

One Page Dungeon-The Angstloch- By Moritz Fornoff

This is a short dungeon written for the One Page Dungeon Contest 2018. It is released under the "Creative Commons Attribution-Share Alike 3.0 Unported" license (<http://creativecommons.org/licenses/by-sa/3.0>).

This dungeon is meant to invoke a feeling of suspense and fear in your players. It features no combat encounters, though the opportunity for death and harm is still present. It relies on you, the GM, to invoke an atmosphere of uncertainty and fear. The following material will help you in doing so.

Upon starting this adventure, read: *"You've fought your way through the ruined keep, clearing a path to its innermost tower, the Bergfried. Mere steps away from your reward, the magical sword, the floor gives way beneath you and you plummet into the darkness of the Angstloch."*

The characters' goal is to escape the Angstloch and get their reward, the fabled magical sword. To do so, they must traverse the dungeon laid out before them with cunning and skill.

Only one "monster" dwells in this dungeon, a former prisoner now turned undead. They are intentionally not labelled or stated, to ensure that characters cannot align them with a pre-existing trope of a creature. "The Thing" is not alive. It does not require food, water, sleep, or air, driven only by an unending hunger for the living.

1st Room: Angstloch chamber: The characters plummet into this chamber, landing on heaps of debris, bones, and dust. The chamber is dark, except for a single shaft of light coming from where they fell through the floor. The walls are crumbling and slick and cannot be climbed. One side of this Angstloch has completely fallen away, revealing a small space inside, in which a human skeleton is immured. A character must push through this crack to advance in the dungeon.

2nd Room: Dungeon chambers: Upon leaving the Angstloch, the characters find themselves in a small prison. Four 5-foot wide cells are parceled off with rusty iron bars. The crack in the 1st room's wall deposits the characters into one of these cells. The prison is utterly dark, clammy, and eerily quiet.

The iron bars to the characters' cell must be overcome to advance. They can be broken down by force, magic or unlocked with appropriate tools.

Two of the other cells hold moldy skeletons, while one had its bars clawed and gnawed at from the inside until they finally gave in and could be bent away. Footprints of someone or something moving on all fours start from this cell, and lead to the 3rd Room.

3rd Room: Guard Chamber: Formerly the prison wardens' chamber, this room is now cluttered with dust and debris. It is utterly dark. Broken remains of furniture lie about the floor, and two doors lead off into separate directions. Both doors are waterlogged, and stuck in their frame. However, they can be forced open with brute strength or magic.

One door opens to an ascending staircase at the end of which faint light shimmers. A character who sets a foot on the steps becomes aware that they are not structurally sound and will likely collapse. They absolutely collapse on anyone trying to walk further.

The other door opens to a descending staircase that is flooded up to the landing with brackish, ice-cold water.

4th Room: Flooded Hallway: This staircase, and the hallway and rooms beyond it, is completely flooded. They are dark, narrow, and lead downward to a munitions depot through which escape is possible. However, there is a very real chance of getting lost in this area. Describe every corner shown on the map and track squares traveled. Characters start with a Breath of 4 + their vigor as established by the fiction. Every 4 squares, they lose a point of Breath. When a character's Breath reaches 0, they are suffocating. They become panicked and unfocused, represented by a penalty at everything they attempt to do. Keep marking Breath into the negatives. When a character reaches -3 Breath, they run out and drown.

Hidden in the water is "The Thing". It waits for anyone to brush by it, at which point it reaches out to grab them and hold them down. Characters are not able to completely discern its form, but it appears to be a gaunt, emaciated humanoid. It will pursue characters at half their speed, trying to corner them. It tests versus a character's strength to hold them down. It is as strong as the first character it encounters.

5th Room: Munitions Depot: This room offers the only way out of the Angstloch. It is completely flooded and pitch black, but its ceiling hides a double door hatch through which munitions were lifted up or lowered down. It can be pried open by force, magic or picked with appropriate tools. Opening this hatch leads to an unflooded room in the keep, and marks the end of the Angstloch.

