourished through a combination of magic and cunning. She seeks to keep characters off-balance using charms, bribes, threats, and violence, as needed. She values her life more than her treasures and will flee if she must. Hettie will hold a grudge, though...

The Great Pyramid of Water

By Morgan Long

In the heart of the desert is the Great Pyramid of Pharaoh-Archmage, and his clerical wife. This pyramid was designed after their deaths to harness the negative energy of the undead, and then used to open portals to the plane of water, which is run through underground canals to nearby towns. These nearby towns have been placing bodies of the wealthy at the entrance, where shabtis can take the bodies inside, and animate them with a magic scarab over the heart. The scarab then drains the negative energy from the undead, and send it into the storage crystals of the pyramid. The recent trouble with mephits has shut the pyramid down, preventing water from flowing out of the pyramid.

Each square is 5 feet. Key : pit traps - P, false doors - □, portals to the Plane of Water - ∩, Secret Door - \$, Door - ■

1. The Entrance - The entrance is a well balanced stone door, that takes a basic strength check to open. The hall is fifty feet long, and branches though the pyramid. Each square is 5 feet. These branching hallways appear to contain be defaced murals. There are two pit traps, positioned such that the party will not see the dead ends beyond. The undead can move freely over them, due to their magical nature.

2. False treasure room - This room contains nothing of any value, and looks to be looted.

3. Undead corridors - Throughout these halls are false doors, which are magical, carved depictions of doors. The undead of this place can see, and walk through them while living beings may not. The undead use them to attack adventures, and quickly retreat. The undead are smart enough to use basic gorilla tactics, and to attack when the party is most vulnerable, and to quickly retreat as necessary. The Pharaoh and his wife retain some of their abilities from life, and use them to great effect.

Greeting party - wizard mummy, cleric mummy, 5 lesser mummies/ ghouls.

4. Pharaoh's Wife False Tomb - Looted, with more defaced wall paintings.

5. Pharaoh's False Tomb - Contains a (seemingly, yet never contained anything) looted sarcophagus, with more defaced wall paintings.

6. Animation Chamber - This room contains two shabtis (as Caryatid columns), who drag corpses from outside here and place the scarab which animates the dead on them. They attack the players if the players disturb the room, or any undead who wander in are attacked. There is a lever here to enable and disable the pit traps.

7. The Grand Entrance Hall - This room is covered in murals telling the life story of the ancient empire
Restless Dead - 8 ghouls/lesser mummies, who aid the other dead as necessary

8. Grand Treasure Chamber - This room is contains many items necessary for those traveling to the afterlife. The food has all spoiled, but there are some golden treasure. However, the most valuable object is the flying ship entered with in this room. However, it is impossible to get out at this current time.

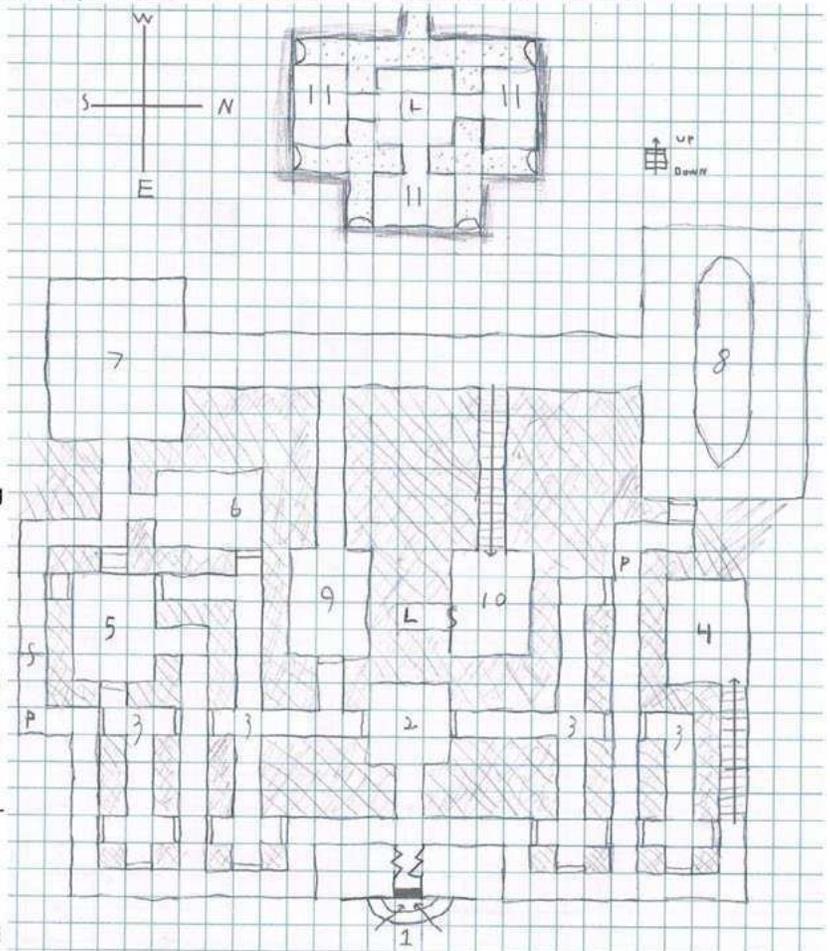
9. Pharaoh's Wife's Sarcophagus - This empty sarcophagus used to contain the Pharaoh's wife, while the murals around the walls depict her accomplishments in more detail.

10. Pharaoh's Sarcophagus - As above, but for the Pharaoh. The secret door to the south is closed, and unknown about by the undead. A ladder beyond this door leads up to 11.

11. The Water Chamber - Each of the three platforms stands above empty channels where water would flow. Each holds a lever to activate and deactivate the portal to the plane of water, all of which are off.

Troublesome Water spirits - 3 Mephits, 1 Undine rogue

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MEGA DRAGON TURTLE

By: Nathan Hare (<http://rpg.nathanhare.net>)

Legends tell of a crystal forged by the giants with the power to enlarge its wielder to twice his size. It was handed down through generations of royalty, until it was finally lost to the sea when the royal ship wrecked in a ferocious storm. Many believe it still rests on the ocean floor to this day; but the truth is, it was discovered by Golram a mighty and greedy Dragon Turtle.

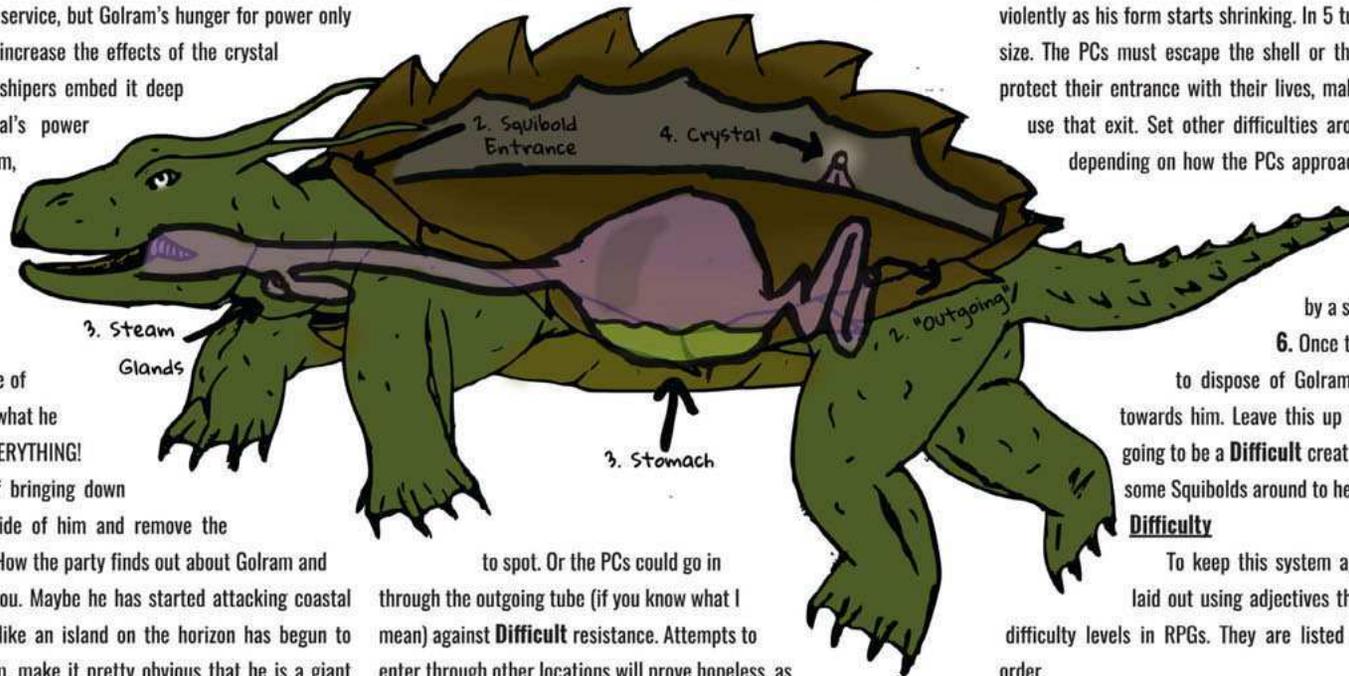
Golram used the crystal to add to his might and lure more Squibolds (amphibious Kobolds) into his service, but Golram's hunger for power only grew. He discovered ways to increase the effects of the crystal until he one day had his worshipers embed it deep within his shell. The crystal's power began to course through him, growing his body larger and larger over time. The power began to corrupt him, feeding his ego until it matched his body, that had now grown to the size of a city. Now he is out to claim what he believes to be his: EVERYTHING!

The group's only hope of bringing down this monster is to travel inside of him and remove the crystal that gives him power. How the party finds out about Golram and his weight problem is up to you. Maybe he has started attacking coastal towns, or maybe what looks like an island on the horizon has begun to move. When they discover him, make it pretty obvious that he is a giant dragon turtle and have a wise old NPC tell the story of the crystal. Once the players go after Golram, he will flee into the ocean. Golram is invincible to the PC's attacks. He only runs to toy with them.

Adventure Steps

1. The players first have to travel underwater to Golram. They encounter 1d4+2 Squibolds who have stayed back to protect their master. Squibolds are **Easy** to take out and/or gain information from. When the fight starts looking dire for the Squibolds, one or more will flee towards Golram shouting, "Protect the crystal!"

2. Once the players reach Golram, he attacks with **Moderate** attacks, but attacks against him do nothing. The PC's should be encouraged to find a different solution. The easiest entrance is through his mouth. Golram takes a deep breath before each use of his steam breath, requiring an **Easy** difficulty to enter unscathed. At any other time, the difficulty is **Very Difficult**. The PCs could theoretically find the opening in Golram's shell, but it is heavily protected by hundred's of Squibolds and is **Very Difficult**



to spot. Or the PCs could go in through the outgoing tube (if you know what I mean) against **Difficult** resistance. Attempts to enter through other locations will prove hopeless, as the turtle's hide and shell are too tough.

3. Once inside, the PCs must dodge the steam glands on the way down Golram's throat (**Moderate** difficulty) and then they must cut their way out of the softer interior flesh at the roof of the turtle's stomach (**Moderate** difficulty). Golram accidentally swallows 1d4+2 Squibolds to make the situation more interesting. Roughly every 15 seconds, Golram swallows a big gulp of water to try and wash the party out (**Moderate** difficulty).

4. The PCs crawl up through the opening into a cavern-like area

inside of Golram's shell. Nearby are hundreds of Squibold worshipers maintaining and decorating the inside of the shell like an elaborate temple. In the center, the crystal sits on a pedestal of Golram's flesh. Sneaking past the Squibolds is **Difficult**. Removing the crystal requires a **Difficult** check and will definitely alert the Squibolds if they didn't already spot the party.

5. Escape! Once the crystal is removed, Golram begins to shake violently as his form starts shrinking. In 5 turns, Golram returns to normal size. The PCs must escape the shell or they will be crushed. Squibolds protect their entrance with their lives, making it **Nearly Impossible** to use that exit. Set other difficulties around **Moderate** and **Difficult** depending on how the PCs approach the situation. If they are in the fleshy part of the turtle after 5 rounds difficulties will all increase by a step.

6. Once the PCs escape, they may want to dispose of Golram, depending on their feelings towards him. Leave this up to the players. Golram is still going to be a **Difficult** creature to face and may still have some Squibolds around to help him.

Difficulty

To keep this system agnostic, difficulties have been laid out using adjectives that commonly correspond with difficulty levels in RPGs. They are listed below in ascending difficulty order.

Easy - Simple tasks or enemies to defeat. Possible for anyone within the party.

Moderate - Simple for those skilled in it, but tougher for those untrained in the skill.

Difficult - Fairly difficult for all characters.

Very Difficult - Low success rate.

Near Impossible - Impossible for all but those skilled in the task.

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Search For The Ape Civilization

You have explored the mysterious jungle to search Apes Civilization. So you have to stay in a garrison for a week and investigate the surrounding areas. Listen and collect as much as you can and do not forget to survive safely.

Map

This dungeon uses an empty hex map except a garrison at first play. PCs can move or search 1 hex per 3 hours and the GM must describe the hex's environment and mark it on the empty map. The environments of the hexes once marked on the map are not changed.



Expedition Points (EP)

Each time PCs search a new hex, they get 1 EP. And PCs can get some EP for the reward that they have completed the encounter. GM provide a clue related to the ape civilization whenever PCs gain EP. Instead, if PCs run away during an encounter, they will not receive EP by the encounter.

Garrison

In Garrison, Day Encounters never occur and Night Encounters occur only when the fence is broken. To fix the broken fence, at least one PC works for 1d6 hours. (It may need more PCs)

Weather

GM rolls d6 every morning and makes the weather check for the day. In addition, GM may re-determine the weather when an encounter occurs.

- 1 - Red Fog : PCs need to check for miasma every 3 hours.
- 2 - Rain : It takes 3 more hours to search and / or pass a hex.
- 3 - Sunny : PCs must check for heatstroke every hour in the outdoor hexes.
- 4 - Squall : Same as Rain, but the fence of garrison is broken.
- 5+ - Cloudy : Nothing Happen.

Hex Environment

Each time PCs enters a hex that has not yet entered, the master can choose 1d6 to determine the hex's environment or choose it directly.

- 1-3 - Jungle : Normal Jungle.
- 4 - Lake : Crocodiles / hippopotamus come out instead of other animals.
- 5 - Liver : Same as Lake, but at least one attached hex must be a river.
- 6 - Swamp : It takes 6 hours per 1 hex and PCs must check for miasma.

Day Encounters

At day, each time PCs look around a hex, GM roll a 1d20 to determine what they encounter. If PCs have already passed the hex or have stayed in the same hex for more than 3 hours, GM must roll 1d6 to determine if a new encounter occurs. If it is 4 or more, a new encounter occurs, too.

- 1 = Nothing happens (0 EP)
- 2 = 2-8 Giant Spiders or Centipedes (1 EP)
- 3 = 1-6 Boars (2 EP)
- 4 = 2-5 Constrictor Snakes (2 EP)
- 5 = 5-20 Zombie Adventurers (2 EP)
PCs may get equipment or reports that they used.
- 6 = 10-30 Annoying Lemurs (1 EP)
Some lemurs are killed or injured, rest will run away.
- 7 = 5-25 Gibbering Monkeys (1 EP)
- 8 = 2-10 Gray Apes (2 EP)
These apes use stone weapons. Is there really an ape civilization?
- 9 = 1-5 Giant Miasmatic Frogs (1 EP)
If PCs touch or get damaged by the frogs, they must check for miasma.
- 10 = 1-3 Elephants (1 EP)
They are walking around the jungle.



- 11 = 5-20 Natives wanting Some Meat (1 EP)

They want to barter their goods for some meat. But if PCs don't want to barter, they attack or leave. If PCs meet the natives again, they will not want meat anymore and keep their previous attitude toward PCs.

- 12 = The Wreckage of an Crashed Airship (3 EP)
Some equipments and/ or zombies may be inside.

- 13 = 1-3 Megatherium (2 EP)
If PCs don't go close, they will not attack. Maybe....

- 14 = 10-40 Baboons (1 EP)

If half of Baboons fall, the rest may run away or run wild.

- 15 = The Ruins of Buildings built in incomprehensible ways (3 EP+)
GM may make an additional Encounter with this encounter. In this case, PCs can gain additional EP by the additional Encounter.

- 16 = 2-8 Raptors (2 EP)

There may be different kinds of raptors, but any kinds are okay.

- 17 = Destroyed Native Village (2 EP)

Something seems to have killed all villagers and burned the huts.

- 18 = A Gargantuan Brown Ape (Unique, 6 EP)

It does not attack PCs unless attacked first, and it is hostile to gray apes. Once PCs have encountered it, it stay in the same hex unless it is killed. So if Day Encounter Roll gets 18 in other hexes, roll the dice again.

- 19 = 2-10 Dire Gray Apes (3 EP)

Bigger and more ferocious apes. Are they belonging to the warrior class?

- 20 = 1-4 Gray Ape Witch Doctor + 10-20 Gray Ape (4 EP)

A Witch Doctor counts as Lv 2 Cleric or Wizard.

If all of Witch Doctors or half of normal gray apes fall, the rest will retreat.

Night Encounters

At Night, each time PCs look around a hex, GMs roll a d10 to determine what they encounter. If PCs have stayed in the same hex for more than 3 hours, a new encounter occurs, too.

- 1 = Nothing Happens (Garrison) / A Day Encounter (Other Hex)

- 2 = 1-5 Nandi Bear (3 EP)

In fact, these "bears" are not real bears but Elder Gray Apes count as Lv 3 wizard.

- 3 = 2-10 Wight Adventurers (3 EP)

PCs may get their equipment or other loots.

- 4 = 1-4 Tigers (3 EP)

If tigers are caught before attack, they retreat.

- 5 = Day Encounter 19 or 20 & Zombie 10-30 (5 EP)

In this jungle, living apes dominate dead people.

- 6-7 = 2 or 3 times of One of Day Encounter 2-9 (Choose by d8)

GM must choose a Day Encounter or rolls the d8 and increase its scale. The encounter's EP are multiplied by same scale.

- 8 = 20 - 100 Natives wanting More Meat (2 EP)

If PCs have bartered during a day or PCs meet these natives first time, they don't attack and offer the deal. If PCs meet the natives again, they don't want meat anymore and keep their previous attitude toward PCs.

- 9 = 1-3 Jungle Treant (6 EP)

They come to see outsiders.

- 10 = Gargantuan Metal Golem (Unique, 8 EP)

It is actually a "robot" made of unknown technologies and much stronger than the gargantuan brown ape. After the robot is destroyed, roll the dice again when a Night Encounter Roll gets 10.

Loots

Each time PCs gain an EP, GM must provide at least 1 clue about "Truth about Ape Civilization" and may give the following additional rewards by rolling d8.

- 1 - Shiny Stones : They may be gems. Maybe.
- 2 - Test-type Ape Interpreter : Roll 1d6 to translate apes' languages (6+)
- 3 - Unfinished Map : GM marks 1d3 unmarked Hexes on the Map.
- 4 - Small Weird Machine : It may create a strange illusion.
- 5 - Crude Bone Idol : The Idol is made by natives, but they don't need it.
- 6 - Old Diary : GM provides some information and 3 EP to PCs.
- 7 - Wonderful Bone Idol : This doesn't look like a thing of the natives.
- 8 - Map-like Board : It looks like an ancient map of this jungle....

Endemic Diseases

Depending on the situation, GM may make PCs check for some diseases. Heatstroke: If a PC fails each CON roll every hour, the PC loses 1 Hp. Food Poisoning: If a PC fails a CON roll after eating, the PC loses 1d6 Hp. Miasma : If a PC fails each CON roll by Miasma, the PC loses 1d3 Hp and have to repeat CON Roll every 3 hours until he / she succeeds.

Achievements

After a week, the expedition ends and PCs will leave the jungle. GM must evaluate achievements with the amount of gained EP.

- Under 80 EP : The expedition was worse than expected.
- 81 ~ 110 EP : PCs confirmed the legends about gray apes.
- 111 ~ 140 EP : The expedition log book will become a bestseller.
- Over 141 EP : PCs found out too much... (GM must reveal the truth.)

Truth about Ape Civilization (Only For GM)

The 'real' ape civilization does not exist. But there are weirder truths. All humanoid races in the world are artificially created species and gray apes are failures.

So whenever PCs get some EP, GM must provide clues like old bones or primitive artifacts and describe that they look similar to bones or ancient antiquities of particular humanoid species. If PCs destroy the robot, GM must reveal the truth.



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For OPDC 2017 by Nical

Mavira the Magnificent's Mega Mart!

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The wizard Mavira was sick of travelling to different planes to do their grocery shopping, so they created a demiplane where people could get everything they needed. All the magical energy gave the store a life of its own and over time the different aisles became distinct biomes complete with creatures. The intelligent humanoid ones referred to themselves as "staff" and formed their own societies, while the unintelligent ones behaved like the animals they resembled.

(11) The Garden

An overgrown jungle formed from massive fruits and vegetables.

If a creature not native to The Garden is stationary for too long, vines attempt to grab and drag them into the jungle.

The reclusive Celery Elves make their home here in hidden vegetable villages.

(10) The Frozen Wastes

A refrigerated tundra of ice-cream and frozen foods.

The temperature here is extremely cold and there is a chance of blizzards.

Beware of the Ice-cream Yeti.

(9) The Furnace

A desert of hot flour and baked goods. The temperature here is extremely hot and there is a chance of severe crumb-storms.

The staff here have tamed Bread-Camels as mounts.

(8) The Endless Trash Heap

Beneath the demiplane store, where the Spill empties out, is a vast trash heap floating in the void as far as the eye can see.

Every week Garbage Orcs will enter the store and retrieve slain creatures to add to the Heap.

(1) The Market

Around the only entrance portal is a market district constructed around a cash register from various homewares such as plates, cups, cutlery, and so on.

The merchants sell overpriced equipment scavenged from the rest of the store.

(12) The Dry Canyon

A canyon formed from massive piles of canned and boxed non-perishables.

Skeletal Pasta golems dwell here, and some say a Chili-Dragon has made its lair in the canyon.

(2) Sugar Town

The sugar folk consider themselves the natural rulers of the Mega Mart, and keep out the other folk with massive walls of chocolate. The walls are thick and strong, but are easily melted.

(3) The Spill

A mixture of bottled beverages runs from one end of the store to the other.

A tavern at the end of the river serves untainted beverages.

Any creature that drinks from the river is affected by a random magical effect.

(4) The Jagged Field

A hilled area covered in enormous chips and crackers jutting out of the crumbly earth. The plains are roamed by the docile Corn-chip Dinosaurs.

(5) The Plains of Flesh

A graveyard of various raw meats.

Inhabited by Deli-Necromancers and their undead servants.

Creatures spending too long in the Plains of Flesh may become sick due to the smell.

(6) The Dairy Marshes

A marsh formed from milk and cream, with enormous pieces of cheese emerging from the surface. The marsh is difficult terrain to walk through. Creatures who fall in may be sickened.

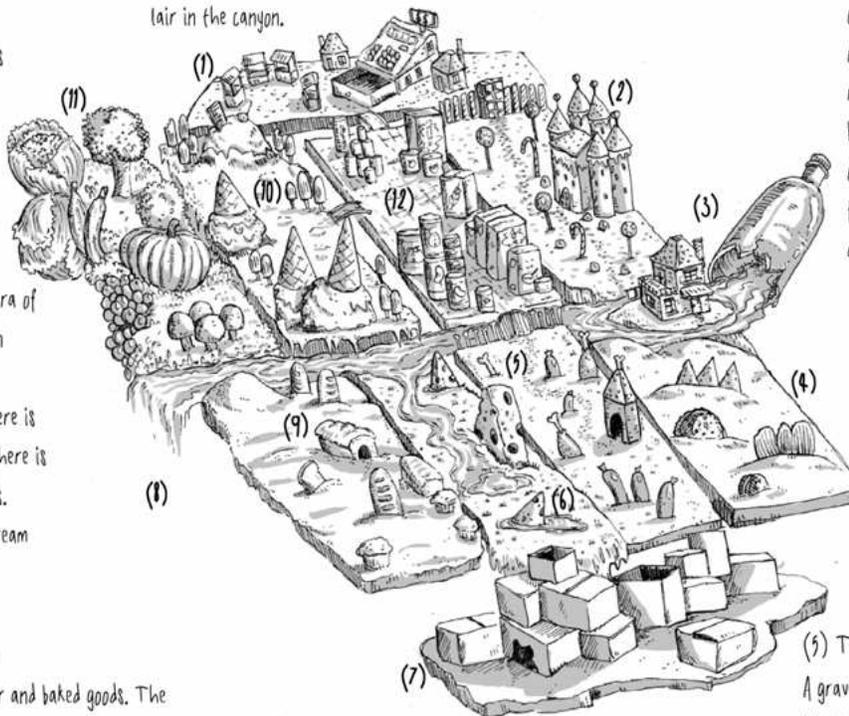
The Staff are lactose-worshipping swamp-folk.

(7) The Storage Labyrinth

An ever-changing maze of storage containers.

Stacked boxes will occasionally shift and collapse, changing the layout and possibly crushing creatures.

The Cardboard Caverns are inhabited by Styrofoam Trolls, but you may find help from the Cardboard Minotaur.



The small town of **Twowells** has found itself under the dominion of a fanatical priest named **Myndalir**. He executes criminals in the open, chases out supporters of the local baron, and is starting a small rebellion. His reclusive practices occur below the graveyard, in an ancient complex known as the **UNDERCHURCH**. Rumour is it that there is a secret entrance within the old farmhouse to the north.

1 – Rotten Ladder

This ancient and heavily worn ladder descends down from a padlocked trapdoor within the ruined farmstead, out to the north of Twowells. It is a perilous climb with crumbling footholds of withered, moistened wood. The walkway is seven [7] foot tall and four [4] foot wide.

2 – Winding Walk

A natural passage winds through the wet, cold rock along broad, awkward steps. Halfway down, hidden beneath a layer of dust and grime, is a gently glowing, crimson glyph, carved into the stone. If passed over by an unsuspecting delver, they will be subject to an immediate, all-consuming thirst for water, under fear of death.

3 – Grimed Water

At the end of the walkway is a pool of filthy, grotesque still water, topped with a layer of putrescent mulch. The only way to continue is down on through the water, under the rock, and onto the other side. Whoever enters into the water runs the risk of contracting illness and disease from the sickening muck. The underwater passage is five [5] foot tall and eight [8] foot wide.

4 – Smuggled Goods

Unstable rock formations have tumbled away from the ceiling, blocking up the waterway in two directions. The direct route is fairly obvious through the water, but an ancient passage is obscured within the dark, hidden off to the side. Behind the rocks, around a sharp corner, is a small, locked chest. Inside are; fifty [50] silver coins, eight [8] gold coins, a leather pouch of five [5] dice and one [1] loaded die, a deck of marked playing cards, and a corked bottle of invisible ink. The side passage is three [3] foot wide and four [4] foot tall.

5 – Swimming with Snakes

The opposite pool opens into a chamber with a high ceiling and raised bank across from the underwater passage. The ledge is accessible via a small, knotted rope, nailed into the rock with an iron piton. On the ledge, directly in the centre, is a small bundle of straw and mangled vines, neatly holding a dozen pearl-white eggs and their protective mother; a red-and-black striped, venomous snake. Occasionally, some of her brood will hatch and join her in the defence of the nest, although the young are far weaker than the adult. At the very rear of the chamber is a locked, wooden door with iron support bars. The pool is 10ft deep and the chamber is 15 foot tall.

6 – Man-Made Halls

This short hallway is illuminated by a single torch within the corner. The floor is constructed from thick, dust-covered flagstone, and the walls are made of large bricks. Just around the corner is another gently glowing glyph, emanating green light. If triggered, the creature that disturbs it suffers dozens of tiny notches and cuts all over their skin and begins to bleed uncontrollably. The hall is five [5] feet wide and eight [8] feet tall.

7 – Tar Pit

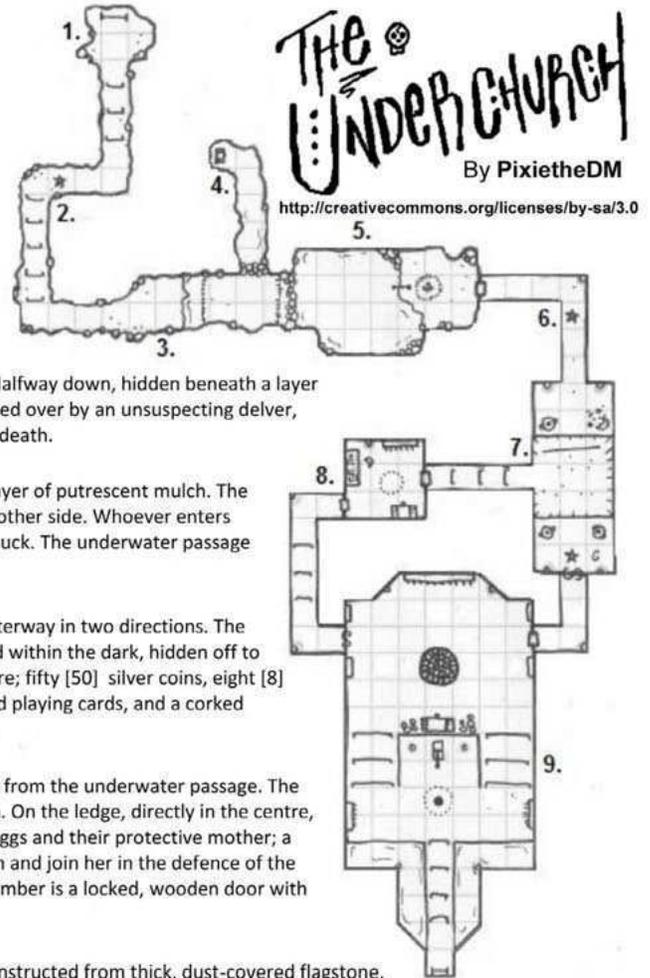
The two sides of this torch-lit chamber are separated by a large pit in the centre. The pit is fifteen [15] foot deep and fifteen [15] foot wide and contains a thick, gelatinous mass of tar-like mess which obscures the four zombies, lying in wait underneath. The black filth is easily flammable and will burn for hours if ignited. Propped onto the edge of the northern ledge is a twenty [20] foot long, wooden pole. On each platform is a pair of burial urns, with one of the northern pair smashed to pieces. Inside they each contain ten [10] gold coins. Only the south-eastern urn also holds a magical potion of healing. Leading out of the pit is a short staircase heading towards an iron door, barred from the other side. The southern wall has a secret door built into it, accessible via a button within a pale brick. In front of this secret door is another glyph, glowing in a golden hue. Once triggered, the creature that disturbed it will flare into a hostile craze, briefly attacking any nearby until they are calmed or subdued successfully.

8 – Myndalir's Laboratory

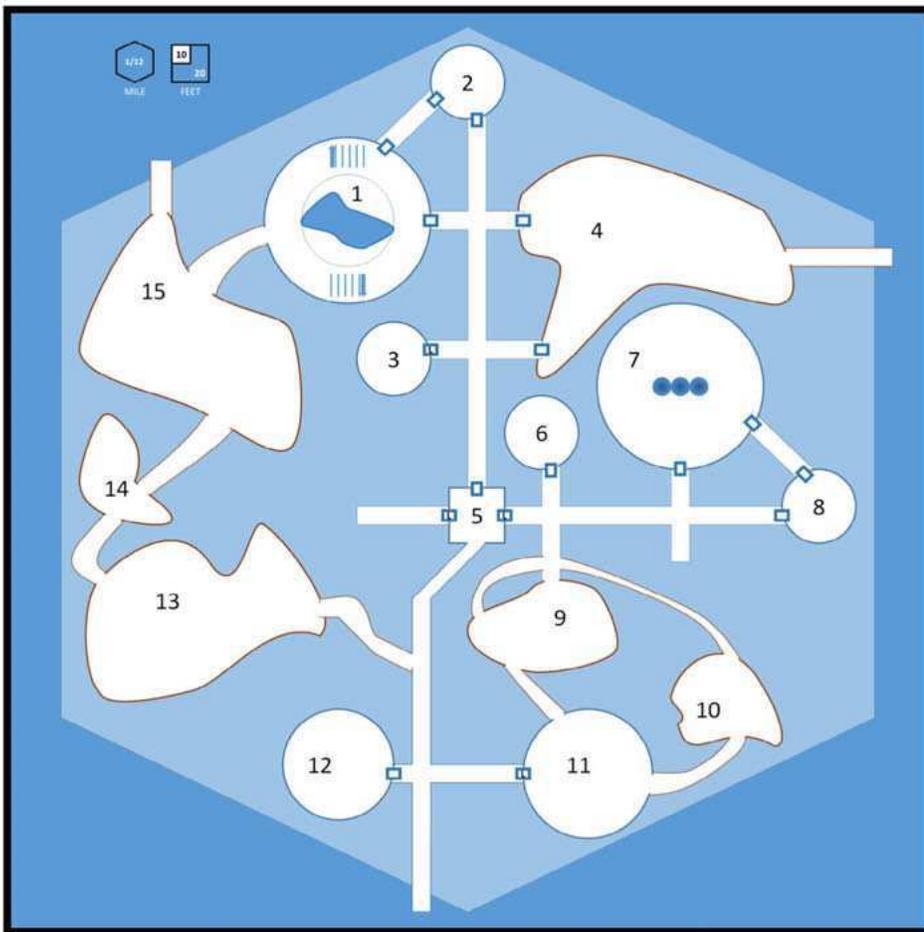
In the centre of this small room is a large, locked bird-cage upon the floor, containing a headless, armless zombie. The room also contains a heavily decorated desk with papers and writings between Myndalir and someone only referred to as 'R', discerning a magical, necromantic process. On the northern wall is a bookshelf holding dozens of jarred human remains, such as skulls, hands, hearts, and eyes, as well as a crudely constructed spellbook of rough leather and tattered cloth. It holds various necromantic spells within its well-read pages. The heavy chest on the southern wall is unlocked and contains; a well-used healer's kit, a well-used veterinarian's kit, a book upon canine anatomy, a book upon runic carving, and two [2] scrolls of a spell which protects from fear. The eastern door is barred with an iron pole. The western door is unlocked. The room is fifteen [15] foot wide and fifteen [15] foot tall.

9 – Dog's Head Hall

This is a large chamber with the raised, southern platform accessible by two wide staircases on either side. In the centre of the lower half is a broad dais topped with dozens of severed dog, wolf, and fox heads. On the northern wall is a shelf holding dozens of heavily rusted weapons – swords, pikes, and hand axes. On the eastern and western walls are two pairs of stone sarcophagi, clamped shut. Inside each is a headless, human corpse. At the base of the raised platform is a locked chest, surrounded by candles. The chest contains; a magical wand which covers a small area with conjured grease, an enchanted sewing needle which improves the holder's skill at sewing, three [3] enchanted crossbow bolts which, once fired, let out a uproarious clamour, inspiring combatants to fight more effectively, and a solid-gold unholy symbol of a forgotten deity (six snakes, joined by their tails at a central disk). Atop the raised platform is a stone lever, built into the floor. Behind the lever is a stone pedestal surrounded by a dull, runic circle. Sitting upon it is an incredibly heavy, granite skull, larger than a human's. It is covered with similar runic carvings as before. Once the level is pulled, the runes around the pedestal and over the skull will glow purple, with the skull rising up and starting to rotate, screaming in a guttural roar. A protective dome of shimmering light will surround the skull from the circle. When the skull is active, the sarcophagi will open and expel a headless, human corpse. The corpses will walk towards the dog's heads, place one upon their shoulders, and then move over to the weapon rack to acquire one. From here on, they will engage as hostile creatures. Headless corpses will continue to attack until the stone skull is either destroyed or magically disrupted through select damage to the runes carved upon it. To the southern side there is a shallow stream running adjacent to the wall. Beyond this is a steel ladder that heads forty [40] feet up to a trapdoor within the Twowell's graveyard. It is latched shut from the inside. The western wall holds a secret door. It is accessible from another button within a pale brick.



The Cursed Monolith and the Caves of the Eyeless



The Cursed Monolith and the Caves of the Eyeless—by R.A. Mc Reynolds

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“Man has rebuilt his society after the Great War that rained fire from the heavens, and destroyed the ancient world. The weapons and horrors of that time have long been thought to have been destroyed or expended, but deep beneath the earth still exists those horrors. The tribe known as the Eyeless, having been nearly rendered blind after generations of living underground, are descended from the soldiers and scientist original stationed at the underground facility. They have grown twisted and inbred below the earth and engage in cannibalistic feasts. And on moonless nights that make raids on the surface to capture people to fill their larders and to make sacrifices to their dark god, an ancient relic of the Great War.”

The caves are blending of wet caverns and the underground facility for the ancients launching ICBMs. For the most part there is no light, and any exposed light will attract the morlocks' attentions. There is still power within the facility and the doors are of the automatic sliding variety.

1 – **The Shaft:** Water has pooled at the bottom of the shaft with small insects living above the water. There are pitted and rusted metal stairs reach some 300 feet above to ancient ruins. 6 **Giant Wasps** make their nest near the water, and will viciously attack anyone within the bottom of the room.

2 – **Maintenance Bot Charging Area:** The **Maintenance Robot** (and four deployable **Flying Drones**) that would maintain and service the ICBM that was in room 1 is on standby mode and will only attack if attacked first or summoned to help protect the remaining ICBM in room 7.

3 – **Propellant and Equipment Terminal:** The walls are lined with computers, screens, and flashing lights. This room controlled the launch of the ICBM that was in room 1. All that is left is 2d6 random technological gizmos of questionable value litter the area.

4 – **Cavern with Exit:** This cavern is filled with gnawed bones, scraps of cloth, broken weapons, and other debris from the morlocks past hunts. Spending an hour here searching the grizzly remains can be profitable, a 1 in 6 chance of revealing a wonder of worth and the rest of the time 1d4 pieces of clutter. Six **Morlocks** remain on duty here at all times guarding the tunnel that leads further under the earth.

5 – **Deadman Lock:** This room contains emergency showers for radiation contamination as well an airlock system of doors. The door to the south has been removed and the system has been hacked to always consider it locked.

6 – **Propellant and Equipment Terminal:** Same as room 3 above, but the working terminal here can be programmed with target coordinates for the ICBM. Currently the coordinates in the system target the ruin above this facility.

7 – **The Cursed Monolith:** Flashing yellow lights signaling a radiation leak from the warheads light the ICBM missile sitting at the ready for launch. The metal stairs have long been torn down leaving only the ancient weapon of war as the sole decoration in this room. Six **Morlocks** of normal size (priests) and two **Giant Morlocks** of double normal size worship and guard the missile as there tribal god.

8 – **Maintenance Bot Charging Area:** Same as area 2, the **Maintenance Robot** will ignore the morlocks.

9 – **Priest Cavern:** two dozen **Morlocks** live here as well as six **Giant Morlocks**. These morlocks serve as attendants for the Medusa in room 11 or as priests and guardians to the cursed monolith. Scattered among the cave is two dozen stones of black onyx with an eye carved into them.

10 – **Larder Cavern:** one dozen **Morlocks** are stationed here at all times. Several cages and pens are scattered about. If the morlocks have taken any prisoners lately, they are kept here.

11 – **Former Control and Living Quarters:** A **Medusa** has made a comfortable home for herself her, with the morlocks hunting for her and bringing her treasures that the do not understand. Most of the dome has been filled with statues of her victims arranged as decorations, the rest is her living quarters filled with 1d6 pieces of clutter and 3d6 pieces of junk. She carries with her an amulet that generates a force field when turned on. The launch stations for the ICBM still have their keys left in them, it will require two people to turn them to launch the last ICBM.

12 – **Power Plant:** The door to the power plant has a red radiation symbol painted on it, and an alarm bells sounds when the door is opened. Within are four **Radiation Mummies** entombed from the great war. One of them still has a keycard clipped to their belt that will open all the locked doors in the facility. The only radiation left in the room is from the radiation mummies.

13 – **Living Cavern:** Three dozen **Morlocks** live here, but one half of them are out at any given time hunting. 3d6 pieces of junk and 1d6 discarded wonders constitute the tribes wealth.

14 – **Bat Cave:** Within this cave is a large swarm of **Bats** along with three **Giant Bats**. The morlocks use them as a guards dogs.

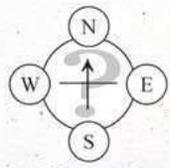
15 – **Cavern with exit:** Similar to room 4, but there is a 1 in 6 chance of finding a semi-precious stone instead. The exit leads further under the earth.

Fates Enigma

A Statue depicting a female with a plaque reads as follows.

Whom ever bears witness to thy own fate will walk a path of glory.

Pouring any liquid into the hands of the statue will open a passage with stair case below ground.



4. The stair way to the room is littered with bones of those who have fallen to the trap. The hall is scorched and only decaying bits and piece remain of who ever traveled this path in the past. The room itself is empty save for script writing on the walls The walls are wall-papered in magic scrolls. Translated it is a series of spells that will trigger when read aloud.

1. The Main Hall of Fates Enigma is empty except for strange symbols carved into the walls and floor. Elf, Dragon or read magic can decipher the script.

"Your Path will challenge your mind, the strength and will. To carry on, touch the N.E. Wall. The worthy shall pass."

A secret door will open but it is an exploding trapped area. It will only trigger on neutral or evil characters

2. The Hall of Perpetual Peace.
The passage is hidden and only detection devices, magical or extra sensory means methods will reveal the false wall for what it is. An Enigma Pool of healing is found in the middle of the room. It also reduced the characters age by 2 years if characters chose to take a bath in the pool. Drinking the water will heal wounds and scars. This Enigma pool will always stay pure and clean unless anti-magi is used and then the waters contaminated in some way.

3. Treasure Room.
Rare relics have been hidden here. Breaking the walls and mining will allow one to discover these rare treasures.

7. This is a storage chamber with all manner of supplies. Upon the stacks and heaps of common weapons and wears, is a crate in the N.E. Corner that contains a Heavy Cross bow with 60 bolts. The room though cluttered is clean and holds a sense of order to it.

4b. One part of the wall has a Riddle. Solve it and the wall vanishes to another room with stairs. "What breaks when you say it?"

5. The Room of Stone Statues.
Each statue is a Stone Statues that has a few words of a question. As soon as one begins to read the Stone Statues spring to life and attack until the question is spoken aloud.

"Poor people have it. Rich people need it. If you eat it you die. What is it?"

6. The ANSWER ROOM.
This is a clean room full of light and a tiled floor. Each tile is inscribed with a letter on it. The first tile you see as you approach the room has a question.

"What has one eye but can not see?"

Stepping on the wrong tile causes a spear to drop from the ceiling and the floor to explode.

8. ANNEX ASHRAM
A single room with a large rug at the center. Upon it 7 large sitting pillows set in a triangular shape facing north. It is clearly built for prayer, meditation and study. The walls are polished black, reflective obsidian.

9. Sphinx Room

This room is tiled with gold bricks, walls and ceiling. The center piece is an ancient stone statue depicting a sphinx.

When the room is entered a voice speaks allowed from the statue, though its lips do not move.

"3 Questions, 3 answers, will lead to fortune or doom."

1- "What starts with a "t", ends with a "t" and has a "t" in it?"

2- "What is as large as a Mountain but weighs nothing?"

3- "What can you hold without touching it?"

10. Treasure Room
40,000 gold coins.
24,000 in gems various values for each from 1 to 100 gp.
250,000 platinum coins
An enchanted blade that can be attached to a sword or spear hilt. The blade is called a "Spirit Blade". It ignores all armor and does damage directly to a targets health upon a successful hit.

- 9-3. Answer: A Conversation
- 9-2. Answer: Mountains Shadow
- 9-1. Answer: Tea Pot
- 8. Answer: Needle
- 5. Answer: Nothing
- 4b. Answer: Silence

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Wormhole Scramblers in the Deep Dire Door

One Page Dungeon Contest 2017 * Roger SG Sorolla * <http://creativecommons.org/licenses/by-sa/3.0>

The Door stands 50 Persons high and 4 Persons thick, riddled with wormholes a Person could crawl through. You decide: was this because the Door is gigantic, your Persons were shrunk, or perhaps they were born tiny? Its planks are mellow-gold wood, velvety to touch, seemingly mined rather than felled, granite-dense against any tool weaker than the teredo's diamond tooth.

Nails and ironwork are purple-glinting steel. Beware! Spells of opening here open the caster instead (save vs. Death if you move or act without trying to hold your insides inside.) To pass the Door, you must pass through it.

TEREDO
(woodworm)



ENCOUNTERS (d20 every 10 min, skip 4-8 if party is not moving, 9+ = no encounter)

1. d8 **Januaries**: wood kobolds, splinter spears and tangling teredo-hide ropes, faces fore & aft, no surprising them
2. d8+1 **Doormice**: vicious cat-sized louse-rodents
3. **Teredo**: 1/3 size purple worm, diamond jaw-teeth-shell
4. 2d4 tiny teredoos attack from 1' side tunnels
5. **Door Jam** growth: obstructive sweet red mold



6. Next time path crosses iron band or nail: Static arcs out, jump away reflexively or take d4 damage, doubled if holding or wearing metal
7. Empty tunnels of tiny teredoos (see 4)
8. **Portaleggio**, non-obstructive white mold with a foul, ammoniac stench that sickens all but the gutsiest

A. Cave vacated by Januaries, glyphs of: Januaries dancing, teredoos, spider laying eggs; January bones in a complicated ritual array, with tooth marks.

B. Letter slot through the Door, blocked by a huge, hinged iron plug on the front. Shoved through is a gigantic parchment roll jutting 20' out the rear side, a *Fly* spell on it.

C. The Great Cleft runs top to bottom, sealed by iron plates on all sides, crossed by the Bolt and enough space above it to crawl at location C.

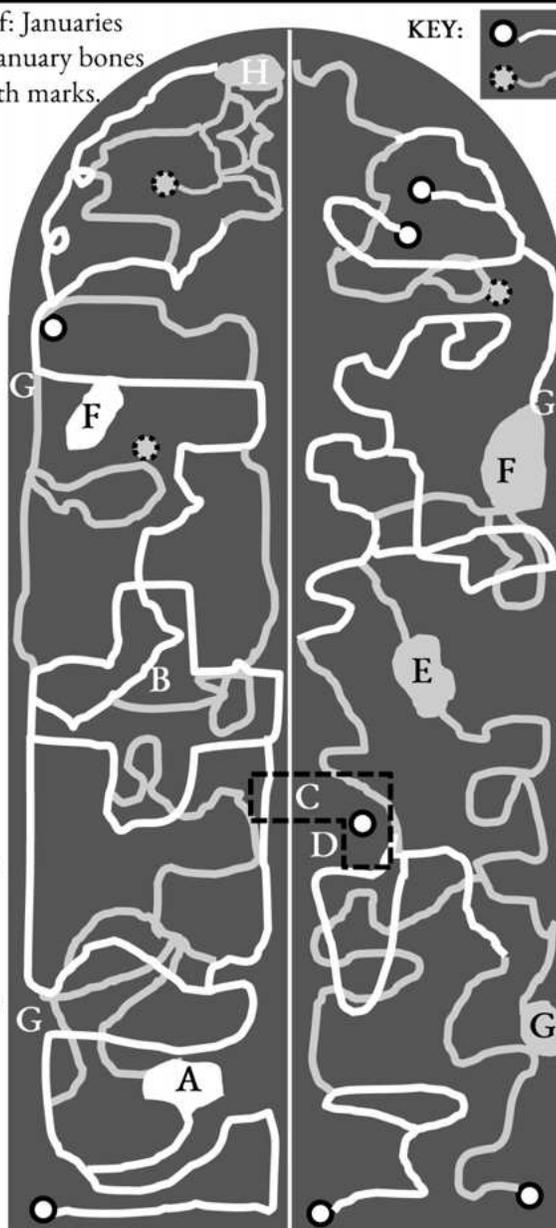
D. The Keyhole: 4 massive Tumblers above and a tight climb to reach the Bolt (C). Tumblers draw back Bolt if held at the right heights, maybe clued by a giant Key dropped outside.

E. The Knocker is haunted; a poltergeist raps it when people are near. The sound deafens in round 1, save or lose footing in round 2+, take d4 damage round 3+. Stops if someone answers (e.g. "Who's there?")

F. Tiered January camp, with 2d6 of the squatters and 2d100 shavings from "giant" silver and gold coins, each shaving worth 5 coins if giant size.

G. The Hinges open in, and can be leveraged with effort to open that side of the Door, if the Bolt (C) is drawn.

H. A giant spider lives here, laying lightning-balls (2d6-1 damage) if it hears you, that randomly cascade down the maze. Empty nail holes make another Cleft crossing, at H.



KEY: Front-side hole, tunnel Rear-side hole, tunnel Lock & Bolt

The Teredo in the left door is ferrophile. It dug tunnels to lick at iron nails and ornaments. The right Teredo feels the opposite way. Januaries avoid and worship the Teredoes.



FRONT SIDE OF DOOR

What's beyond the door?

Coming out on the rear side, 2d6 giant flies will eventually take an interest. If you knock or open it, Phlegra the (20x human size) wizard will show up to take the scroll in B. She'll be very grateful if you unlock the Door for her.

Sadhbh Brennan

Encounters (d10)

1 Centaur bowmen (d3)

2 Sphinx with captive

3 Satyrs (d10)

4 Chimera mates (2)

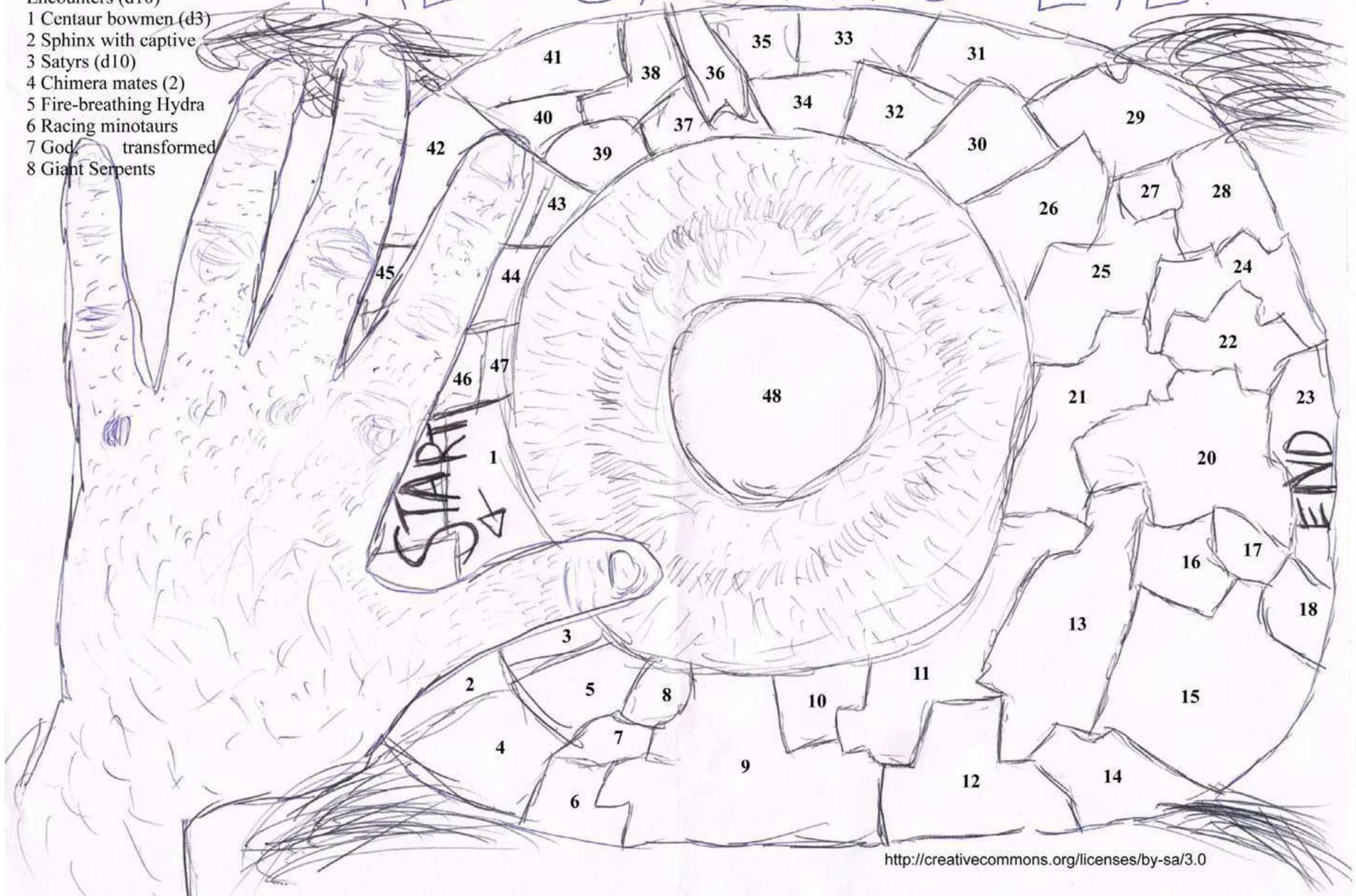
5 Fire-breathing Hydra

6 Racing minotaurs

7 Gods transformed

8 Giant Serpents

THE CYCLOPSE'S EYE!



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RESCUING EMELIA by Scott Marcley A TROPE-FILLED ADVENTURE FOR NOVICE HEROES

SETUP: The lord of *Brackleborn Keep* summons the heroes for an urgent mission. Two days ago, his 10 year-old daughter *Emelia* and three loyal guards departed for a neighboring province. Bandits ambushed her palanquin, killed all the guards (save one), and kidnapped the girl. The surviving guard awoke later and returned to the keep. The lord sent more guards to the ambush site, where they followed the bandits' tracks to an old trail into the *Gloomy Forest*. The guards pursued, but were chased away by a pack of vicious wolves.

MISSION: The lord hires the heroes to enter the forest, find and rescue *Emelia*, and (if possible) kill those who kidnapped her. He equips them from the keep's meager stores (their starting equipment), and will pay them 150 gp each if they return the girl safely. If there are fewer than (4) heroes, *Lord Brackleburn* assigns *Perry*, the surviving guard, to guide them to the site.

INTRO: After departing the keep, you follow the road east for most of a day until you come to the ambush site. Looking around, you quickly locate the trail—a dusty path leading north to the forest. As the sun sets, you head down the trail and soon spot several thugs beating another man senseless. [area A]

H) GOBLIN AMBUSH: The trail peters out here, where the heroes are ambushed by (5) goblins. When three are killed, the rest flee up a secret path to the hobgoblin's lair. Each goblin has 1d6 gp and 3d6 sp.

G) BANDIT CAMP: (4) human bandits (plus any that fled here from area A) and a goblin sit around a campfire. They kidnapped *Emelia* and sold her to the goblin's boss. The bandits use short swords and crossbows. Each has 1d6 gp and 3d6 sp.

D) OLD GRAVES: The trail continues to become darker and scarier until it finally opens into a fog-shrouded meadow. Dozens of stone grave markers poke out of the tangled weeds. In the center of the meadow is a crumbling mausoleum. Disturbing a grave causes 1d3+1 skeletons to emerge from the ground and attack. Within the mausoleum, a pit descends into a crypt. Disturbing the sarcophagus below causes (4) skeletons to emerge from niches and attack. The sarcophagus contains bones, three jeweled rings worth 50 gp each, a golden headband (+1 to AC), and a +1 weapon.

C) WHICH WAY? The trail splits into three paths here: the path to the west is dark, and the trees appear dead and withered; the path to the east appears verdant and lush; the path to the north narrows to 10 ft., with thick brambles to either side. Searching reveals numerous tracks coming and going on the north path. The tracks are human bootprints; some appear child-sized (goblin).

RANDOM ENCOUNTERS: Roll 1d10 for each hex travelled. On the path, a result of 1–2 indicates an encounter. Off the path, the chance is 1–4. If an encounter occurs, roll 1d6:

- 1) 1d3+1 wolves
- 2) an elf scout looking for his friend
- 3) 1d3+1 goblins
- 4) 1d3 black bears
- 5) 2d4 thorn sprites
- 6) 2d4 stirges

I) HOBGOBLIN'S LAIR: The secret path is 5 ft. wide and difficult terrain. It leads to a series of three caves in the side of a hill. Within is the lair of a band of goblins and their hobgoblin boss. Each goblin has 1d6 gp and 3d6 sp.

c) Short ledges climb to (f). Moving across a ledge has a 1-in-3 chance of (noisily) springing a hidden giant rat trap. A lone goblin from (f) soon arrives to collect the "rat" for dinner.

b) (6) giant rats scurry from holes and attack.

a) The tunnel opens onto a 10-ft. high ledge above area (b). Stepping on 'x' causes the shaded section to collapse into (b) for 1d6 damage.

g) The passage is blocked by a timber door. The rough-hewn cave beyond is the chamber of *Gurd*, the hobgoblin boss. If he was warned, the door is barred (20 hp). *Gurd* can fire arrows through the door when it has 10 hp or less. He wears a chain shirt and a belt of +1 dexterity. A key hangs around his neck.

f) (5) goblins camp here. If the heroes enter from (d) or (e), one goblin runs to (g) to warn the boss.

d and e) Each cave entrance has a hidden tripwire across it which triggers a pots-n'-pans noisemaker, alerting the goblins at (f).

h) This small room is closed off by a thick door. Inside are a small cage and a stout chest. *Emelia* sits in the cage sobbing and clutching her doll. The cage and chest are padlocked. *Gurd's* key opens both locks. The chest contains 200 gp, 300 sp, 500 cp, (5) gems (50 gp ea.), a *potion of invisibility*, and a crude map clearly marked with *Emelia's* route. A message scrawled in goblin reads: "Human girl leave sire's fortress at dawn of six days. Keep girl alive. NO EAT!! Master will send for."

F) ANCIENT FONT: The path ends in a moss-carpeted glen. The air is still and quiet. In the center is a weathered stone font, carved with elven designs and filled with crystal-clear water. From the treeline, the heroes are observed by an invisible faerie dragon. If a good-aligned cleric or paladin is present, or if a good-aligned hero mentions the quest and/or rescuing the girl, the faerie dragon becomes visible and flutters down to perch on the font, where it dips its snout in the water. The font now contains magical water that heals a hero for 10 hp (any excess become temporary hp for 24 hours). Drinking multiple draughts has no additional effect. Good-aligned heroes may also roll a d20; on a '20', the faerie dragon becomes attached to the hero and follows them everywhere. Otherwise, it turns invisible and returns to the treeline.

E) SPIDER'S WEB: At the end of this path, the heroes notice webs in the tree branches. *Too late!* They are attacked by (3) spider swarms. When one swarm is destroyed, a giant spider drops from the trees and attacks. In the webs is the cocooned body of an elf with a +1 bow, (2) +1 arrows, and a *cloak of elven-kind*.

B) GLOOMY FOREST: A 15 ft. wide trail continues off into the forest, which is deeply shadowed during the day (visibility 60 ft.) and pitch black at night. Off the path, the terrain becomes difficult and the chance for random encounters increases.

A) FOUR BANDITS accost a hapless commoner named *Durl*. If two bandits are killed, the others flee to their camp. In gratitude, *Durl* gives the heroes (2) *healing potions*. The group can rest here (no encounters) and resume the adventure the next day.

CONCLUSION: When the heroes return to the keep with *Emelia*, her grateful father gives them their reward along with any treasure they recovered. *Emelia* gives each of the heroes a kiss, which inspires them. If any hero bonded with *Emelia*, she offers them her doll, which acts as a *good luck charm*, allowing them to call upon a *bless* spell (1/day). If the heroes give the lord the hobgoblin's map, he regards it gravely and asks them if they would consider another mission...

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Sean Smith's SUBURBAN CATHEDRAL

The Hook: Across town, various metal panels have been riveted into the ground. Some of these have even been found inside buildings. The panels have been put in place by a labour of molemen—soon after the ground opens up in a fissure immediately beneath the panels. These fissures can be followed down into an enormous cavern five storeys deep into the earth. Out of the centre of this cavern rises a grand cathedral-like building of ruddy stone and marble.

The Truth: The panels prevent the fissures opening up further. The earth is splitting because a **fissureman**—a living embodiment of an earthquake—is trapped within the suburban cathedral. The molemen are holding it there, trapped in a prison of tin. It is not necessary to free the fissureman. However, the cathedral itself houses many valuable secrets.

The Threat Table (roll d8)

1. "The air keens with a sudden pressure." All players must make willpower saves or lose HP.
2. "From the direction of the further door, you hear an audible, breathless sigh."
3. An acrid scent tips your attention to one of the surfaces, which is coated with some indeterminate fluid.
4. The room is darker than usual, save for a dancing humanoid glowing with dull light; it is in fact the lure of a **CAVERN ANGLER** (enormous; driven to eat sources of warmth, swallows characters whole)
5. A shapeless body on the floor is the home to a swarm of **LEATHERWASPS** (armoured as plate because of swarming behaviour!; driven to escape into open air, lays eggs in victim that slowly desiccate the victim's flesh over a fortnight—the skin becomes a leathery shell for the adult wasps).
6. Smack of d6 **JELLYFINCHES** that float through still air (weak but bites down a painful beak; driven to crack open small, hard things).
7. Chamber with d4 **SKYCRABS** moving through space on long, filament legs. (driven to protect their territory).
8. d6/2 **MOLEMEN** (driven to stay hidden).

If players make a lot of noise, or delay for some time, roll d6: on a 1, roll d8 on the **threat** table—that result enters this room; on a 2, roll d8 on the **threat** table—that result is in the adjacent room.

The Map: The internal layout of the cathedral is one you know already. It will be a large public building with a mix of room sizes and shapes and multiple entry points; a school or museum is perfect. The most important office in the building is the prison of the fissureman—it'll be directly guarded by two frenetic molemen.

For each room the players enter, roll d6:

1. There is a monster here. Roll d6+2 and consult the **threat** table beside.
2. This room is home to a monster, though they are absent. Roll d6+2 and consult the **threat** table.
3. The room is empty, save for an odd sight or sound.
4. The room is empty, save for a strange aroma.
5. "This room appears empty."
6. There is something of value in the room. Roll on the **treasure** table below.

The Treasure Table (roll d10: unique items)

1. *Bag of Infinite Rats* (single use)
2. *Hydraulics Bottles*
3. Dressed skycrab (very tasty)
4. *Baudrillard Hauberk* (activates to bring you out of phase, though you're damaged as you move)
5. *Portable Portal* (the size of a shield)
6. *Skeleton Key* (only capable of locking doors)
7. Niall's Covetous Unguent
8. d7 Artefacts of Impractical Shape (valuable to collectors)
9. One cicada, bound and gagged
10. Antique chess set



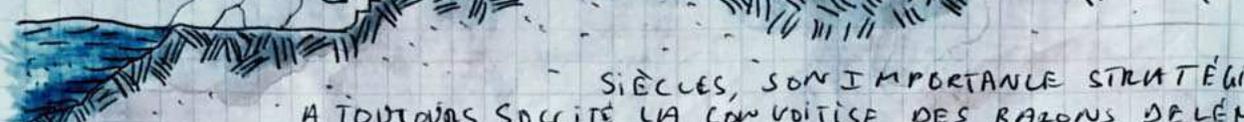
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Submitted by Sean Smith (sean @ bookseansmith DOT co DOT uk) to the One Page Dungeon Contest 2017

LA NÉCROPOLE DES ROIS

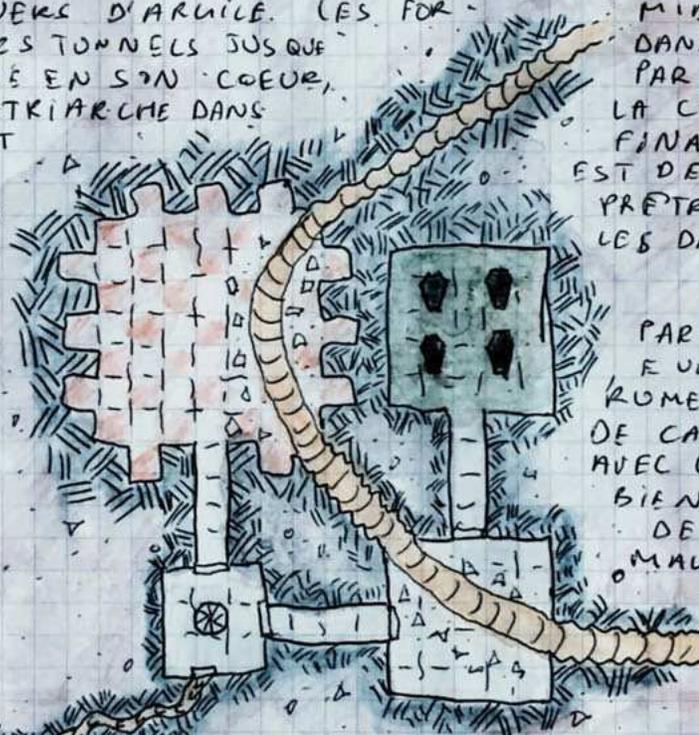
by Serge Pécard

LA TOUR DE LA
POINTE DES MORTS
A VU BIEN DES BA-
TAILLES, BIEN DES
INVASIONS,
BIEN DES
MASSACRES.
DÉTRUITE ET
REBÂTIE AU
COURS DES



SIÈCLES, SON IMPORTANCE STRATÉGIQUE
A TOUJOURS SOCCITÉ LA CONVOITISE DES BARONS DE L'ÉPOQUE.
POURTANT, UN MAL INSIDIEUX A DÉFINITIVEMENT SAPÉ LA FOR-
TÉRASSE: LES VERTS D'ARGILLE. LES FOR-
MIDABLES CRÉATURES
DANS LES FONDATIONS
PAR LE PASSAGE
LA CRYTE,
FINAL NE TARDÀ
EST DEPUIS DÉCRÉTÉE
PRÊTRES IMPÉRIAUX,
LES DANAKEL.

UNE LEGENDE
ROI MARCHENT))
UNE AUTRE
LA RESSURECTION
EN CONTACT
DES VERTS D'ARGILLE,
PARLE LA QUE
DE PETITS ANI-
TRERASSÉS.



PARLE DE « ROIS
E VOQUANT PAR LA
RUMEUR, CELLE DE
DE CADAVERES MIS
AVEC LES SECRECTIONS
BIEN QUE L'ON NE
DE REANIMATION
MAUX FRAICHEMENT



ABANDONNÉ EN CATASTROPHE, LES RICHESSES DE
LA TOUR SUCCITENT PLUS QUE JAMAIS LES CONVOITISES
AVENTURIERS ET VOLEURS DE TOUTES SORTES
TENTENT D'ARRACHER LES TRÉSORS LACHÉS
DE LA BATISSE IMPÉRIALE. SANS QU'AUCUNE
EXPÉDITION NE SOIT JAMAIS REVENUE.

ALBAN VEUT RÉUSSIR LÀ OÙ LES AUTRES ONT
ÉCHOUÉ. LE SEUL VOLEUR N'EST CERTES
ENCORE QUE DU BOIS VERT, MAIS IL A ENTENDU
PARLER D'UN ACCÈS SECRÈTE PAR LA MER, QUI
LUI PERMETTRA D'ÉCHAPPER AU MAL QUI
HANTE CES LIEUX.

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Temple of the Albino God

adventure by Simone Biagini

Introduction:

For a few months, the corpses have disappeared from the cemetery. The temple priests fear that it is a sign of necromantic activity and asked your party to investigate

You have discovered that the bodies are dragged into the sewers beneath the university of magic ...

Mercenaries on watch
some chairs, a table, dice and coins

Watch route
both directions, every 20 minutes

Stocked corpses
closed door, Krock has the key with him at all times

Altar to the Albino God
here Krock officiate the ceremonies for the ratmen, overlooking the temple

The Albino God
Giant white crocodile
Immune to magic thanks to the slurry of the university

Wastes waterfall
dangerous, slippery

Ratmen temple of the Albino God
skulls impaled, waste of bright colors and other amenities

"Krock's delicacies" kitchen
smell of kobold, sugar and flour

Vestments and ritual objects
bones, sticks, crows, and similar stuff

Net
to collect Albino God dung

High priest Krock chambers

feeds on corpses as his God, completely crazy and infectious
his bite is poisonous and the breath nauseating

Flooded passage

Magically closed
rarely used, the shop owner has the key

Cellar

the secret passages are hidden behind some crates

Ratmen common room
They live amid the waste around the king and his females.
Their is a simple life, if they are not eating they mate

Falling sewage
continuous

Ratmen pantry
Infested with giant cockroaches, also part of the pantry

Contaminated water
trust me, you don't want to fall into it

Sewer entrance
PCs start here

a homeless
will raise the alarm before running, can be bribed

Mercenaries on watch
some chairs, a table, dice and coins

toward the University of Magic laboratories

What is really happening:

The sewers are inhabited by an albino crocodile grown out of proportion thanks to the slurries that filter out from the university labs. A group of kobolds uncovered him imprisoned in a large collection tank and nourished him with the corpses from the cemetery.

The kobolds have found that crocodile feces, combined with flour, make their pies not only tasty but able to cure any illness, whether magical or not! They opened "Krock's delicacies", the alchemical pastry shop, and are getting rich with it. After freeing the city from a terrible plague.

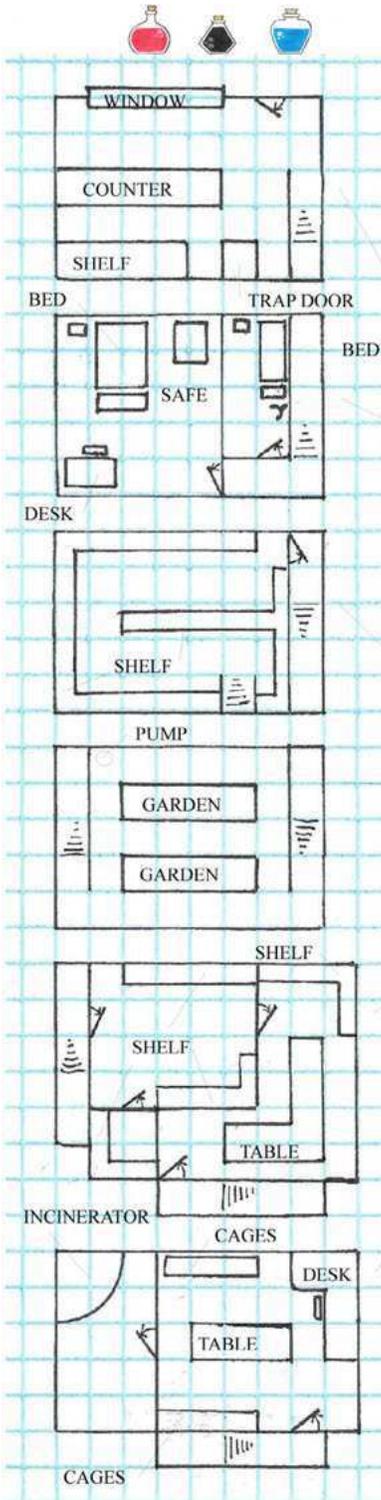
Krock, due to the alchemical experiments, went mad and decide to become the high priest of the Albino God, joining a pack of ratmen that worship the great animal as a divinity. Krock's heirs, meanwhile, continue with their business as usual.

If the characters should kill the crocodile the pies would disappear from the market ... and the plague would return to the city.

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Mayhem at the Elixir Emporium

By: Stephen Scott



Outside / Hook: The street is full of the typical stores one might see in a city. People stand in shock as a corner of the roof of a nearby building is on fire. The sign on the front of the building reads "The Elixir Emporium" and a large glass window looks into the shop front. The players watch as a frenzied man with wild eyes approaches. He is wearing thick gloves and a heavy apron. His name is Ebenezer Elroy, and he tells the players that this is his store and that his apprentice is inside along with his spell book which contains all his recipes. He will ask the players to save both his apprentice, spell book, and as much of his property as they can. If pressed, he will tell the players that his apprentice is a good-for-nothing and the fire is probably his fault, but he still feels responsible for the boy, whose name is Eric. He will also explain the layout of the building and his underground lab. If the players ask him about a reward, he will offer the players each a potion from whatever remains of his stock along with a 25% discount on future purchases (he will negotiate up to 50%).

Storefront: As the players enter, two things are immediately obvious. This room is wrecked, papers, coins, glass, and the remains of various spilled potions are strewn over the floor and smeared onto the counter top. Second, there is an unconscious man on the floor. If the players investigate the man, he is alive but does not match the description of the apprentice. If he is revived, he will reveal that he was a customer and when he came in the store he was attacked by a broom and that is the last thing he remembers. There are stairs that lead up to the second floor and a obvious trap door that leads to the basement. There is also a small locked box behind the counter with 50 gold pieces, 76 silver pieces and 123 copper pieces.

2nd Floor / Living Quarters: There are two rooms on the second floor. The smaller room is the apprentice's room. It seems fairly normal, if sparsely furnished. There is an empty instrument stand against one wall and several comics piled on the night stand. On the bed is a to do list. It contains a list of chores, and each item has a check mark next to it. It reads: dust the master's room, sweep the store front, reorganize the stockroom, fertilize the garden, dust and sweep the hazardous chemical room and laboratory, and replace the rats water bottles. The large room belongs to Ebenezer and is currently filled with smoke. The desk is on fire which in turn has caught the roof on fire. If the players try, they can attempt to put out the flames using any methods the GM deems reasonable. This room is in similar disarray to the storefront with papers strewn about the room. Careful investigation will reveal a broken lamp on the desk to be the likely source of the fire. The safe in the corner of the room is open and the spell book is inside. On the bed is a scroll. If investigated, the players can discover that it is a used spell scroll (of what spell they do not know). If the players take too long to investigate the second floor, the fire might destroy the spell book or even consume the whole shop.

Basement 1 / Stockroom: As the players descend the short steps into the stockroom, they notice the walls are lined with shelves, with one shelf jutting out into the center of the room. These shelves once held potions of varying kinds however, the room is now full of broken glass and spilled liquids. As the players watch, the potions begin to pool together and in a few seconds they combine to form a large ooze. The ooze will attack the players immediately and will follow if they try to flee. It can also move through the shelves and under doors. There is a door on the far side of the room with stairs leading downwards.

Basement 2 / Garden: This is an underground garden where the alchemist grows some of his rarer ingredients. The light in the room is a soft greenish glow from a sphere mounted on the ceiling. Standing in one corner is a simple water pump and a watering can. Currently, the garden beds seem to be growing mushrooms. As the players enter, there are 5 big mushrooms growing in a tight clump on a mound of what appears to be fertilizer. By the time the players approach, the mushrooms are already waist high. The mushrooms sprout legs and arms and open newly formed eyes and attack the players. After the fight, a bag can be found next to the mound of fertilizer. It reads "Magic Grow Fertilizer, your plants will look so great your neighbors will claim it's magic". In fine print at the bottom of the bag, it says "over fertilization may cause excessive growth, aggression and sentience. Magic Grow is not liable for any damages caused due to improper use of this product". It appears the entire bag was dumped in one spot on these five mushrooms. A set of stairs on the far side of the room leads down to the next level.

Basement 3 / Hazardous Chemical Storage and Laboratory: There is a door at the bottom of the stair. Upon opening the door, the players see that the next room is filled with burning potion, and corrosive fumes are coming from the fire. From the doorway, the players can see two doors; one across the room is currently unharmed, but the one to the right of the doorway is on fire. The door on fire has a sign that says "Highly Volatile Chemicals" and it contains 5 vials of something labeled "Ebenezer's Explosive Extract". The players cannot move through the burning room as-is without taking damage, and if they do not put the fire out soon there will be an explosion. The door on the far side of the room opens into the Laboratory. This room is full of broken glass that is lazily spinning through the air like a thousand razor blades floating gently on a breeze. An investigation will show that the alchemist was in the process of brewing a flying potion and when the potion was in a critical stage something bad must have happened. This caused the glass to be infused with some of the flying potion's magic. If the players try to move through this room as-is they will take damage. On the far side of the laboratory is a doorway leading to another staircase that leads further down.

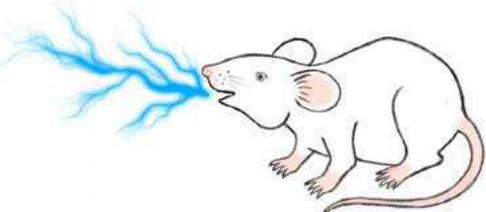
Basement 4 / Testing Chamber: As the players enter this room, they see a very bizarre sight. There is an animated broom that is currently whirling about the floor, stirring up dust. There is an animated feather duster on the desk knocking over ink and scattering papers, and an animated robe that is replacing the water bottles on the rat cages with potions. As soon as the players are seen, the animated objects will attack. Three rats have been given potions of lightning breath and they begin to escape from their cages shortly after the fight begins. They are really just trying to escape, but they cannot control their new breath attack so they cause more mayhem. The other door in the room leads to the incinerator where the alchemist disposes of trash and waste. The players find the apprentice here listening to an animated lute play music while he reads a comic book and lazily chews on an apple. The apprentice is surly and indignant when confronted, but will sober up quickly when the party reveals the extent of damage his actions have caused. He will confess that he stole a Scroll of Animated Objects from his master's safe in order to get around having to do his chores.

Rewards & Loot: Ebenezer is grateful for anything that the players are able to accomplish, but if they can find the apprentice, the spell book, and put out the fires he will let each player pick a potion from his now limited inventory and promise them a 25% discount on all future purchases once he gets his shop back up and running. Allow each player to pick a potion of their choice from the Random Potion Table. If the players wish to search the debris for intact potions as they go through this adventure, the GM can have the players roll, if they do well, the GM can determine which potion they find by rolling on the Random Potion Table. The players can only find potions once on this adventure, to avoid giving them too many. Ebenezer can also be used as a quest giver in the future, as he will need all sorts of special ingredients to replenish his stock. Also the Magic Grow Fertilizer plant could be the sight of future adventures.

Random Potion Table

1	Potion of Flying	5	Potion of Diminution	9	Potion of Water Breathing
2	Oil of Sharpness	6	Potion of Lightning Breath	10	Potion of Mind Reading
3	Potion of Clairvoyance	7	Potion of Greater Healing	11	Potion of Speed
4	Potion of Growth	8	Potion of Invisibility	12	Roll twice and keep both potions

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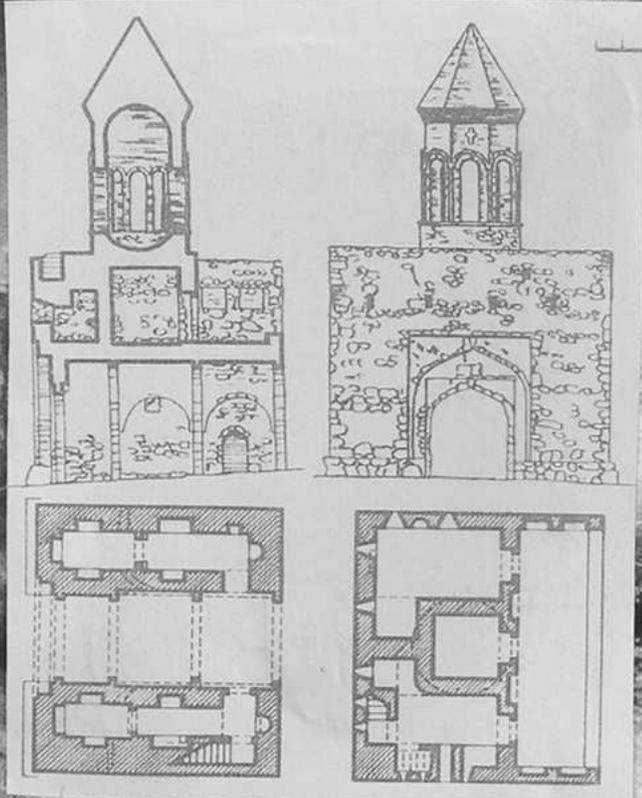


Dance in the Dark Night

By Terra Frank

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Beyond every graveyard, mausoleum, and tomb
Beyond the dark crypts and catacomb gloom
A church in mist, a church that spells doom
For this is the place
where the dead are consumed



In darkness, decay
Ensoresed by mist
In graveyards, stay
And dance with the wisps

for if you should stray
And wander the church
Your dancing shall end
for that place is cursed

The Twins, The Mother,
The Sister, The Crone
All have been cursed
All are alone

And now, so are you....

Alone in their home

The Crone

She wishes you ill
She curses your name
for you are the one
She has come to blame
for all of her guilt
her anger, her shame
She wishes you injury
failure, and pain
Once she is done
You're never the same

The Mother

her skin is the dark
her eyes are the night
her presence so black
It blots out the light

The dead who are lost
They seek out her grave
Their souls, they are gone
They cannot be saved

The Sister

her sins are many
her cries are deep
her eyes shed tears
That put men to sleep

her teeth are sharp
her claws are long
her voice is haunting
When singing her song

her gaze is piercing
her eyes are dead
her voice keeps ringing
Inside of your head

The Twins

Our blades, together
Stronger than one
Our eyes, forever
Scorched by the sun

Our steps, they are silent
Our message is true
Your fast-beating heart
shall lead us to you



The Shard of Akon

By Theo Olsen <http://creativecommons.org/licenses/by-sa/3.0>

There are rumors of a shard of the spear of Akon, a god of justice. For those that wield the shard, they can force someone to tell the truth by touching them with the spear. The Temple rests on top of a snowy mountain with dangerous icy cliffs.

Read rooms in alphabetical order.

D. Rations and bedding
(the home of the knight standing outfront.)

B. This glistening pool of water burns those who are impure (DM discretion).

A. At the top of the mountain rests a minimalistic stone chapel and a motionless knight in silver frosted armor holding a longsword in his right hand, and missing his left. At first he will tell the adventurers to get lost, unless they display honest desire to worship akon. If they don't he will attack.

C. The staircase is initially concealed. There is a large statue of a winged knight missing her left hand and holding a bowl with her right. Once holy water is poured into the bowl the staircase will open. Optionally the statue can be destroyed and the stone will fall away to reveal a very dangerous angel similar to the one from area F. It will attack mercilessly, but when seriously injured, it will try to teleport away.

D. Rations and bedding (the home of the knight standing outfront.)

E. As the PC's move through these halls a stone knight will appear in their way. It is extremely sturdy (indestructible by conventional means) and shuffles forwards slowly. All the PC's have to do is accept defeat and walk around it through another pathway. It will not pursue those who enter room F.

F. A pit of vicious fire lies in the center of this room. As the PCs enter the room an angel encased in silver armor with a halo of flame, holding a flaming sword in its right hand and missing its left teleports into the room with a flash of blinding light. It fights viciously and when it tells the PC's that to wield the shard of akon they must cleanse their hand in fire, and only then will their souls be pure enough to withstand akon's wrath. Then leaves. If a PC puts an appendage into the fire it will be rooted in place as it is burned off.

G. The shard of akon rests on a slab of stone in this room, emitting a blinding light that acts as a heat ray. If someone has sacrificed part of their body to akon they will feel no discomfort and can freely walk forwards and retrieve the shard.

Fane of the Rat God

A One-Page Dungeon by Todor Pichurov

After waking up to a bristle of ratmen spears in their camp, the party is forced to go in the cavern lair of a large band of rodents. The being the ratmen worshiped ever since they moved in has been getting increasingly bloodthirsty and killing the ratmen sent to bring offerings. Being superstitious and cowardly, the ratmen 'persuade' the party to take care of the problem, offering a reward if they succeed.

1. A band of spearmen lead the party to this dimly lit cave. All rooms beyond this one are pitch-black. The party is given the key to the iron door to the east and told it leads to the offerings altar. The oak door to the north is stuck, can be forced open with a medium strength skill check.

2. A rough-hewn chamber with crude paintings of cavemen worshiping at a crimson altar with an unusual shape.

3. Chest with 10 black quartz gems.

4. Empty chest with a poison gas trap, hard spot check. Secret door, easy spot check, strength check to bash in the cracked stone.

5. Walls, floor and ceiling made from a solid knotwork of alien-looking bones, similar to those in 15. Pedestal with the jaws of an unusual predatory skull. Flame jet trap, easy spot check.

6. Natural cavern, walls covered with faintly iridescent pale moss, small underground river runs through. Mutated cave bear encounter just beyond the river.

7. Cave turns into stone slab corridor. Pit trap, medium spot check.

8. Large hallway with wall carvings, depicting an orc tribe worshiping a formless black entity and sacrificing its own at an altar before it. Lore check to recall legends of a minor 'demon' called Yeeru, regarded as an extraplanar being. Massive metal double door to the south.

9. Narrow hewn stone hallway, covered in large scratch marks, scoring the walls and floor. Traces of dried blood and drag marks.

10. Offerings chamber, walls and floor covered in a checkerboard pattern of large crimson and white tiles. Altar covered in dried blood and scored by fangs or claws. Two statues of tall, faceless humanoids with misshapen bodies. Mechanism on left statue opens path to 11.

11. Chest, contains a sword emitting a sickly

yellow glow. Does minor extra damage to the rat god and ignores his special ability.

12. Checkered pattern turns to only deep crimson tiles. Two ruined sarcophagi in the NW and SE niches. If searched, the NW one reveals a Risen Mass humanoid who attacks. SE one contains a bronze pendant, warm to the touch. If worn, make a hard will save to avoid temporary stat drain. On success, minor temporary hit point loss instead. Cannot be removed until the rat god is alive.

13. Crimson tiles continue, but show cracks and damage in the walls and floor. The floor is covered by several pools of shifting amorphous goo that seems to seep from the cracks. If disturbed, the goo forms into a Spawn of Yeeru.

Slime jet trap, hard spot check, save to avoid bouts of hallucinations and visions of alien horrors. Minor negative modifiers on all rolls until cured by magic.

14. Two Decomposing Ones wait in ambush in the alcoves next to the secret door until the party approaches. If hit by the sword found in 11, they try to retreat to 8 and open the double doors into 16.

Secret door, medium spot check.

15. Walls, floor and ceiling are made from a solid knotwork of alien-looking bones, similar to those in 5. Acid jet trap, hard spot check. The pedestal holds the cranial part of an alien skull without eye sockets.

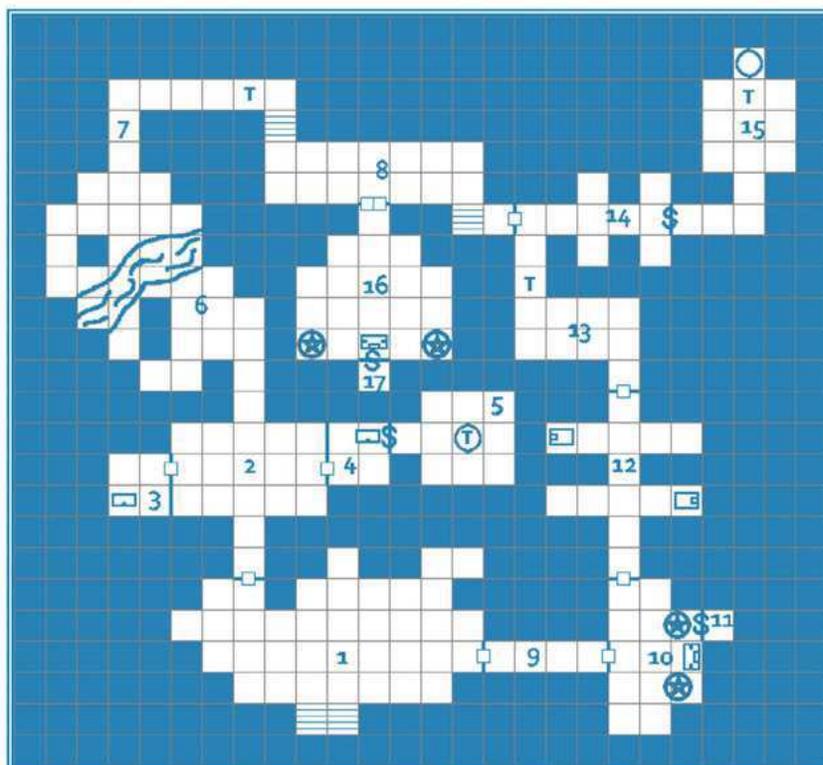
16. Room is covered in fine carvings, depicting alien landscapes, great pillars of bone and the colossal skeletons of unthinkably big, seemingly avian creatures. Two statues with barely humanoid faceless shapes.

The rat god, Yeeru of the Shore Beyond the Stars, materializes in the chamber after a few brief moments. Yeeru phases in and out of his corporeal form (50% chance to be invulnerable to weapons each round). If both parts of the skull were previously united by the party, he has half his health and hits for half damage. Sword from 11 ignores the phasing. When defeated, Yeeru turns into a shapeless, yet solid mass.

If his remains are placed on the altar in this room, wall to 17 opens.

17. A chest containing a bone fetish of alien design, that allows the wearer to turn incorporeal for 30 seconds once every three days.

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A. ENTRY - 40' DIA & 4-STORIES TALL, LINED WITH SHELVING CONTAINING ODD STUFF - BOOKS, SKULLS, POTIONS, FIGURINES, SCROLLS, ETC. KAZEEM IS ANCIENT BUT POWERFUL - NO ATTACK AGAINST HIM OR HIS COLLECTION SUCCEEDS. HE'LL CHECK OUT ITEMS - THEY LAST FOR 24 MONTHS, THEN RETURN TO LIBRARY.

B. HALLWAY - SKELETONS LINE THE ALCOVES; THEY STEP OUT AT 15 MIN INTERVALS TO TOUCH PORTAL WALL AT FAR END. ON ENTRY, DOOR TURNS INTO STONE WALL - NO WAY BACK THRU! CONTACT WITH PORTAL SCULPT PULLS PERSON THROUGH TO C.

C. GREAT HALL - BOOKS FLY THROUGH CHAMBER. STANDING ON PEDESTAL AT CENTER MAKES THEM FALL. A KEY IS IN THE PIRANHA POOL - OPENS F. ANSWEROWL STATUE ON L. ALCOVE WILL TRUTHFULLY ANSWER QUEST. LARGE BOOK STATUE ON RIGHT HIDES CHEST OF MANT ROOMS & GEM BUTTON BOX.

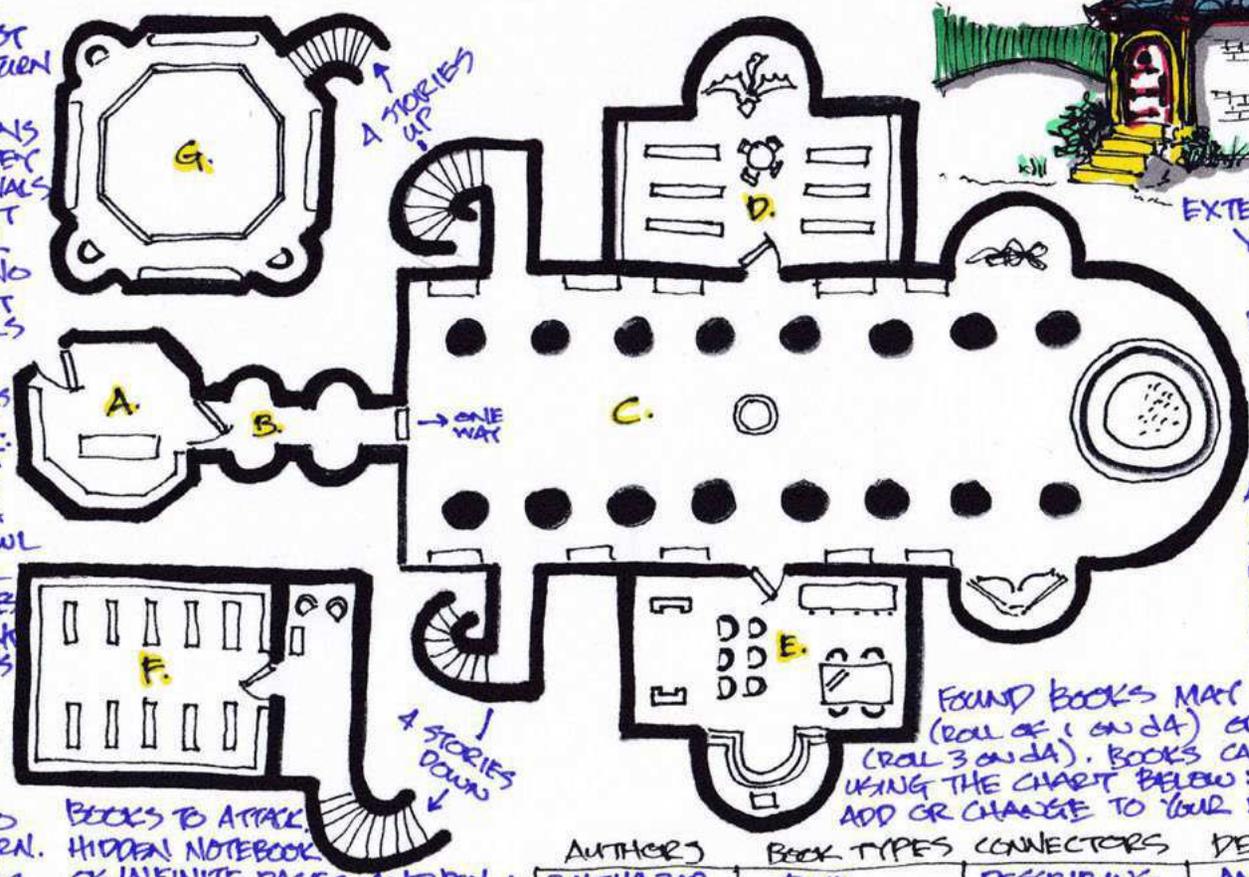
D. BANNED BOOKS - NOTHING MAY BE REMOVED FROM THIS ROOM - DRAGON BURNS THOSE WHO TRY, BUT BOOKS DON'T BURN.

E. MEDIA ROOM - 2 LG. PILARS CAN PROJECT MOVIES IN THE AIR. LARGE CARD CATALOG HOLDS PROGRAM CARDS - WORK IN PILARS, MIRROR ON PEDESTAL, & PORTABLE FRAMES ON TABLE. MUST HAVE GEM BUTTON BOX TO CONTROL PLAYBACK.

F. SPECIAL COLLECTIONS - EACH PERSON MAY REMOVE 1 ITEM - MORE CAUSES FLYING

KAZEEM'S ODD LIBRARY

AN ENCOUNTER BY TONY ALEXANDER [HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-SA/3.0](http://creativecommons.org/licenses/by-sa/3.0)



EXTERIOR VIEW
APPEARS TO BE A HUT ABOUT 40' IN DIAMETER. OAKEN DOOR DECORATED WITH AN OVAL AND STARS. MAGICALLY SHOWS UP IN RANDOM LOCATIONS, ON d20 ROLL OF 20.

FOUND BOOKS MAY BE MAGICAL (ROLL OF 1 ON d4) OR UNREADABLE (ROLL 3 ON d4). BOOKS CAN BE NAMED USING THE CHART BELOW: ROLL 4d10. ADD OR CHANGE TO YOUR PREFERENCE

BOOKS TO ATTACK HIDDEN! NOTEBOOK OF INFINITE PAGES AND PEN OF MANT INKS.

G. MEZZANINE - A NET ON LONG POLE STPS BY A CHAIR. CENTER IS OPEN TO A. BELOW. COUCHES LINE THE WALLS. CEILING IS TALL & CONICAL WITH STAINED GLASS CHANDELIER HANGING AT APEX. "QUIET PLEASE, MY FRIENDS"

AUTHORS	BOOK TYPES	CONNECTORS	DESCRIPTORS
BALTHAZAR	TOME	DESCRIBING	ANIMALIA
CMET	JOURNAL	ABOUT	SIERGE ENGINES
SHIN TAO	BOOK	UNDER	NATURAL LORE
MCGUFFIN	LEADER	OF	SQUICK
HNO'MET'LA'	COLLECTION	BY	WEAPONRY
EDGARS	BINDER	FOR	FRUITS & FOODS
MEYELOR	WRIT	WITH	COCKERY
CALLISTAN	PAPER	TO	MICROGRAFTING
ACHOL	FINDINGS	IN	STAR LORE
ERRADON	CATALOG	AT	CANDIED TOADS

THE GREAT LEVITATION

Image by *Les Mystères de la science* 1887, map by Luule Lille, written by Ülo Leppik
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 Inspired by true events

"He just stepped out of the window. Arms and legs flailing he was carried by the spirits of the dead into the moonless night."
 - Mr. Dalton

"Stepping out of the window he graciously levitated towards the moon, until we could see him no more."
 - Mr. Connery

"He leapt into the night, by the time I reached the window he had already vanished from sight."
 - Mr. Moore

Hot on the heels of notorious medium E. Hume you arrive in his quarters only to find out that he has purportedly levitated out of the window, leaving behind three eyewitnesses and an apartment full of riddles.

ISLINGTON ROAD 12 Apartment No 9

Hume's apartment is on the third floor of the building, a fall from this height is likely fatal. Only the attic is above, the lower apartment is occupied by widowed Mrs. Potter, who slept through the whole affair. A few nights ago she was woken from her sleep by the sound of her window breaking but by the time she got her dressing gown on she saw no one on Branbury street.

Foyer - An extra pair of oversized shoes (easy to slip in and out of).

Parlor - A large and round table is the middle of the room, a large dark table cloth covers occult engravings on the table's surface. There is a small ledge outside the window. A man could possibly stand on it, can't know for sure without trying. Leaping to the ledge of the neighboring window would be a death defying feat of acrobatics. A Chinese puzzle box sits on a shelf, a complicated mechanism hides a large amount of bank notes inside, some of them US dollars.

Library - various books on esoterica, mysticism, the orient, magic tricks and a single travel guide detailing New England.



A random book has a single one-way ticket for a steamer headed towards America hidden between its pages. A medieval looking manuscript is opened on a reading stand. The text is written in some strange code using some alternate alphabet. The pictures depict spirits of the dead, the moon, levitation etc. Masterful code breaking reveals the text to be gibberish, careful study of the art or materials reveals them to be recent.

Bedroom - A small suitcase packed for light travel is hidden under the bed. The window is bolted shut from the inside. A book about mountain climbing lies on the bedside, open at a chapter regarding the use of ropes.

Sanctum - Locked door. Workshop with various tools and materials for the construction of special devices. Finished works are found in cabinets, among them: a convincing looking prosthetic hand, socks with toes cut out, plaster faces with fluorescent paint. When looking out of the window a dislodged roof tile can be seen below on Branbury street.

THE WITNESSES

Mr. Dalton - A wealthy patron and firm believer in the supernatural.
 - Hume was able to contact spirits of the dead. One could hear their knocks on the séance table, feel them grabbing your trousers and sometimes even see their spectral faces.
 - Hume was given an ancient manuscript by dead spirits, it simply materialized during a séance. His occult knowledge allowed him to read it.
 - Hume learned new secrets about strange realms behind the moon, he is there now.
 - Hume should be declared dead, his possessions should be left undisturbed.



Mr. Connery - Hume's deceitful apprentice, about to learn the "real" secrets of the dead (and be seriously disappointed).
 - Does not like investigators, tries to give them the slip at first chance.
 - A levitation like that has never been done. No mystic has claimed such powers.
 - Of course Hume used illusions, no true medium should waste their talent when asked to perform parlor tricks.
 - Nobody is allowed to enter Hume's sanctum.
 - Secretly envious of Hume's powers and fame. Disappointed that he left.

Mr. Moore - A former magician who likes practical jokes.
 - Hume hinted that he was going away for a long time.
 - Knows the levitation must have been an illusion, is curious to find out how Hume did it.
 - In on Hume's fraudulent plots, keeps quiet in exchange for Hume's humble estate (given to him in Hume's will).

THE SECRET

Hume stepped on to the window ledge and grabbed a rope hanging from the chimney. He swung on the rope to the Branbury street side of the building and climbed up to the attic window (he broke Mrs Potters window practising the maneuver). He is still in the attic waiting for things downstairs to calm down, so he could get his belongings and make his escape.

The Burned Library

The library was thought lost in the great eruption of a nearby volcano, a century from now. Local folks now better: it was in fact buried in volcanic ashes, but its content may still be preserved. Any scholar could easily convince the adventurers of how rare, thus profitable, the treasures in this place can be.

GM info: the library is built in stone; a thin layer of dust covers the floor and walls; the ash hill atop has covered the windows and the whole building is dark; air is smoky & senses relying on smell are hindered.

Kalankantar the lich-mimic lives in this gigantic study. He is obsessed with books and will let the players go only if they leave all their books & scrolls to him. Else he is a hard encounter. He guards mighty loot.



1-7. Archives	12-17. Chest, containing 2D6
8-9. Dust Mephits	GP worth of tomes
10-11. Smoke Mephits	18-20. Mimic

Fire-proof caves of archives

Roll a D20 on this table for the content of each room of the archives.

Three friendly gargoyle heads beg to be moved out of the dungeon, they tell stories of ages past.

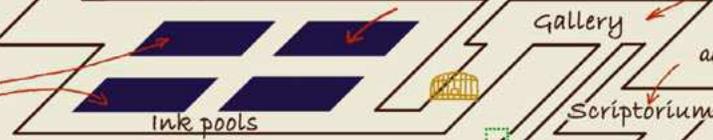


Staff quarters

Magic boots were lost in this one

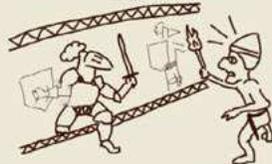
Minor loot!

Agressive ink jellies live in there (watch out for blinding attacks)

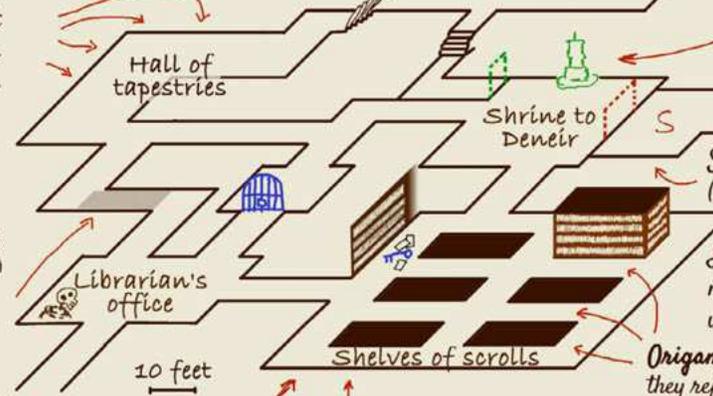


This room is a mess. Not touching anything requires hard dexterity check. If you touch anything, animated quills behave as "magic missiles".

Only staff allowed at this point. Characters of the tapestries in this hall come alive and fight intruders.



The floor collapsed by 35 feet. Staff only put an illusory floor to hide it. Dangerous!



Shrine to the god of literacy. Big statue of a candle. Lighting it opens and reveals the green secret doors.

Secret room behind a shelf (medium check to spot). Sour black beverage is stored here. It tastes terrible cold but gives moderate bonus to wisdom & untelligence skills for 15 minutes.

Origami golems wander here. If defeated they reform after 15 min.

Enter Here

(AT YOUR OWN RISK)

Scrolls here are stored by alphabetical order.

The key to the blue gate has fallen on the floor. It was obviously hidden in a scroll entitled "Entrance (the)"

Here are also books dedicated to Deneir and/or literacy gods; it is written their symbol is a lighted candle (medium Religion check = the character knows without need to look it up)

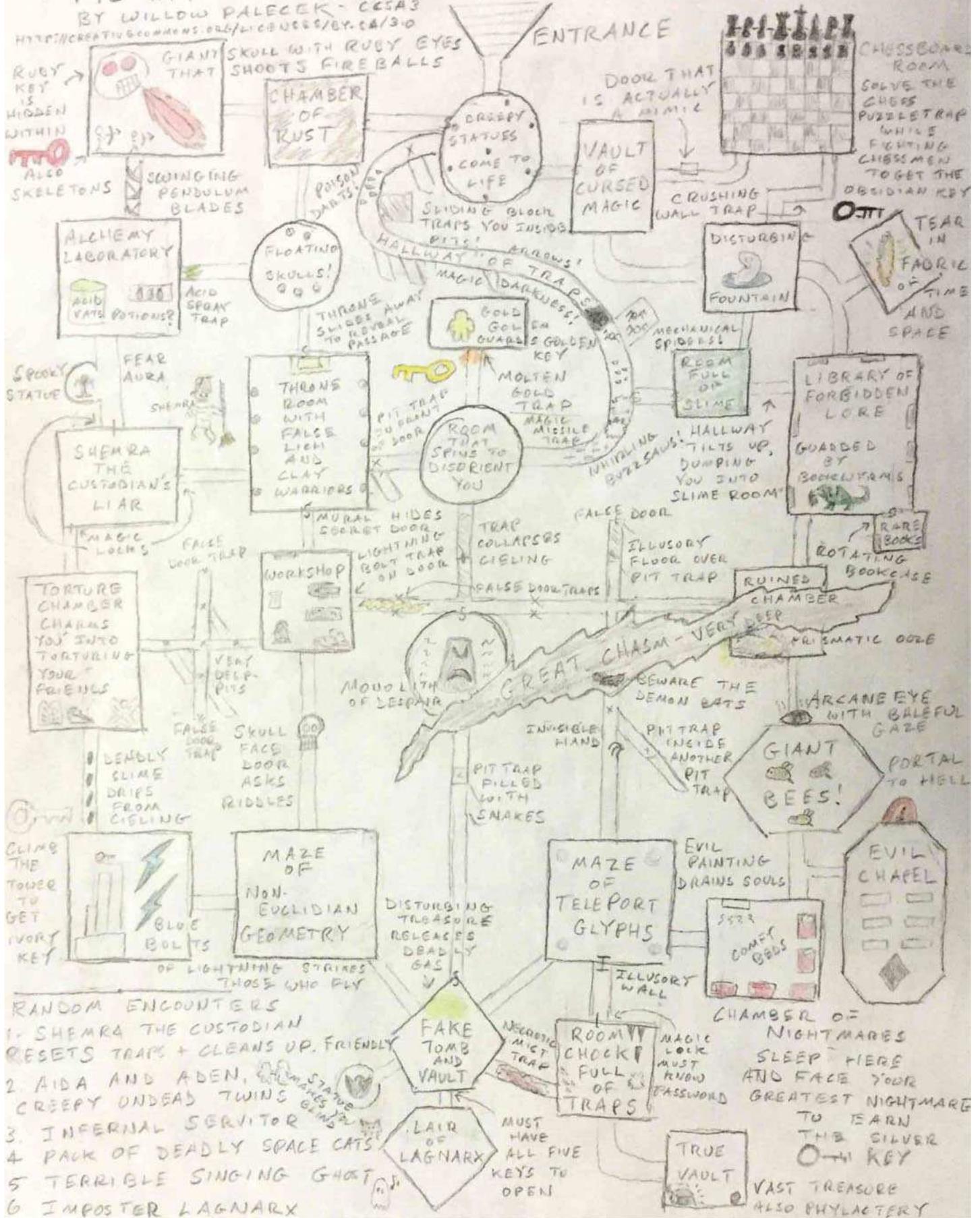
The yellow key is hidden in a scroll named "Gallery (the)".

There's 5GP in a scroll entitled "Gold", "Loot" or whatever the players can think of.



THE LABYRINTHINE LAIR OF LAGNARX THE LICH

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- RANDOM ENCOUNTERS**
1. SHEMRA THE CUSTODIAN RESETS TRAPS + CLEANS UP. FRIENDLY
 2. AIDA AND ADEN, CREEPY UNDEAD TWINS
 3. INFERNAL SERVITOR
 4. PACK OF DEADLY SPACE CATS
 5. TERRIBLE SINGING GHOST
 6. IMPOSTER LAGNARX