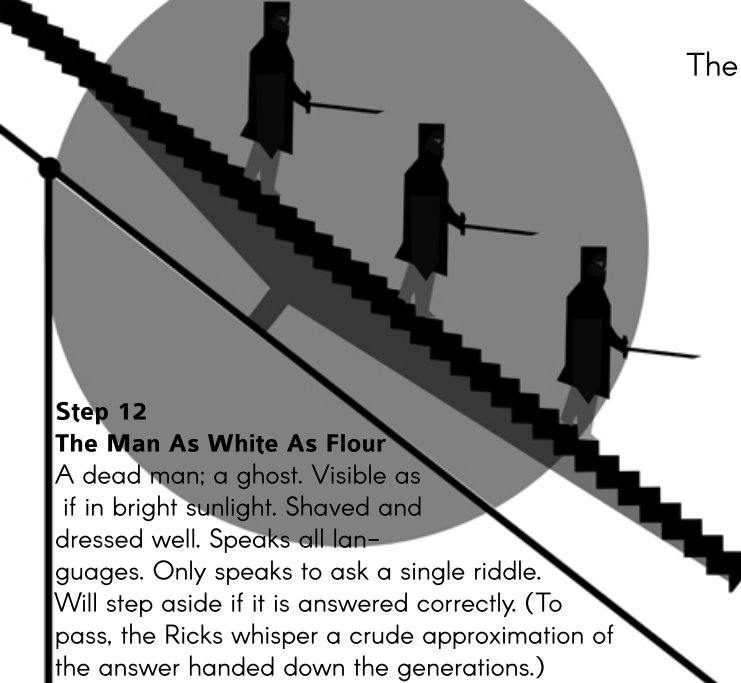


A small flight of  
**STAIRS**

The ravenous Rickety-ricks and the Man As White As Flour have kept the villagers away from this flight of stairs presumably leading down to a forgotten storage cellar. In truth of course these stairs have been dug by the forgotten Ur-Duerg Surely here must be riches and secrets to uncover?.



**Step 12**  
**The Man As White As Flour**  
A dead man; a ghost. Visible as if in bright sunlight. Shaved and dressed well. Speaks all languages. Only speaks to ask a single riddle. Will step aside if it is answered correctly. (To pass, the Ricks whisper a crude approximation of the answer handed down the generations.)  
Attacking the Man or stepping through his immaterial form will stun the transgressor making them fall 2d6 stairs and take 2 HP damage per step. From below, the ghost is harmless and invisible.

**Step 30**  
**The Ricketyricks**  
Rachitic, scorbutic, malnourished irremediably cannibalistic descendants of degenerate highwaymen hiding their sins underground. 12d6 doze on the stairs. They have dug 4 bunker niches on step 108 116 and 124 sealed haphazardly with big stones when intruders are detected.  
Roll 1d4 once, all Ricks are: 1-2: Starving. ML 11. 1HP;  
3: Had Rat Gibs. 2HP; 4: Had stolen peasant baby: 3HP;  
(If recently they had a PC or henchman: 6HP.)  
If they feasted upon a giant's carcass: 8HP.)  
3 Ricks fit on a stair, worsening their AC by 6.  
4 Ricks can fit by crawling over each other and attack, making them unable to defend against attacks.

After Step 220 there are **Random Events**  
The first one on Step 220+1d100, the later ones each 1d100 from the last.  
Roll 1d6; 1d4 after Step 600  
1: Ur-Duerg ghost, emerges faceless screaming  
2: Ur-Duerg carving, 5% chance to work like random spell  
3-5: Step breaks to reveal:  
3: Spike trap! Save or 1d4 damage.  
4: Ur\_Duerg treasure: 2d100 gp in gold/gems  
5: Rick treasure: 1d4 x 10 gp in coins/baubles  
6: Rickety raiding party sneaks home (1d8)

**Step 700**  
**Ethr a Kir Kir**  
(AC like leather, quite fast, HD 7, hp 4 of 35, d6 longbow)  
Immortal, Impossibly thin and long-limbed elf bearing unhealing wounds so colorful from age. Bound by oath and honor to attack anybody crossing step 600.  
Dead Rickety-Ricks mark the border.  
Judged for primeval transgression to be antithetic to many sensible laws. Walks the ceiling like others walk the ground. Sees perfectly in the dark. His words cause silence. Magic affects him inversely, and weapons just close his dreadful wounds but if he is ever fully healed, he will drop his (still anti-grav) weapons and leap along the ceiling, over the party's heads and out of the dungeon and into the blue blue sky to drown.  
Singing silent technicolor.

**Step 751 The doubling stairs**  
From step 751 to step 758 the size and height of every step is magically doubled: 1m, then 2m, finally up to 128m. The handrail still leads forth unchanged, a fixed distance from the ceiling. On step 755 to 757 three cruel giants wait with the slavering glee of giant toddlers, gravving, throwing debris. Screaming deafeningly when hurt. They are 16/32./64 m tall have 100,/200/300 HP and attack as HD4,/HD2/HD0. AC like leather. There is a round segment on the handrail over step 755, a dial going from 1 to 9, currently set to 2. Turning it to 1 will reduce the first giant to a shifty child (or Halfling) the second one to a mad dwarf and the third one to a confused, scrawny man.

**At step 1008** the stairs end at a rough stone wall. Defaced runes of the Ur-Duerg tell a player skilled in linguistics that "We need more Pipes, Stakes, Bellows" and "Final Victory Close?" Any dwarf, miner, jeweler, fence, etc. can tell that the stone bulge in the mid of the wall contains several rough gems of huge size and value. Chisseling one free will take only 10 minutes. There are 1d6+5 gems in total, each worth 1000gp.  
Roll 1d6 for every gem taken. On a 1, a trickle of water will come from the hole.  
On a 6, the wall will break, the burst causing 2d8 damage to the miner.  
Water will rapidly fill the dungeon, drowning anybody too slow to escape.

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**The Ur-Duerg** are probably extinct. Their true name, their individual names and even their faces have been devoured by a curse-powered Damnatio Memoriae that even degrades their writing, rendering most of their runes impossible to decipher.

**An Ur-Duerg** ghost is a pitiful and horrible thing ,faceless, but staring voiceless, but screaming. (AC like easy to hit human, slow, HD 2, hp 10, d6 wail. damaging charisma) The only mundane way to "attack" and pacify them is to invent names and stories for them. (Use CHA bonus for AB, bonus for player creativity)

for One Page Dungeon  
for Oldschool Roleplaying-Games  
by Tobias Böttger,  
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