

sepulchre of the abyss

This religious site is on the abyssal plain at the bottom of the sea and is rumoured to store vast wealth and secrets.

Especially devout cultists once went there to prepare themselves for the transition to their deity's watery domain... through ritual self-mummification.

Treasure hunters can enter this place by stepping through a stone portal likely found in a remote coastal cave or an abandoned beach cabin. Such a gate only functions on specific nights, such as under a New Moon.

Environmental Description

The magically carved walls are made of black marble. The only dim light source comes from glowing spongy algae that cover the floor (and produces fresh air). Everything is perpetually wet, cold, & smells like the sea. There is a constant sound of trickling water & ghostly chanting. The outside ocean is extremely cold & the pressure is lethal.

Once for each room, roll to determine its terrain, amount of flooding, & a random monster:

Terrain (1d3)

1. **Flat, mosaic floor:** inspecting the pattern causes nausea & sickness on a failed save vs enchantment.
2. **Uneven and rocky:** moderately difficult terrain.
3. **Jagged and broken:** very difficult terrain.

Flooding* (1d3)

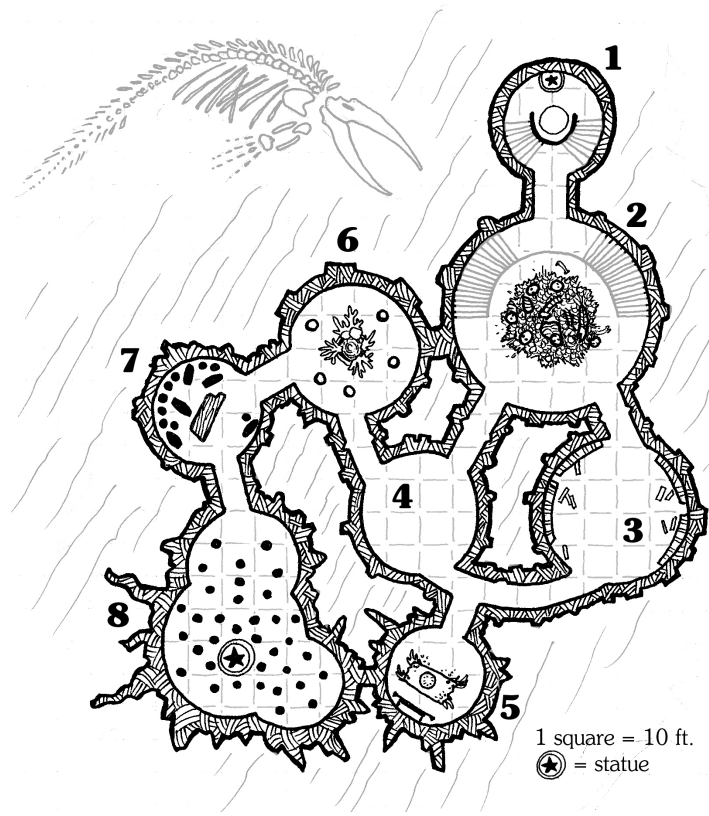
* Changes every time a room is entered.

1. **None:** no effect.
2. **Low:** movement is noisy, +1 extra monster
3. **High:** movement is sluggish, +2 extra monsters

Monster (1d6)

These strange, vicious creatures are translucent & dotted in bioluminescent blues & greens. They are all hungry.

1. **Deep Ghoul** (hides easily; always surprises)
2. **Terror Eel** (strong & fast; automatically grapples)
3. **Blood Worm** (lightning fast paralyzing bite)
4. **Black Star** (acidic & poisonous tentacle attack)
5. **Vampire Squid** (envelops & drains endurance)
6. **Hell Shrimp** (Vorpal pincer strike; armour piercing)



Treasures

Each room has a chance in 6 of containing one of these fabulous and weird items (e.g. T:1/6 means that there's a 1 in 6 chance of finding a treasure):

1. **Amphora** – this potion restores all lost hit points but has a permanent side effect (can reverse with sorcery)
 1. Become 7 or 2d6 years older
 2. Become 7 or 2d6 years younger
 3. A body part (e.g.: hand, eye, leg etc.) becomes scaly (player's choice)
 4. Same as 3, but GM's choice
2. **Giant Clam** – Force open to find a weird jewel pendant (minor value). The wearer is initially perceived as friendly by all aquatic humanoids.
3. **Coral Mask** – while worn you can breathe underwater; vision is poor
4. **Strange Incense** – inhaling the smoke counters poison & paralysis.
5. **Ancient Gold Idol** – offering it at a shrine will earn a deity's good favour for 7 days & 7 nights. Highly valuable to temples & clerics.
6. **Sea Lotus petals** – ingesting these removes a curse or a disease but causes vivid hallucinations.

2015 One Page Dungeon designed by **Joel Bethell** <http://www.nemoslounge.com>
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Rooms

1. **Entry portal:** T:0/6. PCs appear here on a circular dais that faces eerie statue of a four-faced humanoid goddess. Good beings will feel intense cold & dread. Two small staircases descend on either side.
 2. **Antechamber:** T:3/6. Two semi-circular stairs descend to a huge pile of bones (mix of human & fish).
 3. **Library:** T:2/6. 100s of waterproof scrolls line the walls; a successful search finds one that accurately answers 1d3 specific questions about its topic:
 1. Aquatic flora & fauna
 2. Sea gods & demigods
 3. Sunken ruins
 4. Ghost ships & curses
 5. Oceanic monsters
 6. Ports & harbours
 4. **Gallery:** T:1/6. The floor is at a disorienting angle: only slow, careful movement is possible. Taking time to study the detailed mural on the wall gives a PC +1 to their Wisdom score but also a random insanity.
 5. **Shrine:** T:4/6. On an altar made of coral is a bowl with the words: "blood & flesh for insight". Filling it with either will reward a vision that reveals a major secret or hidden truth in the campaign. The grim banner on the wall behind it causes magical fear.
 6. **Meditation Chamber:** T:3/6. Five platforms surround a well overflowing with live coral. There is a mummy sitting on one of the platforms: it should be described ominously as if it's about to move at any moment (but it won't: it's harmless... or is it?).
 7. **Embalming Room:** T:4/6. Dozens of large, empty funerary Urns & a table made of petrified wood. Beneath the table are 3 desiccated "failed" mummies.
 8. **Urn Chamber:** T:0/6. There is a huge statue of a goddess with eels for limbs; her eyes seem to follow any intruders. There are 35 sealed Urns all around the room; each one contains one of the following:
 1. Mummy (harmless)
 2. Tome (see Library)
 3. Random Treasure
 4. Mummy (lethal)
 5. Random Monster
 6. Acid Trap
- If an urn is opened (which can only be done by breaking it),** it begins to "sweat" a dark green slime. Once 15 are opened, all the other rooms flood to a high level & the entire structure shakes with regular tremors, like a vast heartbeat. All rooms spawn new monsters. Good luck!