

ONE PAGE: A DUNGEON

VIZIEL KRESK, MAD CALLIGRAPHER, SCRIBE TO THE NINTH CALIPHATE, AND IMPERIAL STEWARD OF THAUMATURGIC DIAGRAMMS, DABBLED IN **FORBIDDEN SCRIPTOMANCY** WHILE PARLAYING WITH WIZARDS OF THE OUTWORLDS. HIS ERROR-RIDDLED TRANSLATIONS OFTEN RESULTED IN TOXIC TEXTS AND SYMBOLS. UNFORTUNATELY, HE WAS A PROLIFIC TRANSCRIBER, AND LOOSE SHEETS OF HIS WORK POLLUTE MORE REPUTABLE EFFORTS - EITHER BY MISTAKE OR WITH **MALICIOUS PURPOSE** TO PUNISH UNAUTHORIZED READERS. IT IS THROUGH SUCH A CIRCUMSTANCE THAT THE PARTY FINDS ITSELF TRANSPORTED TO THE SURFACE OF ONE SUCH **CURSED PAGE** OF KRESK'S TAINTED OEUVRE....

GENERAL FEATURES OF THE FOLIO:

The black inked lines block movement and sight.

ILLUMINATION: Elaborate glyphs shed light on the page. When entering the glyph's radius, save or be dazzled.

INKLINGS: Time spent in shadow has a 25% chance per round of attracting 1-2 Inklings (slime-pudding) from the substance of darkness.

FIRE: Fire attracts 2-5 KIRIGAMEN - folded and cut paper warriors (resistant to blunt weapons; can cut the page to excise burning sections, if character is on excised paper they fall away into the void), and may ignite the page (normal 1 in 6, magical 2 in 6, roll each round). Unextinguished fire grows in a 1-square radius per round.

MARGINALIA. Distracting thoughts require a save vs. <Mind stat> or wander in a random direction and distance - if off the page, then into the void.

BOOK LICE: Chitinous horrors! May be a wandering monster. Will pursue.

A1: Arrival point.

A2: Shiny graphite surface, can be rotated to reflect light down corridor.

A3: Lifelike drawing on page of dead body holding a lump of graphite, writing on floor, "The passage back is sealed in foil. My comrades languish in halfdeath. I cannot return."

B1: Wall of corridor has been erased to allow passage.

B2: Side passage and chamber with crudely drawn walls, created by a trapped party long ago.

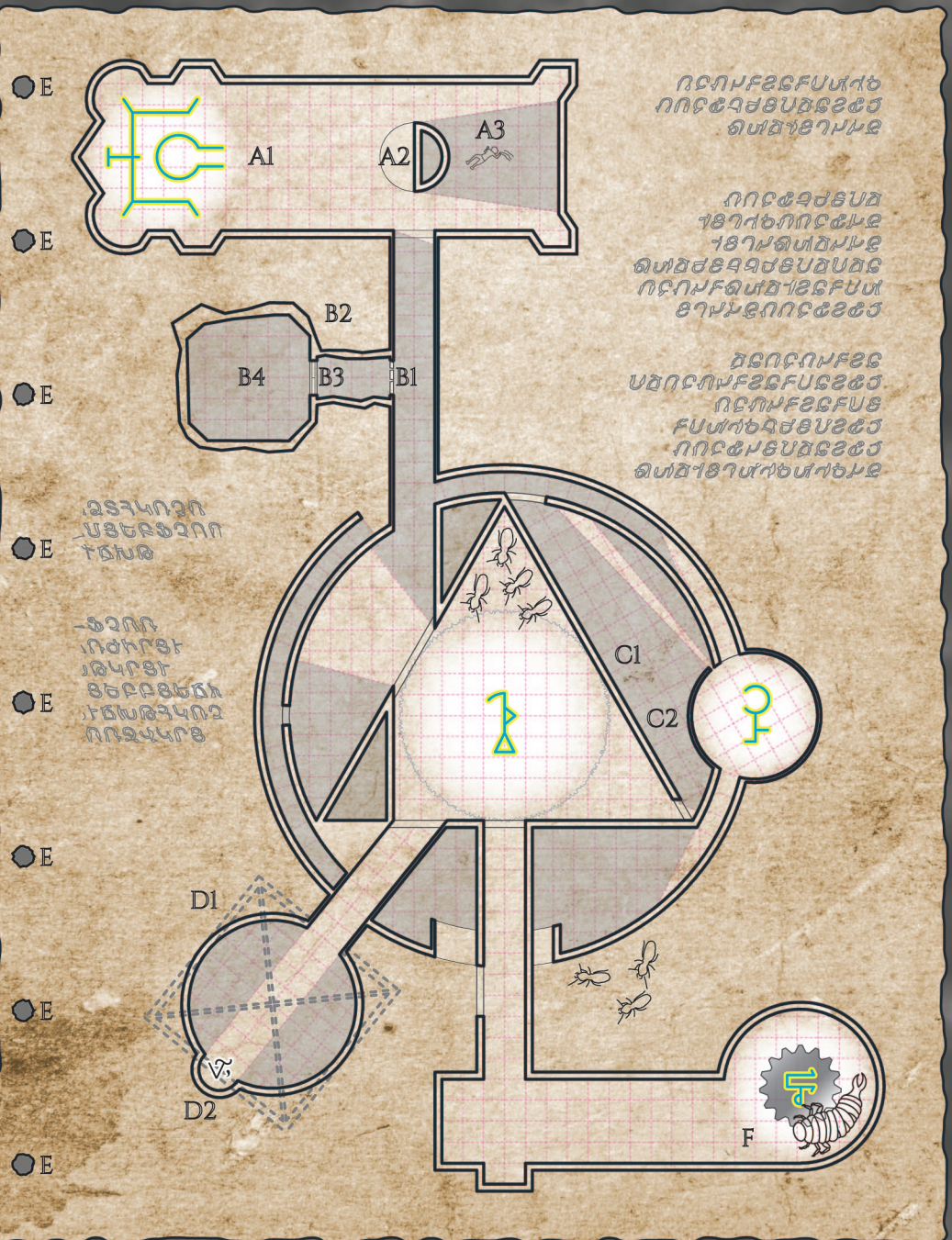
B3: Locked door.

B4: Trapped party, now papery huskmen, still wearing armor and weapons. They attack mindlessly and will pursue. Their leader (now dead, "body" at A3) left behind a diary with an account of their last days, including his spell research - see SPELLS below.

C1: Mold! Light from Glyph to the right destroys it, as does fire.

C2: Thin wall is relatively easy to "erase."

D1: Palimpsest! Incomplete erasure means each character/creature has a 50/50 chance of being in either the circular chamber or divided square on any given turn. Save vs. <Mind Stat> to stay in current geometry if desired. Alternate geometries cannot interact.



D2: Diacriticus: A collection of accents, circumflexes, graves, and other symbols suspended in air -- a punctuation elemental activated by crossing the midline of the room. Critical hits leave tattoos of diacritical marks on skin with lingering effects. Any spells with verbal/written components are 50% likely to misfire.

E: Binding holes: allow access to the other side of page, where walls can be traversed. Magical weapons can cut through, giving access to the front.

F: Bookwurm! Can spray venomous ink. Glyph in this area is embossed on platinum foil. If pulled up it reveals a portal back to the party's place of origin. Platinum can be brought with the party back to their reality.

SPELLS: Magical writing/erasing is equivalent to making/destroying walls. Comprehending language is akin to scrying/true sight.

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