The Lair of the Voidbeast - A Non-Euklidean Dungeon

A pile of cow-innards.

Floor covered in arcane scribbles.

A dead wizard.

Dung of the servant. Mildly acidic.

Entrance shaft to the surface.

Voidbeast eggs. Alchemists will pay a fortune for these.
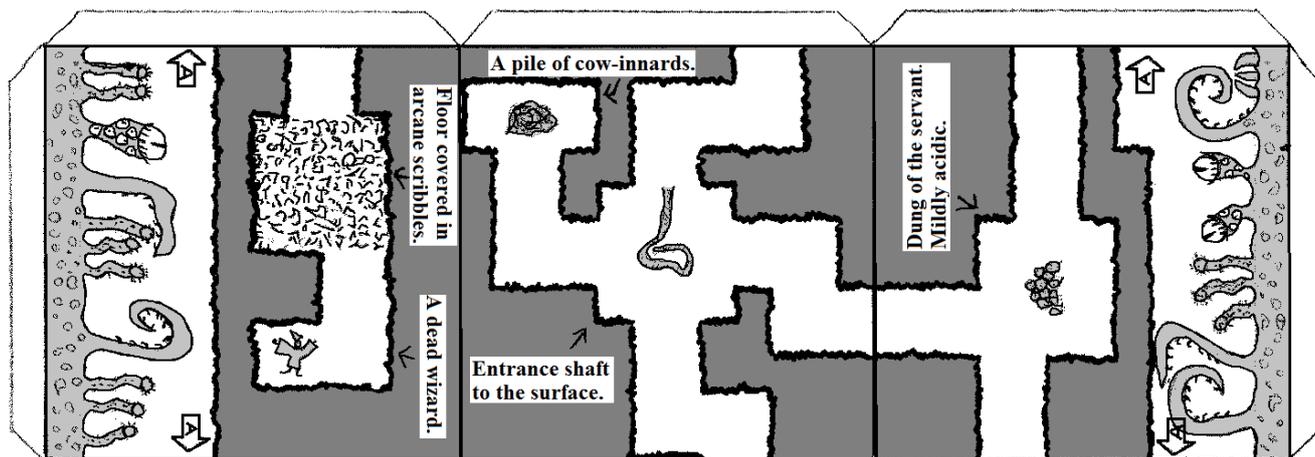
A nearby village has had an issue with mutilated cows, seemingly dissolved from within. The heroes have stalked the perpetrator, an amorphous mass of animated acidic gel to an old well in the countryside. Climbing down the well leads directly into the folded space of a beast from the void between worlds.

This is a non-Euclidean dungeon – you need to fold it into a cube. When traversing the folds, the player characters will not notice any shift in gravity. To them, it's just going along a tunnel that will eventually lead back to their starting-point, even though it didn't really curve that way. All six sides show a top-down-view of the dungeon. Locally, the place seems perfectly normal but all ways eventually lead to the monstrous voidbeast that this space is curving around. I suggest not showing the cube to the players before they have discovered the nature of the place.

The voidbeast fills the center of the folded space and can be attacked in adjacent chambers.

The tentacles reach one room further and have sharp hooks.

The eyes can stun with their gaze and shoot poison barbs.

The tendrils are sticky and highly acidic.

The beaks can crush and kill. When all limbs are destroyed, so is the voidbeast.
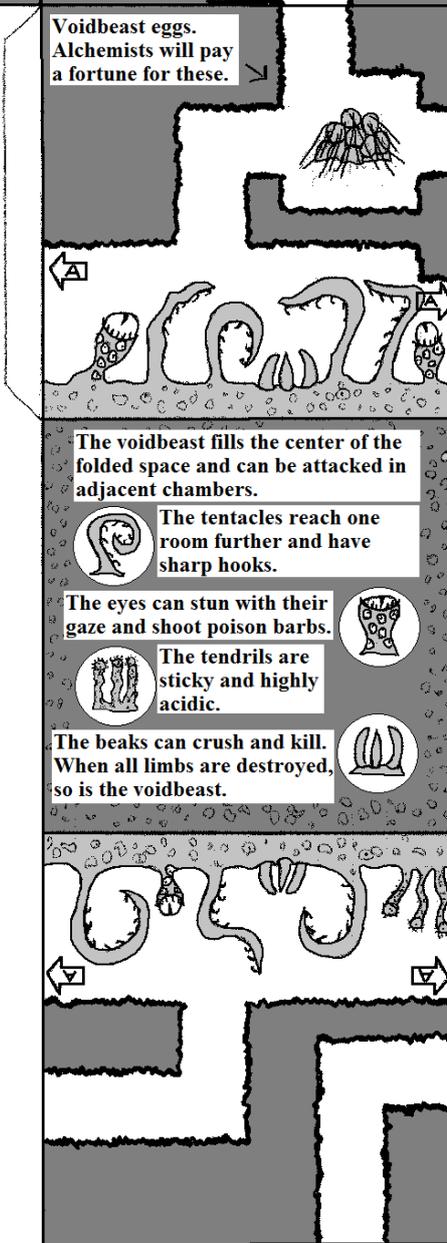
The voidbeast's servant collected dissolved cow innards for its master. It's a huge amoeba-like creature that cannot be harmed and fills a normal tunnel entirely. It's slow though and not much of a threat as long as the heroes keep a normal walking pace. It dies with its master.
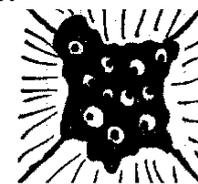
Looking alongside the voidbeast, one will see themselves or at least their torch in the distance. This is a good hint at the folded space nature of this place. Careless players can injure themselves with a crossbow, fireball or other ranged attack too.

The dead wizard probably called the voidbeast here - his last mistake. He may have some valuable information on his person.

Once the voidbeast is slain, the space unfolds, paradoxically into a cube. The side with the well and the entrance ladder is then the top of the dungeon, the adjacent sides are now vertical and some climbing will be necessary in order to get back out. The cube's edges are now actual right angles. The bottom is filled with the gooey remains of the voidbeast.