

One Page Dungeon Contest



Winners
2012

Introduction

The first person to blog about the one page format was Dave Bowman. Michael Shorten aka. Chgowiz then made a simple to use template and Michael Curtis aka Amityville Mike started publishing levels for Stonehell dungeon on his blog. Philippe-Antoine Menard aka ChattyDM discovered Michael's template soon enough, liked it a lot, contacted him, and together they organized the very first One Page Dungeon Creation Contest.

I've organized the contest around the time of the spring equinox of subsequent years. The first step is always the same: I need to find judges to help me. They add diversity to the mix. Some of them like older editions of D&D, some of them like newer editions, others don't play D&D at all.

The judges will then read the submissions and nominate winners. These nominations are counted and we pick the most popular for the list of winners. In order to reflect the diversity of our hobby, judges can also add unpopular submissions to the list of winners. Thus, a submission can either be popular with many judges, or it can make a very strong impression on a single judge. Either way, quirky submissions can end up winning.

This year, we received several submissions that were not typical role-playing adventures. Instead, they felt like mini games. Some judges liked them very much, others felt that they did fell outside the not fit the contest criteria.

Mini Game Honorable Mentions

<u>Author</u>	<u>Submission</u>
A. A. Bunkerclub55	Here We Stand, Again
Michael P. Bonet	The Diagnosis
Clarabelle Chong	Momentum
Chris Engle	The Plague Years

In fact Robert Ogłodziński liked The Diagnosis so much he decided to offer a prize of his own to the author!

There was another series of submissions we were unsure of how to handle. Several contestants had gotten together and each had submitted a level of their megadungeon, Watery Palace of the Ooze Behemoth. We loved the idea!

Megadungeon Honorable Mentions

<u>Author</u>	<u>Submission</u>
Boric Glanduum	The Ebony Obelisk of the Snail Demon
David Brawley Pearly	Spiral of the Endless Hunger
Jim "Wilmanric" Pacek	The Tesseract Prison of the Putrescent Lord
Simon Forster	The Sunken Temple

Judges

Adrian lives in the United States and plays in two games, one set in Eberron and the other in Athas. His system of choice is D&D 4E. You can find his blog on food, academia and hiking here: <http://occamskatana.blogspot.com/>

Alex lives in Switzerland and currently plays nine sessions per month distributed over six campaigns using Labyrinth Lord, Crypts & Things, Pendragon and various indie games. You can find his role-playing blog here: <http://emacs wiki.org/alex/RPG>

Gianmatteo lives in Italy and is a member of the Chimerae Hobby Group which distributes fan-made sourcebooks and adventures for several older role-playing games and translates English material for Italian players. You can find more about this association here: <http://www.chimerae.it/>

Jason likes to play GM-less games (or games where everybody is the GM) and co-founded a company to publish them. You can learn more about him here: <http://www.bulypulpitgames.com/about/jason/>

Jeffrey has been a Dungeon Master and player in the old school tradition since around 1979. You can find his new blog that concerns the old school here: <http://hobbitualoffenders.blogspot.com/>

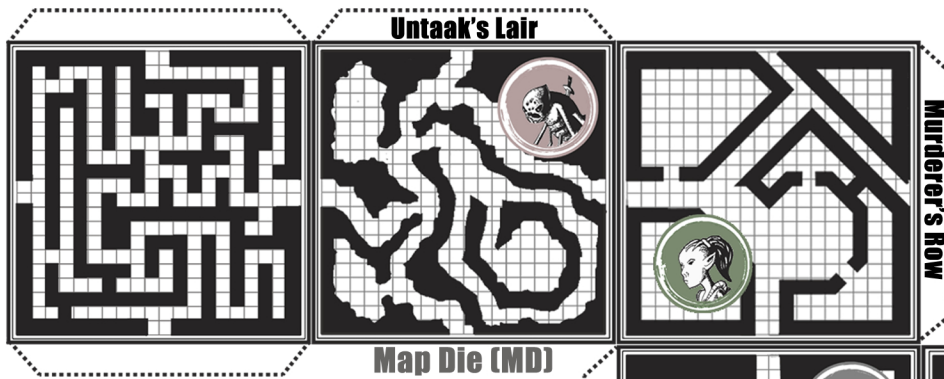
Paul describes himself as an “old skool gamer” and does not blog. You can find the occasional shared post on Google+: goo.gl/dECMJ

Shane is dedicated to the exploration of Sword & Sorcery gaming and how it can be combined with the Cthulhu Mythos, to form a genre he has dubbed Sword & Sanity. He blogs about it here: <http://swordandsanity.blogspot.com/>

Robert is the owner of Ancient Scroll, a bilingual Polish and English website with hundreds of free RPG adventure ideas. He is also a self-publisher and an aspiring game designer, a member of Lans Macabre, and a columnist at GameKnightReviews.com; you can learn more about him here: <http://ancientscroll.pl/>

Winners

<u>Author</u>	<u>Dungeon Name</u>	<u>Category</u>
Aaron Frost & Mundi King	Meckwick's Pair O'Dice	Best Dungeon Generator
Aaron Kavli	The Return of the Hecate Rose	Best Science Fiction
Alan Brodie	Splashdown in Fiend's Fen	Best Science Fantasy
Dale Horstman	The Monastery at Dor Amon	Best Library
David Gay	Water Genie vs. Undead Mermaid Gladiator	Best Gonzo
Eran Aviram and Aviv Or	One Last Tribute	Best Tomb
Fco. Javier Barrera	The River of Stars	Best Ruin
Gene Sollows	Holy Sword	Most Fun
Greengoat	Devil Gut Rock	Best Theme
Jason "Flynn" Kemp	Sell-Swords of Mars	Best Wilderness
Jason Shaffer	The First Casualty	Best 1st Level Dungeon
Jeff Shepherd	Four Brothers	Best Riddles
Jerry LeNeave	A King With No Crown	Best Temple
Kelvin Green	A Rough Night at the Dog & Bastard	Best Relationship Map
L. S. F.	Fungal Infection	Best Fungoid
Leslie Furlong	The Faerie Market	Best Situation
Lester Ward	Seven Spindles and a McGuffin	Best Modifiable Map
Luka Rejec	Deep in the Purple Worm	Best Integration of Art and Story
PJ Cunningham	Operation Eagle Eye	Best Espionage
Ramsey Hong	The Cave of Kull Cove	Best Cave
Roger Carbol	The Tomb of Oddli Stone-Squarer	Best Multiple Factions
Roger SG Sorolla	Old Bastard's Barrens	Best New Presentation
The Seven-Sided Die	The Tomb of Nesta the Mischievous	Most Bountiful
Will Doyle	Tomb of Snowbite Pass	Best Eye Beams



Untaak's Lair

Map Die (MD)

Murderer's Row

MECKWICK'S PAIR O' DICE

Meckwick was once a prominent wizard, but political maneuvering by long standing rivals forced him to withdraw from society.

Living in seclusion, Meckwick acquired the fabled **BLISSFUL HEXAHEDRON**, a rare artifact of unknown origin within which he could retreat to the phantasmal utopia the artifact would create around him.

Enthralled by the artifact, Meckwick neglected matters in the real world, and was soon discovered by agents of his enemies. In desperation, Meckwick began trapping enemies within the Hexahedron itself. Now he finds the artifact unusable as it has become twisted to the wants and desires of those imprisoned within.

Meckwick is looking for seasoned adventurers to enter the Hexahedron and dispatch his foes so that he may once again escape the reality of his personal failings.

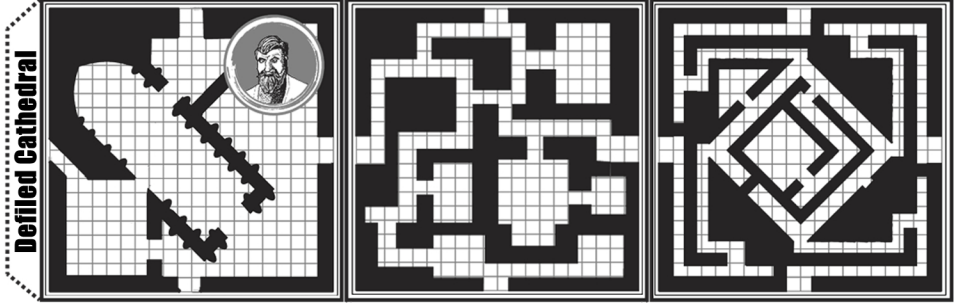
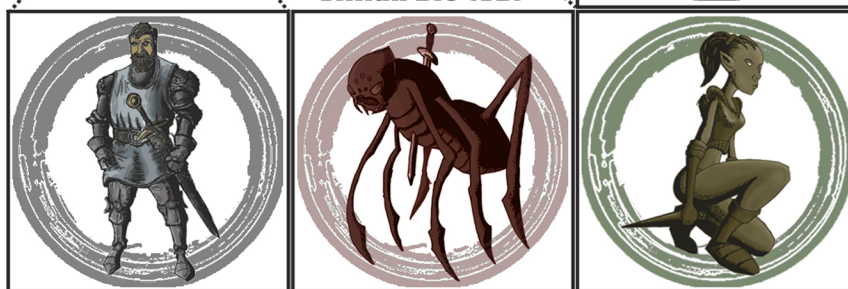
The objective of this adventure can be scaled by requiring the party to defeat 1, 2, or all 3 of the villains within the Hexahedron.

Each villain has a coveted item, and gaining possession of it (or them) will allow the players to exit the Hexahedron.

Each time the player characters enter a new section of the dungeon, roll the **Map Die (MD)** and the **Villain Die (VD)**. The **MD** determines the terrain, and the **VD** shapes the setting. If the image on the **VD** matches a portrait on the **MD**, then a villain has been encountered.

Use the Undead, Goblin, and Beast tables to populate rooms and generate random monsters.

Villain Die (VD)



Defiled Cathedral



SIR ROLAND

When encountered, the **Fallen Paladin** stands amid piles of dead elves.

The Hexahedron seeks to grant his twisted vision of purity...

Use the Undead table below if Roland is rolled anywhere but the Cathedral.



UNDEAD TERROR

- 1 Skeleton (1-8)
- 2 Ghoul (1-6)
- 3 Zombie (2-8)
- 4 Shadow (1-4)
- 5 Whight (1-2)
- 6 Spectral Child *

* Will lead the players directly to Sir Roland.



IITHENA

The **Half Orc Assassin** is trapped reliving a most personal act of revenge. Iithena perceives all who enter her domain as a most hated enemy.

Use the Goblin table below if Iithena is rolled anywhere but Murderer's Row.



GOBLIN HORDE

- 1 Goblin (2-12)
- 2 Hobgoblin (2-8)
- 3 Gnoll (2-8)
- 4 Orc (1-8)
- 5 Bugbear (1-3)
- 6 Goblin Beggar *

* Will lure the players directly to Iithena.



UNTAAK

This **Abomination** was summoned forth quite by accident and quickly entombed within the Hexahedron. Untaak will defend his lair to the death.

Use the Beasts table below if Untaak is rolled anywhere but his lair.



DREAD BEASTS

- 1 Giant centipede
- 2 Minotaur
- 3 Owl Bear
- 4 Rust Monster
- 5 Huge Spider
- 6 Sacrificial Priestess *

* Will lead the players directly to Untaak.



COVETED ITEMS

"Purity": Sir Rolands enchanted blade inflicts greater damage to elves.

"Woe & Sorrow": Iithena's twin daggers were forged using a highly toxic alloy.

"OakeShatter": The armor crushing greatsword that is lodged in Untaak's thorax.

Sending: Single Page A.I. Analysis of Mission (aka “S.P.A.A.M.” report; parenthetical items may or may not be shared with PCs)

SPLASH- DOWN IN FIEND'S FEN

SET UP

A month ago, a strange object plummeted from the sky and crash-landed in the heart of Fiend's Fen. Now it lies partly submerged in the boggy ground: a crystalline cube, 50 feet on a side, pearly white but tinged also with a weird, unearthly hue. At night, it glows softly. A constant, low-pitched hum emanates from the alien spacecraft.

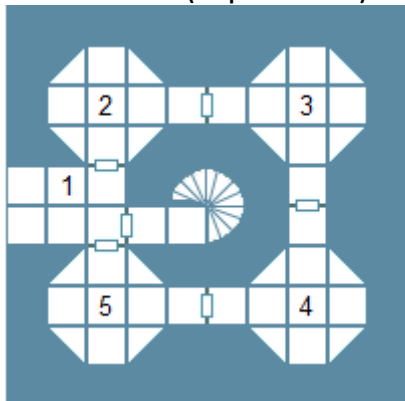
A small tribe of **Frog Folk** native to the fen worships the "Sky Box" and 8 well-camouflaged warriors with barbed spears will attempt to drive intruders from the area. Their leader wears a necklace with a nugget of gold worth 24 gp. Superstitious awe prevents the frog folk from going aboard the craft.

THE CUBE

The craft is made of an unknown crystalline substance, impervious to harm. Even diamond won't scratch the stuff. Inside, the floor, walls and ceilings all radiate a soft light – white with a tinge of that other, alien colour. Ceilings are 15 feet high throughout the craft.

Doors are eight feet high and four feet wide. They may not be forced open. Each door is featureless apart from a complex "handle" resembling a matrix of coloured squares, set into its centre. The matrix must be manipulated correctly to open the door. Rolls to open doors aboard the craft are 2 in 6 as usual, but modified by a character's Intelligence rather than Strength.

LOWER LEVEL (1 square = 5 feet)



1/ Entrance: A lowered ramp leads from the fen to the main hatch, which stands open. Within is an airlock with three doors.

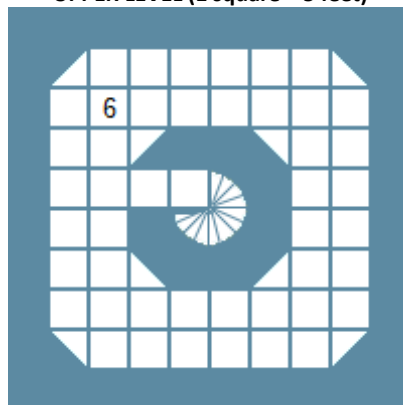
2/ Storage: Shelves support various objects – studded metallic rods, crystal ovoids, coils of stretchy gelatinous tubing, etc. – whose purpose is utterly obscure. A cubic box contains smithereens of crystal and a fist-sized chunk worth 150 gp.

3/ Recreation (?): An octagonal, vat-like bath is filled with **Ochre Jelly**. A coloured matrix on the wall maintains a field that keeps the jelly cool and quiescent. It will fight if attacked or if the field is deactivated (4 in 6 chance) by someone meddling with the matrix.

4/ Control: A lectern-like structure's top surface is covered with a highly complicated matrix of coloured squares. Loops of tubing spill from a burst panel near the floor. Fiddling with the matrix has a 2 in 6 chance of evoking an instance of random strangeitude (see below).

5/ Study: A workbench supports a bulky hemispherical object made of darkly glowing crystal. This alien computer is not designed to interact with earthly biological bodies or brains. Anyone touching it must save vs. wands or fall unconscious for 2d10 minutes. When they awake, they must re-roll their Intelligence score. Their neural pathways have been realigned, for better or worse. Any memorised spells are lost and must be re-memorised. Characters who continue to touch the object must make a new saving throw each round.

UPPER LEVEL (1 square = 5 feet)



6/ Engine Room: A spiral staircase (with risers slightly higher than the human norm) leads up to a space filled with softly glowing panels and absurdly complex matrices. Many of the panels have been opened up, their gelatinous guts spilling out onto the floor. Working at repairing the craft's damaged systems is its lone surviving crew member, a mineral life-form resembling a **Living Crystal Statue** of a humanoid. It does not welcome intruders, especially if they have interfered with the craft or its contents. If

destroyed, it shatters into a million tiny pieces but one fist-sized crystal chunk remains, worth 150 gp.

RANDOM STRANGEITUDE

Roll 1d6 every two turns. A roll of 1 means something weird happens. Roll 1d4:

1/ The background hum changes pitch for 1d10 minutes, then returns to normal.

2/ The light brightens (1-2), dims (3-4), or goes out altogether (5-6) for 1d10 minutes.

3/ Reversal of gravity. Everyone "falls" to the ceiling and takes 1d6 damage. In 1d6 turns, it reverts to normal. Characters and objects fall again.

4/ The damaged hyperdrive unit tries to fire up. The whole craft shudders and whines. Everything and everyone begins to fade from view, becoming slightly transparent for a few alarming moments before returning to normal.

COMPLICATIONS

1/ The craft unleashes an alien plague that turns people's organs into valuable – but sadly non-functioning – crystal.

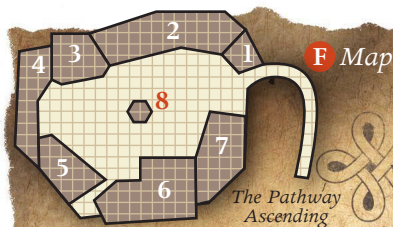
2/ The craft was transporting stasis crystals, which have shattered releasing their xenomorphic contents: **Gelatinous Cubes**, **Rust Monsters**, etc.

3/ The craft is merely a scout for an invading crystaloid army.

Made by Alan Brodie for the One-Page Dungeon Contest 2012
<http://clawcarver.wordpress.com/>

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The Monastery at DOR AMON



DOR AMON sits in the eastern region, once the home of the immense towering Ohm Trees. In fact the monastery sits atop one of the petrified remnants of these titans. It is a refuge for seekers of answers and the gold that is knowledge. You can find both the sublime and insane studying inside of its ancient walls...

Premise: What is the cost of knowledge – and how far are you willing to go to possess it?

The Big Fight This is envisioned as more of an exploratory scenario, though there are mysterious catacombs under the monastery where a good many creatures could be lurking...Attacking the monastery itself is a fool's errand the narrow walking path and treacherous heights make it easily defended by the monks, even though there be no fighting men among them. They have laid several traps for use in such a circumstance. It may be that you have been called upon to defend the rare tomes housed within its crumbling walls...and then maybe a demon could be loosed.

What goes on here? There are two libraries below the Monastery, the first a more "public" show piece, and below that after the thousand stairs the Grand Library, the true Library. Where does Dor Amon get its nearly unending flow of knowledge? A captive demon in fact, Xat Mirr Uukk... self proclaimed Master of Secrets.

Smaller Li Dor Mogg stands to the north ever watchful of the caravan road. The local Goblin tribes revere it, and wish to one day reclaim there home atop its precarious peak.

Li Dor Mogg

Dor Amon

Below Dor Amon are a variety of underground caverns and works. It is said there is an ancient passageway to the treasures of Dor Galdur. Somewhere in this maze of tunnels also lays the oft sought for Sphere of Smaritus.

Dor Galdur

Dor Galdur, once proud military stronghold sits just south of Dor Amon, now dead and haunted. Its blackened top stands as a reminder to those who would work dark magic for destructive purposes.

Li Dor Sul

A: The Traveler's House – Run by Brother Ellian, a former cut purse from the great city of Kraag. The Traveler's House has 4 modest guest rooms for travelers coming to study. Due to his former life, Ellian is a shrewd judge of character and may tell what the PC's are here for.

B: Warehouse – The storage of the monastery's newly arrived goods. A search of the premises will show the warehouse to be locked. If the PC's gain entry, they will find grain, coal pellets, potatoes, and aggressive rats.

C: Winch Loading Dock – Stacked crates cover this wooden platform. An examination of the crates and their contents reveal an unusual amount of poisonous dried mushrooms.

D: The Pathway Ascending – A narrow path circumscribes the Dor in an ascending spiral. There are five points on the staircase that have traps set up by the monks as part of their meager defensive precautions. They are known as the Five Trials and mimic the religious story of the pilgrim Huskvar.

E: The Winch House – The winch is manned by two Ogre brothers, Tellis and Uri. They have renounced the violent ways of their kin, but will take up arms if the monastery is threatened. They have a fondness for mushrooms.

F: The Monastery Itself – (1. Gate House, 2. Scriptorium, 3. Chapel, 4. Storehouse & Winch, 5. Rectory, 6. Abbot Yementa's Residence, 7. Restoratorium, 8. The Piazza with the Pillar of Sarduk at its center). The Monastery has seen better days...

G: The Library & Grand Library – (1. The Main Library Stacks and Stacks of books in tall shelves, 2. The Demon's Chamber). If the PC's find the hidden door (a wooden pillar fascade behind the Librarian's Desk) they can make thier way to the demon's Chamber. There they will find Xat Mirr Uukk lounging in a comfortable chair reading with smoking jacket and pipe. He appears as a short rotund toad like creature (think Disney's Mr. Toad) – this is actually an elaborate illusion for guests. He isn't actually reading the book, but eating it. An examination of the area will show the remains of chewed books, missing inner pages. Xat eats the books, which are his sustenance, as knowledge, ideas and foodstuff. If a person or object breaches the confines of the brass pentagram inlaid in the floor, it may disrupt the holding spell enough to let Xat escape. He will only attempt to escape this after the PC's have left or if a PC actually breaches the circle. In his true form Xat is 10 ft. tall with an extra set of arms, long claws, poisoned fangs and wings that allow him to fly/hop/jump 50 ft. at a time. If released he will reign destruction and murder down on the abbey for his involuntary incarceration of 87 years.

H: The Catacombs – These natural caverns are home to Albino Cave Spiders. The spiders hibernate in silver cocoons suspended from the ceiling and when prey nears, they bust out and fly at them in numbers. Yes fly, Albino Cave Spiders have wings like enormous dragonflies! They are also semi-intelligent and form tribal family groups.

I: The Lost Archives – Legend has it that a lost archive remains hidden far below the monastery. Lost centuries ago in a previous golden age. Xat knows about its location and its contents...

J: The Long Passage – It is also legend that an underground passage exists that will traverse the miles between Dor Amon and Dor Galdur.

K: Caverns of Tarren Duul – These caverns are home to another tribe of Albino Cave Spiders. If the PC's were attacked by the previous set (or visa versa) they will smell the pheromones of the other tribe and attack immediately.

L: The Ruins of Dor Galdur – Deep below the blackened summit of Dor Galdur lies the other half of the renowned stronghold. After the catastrophe that destroyed the surface noxious fumes seeped down into the structures below killing all indiscriminately. What is left of the once great stronghold is said to be haunted by the spirits of those who died trapped below.

Water Genie vs. Undead Mermaid Gladiator

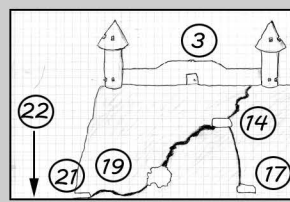
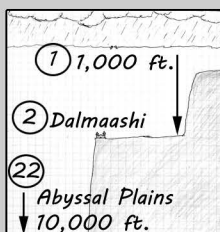
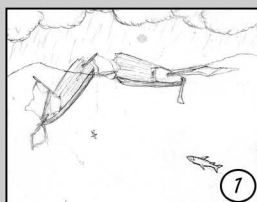
High magic underwater adventure
for powerful PCs and expert GMs

by David Gay
April 2012

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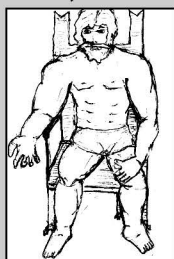
After a mysterious shipwreck
in the open sea, the party
sees a light far below. They
investigate the lit-up palace.

This adventure takes place
1,000 ft. underwater with
all the deadliness that implies.



In the palace of Dalmaashi,
the party meets the marid
King Haymar who wants his
magic scepter that was
stolen by Delva, the lich-like
Undead Mermaid Gladiator.
He offers the party one
wish if they'll return it.

HAYMAR



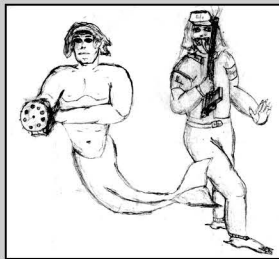
BAYLYA



NULZUK



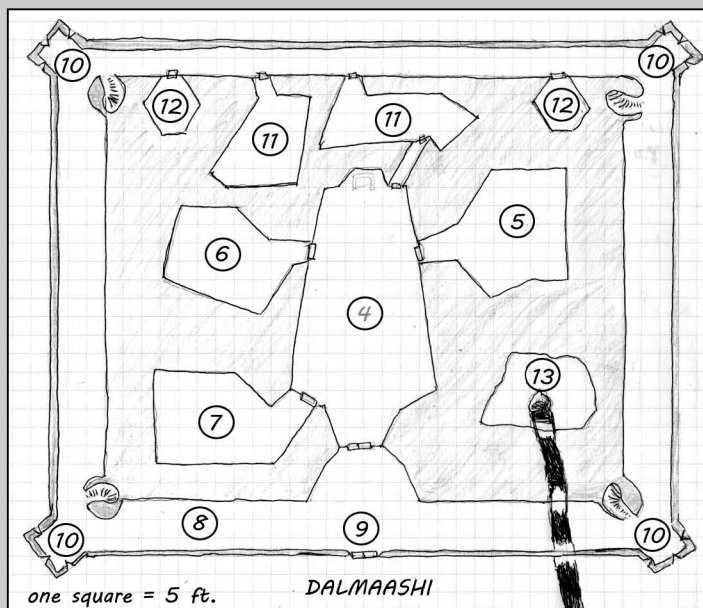
MERMEN & LACEDONS



MICRO-TORPEDO WEAPONS

Haymar's mermen use micro-
torpedo guns similar to 9mm
pistols. The mermen each have
12 rounds of ammo and carry
tridents for melee.

Delva's lacedons use full auto
versions of the same micro-torp
guns. They each carry 40 rounds
of ammo and attack like ghouls.



HAYMAR'S SCEPTER

Haymar's scepter can fuse life forms. Delva wants to fuse herself with the Squizard Gorgo and become ultra- powerful. Haymar intends to use the scepter to "wed" his daughter Baylya to his slave/visier Nulzuk, a plan he's wisely kept secret from both of them. Delva might try to use it on the party...

DALMAASHI KEY

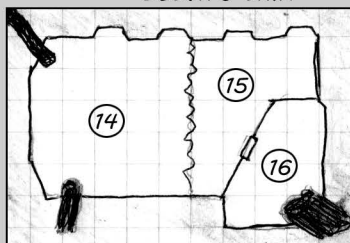
- Open sea** - A dozen megalodons.
- Dalmaashi** - Three mermen on sea-horses greet the party.
- Seaweed door in roof** - Water pressure jams standard doors.
- Throne room** - Haymar awaits. He's cunning, powerful, and might keep his word if well-pleased.
- Haymar's room** - Ornate seaweed and coral furniture fills the room..
- Baylya's room** - Depressed by her mother's untimely death, Princess Baylya finds solace only in Fluffy, her dog-sized deep water anglerfish.
- Nulzuk's room** - The triton vizier is a giant-sized merman with psi powers. He obeys Haymar, but hates air-breathers.
- Corridor** - Nine mermen.
- Front doors** - Verdigris binds these brass doors in place.
- Guard towers** - Three polar ray cannon on each of two levels, crewed by mermen.
- Merman quarters** - Twenty off-duty mermen drink rum.
- Privies** - Gotta go somewhere.
- Treasury** - Screened against divination and keyed so only, Haymar, Baylya, and Nulzuk could teleport here, still the wily Squizard Gorgo tunneled in with the Death Knight Argon.

DELVA'S LAIR KEY

All passages are 200 ft. and filled with inky contact poison.

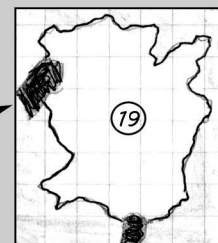
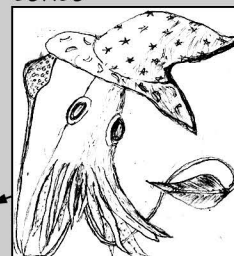
- Welcome** - Argon the Death Knight and two lacedons. Argon wields a black blade of annihilation that destroys anything it hits.
- Support** - Four more lacedons as backup.
- Delva's office** - She watches what happens and pitches in. She re-spawns in area 20 if defeated, taking a younger appearance.
- Argon's torture room** - Bones, racks, manacles.
- Secret treasure** - Argon keeps 100 bottles filled with rum and potions in a chest, along with four exquisite rubies. The chest has a deadly lightning trap.
- Gorgo** - The Squizard filled this entire room with poisonous ink. He uses force magic and has a hat that lets him cast many extra spells.
- Delva's crypt** - Delva keeps her best trident here in case she re-pawns, along with less powerful weapons. She strives to shove foes through a one-way force wall to area 22.
- Sarcophagi** - Sixteen contain false phylacteries. One holds Delva's true phylactery plus Haymar's scepter, 4,500 platinum, and a cursed dagger.

DELVA'S LAIR

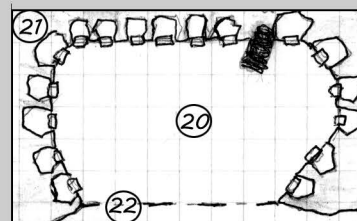
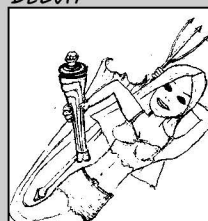
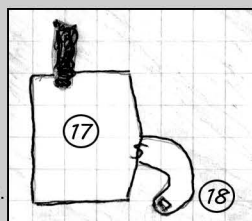


one square = 5 ft.

GORGO



DELVA



22. Abyssal Deeps - Anyone who goes down here gets sucked to the depths by the magic of an even deeper, more powerful marid than Haymar who lives on the Plane of Water.

One Last Tribute

A one-page-dungeon (2012) by Eran Aviram
Map by Aviv Or

Many years ago two large armies fought over a long lost cause. A brave knight who fell in the combat was buried in a lavish tomb. Over the years, the nearby swamp spread over and conquered the tomb.

The knight's spirit protects the area and the nearby village. His name was Darius but none remembers it, yet for years the villagers regularly brought a tribute of flowers to his grave, in his honor. As the years passed, this custom waned.

Last month, a tribe of goblins moved into the swamp. This infuriated the knight's spirit, which in turn cursed the villagers. The villagers turn to the PCs for help, asking them to venture into the tomb and place a flower bouquet over the knight's grave, deep inside his tomb.

The tomb has half-sunken into the swamp floor, and its two side wings are mostly underground. The floor is dirty and there are several holes in the ceilings.

1. Goblin camp. A heavy fog obscures 5 goblins and their 2 pet giant rats. The goblins are terrified of the tomb and none have entered it. The goblins have several valuable dried mushrooms worth 25 GP or provide a minor bonus for healing.

2. Tomb Entrance. The second floor crumbled into the room and it's full of rubble. The front double-door is unlocked but closed. The grating to the east is held by a powerful magical force. The second time the PCs enter the room, a patrol of 4 sneaky goblins enters through the front door, investigating the death of the ones outside. Each goblin is carrying 1d6 GP.

3. Flooded corridor, up to 1.5 meters of rancid water. 2 bloody swamp ferns (small carnivorous plants) have



grown over the ceiling, and they can move over it. Another one is attached to the door leading to room 4. The big iron door is rusting, and a single hit to the fern will cause it to break, pouring the water (and everyone in the corridor) into room 4.

4. Family Treasures. This room is deeper than the corridor, forming a pool as the water rushes in. There are 3 steel coffins on the floor, unlocked but armed with poison traps. When opened, the poison spreads through the water nearby. 1st chest: 250 GP; 2nd chest: Bronze crown and rings worth 120 GP; 3rd chest: Two ceremonial daggers worth 85 GP each.

5. Adara's tomb. The wife's tomb is desecrated by several small ankhegs with a mother ankheg. Adara's spirit keeps the grating in room 2 closed, and will open it only after being convinced the PC's are of pure intent. She will also grant them the gift of an *amulet of protection*.

6. Heirloom room. A rust monster burrowed its way into the room and it is eating what's left of the cutlery and weapons. A huge ochre jelly is resting against the rubbish pile in the corridor outside, dormant, and will waken at the sound of battle. The rust monster's stomach holds several silver spoons worth 20 GP.

7. Darius's Tomb. The entrance to this room used to be hidden, but the jelly's acid exposed the outline of the secret door. The tomb is guarded by 4 spectral soldiers that demand the PCs leave. The knight's (powerful) spirit only appears if the PCs desecrate his coffin (to attack), or place flowers over it (to thank them). Either way, they'll get his +2 *holy long sword*.

8. Temple Entrance. The well isn't deep but contains a bat swarm that surprises anyone climbing down, and a secret compartment with 4 gems (50 GP each).

9. Ruined Second Floor. (Above room 8) The stairs up are broken at the top, and half the floor crumbled into the room below. A small wood shrine survived. It breaks with the slightest touch, filling the air with poison spores. It contains divine scrolls and a healing potion.

10. Main Temple. 4 magical braziers provide light to this room, illuminating 4 big statues. The large shrine is an illusion, covering a spiked-filled hole with a giant skeletal undead snake and 2 dead Halfling adventurers, carrying a +1 *dagger* and thieves tools.

11. Secret Library. This secret room contains several precious history and religious texts, worth 300 GP, and several spell scrolls.



The River of Stars



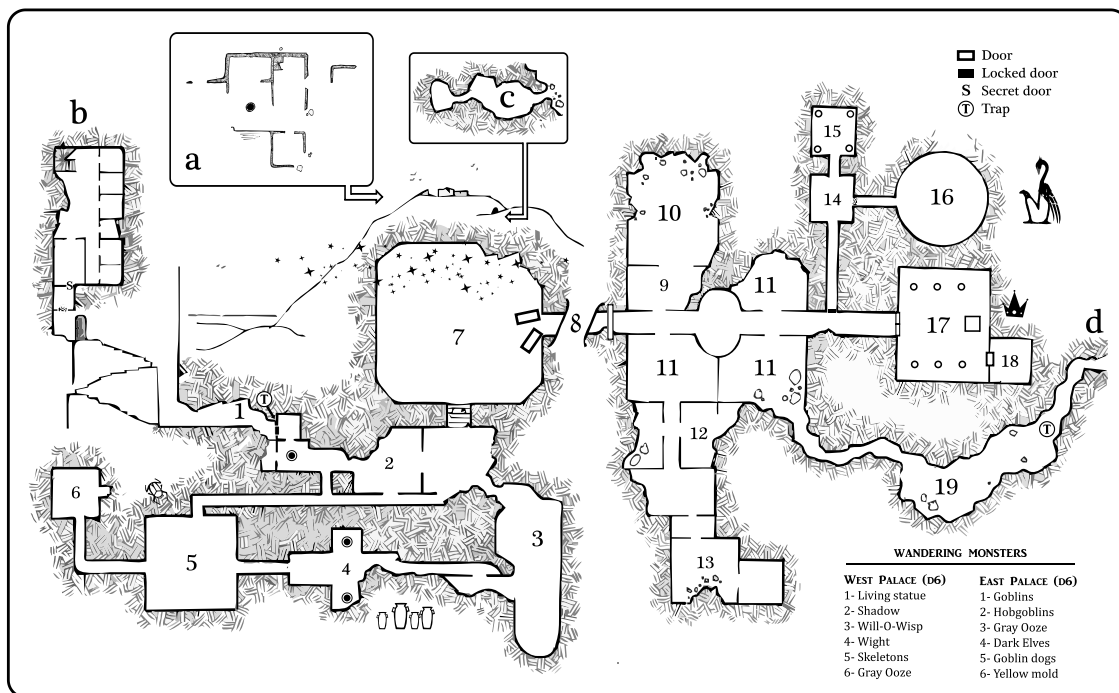
by Fco. Javier Barrera

THE RUINS OF THE PALACE OF THE MUSICIANS

On the top of Mount Urgul, watching over the beautiful city of Ur-Agnès, raise the gaunt ruins of the Palace of the Musicians. Under the ruins, lies buried an underground complex of buildings that formerly were part of an older and mysterious palace of the fallen Sochara Empire.

When the troops of the Infant King of Merarca conquered the island to the giants, the Corumme family, captains of that powerful army of men, built the Palace of the Musicians over the buried palace; perhaps knowing its existence, for the Corumme have been related to the practice of "The Arts" since centuries. There they dwelled until fifty years ago, when a fire turned to ashes the palace and its inhabitants, and it was never rebuilt.

The legends about what happened in the Palace of the Musicians and the lost treasure of the Corumme attracts adventurers from all over the world but none of them has discover the true of its nature.



MAP KEY

Note: Adapt the number of enemies and NPCs levels to the party level.

a- RUINS OF THE PALACE OF THE MUSICIANS. Stairs leading to the basement. For every turn here, throw a d6: 1-3 the **skeletal cave bear** appears.

b- BASEMENT. Two secret doors give access to the passage that leads down to the buried Sochara Palace.

c- DEN OF THE SKELETAL CAVE BEAR. The curse begins to extend beyond the underground palace and has affected the bones of a cave bear that rested on the caves near the ruins. Now, he's spreading the terror in the valley. **Skeletal Cave Bear.**

1- ENTRANCE DOORS. Locked doors. The inner side of the entrance doors has marks of scratches in spiral. **Trap** (1-2 in d6. Damage: 1d12 + paralysys d10 turns).

2- DEAD GARDEN. Every night dozens of purple flowers sprout and wither in seconds, as a beating. The Dead Garden is home of a **Zombie Plant**.

3- HALL OF MINIATURES. Former dance and events hall. Coloured mosaics cover the walls and the floor: The mosaic on the floor reveals the secret doors and hidden connections of the Palace. Spirits of the dead dance eternally in this room. **Spectres.**

4- THE TWO FOUNTAINS. One cures wounds, the other one recovers from illness. The gem stones in the water keep inside the spells of their creators.

5- THE ALTAR OF THE UNDINE. In the South wall of the room an altar rises in wich the scale of an Undine has been depositated to purify the underground waters that move under and feed the two fountains of room 4. The statue of an Undine presides the altar and will attack if somebody tries to extract the scale or the gem stones of the fountains. **Living statue of Undine.**

6- THE VAULT. Formerly it led to an underground level, completely closed at present. Now is home of a **Yellow Mold**.

7- THE RIVER OF STARS. The room known as "The Starry Night" or "The River of Stars" is covered by an enormous vault. The vault is decorated with nocturnal sky map, in wich the stars shine with magic light, illuminating the room. A prolonged study of this map would reveal the exact position of the lost capital of the old Sochara Empire. Here lies the corpses of many of the inhabitants who were buried during the earthquakes that destroyed The Starry Palace. **Lost Souls** (wights / skeletons).

8- THE PERGOLA. This shaded passageway connected the public part with the private part of The Starry Palace. The passageway is filled with the corpses of deceased servants and guards of the Sochara. **Skeletons / spectres.**

At the end of the Pergola, the goblins of King Okusani have built a parapet to be protected from the incursions of visitors of the West part of the Palace. **Goblin guards.**

9- LIBRARY. Most of the books here will crumble up at mere contact. A locked secret shelf preserves in good state the personal diaries of the empress and some of her most priced jewels (5.000 GP). **Trap** (venom; 1-4 in d6, Lethal). In this room await the personal guard of Maximilian. **Dark elves.**

RUMOURS (d6)

Under the ruins of the Palace of the Musicians, a treasure of incalculable value is hidden but protected by a terrible curse and a guardian that neither the time nor the flames have been able to exile. **(T)**

A ghostlike beast is devastating the farms near Mount Urgul. The hunters talk about a restless spirit that doesn't devour the meat of its victims. **(T)**

Some children of the farms near Ur-agnès have disappeared while they slept in their beds. The people talk of northern enslavers kidnapping the children to sell them in the slave market of the distant Qûr. **(F)**

The Corumme family build the Palace of the Musicians. They were rich and powerful although in the period of the fire that destroyed the Palace only the youngest of the brothers was sane. Some state that he survived to the fire but nobody has saw him again or known anything about him. **(T)**

10- OLD OBSERVATORY. Personal room of Maximilian, Okusani's lieutenant. **Maximilian** (Dark elf; demi-Powerful NPC).

11- GOBLIN ENCAMPMENT. Most of the goblins that serve King Okusani are distributed in these rooms, awaiting his orders. **Goblins.**

12 & 13- PRISON and TORTURE ROOM. The Torture room is illuminated by a milky light of unknown origin. Here works **Mako the Jailer** (hobgoblin; NPC).

14 & 15- PRIVATE LIBRARY and CHAMBER OF DOMESTIC RITES. The Sochara put in this room the books related with The Arts. The books only can be manipulated with the Ahrar Gloves (now in Okusani's hands). Any contact without them would submit the mind of the reader to the will of the book.

16- THE ORIGIN OF ALL EVIL. There are seven doors painted on the walls and a golden point that indicates the center of the room. Here rests Quâ-quâ'h, originally a water spirit captured by the Sochara, now, after centuries of captivity, a devil of Grudge. The Corumme didn't free him for they longed for the lost Arts of the Sochara. He corrupted their souls until they turned mad. Only one Corumme escaped his fate and set fire to the Palace. Since then, the grudge of Quâ-quâ'h has corrupted the Palace itself and the entrails of Mount Urgul, and now starts to extent further on, threatening Ur-agnès.

Quâ-quâ'h animated the corpses and throw the spirits against the living. He's trying to cheat Okusani and be released. Only destroying Quâ-quâ'h will finish the curse. **Quâ-quâ'h, Devil of Grudge** (Powerful demon; NPC).

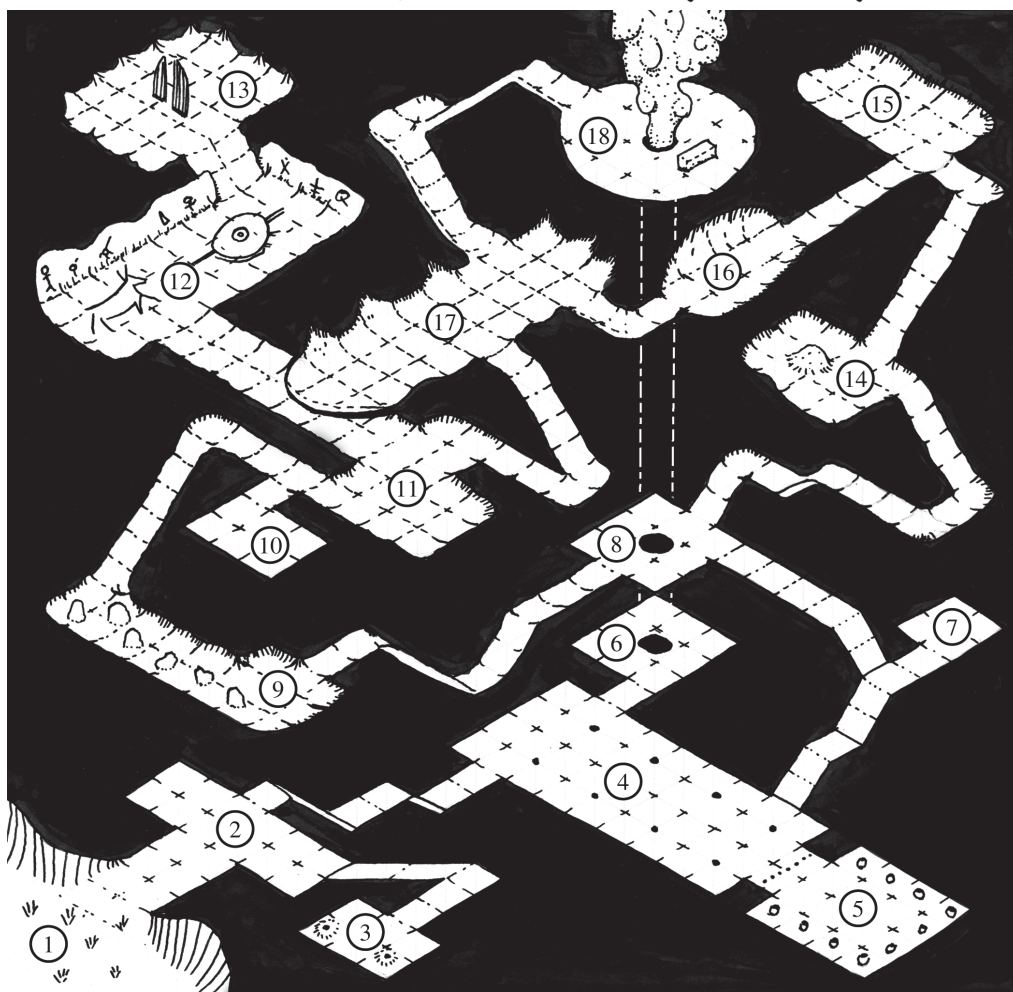
17- THE COURT OF THE OGRE KING. Okusani is an ogre mage who has proclaimed himself king. His goblins discovered the ruins of the Sochara palace by accident, while they were exploring the Underdark. Now he's trying to reveal its secrets. He uses this room as his throne room and is always protected by his personal guard. He keeps the keys of the locked door that leads to rooms 14, 15 and 16, and the one of the Treasure chamber. **Okusani** (Ogre mage; powerful NPC) and **personal guard** (Elite Hobgoblin guard).

18- TREASURE CHAMBER. Okusani keeps in this chamber the treasure recovered from the East part of the Palace, as well as his personal treasure (**Treasure trove**). The treasure is guarded by his pet **Alcoba** (Pseudodragon).

19- TO THE UNDERDARK. An alarm trap and several goblins protects the bastion of the ogre king of non invited visitors. **Alarm Trap** (1-5 in d6. Damage: d6 and deafness) and **Goblins.**



• DEVIL GUT ROCK •



1. Entrance - In a large shallow depression lies the steaming form of Devil Gut Rock. Stinking gasses cloud the ground around the base of the red sandstone and vent from the sides. The face of the stone has no hand holds and is slick to touch. A sandy path leads into an entrance at the base that is choked with scrub plants. The dry vegetation seems to grasp and plead at the adventurers legs as they walk through.

2. Lower Halls - The lower part of the complex is made of square cut stone and mortuary pictographs that have been defaced. Study of the pictographs reveal that the Rock used to be a sacred burial space.

3. Buzzard Nest - Open to the sky, this room contains several buzzard nests. d6 **Buzzards** and several shiny goods like *Jewelry* and glass.

4. Mortuary Chamber - Formerly a grand columned hall for burial ceremonies, it is now a large den for d8 **Chupacabras**. 2 *Potions of Healing* are found on a nomad-priest corpse lying among other bodies.

5. Preserved Dead - Beyond a black iron gate is a burial chamber filled with large canopic jars. Each is sealed at the top with a thin gold ring. Several jars are filled with valuable *Persevered Incense* or *Silver*. If any jar seal is broken, d12 pickled **Canopic Zombies** burst forth and attack.

6. Gas Vent - This square room has a perfect circular hole in the floor that vents a column of choking vapor into an identical hole in the ceiling. Yellow sulphur rings the floor. Does the vent go lower?

7. Hiding Villager - A young village woman has escaped her captors and is concealed underneath a pile of rotting maize sacks. She is the mayor of Longfarm's daughter.

8. Vent Mezzanine - This tall domed room has identical holes in the ceiling and floor to let the vapors from below waft upward but the gasses are especially thick in this room. There is glimmering light from far up the shaft that dances in the steam. Save versus hallucination.

9. Upper Passages - The upper passageways through the rock are naturally formed (unworked) and the sensation of moving through the innards of a great beast is disturbing. This ribbed hall is littered with rough stones that remotely look like crouched and sitting devils. A **Cliff Gargoyle** lurks here, blending in with the scenery.

10. Thrall Ambush - d6 **Bandit Thralls** enslaved to the vampire wait in this room to ambush adventurers in the adjacent passage. The nomads are covered in *Silver Bangles*.

11. Caged Villagers - d10 *villagers* are in wooden cages, half of them are drained of blood and dead. They may make noise when they see potential rescuers, possibly alerting the **Harpies** above.

12. Ancient Gallery - Numerous intricate cave paintings in blacks, ochres, and umbers tell a history of a forgotten people and their powerful knowledge. One week's study can give d3 *New Spells*.

13. Chamber of Wind - This high chamber is pierced by many large holes open to outside landscape and strong breezes. The high elevation wind blows through the chamber and whistles through a small *Turquoise Hoop* suspended between two freestanding stone doors. The hoop is simply hung between two hooks, but if it is touched d3 **Dust Devils** are summoned through the magical hoop and attack. The hoop can summon d3 *Dust Devils* per day if held up in the right wind.

Under a harsh blue sky lies a massive red sandstone rock. Venting volcanic vapor, it has the shape and color of a giant mound of steaming guts spilled onto the badlands.

Over several months the town of Longfarm has had cases of bloodless livestock dead in pasture and now several villagers have gone missing recently. Canine and humanoid tracks lead towards the wasteland and Devil Gut Rock.

Area Encounters

1. d6 Wild Dogs
2. Warning Pictographs carved into rock (for study)
3. Ghost in the daylight
4. d6 Giant Rats in burrow
5. d6 Buzzards (hawks)
6. Bad Alter of stone with fresh blood and bones.

Wandering Monsters

1. d6 Chupacabras (hairless vamp dogs, drain strength)
2. d3 Bramble Rattlers (large poisonous snake)
3. Dust Devil (small air elemental)
4. d6 Canopic Zombies (pickled)
5. d4 Bandit Thralls
6. d8 Skeletons

14. Coyote-Headed Jinn - Sitting atop a large pile of fine buffalo hides is a trickster Jinn with the head of a coyote. He is quite friendly and will answer any questions asked if paid a stiff amount of gold or jewels. His answers are all lies. If the adventurers are polite, the lies are obvious, opposite to the truth, and easy to parse. If the party is rude, the lies are unhelpful. If he is attacked, he may fight or vanish in a breeze. His collected treasure is beneath his pile of hides.

15. Trash Room - One **Wandering Monster** patrol.

16. Scrying Hall - Luminescent lichen cover the surface of this cylindrical hall forming light images of sights that are within 100 miles of the Rock by way of telepathic connection with other lichen in the surrounding landscape. An adventurer only has to think of a direction. It only works for one viewer at a time. If more than one occupant is in the hall, the images become a jagged blur of the immediate landscape.

17. The Three Mothers - A trio of old **Harpies** are the body-servants of the vampire. They have been enthralled by him for some time and speak of him maternally. They may hear the party coming and set to sing in this chamber. Each is adorned with ostentatious and mismatched jewelry along with other gear.

18. Observatory - This circular chamber is open to the sky and has a multitude of incised markings to track the stars and the sun around the circumference of the walls. However, the clouds of noxious steam from the gas vent blocks the sun and obscure the stars. (The vent is more active now than it once was.) The **Vampire** audaciously keeps his coffin in this open space with a tattered but fine canopy keeping light and rain off. He is dressed as a nomad noble with a *Fine Cloak of Feathers* and many *Necklaces*. He uses one random *Magic Weapon* and one piece of *Magic Armor*. The steam clouds shield the vampire from sunlight and he may flee down the shaft if his cover is dissipated. He may also harry the adventureres lower in the Rock if they are noisy. His coffin contains a bed of *Gold Coins*, several *Potions*, and *Spell Books*.

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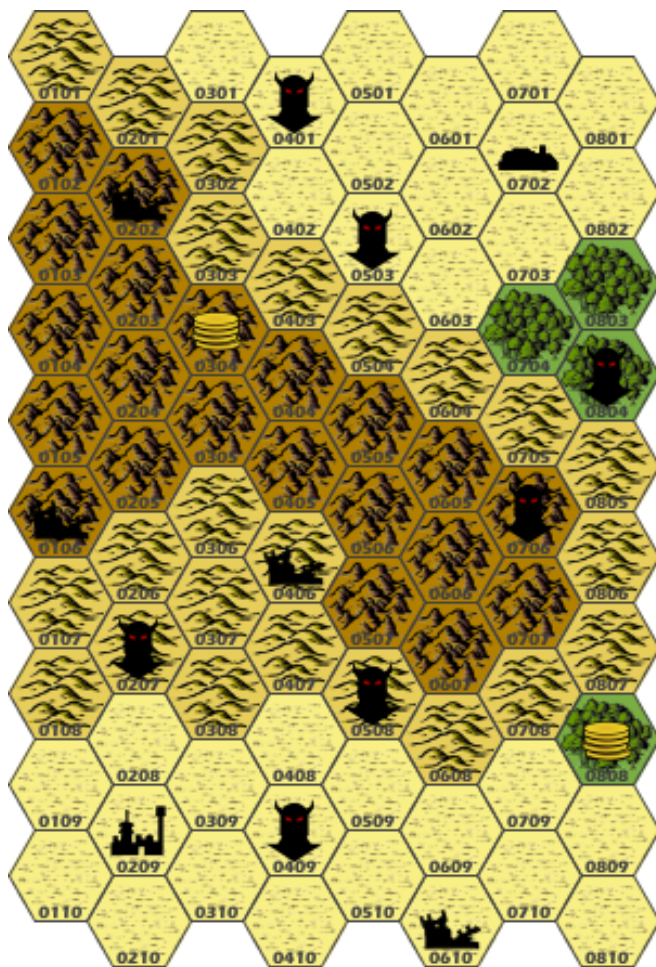
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By Greengoat
<http://studiogreengoat.wordpress.com/>

Sell-Swords of Mars

A One-Page Mini-Setting for *Sword & Planet: A Roleplaying Game of Planetary Romance*

Written by Jason "Flynn" Kemp, *In Like Flynn* (<http://flynnwd.blogspot.com/>)



Wandering Monsters (1 in 6)

2d6	Encounter
2	Banth (1)
3	Band of white apes (1d6+1)
4	Herd of wild zitidar (1d4+1)
5	Herd of wild thoats (2d6)
6	Green Martian tribesmen (1d6+1)
7	Red Martian patrol (2d4)
8	Pack of wild calots (1d4+1)
9	Pack of ulsio (2d6)
10	Terrible storm
11	Adventuring party
12	Referee's Choice

Map Scale: Each hex is 12 miles across.

Points of Interest

0106 **Lor's Tower (Ruins)**: Four levels; home to **mad scientist** and **synthetic warriors**.

0202 **Caverns of Woe (Ruins)**: Natural cave system, three levels; home to **ulsio**, **vermin**, various **reptiles**.

0207 **Damaged Hatchery (Lair)**: Only shells of Green Martian eggs remain; now a **banth** lair.

0209 **Korbal (City)**: Regional trading center; known for great markets and a love of Jetan (Martian chess). Strongly desires annexation of Manathor to their trade empire.

0304 **Ersite Quarry (Resource)**: Prized for its coloration and beauty, ersite is the Barsoomian version of marble. Abandoned due to **white apes**.

0401 **Crashed Airship (Lair)**: Wreckage has trade goods; now lair for a **hermit** and his wild **calots**.

0406 **Ruins of Jodanga (Ruins)**: Ancient dead city; main gathering place for a **Green Martian** tribe. Treasures may be found in ruins or in underground tunnels; beware of **white apes**.

0409 **Camp of Bantor Kan (Lair)**: Large bandit camp of **bandits**, **rogues** and **assassins**; threatens trade.

0503 **Lair of Giant Spiders (Lair)**: Ancient outpost ruins hold 2 **giant spiders** and other **vermin**.

0508 **Green Martian Hatchery (Lair)**: Guarded by **Green Martian** tribesmen; eggs almost ready to hatch.

0610 **Forsaken Outpost (Ruins)**: Military complex once quarantined; inhabited by **infected Red Martians**.

0702 **Manathor (Town)**: Exceptional artisans; known for their finely crafted trade goods. Hires mercenaries to protect itself from Korbal armies.

0706 **Hidden Shrine (Lair)**: Secret shrine used by **Holy Therns** when on missions in the region.

0804 **Ancient Fort (Lair)**: Aspiring **Red Martian** warlord Gor Vas leads **mercenaries** to raid the region.

0808 **Mantalia Fields (Resource)**: Rich with mantalia (milk plant used as food); home to **banth** pride.

Reaction Table (roll 2d4; smart monsters that are outnumbered roll 2d6 instead)

Result	Reaction	Description
2	Aggressive	Incredibly irritable; will often attack other creatures on sight
3-5	Hostile	Treats others belligerently and attacks if it can reasonably succeed
6-8	Cautious	Avoids contact with other creatures whenever possible
9-11	Neutral	Only attacks other creatures in defense of themselves or their own kind
12	Friendly	Very friendly, curious; Will seek to interact with others, if not threatened

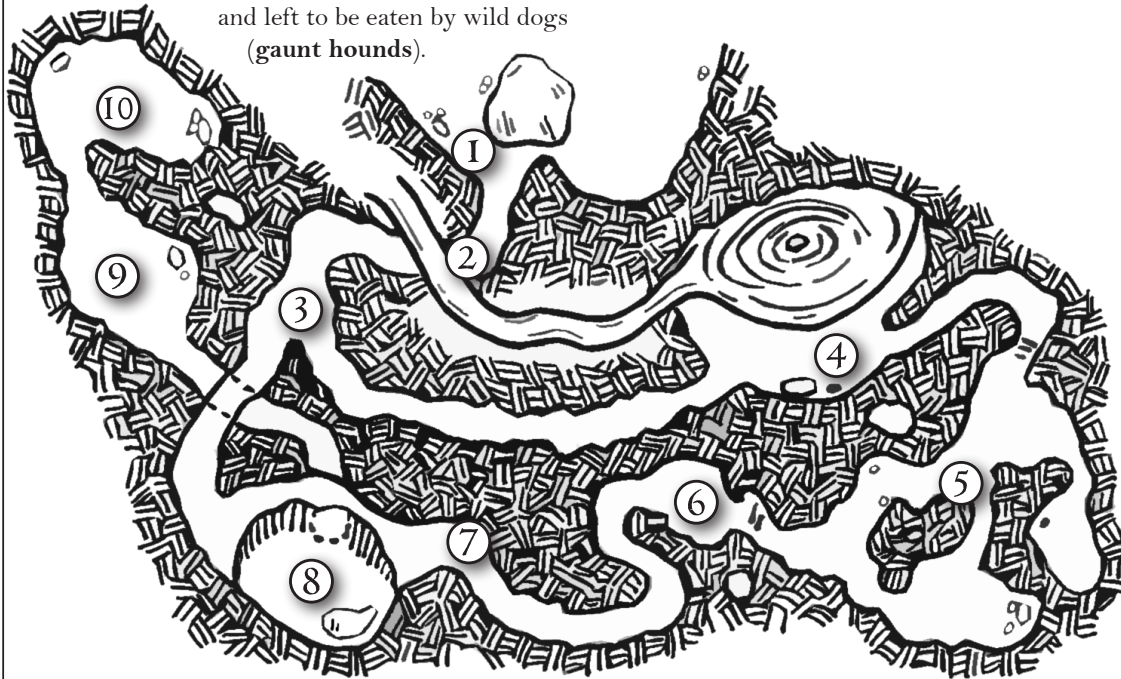
THE FIRST CASUALTY

A campaign starting adventure
for 1st level characters by
Jason Shaffer

Two rival dark powers – a Sorceress Queen and a Necromancer – are both secretly encroaching on the same realm and have learned of the others' plot. Minions of the Sorceress Queen convinced Harlan, a local, to serve as their spy. When Ottvar, a minion of the Necromancer, discovered this, he set out to assassinate Harlan. As Harlan was returning from sharing secrets with his mistress, he was killed by Ottvar and his pets (the fendark), and left to be eaten by wild dogs (gaunt hounds).

HOOK: While traveling a known-dangerous footpath in the woods, the PCs discover Harlan's body being eaten by 6 gaunt hounds. The PCs likely recognize the body as that of a local teen. If they kill/scare off the hounds, they see wounds obviously inflicted by a blade (Ottvar's dagger). A fresh trail leads into the woods to a cave complex.

Gaunt hounds: evil wild dogs. Their bite inflicts 1d4 damage and a gaunt curse (victims ignore the first 5 points of magical healing per day and must make a (relatively easy) save daily to heal naturally). The gaunt curse is lifted once the victim is fully healed.



Cave notes: These are natural caves with uneven floors, 10' ceilings, and no natural light.

1 - Entrance. Dense trees and a large boulder conceals (but doesn't block) the entrance.

2 - Stream. A 6' wide, 1' deep stream cuts across the pathway flowing southeast. Many small puddles of water (3 sets of tracks) lead deeper into the cave, shrinking slightly as they progress.

3 - Fork. The path splits. The puddles go down the right side and shrink to nothing after another 10 feet.

4 - Pool. The stream collects here in a 5' deep pool that is home to 3 giant crabs. They attack anyone who enters the pool but will not venture out of the water. Underwater, a calcified skeletal human grasps a magical longsword. This "+0" longsword can be wielded by anyone as if he were proficient and sheds an icy blue-white light.

5 - Lower Caves. 4 dire rats cower here after the fendark ate most of their pack.

6 - Webs. The path is obstructed by dense webs, the home of 5 giant spiders. If the web is disturbed, 2 spiders will crawl along the ceiling and drop down behind the PCs while the others attack from the front.

7 - Nest. During the day, 6 stirges huddle asleep near the ceiling. At night, they hunt in the woods. They will sleep through walking and talking but awaken to investigate loud noises, including combat. The stirges ignore the fendark because of their putrid taste.

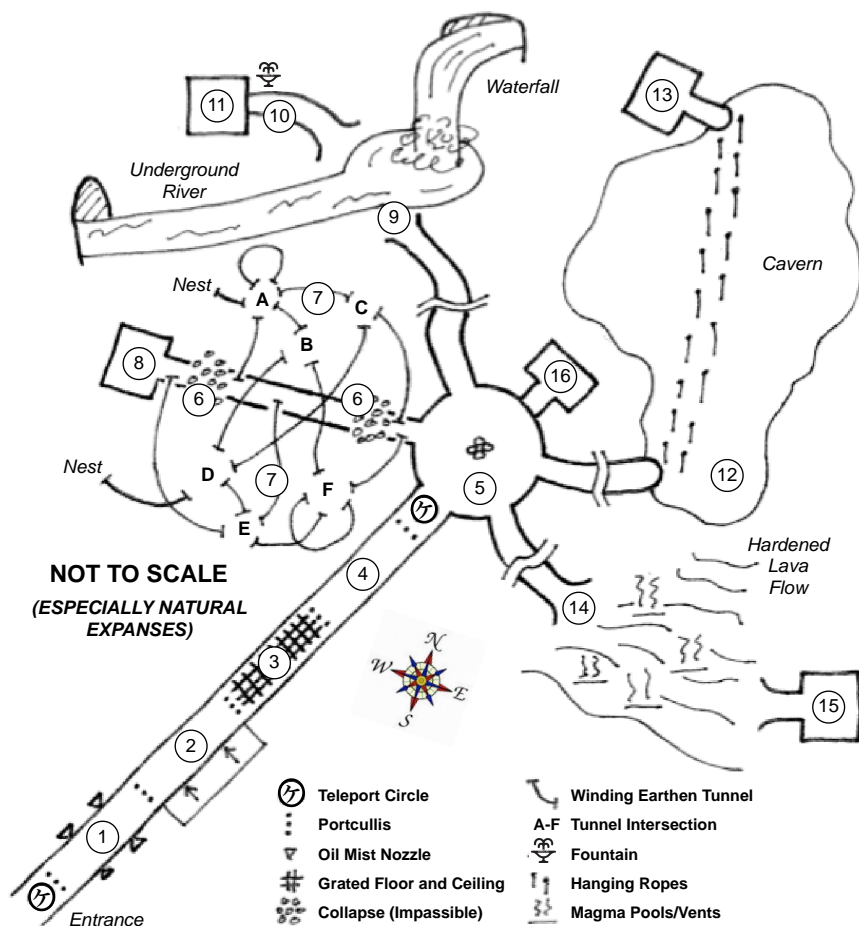
8 - Pit. The passage is obstructed by a 20' deep hole. A narrow ledge (1' wide) runs around the north side. The sides of pit are steep but offer numerous handholds. At the bottom of the pit is a 6' high passageway that cannot be seen from any angle at the top.

9 - Lair. The 2 fendark live here and are happily munching on bones unless noise at the pit attracts their attention. Bones litter the floor, along with a forgotten purse of 44 sp.

10 - Home. (Lantern light.) Ottvar resides here and is studying, eating or sleeping. The room contains a lit lantern, hammock, provisions, dagger, spellbook, Ottvar's purse (35 gp, 3 black onyx gems (25 gp each)) and a map of the region with this and two other cave complexes noted.

Ottvar: 2nd level human wizard; minion of the Necromancer. Ottvar is a coward but clever and if trapped when the PCs get to room 9, he will bind his own wrists and pretend to be a prisoner of someone from the Sorceress Queen's camp ("Severen") to trick the PCs into hunting his enemy and releasing him.

Fendark: undead humanoids; hairless with bone spurs on arms and legs; strong, athletic, and feral. Sits squatting and runs on all fours. Treat as ghouls except stronger and less intelligent, able to charge and knock opponents down, followed by a bite attack.



CRYPT OF THE FOUR BROTHERS

A ONE-PAGE DUNGEON BY *JEFF SHEPHERD* <js@mac.com>

Can you solve the four brothers riddle? Think how hard it was for you (the GM) reading this and consider your PCs. Different parties might need more clues.

Treasure parcels are in the tomb itself (16) unless a generous DM wants to sprinkle loot on some defunct NPCs that didn't survive.

All **CREATURES** have the elemental keyword.

HOOK PC are here to do some tomb raiding. Either requested by a third party to retrieve an item (e.g. the Scepter of Infinite Awesomeness) or looting for their own greedy pockets.

RUMORS Succeed together, die alone (True). Words clarify, portrayal distracts (True). The drifting feather lands with a crash (Irrelevant). Challenges march four abreast (True). That wasn't chicken (D'oh!). Colors mirror truth (True).

WANDERING MONSTERS None. Creatures were placed here as guardians. If you must have wandering monsters use previously unsuccessful adventurers as ghosts, zombies or other undead.

ENTRANCE Corridor with five portcullises surrounding four trapped sections. Teleport circles at each end bypass traps but require signet ring from tomb (16). Each trap is triggered in the center of it's section. Easy perception check to detect a trap, very difficult (25%) thievery/arcana check to disable. Traps trigger independently but all 5 portcullises drop when a trap springs. The party should stay together—the traps are tougher alone. Reward clever and cooperative solutions. Traps reset after a minute and portcullises raise as one.

1) **FIRE TRAP.** Four nozzles spray oil mist for one round then ignite (perception check notices soot on walls). Blocking a nozzle reduces fire damage 1/4 each.

2) **CRUSHING TRAP.** Block wall slides in to crush (perception notices scratch marks on floor and crushed rubble along one side). Total damage distributed among number caught trap. Each PC halves damage with strength check.

3) **TORRENT TRAP.** Floor and ceiling are grated (perception notices signs of water). When triggered water pours through crushing and drowning (teleport window below cycles water back above).

4) **ENDLESS PIT TRAP.** Floor swings open for pit trap with blades across space. Teleport window below cycles falling bodies back above for continued slicing and dicing.

5) **ROUND ROOM.** Four shallow one foot-diameter indentations in center. Door to crypt (16) is locked with inscription "**Four brothers of this world all born together**" and below that "**Gather them here**"

6) **CORRIDOR** is collapsed in two places. Dug tunnels lead into and out of corridor.

7) **MAZE OF TUNNELS** twist and turn and are hard to map (tip: breadcrumbs at intersections). Must be crawled through single file. May encounter **EARTHAL INSECTS**, especially in nests. Creatures may attack soft center of party line by bursting through tunnel walls.

8) **BROTHER 1.** Red tinged room with a painting of a feast and the words "**The first eats and is never full**"

9) **WATER CROSSING.** Infested with **DIRE PIRANHA** swarm. Simpler to cross and take damage than defeat. If fighting, check to remain standing else current knocks prone. Climbing across waterfall is safer, but could slip and take falling damage as well as attacked by creatures.

10) **BOWLS AND JUGS.** Water fountain next to table with the five numbers 4 5 6 7 8 engraved above. Below 4, 6 & 8 are three large empty bowls and below 5 & 7 two different sized jugs. When a bowl or jug is filled with the correct volume it's number glows (jugs hold exactly 5 and 7). Must pour and empty between two jugs to make 4, 6 and 8 amounts. When all numbers glow, door opens to next room (11).

11) **BROTHER 2.** White tinged room with a bas relief of a famous bard/performer and the words "**The second sings a tuneless song**"

12) **VAST CAVERN** with collapsed rope bridge on floor. Must pass through cavern swinging from ropes attached to ceiling. Cavern floor is very difficult terrain and the cost (damage, fungus patches, swarm insect attacks) should be higher than ropes. **GARGOYLES** fly through cavern and harry dangling targets. For a tougher challenge a **ROPER** greets the PCs at the far end (avoid one-at-a-time crossing!) where far end of bridge should connect.

13) **BROTHER 3.** Blue tinged room with a sculpture of a sprinter and the words "**The third runs and never wearies**"

14) **LAVA FLOW.** Slope of mostly solidified lava with some holes exposing magma. **SALAMANDER MAGMA BELCHERS** attack from higher slope—ranged attack can knock PCs into the holes. Salamanders can also swim through magma flow and prairie-dog through crust for surprise attacks.

15) **BROTHER 4.** Brown tinged room with a tapestry of Bacchus (or equivalent D&Deity) and the words "**The fourth drinks and is always thirsty**"

16) **THE CRYPT.** (Have you solved the riddle yet?) The door to the crypt won't open unless the four brothers (*highlight or cut/paste to reveal*) are placed in the indentations of room (5). Contains appropriate item (e.g. Scepter) or treasure promised in **HOOK**. Sarcophagus contains sovereign dressed in royal armor with signet ring that activates teleport circles (7) (bypassing entrance traps). Spirit rises, challenges adventurers. If noble intentions, tells of ring and allows to leave with quested item. If grave robbing, summons four **ELEMENTALS**.

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Hook • Asiir is a seaside city ruled by a dead king. Though the coast itself is rich with legend far more intriguing than dead kings and sunken ships. A drowned cove said to be the birthplace of a great evil lies forgotten beneath an island prison. That is, until the king's hand falls silent and the depths begin to dance with prodigious shadows as ships capsizes and waves swallow islands whole.

Meridiana • The sixth daughter of Lilith and mother of all sirens has many shrines. The place of her birth serves as the greatest, which is now a submerged labyrinth that lies beneath the same waters her mother was slain in centuries ago. Though Meridiana herself is dead, her orphaned children dwell here, churning the sea with their song. On the anniversary of her death their song begins to reverberate from the deep, drawing men to their deaths and offering sacrifice to Tiberion.

Tiberion • Said to be the avatar of an elusive God, this beast is larger than any known sea creature. Rows of pointed teeth the size of wizard spires line its cavernous maw, and a stalk that protrudes from its spined head holds a luminescent sac that emits an eerie glow.

Unless noted • Walls: hewn stone with relief's depicting waves, shells, various sea life, and humanoids. Doors: made of brass and unlocked. Lighting: mounted seashells filled with bioluminescent fluid or creatures.

A. Tiburon's Shelf A deeply scratched marble ledge. It sits above sea level, carved with shallow steps that lead into the water. Atop it lie the bodies of several drowned men.

B. Underwater Canal Beneath the canopy of the cliffs above, a few abandoned rowboats mark the entrance into the siren's domain. A submerged tunnel approximately 30' below rises up through the rock and into room C.

C. Antechamber This cavern is dimly lit by candles made of human fat that speckle the floor. To the south are double doors inset with wavelike filigree, the handles bound together by an *animated lock* affixed to a rusty chain.

D. Spawning Pool A half-finished dome ending in a shallow pool of water. A stocky water mephit sits amidst cave formations and dozens of spider crabs. It gnaws at the corpse of a strange humanoid creature with the head of an angler fish.

E. Store Room. Ransacked and smelling of rot, this chamber holds a few barrels, crates, and a small table. Spices, ingots, and various ores can be found. Atop the table sits a bronze bowl filled with a foul concoction. (*potion of longevity*)

F. Guard Chambers This room reeks of brine and iron. Two lumbering coral golems skewered with fine weaponry, and fused with the skeletal remains of the dwarves who first sailed to Asiir stoically stand guard in this chamber.

G. Scrying Pool The walls here are featureless and mirror smooth. An incense-filled censer made of seashell and bone dangles above a stone bowl to the south. The basin is filled with sea water, carved up from the floor itself. Disturbing the censer (*Pendulum of the Deep*) causes the door of this chamber to seal and completely flood within 30 seconds.

H. Stockade These barred alcoves serve as threadbare cells for captives and slaves.

1. Skeletal remains of a human, a thick knot of rope gags its mouth. It wears simple clothes which are actually a set of *glamered plate armor*.

2. Waterlogged corpse of a pirate. His mouth still agape bears many gold teeth.

3. Empty and pooled with water.

4. An unconscious tiefling man lies naked here; his genital area appears to be raw.

5. A hooded figure lies here clenching the iron bars. One hand is tattooed with the upside down sigil of Asiir. The other hand wears a thin silver *ring of water breathing*.

I. Foyer The walls here are marbled and depict a great toothed fish swallowing the world. Torches of dark purple flame flank the doorway. The door itself is warded with magic, unless dispelled it will bestow a curse of tongues upon all mortals who cross its threshold.

J. Reliquary Within is a stone effigy of Tiberion's head, several drown bodies are impaled upon it in obvious sacrifice. Incense chokes the room. If sacrifice is offered, a boon of *bles* is bestowed upon those in the room. If the shrine is defiled, the *cloudkill* trap in the ceiling is triggered.

K. Heart of the Sea A broken ledge separated by a stone partition opens to a noisy chasm that extends vertically in both directions. On either side of the partition a wave pattern acts as a button. If either is pushed, the opposite side of the chamber produces a magical blast sending the shelf's contents into the chasm below. A crumbling stone shelf sits 90' above across the gap, flickering with dim light.

K1. Shelf of Mischief Two nixies guard a hollowed turtle shell containing a *Net of Entanglement* and a *Bag of Tricks*.

L. Ruined Menagerie Venomous water slugs inhabit this partially submerged chamber. Feeding off of fungi and seaweed that grows on the now crumbled throne. While alive, the slugs secrete a fragrant fluid that is seductive to humans.

L1. Hidden Alcove Several dozen slugs blanket the wall leading to this chamber. If they are killed the underlying wall gives obvious clue to entering. Within is a pedestal holding the brine encrusted *Conch of Truth*.

M. Shrine of Lilith Steep stairs lead into this brazier-lit chamber, within are 7 statues depicting Lilith and her six daughters. Each of her progeny hold a *magic wand* with 1 charge that acts as a lever, pulling them causes the statue to come to life. [Statue (*wand*)]

Medusa (*petrification*), Siren (*charm*), Succubus (*command*), Marilith (*blade barrier*), Lamia (*disguise self*), Nymph (*lightning*)

Once each avatar has been bested, the base of Lilith's statue will open to reveal a partially melted iron crown and a small treasure horde.

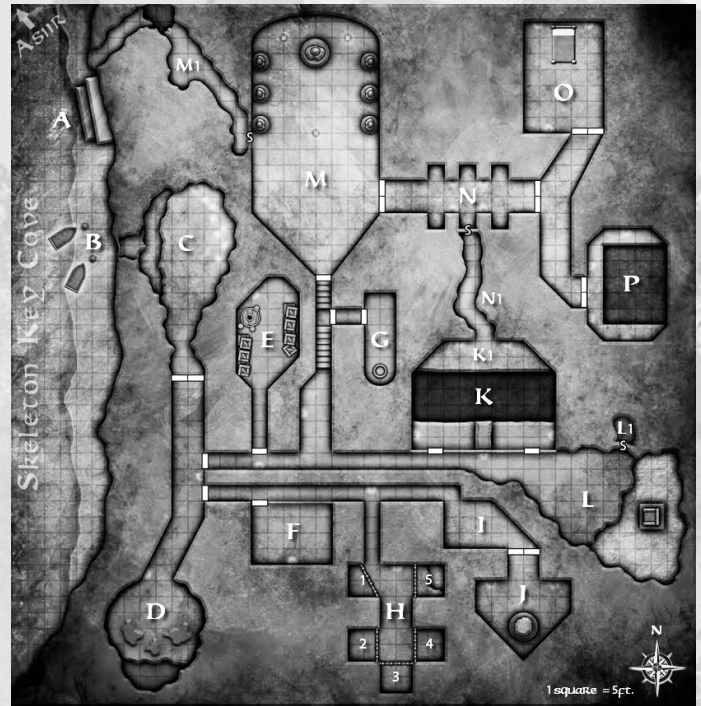
M1. Hidden Tunnel Exits into the sea.

N. Hall of Trials 6 alcoves lined in brass relate riddles pertaining to each of the 6 daughters of Lilith here. Each corresponding wand from the statues must be placed in insets to pass through the gate to the east.

N1. Sprite's Passage Leads to **K2**.

O. Meridiana's Bedchamber Siren twin sisters Hecuba and Sthasia dwell here, often abusing slaves. Sthasia is a priestess of blood magic and holds the key to area **P**. Hecuba is a swift fighter that wields a *vorpal trident*.

P. Siren's Cache This locked room contains a deep pool of viscous water. Beneath the water is a glass dome containing a large horde of treasure, including a *Hand of Glory*.



A Rough Night at the Dog & Bastard

by Kelvin Green



A horrendous storm has swept in, forcing the player-characters to take shelter at the nearest coaching inn, the Dog & Bastard. They find themselves sharing the establishment with a number of other unfortunate travellers, and already tensions are evident. It's going to be a long night...

Balotelli

Outwardly jolly and pleasant, Balotelli is one of the most cruel and ruthless assassins in the land, and cares only for money.



Lady Genevieve

Quick-witted and with a fondness for pranks, Genevieve finds the aristocracy stifling and dull. She is an excellent shot.



Baron Roosterlick

The Baron is a ruthless but honourable man, with a weakness for gambling and apple pies.



The Baron and the Lady are old flames.

Balotelli has been hired to assassinate Genevieve.

Balotelli is attracted to Parletothraxus.

Genevieve and Parletothraxus are having an affair.

Drake is hunting a demon that he knows is able to change its shape, but is unaware of the demon's current disguise.

Septimus Drake

Drake and the Baron have met before and dislike each other.



Parletothraxus

A demon in human guise, and oddly enough, a really nice bloke. He just wants to be left alone to have a saucy evening with Lady Genevieve.



Pendrange recognises Drake and thinks he's been discovered.

Would serve and worship Parletothraxus if he recognised him.

Occipitus Pendrange

An unsanctioned wizard and demonic cultist whose goal is to destroy the world. Well-spoken and funny and with a tendency to stare.



Oskar thinks Drake is after him!



Oskar Buutlichen
Also known as "The Snuffler", a notorious thief. Charming but secretly paranoid.

Brothers.



Bariusz Buutlichen
Shy and somewhat resentful of his brother's confidence, Bariusz is having second thoughts about working for Drake.

Bariusz works for Drake.

Drake is an agent of the Crown, dedicated to tracking down all manner of criminals, cultists, mutants and other undesirables. He is quite lonely and would love to have a real friend.

FUNGAL INFECTION!

A terrible creature has emerged from the underground stream and has made the cavern and surrounding aqueduct system its home. The workers have fled and the water supply is in jeopardy!

The Spore Queen

Being a huge-bloated myconid-like creature with glowing yellow eyes, a maw full of razor sharp teeth, and possessing a mastery over both plant and fungus. This would-be queen wears a wooden crown atop her purple and white spotted cap as a symbol of her power over the natural world.

This creature of ill-disposition was driven out by her myconid kin for terrible ambitions. Finding the caverns to her liking, she has taken root, scattering spores that have grown into a loyal myconid guard. Now she has begun to slowly spread throughout the area.

1) The stone building set into the cliff houses the sluice system controlling water flow. A windmill atop the cliff powers a giant archimedes screw which pumps water to a secondary aqueduct. The grounds are silent and strange clumps of fungi grow all over (see Fungal Hazards below). A heavy wooden door (locked by the workers) blocks the way in and the only windows are thin narrow openings that allow in a little light. A door in the cliff to the south (barricaded from the outside by the workers) allows access to the cave.

2) The three main sluice gates are in this hot and humid room though the two southern gates are choked with vines from which small purple mushrooms sprout. (A and C are open, B is closed). The vines are a part of the Spore Queen and cover the gates, preventing them from being raised or lowered unless they are cut free. Touching the vines will alert the Spore Queen. A mechanism in the north of the room controls the three sluice gates and an unlocked wooden door leads to the overseer's office.

(Note: the purple caps heal myconids a little but are poisonous to humanoids)

3) The overseers office contains only simple writing tools and a few documents and ornaments. There may or may not be a small lockbox containing money for incidental expenses or pay for workers.

4) These rough stone steps are wet, slippery, and covered by fungus, some of which give off a soft blue light that illuminates the way down.

5) A waterfall from the overflow channel dominates the room running to an underground stream. The cave is slick and full of fungi as well as some of the Myconid Guard.

6) A huge windmill-driven archimedes screw pumps water upwards (access to the windmill is via the stairs through a locked wooden door). A closed sluice gate (E) has left the pool empty.

7) A mechanism in this room controls sluice gates E and D but is choked with more vines. Sluice D is currently open. Myconid scouts guard the area and some are exploring the tunnel west.

8) The Queen's chamber is full of fungi and the remainder of her guard. She sits atop a throne made of tree roots. She can bite, choke opponents with vines or use poisoned spores and strange magic. She could be fought or flooded out (close sluice A, C and D, open B) but will fight to the death. Her white wooden crown is magical allowing control over myconid and plant creatures and she also possesses a few other valuable trinkets.

Fungal Hazards

Clumps of fungi grow all around, some good, some bad. What kind are determined randomly. Additionally, the air in some chambers may be full of spores making it difficult to breathe. Assume the Myconids are immune to any of the bad effects:

D6

Fungus Type

- 1) Edible White Caps that offer minor healing
- 2) Yellow Caps that release poisonous spores when disturbed
- 3) Glowing Blue Caps that give off a soft light
- 4) Poison-coated Spotted Purple Caps that whistle softly
- 5) Brown Caps - Good for cooking!
- 6) Orange Caps - Slightly Hallucinogenic, but offer pain immunity

The Faerie Market

By Leslie Furlong

Your search for young Kath, the Minister's gifted daughter, has led you to this nowhere place between places, the moonless fair that beckons the creeps, the shadows, the forgotten. Shielded from their scrutiny by a powerful illusion, you move among them, hoping to soon find some sign of the girl, because in a few hours the market disappears with the dawn, and with it go all of its secrets.

The Spirit Talker. The Gray Lady, Old Missus Inbetween, Ghostcaller... Not every weirdling and spirit makes it to the market. If you wish to contact one of those beings, or maybe your dear-old Gran, the Spirit Talker can make it happen, as always, for a price.



The Main Gate. Entering the fair is a straightforward process, just show your invitation to the guards and walk right in. I mean, you do have an invitation, don't you?



Bullington and Beefe, Cartographers. These narrow-faced gents seem to know where you are going even when you don't. The route is never an easy one, but what worth doing is? Good people to speak to if you're a little girl lost, trying to find her Gran.



The Fortune Seller. For the right price, the fortune seller will give you a glimpse of the future. It is always a troubling one, perilous and painful. Best not to ask about yourself, then.



The Marketplace. The oldest part of this fair is this warren of blankets and carts at its heart. Here traders of all manner of goods, tangible and otherwise, conduct their business, and while coins from the daylight kingdoms are accepted, it is barter that is truly valued. Tell me, what would you trade to speak to your beloved Gran?

Marketplace Encounters

(Draw one card per group every half an hour)

- ♥ Friendly / amorous
- ♦ Deceptive / unreliable
- ♣ Aggressive / violent
- ♠ Generous / helpful

Ace

2

3

4

5

6

7

8

9

10

Jack
Queen
King
Joker

Prizefighter / sellsword

Student / apprentice

Drunkard / addict

Performer / actor

Agent / advocate

Huckster / merchant

Proselytizer / disciple

Guardisman / soldier

Thief / grifter

Mystic / shaman

Craftsman / teacher

"Companion" / courtesan

Noble / big shot

Draw another card; that being
sees through your illusion.

Sneere's Auctioneers. The keen-eyed Mortimer Sneere and his company of appraisers know the value of everything, from a dusty chalice to a musty book to a cherished memory. Bargain hunters might find something among sellers in the **Marketplace**, but those with a desire for the unique will show up at the bottom of every hour to see what treasure Sneere has unearthed.



The Square Circle. Do you have a grievance to settle? A point you wish to make? Those with martial skill (or at least access to it) are encouraged to make use of this arena. The contest need not be lethal, but the outcome is binding. One-Eyed Fred at the Den covers most wagers.



The Hole. Outside the **Main Gate**, scruffy youngsters mill about, watching, looking for those without an invitation. "Want in, don't ya?" they say, with a wink. For a price the urchins will show you a way in. "Just stay clear of the guardfolk," they tell you. "No skin off my nose, but they find you without an invite an' yer done."



Academy Recruiters. The doll-like young ladies with onyx eyes sit patiently, hands folded upon their laps. "Would you like to join us at our school?" they ask passersby. Occasionally they are more insistent, especially when taken by a young, clever thing. "Have you seen her?" They might ask. "The Matron would be most welcoming."



The Den. The lucky and the desperate go to the den, yearning for fortune's caress. From a quick hand of Devil's Lash to a round of Daggerdeep, One-Eyed Fred provides tables for all games of chance. When caught, cheaters are given one last wager. Win, no harm done, play on. Lose, and well... lose.



Seven Spindles and a McGuffin

by Wordman

Background

Fantasy? Pulp? Sci-fi? Horror? Supers? Up to you. We know this for certain: the now vastly important whoziwhatsit was buried with the Important Guy, who did the thing, in the place, back in the day. Rumor puts his resting place in an underground complex that has remained undetected...until now.

How to use this map

Print two copies, one for main use, the other for parts. From the latter, cut out the six circles on the right and the large circle in the center of the map. Place the six smaller circles (in any order) onto your main map's dark circles. Each of these circles represents a large **spindle** that rotates, changing the configuration of hallways and how (or if) rooms connect. Every ten minutes of game time, each circle rotates 45° clockwise. Overlay the large circle onto the main copy, with hallways at 8 o'clock and 12 o'clock. For now, this spindle is locked in this position.

Sea Section

A **natural cave** connects to the sea providing one of the entrances to the complex. Rowboats can be through most of the cave; however, at high tide, the very end of the chamber will be almost completely flooded. The hallway leading from the cave into the complex floods to some degree (how much depends on the tides). When a spindle connects a passage to here, fresh sea water will flow into the spindle and wherever it leads. A tribe of intelligent (though primitive) **amphibious humanoids** have claimed this section as their home. A bad experience with a trap in the center spindle has made it a tribal taboo to enter there.

Fissure Section

An earthquake opened this fissure several decades ago, exposing this part of the complex to the sky. While the sides of the fissure are steep, the rubble strewn floor of the rift gradually slopes upward to the surface. Rooms ripped open by the fissure form cave-like entrances to the complex, several dozen feet above the rift floor. A number of **unsavory creatures** from the surface have made it down here over the years, though few have penetrated far into the complex.

Fungal Section

The fungus grown for food long ago in the cave in this section has mutated into semi-sentient, mobile form. **Fungal creatures** have spread throughout this

section, along with several species who have been '**converted**' by spores. These species live in symbiosis with the fungal creatures, eating fungus to survive and supplying waste (and their own remains) to feed the fungal creatures.

Factory Section

The **clockwork/golems/robots/automata** who once provided manufacturing labor in this section still remain. While some have broken down and others standby for humans to come along, a few carry on with their duties. None will leave this section or go through secret doors without correct orders. The lone vent to this section has been clogged for some time and, combined with the waste output of the manufacturing work, the air in this section is **fairly toxic**.

Memory Section

Once a religious or bureaucratic headquarters, something (undead, cursed crystals, insane AI) repeatedly tries to **overwrite memories** of visitors with those of past inhabitants. Also, several chambers act as a prison for immortal beings, who will try to **trick the group** into deactivating the devices that contain them.

Tomb Section

A catacomb containing remains of once renowned, but now forgotten people. Up the stairs is the resting place of Important Guy, complete with **many false tombs** and other surprises.

Specific Locations

Certain locations are marked with letters on the map. They are:

C This collection of rooms houses **controls for the spindles**; however, a malfunction now prevents the center spindle from rotating. The characters (perhaps with parts and help from the factory section, perhaps not) should be able to correct the problem and gain control of the spindles.

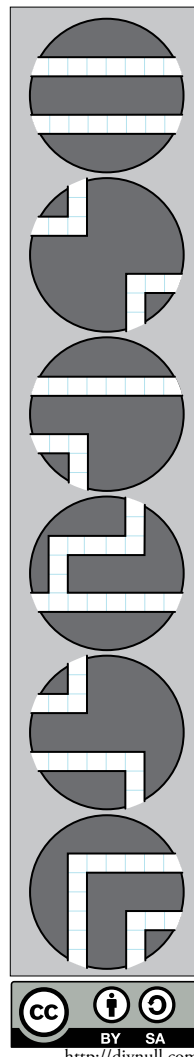
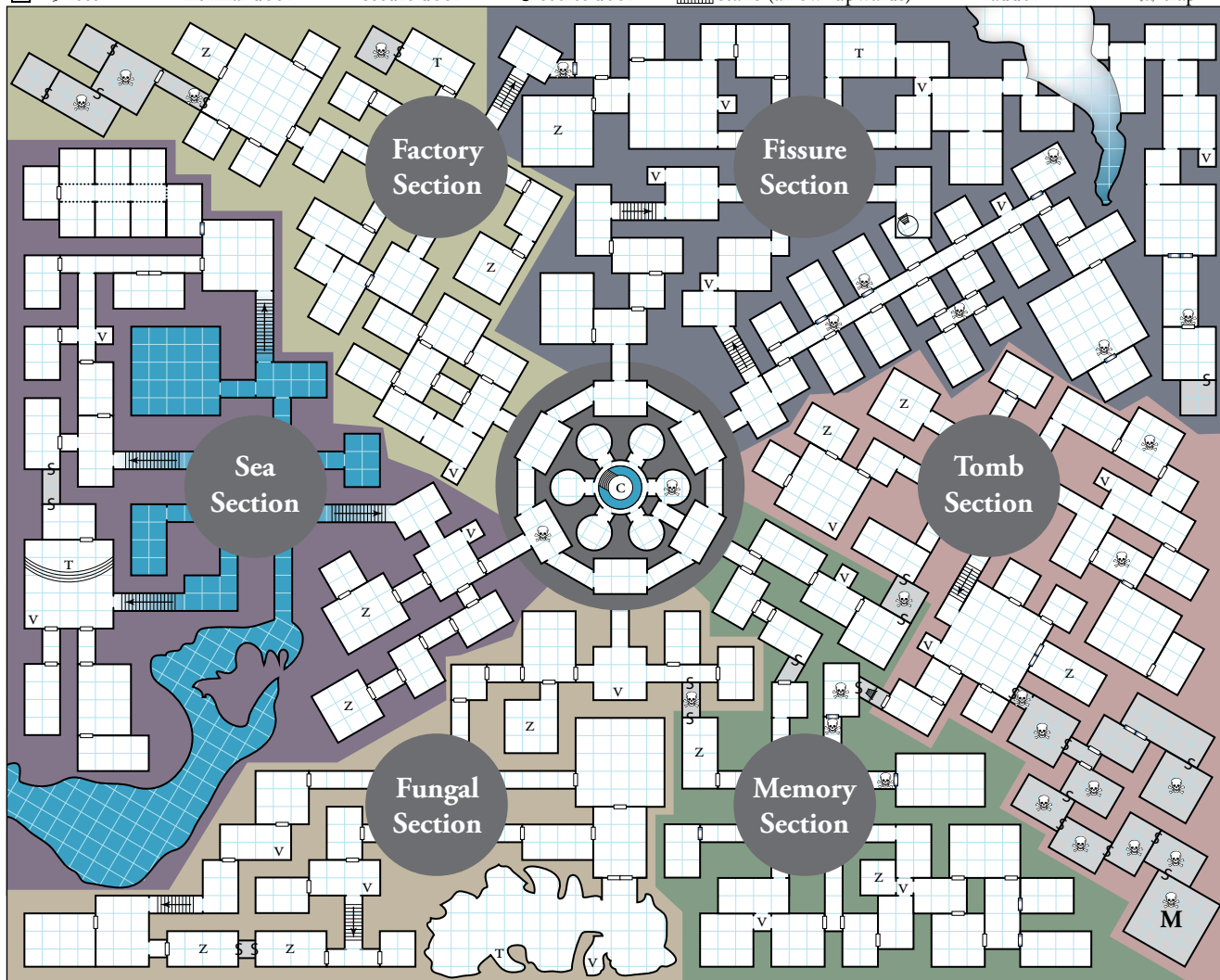
M This room contains the **McGuffin**.

T This room is actively used as a **temple** by the current inhabitants.

V Each of these rooms sits at the bottom of a 3' diameter **air shaft** up to the surface. Most shafts have a small structure built over them there, keeping most of the rain water out. Even so, a grate covered pit in the floor collects excess water and whatever else might fall down the shafts.

Z This room was once a shrine or temple to one deity or another, but the current inhabitants don't care.

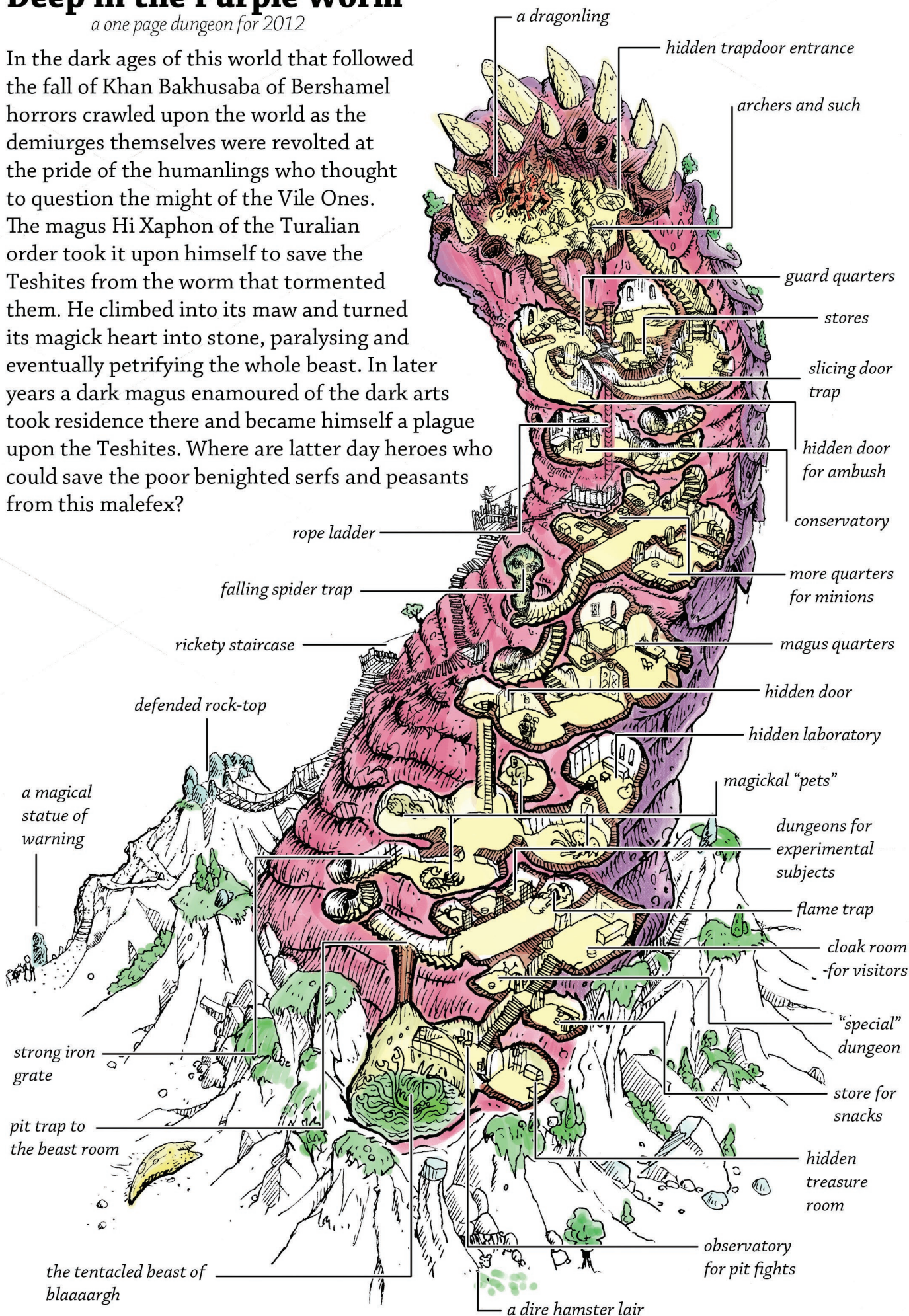
□ = 5 feet ⇨ normal door ⇨ secure door ⇨ secret door ⇨ stairs (arrow=upwards) ⇨ ladder ☠ trap



Deep in the Purple Worm

a one page dungeon for 2012

In the dark ages of this world that followed the fall of Khan Bakhusaba of Bershamel horrors crawled upon the world as the demiurges themselves were revolted at the pride of the humanlings who thought to question the might of the Vile Ones. The magus Hi Xaphon of the Turalian order took it upon himself to save the Teshites from the worm that tormented them. He climbed into its maw and turned its magick heart into stone, paralysing and eventually petrifying the whole beast. In later years a dark magus enamoured of the dark arts took residence there and became himself a plague upon the Teshites. Where are latter day heroes who could save the poor benighted serfs and peasants from this malefex?



OPERATION: EAGLE EYE

TELL A STORY of action and intrigue using the elements on this page.

A one-page milieu for espionage storytelling

COLOR CODE: PLACES PEOPLE THINGS

Expand as desired, or visit ironregime.com for more.

OPEN WITH ACTION and then have the PCs break a sweat again before the finale. Here are some ideas for scenes to use throughout the mission:

- PCs are discovered while tailing a vehicle in their sports car(s), and must flee from missile-armed drones through a city's industrial sector.
- Captured PCs must listen to plot-revealing monologue before being deposited in a weapons testing range and hunted down by killer drones.
- Athletic PCs climb aboard fleeing corporate jet, fight the crew, and use the jet's secret missiles to shoot down drone(s). Techie PCs support the action by hijacking control of remote-piloted drones in the same air space.

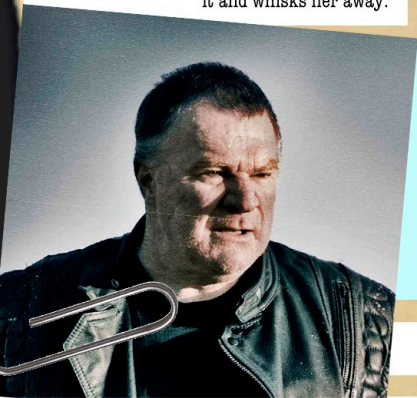


FEI YEN XIAO is a brilliant, beautiful scientist responsible for some of RaptorCorp's secret advances. Although headstrong, her loyalty might be swayed by a compelling argument from a debonair PC. Her scientific field is whatever is most pertinent to the Merlin Project, e.g. biochemistry, AI, space technology, etc.

ROLEPLAYING SCENES

help the PCs figure out what's going on and allow for witty repartee. Some ideas:

- Negotiate with a hard-nosed cop for details about the murder of a CDC official who discovered the theft of several vials of super-potent bird flu.
- Score an invite to a gala at local zoo sponsored by RaptorCorp. After learning of Corvus' unhealthy obsession with birds, PCs become "accidentally" trapped in an aviary with agitated cassowaries!
- Carouse with Fei Yen Xiao at a scientific conference, until Corvus catches wind of it and whisks her away.



WRENSFIELD AIR BASE was decommissioned in the 1950s. It served as a domestic freight hub for the IPS delivery firm until that company went bankrupt. Then RaptorCorp bought the site for a song.

Security Stations (S1-4) are staffed by goons with sidearms and bad attitudes, who monitor cameras positioned throughout the air base (though notably absent from the warehouses). They also have Jeeps.

Corporate HQ (HQ) is for legitimate business only, though hidden files may hint at a top secret plan called the Merlin Project.

Hangars (H1-2) hold an array of drones, plus a Dasault Falcon corporate jet (secretly equipped with discreet air-to-air missiles). Power tools (are welders, rivet guns) litter the area. Technicians working here know nothing of the Merlin Project, but are inclined to rough up nosy PCs anyway.

Warehouses (W1-3) are a dark maze of disused shelving, crates, forklifts, and suspended walkways—an optimal place for a deadly game of cat-and-mouse, or a hideout for pursued PCs.

ATC Tower (T) is eight stories tall and full of radar and communications terminals. It is staffed 24/7 and has a clear view for miles around. The controllers know nothing of the Merlin Project.

UAV Lab (L) is the tightly controlled drone research and fabrication building. Clever PCs or NPCs might improvise something useful from the half-functional weapon systems, propulsion units, and surveillance gear being worked on here. Part of this building might house a secret bioweapons lab.

Control Bunker (B) is a hidden underground Cold War era fallout shelter rewired for satellite-relayed command and control of all RaptorCorp drones. These tight spaces are packed with video screens and control panels for a fleet of drones, and are separated by thick blast doors.



RaptorCorp is a privately held aerospace research firm with several important defence contracts. Its primary business is development and operation of unmanned aerial vehicles (UAVs) for military, agricultural, search/rescue, and law enforcement applications. It was recently awarded a contract to provide UAV-based homeland security services.

SPY GADGETS are always fun.

- Give some to PCs, some to bad guys, and sprinkle some around as 'treasure':
- 01-20: Flechette gun hidden in wristwatch.
 - 21-40: Quiet, hummingbird-sized helicopter piloted via smartphone.
 - 41-60: High powered explosive disguised as chewing gum, with cuff link detonator (twist to set timer, then attach).
 - 61-80: Peelable tattoo dissolves in drink to become quick-acting sleep drug.
 - 81-00: Climbing harness sewn into suit jacket; grapple and line concealed in belt; shoes have retractable spikes in soles.

KAZIMIR SOKOLOV flew AN-225 jets for the Russian Air Force until a dishonorable discharge ended his career. He now serves as head of Corvus' personal security detail (that is, he's a murderous henchman). With both the physique and personality of a bull, he enjoys pounding people with nail-adorned brass knuckles, tossing them into whirring jet engines, or throwing them out of planes at 12,000 feet.



JAYSON CORVUS is CEO of RaptorCorp and mastermind behind the Merlin Project. He is charming (in greasy, manipulative way) but entirely self-centred.

Corvus' concealed pistol fires explosive gyrojet ammo. If he can't reach his corporate jet, he'll try to use the still-functional jetpack (an early RaptorCorp patent) on display in his office to escape (he is a mastermind, after all).

INFILTRATING THE BASE

can be an abstract skill challenge or a series of involved scenes. Here are ideas:

- Impersonate a RaptorCorp customer, bypass a security door to reach unauthorized areas.
- Stow away on a cargo flight bringing spare UAV parts to Wrensfeld.
- Nighttime HALO paradrop from 10k feet.
- Cut the electric fence, avoid security cameras, locate air vent to bunker.

FINDING CLUES

- keeps the plot going. Here are ways PCs might find clues:
- Observe base activity remotely, noting unusual traffic patterns and activity.
 - Question Fei Yen Xiao or surreptitiously steal data or codes from her computer.
 - Inspect UAVs or research lab devices.
 - Discover secret or encrypted files.

THE MERLIN PROJECT

- is one of these heinous plots. Choose or roll:
- 01-20: The Merlin is a fully autonomous law enforcement drone, dangerously overpowered and poorly programmed.
 - 21-60: The Merlin is a mundane agricultural drone, a fleet of which could deliver a weaponized aerosol of super bird flu over the largest 20 metro areas.
 - 61-80: The Merlin is a tiny, precision-strike drone capable of hovering in confined spaces. Corvus plans to use them to assassinate hundreds of political targets simultaneously, bringing the nation to its knees in one fell swoop.
 - 81-00: The Merlin is capable of super-high altitude flight. Corvus is using them to assemble a death-ray in low-Earth orbit.

TWEAK THE GENRE

to fit your favourite game. Here are examples:

- 20's HORROR:** The villain is a cultist. The drones are biplanes with tentacled monstrosities fused into the fuselage.
- MECHA/ANIME:** The villain is head of the techno-yakuza. The drones can transform/combine into big robots.
- BUNNIES & BURROWS:** The base is a bird colony. The villain is a vulture. The drones are hypnotized sparrowhawks.
- FANTASY:** The villain is a gnome artificer. The drones are air-elemental-infused constructs.
- JANE AUSTIN:** The base is a boarding school. The villain is an odious suitor. The drones are improprieties that threaten the PCs' moral conscience.
- POST-APOCALYPSE:** The villain is a hawk mutant. The drones are reprogrammed warbots.
- SCI-FI:** The base is on an asteroid. The drones are AI spacecraft.
- STEAMPUNK:** The base is on a zeppelin. The villain is a mad scientist. The drones are steam-driven mini-blimps.
- SUPERHERO:** The villain has bird-themed superpowers.
- WAR-TIME:** The base is in occupied France. The villain is a Nazi scientist. The drones are a new type of V-rocket.
- WEIRD WEST:** The villain is a shaman. The drones are manifestations of the legendary Thunderbird.



THE CAVE OF KULL COVE

"Ye will regret it."



I. Cave Entrance. Curdling odors of putrescence waft from inside.

II. Whalebit Vendor. Insane gibbering old seaman sits next to an enormous pile of rotting whale entrails. A sign says, "Whalebits ~ 1 gold". Old leaky buckets for carrying whalebits lay scattered around on the sandy floor. If nobody purchases whalebits, the old seaman mumbles, "Ye will regret it," and cackles as they leave.

III. Sea Monkeys. Sea monkeys sling slime from their cubby holes at sources of light. If all light sources are extinguished the carnivorous gang of sea monkeys will attack. Large pile of remains piled high and all around. A few pieces of gold can be found. Another pile hides the entrance to a smaller alcove.

IV. Alcove. The small pile in here hides a waterproof leather satchel capable of holding a leaky bucket's worth of whalebits.

V. Pools. Choking odor of sulfur. The high acidity level of the pools cause damage to exposed skin.

VI. Eels. Toothy eels slither about in the dark-watered pool. Poisonous bite capable of causing paralysis. On the sandy shelf across the water lay some chewed-up bones and a small bit of paper on which is written, "Bastard."

VII. Dead End. Around dark knee-deep water-filled corner is a sandy niche. Green-tinged skull here with an eyepatch and a gold tooth.

VIII. Camp site. A long-extinguished camp fire. Dank cave littered with cracked rotting skulls and bones. There looks to have been a scuffle here.

IX. Giant Crabs. Cracked bones lay strewn about the bumpy sand floor. Two giant crabs lay huddled waiting for anything to set foot onto the sand nearby.

X. Underwater Tunnel. Hidden underwater tunnel leads to a sandy recess. On the sand is a ragged skeleton clutching a worn piece of paper. On the paper is written, "Don't like whale."

XI. Lagoon. Some of the sandy mounds in this cave lagoon hide deadly quicksand.

XII. Crumbling Stairway. This crumbling stairway is hazardous.

XIII. Ante-room. Ragged bones and skulls litter this chilly room. A low moaning can be heard emanating from the walls.

XIV. Torture Room. The word, "Mine!" is carved into the blood-stained table's surface.

XV. Cell. A skeleton's arms hang manacled to the wall. The rest of its bones lay in a pile.

XVI. Main Room. Wood table in the corner has some papers on it. Pirate ghosts that inhabit these rooms attack if any papers are disturbed. The writing on the papers is gibberish, but a short phrase can be made out to say, "Curse ye lying cheating thief BASTARD!"

XVII. Store Room. Good buckets here.

Pirate ghosts attack if the buckets are touched.

XVIII. Ghost Captain's Room. Deafening keening moan.

Spectre of the pirate captain sits in a chair at his table reading a piece of parchment. He attacks if anything is disturbed. Scribbles and pentagrams cover this paper along with the words, "Damn thee forever to hell ye half-wit swindler! Tiny will never let ye have it."

XIX. Spiral Stairway. This spiral stairway is coated with a film of slippery slime.

XX. Tiny's Cavern. Under the deep dark waters of this cavern writhes the sleeping eight-tentacled giant squid, Tiny. Any attempts to cross in the row boat awakens Tiny. Dumping one bucket of whalebits into the water will make Tiny recede

for a moment. A second bucket will make the squid recede longer. A third bucket will send Tiny squirming away in fear out the underwater tunnel that leads to the sea. The sandy outcrop on the other side of the cavern holds many chests filled with Tiny's collected treasures.

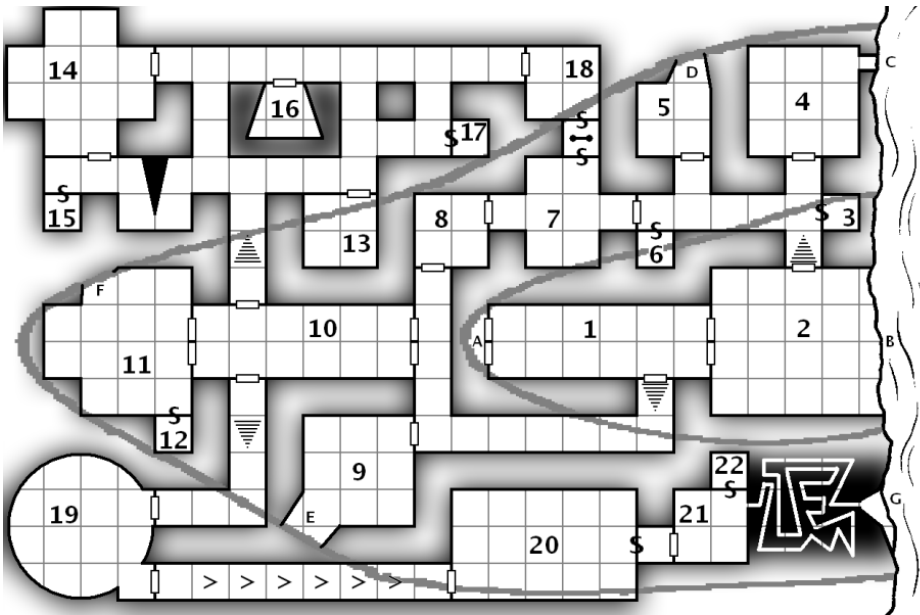
By Ramsey Hong

Thursday, March 22, 2012

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The Tomb of Oddli Stone-Squarer

Even in the days before the arrival of Man, the tomb of the great dwarven king Oddli, called the Stone-Squarer, was ancient. Carved into the very hillside, it was once larger, but much of the tomb was cleaved away, leaving only a sheer cliff. The erosion of the original burial mound has exposed several new entrances into the complex. It is now known primarily as a roost for stirges, which re-infest it as quickly as they can be killed.



Level 1

A: These ancient stone double-doors are unlocked, but usually barred from the outside. 1 in 6 chance every hour that someone wandering by replaces the bar.

B: A sheer drop to the waters 50 feet below. The terrain of the hill is 15 feet above the ceiling. Moss makes the climb treacherous in both directions.

1. Though cluttered with broken statues, a path has been established by the passing of many feet.

2. The floor is slick with moss and constant exposure to the elements. 8 stirges attack. The exsanguinated remains of a human fighter are clad in functional plate mail.

Level 2

C: A narrow twisty crawl.

D: Cave entrance hidden with underbrush, deliberately camouflaged by goblins.

E: Obscured cave entrance.

F: Cave entrance hidden by a painted tarp by brigands.

3. A not-so-secret room; the door is held ajar by the corpse of a goblin. He appears to have been killed by a poison dart.

4. A ruined giant beehive is now home to 4 giant carnivorous flies, and 5 giant centipedes scuttle among dead giant killer bees. The hive contains 100 pounds of honeycomb worth 250 gp.

5. A team of 7 goblins have set up camp here. If interrogated, roll on the Rumours Table. They have 20+1d12 sp each and a fire beetle in a wooden cage.

6. Secret room. A hibernating giant toad appears to be a boulder, but will attack if awakened. It has swallowed a silver bracelet worth 100 gp.

7. Littered with gnawed bones, both animal and humanoid; otherwise empty.

8. A rotten and malfunctioning wood golem sits in the corner, twitching harmlessly. If attacked it emits a loud piercing squeal (as per a shrieker.)

9. This is the burrow for 3 giant shrews. Their pelts are worth 50gp each if not too badly damaged.

10. Dwarven statues line this room. They are 8 animate crystal statues which attack all intruders. Each has an amethyst heart worth 25 gp.

11. This is the hideout for 12 brigands. They have 6 stolen cows (3 HD herd animals) in a makeshift corral in the south end of the room. The cows belong to a nearby rancher; he gratefully allows the party to use his barn as a base of operations if they are returned. The bandits have four large rolled-up tapestries worth 250 gp, and a huge tun of wine worth 500 gp.

12. Secret room. A gray ooze lurks here. A scattered set of a dozen obsidian game pieces is worth 100 gp.

Level 3

13. A large mosaic covers the walls. It depicts magical formulae sufficient to allow a magic-user to transcribe the *mending* spell into their spellbook.

14. This is the queen's chamber. Her royal guard of 9 skeletons remain loyal. The queen's diadem (worth 1000 gp) and a *girdle of giant strength* are in her tomb.

15. Secret room. The room contains 250 gold pieces covered with yellow mold.

16. This room has a small fountain in the south wall. Roll 2d6 on the following table if its waters are consumed:

- 2: Poison
- 3: Gaseous Form
- 4: Extra-Harm (3d6+3)
- 5: Harm (1d6+1)
- 6: Diminution (50%)
- 7: Delusion (roll again)
- 8: Growth (200%)
- 9: Healing (1d6+1)
- 10: Extra-Healing (3d6+3)
- 11: Invulnerability
- 12: Super-Heroism

17. Secret room. Green slime clings to the ceiling. A small emerald worth 150 gp is in the corner.

18. A nest of 5 ghouls resides here. They are ravenous. They carry 2d20 gp each, and one wears a grubby *elven cloak*.

19. This is the king's chamber. He is protected by 11 zombies. His tomb contains a gold sceptre worth 2500 gp and a *sword +1*. The door in the southeast corner will open only if King Oddli's bones are placed in his sepulchre here. The tunnel beyond slopes downwards 30 feet, but the slope is so cunningly-constructed as to be detectable only by dwarves.

Level 4

G: A small sea cave, only visible at low tide. 2 giant crabs frequent the area. The twisty passage (some 200 feet long) beyond is entirely flooded, although there's a small pocket of stale air at the halfway point.

20: This is the royal treasure room. On a mahogany table (worth 500gp) is piled 3000 gold pieces.

21: A band of 12 nixies take shelter in this small room, which floods at high tide but is otherwise clear. They each wear a pearl worth 50 gp, one of which is a *pearl of wisdom*. They know nothing of the rest of the complex.

22: The secret door has been further obscured by marine incrustation; it can only be detected with two consecutive 1's while searching. Within lies the fabled lost Stone-Squarer Crown. The value of its gold and gems is at least ten thousand gold pieces; its political worth to the dwarven clans is beyond measure.

Rumours (2d6)

2: The Song of Oddli relates that the king campaigned north, never to be seen again.

3: The waters in and around the tomb contain many dangers.

4: Many erstwhile explorers of the tomb have never returned.

5: Local ranchers report that their cows sometimes go missing.

6: The tomb yet contains a great treasure.

7: Many secret chambers are hidden within the tomb.

8: The tomb has long-since been looted of everything of value. (F)

9: A hive of giant killer bees menaces the area. (F)

10: The tomb's undead cannot be turned. (F)

11: The tomb is haunted by ghosts. (F)

12: A powerful vampire lairs in the tomb. (F)

Wandering Monsters (2d6)

2: Giant Rats

3: Giant Killer Bees

4: Fire Beetles

5: Giant Centipedes

6: Skeletons

7: NPC Group

8: Zombies

9: Goblins

10: Stirges

11: Ghouls

12: Wights



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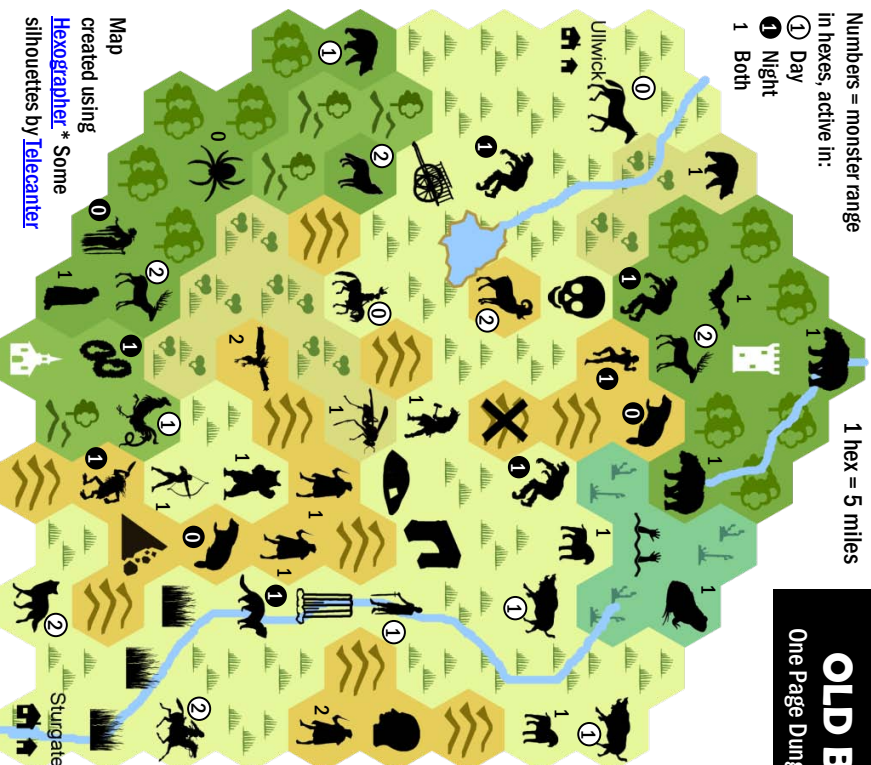
OLD BASTARD'S BARRENS

One Page Dungeon Contest 2012 entry, Roger SG Sorolla

rolerules.blogspot.com

Numbers = monster range in hexes, active in:

- ① Day
- ② Night
- ③ Both



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Map created using
[Hexographer](#) * Some
silhouettes by [Telecanter](#)

ENCOUNTERS

Roll d20 in each 6 hour period and each time new hex entered. This tells you which hex to check for an encounter happening in the current hex. Encounter happens if current hex is within monster's range and active time.

- 1: Encounter comes from this hex. If entering hex, then its lair (if any) is found, with everyone if it's not monster's active time, otherwise has 2x normal encounter numbers
- 2-4: Encounter comes from this hex
- 5-6: Encounter from 1 hex away (d6, start at north & go clockwise)
- 7-8: Encounter from 2 hexes away (d12, start at north & go clockwise)
- 9-10: Clue to encounter in hex (tracks, sounds, victims) 11: Clue to 1 hex away (d6)
- 12-19: No encounter 20: Roll twice

Abandoned church, altar
casts *restoration*
4x/year, under it is
banner of protection vs.
undead, 10' radius

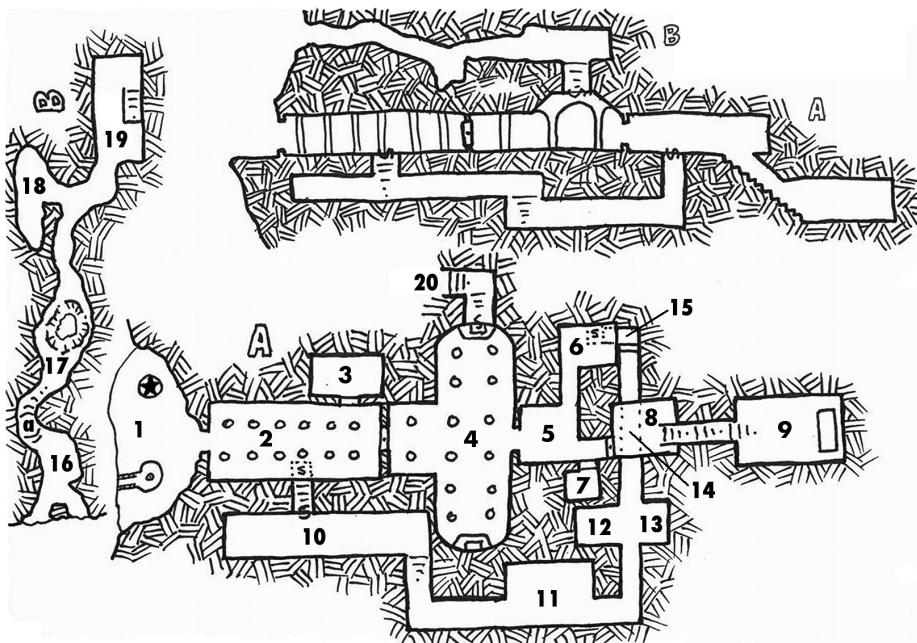


Tower of Oechrus: necromancy lab in
basement, blade trap, 4 wights, 1st story,
guard room with 6 necrophidii; 2nd story
throne, black pudding, 3rd story library,
demon, clues to disable barrow glyphs

Missions for characters level ... 2-3: Travel from Ulwick to Sturgate;
4: Make the trip with a slow cart of goods; 5: Clear all enemies in range of a
trade route between the towns; 6-7: Clear a realm for a lazy lord, all active
enemies in range of 3 hex radius from X; 8+: Defeat the lich Oechrus.

1 black bear, 5 in range	2d6 stirges, 60 in range	d8 giant toads, 20 in range	2d8 wild boars, 40 in range
The Good Horse Ephyon (as Ki-ri'n, no flying), guardian of Ulwick, helps only in dire need	1 brown bear, 4 in range	8' underwater sinkholes, found while travelling only	
2d4 ghouls, 20 per pack, ex-servants of Oechrus, grave lairs with 100\$ rare wood cargo, small poison snake	d4 giant badgers, 8 in sett lair	Pack of 10 beaked dogs (3 HD, AC 7[12], 15 move, d8 damage)	
Abandoned wagon with 100\$ rare poison snake	8 trolls own 200 head of cattle, regenerating bull of infinite steaks (4 HD), Oechrus' staff of animate dead	Triumphal arch and stone-paved path to barrow; warnings about waking Oechrus, tale of his defeat 200 years ago mentioning church and tower, carved on arch in 4 languages	
Pack of 10 wolves	2d8 gnolls, 40 total, crude stockade, 2 ghoul ambassadors in camp	Barrow sealed by heavy stone. In a maze of his own lethal glyphs lies the "old bastard"; dominant lich Oechrus, +4 holy avenger sword through his heart and jeweled medallions (2000\$ each) on his eyes. So preserved, he is indestructible. If medallions are removed, undead rise and rally for 3 miles around barrow (500 skeletons, 10 zombies, 10 shadows, 4 wraiths, 2 spectres). If sword is removed, Oechrus awakens!	
1 giant spider, dead tree lair	d8 giant wasps, 30 in paper nest lair	4 level 4 adventurers led by rogue level 6 Jayne Monson, guard 30 homesteaders in fenced village, play brigands & gnolls against each other	
3d8 deer or giant sheep including aggressive male, 200 in range	3 brigand gangs, mutual distrust from Monson's trickery; west: Bastard Sons (30); middle: Guthangers (35); east: Helkites (25 mounted women). Patrols of 2d10, cave lairs, Guthangers have oracular skull, Pale Boy Groom.	15' waterfall over cliff, gossipy rainbow pixies within	
	1 owlbear, black with red beak & feathers	d3 giant weasels, 12 in range	
	2d6 non-singing harpies, guano divebombers (save if hit or disease), 30 in crag lair	50% chance of greenhair encounter if crossing river (see my Vardets & Vermin download)	
	Wild Waragoon, lone fur- clad hunter level 4, obsessed with owlbear	40 horse tamer nomads from tent lair, patrols of 2d10, will help fight brigands if friendly	
	1 cockatrice, 3 in range		
	2d10 kobolds, 50 in mineshaft lair, pet giant weasel		
	Falling/rolling boulders caused by d4+1 kobolds		
	30 Oechrus cultists, patrols of 2d6, evil priest level 7, stone circle lair		
	1d3 will-o'-the-wisps, 5 in range		
	Sir Geitroy, doomed knight level 3, on quest vs. cultists		
	Pyramid of mostly human skulls; trolls' warning		
	Banshee Perdita, lover of Oechrus, cottage lair with magic stash		

The Tomb of Nesta the Mischievous



ROOM KEY

1. Life-sized bronze statue of Nesta, looking smug. A pouch with 2 agates (25gp) & a bloodstone (50gp) hidden in a spout of the dry fountain.
2. 30'×70'. Columns carved with scenes of hijinks, trickery, and derring-do. Pressing a carving of a door on a nearby column reveals the secret stairs.
3. 30'×20'. Lever in middle of floor triggers waist-high **scything blade trap**.
4. West door counterweighted to swing shut and relock after 5 minutes. Ceiling of N-S hall is vaulted to 20' and cobwebbed. Shrines to local gods at either end. Secret door to north swings out to left, opened by pulling firmly on shrine, counterweighted to swing shut.
5. 20'×20'. Carved wooden bench against north wall. East door is locked.
6. 20'×20'. **Orc tomb raiders (7)**. Urns (8) half-full of "liquid" (1-3 water, 4 oil, 5 acid, 6 baby gelatinous cube) with 10gp and a turquoise (25gp) at the bottom of each. Three urns also have one of: silver watch & chain (broken; 500gp), glass bead necklace on copper wire (30gp), bronze half-mask (130gp). Trap door hidden under false flagstone.
7. 15'×15'. **Skeleton caretakers (2)**, armed with brooms (damage as staves).
8. 20'×20'. Wall-to-wall covered **pit trap** drops to corridor floor 30' below.

9. Tomb. 30'×40'. Sealed sarcophagus (30 minutes to smash open with proper tools), unoccupied. Contains 2,000ep, pearl (100gp), onyx (50gp), eye topaz (500gp), carnelian (75gp), zircon (75gp), star ruby (750gp).
10. 10' ceiling, 20'×70'. Walls of stacked alcoves. Shiny red stones protrude from mass of **green slime** covering walls, floor, and ceiling of west end (45 cracked glass beads; 5sp each).
11. 10'×30', 10' ceiling. **Skeleton caretakers (5)** sit posed around a table as if playing cards. Cards are ordinary (or at DM's discretion, a deck of many things). Walls of stacked alcoves with rows of skulls facing toward table.
12. Shattered pottery shards cover the floor.
13. A shrine to an obscure god.
14. 10' ceiling. Chest, lid open, visible from open pit above. Contains 22,000cp enchanted to look like gold—any coin removed is obviously copper. Skeletal remains of tomb robber lies near chest; belt pouch holds 3 cut agates (25gp ea.), quartz (50gp), carved bone eating knife (34gp), fine-wrought silver snuff box (empty; 400gp). Silver amulet lies inside rib cage (600gp).
15. 10'×20'. Rungs in north wall lead 20' up to trap door (visible this side). Each rung appears to have hinges

Nesta's tomb is a treasure trove but its rooms may drive tomb robbers to fits of paranoia.

WANDERING "MONSTERS"

1. Ghostly, amused laughter.
2. 1d3 skeleton caretakers armed with brooms (damage as staves).
3. A gold piece attached to the floor with *sovereign glue*.*
4. A completely innocent puddle of water, 5' diameter.*
5. Vermin: 1-2 swarm of normal rats, 3-4 1d4 giant centipedes, 5-6 1d4 fire beetles
6. Intruders. DM's Choice or roll on an appropriate NPC or wandering monster table.

*Non-repeating result.

GENERAL

Passages are at least 10' wide & ceilings are 15' high except as noted. Close-fitting stone brick. Skeleton caretakers reform each morning.

- and the entire floor under the ladder is clearly a pressure plate. Door has elaborate-looking locks within a needle-toothed gargoyle mouth, both sides. There is no trap here.
16. Skeleton clutching a bag encrusted with mineral deposits partly protrudes from right wall. Chipping away mineral deposits takes 20 minutes. Bag contains angular bronze bead necklace (180gp), gold circlet (800gp), regal orichalcum rod (3,000gp).
- a. **Fire beetles (2)** on landing.
17. Natural, steep-walled 10' pit. **Giant centipedes (4)**.
18. **Kobold exiles (5)** moving into new lair. Hidden under loose stones in far corner: 5 large sacks of 5,000cp each; one sack with pair of silver goblets (400gp ea.), bronze idol (120gp); small pouch with 2 turquoises (50gp ea.) & a smoky quartz (25gp).
19. Smooth stone walls. Stair to #20.
20. Bottom landing at secret door is 10'×10' and occupied by **petrified lizardmen (5)** crouched before door, guarding rear, etc. Touching prominent brass knob on door (right side) casts *flesh to stone* (odd activations) or *stone to flesh* (even activations) on landing. Door actually opens by pushing out left side farthest from knob.

THE TOMB OF SNOWBITE PASS

DANGER!!!
LETHAL REPLICAS
OF ADVENTURERS
BURST FROM ICE
MIRRORS UNLESS
FIRE LIQUID DRUNK!

MAGICALLY
DARK DOORWAYS
TWO ARE ANNIHILATION
PASSAGES. ONE IS ABOVE

EYES ON STONE HEAD
OPEN WHEN WATER
FROM FONT IS
DRUNK...

A hand-drawn diagram of a slot machine reel. The text "SLOT SUMMER SINDRO INTO BACK OF HEAD" is written in a circular path around the reel. An arrow points from the text to a symbol on the reel. The symbol is a stylized letter 'E' with a small figure inside it.

→ NOT TRAPPED,
BUT IT COULD
BE AN IGNOMINIOUS
END - SO CLOSE !!

! 2
EYE BEAMS MELT PASS
WHEN SUMMER SWORD PLACED

HOWLING
BLIZZARD

QUEST:
HELP THE ARMY
CROSS SNOWBITE PASS
BY TAKING BARON REBORN'S
"SUMMER SWORD" INTO
THE TOMB OF THE 1ST KING!!

START

CAMP FIRE


DANGEROUS
CLIMB

FROZEN ROPE

OLD, ICY
CAVE

ICICLES FALL IF
ADVENTURERS TOO
NOISY!

SARCOPHAGUS
(MOVED TO REVEAL
PASSAGE ↓ GEWAY)

ICE
GARGOYLES

ICE BRIDGE

BOTTOMLESS
PIT

STEP TOO CLOSE
TO MAGIC POOL
AND GET TURNED
TO ICE! (USE
FONT TO DISABLE
IT WITH
EYE-BEAMS)

EXPLAINED HERE.

FILL ICE
GOBLET
WITH FIRE
WATER TO
MAKE IT
DRINKABLE!

ICY GOBLET

Too

COLD

Sponsors



LAMENTATIONS
of the
FLAME PRINCESS



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Fantasy Sci Fi Art by David Dodson



Hex Games

Play better games. Have more fun!



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