

**2021**

**ONE PAGE**

**DUNGEON CONTEST**



# **COMPENDIUM**

**ALL 74 ENTRIES OF THE  
2021 ONE PAGE DUNGEON  
CONTEST PRESERVED IN  
THEIR ORIGINAL  
SUBMITTED FORM**



# GREETINGS ADVENTURERS,

**I**t's been an honor to take up the torch and host the dungeon contest. The entries this year created entire worlds in wells, trapped you in a kingdom of pizza, and placed you in damaged space crafts. The dungeons feature medusas and museums, time travel and tombs, nightmares and necromancy.

Fantastic new worlds and dungeons have been crafted for you to explore. Whether this is your first time entering the dungeon contest or your thirteenth, drafting a complete dungeon onto just one page is a great feat. The creators are to be commended. Completing the contest is a victory in of itself! Each one of these entries can be considered a story seed. Larger stories and worlds can bloom from any of them. With only one page, there are always many unanswered questions. *How did this get here? Who sent these creatures? Where did the artifact come from and what powers does it unlock?*

I encourage you to take your favorite dungeon and play with it. Run the dungeon as is, expand the cast of characters, focus on the most impactful pieces, or answer some of those unanswered questions.

I want to thank the judges of this year's contest. **Martin, Chad, and Jim - Thank you!** The time and thought all of you put into grading and scoring each one of these entries is greatly appreciated. This was not a minor task by any means. Their diligence and professionalism exceeded expectations. On behalf of myself and all of those that submitted or contributed to dungeon entries - THANK YOU!

I look forward to inviting everyone in 2022 for the next One Page Dungeon Contest. I can't wait to see what you come up with next.

- Todd



# Overall Winner

This Place is a Zoo - By Cheryn Rapp

## Runner Up

Scare the Bear - By Ithai

## Winner's Circle

Escape of the Torment

Pizzaquest

Live and Let Dice

In the Goopy Clutches of Mcus

The Tower of Golden Sands

Ernie Wyver's Museum of Oddities

Nothing But The Tooth

Tower of the Time Thief

The Eternal Construction Site

The Auction

By Brett Simison

By Jesse Dryden

By Brandon Dingess

By Daniel E. Sluschny

By Apostolos Spiliotopoulos

By Simone Matteo Santini

By Dan Bronson-Lowe

By Zach Trent,

Adam Nyhoff,

and Noah Morriss

By Gregor Belogour

By Josh Domanski

## Honorable Mention

To the Manor Born

The Mire of Regret

Zombees - Quest for Necrotic Honey

Grimbo Grotto

Madame Martids Centre for

Gentlemanly Activities

and Cigarium Club

The Frozen Mirror

By Stephen Thompson

Laidback DM

By P. Aaron Potter

By Buddy Caperton

By Goblin's Henchman

By Vance Atkins

By Kelsie McEntire



# All Entries

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03	The Temple of Love	By Alun Thomas
04	Silver Mine of Psphesec	By Jonathan Nolan
05	In the gooey clutches of Mcus	By Daniel E. Sluschny
06	Forgotten Mine of Roggweir	By Barakielthearchangel
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08	Temple of Uearthly Croakings	By Adam C. Hawkins
09	The Tomb of Krell	By Mason Waaler
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35	The Tomb of General	By Lorogas Eric C.
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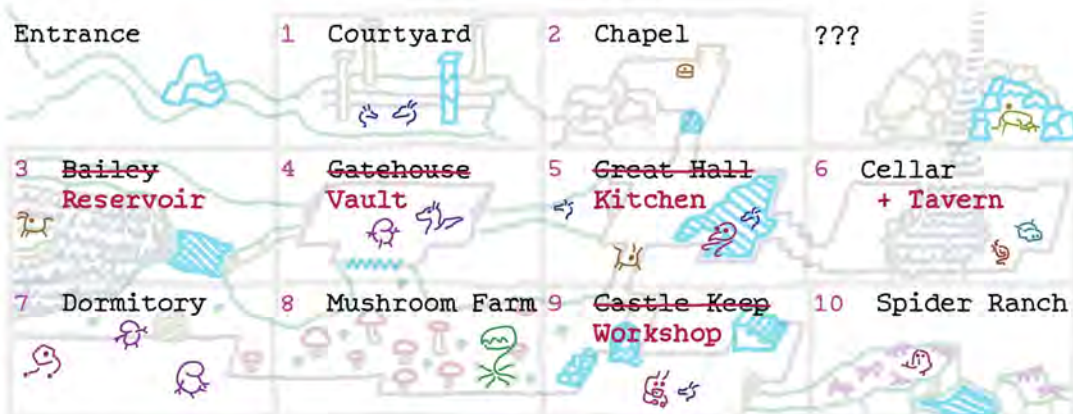


# Hand over Hand

## Jacob Cordeiro

Twenty monsters live in a lightless ruin in a cove by the sea. Below them, an ancient siege tunnel is still full of explosives. Suddenly the explosives ignite. The cove collapses and floods. The adventurers have little time to delve into the monsters' lair and save them.

Every hour, a room collapses (roll 1d10 on the table below), destroying everything marked in blue. Crossing a collapsed room is a challenge. If the same room collapses twice, it floods.



Climbing out of the cove is difficult and some monsters need more help than others. Up to 6 of them are injured and can't act (roll 6d20 on the table to the right). Others stay behind as long as their morale holds, lending their abilities and powers.

- ↪ The **kobolds** are small humanoids with some acid-based skills.
- ↪ The **cave creatures** (of various species) are very strong but can only see in the dark. They're addressed by lots of different names — they seem to recognize the cadence, not the words.
- ↪ **Ettercaps** can spin resilient spiderwebs, but can't talk.
- ↪ **Xorns** are earthy gnarls who sense treasure and warp stone, but the cove walls are too crumbly to swim through. They can't jump, climb, or swim, and it would take ten humans to lift one.
- ↪ A **cockatrice's** petrifying bite can stabilize mortal wounds.
- ↪ A **mimic** can turn into (a cheap plastic imitation of) any object, but Russet has trouble understanding requests. If someone asks him to "turn into a (noun)," he has a 1 in 4 chance to get the idea. The asker has to keep trying different words to fill in the blank, and probably won't get the exact item they need.
- ↪ A **wereboar** is strong for their size and can porcify at will.
- ↪ The giant **carnivorous plant** can't escape until uprooted. Their roots are anchored in six hidden places around the lair.
- ↪ An **otyugh** can survive in flooded rooms. Bletch can ferry drowning creatures to safety, if someone finds a way to free her.
- ↪ A **black dragon** can command water, insects, and even light inside their lair, but Gert is still young and doesn't know how.

take notes here!

Monsters 1-10				Monsters 11-20			
	Health	Morale	Languages		Health	Morale	Languages
1 Andova	↪			11 Hex	↪		
The scared Blackguard and the local expert. Stays by the injured.				Sticks by anyone with treasure, hoping to be led to safety. Doting.			
2 A'Sprag	↪			12 Jumper	↪		
A creative builder. Sometimes she gets too artsy. Wields a hook.				Clumsy at making webs, but he's perceptive and can calm others.			
3 Birdeater	↪			13 Lep Zea	↪		
Meticulous, stubborn, mostly a warrior. One of few who can swim.				Escapes the cove as soon as he can. Hides from his old friends.			
4 Bletch	↪			14 Plex	↪		
Uses her telepathy to send images. Needs to know what's going on.				Shies away from things that might collapse. Quakes and yammers.			
5 Borgavve	↪			15 Russet	↪		
Wants to stay behind and help, but seems weak and vulnerable.				Climbs onto shoulders to escape water. His mind is elsewhere.			
6 Deadvalley Broom	↪			16 Zelgo	↪		
Vaguely intelligent. Follows their "nose." Reticent to leave.				Saves himself, but has a change of heart. Might be a sorcerer.			
7 Duam	↪			17 - - -	↪		
Good at building traps and other mechanisms. Helps however she can.				Navigates by tapping the walls. Disoriented by collapsing rooms.			
8 Edgar	↪			18 - - -	↪		
Turns into a boar when stressed. Always at least 50% boar. Tired.				Regenerates over time. Flees light, terrified of fire, unreasonable.			
9 Gallant	↪			19 - - -	↪		
An ornery chickenlike animal, dangerous to carry. Likes Hex.				A silent dungeoneer. Shows the heroes how to build things.			
10 Gertrude	↪			20 - - -	↪		
Gathering her hoard. Promises to spend the gold on resurrections.				Looking for something. He keeps jumping back into danger. Arcane.			

**GM tip:** Let monsters demonstrate their abilities by clearing small hazards. Let players find creative uses for those abilities to defeat bigger obstacles.

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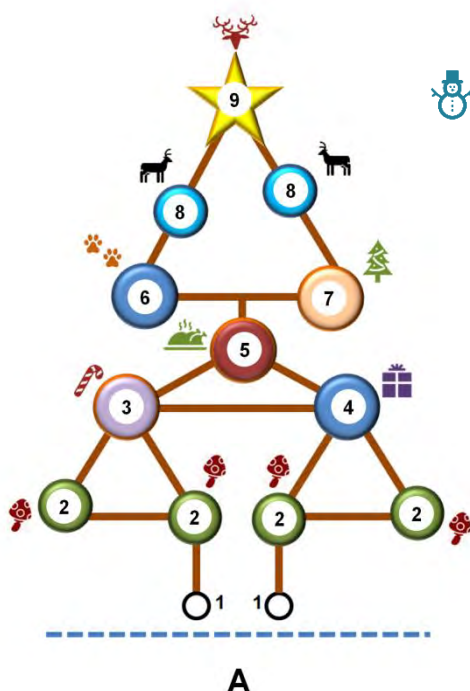
# GRIMBO GROTTO



Goblin's Henchman



*It was the night before a crisp mass snowfall and nothing was stirring,  
except a drunken 'potty-mouthed' were-reindeer high on psychedelic mushrooms*



## Setup



Find **Balsam** a missing Tree Ent last seen heading towards the old abbey in the nearby mountain valley. It's snowing very hard and soon the valley will be snowed in.

A. Brother Olf (also see Location 9)

'Brother Olf' is a mountain and medicine man. He has bleary eyes, a bulbous ruddy red nose and purple

cheeks. When first encountered, some miles from the abbey, he is butchering a stag. He appears to be quite intoxicated and quite rude with it. His white beard and robe are sodden in bright crimson blood. Brother Olf warns of a strange 'condition' affecting animals in the valley. He says it would be better if the PCs went home and got some "[expletive] professionals to sort the problem out, like the town guard".

## 1. Dungeon Entrance



The way into the old abbey is via two disused chimney stacks poking up out through the deep snow. Strange red and white **psychoactive mushrooms** grow in and down the chimney shafts. Sun light deactivates the mushrooms so only the mushrooms near the base of the chimney are potent. *Spoiler – is it possible that the spores at the base of the chimney will make the PCs see things differently to how they really are?*

## 2. Evil Gnomes (treat as Goblins)



These gnomes are evil and neurotic and are running a clandestine psychedelic mushroom harvesting operation. The gnomes do not welcome intruders and naturally think others are trying to muscle in on their fungi harvesting scheme.

## 3. Candy Cane Golem (treat as lesser golem e.g. Clay Golem)



A great white and red striped construct toils over vats of molten sugar. It is processing the red and white psychedelic mushrooms into edible sugar sticks. Beware, anything within its reach is considered an ingredient.

## 4. Wrapping Monster (treat as Otyugh or Roper)



Tendrill-like appendages of colourful ribbons, string and sticking tape wrap victims up in neat little bows before swallowing them in a greedy maw.

## 5. Giant Putrid Gravy-Spewing Undead Turkey (treat as Wight or Ghast)



Laid out on a great grey slab is a giant plucked and dressed bird. Some otherworldly corruption has taken root here and the bird is not just dead anymore, it's undead. It attacks with clubbing limbs and can spew forth a vile putrid gravy doing damage and inducing a torpid sleep. On a critical

hit, the great putrid carcass descends on the victim entrapping them within. PCs so en-stuffed receive gravy 'basting damage'. An attack bonus is received by any PC attempting to 'carve' the turkey. If two participants pull and break the wishbone, the contest winner gets a limited wish.

## 6. Large Polar Cat (treat as Lion)



The cat is Brother Olf's familiar and lives in a sandy den. Invariably it will be sharpening its sandy claws.

## 7. Balsam the Tree Ent



**Balsam** is bound and gagged with gaudy silver and gold wires. His feet are bound and squeezed into an old whisky barrel. A great star is balanced on his forehead and gaudy trinkets hang about his limbs. Large brightly wrapped parcels surround him. He is on the brink of being set ablaze by little candles that burn about his personage. Parcels are D4+1 **Mimics**, and 2D4 **baby-mimics**. Nearby stockings contain D4 **Mini-Cloakers** in the form of gaudy hand-knitted garments. If rescued Balsam is too weary to be of much help.

## 8. Were-reindeer Druids/Priests (treat as lesser were-creatures e.g. Were-rats)



Brother Olf is the leader of the were-reindeers and has 8 subordinate brothers: Brothers Pran, Dan, Don, Dash, Vix, Blitz, Co, and Cu. They are less affected by the were-curse than is Brother Olf. The brothers are very deferential to Brother Olf, and certainly never call him names (not anymore).

**Random were-reindeer traits:** [1] Antlers; [2] Antlers - one is broken; [3] Reindeer ears; [4] Feet are hoofs; [5] Hands are hoofs; [6] Feet and hands are hoofs; [7] Top half human; bottom half reindeer; [8] Top half reindeer; bottom half human; [9] Left side human; right side reindeer; [10] Reindeer Muzzle; [11] Reindeer's luxurious fulsome chest pelt; [12] Reindeer bulging side-mounted eyes; [13] Reindeer teeth jammed into a human jaw; [14] Head jammed within a reindeer's muzzle; [15] Centaur-like reindeer (six limbs); [16] Minotaur-like reindeer; [17] Inverse minotaur-like reindeer; [18] Harness of bells around bare torso; [19] Permanently covered in snow; [20] Roll twice; any repeated structures are more horrific.

Any missing feet/toes can be thrown. If struck by **missile-toes** save vs charm, or have the urge to kiss the toe slinger. Making the saving throw leaves both parties feeling socially awkward.

## 9. Brother Olf in 'Beast Mode' (treat as powerful were-creature e.g. Werewolf)



Brother Olf is the leader of the were-reindeer enclave. He drinks and swears fluently. This becomes worse in were-reindeer form. It is for no little reason that when in were-form, his fellow were-brothers call him 'Rude Olf'. When transitioning into were-reindeer form, Rude Olf's already drink-affected bulbous red nose, expands, swells and if anything becomes redder ... some might even say it glows.

**Items:** Long list of names (PCs names have two red 'X's next them); small 'fighty' **articulated constructs** can be pulled from a **bag of holding** every round (treat as **goblins**); **Black boots** of leaping; **belt** of 'gaseous form'; **Globe** of surveillance.

## Merry Christmas & Ending



If the party is 'killed' (or they dispatch Rude Olf), then they wake up near the base of the chimney entrance. Crowding round them are friendly faces concerned that they have fallen foul of the psychoactive mushrooms contained therein. PCs retain all XP due to the mind-expanding influence of the mushrooms. Items gained/lost are likewise cancelled out.



# THE TEMPLE OF LOVE

57 Area

5 WC:

x belt of giant strength. 2x Swarm of diseased rats  
DC 15 or poisoned.

## 1: RECEPTION:

Warm but dated room full of crumbling tapestries and smell of mould. Tapestries depict scenes of Love through the ages.

- 1x Rug - a welcoming hug.
- 1x heating potion

## 2: BREAKFAST HALL:

Robban tables and chairs lie strewn on the floor. South wall has a large table full of mouldy breakfast items.

- 3x Giant Spiders
- 1x Wolf spider
- 1x Silver dagger

## 3: Guest Bedroom:

Simple room with collapsed bed + scantily clad couple laying entwined on top

2x Zombies (Lovers)

## 4: HONEYMOON SUITE: (Booby-trap)

Large heart shaped bed in perfect condition. There is a ring lying on the pillow.

Cursed Bed - DC 15 wis or falls in love with first person they see. Disadvantage: can attach a ability checks. Ring of fire resistance

## 6: TEMPLE: (WEDDING)

This is the main wedding chapel full of tacky wedding props. At the altar are 2 skeletons on their knees in front of THE SISTERS OF MERCY

- 2x Skeletons Conducting the wedding Ceremony.
- 2x Wraiths (sisters)
- 2x rings + 1
- 1x holy symbol
- 1x Cloak of Command.

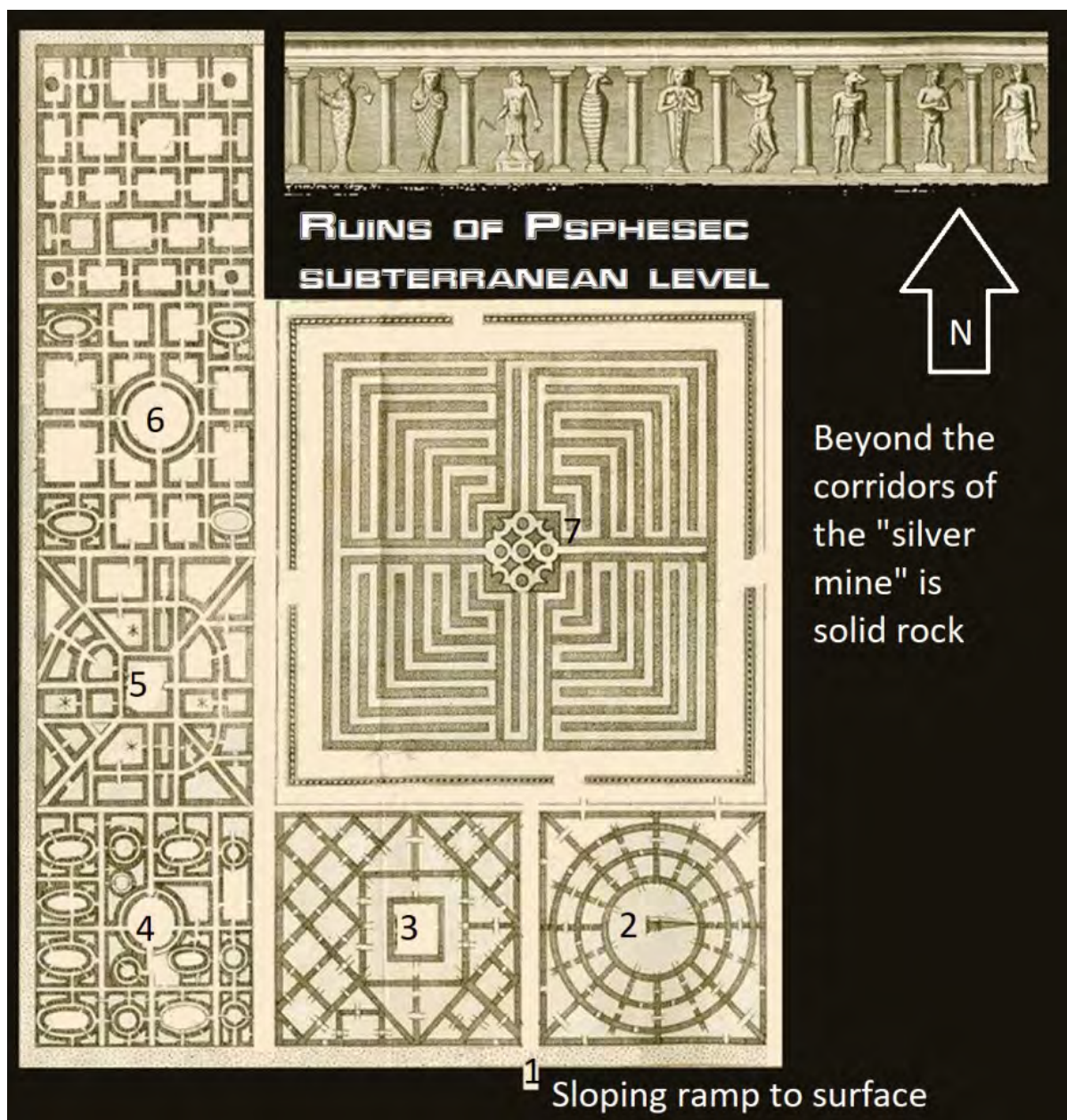
## 7: WISHING WELL:

- 1x enameled tentacle (COW)
- AC 12 HP 60 450x1
- tentacle reach 35ft; +6 to hit (2d8+4)
- + grapple (AC 16)

tossing a coin in the well cures all disease + poison 1/day







Location	Description
1	Entrance ramp to the silver mine from location 16 in the city above.
2	Time Dial. An enormous (80 feet long) finely balanced carnelian (pink-white crystal) pointed carved rock. It can be pushed by a combined Muscles roll of 100. There are eight indentations on the interior of the surrounding wall. Pushing the dial so as to point directly at any of these indentations shifts the characters to a different point in time, but the same physical location. When found the Time Dial is pointing between indentations 2 and 3.
3	Mine Office. Once this was where weighing and assaying of ore samples was carried out. Surrounding offices held the bureaucracy of the mine, where freeborn citizens could buy a month's permit to mine then go into one of the many mining chambers to try and dig up some silver.
4	Mining chambers. These chambers are a set of galleries with ramps going down to three more levels deeper into the ground. Silver is able to found by digging in the rock walls, but the chance of doing so is low: a roll of 18 on 3d6 after six hours of digging means 1d6 silver pieces worth of silver has been found.
5	Baths. Natural springs and a natural warm steam vent provide never-ending spa and sauna facilities for Roman style baths, steam rooms and exercise rooms. The walls are decorated with bas-reliefs of Gods and athletes. The area is in fairly good condition compared to the rest of the city.
6	Slave pens. Here Human slaves were kept penned like animals, with rooms for torture, gelding, tattooing or special training as required. In one far corner room is a large and sinister oven; there is no indication that the room was a kitchen or bakery.
7	Catacombs. Five carnelian pillars that seem to glow with a strange inner light sit in the middle of this complex of tunnels. Along the tunnels are thousands of small stone shelves. Each contains the bones of a citizen of the city above, long dead and forgotten.



# IN THE GOOEY CLUTCHES OF M'CUS

## COLD OPEN:

On a usually safe road, hot sunny morning, 1d6 *goblins* of the "snot-nose" clan attempt to steal heroes medical supplies.

- They are obviously sick

Session + Encounter start as PCs notice them.

Goblins fight only in self-defence, flee after first turn, can be bargained or parlayed with.

Proceed to town.

## TOWNSHIP OF NOOS:

Mining town, everybody is busy with great market festival.

Over course of day almost all people become sick with disease that causes excessive mucus production.

- PCs: medium save vs. disease when drinking water or get sick
- Nobody seems to be really bothered by disease.

In the evening everybody heads for abandoned mine/temple to "get cured" by priests.

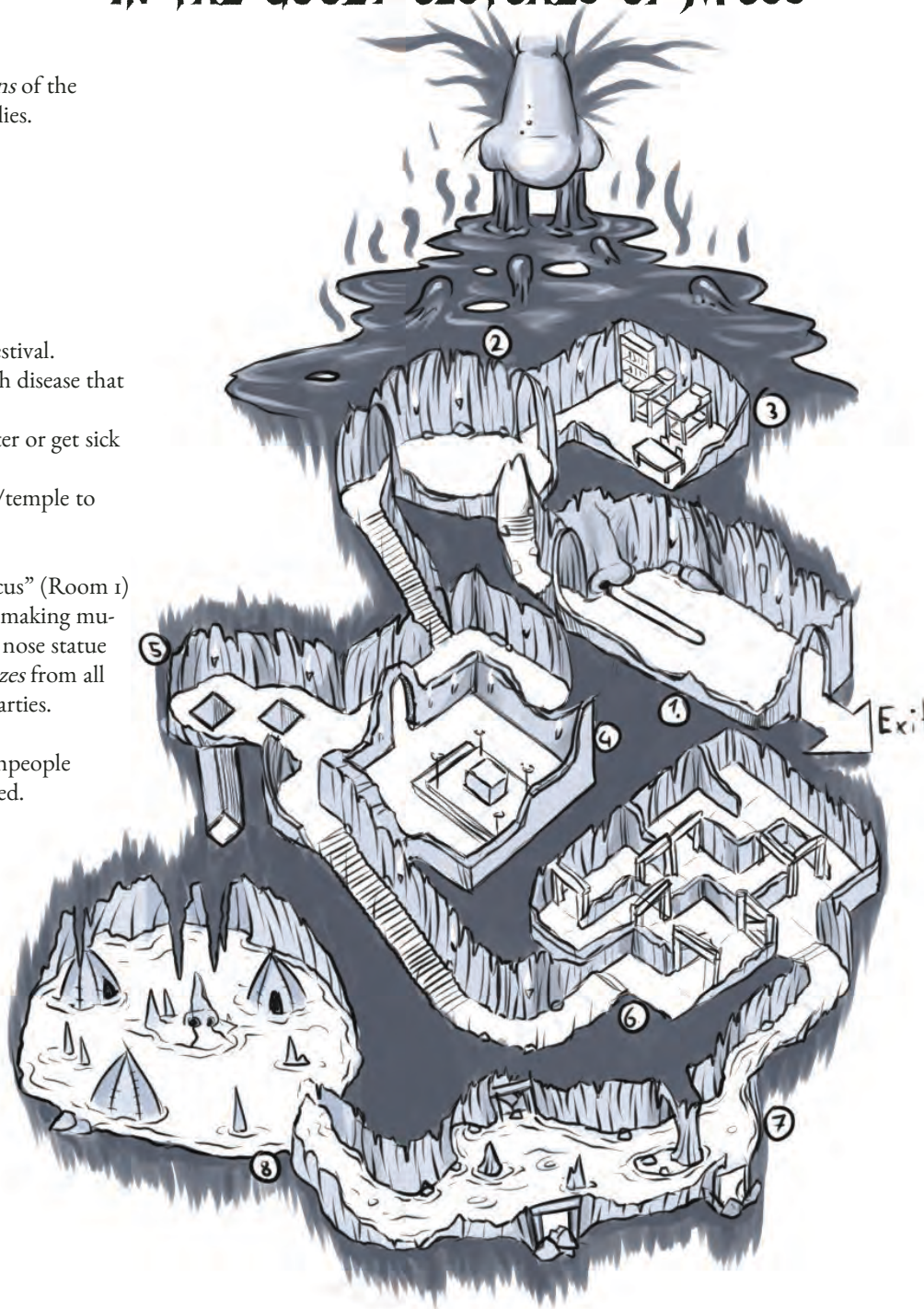
Abandoned mine is shrine to Nose-shaped God "M'cus" (Room 1) *Priests* hand out potions for free that cure disease by making mucus spring from peoples noses and scoot up the great nose statue like slugs, then retreat further into shrine to craft *Oozes* from all the "harvested" mucus which are sold to interested parties.

This repeats every day.

Characters will get sick again if they stay due to ill fishpeople polluting cities water supply - they need tp be removed.

## TREASURE + FOR SALE (1d10)

- 1-5: value in gp.
- 6-7: Bottle of nosecleaning: (50gp)  
"sucks up" mucus within 1 ft. removes diseased for 1d6 turns. after 3+1d6 days a small ochre jelly bursts from it.
- 8: Arrow of sneezing: (50gp)  
If arrow flies within 15 ft of creature it sneezes, revealing it's position
- 9: Towel of curing: (100gp)  
use during short rest - removes diseased needs to be washed thoroughly.
- 10: Wand of coughing: (150gp)  
3 charges, expend charge, make every creature within 60 ft cough violently. (disadv. + reveals position)



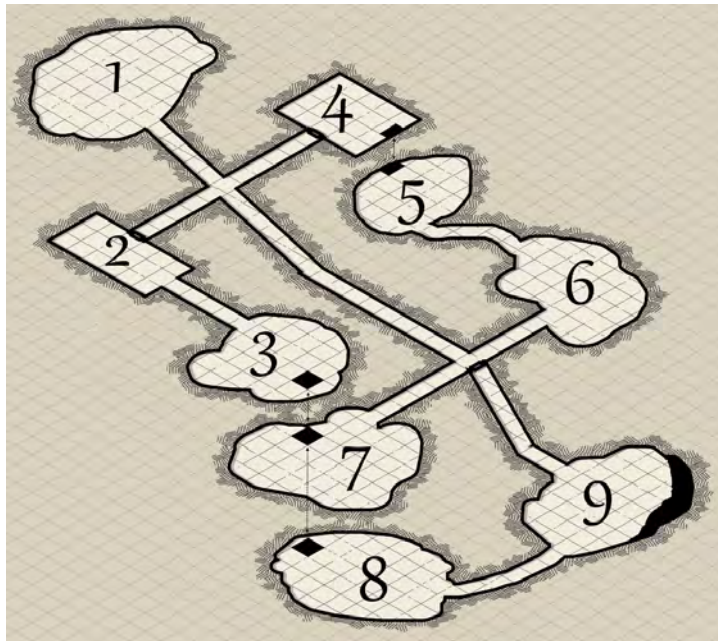
## DUNGEON: MINES OF M'CUS

No doors, areas 1,2,3 and 4 contain torches to provide dim light conditions, areas 7 and 8 are covered in glowing lichen (dim light).

1. Entryway / Nose Statue - 1d4 *cultists*, tiny creature can fit through nostrils, ends up in center of area 4.
2. Main Hall - a couple of crates containing icky robes or one of the treasures.
3. Living Quarters - 2d4 *cultists*, sleeping or reading, one of which is a *spellcaster*.
4. Slime Laboratories - 1d4 *cultists* (one of which is a *spellcaster*) trying to convert mucus into *black pudding* - succeed in 1d4 turns if uninterrupted.
5. Experimental Pits - 2 people are trapped there by magical means. can be used to replace dead heroes or as follows:  
*Ooze host: (weak humanoid)* 1 in 8 chance/turn to vomit out small *ochre jelly* when freed. Clinically insane. Holes open when spellcasters are killed or through dispelling.
6. Mine labyrinth - 1 *gelatinous cube*, moving always along the right wall. can't use stairs, covers entire width of corridor but above there is a 3 ft gap and some beams.
7. Flooded Mineshaft - abandoned in hurry, contains gems and minerals worth 5d4\*10gp - need to be mined with pickaxe: easy Intelligence + tools check or Parts collapse for 1d10 bludgeoning damage.
8. Colony Cave - 2d6 diseased *fishpeople* (one of which is a *priest*) worship M'cus which manifests him. If they are defeated or statue in room center is knocked over infections stop and oozes/ M'cus die.  
*Priest* may summon (difficult spellcasting check) *Avatar of M'cus*: hovering nose shaped black pudding but attacks are ranged. (shooting from nostrils)



## FORGOTTEN MINE OF ROGGWEIR



Credit: Dungeon Scrawl

*This illegal mine entrance collapsed some years ago, trapping all the dwarven miners inside. No one knew it's existence so no one investigated. The miners trapped inside went slowly crazy, cannibalizing each other to survive. Now a hole has been spotted in the mine entrance and it's no more safe to walk the paths near the hill wall at night.*

*A mine railway passes through the main corridor in the center. The air becomes increasingly moldy the further down the party travels. Smell of decay comes from the tunnels. All the rooms are pitch black.*

### 1: ENTRANCE

Several dwarven size footprints go in and out of the entrance. An accurate analysis shows signs of something or someone that has been dragged inside. The way in is partially sealed by rock and debris. A 0.5m radius hole allows entrance to one prone creature at the time. Ankheg acid smells and traces can be found around the hole.

### 2: CARTS DEPOSIT

A simple wooden door is partially ajar on the room's east entrance. 1d4 Abandoned mine carts are parked in this room, full of rock and dirt. Searching in the cart with the help of a light source can yield 1d6 gold nugget for cart.

### 3: UPPER MINE SHAFT

The mine corridor from **Room 2** give way to a natural cavern. A 15m vertical hole sits in the center of the room. A mine hoist is built inside the hole to carry carts and people up and down. It's currently on the lower floor. Maniacal laughs, cackling and obscene sounds come from the hole. If the PC's try to use the mechanism to raise the hoist, it will alert the dwarven inside **Room 7**.

Roll 1d6 on the table below each time the party enters a corridor or junction.

### RANDOM ENCOUNTERS

#### 1d6 Encounter

1	No Encounter
2	Cleaned Dwarven Skeleton (dead)
3	Large Spider (1PV, 1d4 Poison damage)
4	1d4 Cannibal Dwarf (1DV, 1d6 damage with tools)
5	Bat Swarm (Harmless. Can scare)
6	Omen of Ankheg (Menacing insects noises)

### 4: TOOLS ROOM

A sturdy wooden door barred from the western side closes this room. There is a trapped **Ankheg** that made its way inside the mine from the Chasm and was imprisoned here by the dwarfs. In a corner the beast is trying to carve a path to **Room 5**. If the door has been opened or if more than 8 hours have passed (the **Ankheg** finished to dig) replace the random encounter entry number 6 with the creature.

### 5: WATER POOL

A natural pool of water in the eastern corner of the room is fed by a trickle from the wall. 1 in 6 chance to find a cannibal dwarf drinking here.

### 6: EXHAUSTED CAVE

This cave has been excavated of all its minerals and it's empty. The door between rooms **6** and **7** is closed with a sturdy lock. A Dwarven corpse is sitting in a corner. He has the key clutched in his hand. He's merely pretending to be dead, and if someone tries to take the key he will bite the hand and start attacking.

### 7: MIDDLE MINE SHAFT

The room always contain 1d4 **Cannibal dwarfs**. If they ear the PC's using the hoist they will cut the rope maintaining the mechanism to make them fall to **Room 8**. They'll use ropes to climb the hole up and down. If the PC's try to make their way from the eastern corridor they will try to make the tunnel collapse on them by removing the wooden pilon that is keeping the roof stable and drop down to **Room 8** to use the prisoners as hostages.

### 8: LOWER MINE SHAFT

Vince Lavoris (Human male, merchant), his wife Marceline (Halfling female, merchant) and his daughter Seline (Halfling female) are tied in this room. They'll scream for help if they hear the Pc coming. They will reward the PCs if saved.

### 9: THE CHASM ENTRANCE

The western path to this room has been filled with debris. It can be cleared with 1h of work, half with tools. In the southwest corner a chasm opens to unknown depths.



A dire bear is said to inhabit a den, only half a day away from a worrying village. Can the party scare it off in exchange for a nice reward and a feast in their honor?

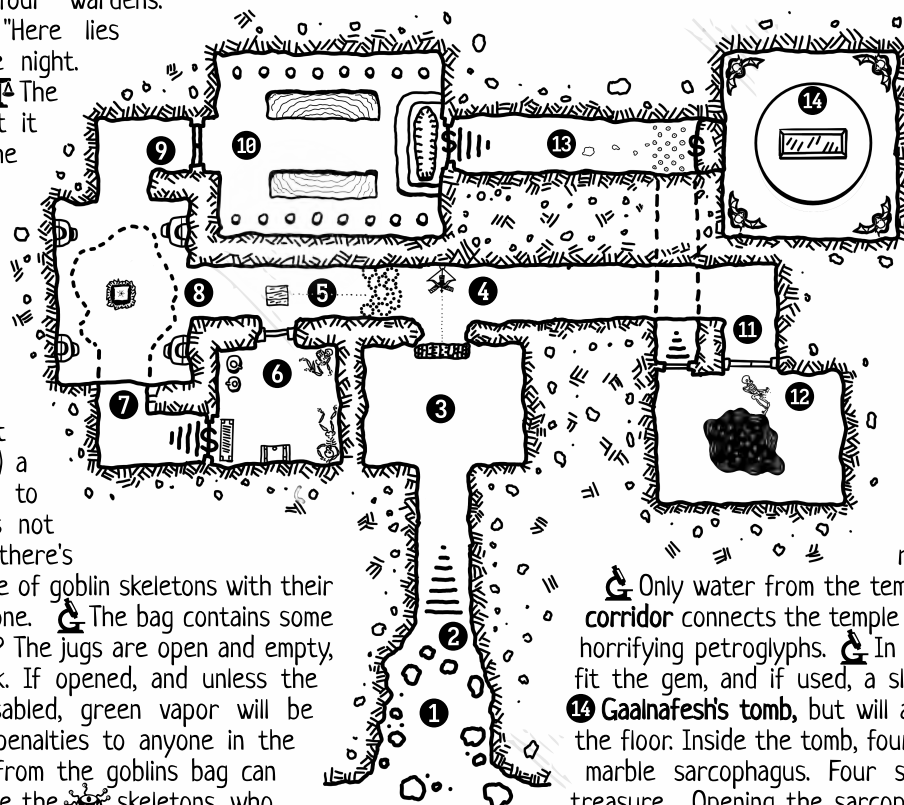
Rocks and vegetation line the **1 entrance**, but no trace of the beast. **2 Inside the den**, it's getting too dark to see without a torch. Stairs carved in stone lead down to an excavated corridor. Is this truly the dwelling of a bear? A **3 chamber** appears, and inside - a massive rolling stone seal is blocking a circular doorway. Petroglyphs on the seal tell the story of a powerful evil priestess, her four cats, sixteen devoted followers, and four wardens.

Words in ancient language say: "Here lies Gaalnafesh the Great, Mistress of the night. Bringer of darkness. Begone, or DIE!". The dire bear might eventually show up, but it won't be easy to scare and could force the party into a rushed escape to the tomb.

Rolling the stone seal open without detecting and disabling a tension wire, will fire a crossbow trap. The exposed doorway leads into the **4 main corridor**. It is damp, dark, and quiet. Is there something glittering to the left? **5 A closed wooden door** appears. Standing next to it without caution, might trigger (unless disabled) a pressure trap, causing loose rocks to collapse and block the exit! The door is not locked. Could this be a **6 treasure room**? there's a chest, some jugs, a cabinet, a couple of goblin skeletons with their rusty old swords, and a small bag next to one. The bag contains some coins and a key. Unfortunate tomb raiders? The jugs are open and empty, but the chest is closed and has no lock. If opened, and unless the switch trap is detected and disabled, green vapor will be released, inflicting damage and rolls penalties to anyone in the room. The cabinet is locked and the key from the goblins bag can open it, but doing so might also animate the skeletons, who will attack anyone in the room with their swords. The cabinet is a secret door, leading to a **7 lower cavern**. Inside, a trap of serpents is waiting for anyone falling through a hidden trapdoor in the ceiling above. Inside **8 the wardens' hall** there are 4 standing stone sarcophagi and a

## PEN DICE & PAPER

# Scare the Bear?



pedestal holding a star-shaped gem. Under the pedestal, there's a pit camouflaged with fragile wooden planks. Anyone falling down could get bitten by serpents.

The sarcophagi are sealed by magic and cannot be opened. A locked decorated **9 double door** leads into **10 the temple**. The floor forms a bridge on top an excavated pool, leading to an ornamented sarcophagus. 8 carved wooden pillars with odd cavities stand on each side of the room. Opening the sarcophagus will release up to 4 warden mummies from the wardens' hall, who will attack using their rotting claws. The sarcophagus contains sixteen ceremonial stones and a nice pile of treasure, but no sign of a dead priestess. Matching the stones to the cavities will manifest sixteen amorphic glowing ghosts inside the pool. The emitted light will reveal a secret passage underwater below the sarcophagus. On the other side of the main corridor, a heavy **11 double door** is barricaded from the outside. There's a vile odor in the air. **12 The archive** has no light reflected from the walls. A skeleton on the floor is holding a key (to the temple). When inside, thick black slime will ooze down from the walls, revealing the chambers used to store Gaalnafesh's scrolls, and materialize into a pool of slime. The slime will try to capture anyone it can slowly reach, paralyzing them using visions of horror.

Only water from the temple can deter it back to the walls. **13 A secret corridor** connects the temple to the archive. Its walls are covered with horrifying petroglyphs. In the corner, a star-shaped slot in the wall can fit the gem, and if used, a slab of rock will slide underground and reveal **14 Gaalnafesh's tomb**, but will also thrust iron spears from holes in the floor. Inside the tomb, four ghosts of cats are sitting on a sealed dark marble sarcophagus. Four statues are holding pots with jewels and treasure. Opening the sarcophagus will animate the horrifying corpse of Gaalnafesh. As an undead witch, she can cast evil spells or drain the life of anyone she touches. Gaalnafesh has a Staff of Corrupting Power. The staff awards rolls bonus for magic users, but also randomly forces its owner to perform small acts of evilness.





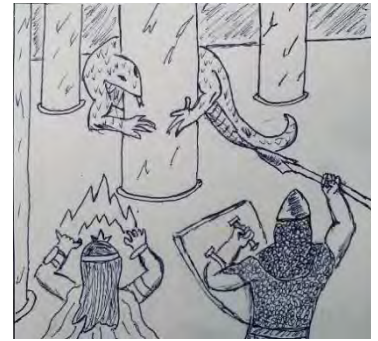


# TEMPLE OF UNEARTHLY CROAKINGS\*

Created by Adam C. Hawkins

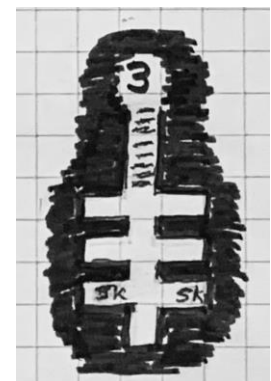
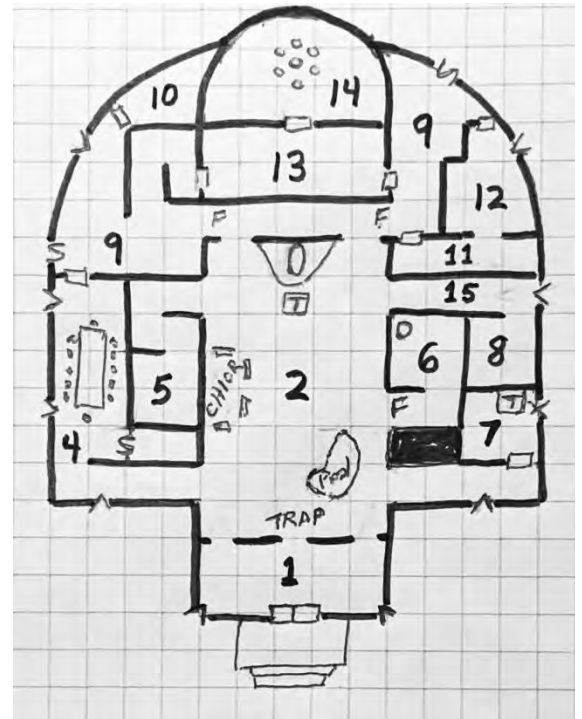


Lost adventurers find moss-covered, limestone temple. Rumor of spooky frog spirits inhabiting it. For every 3 rooms explored, disembodied deep croak is heard causing possible fear. Human cultists of frog god, Gog-a-Grup, were transformed into **Frog-Goblins** (like goblins, but can leap, breathe water, and tongues can snatch small missiles) with faded memories. Feud between savage **Frog-Goblins** (F) and **Lizard Men** (L) resolved with fight between **Giant Frog** (GF) & **Giant Lizard** (GL) in Room 13, but fight lowered forgotten stone door locking GL inside Room 14. F & L seek key to open door. **Low level spells and skills ineffective on Room 5 cypher and door to Room 14.**



1. Disused Narthex. Frogs in various poses chiseled on walls. Chipping paint.
2. Gothic Sanctuary. Pitted frog idol on dais with trapdoor to crypt in front. No altar. Net trap as marked. 6 F (2 hiding in choir risers, 1 in slimy pool) ambush.
3. Crypt. 2 **Skeletons** attack. Soapstone frog symbols & Protection Ring found.
4. Feast Hall. 2 F & 2 L feasting. Secret storeroom has Magic Oxtongue Spear vs. Lizards hung on wall and cedar chest holding silver tray, ewer, and 2 goblets (false bottom hides scroll with Room 5 cypher key). **THE KEY:** A=Red/Yellow; B=Blue; C=Brown/Yellow; D=Red/Blue; E=Red; F=Green; G=Blue/Green; H=Yellow; I=Pink; J=Orange/Purple; K=Orange/Yellow; L=Pink/Yellow; M=Green/Brown; N=Purple; O=Purple/Pink; P=Green/Orange; Q=Black/White; R=Orange; S=Brown; T=Gray; U=Red/Green; V=Blue/Yellow; W=Green/Yellow; X=White; Y=Green/Gray; Z=Black.
5. Meditation Room. Painted frogs on west wall (see below). When deciphered and 3 solid blue and green frogs pressed, secret door in ceiling at Hall 15 opens.
6. Lurid green glazed basin holds Healing Potion that causes drinker to croak.
7. Fanatical, sly, lone human sage trying to interpret frog cypher. Wild theories. Has 3 brass keys. Door barred. Window bricked up. Trap door to tunnel out.
8. 10 statues of F in various yoga poses. Doing pose appropriate for character class (e.g., Warrior II for fighters, Staff for wizards) will derive magical benefit.
9. Secret doors. On sight, 2 F guards will leap to Room 2 to hide and ambush.
10. High priest quarters. Sleeping mat, clay jars, decayed scrolls, and brass lamp.
11. Pile of 60 10-foot-long poles once used for rituals hides 3-foot long "tad" pole that magically points to wand in Room 14 when held.
12. Hidden **Winged Viper** nesting in old robes hung on racks attacks curious.
13. Room 14 door lock trapped with sleeping poison spray. GF head crushed flat under door. 2 F & 2 L debating over F sleeping by door holding opal gem key.

14. Inner Sanctum. 7 pillars. High half-dome ceiling. Climbing GL swallowed relic atop central pillar, a wand of random spells. Hisses spells plus bite attack.
15. Secret room in ceiling holds cedar coffer with the key to Room 14 and gold frog statuette. In mouth of statuette is an amber gem with dead fly encased in it.



N



□ = 10 feet

**Legend:** S =Secret Door;

□ =Door; T =Trapdoor;

> =Window; SK =Skeleton

F =Frog-Goblin

\*So dubbed by uneducated local villagers



# THE TOMB OF KRELL

A lonely mound of dirt and grass. Stone doors, crumbling. Ancient weapons litter the ground, forgotten. All that remains of Krell, Warlord of the Seven Mountains, and his possessions are entombed within. At the height of the New Moon strange fires were spotted upon the barrow and the locals are worried. Animals have been going missing and suspicious travelers have been sighted along the road. When the corpses of livestock were found exsanguinated, the local priest hired the characters to defeat the evil within the tomb.

## TOMB EXTERIOR

Dry, yellowed grass. A mound, built up about head high. Worn stones and crumbling weapons stand out from its surface. Two entrances, one at the rear of the tomb in the north (used by the cult) and the main entrance in the south.

## TOMB INTERIOR

Low ceilings, rough hewn stone walls, wooden supports gray with age. Dusty and dry, faint smell of dried blood. Hard packed dirt floor.

## DOORS

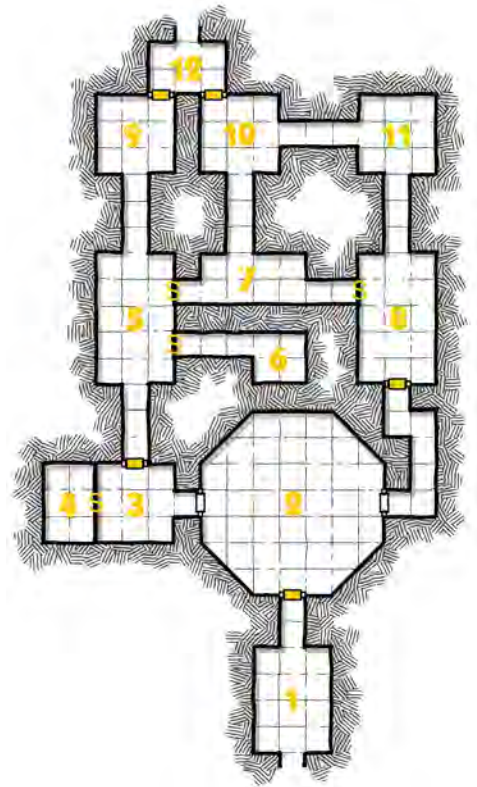
Unlocked doors are in white on the map. Locked doors are in yellow. All doors are made of wood and are braced with rusty iron bands; they can be destroyed but it would alert nearby cultists.

## SECRET DOORS

Secret doors within the dungeon are opened by sacrificing blood; the amount of blood should impact the individual that makes the sacrifice (~1d3 hit points). While they are hidden from casual observation, a more in-depth search immediately reveals them.

## CULT OF KRELL

The cult has recently taken up residence in the Tomb of Krell. Led by MELAKOR, a hulking brute of a man, the cult has been stealing animals to bleed for their rituals. Melakor hopes to gain the Spirit of Krell, a dark blessing only granted to the most dedicated supplicants. He needs to fill the stone bowls in the ritual chambers with blood and bathe in them to receive the blessing. Once he has that blessing, he intends to embark on a blasphemous crusade of murder and death.



## 1 Entrance Hall

Faded murals of Krell conquering the Seven Mountains. Piles of funerary vases crowd against the walls, mostly broken. A broken skeleton lies prone in the center of the room. Within the unbroken pottery: 1d6x10 gold pieces and a silver ring (15 gp). A locked door leads to 2 ARENA.

## 2 Arena

The floor of the arena is a foot lower than the rest of the dungeon and covered in loose sand. The walls are marked with crude drawings of violence. In the center of the arena is a BONE AND BRONZE SHRINE. Within the shrine: two rubies (100 gp each). Taking the rubies out of the shrine causes 1d6+1 SKELETON WARRIORS to emerge from the sand armed with bronze axes and attack the interlopers; destroying the shrine will cause any active skeletons in the room to be destroyed. A door to the west leads to 3 ARMORY. A door to the east leads to a locked door barring entrance to 8 EASTERN RITUAL ROOM.

## 3 Armory

Ancient weapons hang on the walls. A life-sized MOSAIC OF KRELL dominates the western wall, his eye is a ruby (100 gp). Close inspection of the mosaic reveals the secret door to 4 TREASURE ROOM. A locked door to the north leads to 5 WESTERN RITUAL ROOM.

## 4 Treasure Room

An ornamented chest sits in the center of the room covered in dust. Opening the chest sets off the GAS TRAP: upon opening the chest caustic yellow gas emerges from it, requiring a saving throw or taking 1d6 poison damage. Within the chest is 1d6x100 gold pieces, a circlet of gold and rubies (250 gp), a potion of healing, and the AXE OF BLOODTHIRST (this is a hand weapon that deals magic damage; the wielder may choose to have it deal double damage on a successful attack against a living creature, if they do so it deals half that amount of damage back to them).

## 5 Western Ritual Room

A MASSIVE STONE BOWL filled with semi-congealed blood dominates the center of the room. 1d6 CULTISTS guard the bowl (Axe, shield, leather armor). On the eastern wall are two murals of Krell in victorious poses; a close inspection reveals the secret doors to 6 STATUE OF KRELL and 7 CULTIST CAMP. To the north is a hallway to 9 OSSUARY.

## 6 Statue of Krell

A gleaming brass larger-than-life STATUE OF KRELL. Scorch marks in the shape of people mar the walls. Ruby eyes (150 gp each) and a diamond studded circlet (200 gp) adorn the statue. Touching the statue causes a beam of light to emit from the diamond and strike at the one who dared touch it (saving throw or 2d6 magic damage). Removing the diamond causes the statue to become inert. Careful inspection of the statue reveals that a large counterweight is buried beneath the ground, keeping the statue in place and making it incredibly difficult to move. If removed, the statue will slowly and inexplicably erode away.

## 7 Cultist Camp

Cluttered bedrolls and clothing piled around the room. 1d6+3 CULTISTS are lounging in the room. There is a small lock box hidden among the clothing. Inside the lock box: 1d6x10 gold pieces and an obsidian ritual knife (50 gp, this knife deals magic damage). A hallway north leads to 10 BLEEDING ROOM. There are secret doors to the west and east that lead to 5 WESTERN and 8 EASTERN RITUAL ROOMS respectively.

## 8 Eastern Ritual Room

A MASSIVE STONE BOWL filled halfway with blood dominates the center of the room. 1d6 CULTISTS guard the bowl (Axe, shield, leather armor). On the western wall is a mural of Krell drinking from a skull; upon closer inspection a secret door to 7 CULTIST CAMP is revealed. A hallway to the north goes to 11 MELAKOR'S ROOM.

## 9 Ossuary

Meticulously arranged SKULLS AND BONES cover the walls. Touching the wall prompts the bones to reach out and grasp for the creature that touched them (saving throw or pulled into the wall; buried alive). To the north a locked door leads to 12 REAR HALL and a hallway to the south leads to 5 WESTERN RITUAL ROOM.

## 10 Bleeding Room

The corpses of animals hang upside down, bleeding into buckets below. 1d3 CULTISTS patrol the room occasionally replacing a full bucket with an empty one and bringing the full bucket to 8 EASTERN RITUAL ROOM. A locked door to the north leads to 12 REAR HALL, a hallway east leads to 11 MELAKOR'S ROOM, and a hallway south leads to 7 CULTIST CAMP.

## 11 Melakor's Room

A low table sits in the center of the room covered in half-translated scrolls and opened books. A bedroll and chest hug the eastern wall. MELAKOR and 1d6 CULTISTS are in here researching. In the chest is 1d6x10 gold pieces and a Cloak of Shadows (AC as cloth armor, become invisible while in shadow or darkness, each use has a 1-in-6 chance of causing the cloak to fade into nothing). A hallway south leads to 8 EASTERN RITUAL ROOM and a hallway west leads to 10 BLEEDING ROOM.

## 12 Rear Hall

Two CULTISTS guard this empty room from enemies. Two locked doors lead south, one to 9 OSSUARY and the other to 10 BLEEDING ROOM.

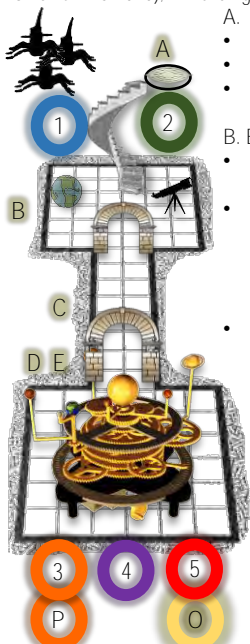
### d6 Random Encounters (check as needed)

- |     |  |
|-----|--|
| 1   | 1d6 skeleton warriors wandering (from the arena) |
| 2-3 | 1d6 Cultists patrolling the tomb                 |
| 4-5 | A cultist carrying a bucket full of blood        |



**The Ancient Orrery** by Ed Nicholson. For mid level adventurers. After discovering an ancient magical machine that manipulates space and time, and accidentally powering it up, the PCs need the copies of themselves they created to help them return from the moon and stop the invading Spider Lizards.

Start: PCs uncover an ancient metal hatch after 1. Walking Tower legs root into the ground (sequel to *Steal the Walking Tower* OPDC 2020); 2. Building a castle; 3. An earthquake.



- A. Hatch
- **Clock in center. Runes: "Open at the right time"**
  - Hands must be put to 3:15 to open
  - Lightning (2d6 dmg) on wrong settings
- B. Entry Room
- Carvings of planets & swirling magic. Ancient telescope aimed at moon. Globe of home planet.
  - PCs disoriented as Copy #1 of PCs (w/magic items) created & separate out from them by a **future action** of the Orrery & is sent thru momentary **Green** gate to the G1. Arrival Crater on the Moon w/copy of the Orrery (see #2 below).
  - PCs only see flashes of light
- C. Hallway
- PCs magic items turn to clay and crumble
  - Orrery sucks magic to power up. It hums and glows
- D. Orrery.
- Undecipherable control panel
  - Moving controls causes it to change to model time & space. This creates magical effects including time travel and portals thru space & planes
  - Spinning arms hit those near it (2d6 dmg)

E. Control Results (in order):

1. Opens **permanent** one-way **Blue** gate from M3. Moon to B. Entry Room. 10 +1d6 Spider Lizards enter & block escape.


*PCs will be hard pressed to survive attacking Spider Lizards (some may die). If PCs do not, in desperation, hit the controls again, a Spider Lizard accidentally does (possibly several times causing remaining results).*

2. Copy #1 PCs created **back in time** as described in B. Entry Room & sucked thru **Green** gate to G1 Arrival Crater on the Moon. PCs now have a vision of this.

3. Copy #2 of live PCs (w/o magic items) created. **Orange** gate appears & sucks them in (sending them into **the future**) and then disappears. The PCs see this happen. They return here in P. Copy #2 PCs Return.

4. A PC (DM selects) from the future appears in a **Purple** gate. He says, "Pull the red lever up, then push the blue crystal two times!" then he & gate disappear.

5. Living PCs travel to the G. Arrival Crater on the Moon thru a **Red** gate, if they use the controls as told in #4



Spider Lizard (T-rexula): Armor Med; HD 4; Low Intelligence; Bite 3d6 (+ paralysis poison 1d3 mins); Tail Bash 1d6; Climb, Spit Mucus Glob or eject Web (rear arc) 1/day; large & hungry.

Alien: Armor Low; HD 6; Stunning Cone, Mind Eat, Levitate; other powers lost to age



- F. Moon
- Thin Air: Con -4, Light Gravity: Str +4
  - Dark zone: -10°F (if no warm clothes, 1d6 dmg hr.).
  - Sun zone: 200°F (Exposed, 1d6/dmg min; Shade/shelter, 1d6 dmg hr.; Cave, no dmg). Arrives in 2-3 hrs. (lasts 6 hrs.)

- G. Arrival Crater
- PCs arrive here thru **Red** Gate & see home world in space.
  - Gate travel gives time distortion effect as if rested 1 day
  - Orrery here is shut down, power gone.
  - It is cold & dark, Sun zone in distance approaching

- G1. Arrival Crater - Copy #1 PCs arrived here earlier thru **Green** gate. If any PCs were killed, their Copy #1 versions (w/ magic items) are found alive here (Players play them).
- Copy #1 PCs found alive here are disoriented & recovering from travel. Last thing remembered is entering B. Entry Room.
  - Do not know they are copies (role play to sort out)
  - Eventually say rest of Copy #1 PCs:

*"left in search of crystals to power the Orrery to return to the home world. They found a map & notebook about the Orrery on a dead alien body in a nearby cave. One note said, "Home world to moon: red lever up, push blue crystal 2x"*

If no PCs died, they find a Copy #1 PC dead (w/magic items) (DM selects) from bad effects of gate travel. Has scribbled note w/info above.

- H. Last Surviving Alien.
- Tall & gaunt, black eyes, tentacle arms, trapped on moon & is starving.
  - Just discovered PCs & Orrery. Attacks to eat brains & take Orrery to get off moon
  - **Speaks about "reversing the process to return home"**
  - Has warm clothes, Shooting Meteors ring & 2 Healing ointments

- I. Pulled Back at inopportune moment
- PC who was seen in Orrery result #4 is sucked back in time thru a momentary **Purple** gate to perform result #4 & return
  - Must say what he is supposed to, or break time continuum & cease to exist (see Copy #1 or #2 PCs for replacement)

- J. Trail. 30 + 3d6 min travel by long floating jumps following the tracks of Copy #1 PCs to M. Crystal Crater (efficient travel will reduce time)

- K. Revenant.
- Copy #1 PC (DM selects) found dead. Killed by Meteorite
  - Rises as Revenant (8 HD) that goes after herself!
  - "You idiot! You killed me with your stupid adventures!"
  - Wears warm clothes found on alien body at G1
  - Can be reasoned with. If successful it runs to Sun zone to free itself.

L. Sun Zone. Arrives at Crystal Crater 30 +3d6 mins after PCs (then moves to Arrival Crater in 30 +3d6 mins)

- M. Crystal Crater
- Rocky crater w/magic crystals. 20+1d6 can be collected (taking 3 min each)
  - Crystals charged w/magic energy absorbed from space, explode on sharp impact (3d6 dmg, 10'R).

- M1. Copy #1 PCs.
- Remaining members of Copy #1 PCs found dead here. Killed accidentally by dropping crystals. Their magic items survived
  - One has notebook w/ map, notes 10 crystals charges orrery for return trip.
- If any PCs have died since arriving on moon, then their Copy #1 PC is found alive here & the Player controls him now.

- M2. Crashed Spell-Rider Ship (helm dislodged, sails & rudder destroyed, hole in hull)
- Buried In wreckage (each takes 1d10 mins to find & dig out): Alien body w/warm clothes & Acid Ball wand 14 uses, Healing Staff 10 uses, Poison Gas scroll, Free Movement ring, Heat Immunity potion 1 use, Warrior Summoning horn, loaded working heavy Cannon & ammunition (6d8 dmg); Case of Rum 12 bottles. **Carpenter's Tools** w/ spare sails & rudder, patch kit, etc. (requires 3 individuals & 6d10 min to temporarily fix each item w/difficult check) (50% chance ship breaks apart after use, unless major overhaul).

- M3. **Blue** Gate (created in result #1)
- Hovers at west side of crater. B. Entry Room seen thought it. 25 dmg closes gate to stop invasion.
  - This is a difficult way for the PCs to return due to 10 Spider Lizards preparing to enter. If attacked, 1d6 (20 max) more arrive each min from nearby Moon Fungus filled caves. Will not peruse due to approaching Sun zone. Giant queen in cave.

- N. Return to Arrival Crater
- Orrery drains 10 crystals &/or magic items & powers up.
  - Using controls in reverse pattern returns PCs & Copy of the Orrery to the home planet thru a **Yellow** gate (see O.). Travels gives rest 1 day.

- O. Return to D. Orrery Room. **Yellow** gate opens here (this Orrery merges w/original), the remaining Spider Lizards attack

- P. Copy #2 PCs (w/o magic items) Return
- Return of Orrery triggers **Orange** gate to reappear **out of time** & deliver Copy #2 PCs back. Have each player run their Copy #2 PC to join the fight
  - After the battle, any remaining Copies of PCs merge w/ their PC counterparts increasing them 1 level. Or they remain separate replacing any dead PCs.

Conclusion: With the notebook, the PCs figure out how to close the **Blue** gate (if not destroyed). It also describes how to efficiently use some controls of the Orrery as a gate of plane travel draining one crystal or magic item per use.





# The Caves Below KEEP QUIET

Written and designed by Charlie "Chopshop" Queen  
for the 2021 One Page Dungeon Contest  
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The caves below Keep Quiet once housed the **Voiceless Order's** extensive wine collection, root cellar, ossuary, and treasury. During the Age of Storms, the voiceless monks hid in the caves from the Nightraiders and the unending rains. They never emerged from the caves because another even deadlier enemy had infiltrated from below - **The Screammers**. The only thing left of the monks is their bones and the **hand-written notes** that they once used to communicate.

## A. Wine Cellar

Rows of dusty wine racks covered in cobwebs.

Roll on the encounter table. If the PC's search the racks, roll the loot table. The party finds Note 1 (see bottom of page) lying on the floor as soon as they decide which way to go.

1d4 Loot	1d6 Encounter
1 Rat droppings	1 2d4 Screammers ready to ambush
2 Spoiled wine	2 1d4 Screammers eating a goblin
3 2d10 coins	3 1d4 Shades in hiding
4 Floating light globe	4 Lost/Sad voiceless ghost
	5 Helpful voiceless ghost
	6 Hidden cache - roll Loot twice

## B. Root Cellar

Stacks of dirty barrels and crates covered in moss. Roll on the encounter table (A). If the PC's search the barrels and crates they find potatoes. The party finds Davvin's skeleton clutching the ossuary key and Note 2 (see bottom of page).

The door in this room is unlocked but contains a 40' hatch with a broken ladder (leads to E).

## C. Ossuary

A massive religious altar built with bones. A bone chandelier. A locked, ornate door, flanked by pillars of bone. Two strange monster corpses impaled by spears. The party finds the skeletons of Jerryn and Dia with Note 3 (see bottom of page) by the locked door.

The ossuary is rigged with a noise-triggered trap. Anyone who doesn't keep quiet is pelted with spears from holes in the walls and ceiling. If the party found Note 2, tell them that talking IRL while their characters are in the ossuary will trigger the trap.

## D. Natural Bridge and Jumping Stones

A narrow stone walkway surrounded by dark pits on all sides. The walkway crumbles after the party crosses it, leaving them no way to go but forward. The pathway beyond has eroded with time and the party must jump from stone-to-stone to continue on.

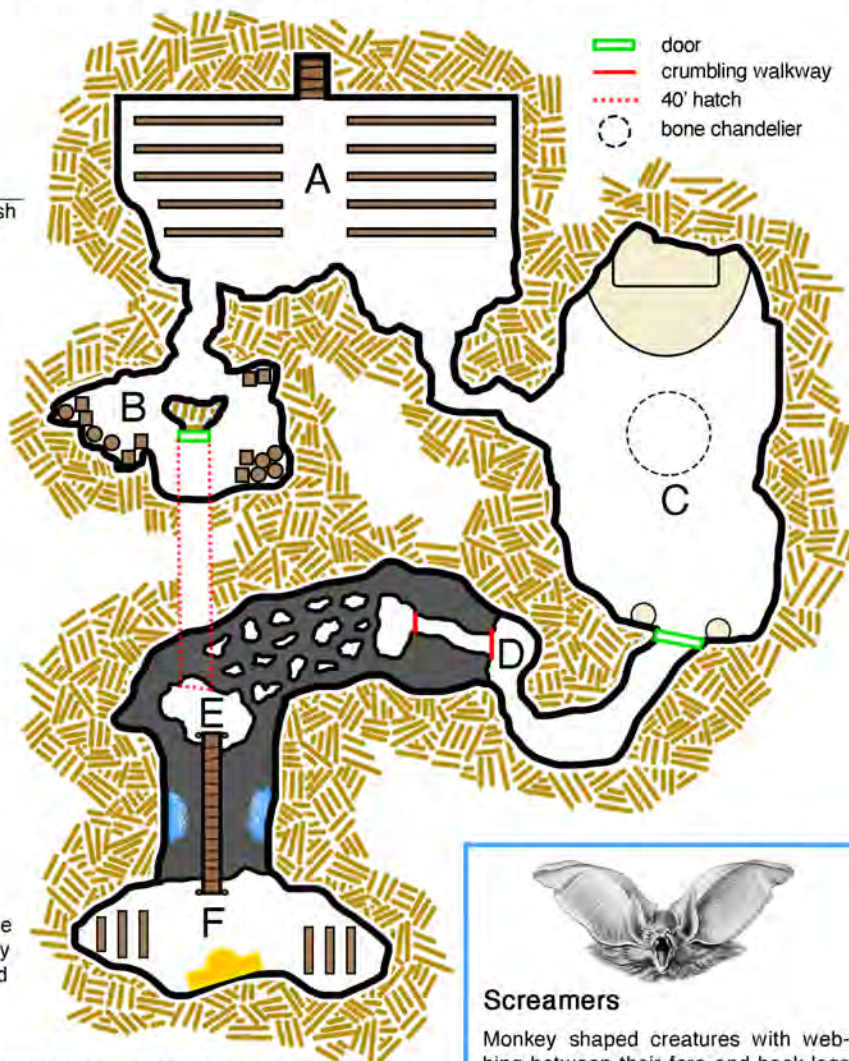
## E. Bridge Battle

A large rope bridge flanked by roaring waterfalls with a shining, golden reliquary on the other side. The party gets pinned on the bridge by two swarms of 1d4+2 Screammers, one on each side.

## F. Treasury

A large golden statue in a reliquary with two large red gems for eyes (200gp each). Dusty old shelves containing scrolls, artifacts, and chests. The party finds 5d10x10gp and at least two random artifacts from the table.

1d4 Artifacts
1 Invisible Punching Dagger (turns invisible when worn)
2 Wreath of Crowspeak (wearer can speak to crows)
3 Magic Quill and Ink (write a question, get an answer)
4 Skeleton Key (bony key with 1d4 uses of the knock spell)



## Screamers

Monkey shaped creatures with webbing between their fore and back legs that allows them to glide. They have bat-like faces, massive ears, sharp teeth, and large talons. They navigate the environment via echolocation (clicking) and they scream to alert the pack when they locate prey. They are pack hunters who prefer to swoop down from the ceiling in the dark.

## Special Attack: Echo Stun

Each PC in earshot make a Con save vs. stun.

Cut out or screenshot these notes and hand them out as the PC's discover them.

Dia, please help Jerryn set up his contraption in the ossuary tonight and remember the ladder is broken in the root cellar. If you need to get into the lower caves, there is an extra ossuary key on the root cellar shelf.

Davvin, please get yams and a bottle of dandelion wine for dinner, but do not shuffle your feet when you go through the ossuary. Nalin is rigging his noise-activated trap in case the Nightraiders come again.

I don't know what these horrible creatures are but they aren't Nightraiders... Go alert the elders immediately. I'll reset the trap.



# Patriarch's Gamble

Recently the cairns of wealthy families have been robbed. A worried grand son of one of the families wants you to investigate his grandfather's tomb, and catch the raiders. He intends to come along and make sure everything is fine.

1.) A large stone well occupies the centre of the room, it is dry and 15' deep, a ladder leads down. A stone scorpion perched atop the well. *(The well is trapped, if the hand holds on the ladder are touched, the room fills with a poison gas. The scorpion golem will try to stop anyone venturing into the well. It can be stopped by speaking the elvish word for scorpion).*

2.) 7 large polyhedral shaped stones lying in the room. In the centre is a spot to place them. Walls are lined with stone masks in animal shapes. A skeleton torn in half lies at the bottom of the well. The room contains a large bucket of water. *(Players stack dice, anyone who stacks 7 opens the southern door. Behind a scorpion mask is a lever, opens secret door room 3)*

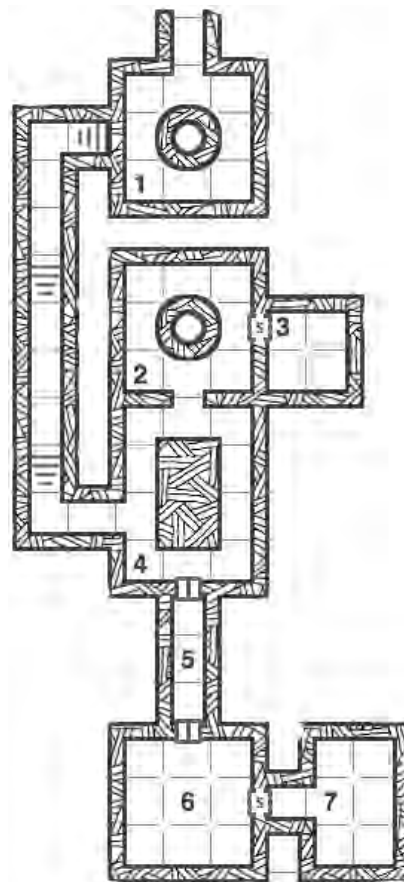
3.) Room is super windy and lined with scrolls. *(Air pumps in from outside thru pipes & fans, a whirlwind is created when the door is opened. If the wind can be shut off, the scrolls can be examined. 1D6+1 magical scrolls).*

4.) Large wooden boat fills the room, it has been damaged, floor boards torn up, sail tossed on the floor. A stone sarcophagus is on the bow, the lid is broken on the floor, inside is empty. *(A side passage leads up to room 1, ends above well in ceiling)*

5.) The floor is covered in tiny scorpions made of terracotta. *(The scorpions do nothing if stepped on. A thin tripwire will release a false ceiling dumping large rocks down).*

6.) Large iron bars block the entrance. Inside is plenty of treasure, jewellery, works of art. *(The grandson will cast a fire elemental to deal with the PCs, put on a ring of invisibility, raid the chests and run. One of the paintings hides a secret button which opens the door to room 7. All of the treasure is fakes)*

7.) This small room contains the ornate coffin of the patriarch. *(Inside the coffin is a map to the actual treasure and the deed to his estate).*



*Written by Shane Ward, 3toadstools.blogspot.ca,*

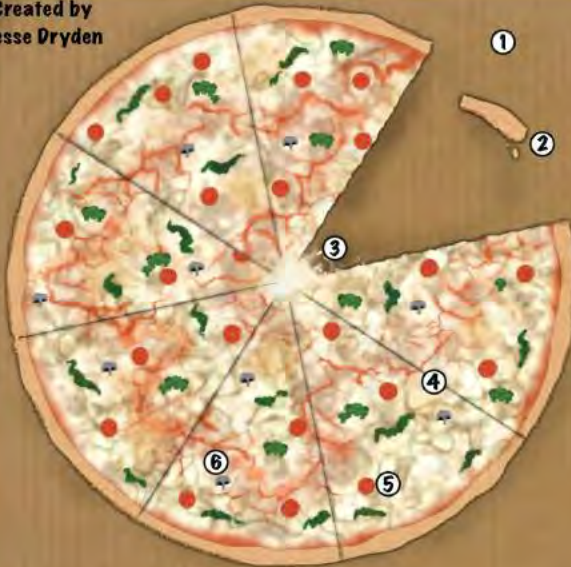
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Surrounded by the Deepdish Mountains, covered in a golden Parmesan desert, flowing with rivers of molten Marinara, among the thick Broccoli forests and steamy Spinach swamps, topped with artisanal danger, a flavour of adventure awaits...

# PIZZAQUEST

Created by  
Jesse Dryden



## PIZZATOPIA

- ① **The Stale.....** A flat, grease stained, wasteland. Devoid of flavour. Difficult to Survive.
- ② **Corniccine Isle.....** Remnants of the eighth slice. A crusty place from where few ever return.
- ③ **The Mozzarella Ruins.....** The ancient center of the 7 kingdoms. Considered to be haunted.
- ④ **Great Divides.....** One of the many hazardous deep canyons that separate the kingdoms.
- ⑤ **Pepperopolis.....** Sizzling centres of fat commerce for spice trade & meat markets.
- ⑥ **Fungi Village.....** Home to the Myceliums, kind & humble people who harvest yeast.

**Mr Button- NPC- A simple Fungi Farmer.**  
He will greet & guide visitors. Warn them of dangers & that the refrigeration is coming...

## APPETIZER

Pizzatopia was a fresh baked, warm land. Once ruled by the benevolent **Queen Maguerita**. All were welcomed at the round table in the central city of Mozzarella. It is unknown how it was destroyed.

When the world divided & became the Seven Slices. Now each Kingdom is ruled separately with their own secret recipe for Pizzaquest.

## BY THE SLICE

THE PRIMOS OF PIZZATOPIA

- Count Basil Provolone.....**  
Orders you to deliver the sacred one to Corniccine Isle.
- Duchess Paprika Gruyere.....**  
Requests you steal for her the rare Artichoke heart
- Chief Fennel Asiago.....**  
Invites you in the hunt of the elusive Spinach Witch.
- Grand Magus Oregano Fontina.....**  
Finds any excuse to throw you in their dungeon.
- Empress Rosemary Burrata.....**  
Sends you into the Deepdish mountains for a cure.
- Guru Marjoram Feta.....**  
Successfully persuades you into joining their cult.
- Baroness Sage Ricotta.....**  
Bribes or blackmails you to assassinate another ruler

## THE BIG CHEESE

THE GREATEST THREAT TO PIZZATOPIA IS THE DARK HARBINGER KNOWN AS THE NEAPOLITAN. THE SORCEROUS KNIGHT IS ARMED WITH THE LEGENDARY SLICER & THE POWER OF THE BLACK OLIVE, ABLE TO SUMMON AN ARMY OF MOLDY UNDEAD FROM THE CRUST. DETERMINED TO DIVIDE THE WORLD, THEY WILL HUNT ANYONE ACROSS THE SEVEN SLICES (in 40 minutes, or else).

SPOILERS: THE NEAPOLITAN ACTUALLY QUEEN MARGHERITA SEEKING REVENGE FOR HER

2021  
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## EXTRA TOPPINGS



### VEGGIE ATTACK

These green gourmet Capsigolum impose dietary restriction with farm fresh aggression. *Try Pesto. Before it gets you*

### BEHOLD, GARLIC

Impossible to avoid the toxic breath & bitter gaze of this pungent predator who roasts its victims alive in olive oil.



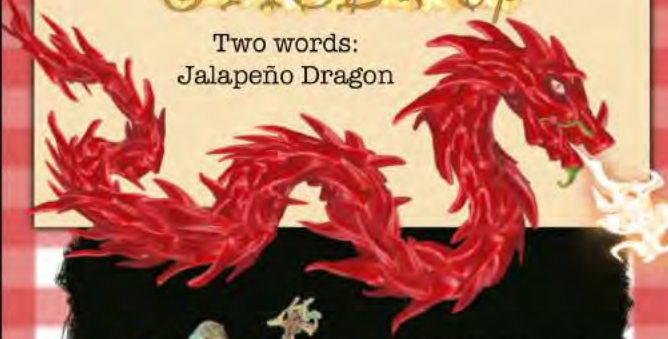
### TROPICAL PLUNDER

Porkrider Pineapplachians Unsavoury raiders attack with sun-dried tomato armor & smoked sardines



### SPICE it Up

Two words:  
Jalapeño Dragon



BEWARE of PIZZOMBIES

They bite back



JP



# ESCAPE OF THE TORMENT

Can your party stop the pirates before they escape?  
A 1st tier adventure ready to drop into your campaign

by Brett Simison  
MooseLich.com

## PROGRESS TRACKER

Combat Round	1	2	3	4	5	6	7	8
Ship Speed (ft per round)	10	10	15	15	15	20	20	20

### 1. Alarm Trap

Concealed pressure plate on the floor (DC 17 Investigation) that activates a silent alarm. If triggered, notifies guards ⑤ to detonate black powder barrels ② near the entrance and activate the ship launcher ⑧.

A party of adventurers followed a pair of drunk and bragging outlaws from the local tavern and discovered the secret entrance to the coastal cavern where pirates keep their ship, the *Torment*, and unload their stolen wares. The entrance is trapped with an alarm trap ① that silently alerts the brigands to intruders. Once triggered, the pirates activate a

### 2. Black Powder Barrels

6d6 Fire Damage 20' radius. Detonated with flaming crossbow bolts from guards ⑤ or sailors on board the *Torment* ⑦.

ship launcher ⑧ that hauls the *Torment* ⑦ from the cavern for a quick getaway. Begin counting rounds as soon as the party trips the silent alarm or, if they avoided the trap, once they are spotted inside the cavern. The ship escapes after 8 rounds.

Waterfall Height: 60'

### 6. Cannons

Loaded with Grape Shot dispersal shrapnel. 6d10 Piercing. Requires 3 actions to load, aim, and fire.

### 7. The Torment

Sailing Ship - 105' L, 25' W, 90'H; Hull: AC 15 HP 300; Sails: AC 12 HP 100  
Ship launcher ⑧ accelerates the ship out of the cavern in 8 rounds (see Progress Tracker above for speeds). Crew: 12 Bandits and 1 Bandit Captain.

### 3. Bridge Trap

Bridge with rotten and new boards. The latter are pre-cut and will collapse. DC 15 Investigation to detect, DEX save 15 or dropped into waterfall.

### 4. Rowboats

Can carry 2 medium creatures. Speed 15' per turn.

### 5. Guards

A pair of Bandits are posted here to monitor for and deal with intruders.

### 8. Ship Launcher

A boulder hangs from a truss 105' above the cavern floor. A rope runs from this boulder to a series of pulleys attached to a sea stack outside and then returns to the bow of the ship. When activated, the boulder falls and launches the *Torment* ⑦ into the sea for quick getaways. Ropes: AC 12 HP 10 (disadv on range); Pulleys: AC 12 HP 25; Boulder 3d8 bludgeoning per 10' of fall for anyone underneath.

Cavern Height: 45'

Cavern Height: 70'

Cavern Height: 95'

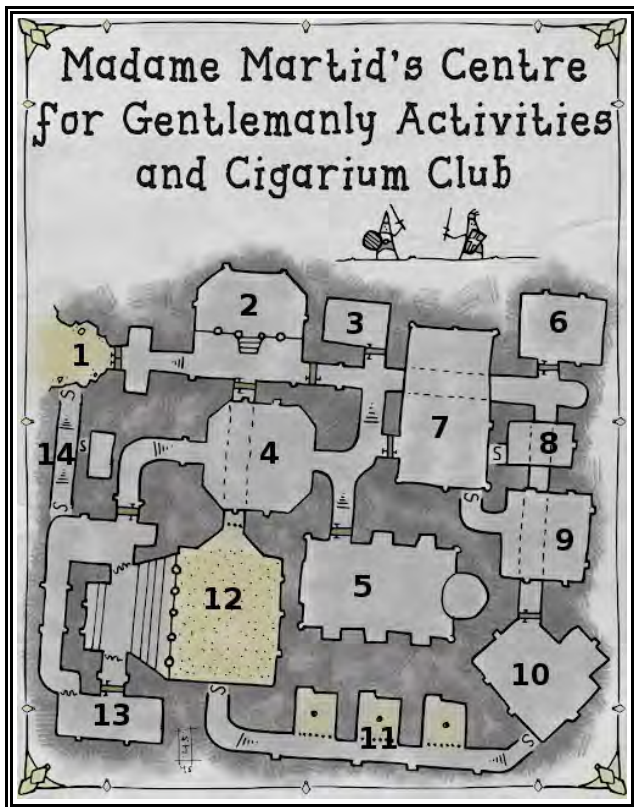
Cavern Height: 120'

□ = 5'

Visit MOOSELICH.COM for printable maps of this adventure

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**B**oss Qreewaw, ravenfolk crime lord, offered you a job to settle your debt. Discreetly recover a valuable card deck from Madame Martid's hidden office, and your debt is paid. You have two nights to case the joint and do the job. Each PC has d4x50gp for bribes, disguises, or paraphernalia.

1. **Entrance:** Inside are two minotaur bouncers, Lenny and Squiggy (chainmail muscle shirts, bow ties, stun-clubs [1d6 dmg, stunned 1d4 rounds]). If you ain't on The List, they'll let it slide for 10-20gp.
2. **Dance Stage** greets visitors with 4-6 comely dancers of random species and genders.
3. **Pit Boss:** Vrandol The Shiv, a hobgoblin with a trilby and a shank, monitors casino via mooks and dealers, spying on the suspicious with a *crystal ball* (3x/night). Calls toughs from **Room 10** to break up squabbles or cheater's fingers.
4. **Dance Floor:** Lit by the scintillating lights of fairies in silver cages, music of *auditory illusions* is tailored to different individuals' tastes. May make for awkward pairs dances.
5. **Casino:** Loud with tables of blackjack, diamondback and

#### RANDOMS AT THE CLUB (COULD HELP OR HURT):

1. Drug-addled unicorn-folk
2. Monkey-man pickpocket (as 5<sup>th</sup> level thief)
3. Goblin 'glitter' dealer
4. Incognito bored royals slumming
5. Local totally legitimate businessmen
6. Off-duty dancers offering arm-candy
7. Has-been child celebrity bard
8. Undercover royal revenue

#### RUMORS/RESOURCES (50GP PER ROLL):

1. Get the Cloudleafs talking smoke and they won't notice anything else.

WORDS BY VANCE ATKINS

MAP BY MATT JACKSON (<http://www.msjsx.org/>)

roulette (If PCs gamble, 2/6 chance of winning; may argue INT, WIS or DEX bonus to improve odds, but increases chance of spotting by Vrandol). A drow cashier, Belardara Duin, oversees from a raised dais at east end of the room. Totally goth, likes working nights. Doesn't like Vrandol.

6. **Storage Room & Broom Closet:** Usually unoccupied unless someone spills some drinks or blood.
7. **Cigarium & Bar:** Greets clients with fragrant smokes of a variety of strains and blends (5-10gp ea). Enthusiastically overseen by halfling smoke-sommeliers Gunther and Grace Cloudleaf.
8. **Humidor:** Secret door in closet. Climate-controlled room containing the finest cigars in the territory. Part of the humidor "shelves" are a trained mimic, Skippy.
9. **Madame's Office:** Secret door. Madame Martid, Ogre Illusionist (*Colour Spray*, *Wall of Fog*, *Fascinate*, *Invisibility*) uses a minor smoke illusion to enter/exit **Room 7** discreetly. Likely (5/6 chance) doing rounds around her club, glad-handing and playing the affable hostess. Card deck is hidden in the false bottom of cigar box on her desk (deck depicts odd chimeric creatures with descriptions).
10. **Employee Lounge:** Typically 3-4 toughs, plus off-duty servers, fight cornermen, etc. May be called out for tasks or shifts via a bell from **Room 3**.
11. **Pit Fighter 'Cells':** Secret doors. The bars are for show for backstage guests and the press. Currently rooms the next main card, Orc Ghorbash Smeed, and North-man Varnja Hjortsberg. Ghorbash is favored to win, but can be bribed to throw the match in the third round (50-100gp). Will cause a commotion, as Ghorbash is not a good actor.
12. **Fight Arena** with stadium seats. Any number of high rollers and connoisseurs of the pugilistic arts await a scheduled bout.
13. **Bookie:** Theodilius Vrigronuam, gargoyle accountant, wears a green eyeshade and tracks odds with his abacus. Key to cash boxes (**Room 14**) hidden in ledger.
14. **Side Door & Vault:** Secret doors. Hidden vault holds the nightly casino (d10x100gp) and fight (2d4x100gp) takes in two *alarmed* and locked iron boxes bolted to the floor.

2. A trio of toughs cycles through the club 4x an hour.
3. There are eyes on the casino.
4. A side door near the entrance allows an alternate entry.
5. Find the storeroom for a quiet spot.
6. Do NOT mess with the humidor.
7. Two dancers caught the crud and need replacements.
8. Belardara Duin misses Drow intrigues and scandal.
9. The fairies have been itching to unionize.
10. Martid's office is hidden off the Cigarium.
11. Fixing a fight could prove a distraction.
12. The gargoyle knows the odds and holds the money.



# GIANT CONSEQUENCES

by F.H. Stevens \* Twitter @F\_H\_Stevens

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## Introduction

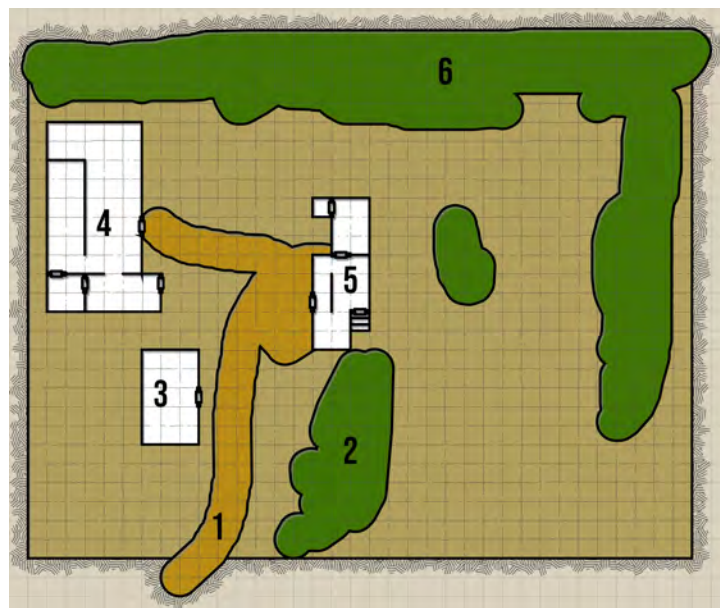
Humble farmer **Will Newall** unearthed an incredible find on his land: a **mummified giant** larger than any humanoid known to history or science! Will's brother **Alcott** put his business acumen to good use by sequestering the discovery in a hastily-added section of their barn. He advertised its existence to nearby villages and charged the curious for a chance to witness the unbelievable sight.

The brothers found themselves rolling in cash in no time flat. Socialites, reporters, and investigators flocked to the area, jostling for access to the giant which, regrettably, could not be given. And with good reason: the purported mummy was nothing more than a big phony cunningly stitched together as a massive, man-shaped taxidermy project! Once word of the deception spread the Newall Brothers' fame vanished as quickly as it had come, but they still made out like bandits.

That wasn't to be the end of their troubles. **Priests of a goddess of earth and death** decided to punish the brothers for their hubris. They raided the farm by night, took them captive, and plan to sacrifice the brothers to **instill the hulking mummy with a mockery of life**. That'll teach everyone not to make light of dead and buried things!

## Adventure Hooks

- The Newalls' devoted dog, Sallie, approaches in the night. Even characters who can't speak with animals know something odd is afoot, as the too-clever pupper acts in peculiar ways to encourage the party to follow her back to the farm.
- An amateur archaeologist, Jameson Ohio, wants someone to escort him to the farm so he can corroborate the worrisome claim of a hoax independently. It's a publish-or-perish situation, since his brash intrusion requires the party's interference to keep him alive when he bumbles into the gathered death priests.



- Perhaps the party or someone they know and trust had previously paid a visit to this supposed marvel, just learned they'd been ripped off, and are the sorts to demand a refund even after business hours.
- Somebody in a position of local influence learned about tonight's ritual. Since they'd prefer not to have the countryside torn up by a marauding blasphemy against nature, they hired the first group of adventurers willing to prevent this catastrophe.

### 1. Farmland Approach

This northward-leading path connects directly to a larger road. The dirt and gravel is churned up and rutted from the glut of recent travel.

### 2. Angry Apple Orchard

The brothers maintain a small copse of apple trees. A **large abomination** made from multiple human and animal skeletons lurks in the grove waiting to ambush those who might disrupt the ceremony. **Its dreadful shrieks paralyze any who hear them.**

### 3. Pigsty

**Five hogs** are kept in this reeking, ramshackle wooden building. They can be loosed from their pens and driven towards the barn to sow confusion among the priests and delay the ceremony's completion for a few moments when the party arrives.

### 4. Showcase Barn

The brothers kept the giant behind a wall and curtain in a hastily-built subdivision to their barn. The supposed giant still lays, wrapped in burlap strips, in that western alcove.

A gathering of **seven priests** is arranged in the barn's main area around the bound and gagged forms of Will and Alcott Newall. One of the priests with greater necromantic powers **leads the ritual**, which is moments from completion. With a final utterance, the high priest sacrifices the brothers and binds their souls inside the false giant, which announces its animation with a **thunderous roar** before bursting through the wall. The high priest commands the lesser priests to delay the party while they try to escape into the woods to the north, stopping to invoke their malicious gifts only if cornered. The high priest wears an **enchanted cloak** that **deflects projectile weapons**.

### 5. Newall Household

The brothers live in a single-story farmhouse. The kitchen and living room is reached by a door or short set of stairs, while the bedroom is to the north. An attached closet hides their ill-gotten earnings: 8d10+10 gp, 3d100+25 sp, and 10d10+100 cp.

### 6. Northern Woods

These woods sprawl for miles to the north. Tracking anyone who enters them is difficult, but no impossible. However, venturing too deeply is liable to get someone **eaten by enormous spiders**.



# THIS PLACE IS A ZOO.

The city zookeeper has hired the party for their experience with "difficult creatures." It seems that the zoo's creatures have started displaying ...strange abilities. Security is top-notch, and the zoo is concerned over what might happen if the news gets out about these inexplicable events. The party is invited to stay in one of the outbuildings for as long as it takes to resolve what is happening with the zoo's inhabitants.

## WHAT'S ACTUALLY HAPPENING

The zoo's Octopus is too smart. She's been moonlighting in the lab every night, experimenting with the zoo's groundbreaking new genetics research. The party will have to be very observant to catch the Octopus slipping into other habitats during the night — perhaps climbing a tree in the rainforest, crawling along the savanna, or dangling from the rafters of the aviary — and slipping the inhabitant(s) a mixture from a slightly smoking test tube. In the morning, that creature will have a random new ability and may choose to display it in a disruptive manner. If the players have a hard time putting it together, perhaps every night a new page of "handwritten" (tentacle-written?) notes appears in the lab, cataloguing the past day's events with scientific precision.

**HOW TO PLAY:** Explore the zoo! The zookeeper will alert the party when a new situation arises. They should spend at least one night at the zoo as they attempt to address different scenarios. Non-lethal combat is preferred by the zoo employees. Throw in multiple situations at the same time to see how they prioritize. After visiting the aquarium, research center, and/or after spending the night, the party should have enough information to suspect who the culprit is.

**THE CULPRIT:** The party can meet the Octopus in either its aquarium habitat or the research center, and will hear about its fame in both places from other guests or researchers. Incredibly intelligent, a master of camouflage (practically invisible!), highly mobile in or out of water, and able to climb and squeeze through tight spaces, the Octopus has been one of the zoo's most beloved creatures of study. No one would suspect her of such errant behavior. The Octopus has all its standard creature abilities, but amplified. When first meeting the Octopus, only the party member who rolls the highest will be able to spot it.

**PLAY OPTIONS & RESOLUTION:** Is the Octopus a benevolent scientist or an evil genius? What's her end-game? The science here doesn't necessarily need to make sense — after all, only the octopus is smart enough to know what she's doing. How does the zoo react when the culprit is found out? Is the zookeeper trustworthy, with the zoo creatures' best interests at heart? What would the Octopus do to boost her own abilities in order to provide for an incredibly difficult (or peculiar) final fight? Be willing to get weird.

**UPDATES FROM THE ZOOKEEPER:** Roll three d12 to fill in each of the blanks using the table below and a d20 for the location on the map. "The [creature] has/have developed [ability] and [scenario]. Located in [map zone]." The GM can also substitute other creatures/abilities/scenarios in as they like; there are far more creatures at the zoo than what is listed!

## CREATURE

1. The Penguin(s)
2. The Phoenix
3. The Dolphin(s)
4. The Unicorn
5. The Meerkats
6. The Plesiosaur
7. The Chimpanzees
8. The Wyvern Nestlings
9. The Otters
10. The Manticore
11. The Wolf Pack
12. The Dire Goldfish

## ABILITY

1. the ability to Swarm
2. several pairs of alarmingly large antlers
3. camouflage
4. amphibious
5. the ability to fly (or gills if already capable of flight)

6. psychic abilities
7. ability to use a breath weapon of GM's choice (acid, fireball, etc.)
8. the ability to speak, plus a taste for playing devil's advocate
9. tentacles
10. a substantial (increase/decrease) in size and is/are now very (enormous/tiny)
11. has/have learned how to open doors
12. the ability to clone itself/themselves.

## SCENARIO

1. must be wrangled back into the proper enclosure;
2. won't stop picking fights with the \_\_\_\_.
3. has/have trapped the interns in a broom closet.
4. is/are slowly

- draining the aquarium and/or flooding the zoo.
5. now seems to think that they are a \_\_\_\_.
6. is/are running amok in the amphitheatre.
7. has/have taken up residence in the gift shop.
8. is/are attempting to woo the \_\_\_\_.
9. is/are trying to abduct a family of guests.
10. won't stop upsetting the Panda.
11. stole the Hippokampus's egg and hid it.
12. is/are now (hiding in/rampaging through) the \_\_\_\_ habitat.

## EXPLORING THE ZOO

Each zoo habitat is highly realistic via magical climate control. Indoor rest areas, feeding areas, administrative and veterinary service buildings are also scattered throughout the zoo. Keep the climate of each habitat in mind for movement/combat; GM's preferred underwater mechanics should apply in aquatic environments.

1. Main Hall: Contains the ticketing office, gift shop, main offices, and a small restaurant.
2. Petting Zoo
3. Stables & Equine Pasture
4. Savannah & Grasslands
5. Desert
6. Outback: Watch out for Drop-bears.
7. Big Cats
8. Primates & Apes
9. Woodlands
10. Aviary
11. Amphitheatre: Small in-ground stone stadium seating for performances and events.
12. Rainforest
13. Bug Pavilion & Butterfly Garden: Insect and arachnid habitats, including a rare specimen of the most many-legged species of the Centaurpede.
14. Reptile House: Indoor reptile habitats and an outdoor aviary-like structure contains the dragon rookery.
15. Pond Life: No, that's just a Kelpie \*pretending\* to be a guest who fell in the pond.
16. Swamp
17. Research Center: See below.
18. Sea Life
19. Aquarium: Enormous complex with vast habitat tanks full of marine and freshwater creatures.
20. Polar Life.

## 17. RESEARCH CENTER

Workers here speak with pride of the top-notch security and research (a lot of which has been thanks to a mystery researcher's unexplained night-time contributions to the lab). Missing items were meticulously catalogued by whoever took them. A photo sits on an office desk; it's of the head researcher and an octopus in the lab.

Words and art  
by Cheryn Rapp



\* (GM's choice or roll for second creature)



# Looking Glass Hills (Sci-Fi Fantasy Adventure) BY BROLL

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**BACKSTORY:** STEPPE, UGLY AS A SIN, THE PC WALKING ALONG THE MAIN WAY WHEN THEY SEE A LIGHT; SPARKLING STAINLESS GRAY, GROTESQUE SHEET METAL SOUNDS COME FROM IT, IN A FLASH, YOU REMEMBER THAT AS SOON AS YOU SET FOOT ON THE STEPPE SOMETHING, LIKE A HUMANOID MADE OF HOT AIR, SPIES ON YOU. FOR MILES NOTHING INTERESTING WAS SEEN, NOT EVEN AN INSECT, THEY DECIDE TO INVESTIGATE.

FOR THOSE WHO WILL DIRECT AND/OR PREPARE THE GAME: THE HILL CONCEALS AN ALIEN SHUTTLE, 50'S STYLE, WITH ITS PILOT, BURNED WHO DESPERATELY SEEKS A SIMILAR DNA TO RECONSTRUCT HIS SKIN AND ACCESSES THE CONTROL ROOM TO RESTART. IT IS NOT KNOWN WHEN IT LANDED, DAYS OR PERHAPS CENTURIES.

**1 -** Last appearance of the HOT AIR SILHOUETTE. YOU ARE ON THE SLOPES OF THE HILL; YOU SEE IT SLIP INTO A CRAWL SPACE. SIGNS OF STRUGGLE, GREEN GELATINOUS SPOTS

**2 -** Landing Ladder: WOW, it IS BIGGER ON THE INSIDE! A WARTHOG WITH SEMI-HUMANOID FACE COMES TOWARDS YOU: FRIENDLY, HARMLESS. "PERFECT DAY FOR TRUFFLES!" IF KILLED YOU GET A FEW TRUFFLE CRUMBS. IN THE END A STEEL DOOR, THIN BUT VERY RESISTANT

DOOR AS SOON AS THE PC'S GET CLOSE THE DOOR SNAPS OPEN. MASTER ROLL 1D6 - 1-3 CLOSES WHEN THEY PASS UNDER IT 1D6 DAMAGE, 4-6 STAYS OPEN BUT IF THEY SHOULD PASS UNDER IT

**3 -** Junction: IN FRONT OF THE PCs A BIG DOOR DIFFERENT FROM THE OTHERS 9, AT THE SIDE THE SILHOUETTE OF A HAND THAT IS PART OF A DEVICE THAT OPENS THE DOOR. TWO DOORS TO THE RIGHT AND LEFT FOR 4 -5. TRY TO OPEN THE MAIN DOOR; TELEPORTED TO 7, FEMALE VOICE BEHIND DELIVERS A MESSAGE THAT KEEPS REPEATING ITSELF: "SAFETY MANEUVER ACTIVATION!"

**4 -** Lab, a STRANGE MOVING PICTURE ABOVE A METAL BOX THAT PUTS SOUNDS - IT IS THE DNA REGENERATOR, AND IT NEEDS SOME BLOOD OR SKIN TO RECONSTRUCT THE DNA CHAIN MORE LIKE THE ALIEN. THE PICTURE SHOWS A TALL, GREENISH CREATURE. SUDDENLY THE SAME CREATURE YOU SEE ON THE SCREEN APPEARS AND TRIES, TO FORCE YOUR HAND INTO THE MACHINE, FAILS IT IS WEAK AND BECOMES INVISIBLE AGAIN. AT THE SIDE OF THE ROOM A GIANT, BUT CRACKED CRUET CONTAINING A LARGE REPTILE. PAGES IN THE PC LANGUAGE REPAIR THE CRACKS; THEY ARE ENCHANTED AND MAKE THEM LOOK LIKE PATCHES. ON THE GROUND, THE BODY OF WHAT YOU RECOGNIZE AS AN ARCHMAGE, LONG DEAD. THE PAGES ARE READABLE BUT YOU NEED TO REMOVE THEM TO UNDERSTAND THEM, REMOVED THE REPTILE FREES ITSELF AND CHASES YOU. VERY TOUGH SKIN IMPOSSIBLE TO HIT EXCEPT WITH WEAPONS IN ROOM 5.

**5 -** armoury, THERE ARE LARGE BLADES OF UNKNOWN SHAPE, VERY SHARP 1D6 DAMAGE IF YOU GET TOO CLOSE TO THE BLADE. UNIQUE TO SCRATCH THE REPTILE. ENTER HERE AND THE VOICE MESSAGE CHANGES "RELEASE EVOLUTIONARY GAS!" CALCULATE BEFORE RELEASE ACTUALLY 10 MIN WITH A TIMER. CEILING WITH HOLE 7.

**6 -** Meditative sanatorium: ROOM FULL OF UNKNOWN SYMBOLS, FLOOR FULL OF GLASS FRAGMENTS. THE ONLY PART WITHOUT FRAGMENTS IS A SMALL TABLE, STANDING ON TOP OF A BIG MOUSE, WITH A BIG HEAD THAT GIVES IT PSI POWERS. HE SPEAKS THE ALIEN LANGUAGE, BUT ALSO THAT OF THE PCs, HE CAN HELP THEM UNDERSTAND THE MACHINES IN ROOM 4, BUT HE IS IRRITABLE, HE LIKES TRUFFLES THOUGH AND ASKS FOR WILD BOAR. IF ANGRY, HE ATTACKS, HURLING THE GLASS AT YOU. IF YOU HAVE NOT KILLED THE WARTHOG IT WILL COME BACK AND CALM DOWN MOUSE AND GUARANTEE FOR YOU THAT YOU ARE GREAT GENTLEMEN.

**7 -** PC END HERE IF TELEPORTED, CHAIR AND A SMALL FIRE OFF, A STRANGE DEVICE EASY TO GRIP, LIKE A CROSSBOW (RAY GUN DISCHARGED) IF POINTED AT THE ALIEN, THIS WILL NOT BE AFRAID.

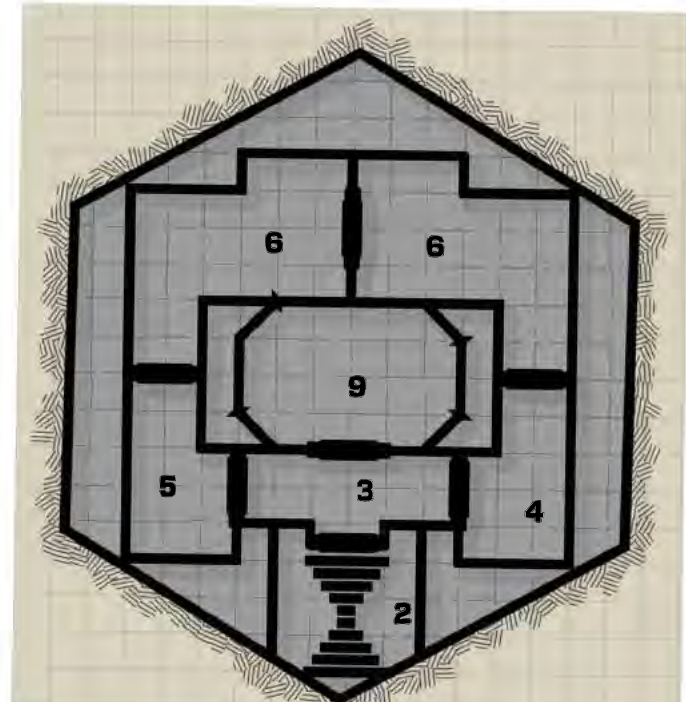
## 9 CONTROL ROOM AND ENGINE, CONCLUSIONS.

### BEFORE ENTERING:

- IF THE PCs HAVE MANAGED TO READ OR HAVE THEIR USAGE REVEALED, THEY PUT SOME OF THEIR DNA INTO THE MACHINE AND ON THE SCREEN, IT WILL BE DECLARED PERFECT COMPATIBILITY, A BRAND NEW LIGHT GREEN SKIN IS PRINTED FOR THE ALIEN, IT WILL APPEAR AND WEAR IT.

NOTE: IF THEY DID NOT UNDERSTAND ANYTHING. THEY CAN KILL THE ALIEN, WITH ITS DEATH A SECOND DOSE OF EVOLUTIONARY GAS WILL BE RELEASED AND THE SHIP WILL SELF-DESTRUCT

- IN THE CENTRE IS A GLOWING PILLAR, WITH SOME SIGNS OF RUST. THE ALIEN CARESSES IT LOVINGLY. HE TALKS TO THE ENGINE AND CURES THE CHARACTERS OF EVOLUTIONARY INTOXICATION. HE GIVES SOME SPACE BLADES AND ASKS IF THE CHARACTERS WANT TO BE ACCLAIMED AS HEROES ON HIS PLANET, THEN LEAVE WITH HIM.



### EFFECT OF GAS 1D6

1 - PRIMITIVE REGRESSION 2 - Mutation: NEW LIMB 3 - Mental faculties enhancement 4 - Transformation into a BLuish ESSENCE (ETHEREAL) 5 - AMPHIBIAN (totally incapable of anything, but sentient) 6 - MAXIMUM EVOLUTION (capacity building)



# THE AUCTION

A twisting of fate! The Obsidian Crystal, a relic from an ancient group of orthodox sorcerers, has resurfaced after the death of a collector. The Crystal is set for auction at Ordu Station, drawing the attention of a variety of interested parties.

You've been hired to serve as the Underground Academy's representatives at the auction, with a reward of 10k credits if you can ensure the Crystal does not end up in the hands of the Oppressor. The UA does not have the credits to outbid the other interested parties, but will double the reward if you can retrieve the Crystal for them.

**The Crystal's Secret:** Contained within is the spirit of the sorcerer Jolis Archerre, who whispers ancient arcane secrets to those that can listen.

**Running the Adventure:** Players can approach the objective as a traditional heist, by allying with one of the various factions or NPCs, or in any other manner they see fit. Each faction wants the Crystal for their own reasons and will act in their own self interest. *Without the intervention of the PCs, the Oppressor will end up with the Crystal*, either through a high bid or violent means. Assuming no interruptions, the factions will be present in their noted locations when the PCs arrive, but will gather in the Auction Hall by the end of the event, when the Crystal is up for auction.

## THE FACTIONS

**The Oppressor**: The supreme governing power in the galaxy.

- ▶ **Representative:** Caldanis Sceral, a regional governor. Accompanied by six elite troopers.
- ▶ **Goal:** The Exalted Overlord desires the Crystal. Governor Sceral expects to win the Crystal for them at auction, but will resort to violence to obtain it if necessary.

**The Inorganic Alliance:** An organization that advocates for the rights of androids and other inorganic beings.

- ▶ **Representative:** B3 and 3B, identical hive mind androids. Accompanied by four assassin androids.
- ▶ **Goal:** They believe sorcery to be illogical and a threat to all inorganics, so the Crystal must be destroyed.

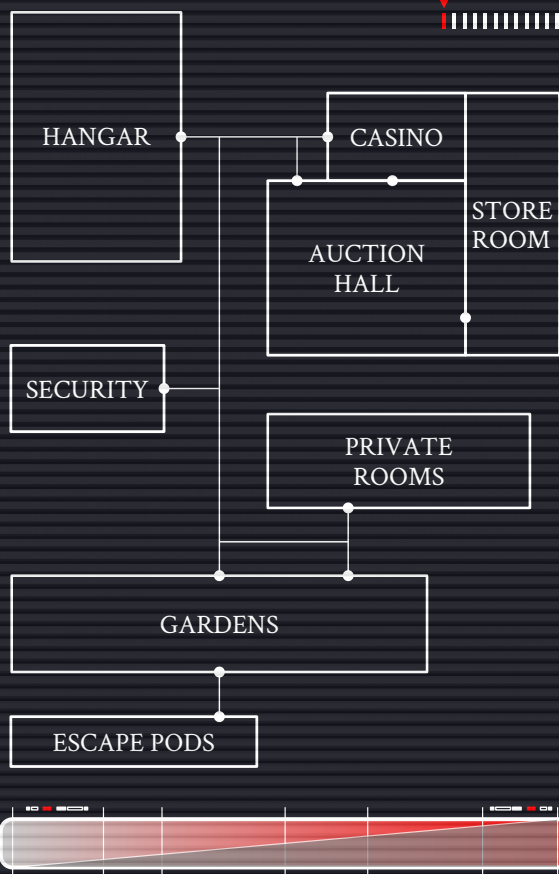
**Children of the Twin Moons:** A fanatical cult that believes it is their divine right to rule the galaxy.

- ▶ **Representative:** Xan'til, a high priest in billowing robes. Accompanied by an entourage of acolytes and servants.
- ▶ **Goal:** They believe obtaining the Crystal is a step along the path to galactic domination.

**Fallen Sun:** A criminal syndicate that uses a series of successful legitimate businesses as fronts for their heavy involvement in the black market.

- ▶ **Representative:** Janus, a near perfect human replica android. Accompanied by three highly trained guards.
- ▶ **Goal:** Give the Crystal as a personal gift to the Exalted Overlord in an attempt to gain favor.

# ORDU STATION



Ordu Station lies at the edge of the core worlds, where the wealthy elite can escape the monotony of their busy lives and enjoy a stunning view of the nearby nebula. While there are many fine experiences throughout, the auction will be conducted on the top floor of the station.

**Hangar:** An assortment of neatly aligned starships that run the gamut from sleek and expensive to the highly customized work of pirates and smugglers. Guards at the door into the station check IDs.

**Auction Hall:** Glass cases containing priceless artifacts line the walls. A crowd gathers around a central elevated platform where items are being auctioned off.

- **NPCs:** Caldanis Sceral, Vyr Laa (merchant).

**Store Room:** Primary storage for the most valuable items up for auction. The doors are guarded by two security androids and security cameras monitor the interior.

**Bar & Casino:** A lively, crowded room filled with debauchery, alcohol, and the copious display of wealth.

- **NPCs:** B3 & 3B, Cassell Khan (gambler), Helenex Wealof (wealthy noble).

**Gardens:** Lush greenery from around the galaxy artfully arranged around water features and seating areas. A glass domed ceiling reveals a stunning view of the nearby nebula.

- ▶ **NPCs:** Janus, Igat Togo (bounty hunter).

**Private Rooms:** Meeting chambers and luxury rooms for extended stay.

- **NPCs:** Xan'til.

**Security:** The main monitoring hub. An array of screens show security feeds from around the station. Stored within are a dozen security androids.

**Escape Pods:** A series of small emergency escape craft. There are not enough for all guests.

### Additional Complications:

- ▶ Sceral has a platoon of troopers on standby orbiting the station.
- ▶ The IA have “liberated” the station’s security androids.



# the cave across the hills

"a million years ago, we used to live there, in harmony with the bears, and no names for the things" - old hermit  
 "if you guys need to get there, the only way is through the cave across the hills." - simple merchant  
 One page, system agnostic, cave dwelling adventure by Lucas Gehre (LTG), (cc) 2021.



**1-** the entrance of the cave is quiet. The stone is predominantly light grey. Some petroglyphs can be found on the outer walls and some bones are scattered around.



**2-** a big chamber, full of stalactites and natural stone columns. Possible cave bear encounter (2/6). Light comes from the outside, but the corners are dark, especially in the way to chamber 12.



**3-** it's very dark, and the way to chamber 4 is concealed and can only be found looking for secret passages. There are some wall paintings near the secret passage. Chance of bat attack (2/6).

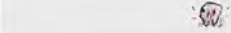


**4-** an opening in the top lets the light in. In the center lies a skeleton of a beast. Chance of reanimating a huge cave bear skeleton (2/6). If the creature is defeated, a ghost bear appears, roars loudly and flies away. If the hunter's dagger was found, after the bear dies, it glows, and the hunter's ghost joins the bear's and they fade away side by side.

**5-** this area is partially lit from cracks in the distant stone ceiling. Roots from the trees in the hill dangle down, and strange webs are all around. Chance of giant spiders attack (2/6).



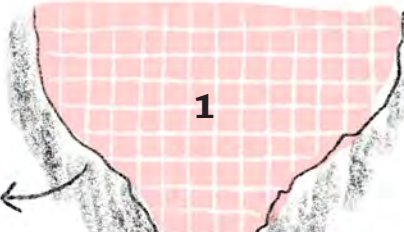
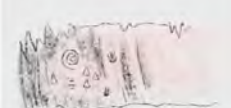
**6-** this area is deeper, and there is a strange skull shaped stone, glowing green. If touched, 6 armed skeletons emerge from the corners, surrounding the party. If the stone is destroyed, no more undead or skeleton enemies appear, and ghosts of people and bears appear, some caveman, some adventurers, then slowly dissipate.



**7-** one single legless armed skeleton is slowly dragging itself in the way to chamber 6. Chance of bat attack (3/6).



**8-** the deepest area of the cave, it is damp and cold. There is a secret passage to chamber 9, that need a search to be found, behind wall paintings similar to the ones in chamber 3.



**12-** in this dark chamber, a faint smell of rotten meat comes from the tunnel to chamber 13. Chance of undead bear encounter, coming from chamber 13 (2/6).



**13-** part of this chamber is lit from cracks in the ceiling. Entrance to chamber 14 is an opening 20' up the wall, and to chamber 15 is covered in rubble. Chance of undead bear encounter (3/6).



**14-** a tight tunnel leads to this small chamber. Some wall paintings tell a story of a hunter. Beneath stones, a skeleton wrapped in remains of leather. Hidden inside the corpse, a small bone hunter's dagger (+1 vs. beasts, easy to break).



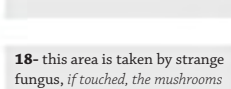
**15-** burial chamber, several skeletons wrapped in leather lie in fetal position. Chance of reanimating 1d6 unarmed skeletons (2/6). Hidden in the northern corner, there is an ancient figurine sculpted in bone.



**16-** in the eastern end there is a big mural of a bear and a human together. Chance of bat attack (2/6). If the hunter's dagger was found, it glows, and a small opening is revealed in the wall, containing an ancient gem.



**17-** the chamber is empty, and there are cracks in the ceiling letting the light in. On the darkest corner, there is a small ruined stone altar. Next to it can be found a cracked pot, and further away, a bone spearhead, that if set in the altar with the figurine found in chamber 15, there is a rumble, and the ways to chamber 18 open, which are otherwise impossible to find.



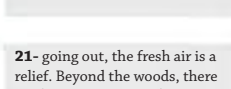
**18-** this area is taken by strange fungus, if touched, the mushrooms expell a poison cloud (3x3). There is a chance of an infected cave bear (1/6) and of 1 to 3 unarmed skeletons (2/6). The way to chamber 19 is a steep climb down. The only access to this chamber is from chamber 17.



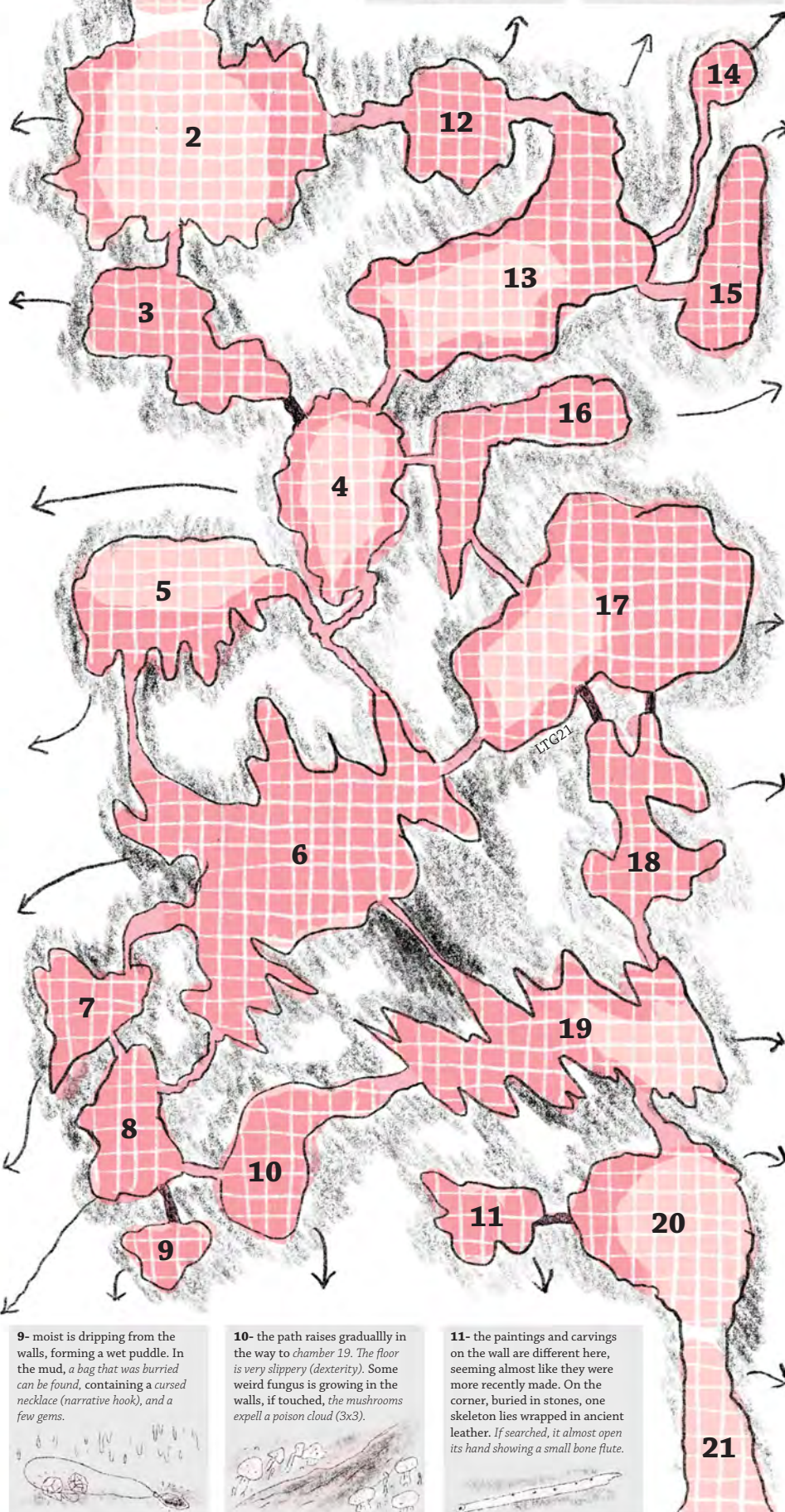
**19-** coming from chamber 6, the path passes through a very thin stone bridge over a chasm (dexterity). In the dark, there are mushrooms that expell a poison cloud (3x3) if touched. Hundreds of hand prints fill the walls.



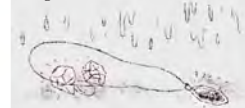
**20-** the exit can be seen (chamber 21), and the way to chamber 11 can only be found looking for secret passages. There is a mural of paintings and petroglyphs on the east wall. If examined carefully (intelligence), it resembles muisc notation. If the bone flute is used to play it, the ancient melody comes with a intense feeling of nostalgia and everybody heals (1-2 HP).



**21-** going out, the fresh air is a relief. Beyond the woods, there can be seen some smoke, sign of the nearby village. Over the next week, the party has a chance of intestinal infection from the fungal spores.



**9-** moist is dripping from the walls, forming a wet puddle. In the mud, a bag that was buried can be found, containing a cursed necklace (narrative hook), and a few gems.



**10-** the path raises gradually in the way to chamber 19. The floor is very slippery (dexterity). Some weird fungus is growing in the walls, if touched, the mushrooms expell a poison cloud (3x3).



**11-** the paintings and carvings on the wall are different here, seeming almost like they were more recently made. On the corner, buried in stones, one skeleton lies wrapped in ancient leather. If searched, it almost open its hand showing a small bone flute.





**Anne's cottage.** While pleasant on the outside, the interior is unkempt and abandoned. Filled with cobwebs and dust. Bats roost in the rafters.

Behind the cellar door is a long ladder. The **cellar** is littered with **crates of old alchemical ingredients**. It takes 20 minutes to raise a bucketful of blood from the cellar's well.

A chamber containing a huge bomb, covered with levers and holy symbols, an **Anti-Undead bomb**. It is dangerously inoperable. If detonated it will destroy the entire dungeon. The **chest** contains a **collar of ghoule-control**. Be wary of the **over-grown bats**!

Hanging vampire **coffins** and an **alchemical station**. The **book** states an **antidote** for Anne's potion can be brewed from **cave-roses**, **eye-nemone slime** and **her blood**. There is a 3/6 chance **Anne** is in her raised coffin.

The **Shrine of Vampire God Voxnox**. The statue speaks in your mind - place a corpse on the altar and it shall rise as a vampire. **Night-Bane**. A vampire-slaying sword is contained by the power of Voxnox.

The **Sanguine-Sapphire**. A priceless, shining jewel - cursed to attract vampires to it.

**Bolster the Giant**, his heart opened to the well - gushing torrents of blood. His pupils are dilated. He is **drugged and hypnotised**. Bolster will disbelieve any claim that Anne is a vampire, poo-pooing any tales of weirdness found under the well. He is growing pale. Only an antidote will restore his senses.

**Anne's garden** is looking slightly overgrown. There is a huge pumpkin, plentiful carrots and 4 bulbs of **wild garlic**. The garlic can be used to temporarily repel vampiric creatures.

The **Under-Garden** - fertilised by the grave of a titanic giant. The dank earthy cave is filled with strange crimson **cave-roses**, giant bones and **ghostly murmurs**.

Tread carefully! A **false-floor** gives way to a pool of blood and **three ravenous ghouls**.

**Drugged suitors** stand **shackled** eager to be feasted upon. Guarded by a **giant cave-octopus** hidden beneath the floor boards, they don't want to be saved. Among them is **Udmore**, a **vampire-hunter**. He is undrugged, knows how to operate the **Anti-Undead bomb** and intends to detonate it. Young cave-octopi cling to the cave walls and roof.

Beware the toxic spray of the territorial **Eye-nemone**. It stares longingly at its **stolen eggs** - a **note** explains that Eye-nemone eggs are hatched when thrown against a wall. The spawn will imprint on the people it sees first and will attack strangers.

**Zerdix, the Devil-Bat** lolls lazily in the blood-lake. If slain the dungeon will begin to flood. The blood lake rises to each of these blood-level indicators every 10 minute interval.

## The Well of Blood

**The Hook:** You have heard worrying news about your friend Bolster the Giant. Smitten with the peasant girl Anne, she challenged him to prove his love. To fill her well to the brim with his **blood**! Bolster opened his heart to the well but it is not filling up. "Plug the leak at the bottom of this well and you will be amply rewarded my friends" booms Bolster the Giant.

**The Truth:** Bolster has been deceived. He loves a vampire-queen! The Giant has been bewitched by a hypnotic potion and Anne's husband, the Devil-Bat - Zerdix gluts himself in Bolster's blood.

**The Well of Blood** is a dungeon by Rook of <https://foreignplanets.blogspot.com> released under <http://creativecommons.org/licenses/by-sa/3.0>. It is optional, but recommended to print this dungeon out and to colour it in by hand as it builds familiarity with the dungeon and improves its aesthetics and descriptiveness. Ensure correct fit/scale before printing.

### D6 Encounters:

1. Anne the Vampire-Queen. Beware her seductive gaze!
  2. d4 bats grown large and fat on a diet of giant-blood.
  3. d6 gurgling ghouls desire flesh.
  4. d4 curious juvenile cave-octopi
  5. d2 cunning lesser-vampires
  6. A blood-drained spectre issues a ghostly warning
- Roll 1d6 for every 10 minutes the players spend in the dungeon. On a result of 1, roll on the above encounter table.



# Nothing But The Tooth

## The Story So Far

The Great and Terrible Dragon has lost a tooth imbued with powerful magics. It is exactly the kind of thing the Tooth Fairy would normally collect and keep safe. But no fairy can enter the Dragon's labyrinthine lair, which is why the Tooth Fairy is sending you instead...

## Questions to Start Things Off

- What did the Tooth Fairy promise you in exchange for your help?
- What are you to leave in place of the tooth?
- You have been warned not to take anything from the Dragon's lair except the tooth, because if you do something regrettable will happen. What is it?

## Sensory Details

- Deep, echoing snores of a sleeping dragon
- Damp, musty air
- Piles of glittering treasure and trinkets
- The clickity-clack of the Dragon's skittering servants
- Tunnels huge enough to march elephants through
- Twisting cracks just big enough to wedge yourself into
- The slow drip, drip, drip of falling drops of water
- Scattered patches of glowing moss
- A vase falling over with a crash, scattering gems

## Navigating the Lair

- Roll 1d6 and move to a location:
  - 1-2 = You draw attention to yourself.  
Mark one box on the Dragon Wakefulness track.
  - 3-5 = You get closer, but there's a complication (e.g., a trap, servants, a tooth thief).  
Mark one box on the Find the Tooth track.
  - 6 = Mark one box on the Find the Tooth track.
- Also mark a box on the Dragon Wakefulness track if anything makes enough of a commotion.

### Dragon Wakefulness

<input type="checkbox"/> Snores loudly
<input type="checkbox"/> Stirs
<input type="checkbox"/> Wakes up!

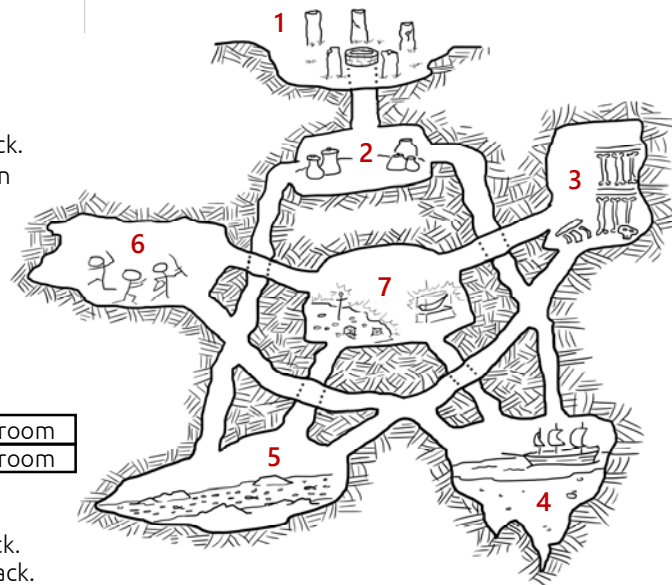
### Find the Tooth

<input type="checkbox"/> You're not in the Bedroom
<input type="checkbox"/> You're not in the Bedroom
<input type="checkbox"/> Grand Bedroom

Want it easier? Add steps to the Wakefulness track.  
Want it harder? Add steps to the Find the Tooth track.

## Locations

1. **The Ring of Stone Pillars:** dragon cultists meet here to toss sacrifices into a deep well leading conveniently into the dragon's lair.
2. **The Room of Pots:** shelves upon shelves of pots of all shapes and sizes, each containing a single item (e.g., a half-eaten apple, a lizard skeleton, an old teddy bear, a coin, a letter)
3. **The Bone Library:** a vast collection of earthly remains, each engraved with ancient knowledge, lost poetry, or impressive art.
4. **The Lake of Dancing Lights:** a vast underground lake, upon which floats a ghost ship. Glowing blue bubbles slowly swirl up from below.
5. **The River of Dazzling Gems:** a flowing river of tiny blue and green gems, among which swim silver mechanical fish.
6. **The Hall of Crystal Statues:** rows of life-like statues made of amethyst, many of whom are posed as if fighting or running away.
7. **The Grand Bedroom:** a massive cavern piled high with treasures, in the middle of which sleeps the Dragon. A trapped glass chest containing a fake tooth sits on an obvious obsidian pedestal. The real tooth is hidden in plain sight among other crystals.



## People & Creatures

- **The Great and Terrible Dragon**
  - An immense dragon who looks as if it is made of rough, pitted stone. It has sparkling violet eyes, dark purple crystalline teeth, and can breathe out gas that turns creatures into amethyst statues. No one can fight this beast and win.
  - *Goal:* Guard its hoard
  - *Actions:* Hunt intruders; breathe on someone; send its servants after someone
- **The Dragon's Servants**
  - Crab-like creatures made of living crystal
  - *Goal:* keep the hoard organized
  - *Actions:* chase off intruders, examine a piece of treasure for hours, blend in with crystals
- **Treasure Golem**
  - A lonely magical construct made of treasure
  - *Goal:* search the hoard for other golems
  - *Actions:* hide from the Dragon's servants; try to make friends; add an item to itself
- **Ratclip the Tooth Thief**
  - A large, anthropomorphic pack rat
  - *Goal:* to steal the Dragon's tooth
  - *Actions:* Lead competitors into a trap; be very, very quiet; lie to save themselves
- **Arcy the Dragon Enthusiast**
  - Could not be more excited to be in an actual dragon's lair!!!!
  - *Goal:* learn everything about dragons
  - *Actions:* share dragon facts (that might even be correct); do something clueless; take notes

## Things

- **The Dragon's Tooth:** a purple crystal fang as long as your arm. Oddly warm.
- **Assorted Traps:**
  - A tripwire attached to a set of chimes
  - A heavy cage that falls from above
  - A slippery vertical passage that drops you into the Lake of Dancing Lights

Written & Illustrated by Dan Bronson-Lowe  
Twitter: @almostbedtime  
<http://creativecommons.org/licenses/by-sa/3.0>



# Time Loop Castle

For weeks now, the castle's magic bell rings out every thirty minutes. At the sound, everything within the castle walls goes back to how it was thirty minutes before and the time loop begins again. The castle residents are trapped and need your help, will you figure out how to stop the dreaded time loops?

## Time Loop Events

0 to 10 minutes: The **King** goes down stairs and sits at his throne.

10 to 20 minutes: The **Condemned** is brought from the Jail Cell, asked for his last words, and then executed.

20 to 30 minutes: The **Captain** enters the bar. The additional **Guards** disperse and begin patrolling the castle.

At the end of the 30<sup>th</sup> minute: The bell rings, except for the players, all items and characters return to their original locations and the events of the previous loop are forgotten.

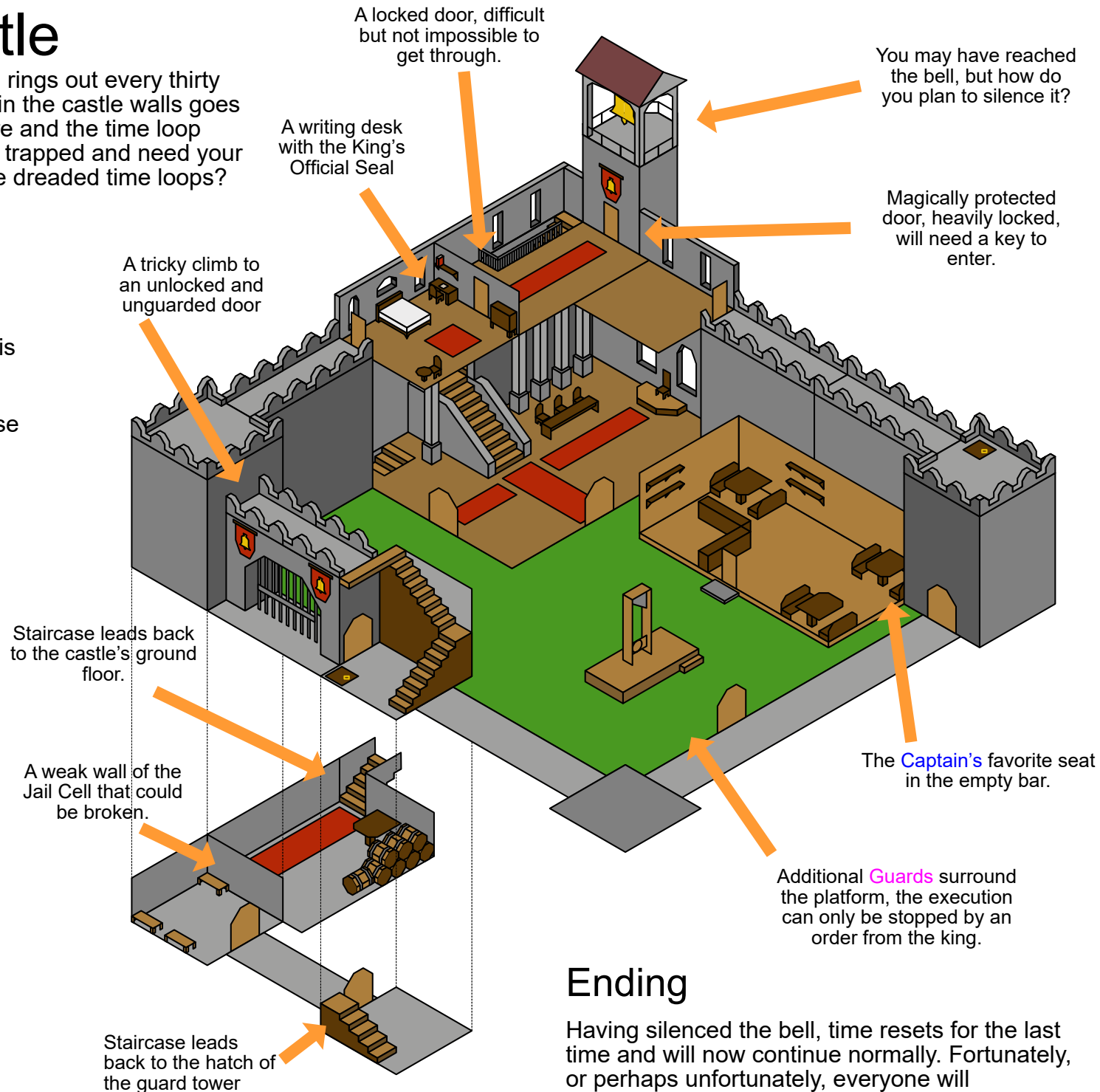
## The Characters

The **Guards**: Posted at every door on the ground floor, including the gate, and will refuse the players entry. If players are caught in the second floor of the castle, or in the guard towers or walls, the **Guards** will attempt to arrest them.

The **Condemned**: Last words are about the time loop. If saved, tells that the bell must be silenced and that the **Captain** has the key to the tower.

The **King**: Refuses to stop the execution, and doesn't believe in the Time Loop.

The **Captain**: Loyal to the **King**, won't stop the execution or give the players the key to the tower. Could be persuaded with threats or gold.



## Ending

Having silenced the bell, time resets for the last time and will now continue normally. Fortunately, or perhaps unfortunately, everyone will remember the events of every previous time loop.



# ERNIE WYVER'S MUSEUM OF ODDITIES

A One-Page-Dungeon by Simone M. Santini (2021).

**Ernie Wyver.** In his golden days, Ernie Wyver was a historian and an adventurer. He ventured alone across any faraway land and came back with ancient artifacts and stories to tell. As he grew too old for the adventurer's life, he retired and opened a museum full of all the stuff he retrieved in his voyages.

**A Cursed Place.** As the years went by, Wyver's museum was always empty, no one came to see his exposition, and the old man became resentful. On his deathbed, he cursed the museum so that any adventurer who would come in to steal his artifacts and died in the process would become a memory-less ghost, damned to eternally walk the museum's halls. Wyver himself became a ghost, haunting the place as a phantom guide.

**The Museum.** Wyver has littered the museum with traps and does anything he can to lead the PCs to an untimely death, while pretending to guide them through the exhibits. If anything breaks inside the museum, it's magically repaired within an hour. If Ernie Wyver is defeated, the place immediately rots in disrepair, and the souls of the trapped adventurers are freed.

## 1. Ticket Office

**Ernie Wyver's Ghost** welcomes any adventurer who comes in, offering himself as a guide. He will tell stories about any artifact, if asked, and will pretend not to notice any time someone steals something. If the PCs find out his true intentions, he disappears, reappearing only if they try to leave the museum, as he desperately attacks in a last attempt to kill them. Wyver is a powerful ghost and can summon *animated objects* to fight on his side. If the PCs are openly hostile from the start, he can lock the doors of the museum and trap them inside.

Dozens of **adventurer's ghosts** roam the halls of the museum. They are completely harmless, don't retain any memory of themselves and are incapable of having a conversation that lasts more than a sentence.

If spoken to, they respond like they are in great pain.

## 2. Withered Heads Exhibit

On each side of this hallway, there's an exhibit with half a dozen **withered orc heads**. They will come to life as soon as someone passes by, making fun of the PCs.

**Trap!** Breaking the glass triggers a shock trap (3d6 lightning damage).

**Treasure.** Tribal artifacts x3 (10 gp each).

## 3. Keyshon's Jewel

There's a short pedestal holding a **red gem** as big as a coconut: the royal treasure of Prince Keyshon, the Son of the Sun. A **precious tapestry** hangs on the back wall.

**Trap!** Lifting the gem triggers a fire jet trap (everybody in the room, Dex DC 12/halves, 2d10 fire damage). If the trap is triggered, the tapestry catches fire and it's destroyed.

**Treasure.** Red gem (100 gp), Keyshon's tapestry (100 gp).

## 4. Fossils Exhibit

**Skeletons of prehistoric creatures** are displayed in this room, next to old stone daggers and animal pelts. A giant *tyrannosaurus skeleton* towers in the middle of the room, many *neanderthal skeletons* stand in a wall exhibit. The skeletons will spring to life and attack a couple of minutes after the PCs enter the room.

**Treasure.** Gold nuggets x4 (40 gp each), healing potion x2, prehistoric spell scroll x2.

## 5. Hall of Athos and Lakedon

A room dedicated to the two major poleis of the past: Athos and Lakedon. Two giant warrior statues stand at the entrance, there's a **numismatic exposition** and a massive **face-shaped rock** at the end of the room: the Mouth of Lakedon.

**Mouth of Lakedon.** A humanoid creature may put its arm inside the mouth-shaped hole at the center of the stone. If the creature swears an oath that aligns with the philosophy of Lakedon (personal worth, courage, hate of cowards), he or she will be rewarded with the *Bracer of Lakedon* (magical bracer that turns into a shield on command). If the creature pronounces a silly oath or tries to trick the Mouth, its arm will be cut right off.

**Treasure.** Rare drachmas x3 (9 gp each).

## 6. The Planetarium

The door of this hall is locked with the **Six Coins Puzzle**. A sign on the door says "Closed for maintenance". If asked, Wyver will tell the PCs that the planetarium has been broken for a while and he has no clue on how to fix it.

The planetarium is a **giant opalescent gem** that projects stars and constellations on the walls of this room. The system is evidently broken, it rattles and emits sparks. Haphazardly, the planetarium casts *energetic rays* on a random creature within range. To disable the system, the PCs need to remove the gem or disable **three batteries** on the walls.

**Treasure.** Opalescent gem (350 gp).

## 7. Entomology Exhibit

A small, quiet room. Every single inch of the walls is covered with **bugs and colored butterflies**. If the PCs touch or disturb in any way the bugs, they spring to life as three *swarms of insects*.

## 8. Picture Gallery

Half a dozen of **magically animated paintings** hang from the walls. The PCs can enter (or leave) the frame and the painted world within as an action.

1. *A table of dogs playing liar's dice.* The dogs invite the PCs to play with them. The reward for the winner is a treasure chest worth 286 gp.

2. *Portrait of a nymph on the lakeside.* The nymph invites a PC to kiss her. He or she must make a DC 13 Charisma check. On a successful check, the nymph rewards the PC with the *Sword of the Nymph* (+1 sword, who wields it is immune to charm). On a failed check, she instead tries to drown him or her.

3. *Still life of a basket of fruit.* The fruits are poisonous. Con DC 13/death, if eaten.

4. *A dwarven goldsmith.* The dwarf challenges the PCs to a drinking game. Each time they manage to drink a pint of red dwarven ale with a DC 13 Constitution check, they win a 10 gp worth gem. One can drink as much as it likes, but after three failures the PC dies.

5. *A melting landscape.* Everything inside this painting is melting. A giant golden idle worth 120 gp stands 250 feet from the frame. To reach it, a PC must succeed on a DC 13 Strength save each turn, after three failures, it melts (their speed becomes 0).

6. *Adventurer above the Sea of Fog.* The adventurer challenges the PCs to lean out into the abyss. If they do, he tries to push them down (DC 13 Dex/negates). A PC that falls into the abyss materializes back in the center of the room, taking 4d6 falling damage.

## 9. Knight's Hall

Exposed in this room are rusty armors, weapons, and banners of old noble kingdoms. The armors look menacing, but they are harmless.

**Treasure.** Heraldic banner (25 gp), jeweled crown (50 gp), jeweled tiara (35 gp), golden scepter (75 gp), silver chalice x8 (25 gp each).

## 10. Dragonology Exposition

A giant **red dragon skeleton** hangs from the ceiling, all around dozens of dragon-related instruments sit in glass cases. At the back of the room, a rich **dragon treasure** is on display.

**Dragon sickness.** The bones of the red dragon still carry its craving for gold and treasure. Creatures that stay in this room for more than ten minutes must succeed on a DC 15 Charisma saving throw. On a failed save, a creature becomes desperate for treasure and will do anything to have more of it. The effect ends one minute after leaving the room or after taking a good hit to the head.

**Treasure.** 252 gp, bone idle x2 (25 gp), bronze chalice (25 gp), golden bracelet x2 (50 gp), *Dragoncaller* (magic horn that mimics the roar of a dragon).

## 11. Hall of Oceanographic Findings

A small room filled to the brim with **nautical instruments**.

The **mummy of a mermaid** sits in the center of the room.

A **large trident** hangs from the wall.

**Drowning trap!** A minute after everyone has entered the room, Ernie Wyver will spring the drowning trap. The doors will shut close and water will start pouring from unions on the walls. The room will fill with water in 5 rounds. When the water reaches the pedestal of the mermaid mummy, it will come back to life and attack the PCs. The trap can be disabled by opening two large metal grids on the floor. This will be a hard Strength check if a PC tries to do it alone.

**Treasure.** Pirate chest (244 gp), spyglass (30 gp), silver sextant (20 gp), decorated compass (15 gp), healing potion x3, spell scroll x3, *Fishpinner* (+1 trident that returns to your hand if thrown).

## 12. Hall of Natural Sciences

It's like a **small garden** in here. In the center of the room, there's a tiny pond with the statue of a diad holding a **basket of golden apples**.

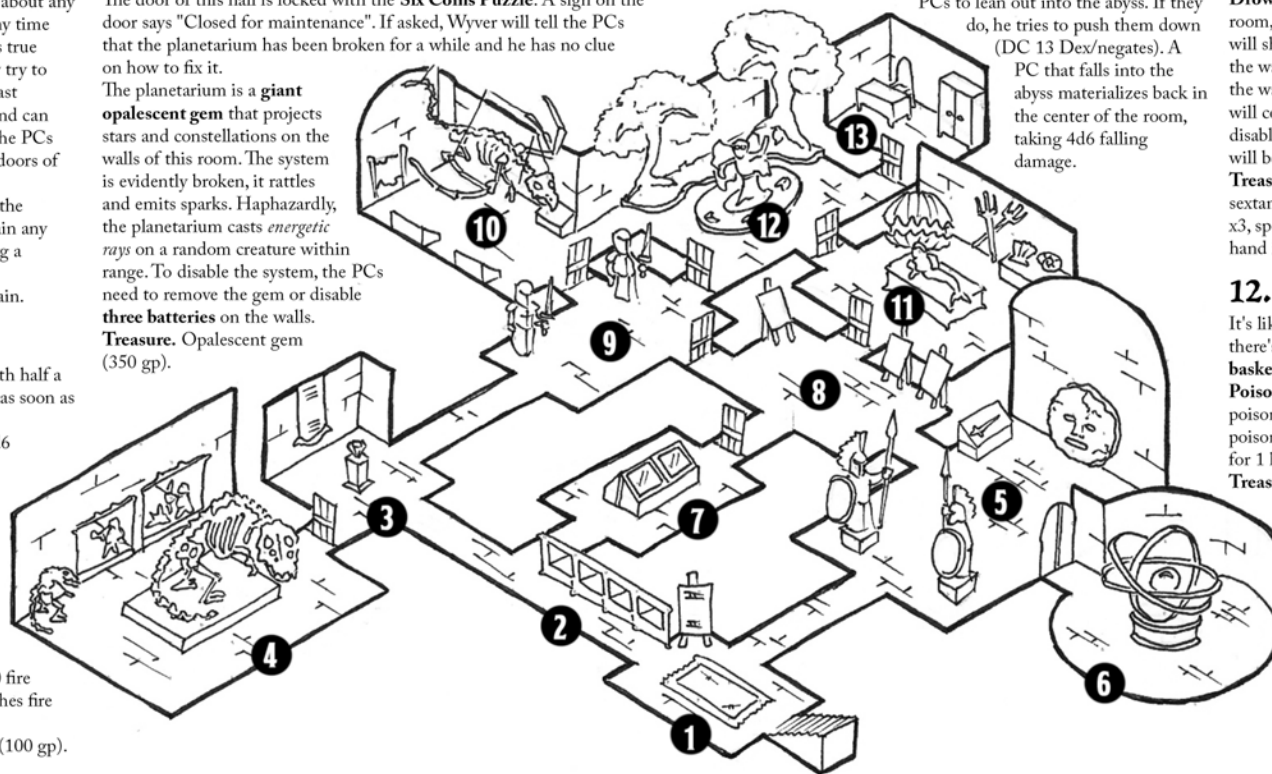
**Poison trap!** Lifting any of the golden apples triggers a poison trap (everyone in the room, DC 14 Con/halves, 2d10 poison damage; on a failed save, a creature is also poisoned for 1 hour).

**Treasure.** Golden apple x5 (50 gp each, if eaten, cure disease or lift curse).

## 13. Wyver's Office

A small, tidy office. Ernie Wyver's skeleton still sits at his desk, grasping his diary. Taking a look around, the PCs can easily figure out Ernie's intentions: no one came to his museum, he cursed the place, and he's trying to kill adventurers to trap their souls as eternal visitors.

**Treasure.** Small safe (150 gp inside), silver glasses (10 gp).





# CITY OF AMBER

Author: Patryk Ofat

## BACKGROUND

The Amber City, sitting at the top of the highest mountain in the world, was known for its beauty and extremely greedy ruler - **Amber Sorcerer**. Once he noticed that deep under its city is an enormous cave full of shiny amber guarded by the ancient tribe of dwarves. Soon, Sorcerer persuaded his people to raid the dwarves. After many years of war, most of them were slaughtered and Sorcerer took all the amber, using it to decorate its palace. But this amber wasn't like the others - it was magical, **Primordial Amber**. All things reflected in it soon changed into its opposite. So, after seven nights, the city fell to the deepest parts of the Underworld. Long it was lost, but recently a new entrance was discovered in some abandoned mine. The city still lies at the bottom of the world, crumbled and shady, waiting for those foolish enough to take its forgotten treasures...

## DUNGEON KEY

- STATUES OF AMBER SORCERER.** Hands and head are chopped off. On the dais is *old text*: "All glory to the Sun-child".
- BOILING MUD.** A top of it drift *rubble* and huge, shaky *parts of city walls*.
- DWARF RESTING.** On the floor lie *broken bones* of slaughtered dwarves. Etched on the walls are prayers and *hidden curse* placed on the Dwarven Sages by one of the *Coal Hermits*.
- DESTROYED MARKETPLACE.** *Four Dwarves* compete with each other in the contest of playing on the oversized horns, which sound like falling and hewn stones. The other *6 dwarven warriors* guard the barricaded supplies, talking about their recent skirmishes with *Psogylavs* and some dwarven warriors being captured in battle.
- SAGES TENTS.** Each tent is guarded by *4 dwarven warriors*. *Dwarven Sages* (HD 3), *Oinira* and *Freya*, are leaders of the dwarves. Under the influence of the *hidden curse* from *Dwarf Resting* (3), they now argue with each other about *magical Wyrms Eye* — Freya thinks, that the item will hasten recollection of all the *Amber Shards*, while Oinira believes that it will only lure out fearful Kadsha and kill all dwarves.
- SWINGING BRIDGE.** Planks are *old* and some are *missing*. Boiling mud running below erupts up to 60 feet high in a regular pattern.
- HANGING SCRIBES TOWERS.** Covered in *amber dust*. Those who touch it will switch places with their own shadow. Inside the towers are burned traces of *Fiery Snakes* presence and tunnels to their lair hidden behind the burned rubble.
- FIERY SNAKES LAIR.** On the walls are shiny *crystals* reflecting all the light. Against the wall stand *3 destroyed shrines* dedicated to the grim *Snake God*. Around them dance *3 Fiery Snakes*, creating beautiful light imagery.
- SMOKY WALL.** In the cracks hides a small, snarky, devilish goblin — *Chort*, who knows secrets of the creatures living in the ruins. He will tell them to the characters only if someone defeats him in the card or drinking game. When characters looses, Chort will attach itself to the character back and taunt it to feed him and take every gold that the characters sees.
- CRACKED PAINTING.** It shows Amber City, which is under attack of the dwarves and slowly descends under the earth.
- ENGRAVED WALL.** Simple engravings show legend of Kadsha and Psogylavs predictions about her domination over the Underworld.
- EVER-SMOKING WELL.** *Traces of blood* and *decayed offerings*. From a small roof hangs a golden, "silent" bell used to announce to the Psogylavs, that its time of the sacrifices to the Kadsha.
- LAIR OF KADSHA.** *Smoking craters* (with tunnels to the *Hidden Cave*) surrounded by the *pools of sticky ooze* to which are glued *4 captured Dwarves*. *Zmei Kadsha* sleeps atop her stone *mound*.
- HIDDEN CAVE.** The floor is covered by *cracks* filled with ever-burning, *blue fire*.
- TRAPPED CORRIDOR.** *Heavy rock* blocks the north corridor. On a wall hangs *weird obsidian mask* with *black pearls* in its eyes, which cast "*Fear*" spell on those who look into them.
- CAVE OF MONOLITS.** They show *Psogylavs* fighting over the title of the *Warlord*. Current Warlord is marked with the *hanging skull*. *Six Psogylavs* stay in the front of enormous torches like some fearful statues.
- COAL HERMITS CAVE.** *Eight* talkative and *really curious Coal Hermits* rest by the *campfire*. They pretend to be some lost adventurers or sages.
- GREAT HALL.** *Great arena* in the middle of the room, where *4 Psogylavs* feast. Two other wrestle over the leadership in the next raid. *Psoglav Warlord* (HD 3+3) watches it from the *carved throne*, guarded by *2 Psogylavs*.
- AMBER CAVE.** Atop the cliff is a *hollow stone* with *Amber Sorcerer* imprisoned in the *molten amber* and *cold-iron chains*. Sorcerer is still alive, though his personality is reversed to the type really kind, but cowardly "grandpa". Below lies *Primordial Amber* submerged in the *boiling mud*.










- AMBER PALACE.** From the *pit full of snakes* rise *cracked pillars* covered in *amber tiles*. Their magic drastically increases the weight of all the treasure, so each pillar will *break down* by one level down for each 300 gp or gem that character has. Doors to the *Throne Room* are *magically jammed* and need a lot of force to be open (spell or *Cold-iron Lockpick* can also be used).
- THRONE ROOM.** Along the walls stand *carved daises*. On the wall is an *old painting* of the Sun God watching over the Amber Sorcerer. On a *beautiful throne* decorated with gold sits an *old, intelligent constrictor snake*, former familiar of Amber Sorcerer. Snake wants to free Amber Sorcerer and rule from his back over the Amber City and Psogylavs as an *hidden ruler*.

## FACTIONS

<b>Dwarves</b> [1+1 HD]	Colorful nomadic sages and scalds of the Underworld. Descendants of the dwarves slaughtered by the Amber Sorcerer. They want to find lost <i>Amber Shards</i> and take all the lands surrounding the ruins as a compensation for the harm done to their ancestors.
<b>Psogylavs</b> [2 HD]	Man with the dog heads and horse hooves. Cursed remains of some lost civilization and corpse-eating hunters of the Underworld. They sacrifice their prey to the <i>Zmei Kadsha</i> , believing, that she is a god and soon will bless them with ability to live in the sunlight.
<b>Coal Hermits</b> [1 HD]	Former bandits who escaped to the caves. They are addicted to the effects of <i>Primordial Amber</i> , which clears their troubled minds. Hermits spy for the Psogylavs in exchange for the access to the cave with remaining <i>Primordial Amber</i> .
<b>Fiery Snakes</b> [3 HD]	Glowing, flying snakes made from the blue light. They lead fools to brutal deaths using illusions. Fiery Snakes want to kill <i>Zmei Kadsha</i> for stealing their egg.
<b>Zmei Kadsha</b> [6 HD]	Enormous, many-tailed snake queen. Ancient and proud, she lost her powers, when some peasant poisoned her with sulfur hidden inside the offering. She wants to be worshiped by others and stole <i>Fiery Snakes</i> egg to force them into obedience.

## TREASURES

	<b>Wyrms Eye</b>	Detects all gems in 1 mile radius, but has distinct, irritating smell for all the dragons/wyrms
	<b>Supplies</b>	1d4 <i>adventuring gear items</i> and roll D6: 1 - 3: Copper ore (worth 250 gp) 4 - 5: Silver ore (worth 600 gp) 6: Gold ore (worth 1000 gp)
	<b>Amber Shards</b>	Nonmagical shards of <i>Primordial Amber</i> worth 400 gp each. All parts can be melted together to create one gem of Primordial Amber.
	<b>Sorcerer Roll D4: Treasure</b>	1. Amber jewelry (worth 1000 gp) 2. Golden robes (worth 1200 gp) 3. Amber scepter (worth 1500 gp) 4. Amber crown (worth 1700 gp)
	<b>Lost Grimuars</b>	- Notes about Amber Cave and dwarves - <i>Cold-iron Lockpick</i>
	<b>Fiery Snakes Egg</b>	It needs enormous heat to hatch out.
	<b>Primordial Amber</b>	Priceless, Changes things and creatures into their opposites.



## Barrow of the Two Brothers

A single-session adventure for a Level 1-2 party.

**Hook:** A foolish, young man (Anders) went seeking treasure in a local barrow. His distraught parents have offered 50gp to those who find him.

**Outline:** Anders entered the barrow but was crushed to death in a trap.

- Two long-dead brothers, Ethelred and Olaf, are buried in the barrow.
- In life, they fought and murdered each other over their dying Mother's crown.
- As a final punishment they were interred together; their spirits still haunt the barrow.

**Inside the Barrow** it is pitch black and silent. The stale air is unnaturally cold and reeks of decay.

## Barrow of Ethelred the Coward

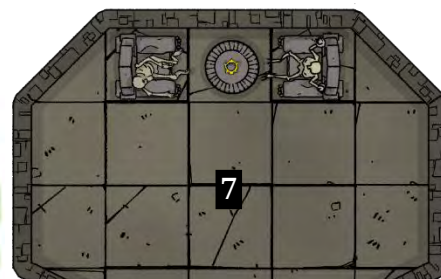
1. Recently excavated entrance. Salt scattered over the stairs.
2. Three undead skeletons attack intruders. **Anders Corpse** crushed under a slab. *The Tale of the Two Brothers* is in his diary.



3. **Trap.** If a PC passes through this area, a stone slab falls (2d8 dmg, DC12 Dex save for half) releasing 3 undead skeletons from the alcove.

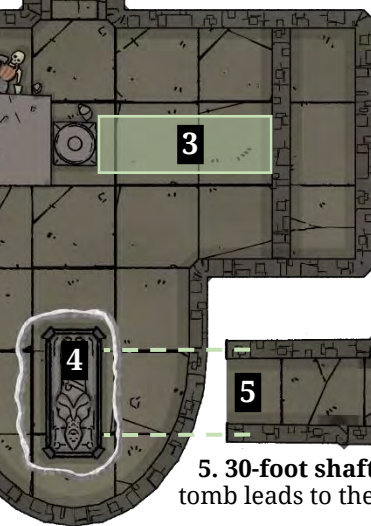


6. **Tomb of the Traitors.** Three skeletons and two ghouls attack, each wears a silver torc inscribed with 'Traitor' (10gp each). A sense of dread fills the room. PCs who have committed treachery in the past see visions of their evil deeds and have **disadvantage** on ability checks and attack rolls.



7. **The Chamber of the Two Brothers** (see above). A thick line of salt is in the passageway.

4. Empty tomb of 'Ethelred the Coward' encircled with salt. Effigy holds a silver dagger (20gp), which cannot be removed, nor lid opened, unless the salt circle is broken. Inside, a shaft heads down.



5. 30-foot shaft inside the tomb leads to the lower level.

## 7. The Chamber of the Two Brothers

**Ethelred** and **Olaf's** skeletons sit on opposing thrones; a gold crown (300gp) rests between them. **Four skeleton** guards await orders. The spirits of the two brothers appear. Ethelred's spirit imperiously declares, '*Crown my remains and allow my spirit to rest. As the eldest, the crown is rightfully mine.*' Olaf demands, '*Crown me, I saved the kingdom from my brother's cowardice.*'

- If the PCs crown a brother his spirit will fade. Enraged, the other brother will attack (as a **Shadow**) and order the skeletons to attack.
- If the PCs crown neither, or try to steal the crown, then both brothers attack as **Shadows**.
- The spirits and the gold crown cannot cross unbroken salt lines.

## The Tale of the Two Brothers



Barrow of the Two Brothers

The Queen had two sons. When invasion threatened the kingdom, the eldest son Ethelred led its defence. But the battle went badly, and the Queen was mortally wounded. Ethelred fled, leaving young Olaf to turn the tide of battle.

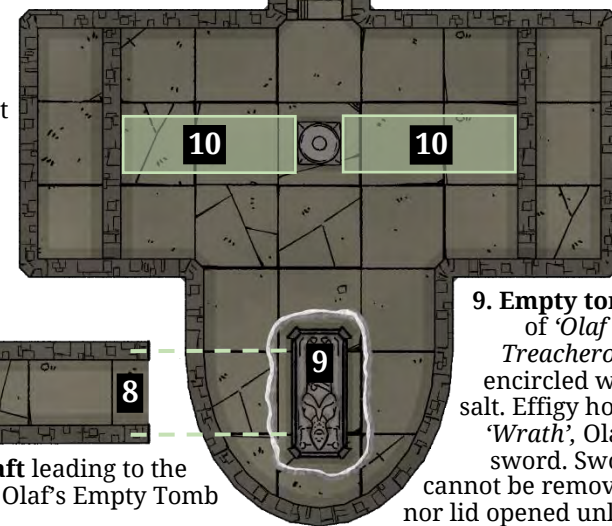
Olaf plotted to usurp the cowardly Ethelred. Ethelred plotted to assassinate the traitorous Olaf. The brothers fought - Olaf slew his brother with his enchanted sword but succumbed to Ethelred's poisoned dagger. In her despair, the dying Queen had the two brothers buried together and their co-conspirators executed.

## Barrow of Olaf the Treacherous

11. **Blocked entrance.** Will take 1d6 hours to clear. Salt covers the stairs.
10. **Olaf's Barrow** is the same as Ethelred's. If triggered, then trapped slabs will fall, each releasing **three undead skeletons** from the alcoves.



- Wrath:** +1 longsword. Requires attunement. Once per day you can target a creature. You have advantage on your next attack roll but you must attack the creature until it drops to 0 HP or you do.



9. Empty tomb of 'Olaf the Treacherous' encircled with salt. Effigy holds 'Wrath', Olaf's sword. Sword cannot be removed, nor lid opened unless salt circle is broken.



# Mirror Show

(Content warning: light body horror themes)

The 5 leading members of a small circus troupe (Hancar the Tiger Trainer, Aldra the Strong Woman, Witt the Clown, Edric the Illusionist, and his familiar Creech, the Talking Raven) have left the rest of the group behind for a short break to improve their respective performances. They have taken up residence in a one-story building in town but during the past night, horrible screams and unnatural sounds have been heard coming from the building. The townspeople and the rest of the circus troupe are terrified and have asked the PCs to investigate, offering them 1000 gold coins as a reward if they bring their comrades back alive or half in case of proof of their death. The cause of the event lies in an evil artifact, a cursed mirror able to create a twisted copy of reality: this object, found by the illusionist of the company, was activated by him without knowing what he was getting into...

**1. ENTRANCE.** The building, single-story and fenced, has a private garden.

**2. DINING ROOM AND KITCHEN.** A common room and a kitchen with a small pantry. There are no clues, no one died here.

**3. GARDEN.** The tiger trainer Hancar, a human in his forties, is lying on the ground a short distance from the entrance to the house: his body seems scratched and bitten as if by a large beast. If the body is examined, the PCs will notice that, although he has a sheathed longsword, he has pulled out a small knife (if examined, it is silvered).

**4. BIG BEDROOM.** This room was Hancar and Aldra the Mighty's (the two were a couple). The body of Aldra, a half-orc and the strong woman of the company, can be found here. Several wounds caused by claws (but not bites) are the cause of her death.

**5. SMALL BEDROOM.** The corpse of Witt the Clown can be found here: he is wearing the bright red cape and the jester's mask that he used on stage, but taking the mask off shows that his face has been completely cut off until it is unrecognizable

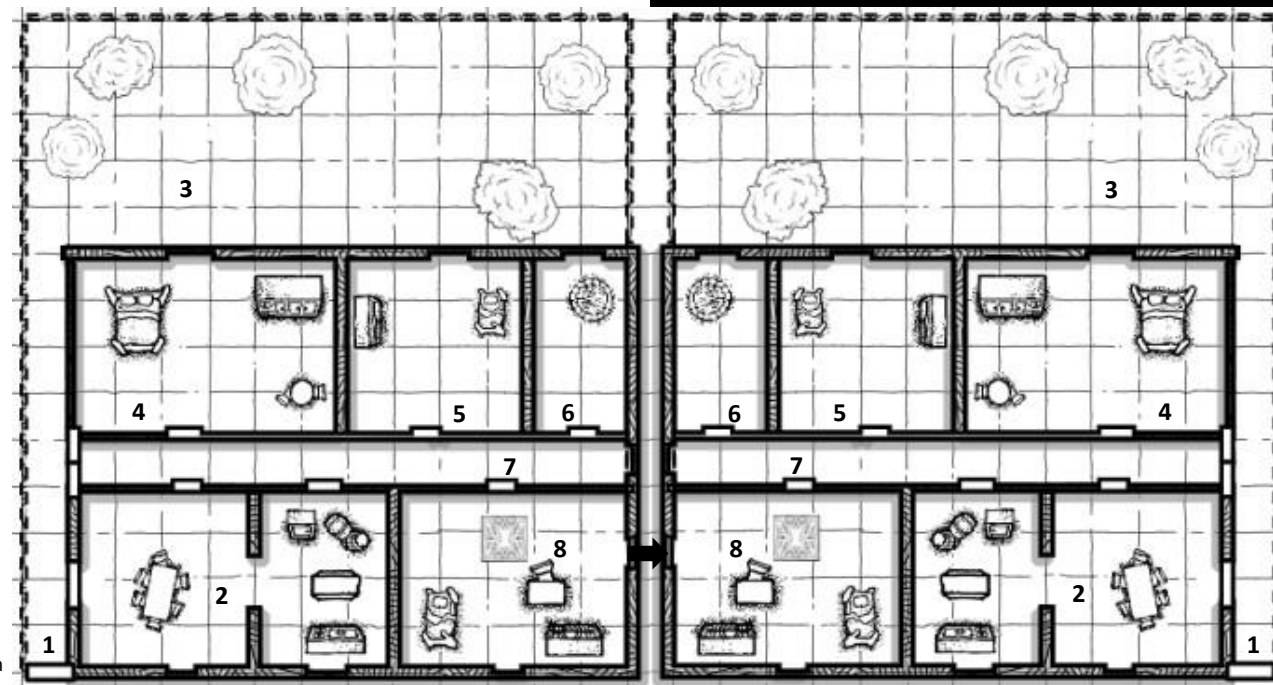
**6. BATHROOM.** A basin filled with water is found here. Investigating the room will show small specks of blood mixed with water here and there, as if someone had cleaned up some blood. Also hidden in a vase are some raven feathers, broken and bloody. This is an attempt to cover up the death of the illusionist and his familiar.

**7. CORRIDOR.** An inner corridor, devoid of any decoration except several portraits hanging on the walls in the eastern part.

**8. STUDY.** This was Edric's room; in this room there is a bookcase, an armchair and a small bed. Opened books talk about illusions and the various spells that can be used to evoke illusory duplicates of oneself. A concealed trapdoor, empty, is under the carpet. The magic mirror, if observed, shows on the other side a room similar to the current one, but much darker. Investigating the mirror will show small bloodstains on the mirror's frame, as if someone had cut themselves on it. In fact, Edric was killed in the bathroom, then his wounds were washed, and he was moved to the other plane as part of his double's plan, to pretend to be Edric in case people from his plane of origin would come to find him. Touching the mirror is enough to be transported to the mirror demi-plane, with no save.

**Mirror Show** A One Page Adventure by D.F. from [Team Chimaera](https://creativecommons.org/licenses/by-sa/3.0) - <https://creativecommons.org/licenses/by-sa/3.0>

Maps created with Portabtrain's Dungeon Scrawl <https://dungeonscrawl.com/> with additional assets from Axebane and Daedae



## A One Page Adventure

The mirror has created a demi-plane of existence accessible only through the mirror itself. Included in it is a mirror duplicate of the house and twisted duplicates of the circusmen, who at night moved into the corresponding building on the First Material Plane. Each of them killed its counterpart and then went back. The passage is only one way; the duplicate mirror in the demi-plane could be used to return, but the five duplicates have broken it into fragments and each one carries one of it with them, so after the PCs pass through the mirror, they must recover all the pieces to go back.

In the demi-plane it's always dark, so the visibility is low (dim light unless the PCs bring their own light sources). The alternate versions of the circusmen become aware of the PCs at the very moment they enter their plane and will ambush them in various ways. They are bloodthirsty; even if it is possible to talk to them, their ultimate goal will always be to kill any living being they come across. They are also very suspicious of their fellows, though. If the PCs wish to take the diplomatic route, strategies aimed at turning them against each other or giving them the opportunity to bring chaos into the PC's world will work best.

**1. ENTRANCE.** If the PCs try to explore the demi-plane outside the room, it will only continue for a few hundred feet all around. Semi-sentient duplicates of the townsfolk lurk here and will attack the PCs during exploration: they are (weak) Shadows, in numbers equal to the PCs. The Shadows will reform every hour; a group of Shadows will also attack them at the end of each hour of rest in the mansion on a roll of 1-2 on 1d6.

**2. DINING ROOM AND KITCHEN.** There are no clues in this room; the food is withered and rotten.

**3. GARDEN.** The courtyard has become a veritable jungle full of creepers. Hancar is here: his human form looks identical to his counterpart, but he is an evil were-tiger. He is in ambush: he will attack PCs unexpectedly at the first opportunity unless they spot him.

**4. BIG BEDROOM.** A creature looking similar to Aldra is here: she's actually a Hag, which waits for PCs Invisible. She will create a noise, like a raven cawing (or some other sound), appearing from inside the cabinet and wait invisibly for PCs who approach it to attack them with her claws.

**5. SMALL BEDROOM.** A corrupted version of Witt the clown is here. He has the same mask and cape but is faceless. He's a spellcaster who knows the Mirror Image spell. He will stand just outside its room to face the PCs one at a time and use the mirrors in room 7 (see below) against them

**6. BATHROOM.** No clues, but from here the PCs can spot the were-tiger lurking in the garden by looking outside the windows.

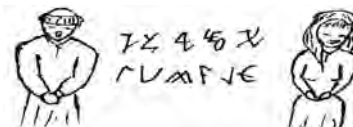
**7. CORRIDOR.** In the westernmost part of the corridor (last 5 squares) the walls are covered with deforming mirrors. The Clown in room 5 can, once a day, cast a Fear spell on the whole corridor and at the same time give tangibility to the reflected images. This creates a reflection of the PCs in the corridor: use Shadows stats. The reflections cannot move and can attack only their original; they will crumble in one hit.

**8. STUDY.** When the PCs arrive, Edric will come out of the closet: he is actually a doppelganger who can also cast Illusion spells with a "raven familiar" (an Imp in raven form) with him. The fake Edric will claim to be extremely frightened, that he and his raven defeated their evil doubles, but they realized from overhearing other doubles that they were the only survivors and that the other doubles broke the mirror so that he would not escape. He is lying, but convincing. If the PCs listen to him, by the time they return with the mirror fragments, the mirror will be replaced by a mimic (the real mirror will be in the trapdoor, with Edric and his raven's body) and the mimic, Edric and the Raven-Imp will attack the group. The moment the last fragment is placed on the mirror, the demi-plane will shatter into a thousand pieces; everything from the PCs plane (living or not, including the corpses of NPCs) will return to its place of origin. The mirror in the PCs world will also shatter and cannot be restored.



# The Singing Caves

Ken Moore [<https://ohthesubhumanity.blogspot.com>] <http://creativecommons.org/licenses/by-sa/3.0>



Ages ago, when the world was young, a demigod overwhelmed a marauding beast and imprisoned it below the earth, under an enchantment that would keep it sleeping forever. But time passes, enchantments fade, and adventurers poke into places best left alone.

A cavern (which can be placed wherever the DM desires) filled with crickets and frogs of all sizes contains a deep artificial pool, flanked by bas-reliefs of choristers and with the inscription "Let them ever sing their song; let him sleep forever long" in an ancient tongue over it.

In the pool there is a door. The door cannot be opened; the door opens outward and the pressure of the water in the pool keeps it closed until emptied. Water drips constantly from above into the pool, making an almost musical sound. To empty the pool, this water must be diverted and then 2000 cubic feet of water moved out of the pool.

Even after the pool is emptied, the door is mortared shut, and will take at least an hour or two to chip open assuming the PCs have appropriate tools.

None of this is as easy as it sounds. The biggest crickets get panicked and jump randomly, potentially injuring PCs. The bigger frogs will actively try to eat PCs. Wandering monsters may show up, looking for a frog or cricket dinner. And the noise of combat or chiseling out that mortar could wake the sleeping beast.

## Noise in the Singing Caves:

The caves are pretty noisy overall, but it's mostly soothing white noise, which works to keep the beast asleep. Diverting the water dripping into the pool (and draining it) reduces this white noise. Loud, sharp noises (like combat and hammering at mortar) scare the crickets and frogs, further reducing the white noise as well as creating discordant noise that threatens to wake the beast.

When the larger crickets are threatened, they will shriek to warn the others and leap in a random direction; half the time this random leap will be in the direction of a PC, and the cricket makes an attack roll to see if it accidentally hits the PC.

For our purposes here, only the loudest current ambient noise counts for keeping the beast asleep.

Discordant noises have a chance of scaring crickets or frogs into silence. For each round of discordant noise, there is a chance equal to the difference of the discord and the ambient noise the creatures create on 1d6 that the creatures will be scared. For example, the PCs are attacked by a large frog (combat), so level 4 discord is compared to the other creatures to see if they're scared. Crickets up to 1' create a level 1 ambient sound, so there is a  $(4-1)=3$  in 6 chance per round that 1' crickets will fall silent, and 3 in 6 for tiny crickets as well. 3' crickets, tiny frogs, and 2' frogs fall silent on 2 in 6; 4' frogs fall silent on 1 in 6. Cricket shrieks may frighten other crickets, but never frogs.

Creatures making ambient noise equal to the discord have a chance of 1 in 12 of falling silent, so in the above example, 6' frogs will fall silent on 1 in 12 per round of combat.

Creatures that fall silent will remain silent during the disturbance and for 2d4 minutes afterwards before restarting their song. If half of the creatures of a given size are killed, the ambient noise they create will drop by 1.

## Ambient Noises:

Source:	Noise level:
Tiny crickets (1000s of them, harmless, die in droves if area effect magic is used)	1
1' crickets (a few dozen, AC 7/13, 1d4hp, panicked leap damage 1point)	1
3' crickets (about a dozen, AC 4/16, 2HD, panicked leap damage 1d4)	2
Tiny frogs (stats as tiny crickets)	2
2' frogs (about 20, AC 7/13, 1HD, bite damage 1d3)	2
4' frogs (about a dozen, AC 7/13, 2HD, bite damage 1d6)	3
6' frogs (4, AC 7/13, 3HD, bite damage 2d4)	4
Water falling into pool	4

## Discordant Noises:

Source:	Noise level:
1' cricket shriek	3
3' cricket shriek	4
Hammering on rock	4
Yelling/combat	4
Loud, messy magic (fireball, lightning, etc)	6

## Events: (Roll 1d12 every turn)

- 1-2 Wandering monster (use appropriate chart based on where the Singing Caves are located)
- 3-4 Cricket panics
- 5 Frog attacks a PC
- 6-12 No event



## Waking the Beast:

As long as the door in the pool is intact, all discord levels are halved for purposes of waking the beast. Once PCs begin chipping away the mortar, all that hammering counts at full discord levels. When the door is opened, combat, cricket shrieks, etc count at full levels.

Discordant noise in excess of ambient noise gives a chance on a d20 equal to the difference of the two (like the chance of creatures going silent) per turn (use the ambient noise level that dominates that turn; a few rounds of complete silence won't override many rounds of loud ambient noise) of rousing the beast. After being roused four times, it wakes fully.

## The Nature of the Beast:

The beast here could be a demon, a dragon, a vampire, some crawling chaos from beyond the stars. The DM should choose a monster (and treasure) fitting for the campaign, and it should be powerful enough to give the party a run for their money. They should have to dip into their carefully hoarded magic items to finally beat the beast. But this is an opponent worthy of a demigod; simply beating the beast down to 0hp won't kill it. At 0hp, it falls unconscious and within a few hours, it will have regenerated back to full strength and may or may not remain sleeping depending on how badly the PCs mangled the ambient noise levels of the caves. If it isn't returned to its crypt with the door mortared shut, water dripping musically into the pool, and crickets and frogs singing (or some magical illusionary equivalent), the beast may escape once again to ravage the country and wreak its vengeance.



## VILLAINS

- 2 Anton SilverToe:** Owner of some of the world's most productive silver mines. His plan involves holding hostage developed Western economies to force them to return to the silver currency standard, thus enriching himself.
- 3 Dr. Kristoff Karloff:** Has replaced high-ranking officials (military and civilian) with sophisticated robots to collect intel and sabotage the government/company smooth operations. His grudge is based on a project being canceled due to cutbacks.
- 4 Andrei Vulkic:** An aged general from a former Eastern Bloc state. Has a loyal crew of mercenaries. Looking to consolidate his power by taking over a city on the Don River and disrupting trade.
- 5 Diego Al-Habsi:** Has developed a deadly neurotoxin that, once injected, lies dormant in the body until alcohol is consumed. He's looking for the best way to spread it.
- 6 Duchess Stephanie Satin:** Plans to cause catastrophic flooding in The Netherlands to save the world. She wants to use the submerged areas to build thousands of aquaponic farms to feed the world.
- 7 Dr. Eva De Evra:** CFO of a large defense contractor. She's secretly been siphoning millions into slush accounts to finance international terrorism, thus driving up demand for his company's ordnance.

## DICE ANOTHER DAY 4

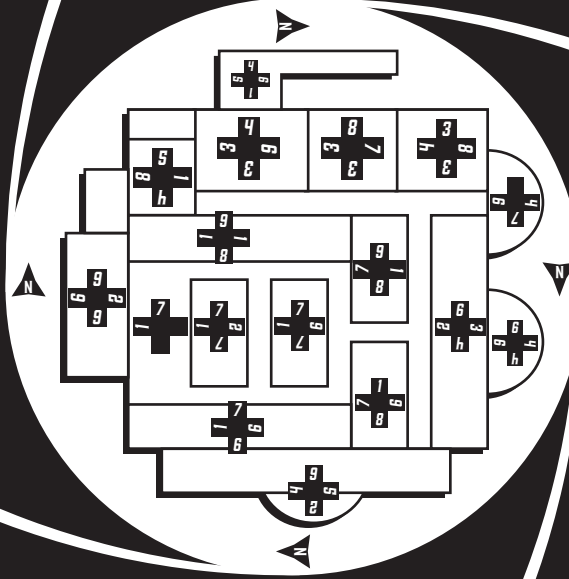
It's the grand-opening weekend of a palatial new Baltic casino. Higher-ups from throughout Eastern Europe and the Middle East are in attendance to gamble, enjoy the free accommodations, and use the event as cover to engage in their various trade crafts. **ROOMS:** 1. Gambling pit with Blackjack, roulette, craps, poker, etc.; 2. Lounge with musical acts; 3. Award-winning restaurant with celebrity chef; 4. Blocks of hotel rooms; 5. Security office and vault access; 6. Pit Boss' office; 7. Slots; 8. Restrooms; 9. Balcony overlooking the snow-covered Balkans. **SPECIAL:** It's a casino. Security is everywhere.

**ENCOUNTERS** Like all other casinos this one is designed to overwhelm and trap you without a sense of time. Security guards and cameras keep an eye on everyone's moves. The guards won't hesitate to bounce you for being a little too suspicious. People in the lounge are drinking a bit too much and getting surly.

## FOR YOUR DICE ONLY 1

There's a mole at MI-6 headquarters and you're the only ones who can find them. We suspect that evidence of the mole is in the deputy director's office — they might even be the mole! But it could be anywhere. Whichever villain you rolled will be the mole in disguise. The aesthetic is upper-crust office with nice carpet, wood paneling, and solid-wood doors. **ROOMS:** 1. Deputy Director's Office; 2. Conference Room; 3. Commissary; 4. Agents' Gym and Locker Room; 5. Firearms Training; 6. Director's Office; 7. Open Bullpen for Intelligence Gathering; 8. Restrooms; 9. War Room with many real-time displays. **SPECIAL:** The mole constantly is moving through headquarters but doesn't quite know where everything is yet...

**ENCOUNTERS** Dozens of trained spies work in this building. They are unaware of the mole and might interpret your actions as treasonous. They might subdue the party and hold them captive.



**ENCOUNTERS** There also should be some airlocks to space. These can be both a threat and a boon to the party. With no gravity, the guards aren't really patrolling, but are stationed at a few different locations in the station. While the station has no traditional security cameras, you can hack thermal sensors to show heat signatures, but the terrorists also can use them.

## DICE ARE FOREVER 3

A soon-to-be-shuttered Soviet missile silo. Government crews have been working around the clock to transport the still-functional equipment out, before removing the silo's warhead for transport. It's a tempting target for anyone trying to get their hands on radioactive elements, or even complete nuclear warhead. **ROOMS:** 1. Silo housing the missile; 2. Staging ground for the load-out/entrance; 3. Launch control room; 4. Bunks; 5. Communications room; 6. Power station; 7. Storage room; 8. Kitchen and mess; 9. Backup control room. **SPECIAL:** The process of dismantling has created a whirlwind of activity. Anyone looking to take advantage would be disguised.

**ENCOUNTERS** Soviet military and civilian officials are supervising the activities, but know that some of them might even be double agents working for a nefarious second employer.

## TOMORROW NEVER DICE 2

A well-funded terrorist cell has commandeered a classified U.S. Defense Dept. black ops space station. The station contains a powerful anti-missile laser. Eliminate the terrorists and destroy the laser.

**ROOMS:** 1. Laser machine room; 2. Bridge; 3. Bunks/Berths; 4. Observation Dome; 5. Captive Astronauts; 6. Airlock to Shuttle; 7. Air/Water Reclamation; 8. Kitchen/Dining; 9. Mini Nuclear Reactor. **SPECIAL:** Terrorists are holed up on the Bridge and the laser room is sealed shut. Remember that there's no gravity...

## LIVE AND LET DICE

**Good morning, Agent 00d6+1.** The Prime Minister has chosen you and your team for this critical mission. The security of our country depends on your success. Here are your sealed orders detailing the mission objectives. Open them after you've spoken to the quartermaster about your special equipment.

**Note to GM:** This adventure offers multiple options and random variables to be decided up front. Roll 1d4 to determine which of the four settings to use and rotate the map accordingly. Then roll 00d6+1 on the Gadget, and Villain lists to determine the mission details. The GM and the party can have collaborative fun figuring out how the villain fits with the particular mission.

## GADGETS

- 2 X-Ray Glasses:** See through all but lead-lined walls. Two uses per day. It counts as an attempt if the wall ends up being lead.
- 3 Garrote Watch:** Retractable line of up to 4 feet which can be used to choke someone.
- 4 Incendiary Cigarettes:** Pack of smokes, one of which is laced with thermite and can be used to melt small objects such as locks.
- 5 EMP Dice:** A pair of 6-sided dice containing miniaturized electromagnets. The EMP is triggered when the dice roll snake eyes and has a range of 50 feet. Use actual dice!
- 6 Sonic Cuff Links:** When touched together they emit a hypersonic pulse that can hurt and incapacitate everyone within 20 feet. Roll to avoid unconsciousness.
- 7 Adhesive Homing Patch:** Can be tracked with supplied receiver up to one mile away.



# AVALANCHE CALDERA

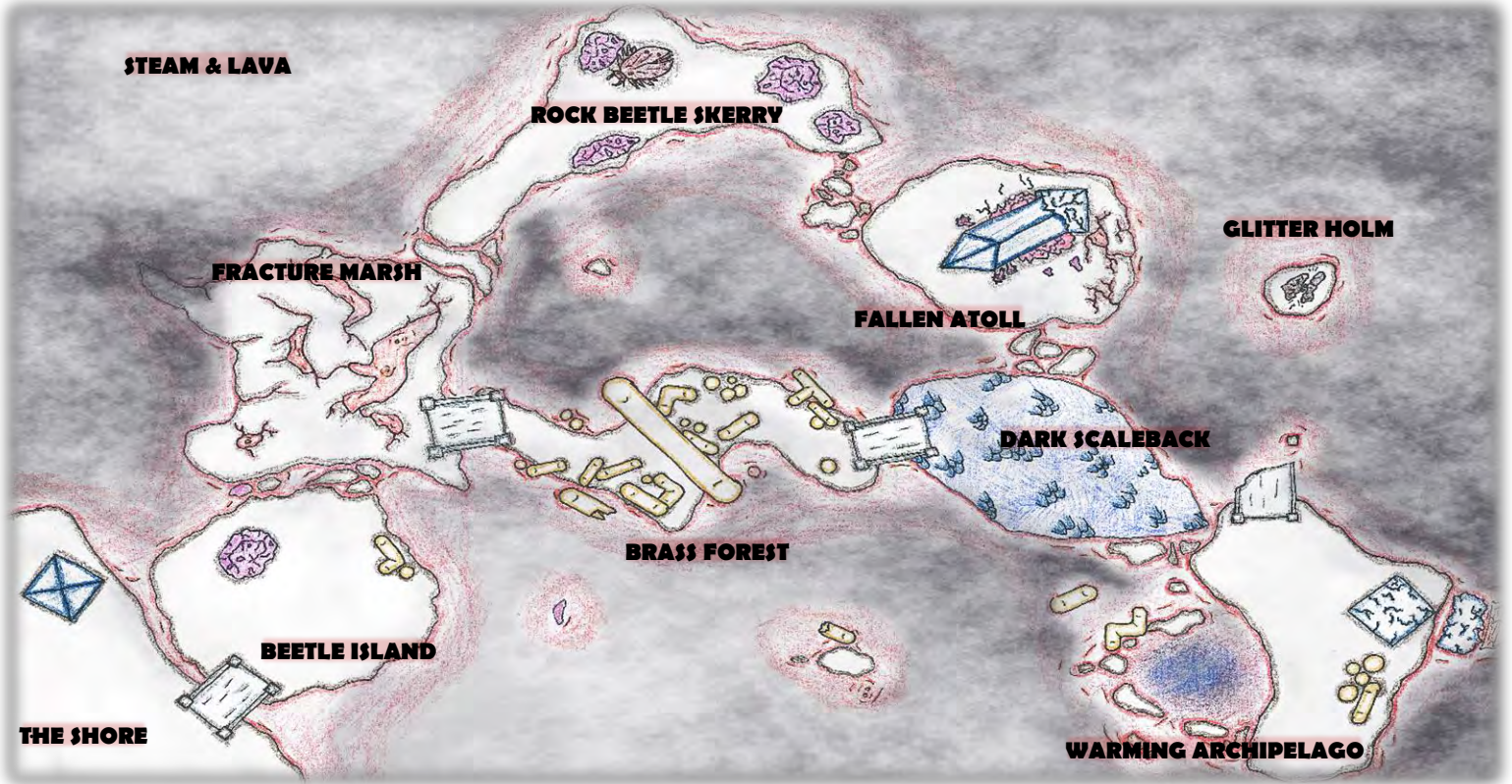
**STEAM & LAVA** span between all isles. Lava is cooler than usual, dealing 4d6 fire / rd. to those touching it. Creatures can run across it, but any slower than a run and it becomes difficult terrain. Dark steam obscures visibility and deals 1d6 fire / rd. to those inside where large silhouettes lurk. These spiky, pink *Lava Flail Snails* skim mineral flotsam from the lava, sometimes smashing rocks with their 12, ceramic stalk-heads. Calcium is a favorite and any vertebrate straying within 10 ft. of the steam attracts a snail that makes 1 attack. It stays nearby until below ½ hp or 2 rds. pass with no prey in reach.

*Lava Flail Snail*: HD 8 (56) L, 20ft./40ft. Mov/Swim, AC (21) +8 Flailhead, 10ft. (1d6+4 \*Ignore resistances\*). 6/rd. Non-snails within 5 ft. take 1d6 fire. Immune to fire damage. If it receives no fire damage in a round, it takes 2d6 cold. Fumbles shatter a head, and it loses 5 hp. Lost heads regrow after two days.

**THE SHORE** of solid rock ends in a dwarven, grey, stone bridge next to an obsidian obelisk. Some ancient brass pipes squeal with steam. Magenta, lightweight volcanic rocks litter the shoreline. Something pink swings out of the steam to smash a shore rock.

**BEETLE ISLAND** is quiet with a large, magenta, volcanic rock. Its light weight makes it easy to pick up and use as a steppingstone across the lava. A dozen beetles scurry on land and knock it around. Magma beetles typically swim up for metal ores pushed to the surface and their brown-red bodies are flecked with metal. Swallowed magma helps them digest and attack. This click of beetles is in a feeding frenzy looking for purified metals. Tiny wings under their shells allow for clumsy flight. Every 2 rounds, they return to the lava warm up.

*Magma Beetle*: HD 4 (26) M, 50ft./60ft./10ft. Mov/Swim/Fly, AC (16) +5 Mandibles (1d6+2+1d6 fire, DC 10 Str or fall prone) or Magma Spray (3d6 fire, 15ft cone. DC 14 Dex half). Beetles in lava recharge on a 4-6 Immune to fire. If it receives fire damage in a round, it heals 1d6, otherwise it takes 2d6 cold.



**FRACTURE MARSH** is made of cracking, steaming rock. Some shiny ores can be seen in the cracks, but they turn out to be galena (lead). Volcanic rocks float in the small pools. Standing still on this island causes the rock to crack and lava to push up, dealing 2d6 fire.

**ROCK BEETLE SKERRY** has nearly cooled solid, dying, beetle. Only its oar-like feelers can move, 1 hp left. If it survives, it will follow its rescuers. If they attacked it, it flees, otherwise it acts as a dumb, protective oxen that "licks" with its antennae. It can carry 2 medium creatures or fetch metal objects.

**FALLEN ATOLL** bears a toppled pillar on an empty, pink shell that a human could comfortably sit inside. Five *ceramic flail heads* litter the ground near the pillar's cracked base. They function as +1 morningstars that ignore resistances but have a 10% chance of shattering on a fumbled attack.

**BRASS FOREST** of pipes groan under pressure in a tangled mess. They're hot to the touch and tricky to navigate, dealing 1d6 fire to exposed skin. If struck or clumsily climbed, they explode with steam for 3d6 fire + 3d6 force, 20 ft. radius, DC 16 Dex for half. Explosions relieve this pressure for 1 min.

**DARK SCALEBACK** is coated in obsidian flakes of all sizes jutting from its glossy, blue surface. Attempting to harvest them, DC 15, collects 4d6 shards usable for spell work, arrowheads, or surgical blades. A more difficult harvest, DC 20, scavenges 2d6 fire-proof plates usable as shields, armor pieces, or steppingstones. On a failure, the island shakes, slicing its occupants for 4d6. A second failure elicits a growl and the isle dives, disappearing. If attacked, the horror-beast rises to swallows its attackers, then dives, spitting them out onto the lava after taking 50 damage. Its stomach deals 3d6 acid and 5d6 fire / rd.

**GLITTER HOLM** can be seen in the steam where something sparkles in a fissure. *Three, large, rough diamonds* and *mithril goggles* are found searching. These are *Veinsight Goggles* that see through 60 ft. of rock as if it were fog. Different ores and rocks are subtly colored. Continuous use induces nausea.

**WARMING ARCHIPELAGO** is the half-molten soaking spot for the Frost giant raider, *Danika the Avalanche*. Despite the heat and full armor, she still shivers. She will attack unless negotiation is attempted immediately, and even then, she demands a fix to her curse. She can recite it from memory, "*Curse you, Avalanche. You shall never feel warmth until those evil hands have earned kindness and warmth.*" If they take too long to try or fail, *Danika* attacks. The curse hasn't made her desperate enough to try anything risky, stupid, or embarrassing, yet.

*Danika, The Avalanche*: HD 12 (130) H, 50ft./20ft. Mov/Swim, AC (22) +12 Axe, 10 ft. (1d10+8+2d6 cold). +11 Touch, 10 ft. (5d6 cold). +6 Lava Ball, 60 ft. (2d6 fire) 2 attacks / rd., or 3 when below ½ health. She takes 1 cold / rd. unless she receives fire damage. Resistant to fire, ignore the first 15 fire / rd. Tough and tactical, she uses lava and steam to obscure her positioning. Twice during the fight, she will dive into the lava, covering the battlefield in steam for a few rounds so 3 *Lava Flail Snails* can attack. The snails avoid her icy chill. After the third miss with her axe, it shatters from cold stress. When she dies, her body flash-freezes until her *hands* snap off.

*Hands of Avalanche* are supernaturally chilled and permanently frozen, these hands deal 5d6 cold together or 2d6 separately to anything touching them. Fire damage received in the same round negates and is negated by this cold damage 1-for-1.



# LAI DBACKDM TO THE MANOR BORN

stevestillstanding.com

## AN ADVENTURE FOR 4-5 X 1ST LEVEL CHARACTERS

Constables Fik'l and Brit'l ask the PCs to accompany them as they investigate an abandoned manor on Lowtide Street - numerous people have gone missing around the area who witnesses claim were last seen entering the house. Is the manor now home to a serial killer?

Fik'l and Brit'l, NG Human **Guards**, are ambitious constables in the local city watch and solving this mystery might lead to a promotion. The house is known locally as 'Murder Manor', due to the tawdry circumstances of original owner Malish McGindry's death five years ago (his wife murdered him after she caught him in an affair with a demon). Several people have disappeared after being seen entering the house. Canvassing Lowtide Street confirms this. Several witnesses claim to have heard eerie moaning sounds coming from the house.

**MURDER MANOR** Is possessed by Sp't, a demonic spirit. When McGindry was caught by his wife and killed, the magical energies within the property made McGindry a **Ghost** and trapped the demon in the timbers of the building. The manor is now indestructible. The **House Demon** can cause multiple effects - roll 1d6 on the table to the right each time someone enters an unkeyed room.

**ROOMS** (Note: Each red X on the map is the location of an unlit candle - see Room 7)

- 1. Reception:** Once the PCs enter the door closes and locks behind them. Brit'l dies from a heart attack shortly after - there is no evidence of external interference. Blood leaks from the walls - the PCs must make a DC 12 WIS save or be frightened for 1 round, fleeing further into the house in a random direction.
- 2. Ballroom:** Fick'l dies from heart attack after entering. A low mist fills the room and it is cold enough to see one's breath. A DC 12 INT check identifies the faded bloody pentagram as a type used to summon demons. Various paintings of an unhappy couple hang on the walls. A DC 10 INT check identifies them as the McGindrys.
- 3. Lounge Room:** 2 **Giant Wolf Spiders** have built webs in the corners and across the doors so anyone entering is restrained (DC 12 STR check to escape). Several paintings depict the unhappy man and woman from the previous paintings, but each picture is of an individual, rather than a couple.

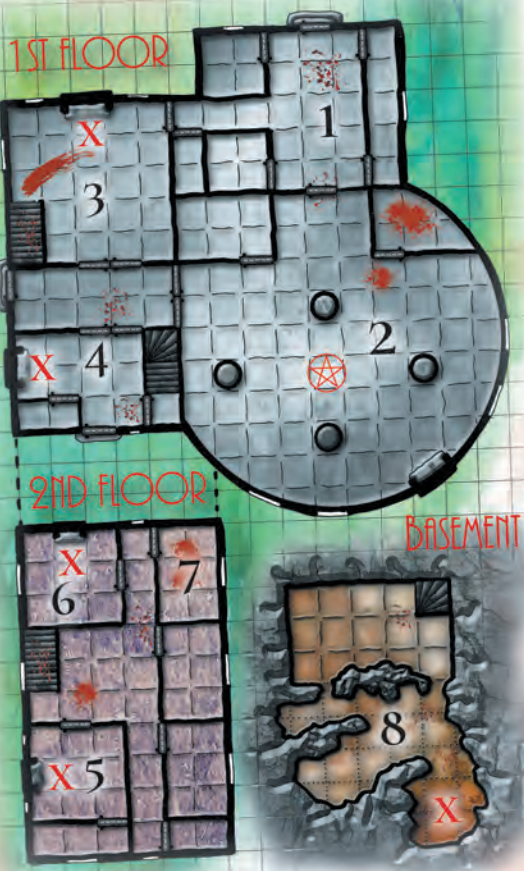
### ROLL HOUSE DEMON ROOM EFFECT

1-2	The PCs hear unsettling moans from all around them.
3	A random character sinks into the floor. DC 12 STR save or grappled/restrained for 1d3 rounds. 1d6 bludgeoning damage per round while grappled. DC 12 STR check to escape.
4	Poisonous gas fills the room. DC 12 CON save or 1d6 poison damage + poisoned for 1d6 rounds. A successful save means half damage and not poisoned.
5	The room's floor floods with warm blood. DC 12 DEX save or fall prone. A <b>Swarm of Rats</b> attacks (the swarm has immunity to the prone condition).
6	The walls scream. DC 12 WIS save or paralyzed for 1d2 rounds. A successful save means 24 hour immunity. A <b>Swarm of Bats</b> attacks.

- 4. Kitchen:** 2 **Skeletons** in aprons preparing a meal of foul, rotting flesh are most upset when disturbed. These are the leftovers of several victims.
- 5. Study:** 2 **Giant Rats** are gnawing on the brutally beaten body of one of the missing persons (confirmed with a DC 10 INT check). There are two ruined books in the corner - a DC 10 INT check indicates they are about demon summoning, but each is too rotted to be useful.
- 6. Master Bedroom:** Each round the PCs are in the room, the windows splinter and crack and shards of glass fly at them (DC 12 DEX save or 1d6 slashing damage). The windows reform immediately after, with no sign of a break.
- 7. Bedroom:** Malish McGindry is a **Ghost** (and identifiable as the man in the paintings) who was murdered by his wife in this room. He explains how the house was possessed by the demon Sp't and explains the exorcism process: collect the five candles (they were used in the original summoning ritual), take them to the ballroom, arrange them around the pentagram on the star's points, light them and recite a banishing ritual he teaches the PCs. He is unable to leave this room.

- 8. Cellar and Caves:** The walls tremble constantly, dust falls from the ceiling. 4 **Blood-seeking Stirgebats** attack anything entering the caves.

**OUT, OUT, DAMN SP'T!** Once the PCs follow McGindry's instructions they can recite the ritual, completing it in 2d3+1 rounds. Brit'l and Fick'l reanimate as 2 **Zombies** and attack with a **Swarm of Rats** during this time. Wind rushes through the room - PCs must make a DC 8 STR save each round or fall prone (the zombies and rats are immune to the wind). Once the ritual is completed, a distorted and angry demonic face appears above the pentagram, screams, then is sucked into the circle and disappears. The zombies and rats become inert/die if they are still fighting. The manor slowly returns to normal. McGindry's ghost appears, thanks the PCs and quietly fades away. The party receives 200 GP from the city watch as a reward for solving the crimes.





# ZOMBEEES: THE QUEST FOR NECROTIC HONEY

By Buddy Caperton

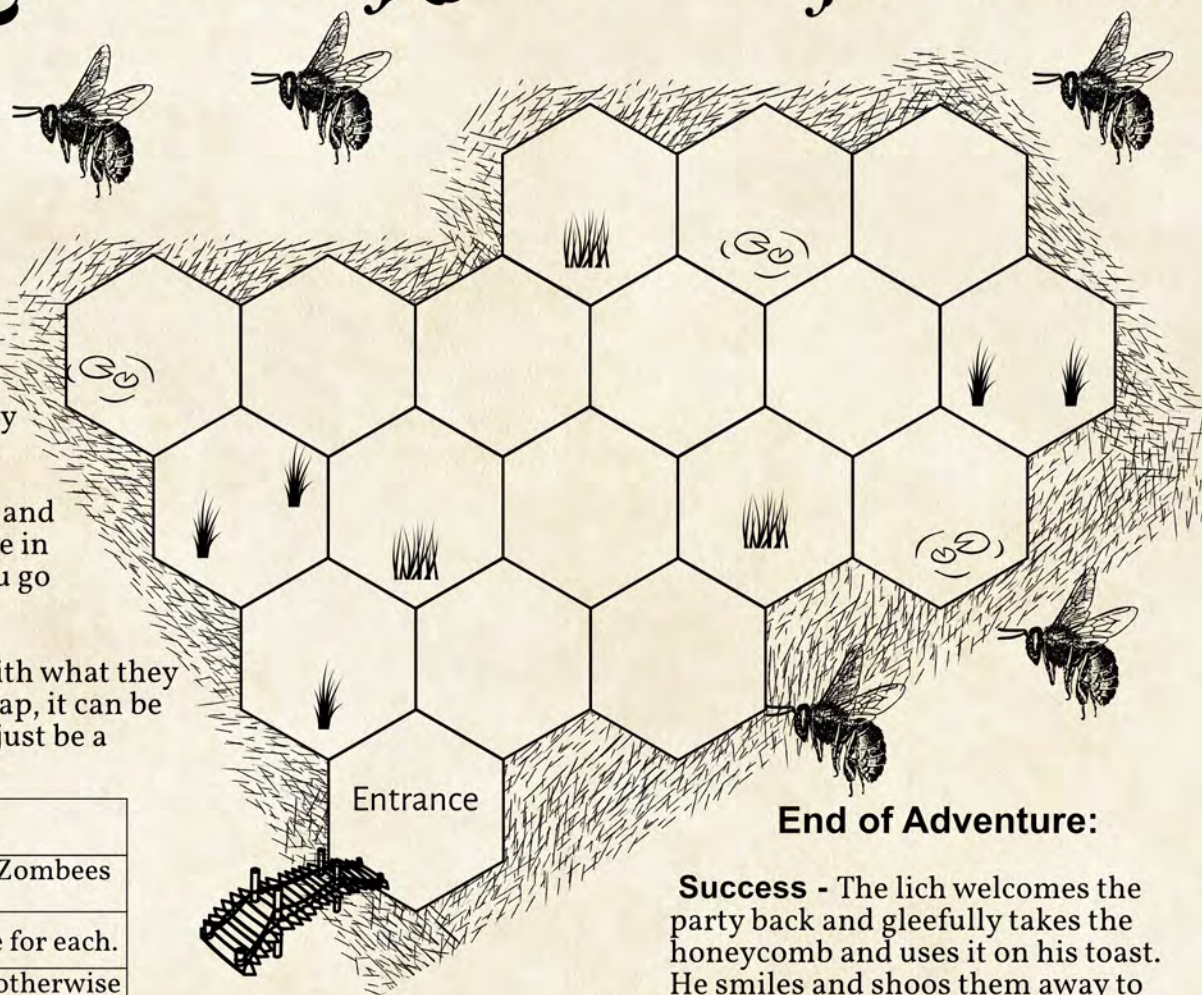
**Hook:** The party comes across a **powerful lich** named Nebarasakhan that insists the party has wronged him in some way, possibly true possibly not depending on the party's actions. In order to not kill them on-site, he demands they retrieve for him a most precious item in the nearby swamp.

**Play:** Once the party agrees or is forced into submission the lich leads them to the entrance of a swamp. It is a mess encased within dark-lined trees/bushes that are impossible to traverse. The only entrance and exit is this clearing. You may read the below to the players or make your own:

"The lich leads you to the only gap in a gnarled tangle of trees and bushes. He tells you the Necrotic Honey he seeks is somewhere in the swamp, find and bring him back a comb and he will let you go free. Just watch out for the Zombies."

Once the party enters the swamp the below table will assist with what they find on each tile. The map to the right is representative of a map, it can be as long or as short as seen fit, and numbers rolled can always just be a suggestion.

Die Roll	Results
1	Necrotic honey found but a disadvantage is imposed. Zombees attack (tiny swarm, necrotic poison damage).
2	1d4 <b>Flame Pillars</b> shoot from the ground, <b>DC 13</b> save for each.
3	Target becomes entrapped in the muck. <b>DC 12</b> saves, otherwise take 1d4 damage for every failed save.
4	1d6 <b>Stirge</b> attack.
5	Splash into the water where leeches attach. Deal 1d8 damage per failed <b>DC 13</b> check
6	Will-o'-Wisp lures targets into further squares.
7	Nothing happens, but an eerie feeling is present.
8	Quicksand trap. Character movement stopped until <b>DC 10</b> check is passed.
9	1d4 <b>Bullywug</b> attack.
10	Necrotic honey location found with an advantage. Zombees attack (tiny swarm, necrotic poison damage).



## End of Adventure:

**Success** - The lich welcomes the party back and gleefully takes the honeycomb and uses it on his toast. He smiles and shoos them away to enjoy his meal. If they try to get more from him, he may have a small magically trinket of little consequence. If they try to fight then he is a full-fledged **Lich**.

**Failure:** The swamp claims more bodies for the Zombees to keep producing Necrotic Honey. The lich can always find another party to get what he needs.

\*Note on Necrotic Honey - Undead characters who consume necrotic honey have no ill effect and gain spent spell slots or other charges they may have access to. Living creatures who consume must make a **DC 18** saving throw or fall ill for 1 hour. They vomit 1d12 minutes during the hour and have disadvantage on all attack rolls.

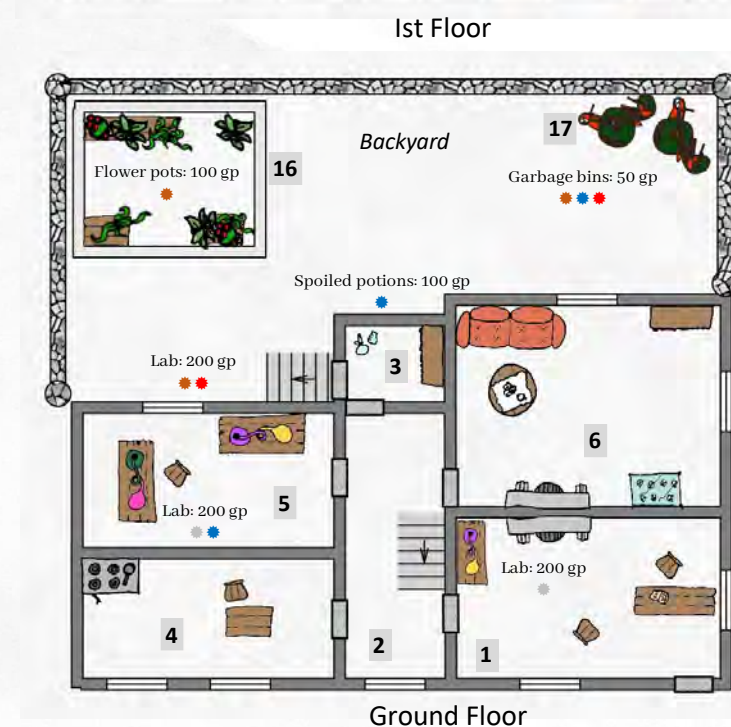
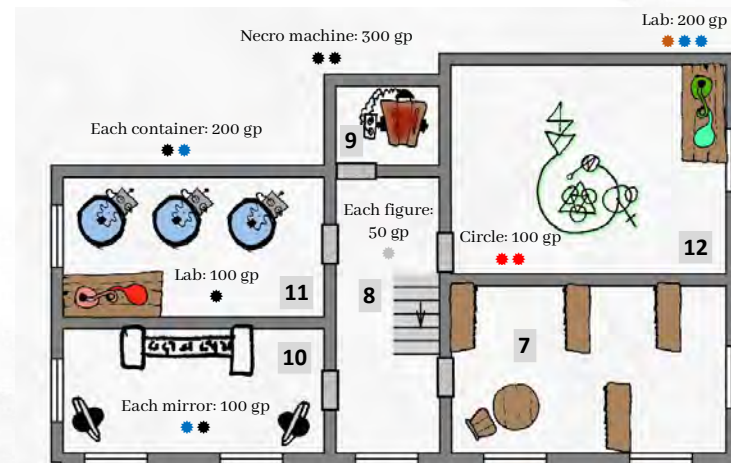
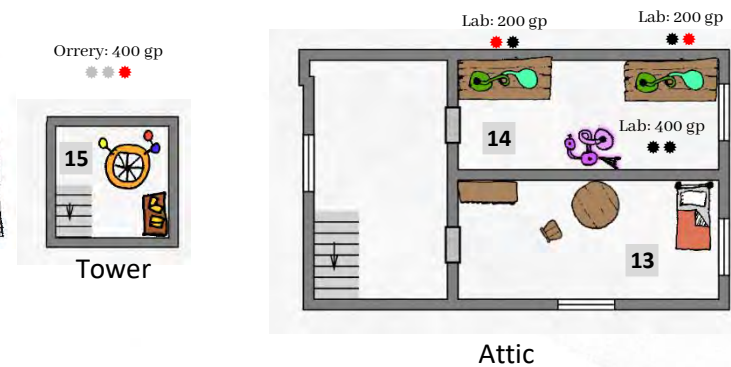
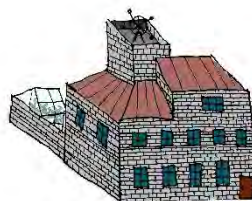


# Smashing Things

Marcin Łaczyński

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## The Story

Players get hired by One-Eyed Mary, owner of a local pawn shop and the head of the Black Hoods gang. Mary is angry because magister Baldwin, a local wizard, and alchemist, is way past the date he should pay his debt. And the debt is enormous. Rare magical mushrooms, fairy dust, unicorn horn, a big bag of black lotus petals, and one particularly exotic toad worth over thousand gold pieces - these are just a few things the Black Hoods provided for Baldwin. No one dares to anger Mary, but most of all, no one dares to ignore his debt to her when she says the debt is due. And the Baldwin's debt is severely overdue.

## The Quest

Mary is a woman of business, not a cold-blooded killer. You have to collect the debt from Baldwin's lab and teach him a lesson. A painful lesson. A lesson to remember. A lesson that will be heard across the town. The party has to do two things:

- Collect valuable items from Baldwin's lab worth at least 2000 gold pieces. The smaller and more valuable, the better.
- Smash wizard's equipment worth at least 3000 gold pieces. The more mess, the bigger the explosion, the better.
- Break one or two limbs of the wizard, but not kill him.

Mary has her ways with the city guards. When you start smashing you have two hours before any guards show up.

## The Lab

The lab is located in a big, two-story building with excentric architecture and filled with various magical equipment. The valuables are listed in the room description (hidden items are highlighted in *italie*), and the magical equipmenet to be broken (with it's value) is listed in the map.

1. **Shop:** Place where Baldwin meets his clients. Loot: casket locket with **Baldwin's key**, inside: cash, 150 gp.
2. **Hall:** Loot: Paintings collection, 200 gp, one painting is cursed and summons three fire mephits when touched.
3. **Shed:** Storage of unused laboratory glass and some spoiled potions.
4. **Kitchen:** Roxanne, a halfling cook, lives and works here. Loot: few bottles of good wine, 50 gp
5. **Alchemical laboratory:** Every day, general-purpose lab. Loot: 2d8 healing potions hidden in a closed metal closet (locked with **Baldwin's key**).
6. **Living room:** Place to meet with friends. Loot: a collection of rare crystals in a display case, 250 gp; Old magical sword, 300 gp.
7. **Library:** Full of rare magical books. Roll d6 for every ten minutes spent here: 1-2: minor tome, 20 gp; 3-4: rare book, 40 gp; 5: cursed grimoire: minor demon attacks party 6: rare grimoire, 150 gp.
8. **Upper hall:** A collection of six clay figures from the cursed city of N'raath is on display in this hall. Ras'ad, a half-orc guardian of Baldwin, attacks the party. Loot: each unbroken figure is worth 50 gp
9. **Necromantic apparatus:** door locked with **Baldwin's key**. A battery attached to a bed stained with blood is hidden here. Loot: Magical battery, 200 gp

10. **Portal chamber:** A portal surrounded by some form of the magic circle and a ring of mirrors is placed here. If anything is broken here, the major demon comes out of the portal and escapes through the window to the town. Loot: Wand of magic missile, 120 gp
11. **Life research chamber:** Large glass containers with some strange creatures inside. When broken, each creature bursts with magic energy. Loot: one of the creatures has a human shape and a *diamond ring on the finger*, 250 gp.
12. **Occultum:** Magic circle and crystal mandala.
13. **Bedroom:** Baldwin hides here beneath the bed. He can offer the party 250 gp in cash. *He also has a magic amulet worth 300 gp and a Baldwin's key under the pillow, which he tries to hide.*
14. **Forbidden arts workshop:** Lab with ominously looking black and shiny-green liquids in the complicated alchemical apparatuses, stinking of death and decay. A toad with malignant smile swims in one of the jars. When players try to take her, she casts one or two high level necromantic spells. Dead toad is worth 300 gp and alive 800 gp.
15. **Tower top:** Open to the sky, full of astrological equipment and magical orrery. Loot: golden astrological tools, 340 gp.
16. **Greenery:** Lots of magically altered plants. One plant with pink flowers shaped like elf faces starts to swear and curse to the players. Loot: *a hidden stash of psychedelic mushrooms worth 350 gp.*
17. **Garbage:** Bins with results of failed experiments.

## The Magic

Lab equipment contains five magical essences: air (grey), earth (brown), fire (red), water (blue), and death (black). When the players smash something marked with essence marks (small dots), roll d6 for each essence mark, and describe the effects to the players. If there are multiple marks of the same colour roll according to their number and applicate multiple effects.

- **Air:** 1-2: Small items in the room fly in random directions 3-4: Strong wind breaks all windows in the room 5: The nearest player is sent flying through the room 6: Small air elemental attacks players.
- **Earth:** 1-2: The nearest player is paralyzed for 2d4 minutes 3-4: 10d10 gold pieces burst from the equipment 5: One random object in the room is animated and attacks players 6: Random wall or part of the floor turns into sand and scatters around.
- **Fire:** 1-2: Smashed equipment bursts into flames 3-4: Fiery explosion hits two nearest players 5: Stray fire elemental runs loose and breaks the nearest not broken piece of equipment 6: Strong explosion breaks a hole in the wall next to the broken equipment.
- **Water:** 1-2: A flood of 100 cubic feet of water floods the room 3-4: A jet of acid sprinkles nearest player 5: Snow starts to fall in the room 6: Floor in the room becomes covered in slippery ice.
- **Death:** 1-2: Small imp attacks players 3-4: A cloud of foul stinking smoke manifests in the room 5: A shadow starts to follow players and attacks in the worst possible moment 6: Black tentacles spring from the equipment and try to catch the nearest player and throw them most spectacularly (through the window to the street, into a magical portal or onto a pile of burning equipment).



# Hargrave's Demise.

**Introduction:** The players have heard of a local legend, named Hargrave. A person of great wealth and power, but also mystery. His most prized possession, however, remains buried along with him.

**Entrance:** A door seemingly bars the way. It is actually a steel wall. Players can find their way around it, or try and dispose of the door entirely.

**First Room - The Gravorites:** They enter a dark room. Once all players are inside, a magical/technological barrier surrounds the dungeon, making escape impossible. They find themselves in a square room with two alcoves on either side. In these alcoves are switches.

The first one pulled will trigger a combat encounter (regardless of which one) From the four pillars in the corners of the main room, four knightly guardians appear and the pillars turn on their axis. They are considered constructs and a tough encounter.

The second lever pulled disables a forcefield and projection covering the center part of the floor of the room. Players standing there will fall instantly into a deep pit.

The levers can be pulled simultaneously to trigger both effects. The guardians will follow the players down into the pit.

The pit is a 50 foot drop into an underground shallow pool. At a tiny beach, players will see the true entrance, but it is blocked.

**Second Room - The True Tomb:** After the Gravorites and been defeated, the party will encounter the ghost/VI of Hargrave. He tells them no one may have what is buried inside, for it was his Magnum Opus. And it is too dangerous.

Players can try to persuade him to open the way. Convince Hargrave that they will destroy it for the good of all. Hargraves died an old man and is very wise. Once this is done, the barrier releases and the party can venture forth.

**Lore:** Hargrave was a master builder and engineer. His designs were kept secret to this very day and sought after by other engineers. In his later years, Hargrave grew remorseful of the potential destruction his creations could theoretically cause.

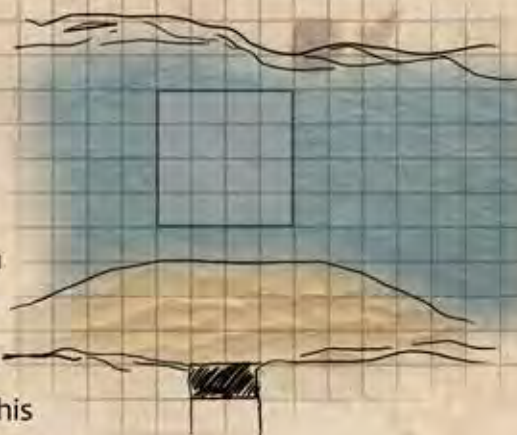
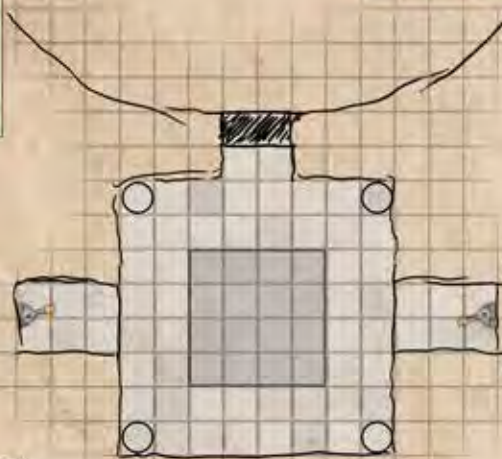
**Third Room - Silent Grave:** In this room, all is silent. The party must deactivate all the devices that create this silence, There are four of these in total. These are runic symbols, or anti-sound technology. All communication is somatic.

Once these devices have been dealt with a boss encounter will start. A singular, massive Gravorite will rise from the ground near the door to the actual burial site.

For all intents and purposes, this is a deadly encounter! Once it is defeated the golem will explode after a short audible warning.

**Final Room - Hargrave's Grave:** A beautiful room covered in nature. Daylight creeps in from an unknown source. Plants, trees, vines and small animals surround a heavy sarcophagus. Inside it is the treasure.

The item has long been destroyed by time and its own power. It is indistinguishable from any other piece of broken machinery.

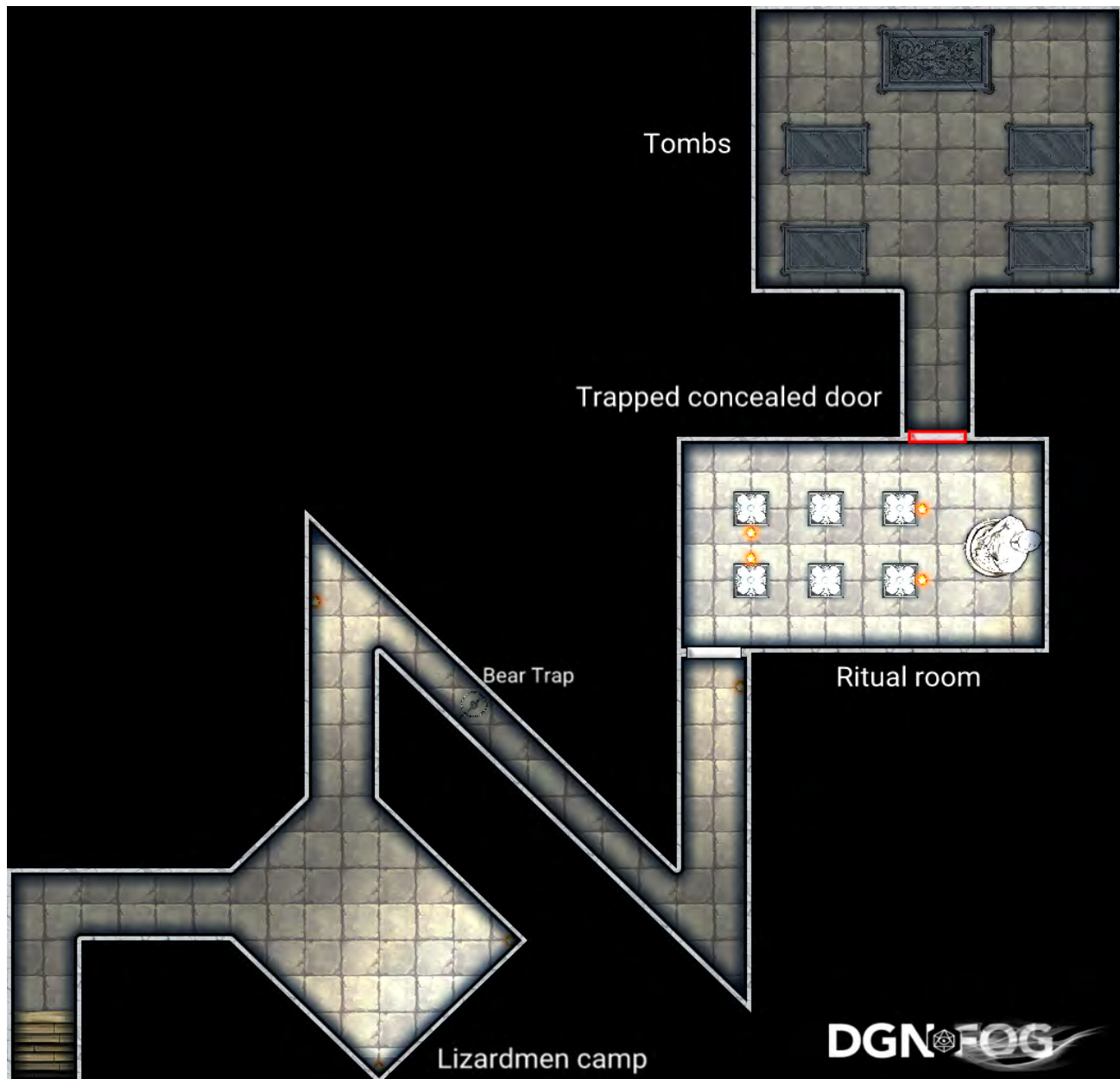




# The Tomb of General Lorogas

by: Eric C.

Rumors have spread about an obscure cult of Lizardmen called The Red Hand having entered an old underground shrine, and about to execute a dark ritual to resurrect General Lorogas, the leader of the Order of the Silver Sun. Deceased many centuries ago, he had formed an army that defeated the Dwarven Legions in the War of the Relics.



- **Lizardmen Camp:** 2 unarmed Cultists and 2 Cultist Fighters are having a break here.
- **Bear Trap:** In the shadows in the middle of the corridor lies a Bear Trap, that will be triggered by any inattentive PC, cutting his/her foot off.
- **Ritual Room:** 3 Cultist Fighters and 1 Cultist Priest have started here their dark ritual. The Fighters will protect the Priest while he casts a spell of *obscure fog*, that will reduce visibility, strength and magic power for all PCs during this fight. PCs will have to defeat the priest quickly before he finishes his ritual! (5 turns)
- **Trapped concealed door:** Behind an old tapestry a door is hidden, the Priest had its key but the door is trapped! Unless detected, a blade will swing and hurt the PC opening the door.
- **Tombs:** General Lorogas was buried here with his lieutenants. Depending on how fast the Priest was defeated before he could complete his ritual, 2 to 4 undead lieutenants will be back to life, or maybe even worse, the General Lorogas himself and his cursed sword!



# MOLOK'S MUMMIES

Dimly, folk recall grandmothers' stories about smooth stone tablets rising from farmer's fields, fetid swamps or desert sands. In the center of a 25 foot hexagon grinned the evil visage of Molok, horned devil worshiped by a forgotten race. Sages spin yarns of mummified priests slumbering amongst immense treasure deep below the dislodged crypt entrance. None who repelled down ever returned. To-day, another has emerged, inspiring dread and greed.

Players gathering lore might learn **1:** The crypts sink back into the earth after seven days; **2:** The crypts harvest souls; **3:** The heart of the mummy is a valuable gem; **4:** Portals lead deeper, even downward toward greater danger; **5:** Prophecy predicts a hero will retrieve the key to banishing Molok forever; **6:** Elven wizards built these traps to besmirch the benevolent cult of Molok.

## THE DIABOLICAL SYSTEM

Hexagonal chambers, **25' across and 25' tall**, connect to identically shaped chambers via doors in the walls, floor or ceiling. 3'x5' Iron doors swing freely on hinges pinned tightly to granite walls. Some are locked. 5' hexagon tiles stretch over the floors.

Passages between rooms, both horizontal or vertical, are 2-20' long hexagonal tubes 5' across.

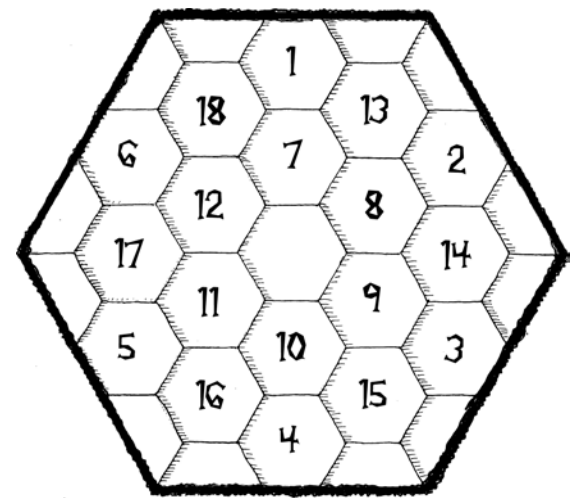
**Sound echoes mercilessly.** Any loud noise amplifies into a cacophony requiring a save versus a confusion spell.

Threats inside the crypt intensify with depth. Count vertical shafts descended as the **depth factor [DF]**.

The soul of anyone killed inside the crypt instantly leaps from the body as a visible ghost, unable to escape. Seven days later, the crypt seals, descends back underground and thereafter remains unreachable.

## THE DIRE PROCEDURE

**Roll 6d6 to determine doors** located in hexes 1-6. Doubles are locked doors. Triples indicate a sarcophagus protecting the terminal foe: a mummified priest of Molok! Behind each door, a **2-20' tube** extends directly to another chamber. Rooms without a ceiling entrance have a **4' round trap door 1 in 8 times** in the floor's center, below which is a 2-20' shaft open to the ceiling of another chamber. **Roll 1d6+6 to locate a trap.** Finally, **roll 1d6+12 to locate an adversary**, who waits patiently, listening as intruders approach.



CHAMBER DIAGRAM

## GRUEL TRAPS Roll 1d6.

**1:** A pit opens, **10 x [DF]** feet deep. Disease-ridden filth coats 1 in 6, triggering **[DF]%** chance of infection.

**2:** Spikes jut up for **[DF]d6** damage, plus **poisoned 1 in 6**. Save or 1/2 movement until healed.

**3:** Lightning shoots up for **[DF]d6** damage then changes direction (1=N,2=NE,3=SE,4=S,5=SW,6=NW,7=UP,8=DN) for **[DF]d6** total feet.

**4:** **[DF]d6** (1=venomous snakes, 2=giant rats, 3=spiders, 4=rot grubs) crawl from under a crumbling tile.

**5:** Sleep gas puffs for **[DF]** rounds.

**6:** (1=water, 2=sand, 3=mud, 4=gravel) pours from a ceiling portal, filling the chamber 1/round to a depth of **[DF]d6** feet.

## ZEALOUS ADVERSARIES

Trapped here for centuries, these foes wait in rage to destroy intruders. They may rashly trigger traps, perhaps harming themselves. **Sum [DF]d6 for type. Roll 1d6 for subtype. Roll 1d6+12 for location.**

Type	1-4	5-6
1	Skeleton	Skeletal Flayer
2	Zombie	Gellybone
3	Ghoul	Ghast
4	Shadow	Bone Chimera
5	Mummy	Bloodshroud
6	Wraith	Ghostcap Bloom
7	Green Slime	Black Pudding
8	Bone Golem	Flesh Golem
9	Spectre	Clay Golem
10+	Vampire	Diabolus

Slimes and puddings hang from the ceiling. Ghouls, Ghosts and Vampires are interested in escape.

## THE TERMINAL FOE

A stone sarcophagus in hex **1d6+12** contains a mummified priest of Molok who wakes to consume the souls of those foolish enough to enter the crypt. Aside from usual powers of a mummy, including a **rotting touch** that causes wounds that do not heal, the gaze of these horrors trigger an irrational **fear** in even the most experienced warrior unless a save versus magic is made.

**Resistant to magic**, 4 in 6 spells reflect back on the caster. As former clerics, Molok bestows the following **spells:** Darkness x3, Resist Fire, Hold Person, Bestow Curse x2, Create Water (useful for dowsing flames). 3 x Day these foul priests may **vomit a stream of filth** doing 5d6 damage plus **[DF]%** chance of parasitic infection. Targets save for half damage. Anyone nearby must save or be splashed for 2d6 damage.

**1D6** ordinary mummies attend the priest plus servile ghosts of any intruders who died since the crypt appeared.

Beyond all else, Molok's priests crave the sustenance of living souls. They might trade one of their treasures and let the other intruders escape.

## REVERED REWARDS

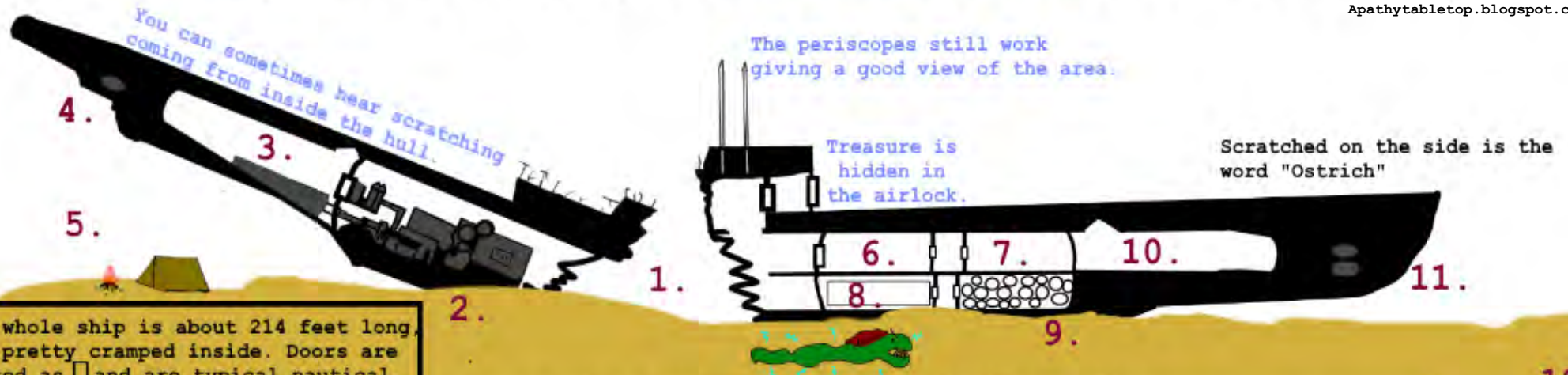
Arrayed about the burial chamber are many treasures determined by **1D6 matching type A-F**. In addition, the heart of the mummified priest is a gem (1=ruby, 2=sapphire, 3=jade, 4=amber) worth **[DF] x 1,000 GP**.



# IN A DESERT THAT USED TO BE A SEA, THERE WAS THIS SUBMARINE.

Now it lays in the sand, ready for some idiots to uncover her secrets.

By Jarred Stagen  
Apathytabletop.blogspot.com



The whole ship is about 214 feet long, and pretty cramped inside. Doors are marked as   and are typical nautical, airtight doors with wheels to open. They are heavy and difficult to manage. Nearly everything is made of rusty metal, which bakes in the desert sun.

- |                                 |   |
|---------------------------------|---|
| 1. Funny sailor hats            | 5. Ancient porno mags                     |
| 2. Finely aged bottle of rum    | 6. A working pistol, with one bullet      |
| 3. Bag of pulled wisdom teeth   | 7. A handful of fancy war medals          |
| 4. Skrimshaw whalebone necklace | 8. Zombie Sea Dog, shy but very friendly. |
- Roll a d8 for loot, but each treasure is found only once.

1. The Guts of the ship's control room spill out here. Digging around makes noise and takes time, but treasure can be found, including a working, mechanized barometer.
2. The engine room's furnace still burns, causing the engine which fills this room to sputter steam and shake angrily. Dexterity and climbing checks are needed to traverse the area and not get badly burnt. The furnace itself is full of 1d6 angry fire elementals and 100 gold coins melted together. Opening it means the elementals will attack, but the engine will shut down.
3. Aft torpedo room. The door is rigged with a harpoon gun, it fires like a longbow at the first thing to open the door. Inside are bunks, bodies, treasure, and scratch marks upon the hull.
4. This torpedo tube is still loaded. Removing the warhead is difficult and dangerous, but could then be thrown like the world's deadliest football.
5. A grumpy old druid camps in the shade of the ship. He bangs rocks against the hull. "It makes that sweet, sweet, sound."
6. Captain's quarters. A single body around valuable furniture. There is some treasure in his desk as well.

7. Sonar and Comms. Full of rusted technology, a lonely ghost has possessed the sonar, it pings a sad tune. If you play music for it, it will ping along, and reveal on the the radar the treasure at 12.

8. Battery Storage. A family of territorial electric sand eels live here feeding off leaking battery acid. each one is the size of a man and has a deadly electric shock.

9. Sea Mine Storage. Super unstable and basically impossible to move, the mines could blow at any major disturbance. If they do, it kills everything in a mile.

10. Forward Torpedos and Quarters. Full of bunkbeds rusted equipment, and "Sawbones" the skeletal doctor of the ship. He and his 5 skeletal sailors will attack all intruders and try to remove their wisdom teeth. He has Evil Cleric levels, a +1 Bonesaw, and a mouth full of golden teeth.

11. These torpedo tubes are empty and open, so something or someone small could move through them into 10.

12. Buried treasure, full of gold bars and a working service pistol.



# FREE THE DEMON SLAVES!

In a dry riverbed in a deep canyon in the high mountains there is a flat door. Open it and descend the iron steps into the domain of a demonic being. Unable to touch the iron ore, the demon has captured slaves to work the mine and forge the iron. Some slaves have been transformed into monsters of blood and iron who feast on flesh. Others are desperate to escape but their wills are weakened. What heroes will descend the iron steps, fight the monsters, free the slaves, and confront the demon?

## RANDOM ENCOUNTERS

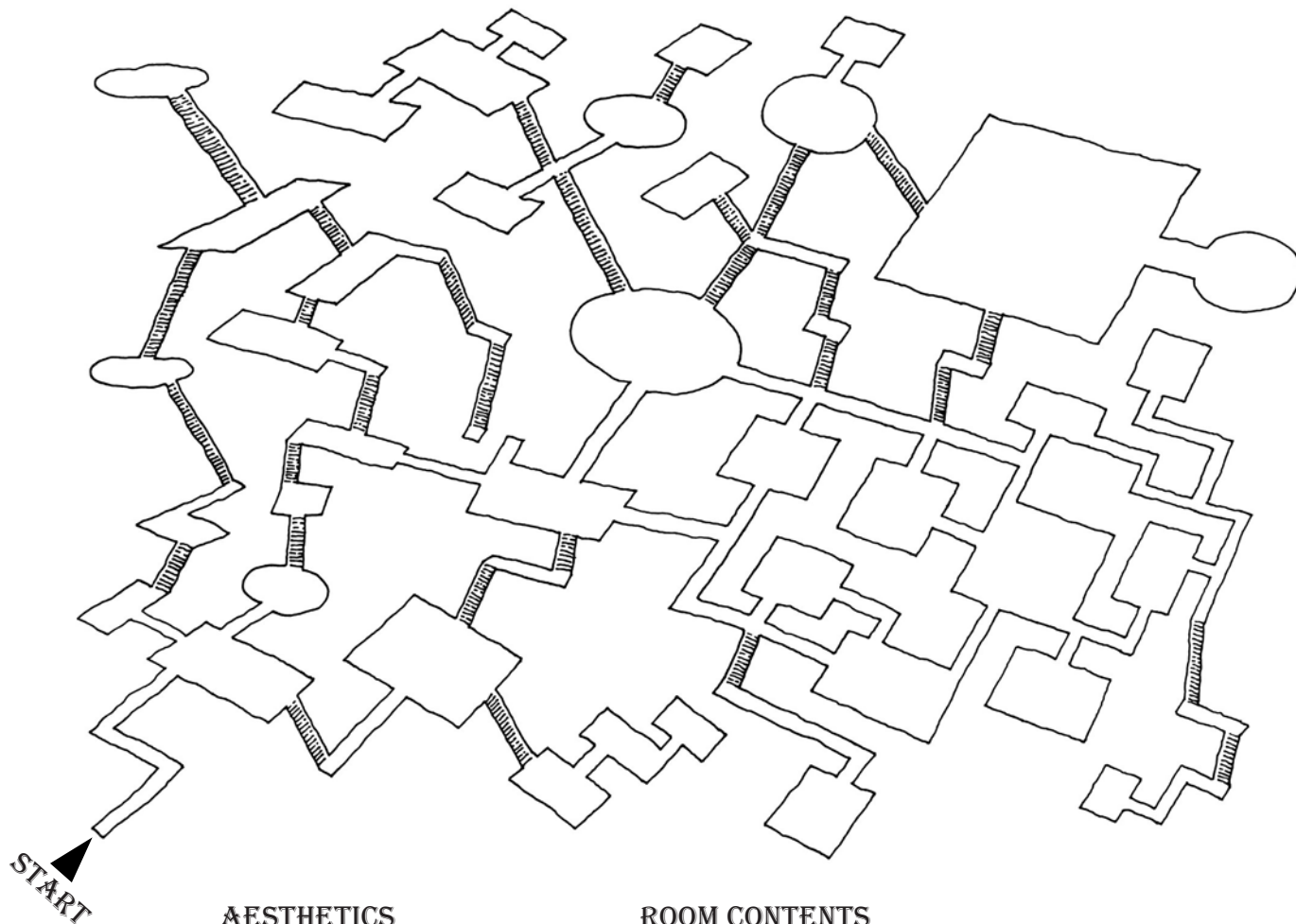
1. **Three slaves** (pale flesh, bulging eyeballs) drinking a trickle of water flowing from a crack. One will betray the others if rescue cannot be guaranteed.
2. **Two slaves** (bloody and blackened) lifting cracked ore into a hand cart. They are strong of body but their minds are dazed and confused — the demon imprisoned their children in a secret place.
3. **One slave** (hands and feet severed) resting near a cache of tools and weapons. They know which room in which the demon meditates and can be surprised. They're bleeding to death — a 2-in-6 chance they will die each 10 minute turn, increasing by 1 each turn.
4. A **monster of iron** with thousands of millipede legs and a human head. It grows longer if it eats iron, and grows stronger if it drinks blood. Can shoot iron darts from its mouth.
5. A pack of **six iron monsters** with iron hound's legs and the arms and face of a human. They try to pounce on the weakest enemy and throttle them. If half the group are killed the remainder will cower and obey simple commands from the slayers.
6. **The Demon.**

## TREASURE

1. Iron **greatsword**, forged from local iron.
2. Iron **shield**, forged from local iron.
3. Iron **wand** with two charges -- can cast the spell *Control Earth*.
4. The slaves know the secret of brewing **potions** of vitality from the blood of a young adult and the iron dust sloughed from their workspaces.
5. A **rounded rock** from the river enchanted to grow in size when thrown (d6: 1,2=pumpkin size; 3-4=wagon size; 5-6=barn size).
6. Steel **spade**, which can touch any staircase and render it smooth and slippery for the next minute.

## THE DEMON

- The body of a large man, the head of a **goat**, the feet of a **lion**, and four arms -- two human arms and two arms which are the neck and head of a **heron**, with hands protruding from the beak.
- Wields an **iron sword** with protective hilt of soft wood. Can cast *Fly* and *Fireball* spells twice per day each.
- Iron weapons do **double damage**.
- Wants to witness pain and suffering. Desires iron to be pulled from the earth and fashioned into weapons to attack, subdue and **enslave other demon lords**, who also fear as much desire mined iron.



## AESTHETICS

1. Bloody
2. Iron-clad
3. Soft wood
4. Carved with demonic faces
5. Live heron necks
6. Smells like goat breath
7. Rusty
8. Hot and humid

## ROOM CONTENTS

Roll once or twice when players first enter a room.

- |                               |                    |
|-------------------------------|--------------------|
| 1. Animal fur                 | 11. Wooden mallets |
| 2. Broken pottery             | 12. Ragged cloth   |
| 3. Chains                     | 13. Iron keys      |
| 4. Crushed rocks              | 14. Large sacks    |
| 5. Soft wooden throne         | 15. Oil flasks     |
| 6. Slave bedding              | 16. Cursed weapon  |
| 7. Barrels of dried mushrooms | 17. Cursed jewelry |
| 8. Fire pit                   | 18. Rusty pickaxe  |
| 9. Handcart storage           | 19. Rusty shovel   |
| 10. Forge                     | 20. Iron spikes    |



**Sapper Wagon**—A treasure trove of Al-chemical devices and Sapper's tools are guarded by 10 experienced sergeants. Steal or destroy the wagon to withhold resources to the nefarious Sappers!



## The Siege of Anslau—by Otto Khoven

*The Players find themselves locked within the walls of the city of Anslau and besieged by the armies of the sorcerer-king Uraamphomet. Food runs scarce and famine has flourished—it is likely the city will fall any day now. With most of the soldiers and mages defending the walls, Duke Wencelaus has put out a call for adventurers to help break the siege, or at least help hold the walls until allies arrive sometime in the next seven days.*

**Random Encounters:** City (1 in 6 chance) Roll 1D6 again ) Squad of 4-8 enemies soldiers 2) Pack of 5-8 feral dogs, 3) Swarm of diseased rats, 4) Group of pickpockets, 5) Drunken Barbarian(s), 6) Desperate love encounter.

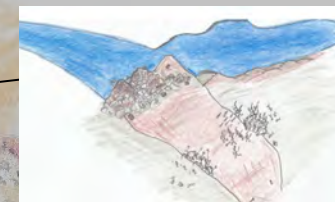
*Player characters can be assumed to move through Enemy formations and enemy camp slowly, attacking and defending just enough to get from point to point; or use skills to appear as enemy to sneak behind enemy lines.*

**Random Encounters Battlefield and Camp:** Movement through the Enemy camp (2 in 6 chance) Roll 1d6 again — 1) Friendly Fire rains down on the players, each takes a minor wound (approx. 10 percent of health ), 2) Enemy Champion challenges single Player to duel, 3) Caught in front of a cavalry charge (players can run away taking ~1/3 health damages or fight, 4) Spyhunters track down party and ambush them, 5) Summoned war-monster breaks its confinement and runs into players ,6) Conscripted to attack walls—players encounter a squad of 12 zealous sergeants who conscript the player characters to join them in attacking the walls—players can fight, pretend to help and then run away, or help the sergeants get over the walls using ladders.

**Winning:** Reinforcements arrive in 5 days. Players must succeed in four or more missions to hold off until they arrive. Players can attempt up to two missions per day unless they have a random encounter—which prevents a second mission to be undertaken that day.

If players succeed in 3 or more missions, the city is saved and they receive accolades (and a permanent 10% discount to all purchases). If the players are unable to win 3 missions, they escape the sacked city and have a great /tragic story to tell.

**The Dammed Moat!** - The Enemy has dammed the river, allowing easy access. The players must deliver 10 lb. explosive barrels to the detritus blocking the stream. At least 3 must be delivered, 1 in 6 chance the barrels explode, doing 1/3 of current health each round that player runs or fights. Players may carry up to 3 barrels. Dam is guarded by 5 sergeants.



**Mages' Tents**—Guarded by 8 fighters, the wizards sleep in these large tents. Kill them quietly or you will face an army trying to get back away from the enemy camp.



**2x Green giants in red pants** throw boulders at the walls. Players can defeat the giants (hard!) or sabotage the shelves that hold the boulder piles (boulders will run down hill and squish enemy soldiers!).



**Siege Tower**— The enemy has managed to bring a siege tower up to the walls, rally outside and chop down or set fire the tower. Guarded by 8 sergeants



**Tunnel Fight!** - The Enemy Sappers have been busy! Two squads of 20 green soldiers and 5 experienced sergeants rush under the walls. Players must head down into the tunnels and hold off the soldiers for 5 combat turns until defending soldiers can relieve them.



**Inn-surgent Nest** — The Cloak and Dagger Inn is housing a cell of insurgents, bent on spreading fear and death behind the walls. 3x assassins (2nd fl.), 1x wizard (2nd fl.), 3x fighters, (first fl.) 1x bard (first fl.), 2 commoners (innkeeper and cook 1st floor by day, Loft by night).



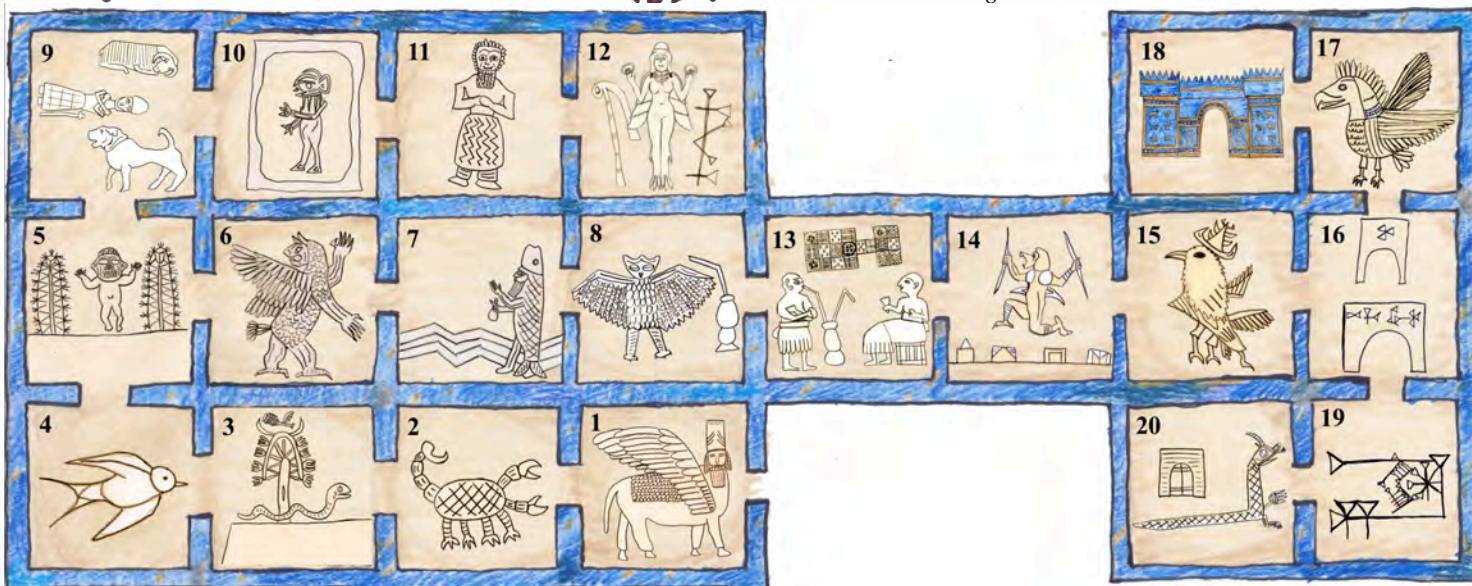




# A Royal Game of Ur



On the surface, it looks to be nothing more than a worn-out board game. How the party gets ahold of it is up to you; maybe it was gift from a traveling merchant, or perhaps it was just another art object left amongst the dungeon's treasures. Regardless, upon throwing the dice, the party is pulled into a world of forgotten gods and ancient demons.



The board is made up of 20 "Houses"—demi-planes which may be anywhere from several miles across to the size of a small room. Each House has at least one ornately decorated **Gate**, which allows passage between the Houses. Upon being pulled into the first House, the party will see a Gate disappear behind them. They are trapped in the board game until they can find a means of escape.

**House 1** is a stone room in which sits a friendly, if somewhat proud, *Lamassu*, who is more than happy to explain the mechanics of the Gates and Houses, and to answer any other questions the party may have.

**House 2** is a narrow pass between two mountains with giant scorpions on each side. The scorpions are not immediately hostile, but will taunt and goad the party mercilessly.

**House 3** is a tree with an empty eagle nest atop it. Behind the tree, a deep ravine blocks the gate to exit. At the tree's base is a crying, but mute, serpent. If treated with kindness, it will grant the party *Sharur*, an enchanted mace capable of speech and flight. If treated with disrespect the serpent will attack, and attempt to throw them into the ravine.

**House 4** is the nest of the Swallow. The Swallow is the fastest and most deadly of the birds. Flirtatious by nature, if befriended the Swallow will be a staunch ally and bring good luck to the party.

**House 5** is a large forest of cedar trees, and home to the vicious giant *Humbaba*. Whoever kills the *Humbaba* shall be cursed by them with their final, dying breath.

**House 6** is the nest of the storm-bird *Anzu*, breather of fire and water. He is obsessed with war, death, and famine. If he takes a liking to the heroes, he'll bring them a hearty meal.

**House 7** is the realm of *Abzu* - a great, brackish sea. The party will need to find a way across, such as by building a boat. It's home to *Apkollu*, the wisest of the fish-men, and a carrier of *The Water of Life*, which when sprinkled on a corpse will bring them back to life.

**House 8** is the nest of the fowl-demon *Siris*. An unpredictable drunkard, she will offer a favor to those who drink with her.

**House 9** is a field in which 5 wild dogs made of silver and 5 wild dogs made of gold attack the party and each other. Elsewhere, the remains of sheep lie alongside the body of their shepherd, *Dumuzid*.

**House 10** is a dark cave in which 1d6 *Rabisu* vampires lurk. They like to ambush their prey and can be repelled with salt.

**House 11** is the home and workshop of *Mummu*, a great craftsman who can build anything large or small, so long as it's not magic.

**House 12** is the palace of *Ishtar*, goddess of love, war, and justice. She is waiting for her husband *Dumuzid*, the shepherd, to return.

**House 13** is a tavern, serving hearty food and beer. A group of drunken patrons gambles over a game of 20 Squares, much like this one in layout. The bandit *Bilulu* and her son *Girgire* are hiding out here, having killed *Dumuzid*.

**House 14** is a graveyard, haunted by 1d4 *Edimmu*, the discontented wind-spirits of people who were laid to rest improperly. Unless properly laid to rest, they haunt the graveyard and possess those who show them disrespect.

**House 15** is the nest of the broken-winged raven, *Tammuz*—he spends half the year in the underworld and can tell the party all about it. Once a king, he was turned into a raven by his ex-lover *Ishtar*.

**House 16** is a bleak stone room with two clay Gates on which are written the words "*Kur*" and "*Tiamat*", leading to Houses 17 and 19, respectively.

**House 17** is the nest of the Eagle. The Eagle is a fearsome carnivore, who ate the children of the crying serpent. He can be satiated with sufficient meat.

**House 18** holds a grand lapis Gate. This is the first of the *Seven Gates to the Underworld* and is guarded by the meek-mannered god *Neti*. To pass into the *Kur*, the Land of Dust, one must remove all their clothes and possessions. Every day the sun god *Utu* passes through these gates. Once one enters the Underworld, one can never leave unless they have access to *The Water of Life*.

It is possible for the party to become trapped in the Underworld, and this too may become the setting of many adventures. Its denizens include the souls of the dead and a wide variety of demons, as well as *Humbaba*'s brother *Pazuzu* and *Queen Ereshkigal*, twin sister of *Ishtar*.

**House 19** is a large mountain on which lives *Azag*, a giant demon so foul that water boils in his presence, as well as in his earth-demon children's.

**House 20** is the lair of the glistening *Tiamat*, the dragon goddess of the primordial sea. She is the only being capable of opening the final Gate, and thus the only one capable of granting the party exit from her royal game.



# TOWER OF THE TIME THIEF

**Hook:** Players are begged by townsfolk to investigate an accursed clock tower on the outskirts of town. Large sums of money, gifts, and praise are offered as rewards.

## The Graveyard:

Surrounding the church are a slew of headstones guarded by a rusted gate that squeals when opened. Stepping onto the grounds of the church triggers The Dead.

**Background:** In the old abandoned clock tower, connected to a decrepit cathedral, dark secrets of immortality lie among the remains of a wizard and his son. Attempting to extend both his and his child's mortality, the wizard damned his son to an eternal life of torment. The Baby is all that remains now, drawing on the life force of innocent bystanders and further extending its corrupted immortality.

**Age Save:** PCs roll any die. If even, nothing happens. If odd, the PCs must roll 1d100 and have their age be changed to that number. This effect will revert if the PC leaves the church grounds.

**Erase-That-Mistake Wand:** The rusty arm of a clock face. A player can use it to allow a reroll on an action.

## The Howling Rafter:

A ladder from The Chapel leads up to the rafters. The wood beams here are weak, and erratic movement could cause someone to fall to The Chapel. Several hundred clocks of various designs cover the wall. Every time the bell tolls the clock faces rip away revealing the screaming visages of the tower's victims. At the far end of the rafters are the remains of The Wizard's Broken Dream. Guarding it is The Wizard's Zombie.

## The Bell Room:

The only way up to the Bell Room is by using a rotting wooden ladder in a remote corner of The Chapel. If the PCs have not stopped time in The Ballroom, the ladder will be infinite and they will never reach the top. A large brass bell hangs from the rafters and The Baby lies in the middle of the room. The smell of its filth fills the players nostrils as it begins its advance, crawling towards them with its obese, wrinkled arms.

## The Chapel:

Rotten wood doors open to the empty chapel and silence the last lingering notes of a forgotten choir. Dust covered pews sit facing an altar, upon which is an old stopwatch that only runs backwards. Picking it up forces an Age Save. At the back of the Chapel is a dark staircase which leads down to The Dining Area and The Ballroom.

## The Dining Area:

Sitting around a well placed dining table are a number of spectral party guests of varying ages. They are forever in a loop of introduction, and any conversation with them will restart after a few words. The guests can give information about the nature of the clocktower, but it will need to be pried from them.

## The Ballroom:

Every few minutes, children emerge from a set of doors and begin a strange waltz. As the music crescendos the children age, becoming elderly by the end of the song. They flee through another set of doors, and after a few moments the same children emerge from the original doors and start anew. If the PCs join the dancers, time will stop for the outside world and the PCs will be allowed to go up to The Bell Room. Going through one of the doors will result in a PC seeing a twisted, aged version of themselves and will be forced to make an Age Save to leave.

## The Quarters:

A simple bed and a simple vanity make up this Chapel adjacent room. Within a drawer of the vanity is the Erase-That-Mistake Wand and a journal which details Background. Touching either forces an Age Save. The mirror of the vanity acts as a way of communicating with lost ancestors. A PC will see and hear a loved one rather than a reflection of themselves. The bed, if tampered with, will quickly remake itself.

**The Dead:** These yellow skeletons are stuck in a haunting loop of regrowth. Their flesh and blood reform on their bodies as they claw out of their tombs. Every round that PCs are in the Graveyard 1d6 more emerge. They will not follow into The Chapel.

**The Wizard's Zombie:** What remains of the wizard is a mindless zombie in tattered wizard robes. It possesses a few magic capabilities and guards the remains of The Wizard's Broken Dream.

**The Baby:** An enormous infant kept eternally young by the tower. It can swat, crush, and rip with its fat hands. The Baby can also force Age Saves on the PCs by ringing the brass bell.

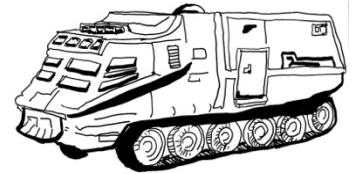
Created by:  
Zach Trent,  
Noah Morris,  
and  
Adam Nyhoff



# The Damned Colony of Japheth III

A Post-Apocalyptic Crawl by Ray Pompon

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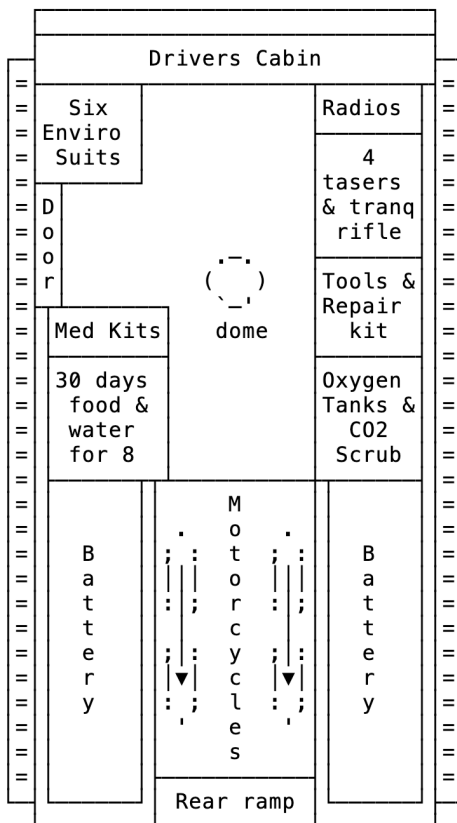


You were part of fleet of colony ships heading to the distant Japheth system. While you hibernated, nanobots terraformed your future home. But an engine problem delayed your arrival by 900 years, and you awoke to a bizarre new world. Worse, the nanobots went out of control.

Now Japheth III is awash with bizarre mutations and wild weather. So much time has passed that entire civilizations have risen and fallen since colonization.

Nowhere to go, you leave orbit in a drop-pod and set out in a Landmaster to find what became of the colony.

**LANDMASTER:** Unarmed science vehicle. Travel 120 miles daily, 60 in hills/forests/swamp/ water. Can't cross mountains.



Once a weekly or upon serious damage, roll D10 for malfunction: 1) Major – need parts to fix. 2) Minor – 1D4 days to fix. Roll system affected 1D6: 1,2) Engine, 3,4) Tracks 5) Enviro, 6) Power (all).



## Travel

One hex 20 miles.

## Weather 2D12:

2) tornado; 3) fire storm; 4) big hail; 5) rain & flood; 6) radiation; 7-10) normal; 11) blizzard; 12) lightning.

## Encounters 1D8:

1) giant worms; 2) metal-eating nanobot slime; 3) ape-men; 4) raiders on big ants/ bats /jet-packs; 5) drone swarm w/EMP blasts; 6) giant centipedes; 7) traders; 8) nomads.

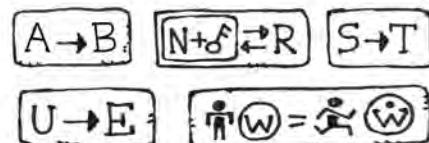
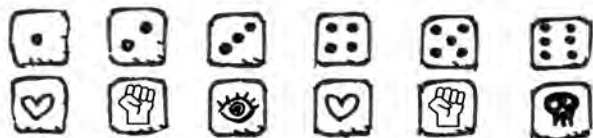
- 1) Landing site – Start here.
- 2) Village of farmers & tardigrade ranchers; Population 150 - Iron age.
- 3) Tardigrade herds– Farmers fighting a dozen rustlers with firearms and motorcycles.
- 4) Old colony ship now a sacred temple for zealots armed with vibro-axes; tech parts to scavenge and still occupied running hibernation pods.
- 5) Domed settlement of hundreds of clones of the same person. Clone bot births new baby every month.
- 6) Iron mining settlement; Large steam-tech clan; will trade for food.
- 7) Old city-sized terraformer; tech to plunder but could accidentally release swarm of unsafe nanobots.
- 8) Huge refugee caravan; harassed by raiders on motor vehicles.

- 9) Junk city – ruled by scavenger king and gang; Has petrol, guns, parts; Will lie, steal, or blackmail for new tech.
- 10) Huge glowing canyon, radioactive.
- 11) Landmaster wreck, sending distress signal; a trap by hidden armed raiders.
- 12) Giant fab installation base run by insane AI with a cyber-ape army; Feed raw material, makes nearly anything.
- 13) Giant fungi forest, impassible in vehicle. Giant scorpions live here. Venom is a valuable trade good.
- 14) Giant quartz mountains. Shaman nearby sells nanobot healing elixirs. 10% chance of mutation if used.
- 15) Dead warbot; source of parts & weapons; reawakens if tampered with.
- 16) Crazy inventor in a tower building hot air balloon; Will be attacked by giant moths when she finally launches.



# FATE AT WORK

Marco Salogni



You need a D6 or something that takes its place, a pencil and an eraser. Start with three hearts and three punches (Cross the icon) and choose a way to start. You can never retrace your steps, the road must be traveled to the end, if you want you can retrace the same road at the cost of a heart. When you arrive in a square with the dice, roll the dice and assign the corresponding rewards: 1 = plus a heart (Max 3 hearts), 2 = plus a punch (Max 4 punches), 3 = plus an eye (Max 2 eyes), 4 = plus a heart, 5 = plus a punch, 6 = minus a heart. When you meet a monster arriving in a clearing with an M you MUST face it, compare the number of your fists with his (The monster is indicated with an M and the dots indicate his fists), if you have more you have won (clear the your punches needed to beat him) and you can erase it from the map, if you have less he wins, he erases a heart. If you're still alive, go another way.

If you have an eye, you can use it to avoid a collision with the monster and go unnoticed (Delete one eye).

To win you have to reach the Dragon (the Dragon has 3 punches) defeat him and run away for the last suspension bridge. Of course if you also eliminated multiple monsters in completing the mission, you can boast of being a fearless hero.

Good luck



## Setting

Inhabited primarily by Chitin, anthropomorphic insect folk of all shapes and sizes. A bustling capital buried deep underground, Carapascire is the hallmark of engineering. Stone, dirt, and steel wrought into a tightly nestled towering cityscape. Recently plagued by a series of violent murders.

As outsiders the PCs will likely be often regarded with caution and subtle pessimistic antagonism.

## People (All Chitin)

**Sven:** Cool as a cucumber, temporarily deputized by Reeve Jorvin. Knows the city like the back of his hand. Exceptionally skilled swordsman, assists with the investigation.

**Jorvin:** Old Reeve on the edge of retirement. He's seen stuff like this before, a long time ago. Goes way back with Sven, who owes him a favor. Will help with info. Likes to play chess.

**Dr. Gorm:** Practices psychology, is the killer, exceptionally smart, squeaky clean, gotta find some dirt on him. Sus as hell but you have no proof. Likes to smile tauntingly and adjust his glasses.

**Phillipe:** Good kid, missing since start of killings. Mom has been asking Jorvin to get someone to check it out. Works at the docks.

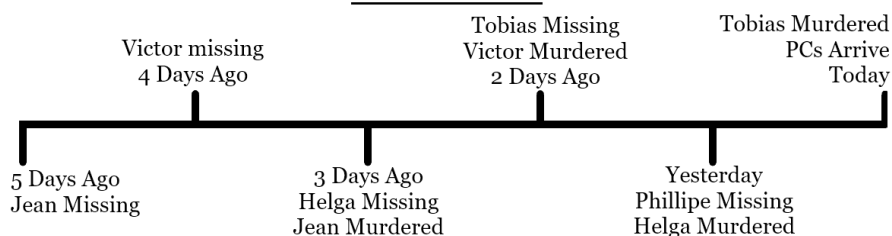
**Jean (Victim 1):** Young, she was on the road to recovery from addiction and starting to get her life back together. Left behind her aged grandmother. Parents died when she was young.

**Victor (Victim 2):** Regular at The Pick. Had issues walking. Widowed and a drunk, but had just found a nice lady a bit ago and finally seemed happy. No one knows what happened to her or has seen her.

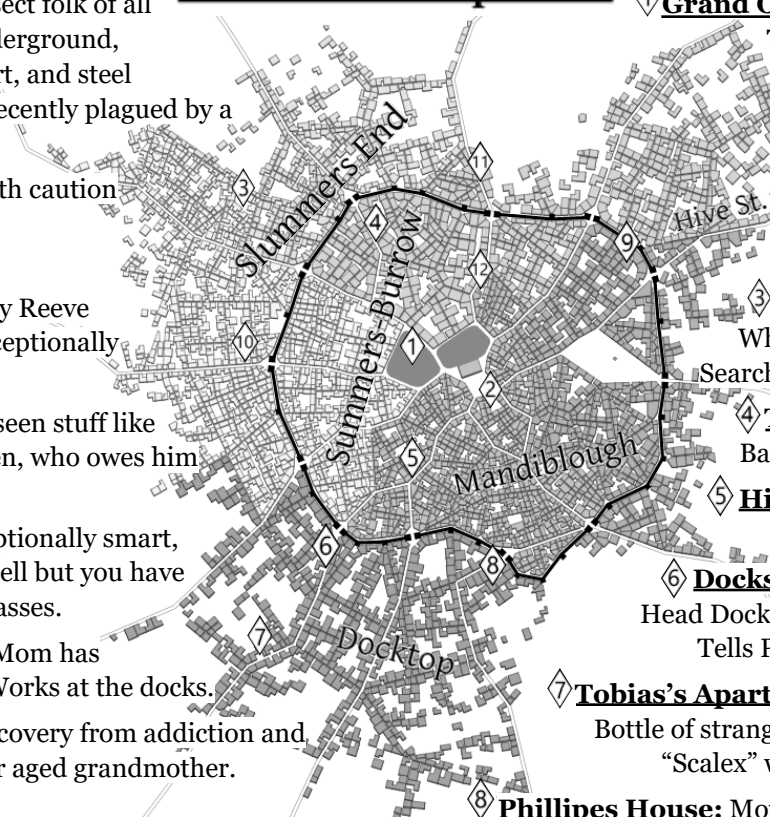
**Helga (Victim 3):** Maid at Hidden Fiddle. Nice girl, everyone deeply misses her and has trouble talking about what happened. A bit touched, was prone to wandering off and forgetting what she was doing.

**Tobias (Victim 4):** Worked at the docks, old and feeble and not terribly liked by fellow workers.

## Timeline



## Crime at Carapascire



## Places/Events

1 **Grand Oak:** Hook point, Tobias murdered in center of the Town under the great oak tree. Active crime scene. Sven on duty, interacts with PCs, asks them if They want to lend a hand and investigate.

2 **Reeves Office:** PCs deputized and given Info. These killings happened before, Tobias is the Fourth. PCs sent to investigate last known Whereabouts of all four victims and given badges.

3 **Jeans Apartment:** Lived with her grandmother Who seems to still think Jean is alive. If apartment is Searched, PCs will find a pill bottle fulfilled by Dr. Gorm

4 **The Pick:** Dive bar frequented by Victor. Only the Bartender knows much. Victor kept to himself really.

5 **Hidden Fiddle:** Nice establishment. Head barmaid Will choke up tearfully and tell PCs about Helga.

6 **Docks:** Large Airship docks, Carapascire's primary trade. Head Dockman will give players access to Tobias's apartment Tells PCs Phillipe was a part-timer to stay out of trouble.

7 **Tobias's Apartment:** Pics of him with Dr. Gorm smiling on wall. Bottle of strange red elixir on table. Trade Manifests for company "Scalex" which is the same company on Jean's prescription.

8 **Phillipes House:** Mother is worried sick. Searching his room can reveal Hidden cache of wealth. Phillipe has been taking odd jobs at the Old Bridge

9 **Dr. Gorms Office:** Sanitary. Cold Receptionist. Dr. Gorm welcomes the PCs with a smile and seems to be very warm and friendly. Studies psychology. Saddened about Jean's death. Was friends with Tobias, just got the news about his passing. Extremely strong, resists many mental spells. Mind like a tight box.

10 **Old Bridge:** Literal old bridge, spooky and misty. PCs spot a young chitin receiving a package from an older one. Pursue the child across the slums to...

11 **Sewers:** Underground network, infested with CR2~4 Thug Chitin who work for "The Boss" and discuss movement of drugs. Final trapdoor up into...

12 **Dr. Gorms House:** Phillipe strapped to a table in the basement, weak, needs help. Upstairs Dr Gorm is prepping supper. Front door locked from inside. Numerous traps activated to slow PCs from pursuing him. Final confrontation upstairs. Gorm commits suicide, leaping out window to his death. Diary implies Gorm was cleaning up loose ends from experiments he ran regarding organized crime dispatching Gank networks, a new drug he helped distribute.







# OLD MAN AZIMUTH'S MAP

Azimuth was a local prospector who explored an abandoned copper mine. At the bottom he found a diamond "as big as the moon" that was too big to get out of the mine by himself. He drew a map of the mine but he could never get a crew together to retrieve this "Moon diamond" before he past away.



The heroes can have a copy of the map but this part is for the game master eyes only.

## Khaki Hill mine-

The mine was abandoned 50 years ago when another mine opened closer to town, but Azimuth made his map 10 years ago. Still, a few notes on the map are no longer correct. Some old timers in town might remember the location of the hill. The tunnels are about 4ft wide and 7ft high (1.2m x 2.1m) and lead from north to south. Because the automatons swerved a bit when drilling, the tunnels zigzag left and right. There are side pockets and branches but they are all dead ends.

### 1. Entrance-

The cave bear is long gone. A clan of hill giants have now set up camp at the entrance. They are too big to go into the mine, though, and are also afraid of the lost souls.

### 2. Air vent-

An alternative way to get into the mine. The vent is just wide enough for one person.

### 3. Elevator cage-

Besides grease (or lantern oil), the winch also needs at least one person to operate it. There is a hatch at the top and bottom of the cage so people can climb through it. The cage is big enough to fit four humans, an automaton or the Moon diamond.

### 4. Lost souls-

The lost souls are deceased miners that can appear throughout the mine. They can be defeated but reappear one day later. Finding the remains of a miner and bringing it outside frees the lost soul forever.

### 5. Cave in-

It takes a crew or an automaton one work day to clear.

### 6. Automaton-

Broken automatons are stored here. Some can be repaired using others as spare parts. Automatons are designed to drill horizontally and need track to ride on.

### 7. Side shaft-

A ladder leads down to the lowest level. The shaft is just wide enough for one person.

### 8. Main shaft-

It takes a crew two workdays to clear it or one work day when working fast and unsafe. The automatons aren't designed to drill down.

## 9. Kobolds-

The kobolds have all been killed by the goblins years ago. There are still clues that a battle took place and the goblins won. The kobolds knew about the dangers of the pool, but kept that a secret.

## 10. Goblins-

Although they defeated the kobolds, not many goblins survived the battle. The remaining goblins were one by one lured into the Glimmer pool. Their hideout has been left untouched for all those years.

## 11. Storage-

Mining tools and unused tracks are still stored here, but nothing of value.

## 12. Glimmer pool-

A gigantic anglerfish is hidden in this underwater cave. It's lantern can create an illusion of something a person yearns. Once per day the anglerfish can hypnotize a person from afar and command it to dive into the water. The anglerfish might not be sentient but can sense traps.

## 13. Mine track and cart-

Sadly, the tunnel that leads to the moon diamond has collapsed. It takes a crew or an automaton two work days to clear.

## 14. Moon diamond!-

Hidden behind some lumber is a huge crystal eye of a beholder. It's an orb of 3ft in diameter (0.9m) and its antimagic ability is still active. The orb weight 350lbs (159kg) but can be rolled around. However, it can't be teleported, moved or manipulated with magic. A fissure leading into endless darkness might be the only hint of the Moon diamond's origin...

## Alternative ending-

There is no treasure. It was all a ruse of the mining corp to clear the mine of monsters and restart mining here.

## 2d6 Random encounters

- 2-3 Rock spider swarm
- 4-5 Fire bats
- 6 Tunnel snake (hidden)
- 7 Goblin/kobold trap
- 8 Fungus spores
- 9-10 Lost soul
- 11-12 Giant centipede



1. Unbeknownst to the hordes of Tiamat and Bahamut or the dwarves of Gho, the River Styx (DMG, pg.58) surfaces and flows through the caverns that surround the swallowed temple. The river is guarded by an annizu devil (MTP, pg.164), but it only attacks if the players disturb the waters in some way. The dark maroon water has flooded into the temple itself, losing potency as it flows away from its source. Most of the water in the temple itself is not dangerous. A survivor can be found here. He remembers nothing about himself or this place, and he cannot speak.

2. The pillars in this room are carved to look like spiraling dragons, and at one time, the walls were covered in depictions of Tiamat in all her glory. The intrusive water and lack of upkeep have destroyed most of the art in this temple.

3. & 4. Room 3 is a waiting area for those wishing to pray at the Statue of Tiamat in area 4. 3 is at a lower level than 4 so that the statue looks imposing to those waiting. Written above the arch at the top of the stairs is an inscription in draconic that reads: Kneel Before Your Queen. If the players head up the stairs and do not immediately kneel, the statue will attack. Until it moves, it is indistinguishable from a normal statue.

5. This is a storage room used for ritualistic items, most of hich have been destroyed by water and time. With a successful DC 15 Investigation Check, the players can find a Driftglobe (DMG, pg.166). They can also discover a trap door that leads to a secret passage under this room that has been completely flooded. The passage leads to room 8.

6. This room is dedicated to the champions of Tiamat and connects directly to room 7, the Gathering Hall, via a sweeping staircase. Statues of the champions are set into the walls, the most notable being a large statue of a red dragonborn- History Check to know that this is Arkhan the Cruel. Each of the statues and alcoves holds treasure at the DM's discretion. However, if this room is looted, the combat in area 7 cannot be avoided.

7. This room was used for large gatherings and worship and is set higher than areas 6 and 8. The capitals of the columns branch off into the five heads of Tiamat, each adorned with jeweled eyes. Atop the raised platform on the western wall is a Red Abishai (MTP, pg.160) who has been waiting for the party. He has been sent to reclaim the ancient temple that the dwarves have defiled. If the players looted area 6, the abishai will say, "It is unwise to loot the treasures of my queen..." and diplomacy will be impossible. In the center of the room are the burnt remains of the miners and rescue party that were sacrificed to Tiamat. A significantly deteriorated door made of bronze is at the bottom of the stairs leading to area 8.

8. There is no obvious way to open the door. A bust of Tiamat protrudes from the door with the central head open, baring its fangs. Draconic blood is required to open the door. If none of the adventurers are draconic in nature, they can use blood taken from the abishai in 7. The players can make an Investigation Check to find blood residue in the open mouth, or they can cast Identify.

This room was a meeting area for the high ranking officials of the Cult of Tiamat. The players see an epic fresco depicting Tiamat and her forces defeating Bahamut on the mountain top. Two of Tiamat's heads are turned skyward, unleashing breath weapons. An Investigation Check can turn up a large obsidian statue of Tiamat as loot.

On the eastern side of the room, there is another bronze door that looks identical to the backside of the first. Both doors have rotating symbols of Tiamat that are currently on different settings. To unlock the doors from the inside, both doors must have the symbols rotated into the same position. Around the door, water is seeping in, and the players can make a Perception, Arcana, or Nature Check to realize that the water on the other side of this door looks different than the water pooling on the floor.

9. Touching the water in the first two columns in the room results in an Intelligence save of 10, the second two columns are 12, and any further puts the save at 15. This room has been completely destroyed, but the players will notice a box sitting on a stone pedestal in the southeast of the room. The box gleams and seems to be untouched. It is an Infernal Puzzle Box (BGDIA, pg.224). There are reliefs on either side of the lock depicting a dragon claw and a drop of blood. To open the box, a drop of ancient dragon blood must be shed into the lock and one of its claws used as a key. What is in the box is up to the discretion of the DM.

A grand temple to the dragon goddess Tiamat was erected on an isolated mountain peak. Its existence was a closely guarded secret. Word of the shrine reached devotees of Bahamut who staged an attack. The forces of the Platinum Dragon converged on the temple, slaughtering all within. A great earthquake summoned by Bahamut ripped a void into the mountain, swallowing the temple whole, leaving no trace on the surface except a shattered mountain peak.

A mining party from a dwarven city accidentally uncovered the temple during their operations. Both the original mining party and the subsequent rescue party have not been seen since they entered. The mining operation was put on hold, and word of a curse has begun to spread around the city. Your party must enter the temple, find the truth of what happened to the lost dwarves, and uncover what lurks within the Crumbling Temple.



STATUE OF TIAMAT  
*Large construct, Lawful Evil*

Armor Class 15 (natural armor)

Hit Points 200 (15x20 + 50)

Speed 5 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+6)	7 (-2)	22 (+6)	16 (+3)	10 (+0)	24 (+7)

Saving Throws Str +14, Con +11, Cha +12

Skills Arcana +8, History +8, Perception +10, Religion +13

Damage Resistances acid, cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 120 ft., truesight 120 ft., passive Perception 20

Languages Draconic

Challenge 15 (13,000 XP)

Magic Resistance.

Advantage on saves against spells and magical effects.

REACTIONS

*5 Heads Are Better.* The statue can take 1 reaction per turn instead of one reaction per round.

LEGENDARY ACTIONS

The monster can take 3 legendary actions:

**Bite or Claw Attack** (Costs 1). One bite or claw attack.

**Black Head: Acid** (Costs 2). 60-ft line, 5 feet wide. DC 15 Dex save, taking 8d6 acid damage, half on a success.

**Blue Head: Lightning** (Costs 2). 60-foot line 5 ft wide. DC 15 Dex save, taking 10d6 lightning damage, half on a success.

**Green Head: Poison** (Costs 2). 30-ft cone. DC 15 Con save, taking 10d6 poison damage, half on a success.

**Red Head: Fire** (Costs 2). 30-ft cone. DC 15 Dex save, taking 12d6 fire damage, half on a success.

**White Head: Cold** (Costs 2). 30-ft cone. DC 15 Dex save, taking 8d6 cold damage, or half on a save.



## Background

You have a map written in invisible ink, which seems to lead to the dwelling of the great illusionist, Twill the Unseen. The entrance is an ornate marble arch only visible from dead on.

The whole place is carved out of solid marble, with complex swirls, floral designs, and grotesque faces everywhere. The walls glow with gentle white light.

### 1: Prism Room

Six tripods are spaced along the wall here, three of them hold **triangular prisms**, three are empty.

An **intangible glowing orb** floats in the middle of the room.

### 2: Ball Room

Bowl-shaped floor. A 12' **invisible obsidian sphere** rolls towards the closest living thing it has line-of-sight to. Can block the 10' circular exits. If it can't "see" anything alive, it returns to the centre of the room.

The ball takes 10 seconds to start moving from standstill, then starts moving 6' per 10 seconds, then doubles its speed every 10 seconds until it collides with a wall. It weighs 1000 lbs. Three people could maybe push it when it's stationary. Getting hit by it at high speed hurts like falling off a cliff.

### 3: The Washing Room

A semicircular pool, filled with sparkling clear water, trickling from the eyes of a pink marble mask which is set in the wall (This is **Freya's Face**, removing it reveals a spigot). A washbasin, giant ladle and pile of soap sit on the floor nearby. There is a **triangular prism** in the pool, difficult to see. A 5" wide drain is set in the floor.

### 4: Hellhound Kennel

Columns on either side have worn-in grooves halfway up. 2 **invisible hellhounds** are tied to them by invisible ropes. If you walk directly through the middle of the room, they cannot reach you. Each of the dog's **collars** are studded with rubies and are worth 300 gold.

### a: Crack

A 1" crack in the wall allows you to see into the Illusionist's Lab.

### 5: Goblin Storage

The floor is cluttered with **six messily made beds**, and piles of trash and bone. 12 **invisible goblins** hide here. They know how the orb and prisms work,

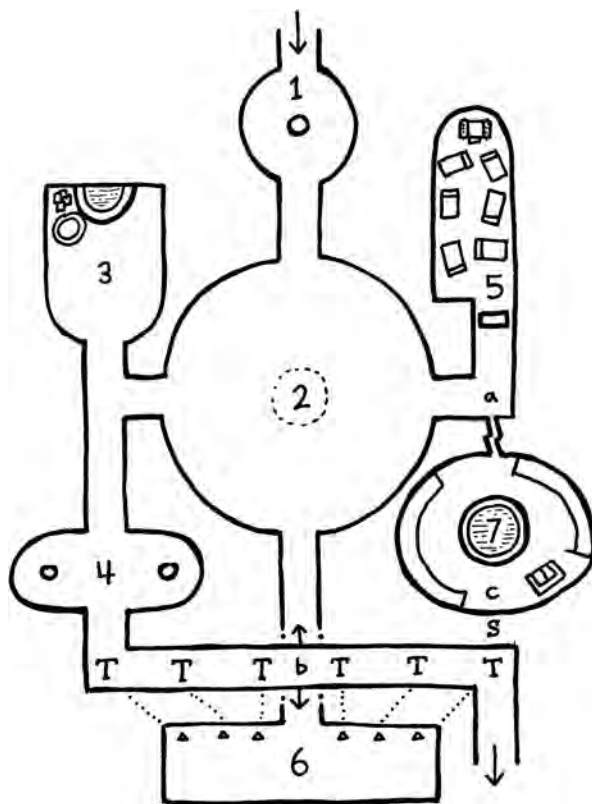
The goblins are starving and want to eat intruders, but will wait to attack until the intruders release the dazzleflies, or until the last person is about to exit. They are armed with glass shards and metal twine.

An **unlocked metal chest** is at the far end of the room. It isn't trapped, but a fluttering noise emanates if it is shaken. The chest contains a **colony of dazzleflies**. anyone who looks at them will be dazed by their beauty for 10-60 seconds. (The Goblins are immune). Under the flies are 200 **marble spheres** and three **books**.

A **triangular prism** is under one of the beds.

# Unseen Hall

By Robin Gibson: [www.metalsnail.net](http://www.metalsnail.net)



### b: Dangerous Corridor

The floor here is covered in regular holes. If anyone moves into the space above one of the 10x10' trap zones, 13' invisible spikes will shoot up, probably killing them.

### 6: Laser Control Room

In the far corners of this room are 2 **invisible gargoyles**, who animate if intruders spend 10 minutes or more in the room.

A line of 6 **eye-shaped holes** stretches across the north wall. Each one corresponds to one of the trap panels in b, if the light of the orb goes through one of these holes, the corresponding spikes won't trigger.

An **invisible metal chest** with a formidable lock sits against one wall. It contains 800 **marble spheres**, five **books**, a **ridiculous chrome robe and three-pointed hat** each worth 500 gold, and a **rectangular prism** that functions as the triangular prisms but casts two beams at a 45 degree angle.

### c: Unseen Door

There is an open archway here to the Illusionist's Lab as long as no one is looking at it.

## 7: The Illusionist's Lab

A scrying pool, two bookshelves containing 2d20 **books**, a wand rack containing wands of **Gentrification**, **Hue Shift**, and **Simulation**, and a writing desk holding 5 dip pens, 3 bottles of **Rainbow Ink** and the **Unseen Grimoire**.

A **portrait of Twill the Unseen** in her ridiculous chrome robe and three-pointed hat sits on the wall, smirking. Its eyes appear to follow you. It is worth 1000 gold.

### Books (1d12)

- |                     |   |
|---------------------|---|
| 1. Magic Eye Art    | 7. Weird Music                                |
| 2. Disguise         | 8. Prophecy                                   |
| 3. Colour Theory    | 9. Cardistry                                  |
| 4. Close Magic      | 10. Conartistry                               |
| 5. Courtly Gestures | 11. Forgery                                   |
| 6. Court Jestery    | 12. Hollow, holds 10-60 <b>marble spheres</b> |

### Items

#### Triangular Prisms

If these are brought within 10' of the glowing orb, they concentrate the light into a strong beam. Anything invisible touched by the light is made both visible and immobile - but can be moved manually. Multiple prisms can be used to change the beam's direction.

#### Marble Spheres

The size, weight and value of a gold piece.

#### Rainbow Ink

Speak a colour over the wet ink and it changes to match, drying in that shade.

#### Freya's Face

Once per week, if two characters hold this mask and speak the incantation, their appearances are switched until midnight. Clothing and equipment will be ill-fitting if the targets are different sizes.

#### Wand of Gentrification

Make something run-down appear quaint instead. This spell's effect is proportional to the viewer's wealth. 3 Uses.

#### Wand of Hue Shift

Target creature or object changes colour randomly. Each use, roll 1d6, on a 1 the wand stops working for 1d6 hours.

#### Wand of Simulation

Once per day, a target's eyes are covered by tiny illusions that change the surrounding scene to whatever you imagine. This lasts until you stop focusing.

#### The Unseen Grimoire

Invisible until opened. Contains all illusion spells, and the spell "Invisibility", which appears to be an invisibility spell with a typo, but instead permanently turns the caster invisible, and removes their ability to cast spells.

The middle pages contain a chaotic, multicoloured scribble that animates and spreads to fill any space at a rate of 10' per minute until the book is closed.



## The Eternal Construction Site

*For over twenty years the work on the town hall has been frozen in perpetuity. Each dawn whatever progress has been made vanishes away, and the toil of never tiring golem workers begins anew. So far, all attempts to investigate the mystery have ended in a series of eerie mishaps – will the adventurers fare better than their predecessors and be able to break the enchantment laying upon this place?*

### Prelude

*Oh fleeting moment, linger on, for thou art so fair!*

It was a late summer evening when Haldûn Sunstone, the architect charged with overseeing the construction of the town hall was taking his daily stroll along its premises. The sounds of wooden mallets, saws, trowels, shovels, buckets and ropes were filling his ears. The work – possibly his life's work – was going well. The main hall was approaching completion. Soon, perhaps even before the end of the year, the first clerks would be able to take up office there. Wistfully, Haldûn looked at the silhouette of the clock tower against the setting sun, and wished that he never had to return to his mountain home, an austere room below ground where no one was waiting for him. He shook off the thought: 'Ach. Constructia, have pity on this old fool.'

And, unbeknown to Haldûn, she did.

### Story

The goddess of renovation and infrastructure, Constructia never rests. In fact, even her statues portray her with rings under her eyes. No building withstands its use indefinitely, and no project lasts long without repairs. Work is never really complete. To believe otherwise is a delusion, and Constructia knows not to delude herself. Instead, the goddess takes pride in all labor and in every laborer.

When Constructia happened to overhear Haldûn, she granted the architect his wish, placing a spell on the premises of the town hall that reverts time and repeats the same day again and again, unending. At dawn, anything that was built is unmade, and anything broken is made whole again. (This does not include adventurers unfortunate enough to die here.) The spell also purges the day from the memory of any living being that spends a night on the site.

For the townsfolk outside, the spell did not pass unnoticed, of course. The town administration, Haldûn's commissioners, were the first to attempt to enter the site and speak with the architect. Constructia intervened subtly, and the confused and irritated officials were forced to leave after narrowly avoiding a wooden beam falling off the roof and blocking their way inside. Many bands of hired helpers followed suit,

but were repelled by the goddess in a similar fashion. Since then, most townsfolk began avoiding the site, believing it to be haunted. Constructia meanwhile keeps vigil over the premises and her dwarven ward, sure to turn away anyone who would disturb him.

### Locations

**1: Street crossing.** The construction site occupies a corner between two large city streets. Patches of grass grow between the cobblestones and withered warning posters can be spotted on the sidewalks nearby. Except for the golem guarding the front gate, the streets are empty of passersby.

**2: Front gate.** This passage is wide enough to let a wagon through. The iron gate is shut and locked. A clay golem holding the keys is standing guard, preventing anyone from entering. The golem will attempt to escort any passersby off the site, but will not use lethal force, and, if attacked, only aim to subdue the attackers.

#### Cement Mixer.

The machine directly behind the gate will spring to life as soon as it is approached and spew out quickly drying cement that will immobilize anyone caught in it. If left alone here, an adventurer will catch the interest of the ooze living under the fountain. The mixer can also be used to immobilize any golem without seriously damaging it.

**3: The Wall.** A brick wall, roughly ten feet in height. The bricks are meticulously put together, making climbing over it a difficult endeavor. It is possible to make use of the scaffolding, but not under the watch of the golem guard.

**4: Shrine to Constructia.** A modest shrine to the goddess is built into the wall. If an offering is made here,

Constructia will spare the adventurers and not injure them any more than necessary to make them reconsider further investigation. Reckless acts of vandalism on the other hand will make her obstacles progressively more severe.

**5: Building Crane.** Currently inoperative. Inside the treadwheel is a clockwork donkey that will refuse to move, kicking and braying. The donkey is a magic automaton and can be re-programmed by a tech-savvy adventurer.

**6: Sewer Grate.** Can be opened to descend into the sewers running underneath the streets. From here a small tunnel leads to the basement of the future town hall.

**7: Inner Yard.** The yard has not yet been paved over, and the ground is a mixture of dirt and patches of yellowed grass. In the middle of the yard is a disconnected fountain; throwing coins in it will improve Constructia's disposition towards the adventurers. Two golems are transporting bricks from the wagons to a small crane mounted on the first floor of the main hall. The golems are preoccupied with their work, but will try to stop anyone from accessing the building.

#### Tool Shed.

Various tools can be found here, some of which are actually inert animated objects that can be activated with a command word. Also stored here are metal work helmets; any character wearing such a helmet will sustain considerably less damage from falling debris.

**9: Brick wagons.** As soon as the adventurers approach the door to the tower, Constructia will break the axle of the nearest wagon. The bricks will fall towards the adventurers, and the wagon will become immovable, blocking the door.

**10: Basement.** The basement level of the town hall currently serves no function, but can be used to access the stairs to the ground floor and above. Metal and earthenware pipes lay strewn on the floor, yet to be connected to the water supply. A large ooze has found its way here through the sewers and now claims the room under the fountain as its home.

**11: Main Hall.** This future administration building is near completion. The ground floor consists of several unfurnished rooms, the upper floor though is still missing walls, and the roof is yet to be tiled. The front door is not locked.

**Suspended platform.** As soon as an adventurer approaches the door to the main hall, the rope suspending the platform in the air will snap, and the bricks will come crashing down.

**Animated Tools.** On the upper floor, enchanted wooden hammers work on the roof beams while likewise enchanted trowels assist a golem laying the wall bricks. Like other workers, the golem will not allow adventurers to continue further, and the animated tools will come to its defense.

**12: Clock tower.** The only finished building on the site, this tower is used by Haldûn for monitoring the work progress.

**Crumbling Stairs.** The steps begin to fall down as the adventurers climb towards the top of the tower. Quick reflexes might help avoiding the fall.

**13: The Architect's Study.** A two-storey turret attached to the clock tower. Haldûn's plans and notes are kept on the shelves here. Examining them reveals the control words for the animated instruments and the golems, along with instructions for their use. On the upper floor, Haldûn is currently working on the designs of the house interior.



**Haldûn Sunstone**, dwarf architect. Haldûn grew up in a distant cliffside citadel where he studied masonry and stonework under many renowned elders. While the least accomplished among his peers, he was ever the most diligent. When time came to work on his own without supervision, Haldûn chose to leave his home and search employment in growing human townships, where he has spent most of his years.

Since Constructia placed her spell on the site, each dawn Haldûn wakes up and forgets all that occurred the day before. The Architect is lost in his work and entirely oblivious of the outside world, unnoticeably growing old in contentment.

### Conclusion

If the adventurers reach Haldûn and inform him of the situation, the shocked architect will pray to the goddess to set everything right, and Constructia will lift her spell. Within a year the work on the town hall will be completed.

If harm befalls Haldûn, Constructia's wrath will level the site, and, should the adventurers be able to escape, will follow them in every town or city they visit.



# THE OLD ARTIFICER'S DUNGEON

The old artificer is well known for collecting gems. However, he was never seen wearing some. Local folks say there should be a hidden cache below his house full of precious gems! As the guy was not out of his house for a month, you are going to check what happened and if the rumors are true. One night you decided to try your luck. Inside the house you found the path downstairs.

**GREMLINS** – artificial beings similar to goblins. Can see in the dark. Can talk on common.  
Guard: +SRT +CON +ARMOR, vibroblade.  
Technic: +INT +DEX, tranquilizer dart handgun (save vs paralysis or be stunned for 1d6 hours).  
Operator: +INT +WIS +DEX, wired helmet with psychic power – read mind, mind control (1 target).

**LIBRARY** - Book shelves with knowledge about creating mechanical life, artificial intelligence studies, etc. Guides to the world with detailed maps of distant locations and information about the creatures living there.

Rusty iron golem – the holder of the history of this place and the first creature created by the Master is sitting at the main table. He can barely move but will gratefully answer questions to anyone able to get and apply some mechanical oil to him.

**DINNER ROOM** – Big table in the middle. Cooking machine is creating any food you can imagine and describe to it. 1d4 technics and 1d6 guards at the table.

**ENTRY HALL** – One gremlin operating a big stationary tranquilizer darts machine gun. 1d4 darts per round, multi target. 1d6 gremlin guards.

## CONTROL ROOM

A big black chair along the opposite wall. Who sits in this chair – controls the complex and all gremlins have to obey his orders. The chair now occupied by the old gremlin (operator). The master ordered clearly in the codex when he should pass the control. And then this woman came and tried to get him out. He have to calm her by the guards and put her into the stasis.



**ENTRANCE** blocked by huge boulder. INT to hack or WIS to find fingerprints to the right code for the Console.

## THE PICTURE

An old man staying near the beautiful lake and the forest. His eyes seems to follow you!

## THE MACHINE

In the center of the room. Can rise the INT, DEX or STR of any person up 1 point. Also, it can fill new empty shells with basic INT and put the CODEX into their brains. Needs gems to operate. Can rise the stat only if it's below the average, otherwise all gems will be wasted with no effect. At least 2 creatures needed. 1 put inside and one to run the machine. INT check to recognize the correct sequence of actions to start a successful run. Real good INT roll can give a clue how to change the CODEX. 1d6 technics, 1d4 guards

## STORAGE.

It's dark here. Four containers with pre-gremlins. They are just shells with little brain and basic instincts. One is broken - 2d4 creatures are free and very hungry. A barrel of mechanical oil is here. Be careful – it is very flammable! Two stasis containers. One with beautiful woman holding the strange key in her hands. Second is empty. STR to break or INT to open. Small chest with firetrap contains 2d8 gems (the fuel for the machine).

## THE WOMAN

The woman in stasis field is a witch who charmed the artificer to learn his secrets. Combining her magic and his knowledge, they created a picture of a beautiful place to hide from the world when they need to. Cowardly, she trapped the old man inside and got a key to the complex. However, stupid gremlin refused to obey her orders! Instead, he put her here in motionless stasis.

## CODEX OF SERVANTS

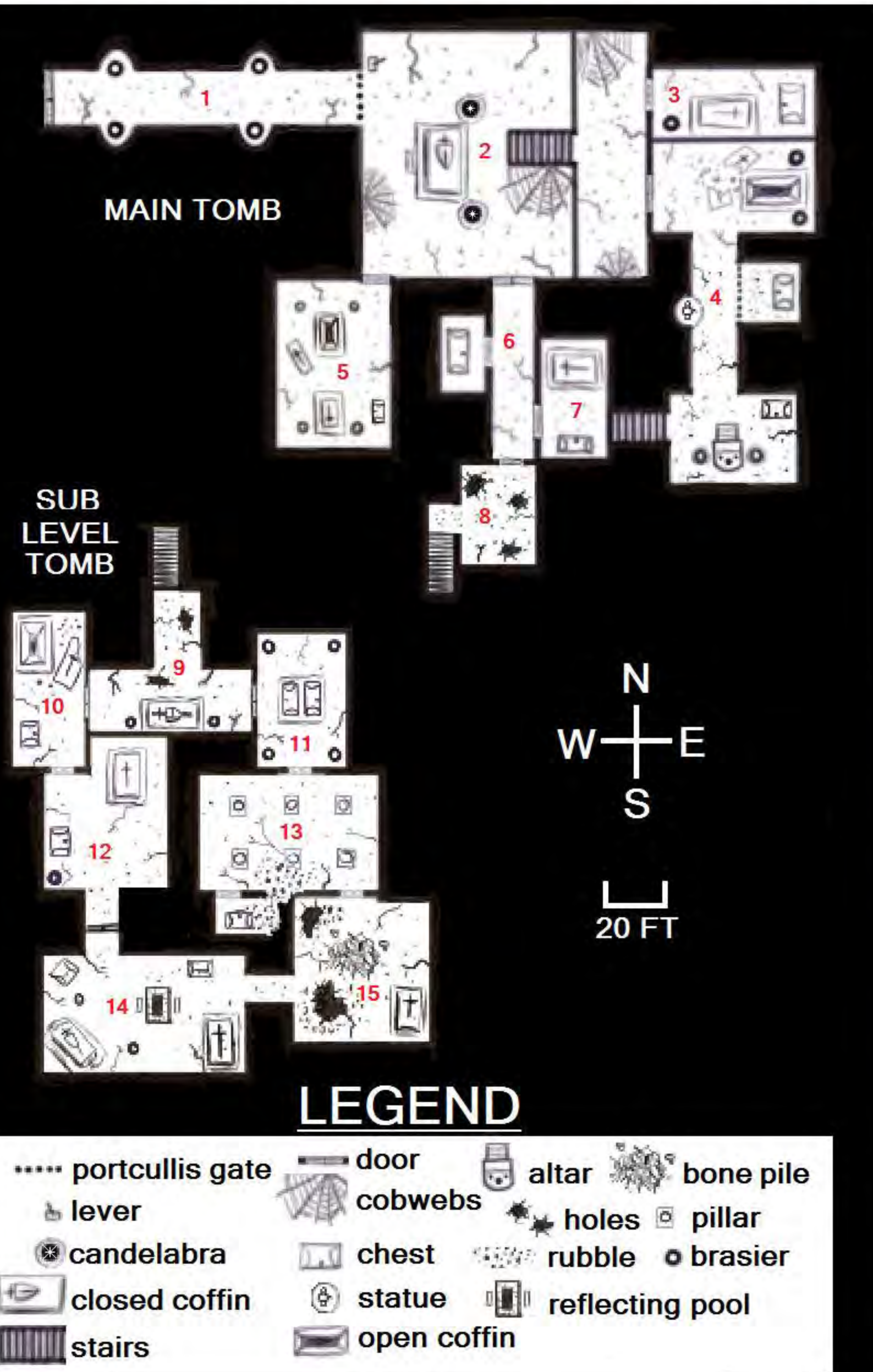
*Can be found in the library.*

1. Always obey the one in the CONTROL CHAIR.
2. Operator should pass the control to any MAN with a KEY.
3. Any person not following the codex should be treated as INTRUDER,
4. Protect the complex from INTRUDERS at all costs. Put them into stasis if possible or kill them all!



# TOMB OF TREASURES

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1. **ENTRANCE:** A long corridor made of stone. 4 insets in the walls hold 4 oil brasiers. 3 smolder and glow against to darkness. The 4th is not lit. The corridor is dusty and dank. The floor is slippery and cracked. Broken fragments of the ceiling lie about on the floor. At the end of the corridor a large portcullis blocks the next room. It is down and locked.  
-GM NOTE: THE 4TH BRASIER HAS A GREEN SLIME HIDING IN ITS OIL. IF ANY PLAYER TRIES TO LIGHT THE BRASIER THE Ooze ATTACKS. THE LEVER FOR THE PORTCULLIS IS BEHIND IT IN ROOM 2. THE PLAYERS CAN USE MAGIC TO MOVE IT OR TRY AND HOOK IT TO RAISE THE PORTCULLIS.

2. **LARGE CRYPT:** A large stone room with 2 levels separated by an ornate stone staircase. A large stone coffin rest on an elevated platform in front of the stairs. A carved sword and shield adorn the lid. 2 iron candelabras sit at each end of the coffin. None of the candles are lit. The room is pitch black and quiet. Large cobwebs fill the edges and corners of the room from floor to ceiling. The upper level is covered in webs as well. 2 wood doors lie on the East wall of the upper level. 2 doors lead South on the lower level. All are locked.  
-GM NOTE: 4 LARGE SPIDERS WILL DROP FROM THE CEILING AND ATTACK THE PLAYERS. 2 FROM THE CEILING AND 2 FROM THE UPPER LEVEL. THE COFFIN IF OPENED CONTAINS A SKELETON AND 250 GOLD PIECES. THE SKELETON ATTACKS IF ANYONE DISTURBS HIS TREASURE. HE HAS A BRASS DOOR KEY HANGING FROM HIS NECK. EASILY FOUND IF SEARCHED.

3. **SMALL CRYPT:** A small crypt with a stone coffin and a wooden chest. The room has a fresco painted on the wall of a skull headed man on horseback chopping off heads of villagers with a large silver axe. A brasier in the corner is unlit.  
-GM NOTE: THE COFFIN HOLDS A SKELETON MISSING ITS HEAD. IN ITS ARMS IS A LARGE SILVER AXE. THE WOODEN CHEST HOLDS THE SKULL OF THE SKELETON. AN INSCRIPTION ON THE CHEST READS "DEATH IS ETERNAL" IF THE SKULL IS PLACED ON THE SKELETON IT WILL RISE FROM THE GRAVE AND SWING THE AXE 1 TIME ACROSS THE ENTIRE ROOM BEFORE ITS BONES CRUMBLE TO DUST. ROLL TO DODGE THE AXE SWING. THE AXE WILL FALL FOR ANY PLAYER TO TAKE.

4. **UPPER LARGE CRYPT:** A large multi room area connected by a short corridor. A stone coffin rests in the first room, its lid removed and broken. 2 brasiers sit on each side. Blood splatter is spread across the room. The coffin is empty. Bloody foot prints and a few loose gold pieces lead down the corridor into the darkness. The corridor is made much in the same way, stone carved long ago. The floor dirty and dusty. The foot prints lead to a corpse resting against a set of bars on the East wall. The corpse has been hacked to pieces. Its wounds are severe and a large pool of blood lies beneath it. A large brass statue of a knight stands in an alcove on the West wall. It's armor blood splattered and its sword caked with dried blood and flesh. A chest sits behind the bars past the corpse in a small room. A key sits just out of reach on the floor inside the room. It to has blood on it. Further down the corridor a room lies to the South. It has an altar adorned with skulls and bones. Many offerings sit upon it and around it on the floor. 2 brasiers sit unlit on each side. An inscription on the altar reads "LIFE IS SHORT DEATH IS FOREVER" A chest sits in the corner. It is locked. A set of stairs lead down to the West.  
-GM NOTE THE COFFIN IN THE FIRST ROOM HAS BEEN RAIDED IF THE PLAYER SEARCH THIS AREA THEY WILL BE ATTACKED BY A GHOST. IT ATTACKS FOR 1D4 ROUNDS AND THEN VANISHES. IF THE PLAYERS TRY IN ANYWAY TO OPEN THE BARS IN THE CORRIDOR BY FORCE THE STATUE WILL ATTACK. IF THE PLAYERS TRY AND REACH THE KEY THEY MUST NOT TOUCH THE FLOOR IN THE SMALL ROOM IN THE ATTEMPT. THIS WILL ALSO TRIGGER THE STATUES ATTACK. THE KEY MUST BE USED. THE CHEST CONTAIN A HEALING POTION, 1000 GOLD PIECES, AND A SHORTSWORD. IF THE PLAYERS READ THE INSCRIPTION ON THE ALTAR ALOUD, A SLEEP SPELL WILL AFFECT THEM FOR 1D4 ROUNDS. WHEN THEY WAKE THEIR WEAPONS AND GOLD WILL BE GONE.

5. **LOWER LARGE CRYPT:** A stone room with 2 stone coffins, 4 brasiers and a chest. Wet and moldy the room smells rotten. Mold covers all surfaces and the floor is slick. It is hard to breathe the air here. The first coffin has been torn open. Inside the remains of a skeleton have been shattered and tossed about. The second coffin is closed and pry marks can be seen on the lid edges. The chest is sitting on the floor almost buried in the mold. It is rusty and rotting.  
-GM NOTE: IF THIS ROOM IS SEARCHED THE PLAYERS WILL BE ATTACKED BY A GREEN SLIME HIDDEN UNDER THE LID OF THE OPEN COFFIN. THE UNOPENED COFFIN CONTAINS A THRALL, IF OPENED IT WILL ATTACK THE PLAYERS. INSIDE THE COFFIN ARE 500 GOLD PIECES. THE CHEST IS EMPTY.

6. **SHORT CORRIDOR:** A short corridor leading South. 3 doors lie on each side, the West door leads to a small room with a chest. The East door leads to room 7, and the South door leads to room 8. All are unlocked.  
-GM NOTE: THE CHEST IS TRAPPED. IF THE LOCK IS PICKED BY THE PLAYERS A POISON DART TRAP WILL BE TRIGGERED, THEY WILL BE POISONED FOR 1D6 ROUNDS. THE CHEST IS EMPTY.

7. **SMALL LOWER CRYPT:** A small crypt with 1 stone coffin, a chest and a set of stairs leading up to room 4. The coffin is sealed. The chest has been opened and its contents strewn about inside. Old papers and a few trinkets among the contents. A few gold pieces remain as well.  
-GM NOTE: IF THE PLAYERS OPEN THE COFFIN THEY WILL BE ATTACKED BY A LARGE RAT SWARM THAT HAVE MADE THE COFFIN THIER HOME FROM BELOW. ROLL 1D12 FOR THE AMOUNT OF RATS.

8. **SMALL ROOM:** A small room at the South end of the tomb. A staircase leads down to a lower level. Old and crumbling. Many large holes have been broken through the floor. The holes are deep and smell foul. The room is cold and dark.  
-GM NOTE: THE HOLES IN THE FLOOR EACH HAVE A LARGE RAT SWARM USING THEM AS A DEN. IF SEARCHED THE PLAYERS WILL BE ATTACKED. ROLL 1D12 FOR THE AMOUNT OF RATS IN EACH HOLE. IF A PLAYER FALLS IN THE HOLE THEY MUST MAKE A SAVING ROLL.

9. **SUB LEVEL ENTRANCE:** A large T-shaped room with 1 stone coffin and 2 brasiers. More large holes in the floor. The walls are cracked and crumbling. The coffin is sealed and ornately carved. Doors lie at both the East and West ends of this room. They are locked.  
-GM NOTE: IF SEARCHED THE COFFIN HOLDS A SKELETON THAT WILL ATTACK. ITS WEAPONS ARE OLD AND RUSTY. THE COFFIN HOLDS 250 GOLD PIECES. THE HOLES IN THE FLOOR ARE MORE RAT BURROWS. IF THEY ARE SEARCHED LARGE RAT SWARM WILL ATTACK. ROLL 1D12 FOR AMOUNT.

10. **SUB LEVEL LARGE CRYPT:** A crypt containing a stone coffin with a broken lid on the ground. It has been looted. A small chest sits in the corner wrapped in chains. It is locked with an iron lock and has a sign that reads "NOT SAFE"  
-GM NOTE: THE CHEST CONTAINS A POWERFUL EVIL GHOST OF A WARRIOR THAT ONCE RESTED IN THE COFFIN. HE WAS CURSED BY AN EVIL WITCH LONG AGO. HE WAS LAID TO REST HERE BUT THE COFFIN WOULD NOT KEEP HIM IN SO HE WAS LOCKED AWAY IN THE CHEST UNDER IRON CHAINS. HE WILL ATTACK IF SET FREE. IF BEATEN HE WILL VANISH AND MANIFEST SOMEWHERE ELSE IN THE TOMB. GM CHOICE.

11. **SUB LEVEL SMALL CRYPT:** This room contains 2 chests on a large stone platform. 4 brasiers lie in each corner of the room. The chests are heavy and can't be moved. They are locked by magic. A door leads South.  
-GM NOTE: THE CHESTS ARE LOCKED BY MAGIC AND MAY BE OPENED WITH A SPELL OR WITH A KEY. THE KEY CAN BE FOUND IN AREA 13 ON A CORPSE BURIED IN THE RUBBLE. IF THE PLAYERS TRY TO BREAK IN THEY WILL SUFFER ELECTRIC SHOCK CAUSING PARALYSIS FOR 1D4 ROUNDS.

12. **SUB LEVEL LARGE CRYPT:** A large stone room with a stone coffin and a chest. A brasier is lit in the corner. It's light flickers casting shadows around the room. The room is crumbling. Debris has fallen from the ceiling in many spots. A door leads South.  
-GM NOTE: A SHADOW LURKS IN THIS AREA AND WILL ATTACK ALL WHO ENTER. THE COFFIN IS FULL OF MANY GEMS, GOLD PIECES, AND TRINKETS. ROLL 1D20 X5 TO SEE AMOUNT OF TREASURE A PLAYER MAY TAKE. THE TOTAL VALUE IS 3500 GOLD PIECES COMBINED.

13. **SUB LEVEL LARGE HALL:** A huge stone room supported by 6 large pillars. 1 of which is collapsed due to a cave in on the South wall. 2 doors on the back wall lead South. A small room can be seen beyond the rubble of the cave in. It contains a chest.  
-GM NOTE: THE ROOM CONTAINS MANY BATS THAT WILL ATTACK LIGHT SOURCES AND ANY NOISES THEY HEAR. ROLL 1D12 FOR AMOUNT OF BATS. THE COLLAPSED RUBBLE CONTAINS A CORPSE CARRYING A BAG OF TREASURE. A KEY RESTS IN HIS LEFT POCKET. EASILY FOUND IF SEARCHED. THIS IS THE KEY FOR AREA 11 CHESTS. IF UNLOCKED THEY REVEAL 4000 GOLD PIECES IN TOTAL.

14. **SUB LEVEL LARGE CRYPT:** A stone room with 2 stone coffins, 2 brasiers, 2 chests and a reflecting pool. The room smells of old dead flowers. The pool is about 20 foot long made of black stone. It's water is black and the depth is unknown. A corridor leads East into room 15.  
-GM NOTE: THE POOL HIDES THREE LARGE TENTACLES FROM AN UNKNOWN MONSTER IT HAS A 100 EYES AND 2 SHARP MAWS. IT WILL TRY AND EAT THE PLAYERS OR DROWN THEM. IT WILL EMERGE AND ATTACK THE PLAYERS IF THEY SEARCH THE COFFINS OR CHESTS. THE COFFINS CONTAIN 2 SKELETONS EACH WITH A SHIELD, BROADSWORD AND ARMOR, AS WELL AS 250 GOLD PIECES EACH.

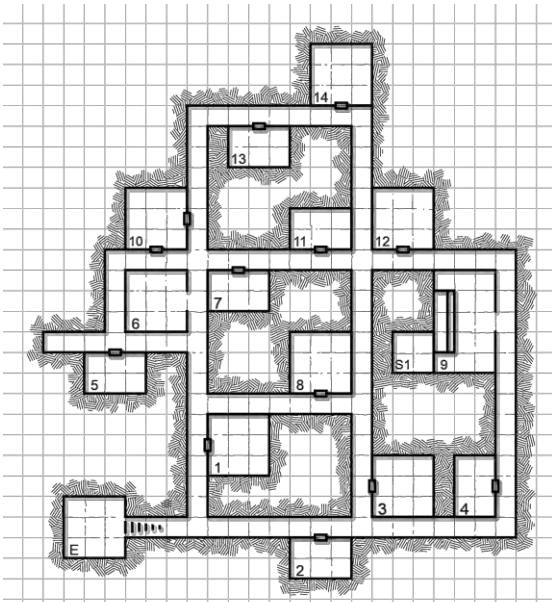
15. **SUB LEVEL LARGE CRYPT:** A room made of ancient stone. A single coffin sits on the East side. A huge pile of human bones commands the center of the room. 2 large holes in the floor on the North and South sides of the room. The stench of death is overwhelming. Pools of blood cover the floor and drip into the holes from it's edges. A noise can be heard in the darkness under the floor.....  
-GM NOTE: THE COFFIN CONTAINS 1000 GOLD PIECES. THE HOLES IN THE FLOOR CONTAIN A GIANT MUTATED GOLEM. RABID AND CRAZED. HE ATTACKS ALL WHO ENTER THE ROOM.



# Dungeon of the Ape

David Stucker and Austin Rode

Atop a barren hill and under the shell of a watchtower, the ruined halls of Grathnon the Necromancer lie shunned by the barbarian tribes.



## Rumors

2. A strange curse was placed over the ruins (False)
3. Grathnon's spirit takes the form of a hooded wraith (False)
4. The ruins were cleared of treasure, ages ago (False)
5. A great treasure is secreted in the ruins (True)
6. A strange beast lives in the depths of the dungeon (True)
7. Grathnon's servants still wander the halls (True)
8. The ruins have been swallowed by the forest (False)
9. Grathnon amassed knowledge of vile and esoteric spells (True)
10. The forest plays tricks on delvers in search of the ruins (False)
11. The tunnels are in danger of collapse (False)
12. Grathnon's sorceries have scarred the region, and it is devoid of anything truly living (True)

## Events & Encounters

1. 1d6 skeletons.
2. A ghoul waiting in ambush around the next corner.
3. Savaged remains of dungeon delvers.
4. Vision of a skeletal hooded wraith with red eyes. It will disappear but will stay in the periphery of one delver, stalking them throughout the dungeon.
5. Echoing growls and snarls from down the passageway, just out of sight.
6. Pooled bloodstains on the floor, with massive footprints leading down the tunnel.

E. Inside the crumbling shell of a stone tower, steps lead down into darkness.

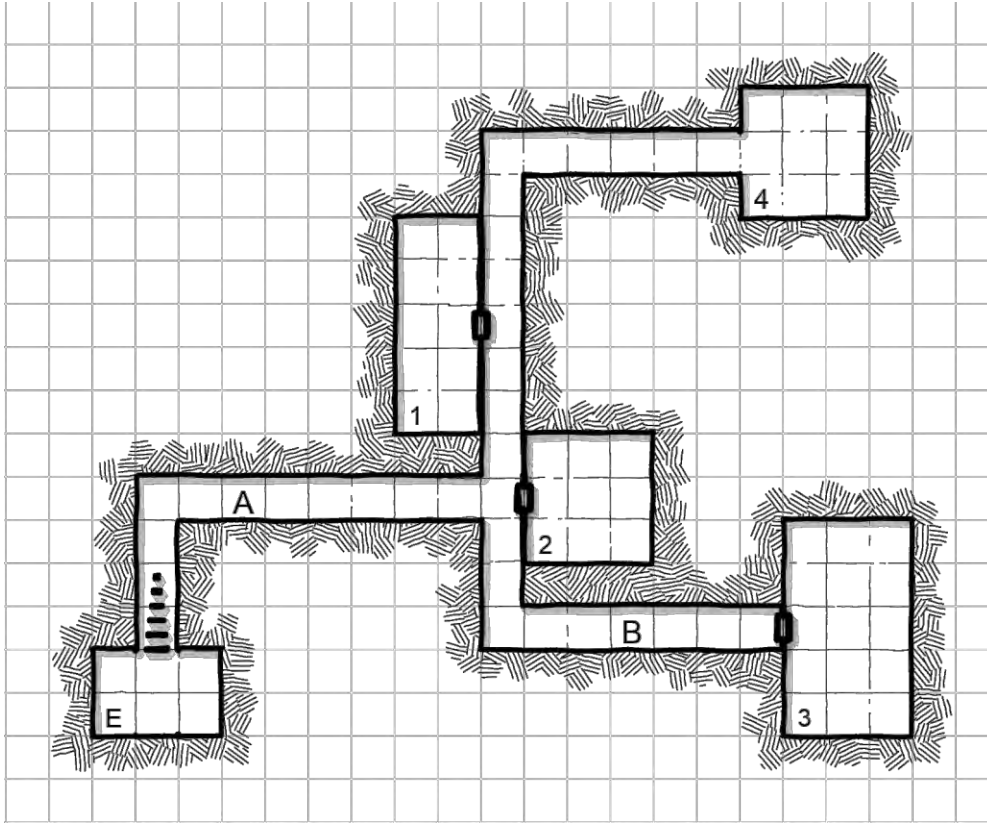
1. Sarcophagi line the walls. Two contain wights, the others just scattered bones and scraps of grave cloth. One casket holds a jewel-encrusted torc (500 g.p.)
2. The door is sealed by blood-red wax inscribed with obscure symbols — explosive runes! 1d6+2 damage and 1d6 skeletons swarm into the hallway. Inside, 300 g.p., 4750 s.p in stone jars.
3. The door to this chamber is open, and the torn and mutilated corpse of a cave bear is inside. It seems to have been killed several days prior and has been scavenged in the meantime.
4. The floor is strewn with bones and torn flesh — the home of two ghouls. One is present; the other arrives through the door after the other is nearly killed.
5. This chamber is filled with a half-dozen statues of an ancient style, posed as if in hearty conversation. A strange coldness is in the air.
6. On a raised dais sits a stained basin filled with a dark liquid. Peering into it, your reflection will shimmer and be replaced with that of a veiled figure — at this, a sword-wielding wraith will appear in the chamber.
7. A massive stone sarcophagus sits in the room's center — its lid lies shattered on the floor, along with the withered corpses of several dwarves facing the door to the passageway, faces frozen in a look of terror. One figure clutches a weathered scrap of paper — a map.
8. The statues of two warriors flank the door to the room. Faded tapestries hang from the walls, and overturned, shattered vases flank a tarnished bronze brazier — flames spring up from it, and the statues come to life.
9. A squat figure of black marble sits upon an altar at the room's far end. The floor is coated with ankle-deep sand — a swarm of black, scarab-like beetles will rise from it, obscuring vision totally and dealing 1d6+2 damage from bites. After one round, the swarm turns back to sand and blankets the room. A secret room is hidden behind the altar by means of a sliding panel and can be spotted by a slight depression in the sand.
- S1. Behind a sliding panel, the gleam of treasure fills this small room — 3750 g.p, 13,500 s.p, two magic items.
10. Inside is a slab-like table and furnishings indicative of a necromancer's rites. A foul looking book sits upon the bench. Disturbing it causes the individual to be covered in agonizing slashes, 2d6 damage. The ink of the book fades, rendering it totally blank.
11. The stone door is sealed and inside is a single sarcophagus covered in strange bas-relief images, containing a wight, buried along with 500 g.p.
12. The floor is littered with lifeless skeletal forms, still bearing rusted weapons and battered armor. Two rounds after the delvers leave, all 2d6 skeletons will appear and ambush, no matter where they have travelled in the dungeon.
13. A strange, black liquid pools out from under the door and into the passageway, blocking it. This liquid is completely harmless, but is viscous, foul-smelling, and will tarnish the surface of any metal it contacts.
14. A pungent, bestial scent meets your senses, as does an odd stillness. This chamber contains fine furnishings, though they have been torn and mutilated, as if used in imitation of their intended purpose. A hulking form appears before you — Grathnon's servitor, a winged, ape-like beast with fangs and an unblinking third eye in the center of its forehead, fighting with a magic longsword and knowing spells up to third level. Secreted in the chamber are 1500 g.p and 4000 s.p.



# fangs Under the Earth

David Stucker and Austin Rode

Set into the hillside above the banks of a running stream, a stone-framed entrance bears a weathered inscription reading “All that lay here will never rest.”



## Rooms

E. Cut into the rock of the hillside, a chamber opens to a series of steps leading down into a passageway. Flanking the passageway is a stone vessel containing 1200 s.p. — a skeletal arm extends into it, and the leering sockets of an upturned skull and scattered bones lie on the floor nearby. Dank, cold air from the underground fills the room.

1. The forms of 1d6+2 skeletons are laid out in rows, still clad in tarnished bronze armor with old swords beside them — favored servants or loyal guards in life. They will rise and attack if disturbed.

2. This chamber contains grave goods — largely spoiled and decayed, but including an intact and sealed amphora of honey; among the refuse are hidden a fine jade bracelet (300 g.p.), an ornate glass ring (75 g.p.), and a fine gold brooch (300 g.p.)

3. Runic inscriptions on the door mark it as the burial chamber of Arnac, a barbarian chieftain. In the center of the room is a stone sarcophagus. Thin, wizened, and bearing sharp fangs in pale, drawn gums, its occupant rises from it — a vampire! A small stone vessel at the foot of the sarcophagus contains two fine goblets of cut crystal and 1500 g.p. The chamber's ceiling bears a painted fresco of demons, similar to those of feature A, and the walls bear painted chronicles of his events in life and power gained through wicked rites.

4. A fearful and invisible presence emanates from this room, a vile magic originating from a squat, toad-like crystal statue depicting a demon. An onyx basin sits at its feet, stained darker by old blood. An inscription on the idol's base reads “In death and through blood, rise,” along with a series of symbols representing phases of the moon. The necromantic energies of the crypt are derived from this idol and may be dispelled only by destroying it — its power results the resurrection of all things dead in the crypt every lunar cycle at the full moon. If it is not destroyed, they will not stay dead.

## Features

A: Faded and deteriorated by moisture, the walls of the tunnel are marked by loathsome images of demons and strange, unnatural beasts.

B: Shambling down the passageway are the pale, twisted corpses of 1d6 delvers that met their end in a horrible, draining fashion — yet something compels their life in death.



# THE FROZEN MIRROR

BY KELSIE MCENTIRE

The mirror can be found in any inn, manor, or castle in your game. The room the mirror is in is slightly chill, just a few degrees colder than any other room in the building, and upon inspection, there is the slight imprint of frost along the edges of the mirror. The mirror itself is long, about 5ft by 3ft, and is encased in an ornate, but slightly tarnished, silver frame. There appears to be a segment of the frame which is slightly out of place. It pushes back into place easily with a click and the frost grows, covering the entire surface of the mirror. At this point, the players can now move through the mirror as a portal, though they still cannot see what is on the other side. Stepping through the mirror places the players at the far end of a throne room. Turning back, they can see through to the room where they came from, but cannot interact with it in any way.

## THRONE ROOM

The ceiling is high and vaulted, though chunks of it have fallen. Icicles hang from the ceiling and ice and snow cover the floor. The tatters of banners, which once lined the walls, look like they have been ripped away from their rods by strong winds. Across the way are two thrones on a raised dais. Behind them is a semi-circular apse with gothic-style, floor-to-ceiling windows which have been shattered inward, leaving glass on the floor. Nestled in the apse is a ceremonial pool, which has frozen solid and is covered in snow and broken glass. If investigated, each throne seat has a small notch for a key and the right throne has a small puddle at the base.

Many people look to have flash frozen in an attempt to run towards the frozen pool. There are about 10 of them in different places around the throne room. Upon investigation, they are all wearing two gold necklaces, one with the arcane symbol for fire and the other for ice (protection amulets for if the orrery breaks). Two figures will have an additional necklace tucked into their clothes (a key to the throne seat), as well as a crown. To get at these necklaces, the players must carefully chisel away the ice. If they do so without being careful, they can injure or kill the frozen human.

## ENVIRONMENT

The world through the mirror is completely frozen. As such, there are some environmental effects to players. The Weather and Icicles can be used on a real-time clock, alternating as the DM sees fit every five minutes, while the Ice triggers when players move through it. If the blue sphere is removed, the environmental effect of Weather will no longer be in effect, and the environment will warm slightly. This will cause the Icicles effect to speed up to once every three minutes.

**Weather.** The Frozen World is filled with a biting, chill wind that cuts to the bone. This cold will leach the life out of players slowly.

**Icicles.** Icicles will break off from outside and come in through the broken glass windows or fall from the ceiling. These then become flying projectiles which can impale players.

**Ice.** Ice and snow cover sections of the floor. If a player moves through a space with ice or snow, they could slip and fall down.

**Fire.** Fire will burn, but the environment is actively trying to smother it. Fire cannot catch objects or creatures on fire.

## ORRERY ROOM

A handful of frozen workers are on the right end of the room, interacting with an intricate device of some sort. It looks like an orrery. There are metal casings for two round balls, about the size of a grapefruit, one of which is broken in two, though it is still in its frame, and is charcoal in color. It doesn't have any frost on it, and if touched, it crumples into ash. The other is a swirling blue that lets off a soft glow.

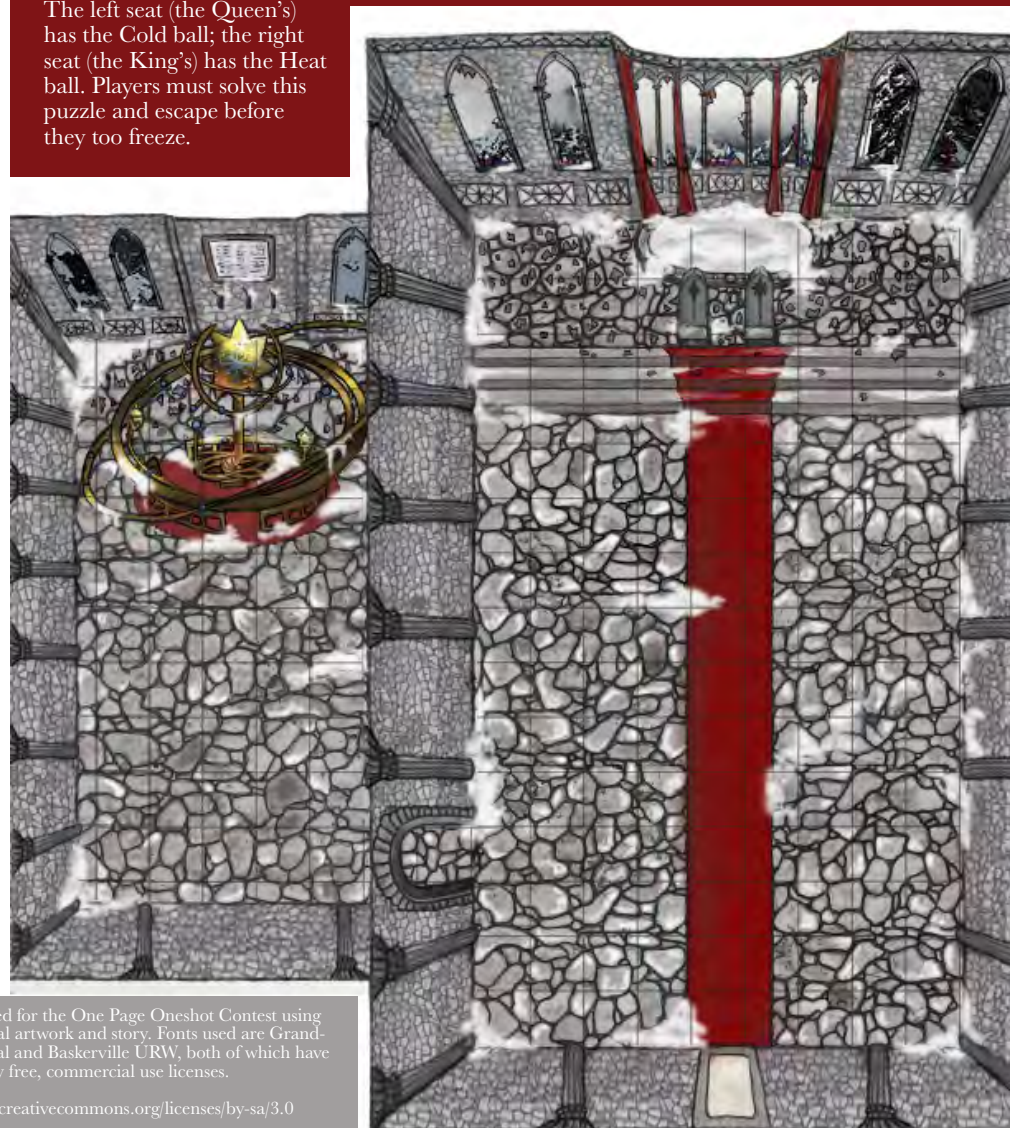
One of the workers was in the process of removing it, but he froze before finishing the act. There are a set of levers against the wall that appear to control this device. If investigated, the levers can disconnect from the wall and become a pair of tongs, which are needed to move the active balls safely. There also are instructions stamped on the control panel which has a list of dates, a forecast, and the corresponding lever movements to achieve it. If the players attempt one of these lever movements, the weather will not change, as the Heat stone is broken.

Touching the active balls will have devastating effects. The player who touches the ball will be fused to the ball and over the course of five rounds, fire or ice will encapsulate their body.

## SOLVING THE PUZZLE

The orrery device was used by the civilization to maintain the weather. The broken ball heated, while the blue ball cools. The Heat ball suddenly breaking caused the Cold ball to be the only working part of the device, flash freezing everything. The worker who attempted to remove the ball lifted it slightly off the device making the current environment slightly more temperate, but in the few moments that it was 100% on the device, it froze the world. Players must retrieve the backup Heat ball and replace the broken one in order to thaw the world and escape through the pool portal, which will take them back to the room they came from. The backup Heat and Cold balls can be found in the thrones.

The left seat (the Queen's) has the Cold ball; the right seat (the King's) has the Heat ball. Players must solve this puzzle and escape before they too freeze.



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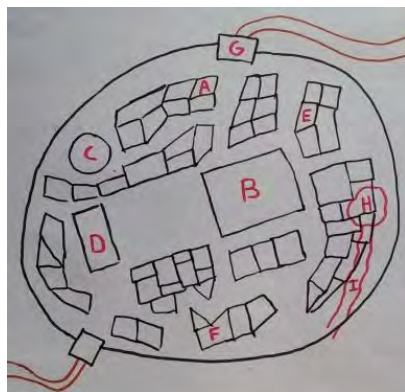
# SHOOTING STAR

By Dani Costa, <https://creativecommons.org/licenses/by-sa/3.0/>

*It is night, and the adventurers find themselves in an inn. Maybe they knew each other before, or maybe they are strangers sharing some drinks. Be as it may, they suddenly hear a loud explosion.*

A biological alien ship has crashed into the town while fleeing from an unknown enemy. With the pursuers hot on their tail, the crew know they will die if they don't repair their biological ship in a few hours. Thus they have sent their scions, nimble spider-like creatures, to implant villagers with mind-control slugs with the hope that the additional manpower will help them to escape.

Creature	Description and behaviour
Alien crewmate	The alien beings are tall humanoids, their body covered by a grey biologic suit that protects them from the environment. Under the suit there is soft, moist, and rubbery flesh. Its head is octopus-like. They have weak telekinetic abilities and can communicate with any creature through short-range telepathy (may negotiate if needed). If endangered they can emit a psychic scream that could stagger creatures nearby, but they cannot do it often so they won't use it lightly.
Alien scion	Small cat-sized spider-like creatures. They are nimble, even able to climb walls. They are cunning, but can only communicate by relaying images through short range telepathy. Their orders are to implant any suitable life-form with mind-control slugs, which they will do by lunging to the faces of the intended victims and inserting of the slug through the mouth, nose, ears or eyes.
Mind-control slug	Once inside a host, they can control their bodies but cannot access their memories. Thralls will have a blank facial expression. They are dumb, easily fooled. Unless they receive a direct order, they will either search for villagers or for bio-ship materials (large animals, such as livestock are preferred). If they believe the host is dead they will exit the body to search a new host.



THE SHIP

The interior of the ship is made up of mucous membranes and hard white chitin surfaces. **1-Cargo bay:** Full of cylindrical containers, some of them empty. **2-Crew's bunks:** sleep capsules hang from the ceiling **3-Captain's quarters:** There is a huge bulge in the middle of the room, which is the ship's brain.

## Interesting places

- A. **Old inn.** Durnan the innkeeper was once an adventurer, but now is married and with kids. In the inn there are also some traveling peddlers and a load of drunken patrons.
- B. **Tall temple** with thick walls of stone, and a tower that houses a large bell. It is home of a renowned healer, father Godwin, a pious soft-spoken and forgiving priest.
- C. **Tower of the mage Timotheleourus.** It is guarded by a gargoyle, which won't let anyone pass unless they answer a riddle. This is done to avoid needless disturbances to its eccentric master, who hates the dim-witted. He may be able to extract a slug from its host safely (3/4 chance).
- D. **Mayor's house.** The mayor is a rich pretentious noble, who loves to collect artefacts from around the world.
- E. **Smithy.** Owned by a pair of grumpy lawful dwarf brothers. They won't let anyone take anything from the shop unless the proper price is paid, no matter the circumstances.
- F. **Alchemist's shop.** Owned by a curious bubbly gnome.
- G. **Guardhouse.** The lazy drunken guards are scrambling to see what is going on.
- H. **Crashed ship.** The captain is feeding livestock and villagers alike to the living wounded ship.
- I. **Crash trail.** Cries for help can be heard, coming from villagers trapped under the rubble of the sides of the trail.

Random encounters (Roll 1d6 or choose as needed)	
1	You have been spotted! Roll on the monster table.
2	You see a crewmate + other beings (roll on the monster table) rounding up 1d8+2 helpless villagers to implant them with slugs. The alien and its allies haven't noticed you, but there is a 1/4 chance that one of the villagers did (and will cry to you for help if it feels abandoned).
3	1d8+2 villagers that are fleeing from the aliens find you, and plead for help. There is a 1/4 chance one of the villagers is secretly being mind-controlled.
4	A wounded crewmate wants to negotiate. If you either capture some villagers or bring him to safety, it promises you won't be harmed. It also promises to erase any incriminatory memories from the villagers!
5	You find 2d4 thralls dragging livestock towards the ship. There is a 3/4 chance they haven't noticed you yet.
6	You find a group of villagers forming a rescue party for those trapped under the rubble caused by the crash.

Monster table (Roll 1d6 or choose as needed)	
1-2	1d4+2 normal looters, 1/4 they are collaborating with the aliens (random encounter number 4).
3-4	2d4+1 thralls (villagers with a mind-control slug)
5	1d4-1 thralls, 1d2 scions
6	1 crewmate, 1d2-1 scions, 1d6+1 thralls



# The Volcanic Vault of the Forge Father

by Scott Jarvis <https://bear-wizard.itch.io/>

In ages long past, the Dwarven Sorcerer-Priest Hargen the Seven-Crowned stole a fragment of the Elemental Plane of Fire. Using this stolen power, he built a hidden vault deep within the earth. A volcano formed around the Shard, and in his volcanic vault, he forged many great and terrible weapons, to war with the Gods themselves. However, exposure to the raw power of the Fire Shard corrupted the dwarves, twisting them into ferocious **Ash Ghouls**. With the last of his power, Hargen sealed the vaults. However, recent volcanic activity has caused the tunnels to reopen, and eager adventurers are taking the opportunity to plunder its depths before it is drowned in lava.

## In the Vault

It is incredibly hot inside the Vault. Heat exhaustion is a very real threat, especially to ill equipped parties. Every turn, roll below to see what happens. The lava level starts 200' below the lowest level of the vault. When it comes in contact with a room, it will take about 10 minutes for it to be consumed fully, killing everything in it and destroying any items. If the lava comes into contact with Shard, the lava will rise 10' every 10 minutes, in addition to any other effects.

1. Quiet moment, the volcano is still.
2. The volcano quakes, all movement is considered difficult and delicate tasks are impossible. The lava rises 10'.
3. The volcano belches smoke, and all vision is heavily obscured. The lava rises 10'.
4. Searing heat! Save or take heat damage and a level of exhaustion. The lava rises 10'.
5. The lava rises 20'.
6. Wandering monster!
  1. 1d6 hungry **Ash Ghouls** crawl from cracks in the walls.
  2. 1d4 **Ash Shades** materialize from the dust.
  3. 1d3+1 **Fire Spirits** caper about.
  4. A harmless **Dwarven Phantom** reenacts a scene from the past.

## Random Treasure

Roll on this table when a player spends a turn searching for treasure. Replace duplicates with a small satchel of ancient gold coins equal to the roll x50.

1. A copper pendant in the shape of a hammer.
2. A silver plated snuff box.
3. Golden signet ring.
4. A bejeweled beard comb.
5. A leather blacksmith's apron that can nullify 1 instance of fire damage per day.
6. A golden tablet, inscribed with the instructions of safely using the Fire Crystal.

### 1. The Entry Hall

A long, narrow passage leads from the Volcano exterior to this large. Room is cluttered with old stone furniture, and littered with skeletons. 5 Ash Ghouls (2HD, burning/blinding ash breath) prowl here, picking at bones

### 2. The Forge Father's Shrine

A crumbling statue of the Forge Father sits in this austere room. It is open to the sky; the volcano's vent is 200 feet above the shrine platform. Peeking out from a crack in the statue is a golden tablet. It could be removed (10-40 minutes of work) and would be very valuable to an interested party, but taking it could result in a curse. While the statue is whole, the room is considered hallowed ground. Praying to the Forge Father will be rewarded with an hour of fire resistance.

Sitting in front of the statue is a non-descript metal box that is cool to the touch. It is completely immune to any heat, and is thus capable of safely holding the Fire Shard.

### 3. Undine's Fountain

A beautiful marble fountain dominates the room, which is remarkably comfortable. Sitting on a raised dais in the fountain is **Undine** (7HD, water magic), an imprisoned water nymph. She will beseech any visitors to free her using a spell found in the library. Drinking from the fountain will cure wounds and remove exhaustion (once a day per drinker). Around her neck is a platinum choker, studded with sapphires. It can only be removed when she is slain or magically freed.

### 4. The Copper Library

A large room littered with broken stone bookcases, and small copper tablets. 4 Ash Shades (1HD, vitality drain) lurk in shadows. In the center of the room is a locked/trapped (acid cloud) chest that contains a copper tablet that functions as a spell scroll. It can be read to instantly banish any elemental creature, such as **Undine** or the **Primal Guardian**. A thorough search of the room (10-60 minutes) will yield 2d3 copper tablets that function as spell scrolls (random spell level 1-4).

### 5. The Slagged Hall

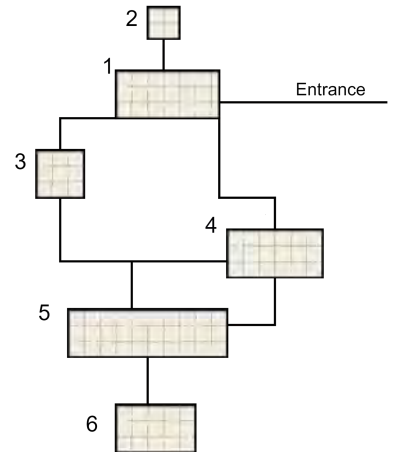
A large, long hall, stacked high with melted ingots of various metals. 6 mischievous **Fire Spirits** (1HD, fire magic) caper about here. They will try to stop anyone from entering the forge. They can be bribed with flammable objects (torches are ok, lantern oil is better. Gun powder? Perfect!). If properly bribed, they will warn about the **Primal Guardian**, a powerful fire spirit bound to an enormous suit of armor.

One of the Fire Spirits is brandishing pristine metal tongs. Like the metal box, they are completely immune to heat and can be used to handle the Shard.

### 6. The Primal Forge

This large, brightly lit room is even hotter than the rest of the vault, thanks to the presence of the Fire Shard. On an anvil near the shard rests the Unmaker's Blade, a pure white long sword of indeterminate material. It is a magical sword that ignores any sort of metal. Standing behind the anvil, is an imposing 10' tall suit of armor, crafted to resemble a Dwarf warrior. If the sword or the Shard is interfered with, this **Primal Guardian** (8HD, large sweeping hammer and fire laser) will activate to destroy any intruders.

The Fire Shard itself is magically suspended over an open pit, down to the lava below. It radiates immense heat, and will nearly instantly vaporize anything that comes in contact with it. If it is taken from here, a volcano will begin to form underneath it's resting place, and it will erupt in a matter of months.





Overview: The Alchemist's quest for the Tincture of Life led him to neglect his only child, who perished.

Mad with grief and shame, he interred her below the manor, then hanged himself. The house eventually sank into the mire. Recently, foul miasmas have leached from the swamp into local wells, sickening many. Engineering mages have managed to lower the waters, exposing the house...but not for long.

Conditions: The Mire is a dangerous shortcut, crossed by old trappers' paths, haunted by quicksand and fen-lights. Travelers are urged to use newer, better routes. Random encounters include (1) giant mosquitos (2) carnivorous lilies (3) muddy sinkholes (4) ghoulish bogwights

Northwest, a band of **Lizard Folk** have camped near a ruin. They could ally with adventurers against "the Twisted Tree," in return for the Stone their shaman has dreamed rests in the Mansion. Regardless, they will investigate the grounds, and may consider the party rivals.



Northeast squats the cottage of **Sour Nell**, the bog hag. A potent (if untrustworthy) ally against "Old Knotty." Her price: "A mere trifle, dearies!" She could wring terrible hexes from the innocent soul she has sensed crying out under the manor.

Even if declined, she will doubtless be sneaking about, awaiting her chance...



The Black Cudgel. Night Ash, Merith-Un, the Tree of Woe.....Foulknot has many names for itself.....though most swamp-dwellers simply call him "The Twisted Tree," or "Old Knot." Poisoned as a sapling by alchemical sludge, in the bitter shadow of that haunted place, **Foulknot** considers itself the "owner" of the manor, and lord of the marshland. In truth, he is more like a cranky old neighbor yelling at passing children. Most swamp denizens have simply avoided the cantankerous old rootball...

*~~~~~ Pt. 2: the Tragic Manor ~~~~~*

**Rising Tide:** as you approach, the water begins its inexorable return. For every few rooms searched, the water rises: (0) underground stair and tomb are underwater, ground floor puddled with water....2-3 explored: first floor now under 4 feet of water.....5-6 rooms explored, 1<sup>st</sup> floor entirely underwater, 2<sup>nd</sup> floor up to knee-height....7+ rooms, 2<sup>nd</sup> floor up to 5 feet, only the top level (Tower lab & nursery) above water...

Nursery – slimy growths mar lavender walls. Shattered children's bed, broken toys. Wardrobe undamaged, with a valuable enchantment: able to shrink to pocket size! Opening it releases **animated child's dresses** which haunt it, several stitched with the name "Filia."

The Parlor floor creaks ominously. Crossing risks breaking through **rotten floorboards**. Against the far wall, the remains of an end table hold a valuable clockwork carousel music box.

Great Room carpet has rotted away, revealing a trapdoor with a padlock. Getting to it requires avoiding **Foulknot's slimy roots and branches** on the floor.

Rough stairs lead to a hardened steel door, etched with alchemical symbols. Pressing "F"ire, "I"ron, "L"ead, "I"ron and "A"ir, opens it, to reveal...

Tower Laboratory shelves spill broken glass & rusty metal. **Foulknot** glares through broken windows.

His snatching branches (and mud) obscure one intact lead case, containing The Basking Stone, sacred to Lizard Folk, a source of perfect, stable heat (& very valuable to any alchemist).

Master Bedroom furniture is rotten wreckage. Under the collapsed bed, a sealed casket (smeared with **contact poison**) holds the alchemist's diary (see Overview), and key to the Great Room padlock.

Store Room holds several intact barrels, filled with:  
(1) random alchemical dregs (2) dangerous **undead frogs**  
(3) potent, aged brandy (4) pure mercury (valuable/toxic)  
(5) **carnivorous** (but slow) **snails** (6) pure methane

...Within, an everburning lamp gutters over a child-sized casket, its top breached by dozens of roots. . Decayed remains swim in chemicals, pierced by sucking vines. The incomplete Tincture of Life has kept the sad spirit tethered to its mortal shell, as the casket leaks toxins. Purifying (or destroying) the goo should end both problems....and Foulknot.





# Taleisin's Tower

**A** The adventurers awake to a sunny morning in the inn of a small village. Insects hum and birds chirp to the peaceful atmosphere when suddenly there's a commotion. Someone climbs up the stairs and briskly knocks on the door: "Hey you, wake up, looks like your service is needed!" - Down in the tavern the adventurers learn, that a mysterious tower has appeared over night in the north-easterly woods behind the fields. The peasants are frightened and *Ebinghard*, the village cleric, appears to be particularly nervous. He gladly provides a scroll with 1-3 helpful spells to the characters, as they agree to investigate the mysterious tower.

**B** As the adventurers leave the fields behind, the landscape starts to feel somewhat eldritch. Cackling and giggling can be heard. 3 - 8 pixies start to make fun of the adventurers. If they're made angry, they'll inflict the characters with green hair, long noses or bent and twisted weapons.

**C** This is the Tower of *Taleisin*. She is a mighty elven mage. Her tower has always been here in the fairy realm. Only now, since *Ebinghard* tried some dilettante magic to make the fields more fertile, a gate to the fairy realm has been opened. Thus the tower has become accessible from the mortals world. *Taleisin* is not at home at the moment but she will return from some business in the frozen north while the adventurers investigate her tower.

Taleisin's Tower is a crooked but sturdy stone building, three stories high.

On **the ground floor**, there are two chests and a suit of elven plate mail. One of the chests holds two magic swords.

**The second floor** is the kitchen and living quarters. There is plenty of food, pans and pots. *Talaisin* will arrive at her tower while the adventurers investigate the kitchen. She'll land next to the tower as a blue dragon, revert to her true elven form, and then sneak up the stairs to confront the adventurers - bow and arrow at the ready. **The third floor** is *Talaisin*'s study. There's an abundance of thaumaturgic paraphernalia, unreadable tomes and a couple of vials with unlabeled magic potions. There is also a basement with a prison cell beneath the tower. *Talaisin* will be very angry because of the breach to her fairy realm and she'll suspect the adventurers. Also, she'll probably notice they've stolen from her. She'll lock them up into the cell. If need be, she'll use all her magic to subdue the adventurers. Now they'll have to talk their way out of the situation. If *Ebinghard* can be found, and confess what kind of magic he tried, *Talaisin* will be able to close the breach again. Before that though, the characters will probably need to help *Talaisin* defend her tower against a red dragon and a band of bandits!

**D** The adventurers meet some travellers who look very frightened. They report of a red dragon they've spotted east of here.

**E** A red dragon lands in front of the adventurers. He's cruel and greedy but not in a killing mood. He might try to *charm* the adventurers. If he learns about the opening to the fairy realm, he'll wish to go there to raid for treasure. The dragon will suggest to team up with the bandits, but in the end he'll betray them all of course, as he wants all treasure for himself.

**F** Here is a small hut in the dense woods. As soon as *Ebinghard* thinks he's being sought after, he will try to flee and hide in this hut.

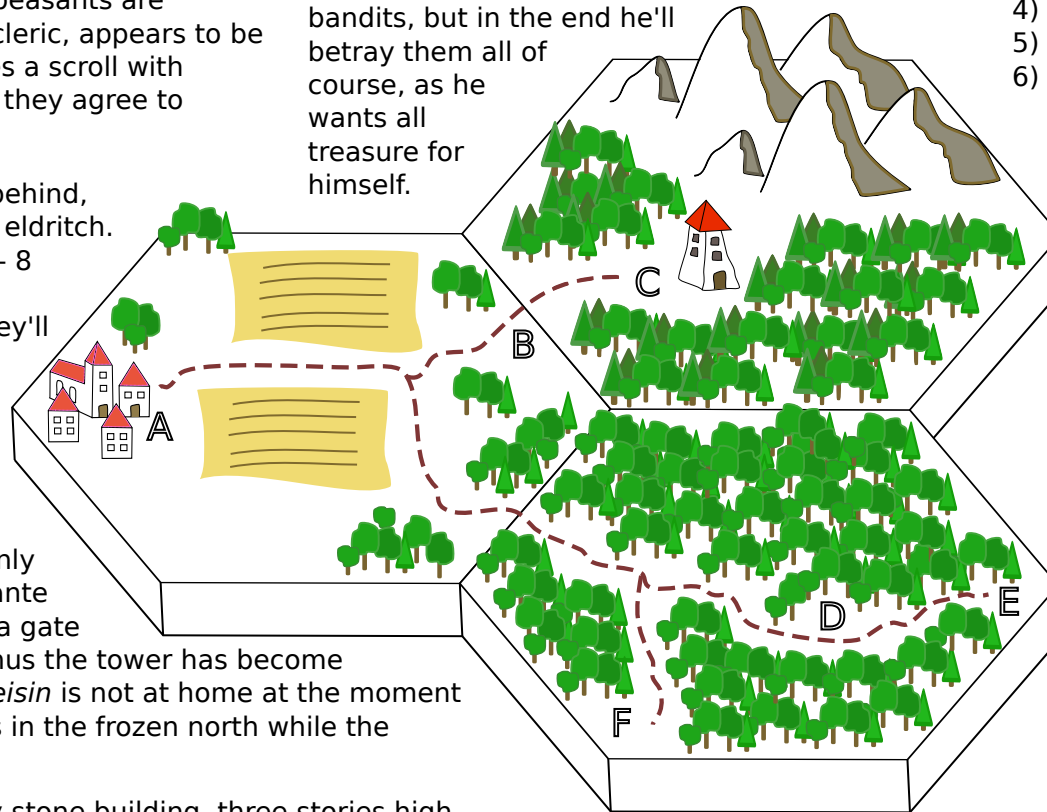
## Random Encounters in the southern forrest:

- 1) some boars
- 2) some wolves
- 3) a moose with a calf
- 4) plenty of deer
- 5) a mountain lion
- 6) 3-6 bandits. They'll try to raid the tower as soon as they learn about it.

## Random encounters in the northern fairy forrest:

- 1) a black bear talking to himself - He's sociable and curious.
- 2) a unicorn - It will evade swiftly.
- 3) a dryad - She will be very worried about the appearance of mortals.
- 4) an angry faun - He'll try to arrest the adventurers and take them to *Taleisin*.
- 5) 2 centaurs - They're *Taleisin*'s lieutenants.
- 6) 5 pixies - They'll report to *Talaisin* everything they've seen, and might attack with tiny but razor sharp daggers.

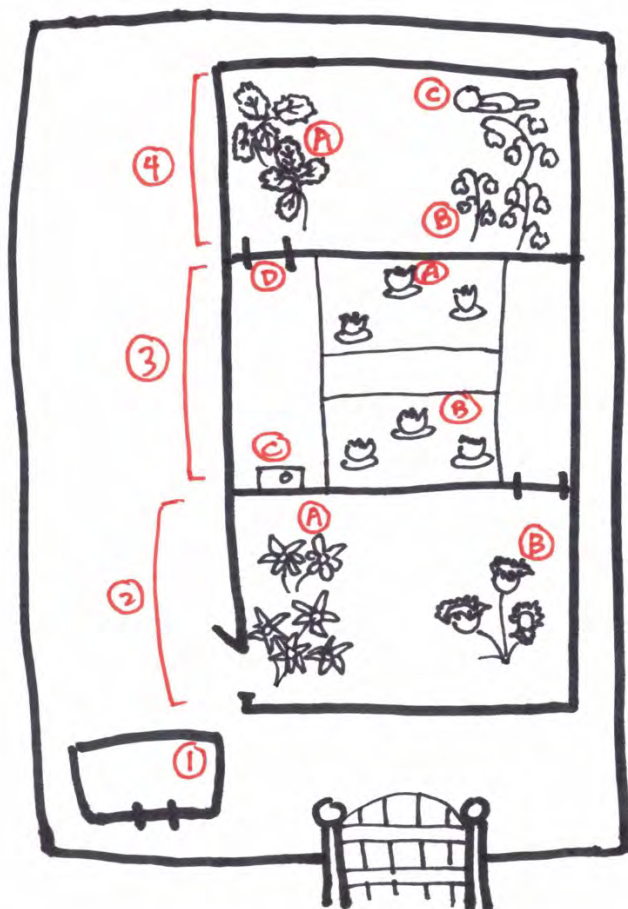
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## The Grim Greenhouse

Mr. Eldwick is known for two things: his skill in breeding rare flora and his mastery in brewing powerful potions using his plants. Mr. Eldwick keeps to his home, only showing up in town once a month to sell his potions. However, Mr. Eldwick has not been seen in quite some time, and the townspeople are worried. The party has been sent to investigate.



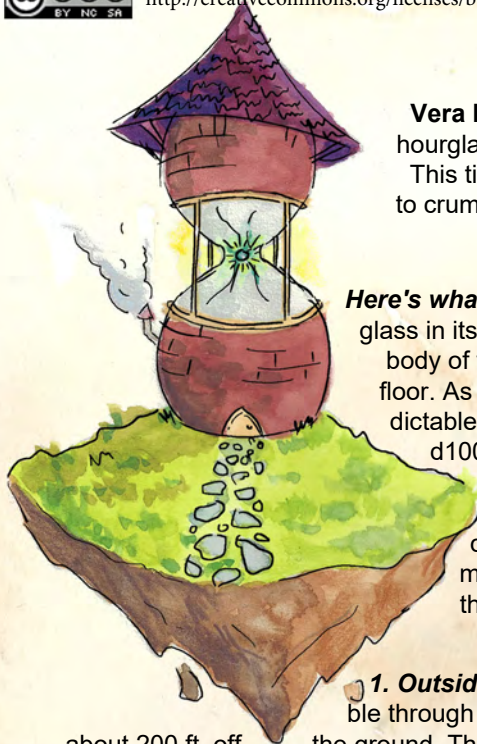
There is a large fence around Mr. Eldwick's property, and the gates are closed. In the center is an enormous greenhouse (2, 3, 4). The one-way glass of the greenhouse is reinforced with spell-work and is unbreakable. In the bottom left corner is a modest cottage (1).

1. The cottage's door is locked. Inside, the players find:
  - Two antidote potions
  - A notebook with a number: 3402
2. The door of the greenhouse is ajar.
  - A. 2d4 swarms of bees are hidden in the coneflowers. They will attack if they feel threatened.
  - B. The Venus flytraps have not been fed in a while and will attempt to eat the players.
3. To get to the next door, the players must cross a stretch of water. The bridge is submerged.
  - A. Lotuses on floating lily pads dot the water. They will poison players when touched.
  - B. Hidden seaweed will try to pull any swimmers to the bottom.
  - C. If this lever is pulled, the water will drain and uncover the bridge. [D]
  - D. The door requires a key code (3402). Can be bypassed with brute force or hacking.
4. The final room of the greenhouse is filled with a heavy odor that causes drowsiness. The players will need to roll to resist sleep.
  - A. An overgrown patch of stinging nettles will damage players.
  - B. As the players get closer to the bluebells, the difficulty to resist sleep grows higher.
  - C. Mr. Eldwick is lying here, fast asleep. He is wearing a gas mask with a small crack.

When the players wake Mr. Eldwick, he will thank them profusely and give them rewards:

- His newest potion, the Draught of Deathless Sleep. Can be given to a person on the verge of death to keep them alive.
- Several more powerful healing potions
- A small amount of gold





**Vera Parvassi's flying tower** is a legend around this part of the world - generations of its denizens tell stories about the building in the shape of an hourglass, which roams between the clouds, and of the enigmatic witch that observes all from above.

This time, though, something seems different: the witch's tower has frozen in mid-air for three whole days - and the rock beneath it has begun to crumble. The locals are worried that the tower has started to fall apart, and that the consequences could be devastating...

(a magical tower for 4 characters of level 3-5)

**Here's what's up:** The tower is held aloft by the arcane hourglass in its core. The spell has been disrupted by the lifeless body of the witch, which has fallen in the sands on the 4th floor. As a result, time inside the tower has become unpredictable: every 15 minutes, there's a 30% possibility (on a d100) of a 5-minute rewind - this only affects defeated creatures, as well as positions of characters inside the tower. Any further disruptions will only expedite the tower's collapse, and heroes will have 3d6 minutes to react before it hits the ground. However, the destruction is reversible if all obstructions to the sand's flow are removed.

**1. Outside the Tower:** The hovering island is only accessible through either flight, or magical means, since it is situated about 200 ft. off the ground. The tower itself is made of brick and wood, with only the middle part made of thick glass, across which one might spot a deep crack. The only entrance to the tower is the rounded triangle-shaped door in front. An observant eye will spot one pulse every 15 minutes in the large gem hovering inside the glass section.

**2. Foyer (35 ft. across):** Inside, to the right and left of the door, there are two pedestals: on one sits the jade statue of a tiger. The other is empty. In the middle of the room, a heap of fine, golden dust paradoxically flows upwards, to the crystal in the heart of the tower. Something has walked through the dust heap, leaving glittering, feline shaped footprints that lead to the stairs. Across the room, a recently lit fireplace, an armchair, and an expensive carpet adorned with arcane symbols. The trained might be able to decipher the message, which results in the statement "Time is of the essence".

**3. Bedroom/First floor (50 ft. across, with a 15 ft. hole in the middle):** The first floor is essentially a round balcony, looking down upon the foyer (2). The pillar of golden dust rises through this space. From the walls and ceiling hang carnivorous plants. These are confined to their flower pots, but attack anyone within reach who is not holding the witch's staff (5). The footprints stop abruptly next to the filled bathtub. In the nightstand, there is a book titled "Spells for lonely Wizards & Witches", with a bookmark in the chapter "Turning household items into Animal Companions". The page notes: *the resulting creature might be in need of careful training in its first days of sentient existence.*

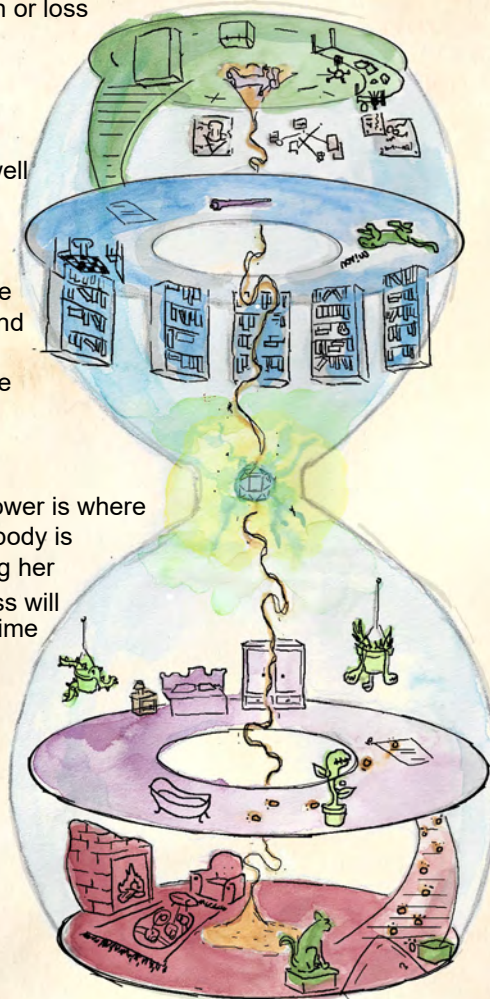
**4. The Heart:** The crystal hovering in the tower's core, is a shard from the essence of Asgorath, a deity of creation. The witch has used this to fuel her magicks, and travel through spacetime undisturbed with her home. Part of the spell holds the upper half of the tower in reverse gravity. To pass from one half of the tower to the other, one must make a leap towards the crystal and avoid it as they go through the tight space around it (10 ft. diameter) as they fall upwards. Coming in contact with the object will result in a rapid gain or loss (50/50 chance) of 1d10 years of life for the creature.

**5. The Library (50 ft. across, with a 15 ft. hole in the middle):** This room mirrors the 2nd floor. Its walls are covered with bookcases, containing tomes of magic, as well as tomes about caring for houseplants, travel guides, and novels from all over space and time (some yet to be written!).

Witch Parvassi's staff can be found lying here, close to the ledge. Next to it, a living jade tigress - she is distressed and lightly wounded from the fall. One can either fight her, or calm her down, in which case she returns to her inanimate form.

**6. The Laboratory (35 ft. across):** The last level of the tower is where the witch used to experiment with her magicks. Her body is found lying face down in the heap of sand, wearing her bath robes. If moved from the sand, the hourglass will resume to its normal function, and the crystal's time altering pulses will cease.

The room is cluttered with spell components and equipment, as well as a few valuable artefacts. On the walls, among other notes, one may find directions as to the operation of the tower: By saying the command words (written on the foyer carpet) while pointing the staff at the crystal, one gains control of the hovering island. If the body or other obstructions remain at this point, the collapse will continue, and within 1d4 days the tower will completely obliterate whatever lies below.



**Footnote:** This dungeon was designed to be as system-agnostic as possible. It is assumed that the Storyteller will add and adjust skill rolls, enemies, and any other aspect of this dungeon to better fit the story and system that is being used.



# The Goblin Thief

Herr Zinnling, July 2021

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You walk through a street at night which is deserted apart from a creature the size of a child, which crosses your path, bumps into you, steals the most valuable thing you have, runs away and disappears in a cellar beneath a worn down building.

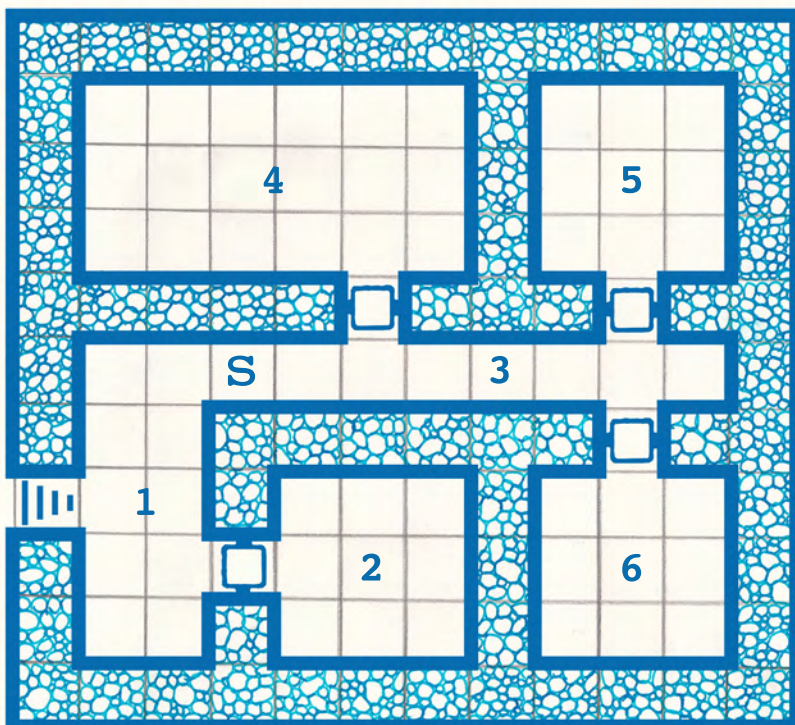
**1** Stairs go down to a room, 5 m × 2 m. There is an old sofa opposite the entrance and a chest full of fancy clothes and moths in one corner of the room. An unlocked door leads to room 2. A glass cabinet hides the way to a corridor (3).

**2** A room, 3 m × 3 m. Three drunk pirates, equipped with sabres and knives, sleep on a bed frame or lie on the floor. One of them sings: "Wir lagen vor Madagaskar und hatten die Pest an Bord." (Really no need waking these up.) There are other things in the room, in various states of decomposition: a chair, a turned over table, a barrel, partly filled with cheap rum, a viola bastarda, missing some strings, a bucket full of crabs. The miserable scene is lit by a small lantern, standing on the floor.

**3** A small corridor, 1 m wide and 7 m long. There are two doors on the left side, which are unlocked, and one door on the right side, which is locked.

**4** A room, 6 m × 3 m, that is used for storing wood. Planks, full of wormholes and covered with spiderwebs, are piled up to the ceiling. There is so much wood in the room you can hardly enter it, and that's not all: a knight's armour, a bastard sword (two useful items, but difficult to handle or even carry for flimsy adventurers), human bones, fish bones and rags are scattered on the floor. Beneath the rubble lives a family of large rats.

**5** A room, 3 m × 3 m, with two small beds inside. A beautiful lamp stands on a chest beside one of the beds. There are a couple of animal bones inside the chest, potsherds, pieces of floor tiles and a little rusty iron stick.



**6** The door to this room is locked. There are two small beds inside. The goblin thief is hiding beneath one of the beds. When discovered he will try to defend himself with a kitchen knife or negotiate.

Around this time, two goblins carrying a spear and a bow return home from the street.



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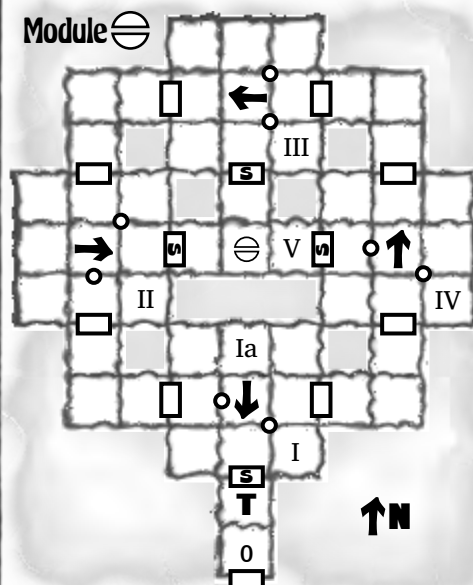


The question is, why have traps and puzzles at all, right? We here at Opik's Fantastic Traps proud ourselves with providing layers of protection for your precious items. Part of that is a system of interceptions where the dungeon helps us learning about the intruders and formulate our response based on that. Our

trained professionals will either be able to counter any intrusions effectively prepared for the threat as it is ongoing, or have an easy time finding the intruders if they manage to overcome our defenses. And that's an Opik guarantee! Furthermore, our goblin cleaning crews have a very dark sense of humor and enjoy some creative deaths, so that's a bonus.

**Assembly & Function:** Our engineers will connect the basic two Modules with the OM2DB with a combination of high level magic and dwarven ingenuity. Entry to the vault is invisible until the 1st Module is solved. Door & signs will glow as last solved module.

## Module



**PUZZLE (B-Solutions):** (1-Magic) Finds out how many magical resources a group has. Since the statues reset fast, casting characters will need enough spells or energy to dispell text/marks & animate in one go (animate equal to sacrificing a spell). Rooms open I-IV-II-III-V, Doors vanish. (2-Skills) Finds out how stealthy/skilled a group is by offering mechanical solutions behind hidden/trapped panels to move the statues. Rolls should be challenging & damaging. Rooms open I-IV-III-II-V, doors slide open. (3-Prowress) Statues can be moved with force (will click 2 times, scratch-marks as indicator). This weakens characters & costs hit points (oxygen is gradually sucked out, 4 mid-level fighters or equal should survive this). Rooms open I-II-III-IV-V, doors shatter & reappear with reset.

## ROOM KEY

0: door leads to empty room with T (deep pit) & S (key to open is hidden in pit)  
I: Minotaur statue, points as arrow, 2 exits  
Ia: Obscured writing on wall, only magic (Solution 1) can reveal what it says: "Unveil The Marks & animate statue to resolve Marks from N to S"  
II: Mermaid statue, facing as arrow, 2 exits  
III: Gnoll statue, stabbing as arrow, 2 exits  
IV: Dryad statue, luring as arrow, 2 exits  
V: glass seal on a pedestal (needs breaking)  
TRAPPED as Dungeon Level, rooms lighted

## Seals



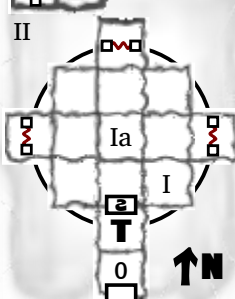
## Breaches



Opik's Magnificiently Damning Door Bravery (OM2DB) showcases the latest in treasure protection technology: the door can only be opened by the owner or by solving the puzzles in the 2 attached modules (upgrades are possible!). Installation includes protection of the vault itself. That door is the only point of entry, no dwarf can dig around it, no sorcerer teleport behind it. Local Contractors evaluate and engage intruders as soon as a Module is triggered. Deadlier traps are optional.



## Module



## ROOM KEY

0: empty room with T (flames) & S (key to open is hidden in oil tank of trap)  
I: the ceiling is covered in thick ivy, 3 exits covered behind red carpets  
Ia: here stands a nice & pretty ghost lady & greets the intruders (name: Ida)  
II: glass seal on a pedestal (needs breaking)  
TRAPPED as per Dungeon Level, rooms lighted

**PUZZLE:** This module is mainly about the ghost observing & questioning the intruders. She will be quite helpful, but only answer yes/no questions & wants a truthfull answer to one of her questions. The answers should get the group into trouble. To solve the puzzle, the intruders need to walk the pattern that is given by the ivy branches hidden behind the leaves (that the branches form a strange pattern is obvious once the leaves are gone). each curtain leads to a similar room with 4 exits featuring curtains (no ivy, Ida will come along). Not following pattern will have a room trapped. It is possible to get lost here (infinite rooms). The pattern is N-N-E-E-S-W-W-S-S-W-N-E.

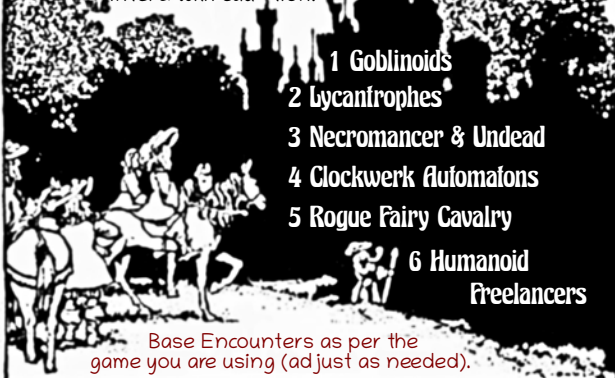
**PUZZLE (A-Concept):** This assesses the group's magic, skills & prowess by offering three ways to reach the seal (s. B above). The statue in each room needs to be moved into a certain position to open the door into the next room. Statues will reset after 1 hour, switching methods will trigger traps instead. Doors are massive, secret doors are very well hidden, only high level groups should be able to ignore puzzles. If that happens, the response teams will assume that the intruders scored maximum in all categories!

## Key

○ Marks (hidden)  
↑ Statues  
□ Curtains  
□ Doors  
S Secret Doors  
⊖ Seal Module 1  
X Seal Module 2

## Local Intervention Contractors\* (1d6):

Appear within 1d3 turns after seal breach (per module), will act according to available intel & with caution.



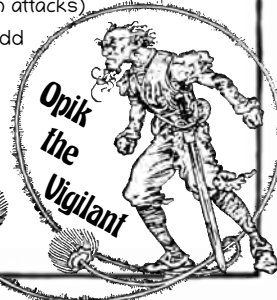
Base Encounters as per the game you are using (adjust as needed).

## Information gleaned across Modules\*:

Mark here how strong intruders register vs. puzzles & what the ghost finds out!

- ☐ Intruder Group Structure (add attack hierarchy: leader - brain - special - muscle)
- ☐ Intruder Group Size (intercept with triple group size contractors or equivalent)
- ☐ Intruder Magic Ability (low: add insults / middle: add counter measures like high Intelligence or better Saves / high: as middle, also add magic abilities & casting)
- ☐ Intruder Fighting Capability (low: add taunt / middle: add flank tactics & shields / high: add ranged attacks, some heavies & fire or poison attacks)
- ☐ Intruder Stealth & Skills (low: add darkness / middle: add loud noise & lethal trap (greed) / high: add authorities)
- ☐ Intruder Damages & Weaknesses (collect, formulate & prepare attacks according to intel (add attack boni))
- ☐ Intruder Average Level (low: add fear tactics / middle: match power level / high: no direct confrontation)

RESPONSE TEAMS will be briefed according to available intel and come prepared (as per list above). Use standard encounters if no intel is available, add to that.

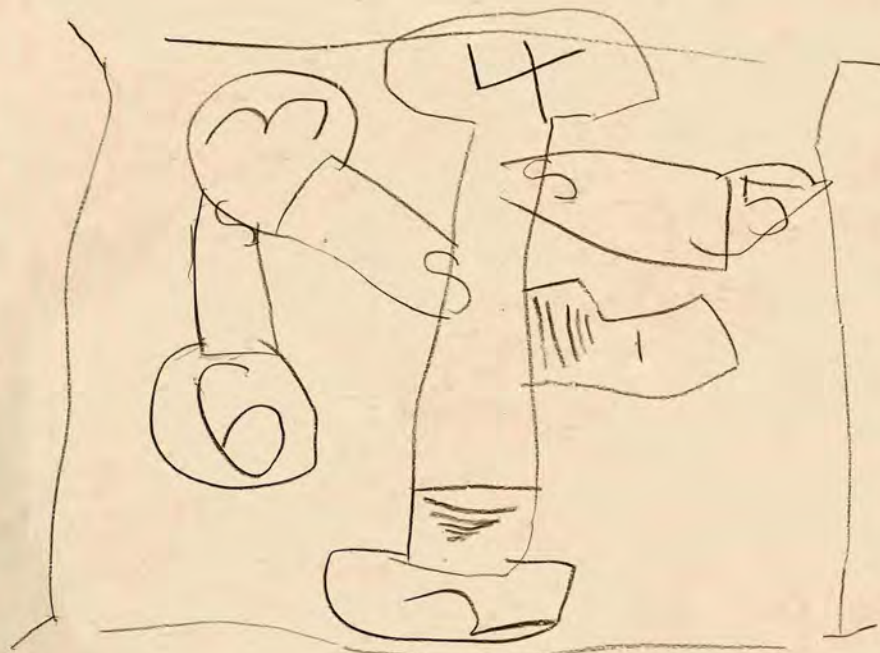


\* An example for a group of contractors could be a group of 20 goblins with an Ogre, that use ranged attacks, insults and poison in utter darkness



# IN SEARCH OF THE MAGIC OF DOOM

by redwyrmling



Before the wizards of the land used the language of Draconic, they wrote their spells in Doomspeak.

The Magic of Doom is a legendary book containing the secrets of Doomspeak and 39 Doomspeak spells including:

Lightning Ball  
Mass Clean  
Favorable Winds  
One More Minute  
Whack  
Band Aid

Mass Disentigrate  
Mass Cook  
Angry Face  
Fun  
Nine o'Dong Fire Bells  
Kill

1. Kitchen - This cellar kitchen contains two barrels of pickles and a bottle of rum. There is a ghost cook here who is nice.
2. Food Storage - This pantry contains crates of rotted food, three knives, and a box of matches. One knife is magical.
3. Library - There is a secret door that leads to this room. It contains lots of books and a secret door behind a bookshelf.
4. Dining Hall - There are four wizard ghosts here eating a meal from long ago. They are nice or mean depending on what the characters do. They are all wizards and can attack with Doomspeak spells or with ghostly touch.
5. Treasure Room - This is the ancient treasure of the wizards. There is a lot of gold, a little bit of silver, and 39 gems.
6. Magic Study - This room can only be found if the bookshelf in the library is moved. The secret tunnel is scary and makes people want to turn around and go back. The room is filled with blue light and there are two ghost wizards studying magic. One wizard is holding the Magic of Doom book and will not give it up to anyone unless they prove that they are smarter than he is and solve two riddles and a puzzle.



# THE PAPER NEST OF GABBRO GROVE

Roger SG Sorolla \* One Page Dungeon Contest 2021 \* <http://creativecommons.org/licenses/by-sa/3.0>

Many years ago, a woodpecker hatched a serpent egg. The peckatrice that was born turned twenty sequoias to stone before druids killed it.

The central stone trunk, Old Lofty, was once a hermit's retreat, and now houses a nest of giant paper wasps, and the scribe Marinzel.

Furtive and antisocial. Marinzel works paper magic. She is suspected of 4 thefts via origami magpies, all written objects (see scrolls).

Bailiff Medrow tried to serve papers on her but ran back, his face fat and red as a tomato from a wasp sting! The Circuit Judge needs to put some pros on the case ...

*Gibburn's will, his 20,000 gp estate: "10% to wife, 10% to mistress, the rest to daughter"; numbers easily altered. Each heir will bribe up to 10% of their take to show the preferred version to the judge.*

*59 Theses of Lutin the Martyr: merchants will pay 2000 gp to save them and spark religious reform; Church pays 1500 gp for evidence of their destruction.*

*Deed to Tarx Manor: Haunted fixer-upper with rumours of treasure. Young Tarx, named on the deed, is eager to sell, and can be haggled way down from 10,000 gp.*

A narrow spiral stair carved into the stone trunk leads up 100 feet to the lower hermitage door.

**HERMITAGE:** Three chambers in the tree trunk, doors in 1 and 3. Trapdoors with crudely lashed ladders connect them.

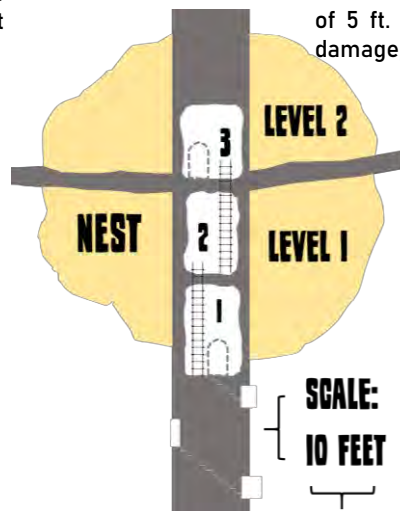
1. **LOWER CHAMBER:** 4 human-sized paper doll guardians deliver 2 paper cuts with arms, immune to cold and blunt weapons, vulnerable to fire.

2. **MIDDLE CHAMBER:** Don't read the scrolls on the walls! N: curses the literate with illiteracy, E: explosive runes that randomly activate any other scroll they burn, W: flash paper that blinds for 1 day; S: elder god tentacle tries to drag you into the howling void.

3. **UPPER CHAMBER:** Marinzel is here: paper dart magic missiles, conjured origami animals, paper charms protecting her. She'll bargain for her life, taking any chance to flee for good. Her fine calligraphy inks and pens are her treasure (700 gp value).

Door to area 6, bolted from inside. On and around her writing desk are the four writings you seek, the spellbook as loose pages. But with close inspection, any scribe, or an expert in law, religion or magic as appropriate, will notice that they're only ingenious copies.

**NEST:** Fire will burn the paper (and the real documents) at a rate of 5 ft. per 10 seconds. Walls can be cut by doing 10 slashing damage, but 1% chance / damage point that the floor collapses.



Stone branches make a 3 ft. bump above the floor of level 2.

A hole connects levels 1 and 2.

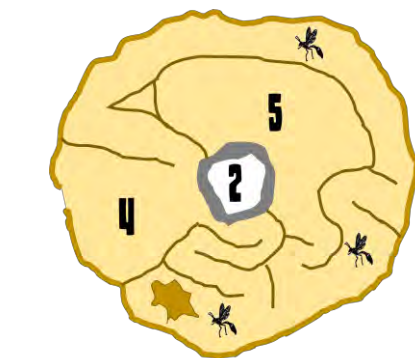
In each Wasp icon area entered, or stayed in for 5 minutes, ¼ chance to meet d4 angry giant wasps.

4. **GUARD CHAMBER:** 6 giant wasps and a giant praying mantis who has a 10% chance of going berserk per round. Gibburn's will is pasted into the north wall. A hole opens to the outside.

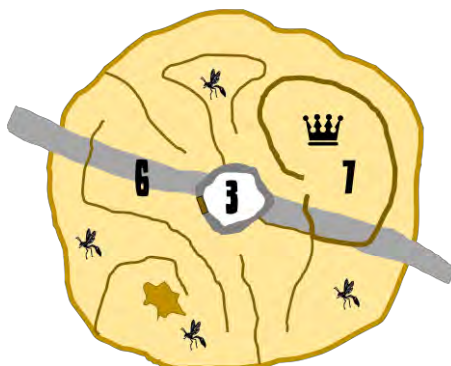
5. **BREW CHAMBER:** 3 giant ant-centaurs stir two vats of fig pulp, one half-fermented, one an alcoholic slurry that 2 drunk giant wasps are sipping from. The brew-ants are peaceful; one wears the Theses as a parchment apron.

6. **BROOD CHAMBER.** Symbiotic giant mites (6 beetle swarms) guard a deer, 3 wolves, and a half-awake gnome rogue, all paralyzed by venom, with giant wasp eggs inside that fatally hatch in d6 days unless cured. The crumpled Tarx deed is stuffed in the gnome's mouth to shut him up.

7. **QUEEN'S CHAMBER.** 4 giant wasp guards, 2 giant scorpions, and the Queen, a human-sized, woman-headed wasp who reads random spells from Zardathra's book with 50% chance of a mishap. She sits on a mud throne inlaid with 6 amber gems, each encasing a normal wasp, worth 600 gp each.



**NEST LEVEL 1**



**NEST LEVEL 2**

*Zardathra's spellbook {mishap effects}:*

1. trip (fly)
2. erase memory {false memory}
3. invisibility {high visibility}
4. ice shard ball {fire ball}
5. levitate {rotate}
6. fog cloud {frog crowd}



# A Midwinter's Nightmare

Everyone knows that you should stay indoors on Midwinter's Eve, but some desperation or bad luck has you travelling through the deep woods to the nearest town tonight. A howling storm broken occasionally by dazzling borealis signals the beginning of the **Wild Hunt**, led by the fey lord **Herne**, and all the creatures of faerie coming out to join. Can you make it through the forest in time?

**One encounter per hour.** Successful wilderness navigation leads to the next encounter, failure leads to a random encounter. After 8 encounters the Final Chase begins. Each hour of travel risks a cumulative -1 Cold penalty.

## 1. Twinkling Ice

- Six **Snow Sprites** hide in circling snow flurries, half will turn visible at a time to attack then disappear.
- **Poison arrows** can put prey to sleep, then the faeries will get distracted and flutter off.

## 2. The Huntsman's Cairn

- 12 foot stag skull on top of a pile of stones. Antlers are decorated with feathers, bones, and bits of fur--all dripping with blood.
- Touching or attacking the skull **curses** a target--they take on traits of a predator (natural weapon attack and tracking) but in combat risk a fight-or-flight response (willpower test every round; on failure must attack or move away from nearest creature)

## 3. Barrow Hill

- Blue fire on a barren hilltop--on a magical night this means the treasure of a dead person is buried there.
- Howling wind is deafening. Barrow mound is guarded by **Cobweb the Whisper-Elf** and his **Grave Worm**, risen from the barrow to join the **Wild Hunt**. Uncovered grave has a golden torc and a chieftain's bronze sword.

## 4. The Elf Knight

- **Sir Alberich**, and his **Griffon** mount who joined the Huntsman's hunt willingly. He flies in front of travellers and commands them to stop.
- Searching for **Benedick the Giant**, who he wounded earlier in the night. He's not interested in other prey but is easily goaded. His **Adder's Fork** lance weakens enemies on a hit.

## 5. Sawney Tok's cabin

- An elderly man offers shelter in his warm cabin but dried blood on farm tools hints at danger.
- A **Redcap Goblin**, **Sawney Tok** is starved for blood and weak. If travellers stay long enough to warm up (remove one Cold penalty), or if they are hostile, he attacks. Every time he spills blood he gets stronger in battle.

## 6. Wounded Giant

- Bloody footprints follow a half-frozen stream through the woods, leading to a patch of recently broken ice.
- **Benedick the Giant** was wounded by **Sir Alberich** and is cold and exhausted from trying to cross the stream. He's terrified of the elf knight but will be friendly if offered healing or warmth.

## 7. Huntsman's Hounds

- A clear horn signals the arrival of a pack of white-furred **Blink Dogs** with red ears and eyes. Normally noble creatures, they are caught up in the **Wild Hunt** and are searching for humanoid prey.

- They can feystep towards or away from an enemy in the same round they attack.

## 8. Frozen Lake

- A single small island with a blooming shrub is in the middle of the lake. The ice groans but is strong enough to hold travellers.
- The **Pixie Ariel** resists the **Wild Hunt's** call and protects her lake from her lair inside the island. She will offer to help **Benedick the Giant**, and can offer travellers warmth if treated well (remove one Cold penalty).

**The Final Chase:** group checks to overcome each obstacle. Five successes before three failures means the travellers get out of the forest and within sight of town before the **Herne the Hunter** catches up with them, weakening his power.

Obstacles (ability):

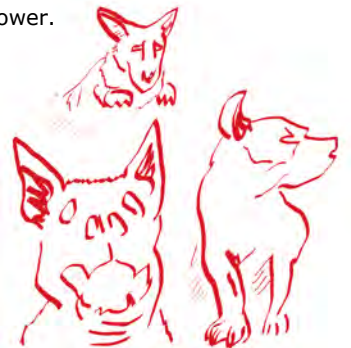
1. Ground is covered in slippery ice (agility)
2. Wind blows snow into everyone's eyes (toughness)
3. Disorienting borealis and echoing horns lead you astray (alertness)
4. Fallen trees block path, move them or climb over (might)
5. Territorial **Owlbear**, calm it down or you'll have to backtrack (social)
6. Identify a patch of thin ice before crossing it (knowledge)
7. Stamping elk, any individual failure results in damage (any reasonable)
8. Open ground offers chance to gain a lead if not spotted (agility or clever idea)

## Herne the Hunter and his Hounds

Tall bearded man in fur cloak and antler helmet, wielding a spear that shocks like lightning. He rides a spectral horse that flies around, waiting for his blink dogs to corner a target before moving in. If the party got out of the forest before the chase ended he doesn't have his steed, and recklessly attacks.

By Ben Grunzel @CaptainPitFiend

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# NO STONE UNTURNED

A DICE DROP DUNGEON CONTAINING A MAD DWARF MAGE AND HIS ECLECTIC ENTOURAGE

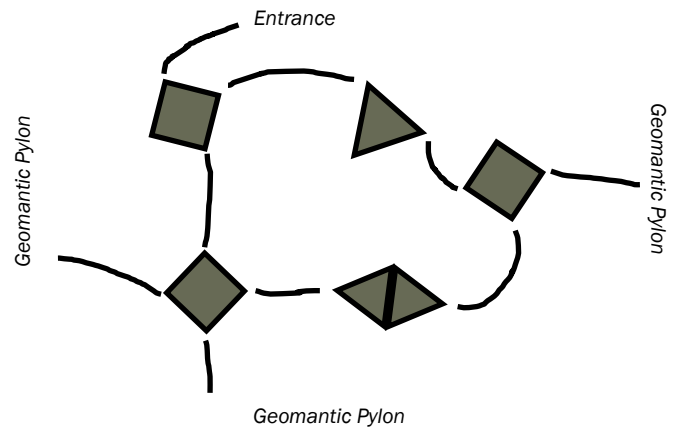
**Prerequisites:** No stone unturned is a randomizing dungeon for a fantasy setting. You'll need 2d4, 3d6, 1d8, 1d10 and 1d20 that you can tell apart and a willingness to fill in the

**The Situation:** If you ask the elves about the **Caves of Yom** they'll say it's strange properties are the product of the many leylines running through it, if you ask the dwarves they'll say the caves are a remnant of a demigod from the age when the mountains walked the earth. Whatever the reason, the caves are currently the home of the dwarf **Dr Livingstone**, who was exiled from his mountain home for his heretical thoughts.

He has rigged the cave with geomantic pylons to finish a dread ritual. He aims to awaken the nearby volcano, to make it walk the earth once more.

**Dr Livingstone:** is a dwarf geomancer of some note. He hasn't told his entourage how he plans to use the awoken volcano to carve himself a kingdom from the surrounding lands. Instead his dwarven followers think they're working on some divinely ordained plan. He carries a staff of earthmolding that he uses for the ritual. The ritual is currently in it's 25th out of 48th hour and he is quite delirious from the lack of sleep.

**The ritual** involves rearranging the layout of the room into new arcane configurations every 20 minutes. To do this follow the procedure in **Generating the Dungeon** however ignore the new dice results, everything stays in the room it was in before the rearrangement. The rearrangement shakes all rooms while it happens



**Generating the Dungeon:** To generate the dungeon, first assign the d4 and d6 to the different rooms described below (it may help to note a keyword to remember each die). Drop all the dice on a piece of paper to describe the layout of the rooms. The corners of the dice describe doorways, draw paths connecting these where hallways would make sense. The initial dice result describe the contents of the rooms. One doorway facing east, south and west connect to the 3 **geomantic pylons**. One northern doorway connects to the outside

**Geomantic Pylons** are of vital importance to the ritual. They're large crystals with gold patterns, placed in alcoves next to the real rooms. If one is disturbed Livingstone will reshape the dungeon to put the ritual chamber next to the Pylon to check on it.

## 1d4 Livingstone's chamber

*Fine bed, desk with ritual notes,*

Assistant searching desk

Bells rigged to tripwires

Bored fire-sprite in the fireplace

Effects like ritual chamber

## 1d4 Storeroom

*Smell of grain, barrels of ale. Maybe some rats.*

Drunk cultists by barrels

Ratmen mercenaries grabbing some loot (mostly fine wine) and leaving their post. They leave the cave on a 1

## 1d6 Mess hall

*Long tables, firepit, smell of spilt beer and food.*

An acolyte is overseeing a big pot with some boiling stew.

Someone has left a big hammer made for breaking rock under one of the tables

## 1d6 Fast underground river

*Goes through room, damp and cold, sounds of water, A small bridge is the only safe crossing.*

A crystal lens that let you see through rock lies by the rocks in the river.

Bridge is falling apart.

A dwarf is bathing in a slower part of the river

## d8 Maneater mole lair

*Boarded up hole leads to the lair of some maneater moles. Cured meats hang from the ceiling. Room is cold and dry.*

Even Moles are hungry

Odd Moles are curious

1-2 Nervous cultists adding extra boards

A mangled corpse lies in the lair with a fine chain-mail shirt on. Arms and legs are missing but the chest has been protected.

6-8 One of the moles is bashing against the boards,

## 1d6 Hall of Stonefolk

*Temporary home to some allied stonefolk, currently engaged in debate on the merits of their current alliance. Very little torch-light, and no one has kept the room heated.*

**Granny Tei** is a wizened stonefolk matron, small and almost eroded away with age. She believes relying on the meatfolk to reawaken the mountains is heretical.

**Kroi** is younger and more pragmatic.

6 Someone insults someone else's honour and an all-out brawl breaks out

## d10 Barracks

*Bunk beds, strewn hay, cloth hanging from the ceiling grants some privacy to the inhabitants.*

An acolyte is snoring in one of the beds.

Some oil lamps hang from the ceiling, if knocked about they may light the cloth on fire.

## 1d12 Ritual Chamber

*Patterns drawn in gold dust, lit incense*

Dr Livingstone is seated on a chair in the middle of the room. Hair is unkempt and eyes are red from lack of sleep.

Assisting him with the ceremony is the leader of the stonefolk. A large specimen named **Gron**.

Some mixture of ratfolk mercenaries and dwarven acolytes are also present.

1-3 Faces periodically phase in and out of the floor, will attempt to bite anyone interfering with the ritual

4-6 The rocky floor turns mushy like quicksand.

7-9 Small rivers of magma forms in the ground.

10-12 Labyrinthine walls grow out of the ground segmenting the room.



Besieged by the Witch-Kings! A land ravaged by hostile armies!

Can your PC's turn the tides of war and win the day for....

## CALABRIA IMPERILLED!

**LANDING.** Brave the rocky shoals and pirate blockade to reach Calabria's harbour! Bolster the city's ranks with your force of hardy colonial irregulars!

**SCOUTING.** Slip out past the barricades to reconnoitre the enemy force.

Map their weaknesses, but avoid Witch-King patrols!

**DIRECT ACTION.** PC's form a covert strike team to attack high value targets. Slay the Warchief Uruk of the Nails at his war camp, assassinate the dark wizard Omogander the Dread and halt their necromancy ritual, or sabotage the sentient war-machines of the Devil's Fleet!

**RECRUITING.** Rally the people of the land to throw off the shackles of their occupiers! Spur the scattered peasantry into open revolt, enlist the Fishmen of Ulm-Ynan in the Broken Deepes to wage guerrilla war against the Horde, or hire the automatons of the Cog Witch!

**HARDEN THE TARGET.** Bolster Calabria's defences to ride out the attack! Build defensive emplacements, booby trap the approaches and shape the terrain to slow the enemy.

**FINAL BATTLE.** The enemy is at the gates! PC's fight 5 combats against the Witch-King hordes, and roll 5 contested rolls to determine the course of the overall battle. Add mission modifiers to their rolls!

The PC's have 10 (or  $1d6+4$ ) days to complete missions before the war horns begin to blow. Each successful mission adds a +1 to rolls in the Final Battle. Failed missions give +1 to the Enemy. Do not let the players know the timeline! As players move between missions, roll a d6. On a 1-3 they encounter an enemy patrol. On a 4-5, a geographic complication. On a 6 they meet potentially friendly allies.





# FRONTIER FOREST!!!

created by  
tonnsoflove  
&  
small onion



<b>Goal</b>	You are a refugee but your coyotes fled, so now you are on your own to get to the other end of the dangerous forest. Only thing you are left with is a useless dagger (+0 attack power) and an outdated map (well, also 6 or so HP)! If you survive the 7th level with at least one HP, all the freedom is yours!
<b>Setup</b>	<p>Get one or two d6 dices, an empty page, and scratch a 6x7 sized empty map grid as the example shows. Draw the river as shown. All area is starting with a base terrain type of Forest.</p> <p>Draw the additional starter kit terrain types on the map, using the dices to determine the X and Y positions of the 'x' marked part of the terrain. Terrains are not allowed to be rotated! Terrains can not be placed on top of each other. If a spot is occupied, keep rolling until you are able to place the terrain.</p> <p>Villages can be connected with roads! Roads can run over any terrain type (except village). The road tops all terrain types when determining possible events.</p> <p>Order of placements: Mountains (2x) -&gt; Villages (3x) -&gt; Fields (2x) -&gt; Draw roads</p> <p>Decide from which spot you want to start your journey and with how many HP (should be somewhere between 6 and 10).</p>
<b>Gameplay</b>	<ol style="list-style-type: none"> <li>Determine surroundings (areas where you can possibly move to) with d6 by matching the result with terrain type and the number in the "Roll" column on the Events table. Eg. there is a Mountain type ahead of you, and you roll 4 -&gt; it is a Blurred area, which means you can reveal the event there by rerolling on top of the area. Eg. there is a Field right to you, and you roll a 3 -&gt; it's a Trap! (or a Chest), so basically, a Den.</li> <li>You can eat and change weapon.</li> <li>Move and deduct HP (0/0.5/1/2)</li> <li>Reveal what event type awaits you at that area by d6 and follow accordingly. Eg. it is a Mountain with an Encounter (you rolled 1 in step 1, and now you roll 2, so you have to fight a Monster to death!</li> <li>Determine drop, or say goodbye to this beautiful world!</li> </ol>

Who?	What it does
Drops	If you eat it, it recharges HP/meal (can't top over MAX HP). Can be stored.
Food	Modifies your attack power. You can have only one weapon equipped.
Weapon	Nice story fella, this not really useful.
Tell Tale	You can make a move any directions (except diagonally) without spending HP.
Directions	

NPC	Description	HP
Traveller	Ah, someone who doesn't want to kill you!	-
Monster	A beast you need to overcome. Has -1 attack power (AP = HP + roll - 1).	HP = Lvl
Rouge	Wants your goods! Appears as encounter except on rivers and villages. Has -1 HP to it's level.	Lvl - 1
Guard	Guards the empire from refugees! Appears on rivers and villages. Has +1 HP to it's level.	Lvl + 1

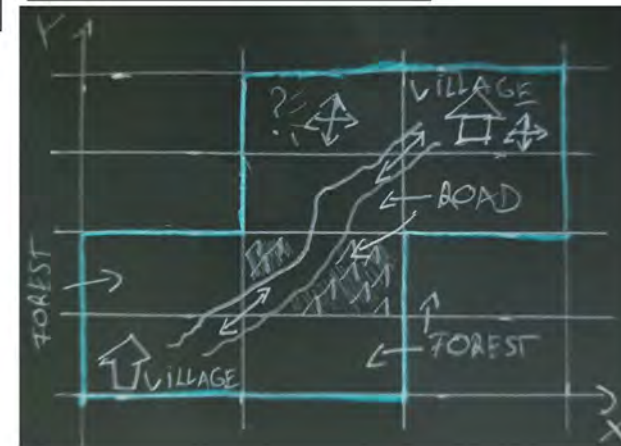
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<b>1.</b> Consider NPC characteristics during a fight.
<b>2.</b> Determine attack power by:
a. Roll a d6 and add its value to your HP.
b. Roll for the enemy and add the value to its HP.
Deduct 1 HP from the player with less attack power.
If it is a draw, both party loses 1 HP.
If one's HP drops to zero, the adventure for them is over!

<b>3.</b> You can move up/down/left/right but not diagonally, unless there is a road.
Moving costs 1 HP, moving on mountains costs 2HP (mountain with a road costs 1HP), moving on plains costs 0.5 HP.
If there is a dead end, you have to turn back, and can't approach that area from other fields.

Map Lvl	Drops					
7	Victory					
6	1-2: -4HP 3-6: Nothing	1-2: 3 Food 3-5: Weapon +4AP 6: Empty!	1: TellTales 2-6: Directions	Weapon +4 AP	Weapon +4 AP	3 food
5	1: -1HP 2-3: -3 HP 4-6: Nothing	1-4: 4 Food 5: Weapon +2AP 6: Empty!	1-2: TellTales 3-6: Directions	Weapon +3 AP	Weapon +4 AP	3 food
4	1-2: -1HP 3-4: -2 HP 5-6: Nothing	1-2: 3 Food 3-5: Weapon +3AP 6: Empty!	1-3: TellTales 4-6: Directions	Weapon +2 AP	Weapon +3 AP	2 food
3	1-2: -1HP 3-6: Nothing	1-3: 2 Food 4-5: Weapon +2AP 6: Empty!	1-3: TellTales 4-6: Directions	Weapon +1 AP	Weapon +3 AP	2 food
2	1-3: -1HP 4: -2 HP 5-6: Nothing	1-2: 2 Food 3-4: Weapon +1AP 5-6: Empty!	1-4: TellTales 5-6: Directions	Weapon +1 AP	Weapon +2 AP	2 food
1	1-4: -1HP 5-6: Nothing	1-2: 1 Food 3: Weapon +1AP 4-6: Empty!	1-5: TellTales 6: Directions	Weapon +1 AP	Weapon +2 AP	2 food
	Trap	Chest	Traveller	Rouge	Guard	Monster

Terrain / Event	Encounter				Den				Nothing Blurr	
	Roll	T	M	R/G	Roll	Trap	Chest	Dead End	Roll	Roll
Road	1-3	1-4	-	5-6	-	-	-	-	4-5	6
Forest	1-2	-	1-4	5-6	3	1-3	4-5	6	4	5-6
Village	1-4	1-4	-	5-6	-	-	-	-	5-6	-
Fields	1-2	-	1-6	-	3	1-3	4-6	-	4-5	6
Mountains	1	-	1-3	4-6	2	1	2-4	5-6	3	4-6
River	1-2	-	-	1-6	-	-	-	-	3-4	5-6





# Kill Several Demons

By Deadtreenoshelter  
deadtreenoshelter.blogspot.com

*Beneath a barrow, locked behind golden doors for untold centuries, demons frolic and brawl. They are creatures of entropy and chaos and reality frays in their presence.*

*This little dungeon is usable as a one-shot or wherever a small, demon-infested sublevel might come in handy.*

The Entry Hall is unbearably hot and overgrown with protrusions of a dense black coral like substance. If characters linger here, they'll be accosted by Minor Demons (see table).

Whenever a group passes through this room their belongings will be changed (see **Transmutation** table).

A massive **Pulpy Demon** swims on clumsy fins. The ground and walls become viscously fluid while within 10'. Characters will sink into the floor and can swim through walls when it is near. It grabs with grasping tendrils and tries to drown it's prey. When it is killed, any character within the floor or a wall, will be trapped.

A sanctified room, that the demons and their effects cannot enter. Inside, a **statue to a heroic god** with an offering bowl and a stone pillar into which many blades have been plunged. The first character to offer blood in the bowl receives a protective blessing. The first to plunge a weapon into the stone receives a blessing to their attacks.

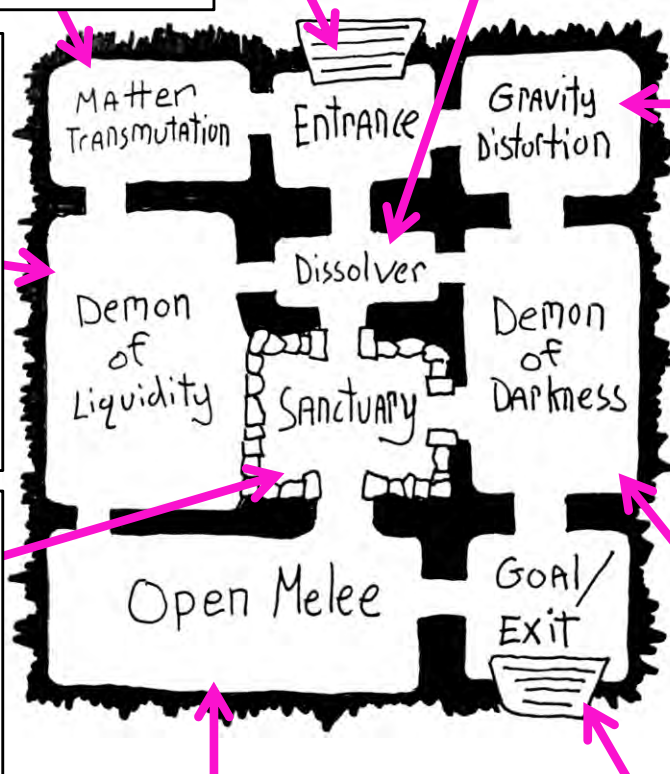
At the intersection, a shimmering, flickering area is visible. **Anything entering this area is torn apart** into microscopic shreds and scattered in every direction. When detected it begins to move slowly towards the characters and will follow until they leave the dungeon or are destroyed. It cannot be combated. This is a hazard not a monster.

The prevailing gravity in this tall chamber is opposite to the rest of the dungeon. What initially appears to be a high ceiling is effectively a deep pit. The walls, ceiling and floor are covered in organic spikes. If any noise is made while traversing this obstacle, **Flying Demons** will attack. Each of these demons reorients gravity in a 5' bubble around it to pull in a random direction.

This room is dotted with pools of acid. A **Gyrating Demon** tunelessly sings, emitting anti-light. When it detects characters, they'll be targeted with weakening and warping sorceries.

The **MacGuffin** is here, or the way further down.

Several **Minor Demons** (roll on table) battle each other here. If the characters enter, they'll be included in the melee of all vs. all.



↓ Use as hazards whenever the DM feels mean or bored. ↓

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Minor Demon		
#	Form	Attack
1	Ooze	Burning
2	Flyer	Corrosion
3	Crawler	Mutation
4	Spirit	Rusting
5	Smoke	Rotting
6	Flame	Shredding

Transmutation		
#	This to That	
1	Iron	Stone
2	Cloth	Flesh
3	Glass	Acid
4	Wood	Slime
5	Gold	Smoke
6	Food	Coral

Demon Treasures		
#	Found when butchered (roll or choose)	
1	Heart	Healing + Mutation Chance
2	Black Goo	Corrosive vs. Inorganic
3	Green Goo	Corrosive vs. Organic
4	Stinger	With intact venom sac
5	Flame gland	Explodes when punctured
6	Ashes	Psychadelic snorting



# GUNPOWDER & GOBLINS

*A one page dungeon designed to add an explosive kick to your adventures. Goblins have taken up arms and are ravaging the area with technology that far exceeds anything they could create themselves. Your party has tracked the Goblins to a long abandoned mine. Who knows what secrets lie below?*

Long-rifles can do 2d10 damage at close range and 1d10 at far range. Blunderbusses can do 3d4 damage at close range only. Both types of weapon require some kind of ammunition and take a long time (at least one round of combat) to reload.

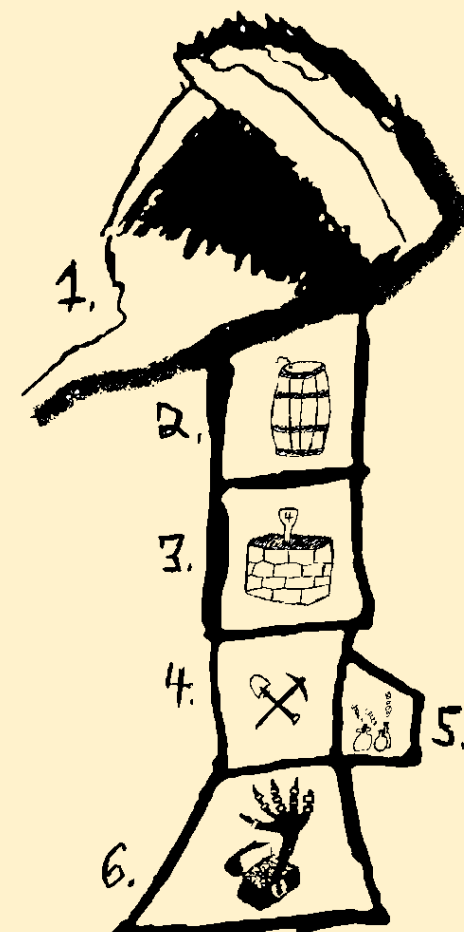
**1. Defender's Den:** An encampment of 5-10 Goblins armed with long-rifles guard a massive Vault Door. One of the Goblins is carrying a Dwarven key. Closer inspection of the door reveals intricate Dwarven carvings. Only the key, Thieves' Tools, a strength check of 15 or magic such as the KNOCK spell will open the door.

**2. Explosive Enclosure:** 2 Goblins armed with Blunderbusses guard kegs of gunpowder which fill this room to the ceiling. Any amount of flame will cause the room to ignite in a fireball. A character that moves a powderkeg has a 1d10 chance of setting off a fireball trap until the trap is found and disarmed.

**3. Cistern Chamber:** A fountain, used to quench metal, sits at the center of this room. A pedestal with the number 4 carved into it is at the center of the structure. The fountain contains submerged and discarded weapon parts as well as two copper jugs. One 5 gallon jug and one 3 gallon jug. Placing exactly 4 gallons of water on the pedestal will cause the structure to drain, revealing a staircase leading further down below.

## Water Riddle Solution

1. Fill the 5 gallon jug.
2. Pour the 5 gallon jug into the 3 gallon jug, leaving 2 gallons of water in the 5 gallon jug.
3. Empty the 3 gallon jug.
4. Pour the 2 gallons of water from the 5 gallon jug into the 3 gallon jug.
5. Fill the 5 gallon jug again.
6. Pour the 5 gallon jug into the 3 gallon jug, leaving 4 gallons of water in the 5 gallon jug.



**4. Blacksmith's Blueprints:** A deactivated Dwarven Construct sits silently watching over this storeroom filled with mining tools. The Construct holds blueprints which can be used by a skilled inventor to create both long-rifles and blunderbusses. If the Construct or blueprints are disturbed in any way it attacks along with 5-10 pickaxes, shovels, chisels and hammers, which act as flying Animated Objects.

**5. Alchemist's Area:** This small room looks to be a miner's breakroom upon first glance. Empty tankards, moldy old food and used playing cards rest abandoned on a long narrow table. On closer inspection many unlabeled potions can be found. Roll a 1d12 to determine the potion effect. Potion effects last around 24 hours.

## Potion Effect

1. Poisoned
2. Blinded
3. Magnetized
4. All foods taste like mushroom
5. Hovers 5 feet off the ground, moves as normal
6. PC becomes super slippery
7. PC exhales colored smoke
8. All Colors are inverted
9. PC hears everything as a musical
10. The next 7 inanimate objects PC touches turn to Gold
11. PC loses the ability to lie
12. Full Health Restore

**6. Treasure Trove:** This room is the heart of the mine, its walls are lined with natural gunpowder deposits. A treasure chest sits in the center of the room. Inside the chest, surrounded by a collection of gold and jewels lies Martaug the Mad. He fights as a high level mage, and casts spells at random using 10 cursed pieces of jewelry. Roll a 1d10 to determine his attack each turn.

## Martaug the Mad

1. Fire
2. Levitation
3. Charm
4. Health
5. Sleep
6. Ice
7. Teleportation
8. Darkness
9. Lightening
10. Acid



# The Wandering Manor of Zekame

## Hooks

- The party seeks lost knowledge, some say the manor holds the key.
- During a storm a terrible silhouette was seen on the horizon, investigate.
- Great evils have been leaking from the place, hunt them down.

## The Lightning Rod

Harness' the power of the storm to power the manor.

- Access to inner workings and override controller
- Tesla beams block access to lower area.
- Upper glass dome is the resurrection deck, bat things, half finished abominations.

## Feast Hall

A giant silver table sits in the hall, a banquet served by tripod constructs.

- Kitchens run by Ivor, hunchback, has the spice grinder (magic).
- Meals: Peacock (honey roast with baked apples), boiled phoenix egg, elven pastries.
- Eating meal = temp Hp, rejecting the meal angers Ivor and the automata

## Warlock Zekame

Ancient and demented, he was once feared by all but has lost any memories of his evil days, instead he invites all to a cup of tea. Forgets new events after the end of the scene.

## Observatory

The shackled, four armed cyclops Kleid stares down the telescope. He views the stars and reads into the future.

- Will read fate for a price e.g luck (GM imposed reroll), a fine meal, rare knowledge.
- Grotesque, crooked smile, has one eyed pet owl, hates elves and fire.



## Treasures

- 1.Periapt of Mischief (cursed)
- 2.Amulet of Flaming Breath
- 3.Ring of Launching (50ft)
- 4.Blade of Rusting
- 5.The Black Crown of Rage
- 6.Annual of Amphibication

## Random Encounters

- 1.Swarm of Fanged Books hunting rats
- 2.Scaled bull chained to a post
- 3.Sentient armour polishing themselves
- 4.Undead frogmen dancing to a drum
- 5.Frogman faking undeath, offers to guide
- 6.Jelly Acid Cube (J.A.C) in a rotating room



# The Tale

*"Under the earth, in the deep. Older than any kingdom, older than any word. A voice in the dark, a shadow in the soul. Beyond the Night Sea, where gods are silent. The serpent coils, the dragon hides. Sleeping, dreaming..."*

## Description

The tale is older than the wisest elder, older than the greatest empire, older than the written word. It is a story told to countless minds who dared to listen. It is the tale of a giant serpent, some say a dragon, in the mountains far away. Treasure, power and glory await those who can outdo the monster. The tale is shared in many forms but only few who hear from it will someday follow the call to find out if there is any truth to it. The truth about the serpent is that it only exists in the collective unconscious. The limbic serpent can only be found in dreams and those who fail in the pursuit will dream again until they find what they where looking for or death ends all desire. You cannot take from the hoard. Take from it what you want and it will only add to your sorrows. Leave what burdens you and the serpent will take it back to its collection.

## Instructions

Read all events and decide which ones you want to integrate. Throw the bones of the tale to the players, either the same or according to their backgrounds. Then ask the questions to the players as you see fit but don't ask all questions to everyone. The fact that every character is experiencing their own version of the tale should be gradually introduced, built with inconsistent descriptions between characters. The fact that the dream is not bound to time should be introduced through people known to the characters (or themselves) who appear much younger or older. The fact that the characters are in a recurring and continuous dream could be introduced to the death of a character who will be the only noticing it and will forget it as soon as they wake up. The characters will continue their lives until another development or incident in life leads them back into the dream, changed but continuing where they left off.

## Questions

What was the event at where you first heard the tale? Who was the hero in the story? What was the simple morale? How did the hero best the serpent? What was their reward? Who was there with you to hear the story? What made you think it might be true? What do you wish the serpent's hoard would hold? What unjust, cruel or horrible development or incident brought you to the point of setting out to seek good fortune?

## Events

### The Brave

- Characters are introduced with a daily struggle
- The community prepares for an important event
- Some sheep are missing
- A kid sleepwalked into the night

### The Tale

- A travelling bard arrives and tells the tale of the giant serpent who dwells in the distant mountains with a hoard of riches. Once, a hero tried to fight it and could steal a powerful weapon from the hoard with their third attempt. The hero became immensely powerful and even dared to test the mighty weapon with its former owner which did not end well. The mountains are unusually cold and foggy which means that the serpent sleeps and the hoard is rather unprotected
- The elders confirm that others from the community had encountered the dragon
- There seem to be similar stories in every culture
- A pact is made

### The Journey

- A meeting in the fog but you are late and the others are gone
- Chased by those who killed the sheep (leaves ever-warming sheep skin)
- A waning moon, two moons, jaws of stars (leave teeth necklace to free oneself from blinking and sleeping)
- A sleepwalking kid is leading the way

### The Mountain

- You cannot reach it
- Mothmen are watching you (leave never-dwindling torches)
- A lusty ice elemental wants a character to stay (leaves never-melting heart of ice)
- The mountain opens and there are holes meant for each character

### The Serpent

- The mountain is deep, the serpent half-awake from the intruders, rustling like mice
- 1. Question: Am I still dreaming?
- 2. Question: Have you disturbed me before?
- 3. Question: Why would I give you what you seek?
- 4. Question: Have you decided to return what is mine?
- Tunnels with soot and bones, eventually a breath of old fire

### The Hoard

- Everything that is taken will cause only more anger, fear, lust or jealousy
- Things left from encounters in the dream can be given to leave and walk away from associated issues
- Things at the body when falling asleep with related significant can be left and associated issues thereby resolved when the characters wakes

### The Price

- Walking away from things hold dear will cause conflict in the short run
- All material treasures disappears but leads to immense motivation to pursue ill-fated goals
- The sleepwalker died from drowning in a river



# UNHOLY HALL OF THE HUNTSMAN KING

Foolish Branwen was caught poaching in Cruel King Cwyll's Woods. Her mother the Duchess offers 1,000 gold for her rescue from his hated halls, but haste! Haste ere she is forced to drink from the cursed Chalice and become his prey!

In the Woods on a hill lies the Hall of King Cwyll. The hill is littered with bones of animals and men, but nary a skull among them. The hall interior is damp and dark with a musty, animal odor prevailing.

- Disused Sally Port.** The 20' pit contains the harpy Akilah, and the offal of her victims. She sobs and wails for her wings, which Cwyll has clipped. She palliates her despair with cruelty.
- Rat's Nest.** The bed of **three giant rats** (transformed halflings) is fashioned from a pile of sheets slashed to ribbons and other bits of refuse, including two moth-eaten soldiers' tabards, 89 sp, 29 gp, a scroll of *Web*, and a 100 gp carnelian.
- Barracks.** Cavernous snoring rumbles from the slumbering mass that is **Murdo the Ogre** (has golden torc worth 550 gp).
- Altar.** The **Therianthropic Totem** (a golden key hangs from its horn) is flanked by two heavy silver candlesticks (each worth 140 gp). A triptych worth 300 gp (behind which is a secret passage) shows three scenes lavishly adorned in gold leaf:
  - King Cwyll directs the excavation of a horned statue.
  - Prizing a chalice from its grasp, he drinks.
  - King Cwyll assumes the aspect of a terrible Beast, blood dripping from his claws and fangs.
- Murky Pool.** Piranha swarm in 10' deep water. On the bottom lies the picked-clean remains of Lady Imogen (rusty chainmail and a *falchion* +1, +2 vs. *lycanthropes*, glows silver near evil creatures). A belled tripwire alerts soldiers nearby in **3**, **6** & **8**.
- Redoubt.** Three soldiers and Guy LeTreen (wererat gaoler, has iron key to **7**) play at knucklebones for a pile of lucre (37 gp and a pearl necklace worth 350 gp). Guy cheats, chortling whilst the others curse their luck and glower with suspicion. A brazier of coals heats sausages. In combat they throw oil (six jugs available) and attack at range. Winches control the two portcullises in **7**.
- Gaol.** Locked (needs the iron key). Branwen is here, pacing. A pretty, self-sufficient egotist, she balks at any insinuation that she doesn't have the situation under control. She is parched.
- Alley.** Two **crossbowmen** man the arrow loops. A winch lifts/lowers the portcullis to **6**.
- Armory.** *Draught of the North Wind* (potion, 1d6 doses grant a frost breath attack each), a *potion of regeneration*, 3 crossbows and 19 bolts, 8 spears, a net, and 25' of chain.
- Mead Hall.** Sixteen rowdy soldiers gulp from flagons and jeer as a bear, chained to the center-post, is set upon by dogs. King Cwyll presides from his throne, savaging a leg of mutton.
- Stable.** Seven dun horses, ridden to exhaustion and flogged bloody. One horse talks: formerly a hedge-wizard named Lyr, he had accompanied Lady Imogen (dead, in **5**) on a quest to end Cwyll's curse several years ago. The quest failed. Lyr begs the party to return the Chalice to the Totem in **4**.

- Kennels.** Six gaunt **hounds** (former peasants) and one **hellhound** sleep, growl, and fight over bones. The latter bears a rubied collar ("Atrox", 560 gp). They are kept hungry.
- Trophy Room.** Locked (golden key). Stuffed heads of men and animals fill the walls. The **Chalice of Therianthropy** rests on the mantel; the bear skin rug animates to attack with a roar if stepped upon. Trapped treasure chest (poison dart): two potions of *Dispel Magic*, Lyr's spellbook (1d6 1<sup>st</sup> level spells), filigreed opal locket with portrait of Lady Imogen (180 gp), a fine ermine cape (125 gp) and loose coins (1,320 gp).



The Chalice of Therianthropy



#### d10 Animals

- |    |            |
|----|------------|
| 1  | Rat, Giant |
| 2  | Hound      |
| 3  | Deer       |
| 4  | Rabbit     |
| 5  | Fox        |
| 6  | Badger     |
| 7  | Pheasant   |
| 8  | Boar       |
| 9  | Mink       |
| 10 | Bear       |



The **Chalice of Therianthropy** is of graven ivory, with transformative power. A drink therefrom turns humanoids into a random animal (see table). Especially depraved individuals may instead become a lycanthrope. Effect reverses upon one's death or e.g. *Dispel Magic*.

The **Therianthropic Totem** is constructed of horn, horsehair and ochre-flecked basalt. Blindly it ever seeks its lost Chalice; it suddenly snatches any fool who strays near, constricts them to death. If the Chalice is returned to its grasp, it sinks into the earth forever; the curse is broken and all who drank revert to humanity, even King Cwyll.

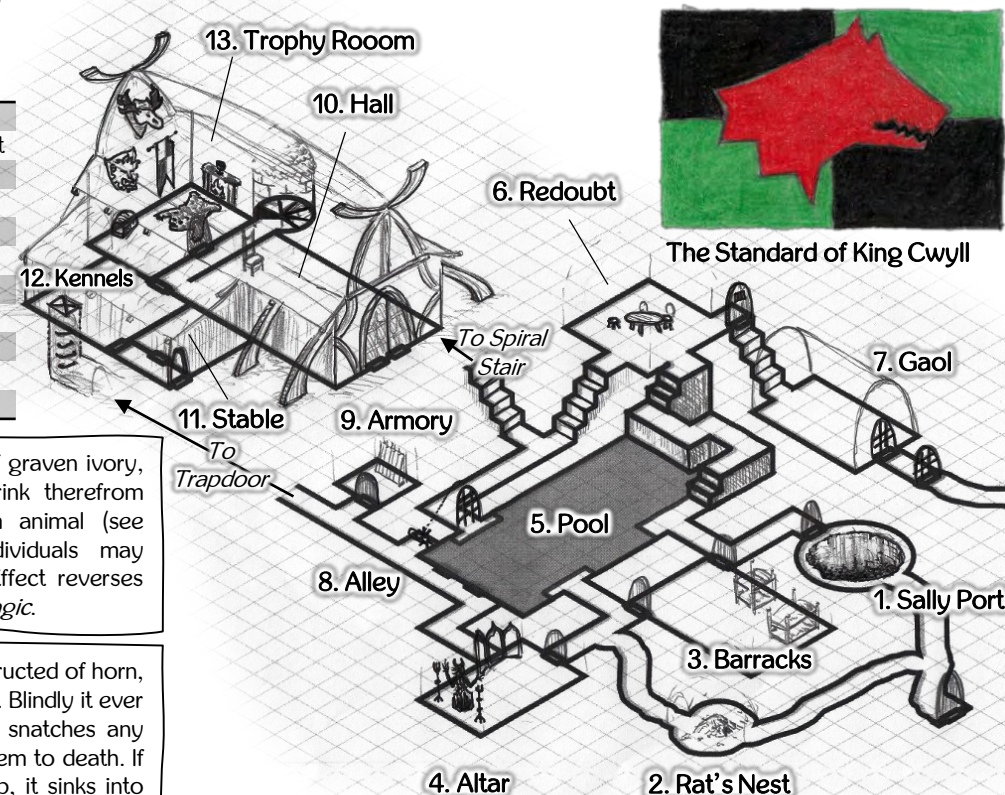
by Yusef Shari'ati

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Too savage for a man, too cruel for a beast, **Evil King Cwyll** hunts both for his sadistic pleasure. Stats as werewolf. He carries a wicked *rapier* +1, *wounding* and three gaudy finger rings of gold (200 gp), jet (125 gp) and bloodstone (*Animal Command* 3/day). **Cwyll's Soldiers** are little more than bandits, serving him out of fear. Each wears a gambeson, a tabard bearing Cwyll's standard, 1d12 gp, and a random weapon.

#### d4 Random Events in Cwyll's Hall

- Changing of the guard; two soldiers head to **6** or **8**.
- Cwyll again carries the Chalice to **7** to offer Branwen its water. As her thirst grows, her resolve begins to fail.
- A party of Cwyll and half his men set out on a wild hunt with horses (**11**) and hounds (**12**). They'll return in 1d4+1 hours.
- Cwyll cruelly punishes a soldier or prisoner, 1d7 they are: 1) slowly lowered into the piranha pool in **5**, 2) forced to fight in the Mead Hall, 3) hunted as game, 4) flogged, 5) fed to the harpy in **1**, 6) constricted by the totem in **4**, or 7) forced to drink from the Chalice.





# The Lair of the Hat Witch

By Bralex Adley

The prince of (your local kingdom) has been poisoned! In order to save him, the king has tasked you with retrieving the only known antidote, a petal from the Vivus Fungus, known to grow in the nearby caves...

1 Outside the cave: 2x**Wolves** guard the entrance. One wolf wears a hat\* and excess noise may draw out more **wolves** from inside the cave, including the **Dire Wolf**.

2 Inside the cave: A large **Dire Wolf** nursing 4x**Wolf Cubs** will fight to the death to protect her babies. If killed and the body inspected, a hat\* can be found in the Dire Wolf's stomach.

3 A 10 ft. wide, 20 ft. deep gorge spans the width of the cave. In the darkness at the bottom a hat\* can be found. On the other side of the gorge, on the far cave wall, a pair of lit torches can be seen flanking a wooden door built into the rough stone wall of the cave.

4 A massive opening in the cave, a great place to hide more hats\* if you so desire.

5 A kind half-elf woman named **Chapeau**, wearing a witch's hat welcomes the adventurer's to her Haberdashery. The adventurers may wish to purchase hats of any sort of magical or nonmagical nature at your discretion. **Chapeau** has lost a huge amount of stock moving her shop here (likely what was found in the caves) and requests the adventurers help with an issue she is having with a recent delivery of fresh hats. **Chapeau** also holds the key to the altar ruins door which she will gladly give to the adventurers if they help her with her dilemma: **The Hat Witch's Dilemma**

6 A room filled with ancient dwarven ritual stones with an altar in the middle. Growing from the exact center of the altar are a few stalks of the Vivus Fungus the adventurer's were sent to obtain. Pillars around the altar in all four directions have huge ropes of spiderweb hanging between them. Disturbing or destroying the webs with anything except fire will alert the **Giant Spider** and **Spider Swarm** to emerge from the alcove and attack. Various hats\* can be seen stuck in the webs both between the pillars and on the ceiling.

Throughout this dungeon there will be several specified times to add a hat to found loot (signaled with an asterisk), but it is also appropriate to add them whenever you feel like it since it only adds to the mystery (roll 1d12, 1d8, and 1d10 to generate a hat.)

D12 Adjective 1	D8 Adjective 2	D10 Hat
1. Elegant	1. Felt	1. Trilby
2. Drab	2. Fuschia	2. Stetson
3. Spotless	3. Polka-dot	3. Boater
4. Tattered	4. Fireproof	4. Driving cap
5. Charred	5. Spider-infested	5. Deerstalker
6. Heavy	6. Gilded	6. Beret
7. Pristine	7. Foldable	7. Fedora
8. Moist	8. Elephant skin	8. Sombrero
9. Muddy		9. Top Hat
10. Dusty		10. Fez
11. Lumpy		
12. Putrid		

## The Hat Witch's Dilemma

Chapeau will request help from the adventurers, and lead the adventurer's down the trapdoor into the basement where stand three large lead lined crates with lids firmly secure. The crates are labeled as shown. "I have here three crates, one filled with ONLY magical hats, one filled with ONLY non-magical hats, and one filled with a mixture of BOTH magical and non-magical hats. ALL of the crates have been mislabeled, but I can't risk spoiling more stock by opening them all up. You may take ONE hat from ONE crate, I will tell you whether it is magical or non-magical. Then you must affix the correct label on all the crates."



Magical



Non-Magical



Mix of both

Upon the correct answer, Capeau will dig around in her pockets for a moment and present 2xrubies (50gp ea.) and the key to the dwarven altar room which houses the vivus fungus

## Hat Witch's Dilemma Answer:

Because ALL the crates are mislabeled, the crate labeled with BOTH types must contain only one type of hat (magical). If the party pulls the hat from this crate, they can correctly relabel the BOTH crate to magical hats. Then, since ALL crates are mislabeled, the crate labeled magical must contain only non-magical hats, and the crate labeled non-magical hats must contain a mix of both.

