

HOVE SOUTH RECYC SITE

a JRPG-inspired SF dungeon
for a few Lvl-3 PCs

HOOK The recyc site has been drawing 155% power over the last two weeks but the vidfeed shows nothing strange. Get some eyes on it.

TRUTH The vermin protocols have been wilfully turned off: the site is overrun with biomonsters. The camera feed has been elaborately looped. The perpetrator is using this as a distraction.

SITE The building is a squat two storeys without windows. Ceiling vents allow access to the northmost wide room. The lower levels smell strongly of disinfectant and woodpulp and a variety of coloured tubes run through and across the walls. Most of the doors can be opened with a simple press; the locked set require the passkey from a chest.

What's in this chest? (d6)

1. Passkey
2. Diary with terminal code
3. STAR ATOM: heals all PCs
4. MOON ATOM: revives one PC
5. Ceramic knife
6. 1725 credits

The ground floor terminals require a passcode.

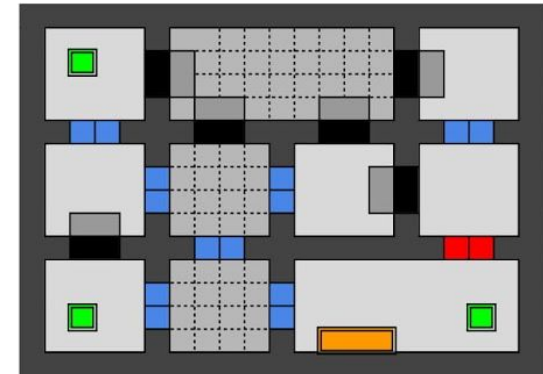
What's on this terminal? (d4)

1. Vermin protocol controls
2. Camera feed & library
3. Power usage data
4. Supervisor staff logs

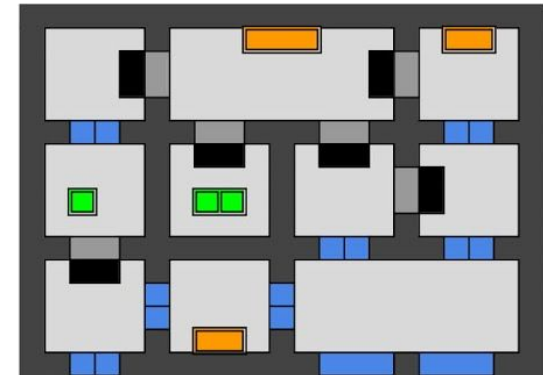
(Contents of chests and terminals are unique.)

Each wide room contains a difficult fight. Otherwise, roll random encounters every 10 real-world minutes. The upper floor has stronger foes.

- ★ HD1 vermin swarms
- ★ HD2 slime
- ★ HD2 large vermin
- ★ HD2 securobot
- ★ HD4 multiplying slime



L
2



L
1

KEY

	open door
	locked door
	chest
	computer terminal
	stairs (r=up)
	gauze floor

Submitted by **Sean Smith** for the **One Page Dungeon Contest 2018**

Licensed under a **Creative Commons Attribution-ShareAlike 3.0 Unported** license

<http://creativecommons.org/licenses/by-sa/3.0>