



-2022-  
ONE PAGE  
DUNGEON  
CONTEST

# COMPENDIUM

ALL 84 ENTRIES OF THE 2022 ONE PAGE  
DUNGEON CONTEST PRESERVED IN  
THEIR ORIGINAL SUBMITTED FORM



# GREETINGS ADVENTURERS,

When the theme was chosen for this year's contest, it was kept deliberately open-ended:

## **Wonder**

With multiple meanings and applications, this theme could be interpreted in vastly different ways. Some entries inspired wonder. Some entries invoked wonders of the world, both existing and imagined. The theme winner, **"Princess Ivy's Incredible Island of Dreams"** by Scott Parker, used wonder as a game mechanic, allowing you to make your imagination real. Well done to all who used the theme as a prompt.

In discussions for the winners' circle, the overall winner, and the runner-up, there were three contenders that stood out with high scores among the judges. The debate on which would take the top prize, which would be runner-up, and which would join the ranks of the winners' circle went on for quite some time! The judges placed a critical eye on all the elements. They went back and forth with their deliberations. At the end of the day, they settled on two dungeons as the runners-up: **"Tomb of Gilgamesh"** by Edoardo Leo, and **"Tunnels of the Terran Titan"** by Matt Latura. The overall winner of the dungeon contest is **"Small Medium Large: At Sword's End"** by Mukul Gupta.

This year also introduced a youth category with four submissions. These were a ton of fun to read! **"Geldradin"** by Zo Tchangov was the funniest dungeon with the coolest dragon. **"Squirrel Planet"** by Lina, Hendrik, and Joaquín had the best use of space chickens and a great team entry. Redwyrmling brought us the best traps and use of fart gas in **"Thieves Guild Training Dungeon"**. With a fun adventure and clear map, the winner of the youth category is **"Campfire Story"** by Kathryn R.

Congrats to all who entered the contest. Completing and submitting an entry to the One Page Dungeon Contest is no trivial task. Even if you have a great idea, there is a lot of work in the follow-through. Writing the content, creating the artwork, and planning the layout all need to go into a successful submission. Not to mention the editing and revisions! The skills and efforts you placed into designing your one-page dungeon are a stepping stone for publishing larger creative works down the road.

Big thanks to the judges for their hard work. Thank you to **Aaron, Chad, Cheryn, and Martin** for being our judges in the 2022 contest, and to **Jim** for taking on the task of qualification judging. The commitment and dedication you have put into reviewing the entries have been inspiring. On behalf of myself and all who submitted entries, thank you.

Take your favorite dungeons and play with them however you see fit. Play them at home or live stream them out to the world. Run them as is or expand them to better fit your own world and games.

Again, congrats to all participants. I invite all to return next year for the 2023 One Page Dungeon Contest. I can't wait to see what you come up with next.

- Todd



# *Judges*

## **Martin Thomas**

Martin has been playing tabletop RPGs since 1981 and is currently running two D&D campaigns, including a Moldvay Basic campaign for his 12 year-old daughter and her friends (plus one dad). He blogs about TTRPGs, and sometimes comics and Star Wars, at <https://daddyrolleda1.blogspot.com/>, where you'll also find a link to his shop with exclusive TTRPG designs on clothing and accessories.

## **Chad Vanisko**

Chad is old school because he lived it. As a veteran elder, Chad is a surveyor of games from the '70s, '80s, and beyond, and relishes in all genres of TTRPGs. When he isn't too busy creating evil clerics, fire-breathing chickens, and Minotaurs with god complexes, Chad enjoys sharing all variety of arcane and nerdy knowledge with his fellow roleplayers.

## **Cheryn Rapp**

Cheryn Rapp is an artist, writer, and the operations manager of Goblins and Growlers, a content and events business focused on building inclusive community through tabletop gaming. The games she writes tend to skew non-traditional, and her favorite projects usually include elements of map design and illustration or collaborative world-building that allow her to work with other writers and artists.

## **Aaron Minnick**

Aaron Minnick is a programmer and musician living in Portland, OR. His nerdy hobbies include TTRPGs and board games, reading sci-fi and fantasy, listening to actual-play podcasts, and indie video game development. As a 'forever-DM', he has read through and run dozens of dungeons, many of his own creation.

# ***Additional Support***

## **Jim Reavis - Qualification Judge**

Jim is the co-founder and CCO (Chief Creative Officer) of Spiel Knights. He has been playing Dungeons and Dragons since 2nd edition, and also has experience in GURPS, Mage, Vampire, Werewolf, and Pathfinder. Jim is a published author who enjoys reading George R. R. Martin, Terry Goodkind, and Brandon Sanderson.

## **Todd Richardson - Contest Host**

Todd is the founder and CEO (Chief Entertainment Officer) of Spiel Knights. He has been involved in roleplaying and board gaming since the days of yore. This included running the technical aspect of a game and hobby shop, where he wrote custom software to support the shop. The members of the board game club that gathered there were the first "Spiel Knights."



# ***Wonder***

## ***noun***

- : a cause of astonishment or admiration
- : the quality of exciting amazed admiration
- : rapt attention or astonishment at something awesomely  
mysterious or new to one's experience
- : a feeling of doubt or uncertainty

## ***verb***

- : to be in a state of wonder
- : to feel surprise
- : to feel curiosity or doubt

## ***adjective***

- : exciting amazement or admiration
- : effective or efficient far beyond anything previously  
known or anticipated



# Overall Winner

Small Medium Large: At Sword's end By Mukul Gupta

*Sword's end valley is in turmoil. Big things are small, tiny things are gargantuan. The PCs are tasked to investigate a magical relic located nearby as the possible origin of this tricky situation.*

# Runners Up

Tunnels of the Terran Titan By Matt Latura

*Somewhere below a swampy woodland is a strange, wonderful place that sits between two worlds. There are substantial treasures and other rewards to be had there, but be wary! There is more there than meets the eye and sites of great wonder go hand in hand with creatures of great ambition and power.*

Tomb of Gilgamesh By Edoardo Leo

*One final eclipse spells the start of the end times, and the stars fall down to Earth. A group of adventurers will have to enter the greatest monument of the Sumer and climb to its top. By the end, they will see the Moon shattered and face Gilgamesh and Enkidu themselves as the building crumbles.*

# Theme Winner

Princess Ivy's Incredible Island of Dreams By Scott Parker

*The delinquent Princess Ivy snuck into the palace vault and stole the Dream Amulet. She has now fallen into a magical sleep and the only way to wake her is to enter her dreams. Let your imagination go wild as you travel to Ivy's Incredible Island of Dreams, unravel its mysteries & find the Princess.*

# Youth Winner

Campfire Story By Kathryn R.

*After a camper and their councilor go missing into the mysterious forest, your party and the remaining campers may uncover the secrets of the camp.*



# ***Winners' Circle***

Chest of Krinnim

Melting Pot

Blood & Water

The Vanished

Grieving Road

The Promise

The Lost Wonder

The Fantastical Folding Fortress of Jaffee the Mad!

Princess Ivy's Incredible Island of Dreams

Tatu Niittykangas

Carlos Martins

Olobosk

Josh Domanski

Gus L

Ron Parker

Marcin Łączyński

Clint Hocking

Scott Parker

## ***Honorable Mention***

School of Chalk

The Ambulatory Temple

The Limitless Library

Devils and their Lies

The Eleventh Wonder of the Suvellian Age

Hotsl Cilor

Connor  
& Evan Murphy

Robin Gibson

Samantha Conklin  
& Andrew Walker

Simon Carryer

Steve Kilian

Kent Allen



# ***All Entries***

## ***In Order Of Submission***

- 1    Lost Temple of the Mad Apsara    By John Jordan
- 2    The Cardinal's Guardsmen    By John W. Vogel
- 3    Wander Heist    By Carles Hernandez-Ferrer
- 4    Mad Abbotts Lair    By Mark Murphy
- 5    Vault of the Forgotten King    By John Nash
- 6    Alicarnassus' Mausoleum    By BarakielTheArchangel
- 7    The Noisy Barn    By SD Gibson
- 8    Clarke's Third Law    By Peter Willington
- 9    Devils and their Lies    By Simon Carryer
- 10    The Fantastical Folding Fortress of Jaffee the Mad!    By Clint Hocking
- 11    Do Goblins Actually Force-Feed Giants In Caves?    By Kyle Adam Wright
- 12    The Temple of Fastening    By Sanni Ovaska
- 13    A plush escape    By Jan Bundesmann
- 14    Suirming Fragment of a Dead God    By Harry Menear
- 15    The Wedding of the Fairy Princess    By Eshan Mitra
- 16    the StoneSeeker Crypt    By Thomas Grunberg
- 17    The Lennox Family Amazing Circus    By Michael Solander
- 18    Magobia's Midnight Ingredients Run    By Nikolaj Bourguignon
- 19    The Promise    By Ron Parker
- 20    Vacant Snow Castle    By Petter Fornes
- 21    When Is Cake?    By Nathan Jones
- 22    Tunnels of the Terran Titan    By Matt Latura
- 23    Small Medium Large: At Sword's end    By mukul gupta
- 24    Mezrak's Foundry    By Nameless Designer
- 25    Blood & Water    By Olobosk
- 26    Melting Pot    By Carlos Martins
- 27    Volcanic Panic    By PlanofaTAK
- 28    Royal Flush    By Christopher Selby
- 29    A Battle Lost    By Matthew Unsworth
- 30    Galactic Kindergarten Escape    By Andrey Plisko



## ***All Entries -Continued***

- 31 The Hallway of Abandoned (Infinite) Worlds By 30299578815310
- 32 Grieving Road By Gus L
- 33 Tinyblin Empires By Anarchydice - Alex Welk
- 34 The Ambulatory Temple By Robin Gibson
- 35 Station W3-1RD By Damien Lopuck
- 36 Rosengarten By Filippo Broll
- 37 Quest for the lost Crown By Philipp Hajek
- 38 Princess Ivy's Incredible Island of Dreams By Scott Parker
- 39 A Tale of a Whale By Daniel Rubenstein
- 40 Temple of the Snake-Goddess By Andy Murillo
- 41 The Maze of Mala Dewm By J. Blasso-Gieseke
- 42 Gravity Well By Samuel Walladge
- 43 The Gardens of Folly By Neuth
- 44 Dark Well By Horos
- 45 The Holy Temple By Evelyn Nitch-Griffin
- 46 Tomb of Gilgamesh By Edoardo Leo
- 47 Thieves Guild Training Dungeon By redwyrmling
- 48 Fairy Train By Ewen Cusworth
- 49 Beast of Dogwood Forest By Larry Z. Pennyworth
- 50 The Eleventh Wonder of the Suvellian Age By Steve Kilian
- 51 The toymaker's problem By wmath
- 52 The 4x5 Dungeon By Vance Atkins
- 53 The Hatch By James Rosario
- 54 The Great Faerie Revolution By Patryk Ofat (MirisDor)
- 55 Guard Duty By Hunter Charest
- 56 Kolossus By Brian Shutter, James Hutt
- 57 GIANT MOLE BURROW By WASABIISOFT
- 58 Absent Without Leaf By Sjoerd van Wijk
- 59 There Will Be Magic By Tamas P.
- 60 Galaxy Quest By Bralex Adley



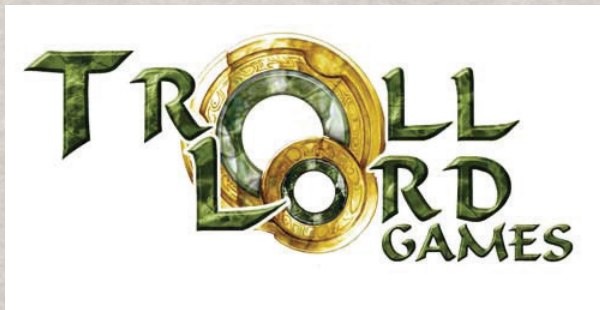
## ***All Entries -Continued***

- 61 Squirrel Planet By Lina (14), Hendrik (12), Joaquín (10)
- 62 The Titan's Hammer By Gareth Den
- 63 The B Section By Jacob Cordeiro
- 64 The Jester's Wondrous Cave By Paweł Kicman
- 65 Hunck's Hobby By Colin Lammie
- 66 Vault of the Three Fingered Flame By Scott Jarvis
- 67 That's no cave! By Øyvind Paulsen
- 68 Geldradin By Zo Tchangov
- 69 Chest of Krinnim By Tatu Niittykangas
- 70 Kill the GM! By Josh Archer
- 71 The Limitless Library By Samantha Conklin & Andrew Walker
- 72 The Stone Bone Mound By Dan Sumpion
- 73 ESCAPEd6 By Craig McClain
- 74 School of Chalk By Connor & Evan Murphy
- 75 The Vanished By Josh Domanski
- 76 The Lost Wonder By Marcin Łączyński
- 77 The Sylvan Woods By John Markousis
- 78 Crawling Ruins of the Lost Heretics By Adam Chafe and Grant Lambe
- 79 Hotsl Cilor By Kent Allen
- 80 A Mage's Worst Nightmare By Niyal Curi
- 81 Campfire Story By Kathryn R.
- 82 The Build-Your-Own Dungeon By William Steve
- 83 Glass and Glory By Ash C.
- 84 Dr. Demonara and The Dungeon of Death By John Earegood



# Sponsors

Thanks to the sponsors who help make the one page dungeon contest a reality.



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# Lost Temple of the Mad Apsara

Created by John Jordan

Long ago the inhabitants of this land dug down beneath a sheer cliff to reach the water deep below, carving a well and a temple to the guardian spirit of the water source. For decades they prospered and then they died and their settlement crumbled to dirt and dust over several hundred years. Only the well, and the guardian, remain. Once worshipped as a god now she languishes, scared, lonely, and angry.

The two platforms and stairs between the entrance and administrative office have been largely filled with drifting dirt (treat as quicksand), but players should be able to see the entrance and make their way further down. The sides and columns are carved with life size reliefs depicting farmers at work in irrigated fields, water healing the sick, and dancing worshippers offering animals, produce, works of art and even themselves to the naiad.

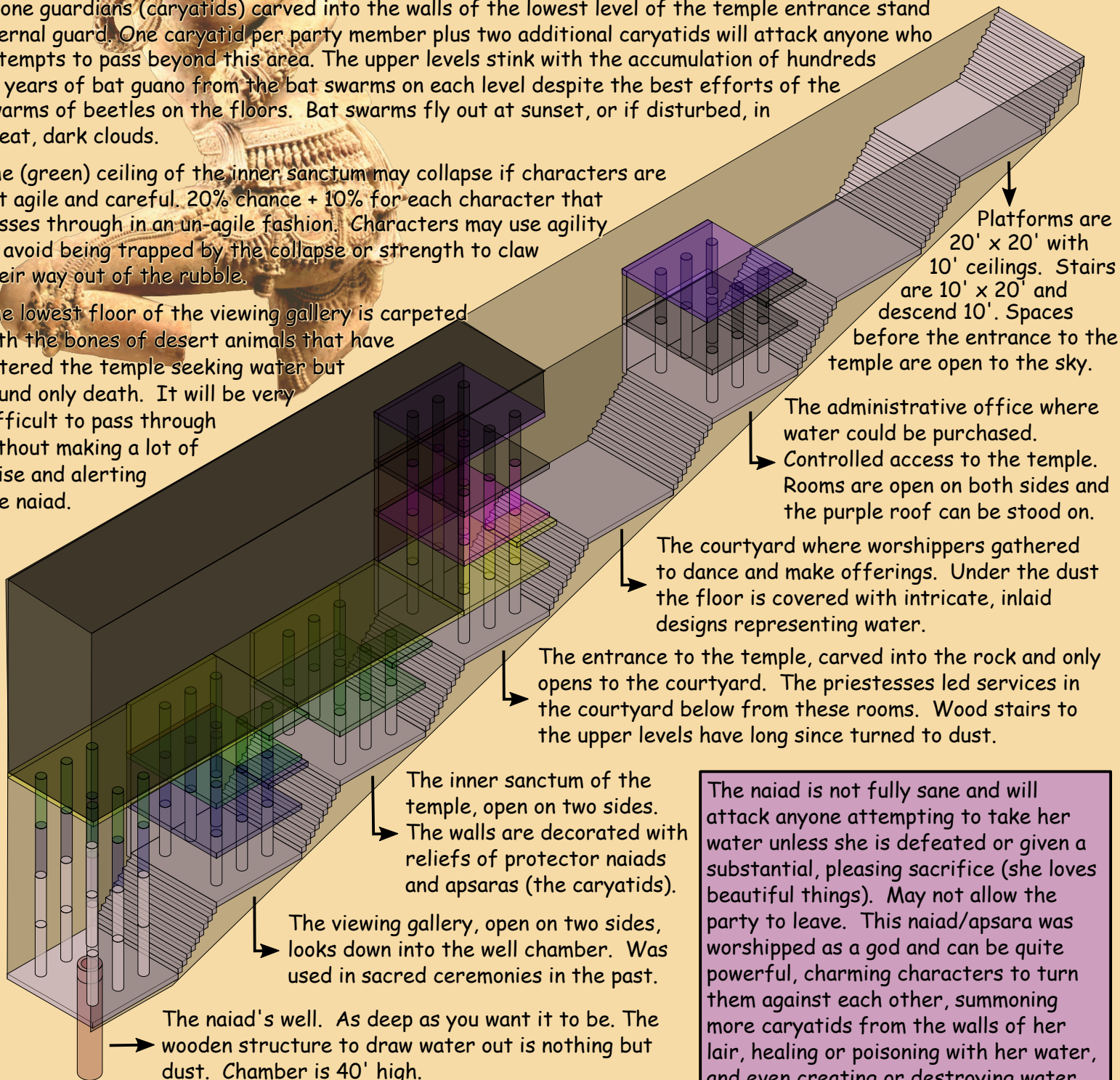
3d6 poisonous snakes have taken up residence in the upper portion (black level) of the administrative office and will attack anyone who enters and will drop onto anyone who passes beneath this level.

Stone guardians (caryatids) carved into the walls of the lowest level of the temple entrance stand eternal guard. One caryatid per party member plus two additional caryatids will attack anyone who attempts to pass beyond this area. The upper levels stink with the accumulation of hundreds of years of bat guano from the bat swarms on each level despite the best efforts of the swarms of beetles on the floors. Bat swarms fly out at sunset, or if disturbed, in great, dark clouds.

The (green) ceiling of the inner sanctum may collapse if characters are not agile and careful. 20% chance + 10% for each character that passes through in an un-agile fashion. Characters may use agility to avoid being trapped by the collapse or strength to claw their way out of the rubble.

The lowest floor of the viewing gallery is carpeted with the bones of desert animals that have entered the temple seeking water but found only death. It will be very difficult to pass through without making a lot of noise and alerting the naiad.

Reference: Rani Ki Vav stepwell.



The naiad is not fully sane and will attack anyone attempting to take her water unless she is defeated or given a substantial, pleasing sacrifice (she loves beautiful things). May not allow the party to leave. This naiad/apsara was worshipped as a god and can be quite powerful, charming characters to turn them against each other, summoning more caryatids from the walls of her lair, healing or poisoning with her water, and even creating or destroying water within the bodies of the living.



Cardinal Richelieu was certainly ruthless, but also brilliant and devoted to seeing France become preeminent. As a member of his elite guards, you serve him in all matters necessary for the security of France. The King's Musketeers are brave idiots who will get in your way as often as not. Vive la France.

**CAMPAIGN SET UP:** France begins the war unprepared because of the Queen Mother's fiscal mismanagement. Place three markers (armies) of their color, on each Spanish/Imperial (ochre) and English/Huguenot (red) city, but none on French (white) cities. Arrow symbols (colonies) count as cities.

**CAMPAIGN SEASON (GAME TURN) ORDER 1.** At the beginning of each season, roll for a random city, and place 1d3 friendly armies on it. The GM moves (in any order he chooses) all the armies in that city (only) and all armies outside of cities, 1d6 hexes toward the nearest enemy city or army (dice if 2+ are equally close). *Note: Red and ochre are not enemies, but cannot stack with each other, nor enter each other's cities.* **2.** After army movement is complete, the PCs can move as many hexes as desired, and must roll for encounters (see below) in each. **3.** After PC movement is complete, enemy armies in the same hex battle. Each side rolls 1d6, +1d6 if it has the most armies, +1d6 if defending a city, and the French (only), +1d6 if one or more PCs fought a successful battlefield encounter (one bonus only per campaign battle) in that hex in the same turn. The side rolling the highest single die wins. The loser immediately retreats 1d6 hexes toward the nearest friendly city, and loses half of his armies present (round up). If the highest dice are tied, both armies lose one third of their forces (round up) and are locked in position, to fight again next campaign turn. Opposing armies in the same hex cannot otherwise move. A city occupied only by conquering armies changes to their color. **4.** The season ends when the pcs stop at an inn (anywhere except at sea) and heal all wounds. *No other method of healing is available. A PC surgeon may be able to keep dying characters alive by a skill test after each encounter roll.*

**RANDOM CITIES (1D20)**

- 1 PLYMOUTH
- 2 UTRECHT
- 3 COLOGNE
- 4 NEW ENGLAND
- 5 KOBLENZ
- 6 MAINZ
- 7 SAN SEBASTIAN
- 8 NEW SPAIN
- 9 CALAIS
- 10 STRASBOURG
- 11 BREST
- 12 PARIS
- 13 LYON
- 14 ORLEANS
- 15 LA ROCHELLE
- 16 GRENOBLE
- 17 BORDEAUX
- 18 MARSEILLES
- 19 NEW FRANCE
- 20 TOULOUSE

**NEW WORLD WILDERNESS (OPTIONAL):**  
Encounters in America include enough foes (roll d6: 1-4=gators or grizzlies, 5-6=natives) to ensure a good fight. The d20 Encounter roll is 1=Medicine Man: For 1d4 x 1,000 crowns, he sells you a totem so that natives won't attack you, but will attack comrades with no magical protection, 2=Pirate Treasure: 4d6 x 1,000 crowns, 3=Quicksand: Save or die, 4=Lost (keep rolling encounters until slain, or you roll Lost again, meaning you found a colony). Note that the New World colonies count as cities for random location generation, such as placement of armies, or locations for His Eminence's various schemes, but encounters there are rolled on the New World Table only.

**OCEAN TRAVEL AND NAVAL BATTLES:**  
Movement by sea is the same as by land, but both PCs and armies are assumed to be traveling by ship. Encounters are with sharks (or similar) and pirates rather than wolves and cuirassiers. **OPTIONAL RULE:** For those historical accuracy nuts out there red (English and Dutch) fleets can be given an extra die when fighting battles on the seas, but not while shelling armies on land.

**RANDOM ELEMENTS (OPTIONAL):** Roll 1d100 at the beginning of each encounter: 1=Horoscope 2=Map 3=Fanatic 4=Witch Burning 5=Invisible Ink 6=Iron Maiden 7=Suicide Note 8=Loaded Dice 9=Poisoned Wine 10=Talking Raven 11=Severed Head 12=Orphan (peasant, gentry, nobility, royalty?) 13=VIP's Mistress 14=Hand of Glory 15=Grimoire 16=Saint's Relic 17=Unconscious Soldier 18=Crucifix or Bible 19=Musician 20=Roll 1d6 more times 21=Nothing. When 3+ Elements are accumulated, the PC's present must tell a story that fits them into the present state of the campaign. The GM decides if their story fits well/badly and adds it to the present encounter in some way as a reward/punishment. *By default, magic is not real, but most people believed in it, so it is powerful.*

**ENCOUNTER TABLES:** Roll 1d20 each time the party enters (or continues to explore) a map hex. A roll of 1-4 is an encounter, based on the tables below (i.e., a roll of 3 on the battlefield is an Artillery Barrage) 5-20 is always no encounter. **Pistols:** As heavy crossbow, one shot per 2 turns; ignores armor.

**CITY ENCOUNTERS:** 1d12-2 civilians will run, join in, or scream. Roll 1 on 1d6 each turn, for the Watch to appear. They ignore encounter #1. Plus:

- 1 Primary Agent of His Eminence: Roll 1d6. 1-3=A Black Widow (assassin) with a poisoned dagger. She flees if beaten, but carries a carte blanche which states "For the good of France, the bearer has done what has been done. /s/Richelieu." (this note can get you out of any scrape, once). 4-6=A Living Blade (extremely skilled swordsman). If you meet either, roll 1d6: 1=His Eminence wants you killed (for now, if you survive, he goes on to other concerns) or 2-6=The Widow/Blade sends you to a random city to kill someone who knows too much. These tasks bring no reward, but keep track of them. Each time you roll for an encounter in a city, you then roll 1d20. If you roll less than your total outstanding "assignments", your life is ended by a glass of poisoned sherry.
- 2 King's Musketeer: If met in a French city he will duel, if possible. In an enemy city, he becomes a loyal ally, until he sees you do something dastardly.
- 3 Footpads: 1d8 ruffians armed with clubs and daggers. Poor fighters, but twice as likely as normal to attack from surprise.
- 4 Double Agent of His Eminence: Deliver his message to a random enemy city, then immediately place 1d3 surprise French armies in any unoccupied hex.

**WILDERNESS ENCOUNTERS:** All of these are with a pack of 1d8 brigands or starving wolves (pirates or sharks at sea; use a map of ships in a boarding action, a dinghy, etc.). Defeating or foiling them has a chance (roll 5-6 on d6) to yield one of the following treasures:

- 1 Masterwork Blade or Pistol (50% chance of either): Half buried or otherwise concealed. Roll twice when attacking with either and take the best result.
- 2 Faithful Hound: Starving. If nursed back to health, equals a maximum strength wolf; loyal to the death.
- 3 Embarrassing Diary: Take it to Paris to get (1d12 + any number, your choice) x 1,000 crowns. If you roll 13+, the target panics and has you killed, no save.
- 4 Dead Secret Agent of His Eminence: Information carried, if returned to Paris, guarantees France victory in the next battle (only).

**BATTLEFIELD ENCOUNTERS:** Where opposing armies are in the same hex. You encounter 1d8 Reiters, pikemen, fantassins, etc., plus:

- 1 Dying Officer: His father is a wealthy noble from a random French city. Deliver his son's unmailed letter to him for 1d6 x 1,000 crowns.
- 2 Soldier of Fortune: A "loyal sellsword", he joins you, but save or he demands half every time you get money. This can be a Native Ally in the New World.
- 3 Artillery Barrage: Each turn a cannon ball drops in a random direction 1d20' from a random PC. All characters within 5', save or take heavy damage.
- 4 Marshal: Roll 1d6: 1-4=A French Marshal under attack; he commissions you an ensign if rescued. If already commissioned, he promotes you (ranks are ensign, captain, major, lieutenant colonel, colonel, and general). A PC general can hire mercenary armies (black 5mm dice) for 10,000 crowns, each, in any city. Mercenaries travel with their general and fight enemy armies but only fight one battle each turn. If they enter a hex containing enemy armies, they must stop moving for the turn. They can stack with/fight alongside French armies. Mercenaries allow their general to avoid most encounters (if desired), but NONE OF THE Cardinal's agents. 5-6=An Enemy Marshal and his army's colors. Capture them, and France wins the battle automatically, (no battle result roll). The Enemy Marshal also makes the campaign **WAR WEARY:** All troops, mercenaries, agents, etc., encountered in the future are raised by one level (whatever that means in your system), as the troops get nastier, and all treasure gained is devalued by 10% cumulative, as the economy crashes further.



# WONDER HEIST

A ONE-PAGE DUNGEON BY CARLES HERNANDEZ-FERRER (2022)  
<http://kuragari.xyz>



## HOW TO PLAY

The players might choose to play as guards of the museum or as the culprits of the robbery. In any case, they will be playing during the evening of the inauguration of this special event. The thieves have sent a letter to the museum's general director. In, the letter, they explain that three wonders were picked to be stolen, and they even tell one of their targets (pic randomly 3 of the wonders as the target of the thieves and let know one of them to the guards).

## PLAYING AS THIEVES

Using the right column, the one with rounded boxes with information on each wonder, the players can prepare their heist. The players have an inside source that provided them with invitations to attend the inauguration for half the party. Their goal is to steal the three wonders required by the game-preparation step and avoid as much as possible any issues with the guards and the guest. The general information on the square boxes on the left is revealed to the players once they move and interact with each room. After stealing each one of the wonders they planned to, roll for a complication in the "Complication for the thieves" list. The inside source can give some of the extra information to the thieves so they can prepare in advance for the heist (in other words, to lower the difficulty for the players).

## COMPLICATIONS FOR THE THIEVES

Roll a d6 to generate a complication: 1) The next wonder is protected by some sort of unusual spell or unknown technology by the thieves; 2) Museum's guards are taking the lead and a small battalion is waiting for them when the thieves get to the next wonder; 3) The information provided by the Museum was wrong and one of the wonders they planned to steal is misplaced (switch one of the wonders with any other one still in the museum); 4) The inside source has its agenda and will help the players but then try to get one of the wonders to themselves and disappear; 5) One of the guests is a military expert and will combat the thieves with unexpected techniques; 6) After one of the wonders being stolen, the guards have set a new set of traps to protect the remaining wonders.

## PLAYING AS GUARDS

Using the general information from the left column, the one with squared boxes and with information on each floor of the museum, they can prepare a plan to protect the wonders and catch the thieves. They do not know the extra information from the left column, but, as members of the security of the museum, but they have all the information from the right column. If the guards protect a wonder from the thieves, they will flee out and try for the next wonder after some time. Roll for a complication in the "Complication for the guards" list every time this happens. If the guards do not succeed, they will get a tip of one of the wonders that will not be stolen. Also, their boss will reveal some of the extra information from the left column so they can prepare in advance according to the set-up security measures.

## COMPLICATIONS FOR THE GUARDS

Roll a d6 to generate a complication: 1) The thieves lied about the wonders they want to steal and they will leave alone the one announced to the director of the museum; 2) Instead of acting as a single party, the thieves split and they try to steal two wonders at the same time; 3) The thieves are coming back heavily armed and they will tear down anyone that tried to stop them; 4) At some point, there is a malfunction in the museum that helps the thieves and slows the players (such as the lights go out, the fire fighting system goes on...); 5) One of the guests is taking the opportunity to steal one of the wonders, although it is not a member of the thieves; 6) One of the guards is a member of thieves and will attack the players in the worst moment for them.

### MAIN FLOOR

**Description:** A big hall was set to welcome all the dignitaries, members of the novelty, and renowned intellectuals. A cocktail party is given here for all the attendants.

**Extra:** Members of the museum security forces are guarding the big two entry doors and checking the invitations. The team deployed here is not paying proper attention to their job.

### FIRST FLOOR

**Description:** The museum placed two experts in crystallography to entertain the visitors, but they only care about their research and they are focused on the wonder.

**Extra:** An extraordinary system will reveal any living creature that moves close (within a ring from 5 to 1 ft) to the Dark Crystal, even if it is invisible.

### SECOND FLOOR

**Description:** Two special members of the museum, some sort of scholars, attend to the visitors claiming to be experts on the gigantic monolith. It is a lie.

**Extra:** The museum says it is inert, but the Marenostrum is held within special protection because touching it with bare hands burns the shin of any living creature (or metallic constructs) because of the bolts of lightning it emanates.

### THIRD FLOOR

**Description:** During the magnificent event, a short conference on astrology and its pass-through history is held at this level. The conference is unexpectedly and irritatingly long, gathering even more people in the room of the wonder.

**Extra:** Few members of the security forces are here, in contrast with the crowd that is interested in the art of reading the future.

### FOURTH FLOOR

**Description:** It seems that the guests of the event are not interested in "luck" since few of them are visiting this dark and cold space. The wonder's room has few light points and it is in shadows, mainly broken by the phosphorescing of the fishes.

**Extra:** Almost no security is located on this floor. The Lucky Swarm is protected by a special and new field that fixes the aquarium to the floor. Unfortunately, this field is experimental and there are 15% chances that it fails.

### FIFTH FLOOR

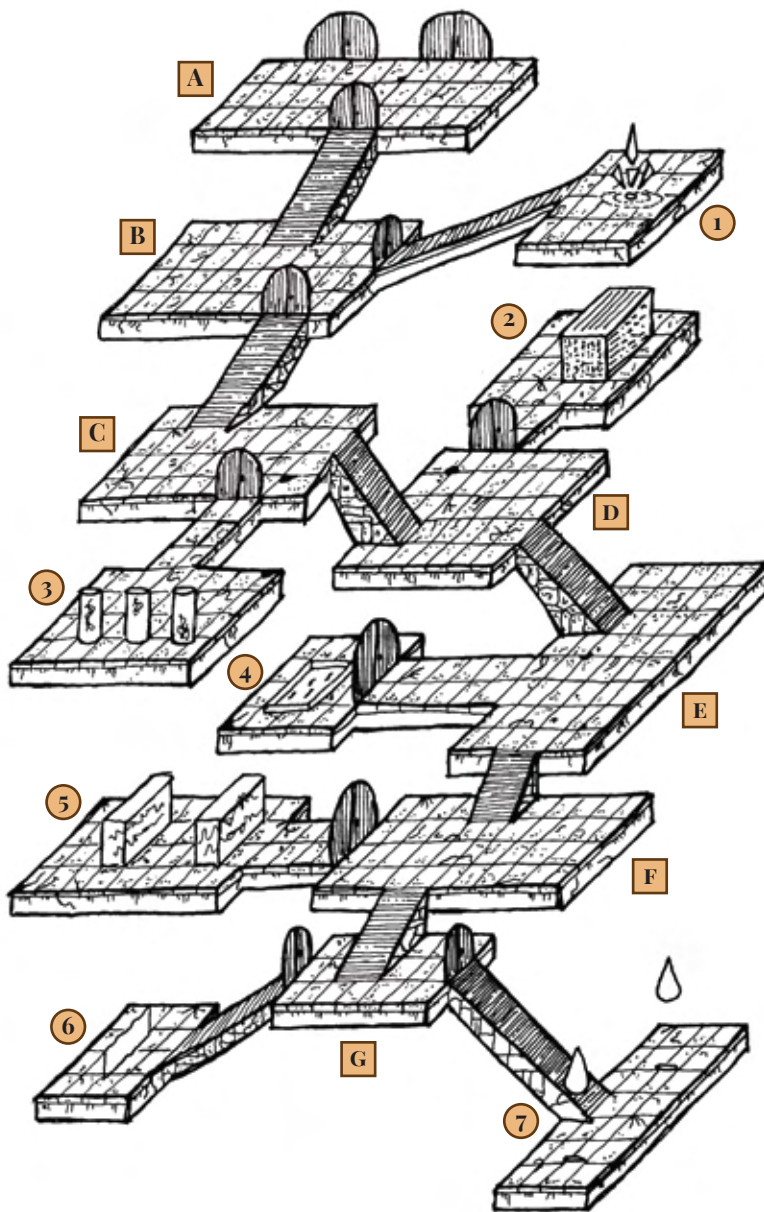
**Description:** During the event, a couple of families seems to be obsessed with The Library. Although two of the experts who studied this wonder are here to answer questions, they can't cope with these two families. Other guests seem more interested in the questions from the families than in the wonder.

**Extra:** A force field protects The Library and if it breaks, a security system closes the doors. Two guards are outside the wonder's room. They might come in because of the insistent families.

### SIXTH FLOOR

**Description:** Few people visit The Veil, it seems to create some uneasy feeling in the guests. On the other side, groups of people come and go from The Tear's room. At some point, during the event, two kids are injured because of the fire and the cold of the tears.

**Extra:** Two pairs of guards, are guarding The Veil, The Tears, and this floor. They do not talk, they only march, and they take more time than needed in Tears' room, while less than expected in Veil's one. No traps or advanced security settings were deployed here.



### THE DARK CRYSTAL

**Description:** A composition of five small floating crystals. Several investigations realized that it radiates some sort of energy signature. No effect was observed to its short time exposure, but no research was done to assess its long-term impact.

**Material:** Unknown.

**Size:** A total of 6 ft. tall and 4 ft. in diameter.

**Weight:** 11 pounds in total.

### MARENOSTRUM

**Description:** It is said that this large container can perform arithmetic operations faster than any living being. Unfortunately, scholars do not know how to operate it, although they know a power source is needed but lacking.

**Material:** Silicon.

**Size:** 10 ft. large x 5 ft. wide x 5 ft. tall.

**Weight:** 16 tones.

### A3

**Description:** Its name means "past", "present" and "future", but in an extinguished language. Each of these glass cylinders encloses an amalgamation of threads of light and dark. Looking at the patterns of the threads, some experts can entangle past events. Further research may lead to understanding future events and preventing future disasters.

**Material:** Glass.

**Size:** 12 ft. tall and 2 ft. in diameter each.

**Weight:** 2.5 tones each.

### THE LUCKY SWARM

**Description:** These little phosphorescent fishes are said to bring luck to their owners. Unfortunately, no experiment could prove or deny this statement since they were studied by The Professor (who became a known biologist after their contribution to the understanding of the mating strategies of the hidden mammals of the Shadodark afterward studying these fishes).

**Size:** 0.32 in. on average length, each.

**Weight:** 2 mg on average, each.

### THE LIBRARY

**Description:** These two large shelves of translucent crystals contain the voices of all creation. With the appropriate instrument, scholars were able to select one specific voice, that started to explain its own life. Scholars were able to place it 75 years ago approximate, according to some historical events described by the voice.

**Material:** Plastic crystal.

**Size:** 5 ft. wide x 10 ft. long, and 5 ft. tall. each

**Weight:** 18 tones each

### THE VEIL

**Description:** This sheet of unknown fabric has the property to let the observer see deceased members of their family. Unfortunately, it also generates a hypnotic pattern attracting the same observer to it. Those who crossed "the veil" are never seen again. Not recommended to stay in this room for more than 5 minutes.

**Material:** Scholars believe it is made from some organic material.

**Size:** 10 ft. long x 0.05 mm.

**Weight:** 16 oz.

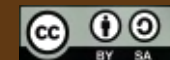
### TEARS OF SUN AND MOON

**Description:** While the Sun's tear emanates high levels of heat, the Moon's tear absorbs surrounding heat. It is unknown why or how those two tears levitate. One must move in caution to avoid burns either by heat or by extreme cold.

**Material:** Although scholars know both tears have a metallic origin, no known metal is light enough to explain the weight of the tears.

**Size:** 1.2 ft. tall and 0.65 ft. in diameter each (as a cylinder).

**Weight:** 35 oz. each.







**Dark times at St. Mugrunden Abbey!** Abbot Van-Wolff, ever experimenting with the dark arts, has triggered a devastating Portal mishap. An explosion of energy has vanished an entire segment of the underground temple leaving a bottomless pit. Worse, the portaled earth and stone has reappeared over the main abbey destroying the structure with its sudden violence. Locals have attempted several rescue missions but few return. Those that do report of walking undead, Monsters and the echoing laughter of the Mad Abbot!

**Adventures wanted!** Explore the dungeon beneath. Rescue any survivors and report back on the fate of Abbot Van-Wolff and his minions!

#### MAIN CAVERN: ①

Crates and wine casks are stored hear. A search behind crates reveals a hemp rope in good condition.

15 ft drop into the stream below. No damage from a fall. Vertical cliff face can be climbed taking advantage of natural hand holds with a DC 13 dexterity

A **Giant Tentacled Monster** frequents this portion of underground stream. If anyone enters water roll a D20. 15-20 means Monster is present and will attack.

**Rock Island** is easily accessible from water. Portal is stationed here. A search of the island reveals a adventures stash containing 1 healing potion, Fishing tackle and a hand axe.

#### SPIDER CAVE ②

Webbing covers the terrain south of rock before narrow entrance. Two Giant Spiders will attack if webs are interfered with.

#### QUARTERS: ③ ④

One Priest and four Acolytes make residence here. Driven Insane by the blast, They serve the Abbot and will fight interlopers. A portal sits against the Western wall.

#### VESTMENTS ROOM ⑤

Trapped Treasure chest inside release poison darts upon opening. Notice DC-11. Save DC-15

#### CRYPT/CELL ⑥

9 coffins populate the room, 4 are open and their zombie owners are patrolling the room and will attack all who enter. Search of empty coffins reveals : 1 potions of Healing • Signet Ring • 15 Gold  
Opening and searching the 5 remaining coffins will awaken 3 more zombies (2 other coffins inhabitants have deteriorated to dust over time). Within those coffins can be found: Scroll of Spider Climb • Amulet • 10 Gold pieces.

**Cell:** Behind the Bars is a makeshift prison. Within are two humans (would be rescuers) in weakened condition. There is a one-way Portal in this cell. You can portal in, but not out. The bars of the Cell door are old and rusty. Lock can be picked with Thieves tools DC 15. Crowbar , hammer or other tool can be used to bust cell door open. 30 HP for Door, 10 AC. Exhaustion penalty can occur for every 5 attempts at door.

#### TEMPLE ⑦

Blown out from Portal Mishap. A bottomless pit covers south end. A Portal is in north/east section.

#### Gargoyle Statue

4 alcoves feature 3 statues and one Gargoyle. Will attempt surprise attack.

#### Narrow Ledge

One at a time may pass. DC 12 to successfully traverse, Death to all who Fall in! Pins have been driven into wall with eyelets to receive guiding rope, But no Rope! No DC check required if rope provided and used.

#### ALCHEMY LAB ⑧

Mad Abbot/Archmage is within. He is insane and will fight to the death. Searching the crates of the room will reveal 2 Healing Potions

#### SECRET TREASURE ROOM ⑨

Passive perception of 17 will reveal door. A DC check of 10 to find it during an active search. A Floating Skull protects treasure within. Treasure chest contains: 200 GP • 350 SP • Magic Staff.

▽**PORTALS** will change their connection on an hourly basis. Should a party/player step on a portal, roll a D20 for destination.  
1-5 Room One • 6-8 Rock Island • 9-13 Room Three • 14-16 Room Six (Cell) • 17-20 Room Seven.  
Re-roll if current location is the result. Monsters will not follow players through a portal.

A One Page Dungeon  
by Mark Murphy  
@Mr.M.Draws



# Vault of the Forgotten King

A one-page dungeon by John Nash

## Wandering Monsters - (1 in 6 chance every 10 minutes)

1. 1d8 Giant Beetles feeding on mould.
2. 1d6 Giant Flies laying eggs in a corpse.
3. 1d4 Grave Robbers hiding from monsters.
4. 3d6 Skeletons marching back and forth.
5. A Giant Frog searching for a mate.
6. 1d6 Ghouls tracking the grave robbers.
7. 3d6 Giant Rats building a nest.
8. A phantasmal funeral procession.

**1. Entrance Hall** - Carvings of thieves dying in traps and monsters. *Secret door opened by pressing a carved monster's head.*

**2. Store** - Ancient stone working tools, ropes and pulleys. Tree roots growing through the ceiling. *Roots block and conceal the Eastern exit.*

**3. Red Devil Room** - Leering red painted devil faces carved into the corners of the ceiling. Sound of water from the North. *Covered pit is 10 feet deep.*

**4. Pit** - Rough unfinished stone walls. Damp and mouldy. *4 Giant Beetles crawling across the ceiling and walls.*

**5. Pool** - Water falls from an opening 8 feet above and crashes into a deep pool. *A Giant Frog hides in the pool waiting for prey.*

**6. Viewing Gallery** - Benches set out around a 10 feet deep pit. Rusty metal ladder set into the pit wall. Polished metal chute opens out of the South wall into the pit.

**7. Pit Beast Lair** - Roughly carved chamber. *A tentacle beast waits for prey to fall into the pit in #6. Coins and a pouch of red sapphire gemstones lie under the bones of the beast's past meals.*

**8. Altar Room** - White alabaster altar resting against the North wall. Carving of a howling head rests in the centre of the altar. Full length mirror on the South wall. *Spells cast near the altar are boosted and announced by the head. Mirror conceals the entrance to room #9.*

**9. Architect's Office** - Drawing desk, chair and piles of paper covered with scribbled maps. *Ghast sits at the desk and will eat anyone who interrupts its work. A treasure map may be found amongst the papers.*

**10. Running Water** - Fast deep stream runs out of a grate in the North wall, down a channel in the floor and into a tunnel to the South. A silvered longsword rests on a plinth against the West wall. *Water is enchanted to surge when anyone enters it, washing them down to room #5. The silvered sword is the key to the door in room #12.*

**11. Howling Room** - Domed ceiling and carvings of storms on the walls. Moaning sound comes from a carved mouth on the West wall. Metal funnel in the East wall leads downwards into a chute. Large lever in the South wall. *Pulling the lever opens the portcullis in room*

*#12 and cause a strong wind to blast from the mouth, pushing anyone in the centre of the room into the chute.*

**12. Gatehouse** - Carvings of skeletons killing thieves. Desiccated corpse speared on the portcullis. The Southern door has a heart shaped carving on it with a slot in the centre.

*The Portcullis is opened by the lever in room #11. The door is locked and is unlocked by pushing the silvered sword from room #10 into the slot in the heart carving.*

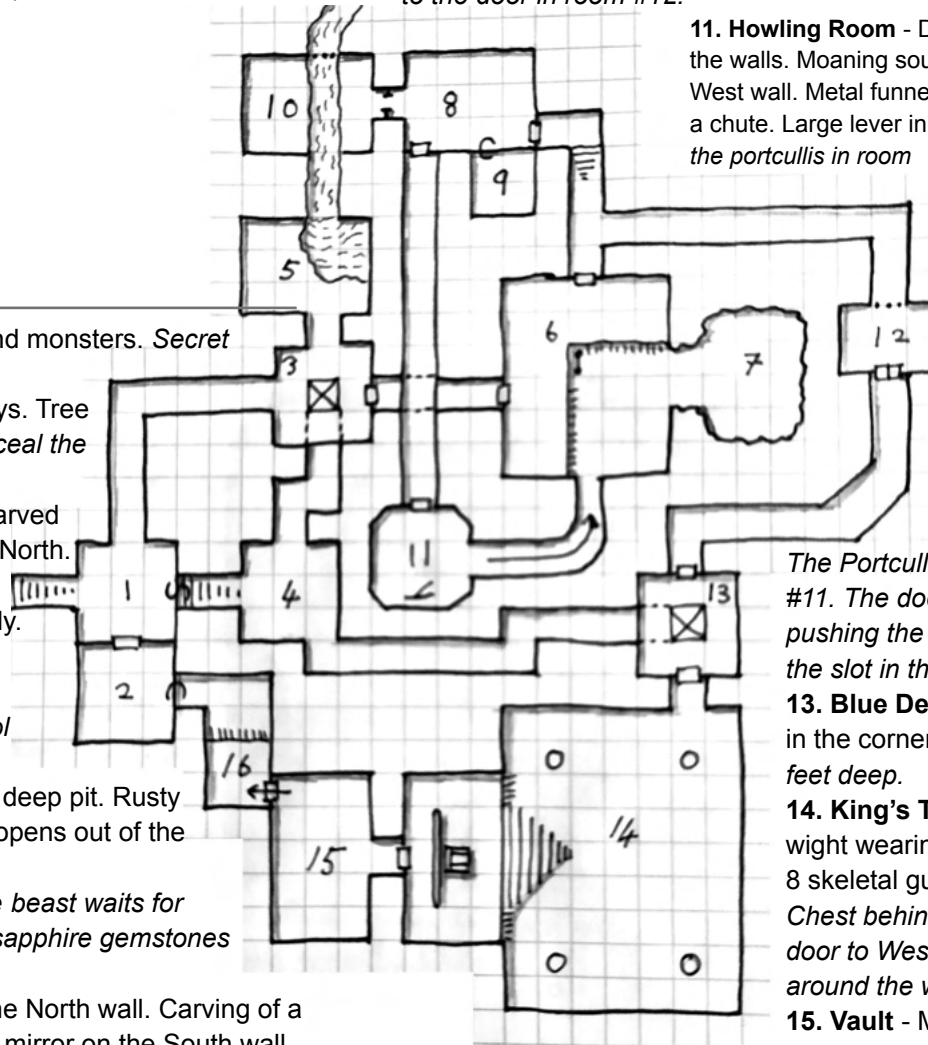
**13. Blue Devil Room** - Crying blue devil faces in the corners of the ceiling. *Covered pit is 10 feet deep.*

**14. King's Throne** - Echoing frosted hall. A wight wearing a crown sits on a throne while his 8 skeletal guards drill in the hall below him. *Chest behind the throne contains coins. The door to West is locked with a key on a chain around the wight's neck.*

**15. Vault** - Metal walled room. Coffers on benches. Old ledgers.

*Many coins and a ring of plant control in coffers. Scroll containing 3 spells under a ledger. Door in the north-west is opened by a hand crank.*

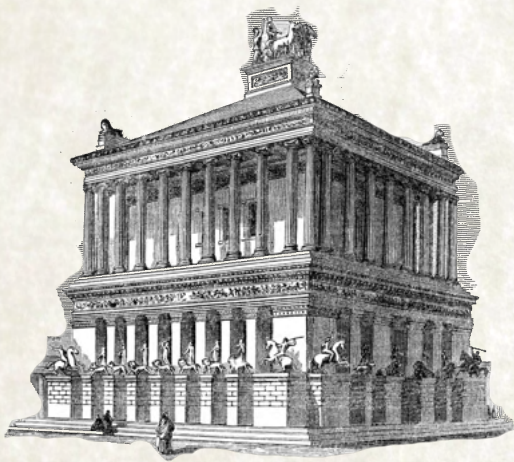
**16. Dropping Passage** - Passage is split into a lower North end and a 10' higher South end. *There is no handle on this side of the Southern door.*





# ALICARNASSUS' MAUSOLEUM

Little and nothing is known of this mausoleum, nor of the elusive Alicarnassus. Some scholars argue that the name was of an ancient emperor buried here, others that it was the name of the city where once it stood, now lost in time. What is certain is that none of the grave robbers who entered it re-emerged alive. So all the treasures that should be inside may still be intact ....



## 8: STATUE'S RAMP

A strange hollow is easily noticeable in the ceiling from the ramp's end. If the **Chariot Pin** is inserted, the altar with the **Fake Tomb** will move revealing the ramp to the **True Tomb**.

## 1: THE COLONNADE

On each column a statue: a mounted warrior with a spear or a supplicant bringing offerings. If a creature moves between the columns without an offering, the warriors will hit with their spears (d6). Blood splatters everywhere.

## 2: THE ENTRANCE

An old man sits near the door. Offers the secret to enter the mausoleum without being stabbed by the statues in exchange for something the PCs keep dearly. Will steal from the PCs if ignored. If he receives something he runs away.

## 3: VESTIBULE

Two giant warrior statues clad in stone armor guard the two entrances (5HD, armor as plate and shield, great spears (d8)). They are impervious to physical damage. Both will crumble if the **Chariot Pin** is inserted in the ceiling (8).

## 4: RAMP TRAP

The **Pin Golem** will send a Boulder rolling from the top if PCs try to go up. The boulder is visible from below. Save to Dodge or take 4d6 damage. The Boulder will always kill every kind of statue it hits. This will happen only 1 time a day if the **Pin Golem** is not destroyed.

## 7: TRUE TOMB

The Emperor's true tomb. All the treasures not found in the previous rooms are here, plus 1000 GP. The armor of the Emperor can be removed from their body, but it's cursed. If worn, transform the wearer in a stone golem. The Emperor themselves is a stone golem in fact. If disturbed, they rise. Not angry. Just disappointed.

## 6: FALSE TOMB

An altar with a sarcophagus in a richly decorated room with mosaics. The sarcophagus contains a deadly poison that spreads in the mausoleum if opened and clears in 3 days. An offering can be placed on the altar. The statues will not attack who placed it.

## 5: UPPER FLOOR

The **Pin Golem**, a monstrous construct of metal and flesh, roams this room, as eternal guardian (8HD, armor as plate, metal fists (d8)). Embedded in it's chest, the **Chariot Pin**. If the golem falls into the hole in the room, it dies instantly, shattering.

## RANDOM ENCOUNTERS (1D8)

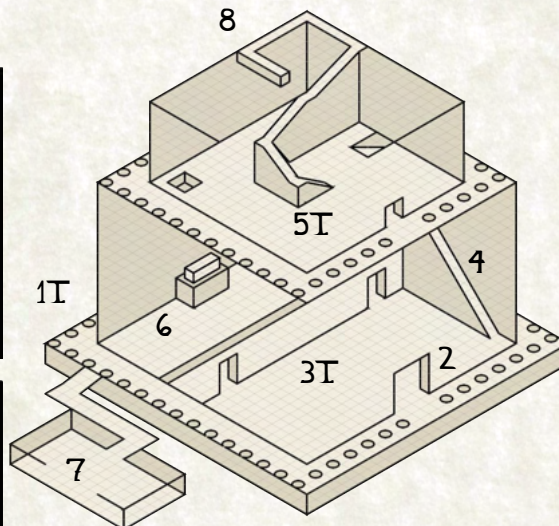
(every 10 min or if the PC's make some noise)

- 1 A rat runs away and hides. If the Characters are in the **False Tomb**, it disappears under the altar.
- 2 A **scavenger** (2HD). Armed with a knife (d6). 1 on 10 they have some treasure (1d10×10 GP)
- 3 A **vengeful spirit** clad in ancient armor. Try to steal a PC soul and run away.
- 4 1d6 **Stone soldiers** 4HD, armor as mail and shield, spears(D6). Will try to scare away the PCs
- 5 **Hernest Brendbury** (famous goblin explorer). Knows the secret to unlock the **True Tomb**. Is searching for the **Chariot Pin**
- 6 **Leonine Statue** 6HD, armor as mail, stone claws (D6). Will animate and attack. Can be distracted with a spherical object
- 7 Spirit of a deceased scavenger. Will give a random information about the mausoleum, then disappear
- 8 **Pin Golem Omen**: loud crashes and thuds coming from the **Upper Floor**.

## TREASURES(1D8)

(Roll for T on the Map)

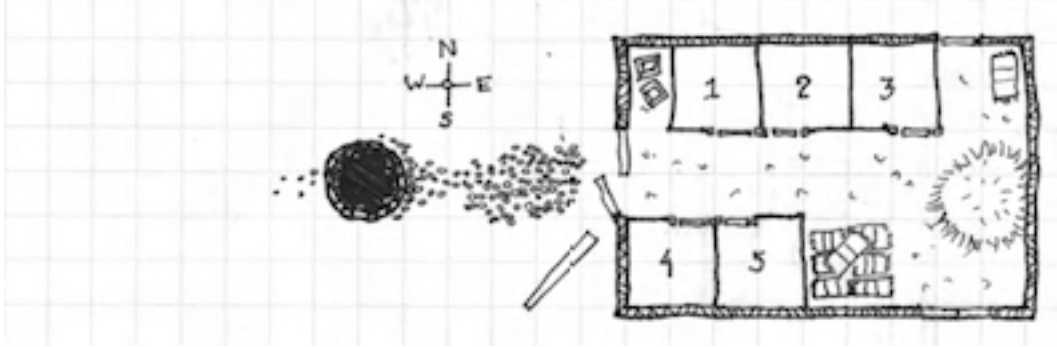
- 1 A gem encrusted chariot figurine
- 2 A golden military insignia
- 3 A light and sturdy stone weapon
- 4 1d100 shiny silver coin
- 5 A little figurine silently weeping
- 6 A golden harp: sound make animal cease to fight (even stone animals)
- 7 The Favorite veil: take a feminine appearance
- 8 The Emperor Signet: summon a stone soldier.





## The Noisy Barn by SDGibson

The Noisy Barn begins as a member of the Dharnast town guard asks the characters for a simple favor. “Widow Jenkins has been complaining about strange sounds in her barn,” they say. “Help her for me, and I’ll owe you one.”



Outside the old, battered barn, players see a well. Cobblestones lead from it to the open barn door. A long, heavy plank or bar rests on the ground south of the door. Inside are five stalls, boxes, bales of hay, and a tall pile of straw at the eastern end of barn.

### Set Up

1. Pick an appropriately difficult **dragon wyrmling**. Adjust its statistics to challenge, not devastate, the party.
2. Roll 2d6. The first die determines in which stall the **wyrmling** hides. A “6” places it under the pile of hay against the eastern wall. The second result determines which stall has the broken shell of a dragon egg in it.
3. Roll a d10. Divide the result by two. This result places Widow Jenkin’s **plow/riding horse**, Rex, in a stall.

### Adventure

1. Widow Jenkins greets the adventurers outside the barn. She has found her courage and explains she has a pitchfork. Characters can Persuade (DC 15) or Intimidate (DC 10) her from helping. If asked about possible causes of strange sounds, she will eventually say she angered a mischievous Fey decades ago.
2. Characters hear the whinnies of a panicked horse outside the barn, but no other sounds.
3. They need to search the barn for the cause of the horse’s panic.
4. Animal Handling (DC 15) calms Rex enough the horse can be lead outside the barn. Otherwise, as characters look in a second stall or at the end of the second round of combat, the horse escapes its stall. Roll a d8 to determine the direction it runs. Dexterity (DC 13) lets characters dodge. An unsuccessful roll results in 1d4 damage from the panicked horse. The wyrmling considers the horse an enemy.
5. The wyrmling hisses when approached. Once found, it attacks. If reduced to 25% of its hit points, it flees. Roll d6. With an even result, it flees to hide deep in the dark well. Odd, it flies toward the horizon.
6. If combat lasts more than four rounds, if the dragon uses its breath weapon, or if it damages the barn when it flees, the building will wobble for one round. After that round, a DC 13 Dexterity save is required to avoid 1d6 damage as the barn falls around the characters. Allow characters to innovate, using Strength, Intelligence, or other skill checks creatively to prop up the building if they wish.
7. If they don’t defeat it, characters may see the direction of the dragon’s escape. Members of the town guard and Widow Jenkins encourage the party to follow it: “Can’t have that thing growing up close by.”

Consequences	Widow Jenkins dies	Widow Jenkins lives
The barn falls	Characters are politely but firmly told to leave town and never return	The town’s attitude toward the characters remains unchanged
The barn remains standing	The town’s attitude toward the characters remains unchanged	The town takes up a collection for the characters yielding 1d100 gp

### Optional complications (d4)

1. Widow Jenkins is a Dragon Cultist. Rather than entering, she bars the party/meal and dragon inside.
2. No matter how successful the characters’ persuasion or intimidation, Widow Jenkins joins them during the second round of combat. Use **commoner** stats and treat the pitchfork as a spear.
3. Widow Jenkins worships a god of goodness. Use the **priest** stat block as she joins the party.
4. Rather than hiding in a stall, the wyrmling clings to the ceiling of the barn as the characters enter. It drops on them and gains surprise.



## //Background {

Researchers on ice planet Theta are running social experiments on the PCs in a simulation with a hard light environment. A week ago the subjects were abandoned when researchers were ordered to evacuate after a terrorist group (falsely) claimed they had rigged explosives within the facility.

Now aboard escape vessels in orbit, the researchers await rescue. But the Sim wasn't meant to be online this long and now its hardware is beginning to malfunction...

}  
  
//Guidance {  
> This content (the "Lab") is used with a one shot fantasy dungeon (the "Sim"). You decide where to place each Lab location.

> Everything in the Lab should be described in magical fantasy terms: lights are "brilliant fireless sconces", touchscreen tablets are "wizard tomes of shifting letters", a Monitoring Station is akin to a "Technomagister's workshop".

> Apart from the PCs and their equipment, everything in the Sim feels real but cannot exist outside it, where it dissolves unless returned quickly to the Sim.

> PCs can read the Lab's language.

> Exit replaces the ending of the Sim.

> Infrequently, at dramatically interesting moments, secretly roll 1D6;

>>>> 1-3: no error in the Sim occurs

>>>> 4-6: roll 1D6 on Tech Errors Table

## //Tech Errors Table {

>>>> 1-2, Projection Equipment

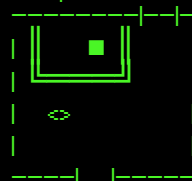



Exposed hardware. Malfunctioning observation devices. Futuristic objects and materials.

Fantasy Suggestions: Smooth and stone-like artefacts of an ancient/unknown race. Pearlescent blueblacks. Warm to touch. Clockwork sounds.

>>>> 3-6, Artificial Intelligence

Low resolution, crudely repeating, flickering projections. Changes to physical properties of Sim environment and creatures. Illogical choices. Odd speech patterns.

Fantasy Suggestions: Objects and creatures possessed by daemons. Portals into the magical ether. A cursed place. Crackles of wyrd energy.

}  
  
//Map: MS1&MS2 {  
  
}  
  
//Map: Exit {  
  
}  
  
Clarke's Third Law  
By Peter Willington  
  


## //Monitoring Station One {

[[“An area of the surface shimmers and disappears, revealing a passage into a darkened room.”]]

A light flickers on, the room is sparse. A large steel door is at the rear of the room, firmly sealed.

In the room is a wide plastic and steel desk and chair. On its surface is a coffee cup with multiple-coloured moulds growing in it. Stamped on the desk's underside is The Strand logo and “MS1”.

On the desk is a tablet computer. When picked up, the screen will light up and unlock. Among the files on it are notes making reference to events that could have occurred in the Sim, such as “[PC's Name]'s quick temper can be used against them” and “I still question if they will find the [Item]?”. Further exploration of the tablet reveals images showing areas PCs could find ahead.

## //Monitoring Station Two {

[[“That strange shimmering again, as another portal reveals itself... ”]]

The layout and equipment here is identical to that of Monitoring Station One, though the table's underside is stamped with “MS2”. A plate sits smashed next to the chair, with fragments of heavily decomposed food scattered nearby.

The steel door is sealed, but has a small window in it, which looks out to a very dark corridor, concealing arrows pointing to places called “Recalibration Chamber” and “MS1”.

On the tablet are images of the PCs in stasis before entering the Sim, with their non-Sim names underneath. Investigating the tablet further gives the name of the Sim they are in, and previous Sims, such as “Morgansfort”, “The Catcott Collection”, “The Shard”, etc.

## //Exit {

[[“Suddenly, everything around you blurs and fractures... coalescing, brightening, disorientating, and transforming into what you see before you...”]]

The experiment encounters a major fault. Tech Errors PCs encountered earlier should be made obvious. A sterile light above an emergency exit winks on. When the PCs walk through, it closes and seals behind them.

The dark hallway lights as the PCs move through. It's impossibly clean, the walls lined with sealed doors above which read “MS13-18”, “Server Access Corridor”, and “Creative Department”. An artificial voice on a hidden speaker occasionally repeats “This facility is being evacuated. Proceed to the nearest Emergency Escape Vessel”.

In the launch room is a ceiling covered by a pulsing blue wall of light, looking out to the stars. One escape vessel remains. After getting onboard, the voice says “Please take a seat and relax. The Strand Corporation hopes you have a great day”. The door closes, the vessel launches.

As an epilogue, use the Background to narrate a lighthearted “and finally...” ending segment on a local news report.



# Devils and their Lies

A free one-page dungeon by SIMON CARRYER  
<http://creativecommons.org/licenses/by-sa/3.0>

**B**ARON ORLOV was cast into the oubliette at CASTLE GORLOIS to regret his demonological crimes. Later, when the castle was razed by avaricious neighbours, both he and the LADY GORLOIS had vanished. Wagging tongues hold that the couple fled through a secret portal, and wonder what became of the castle's gold.

## 1 Empty Room

Spiral stairs from above open into this room and continue downward to a barred door to 6. Entering the room causes the skeletons in 3 to begin generating ECTOPLASMIC PROJECTIONS.

## 2 Staircase

The barred door to 3 is locked. Brass scales on the plinth are askew. While the scales are level the barred door is unlocked.

## 3 Donjon

While unburied, the six shackled skeletons here each generate an ECTOPLASMIC PROJECTION (1HD CHILL TOUCH 1D6) when living humans are near. Such generation takes 1d4 turns, after which time it begins seeking victims. If a projection is destroyed the skeleton will begin generating another.

## 4 Oubliette

Four 10' deep pits in the floor are covered with barred hatches, latched shut. One pit contains TARRARE, once a convicted murderer, now a ghoul (2HD CLAWS 1D6, SAVE VS PARALYSIS). He will bargain information for his freedom. Another pit has a false bottom that lifts to reveal a ladder to 5.

## 5 Secret Corridor

Beneath a loose floor tile is a folio containing notes from Orlov's demonic consultations. This includes a contract with the minor demon HAAGENTI, entitling the bearer to a single act of service, exactly as asked. The demon will perform this service to the letter, but assiduously avoid fulfilling the spirit of the request.

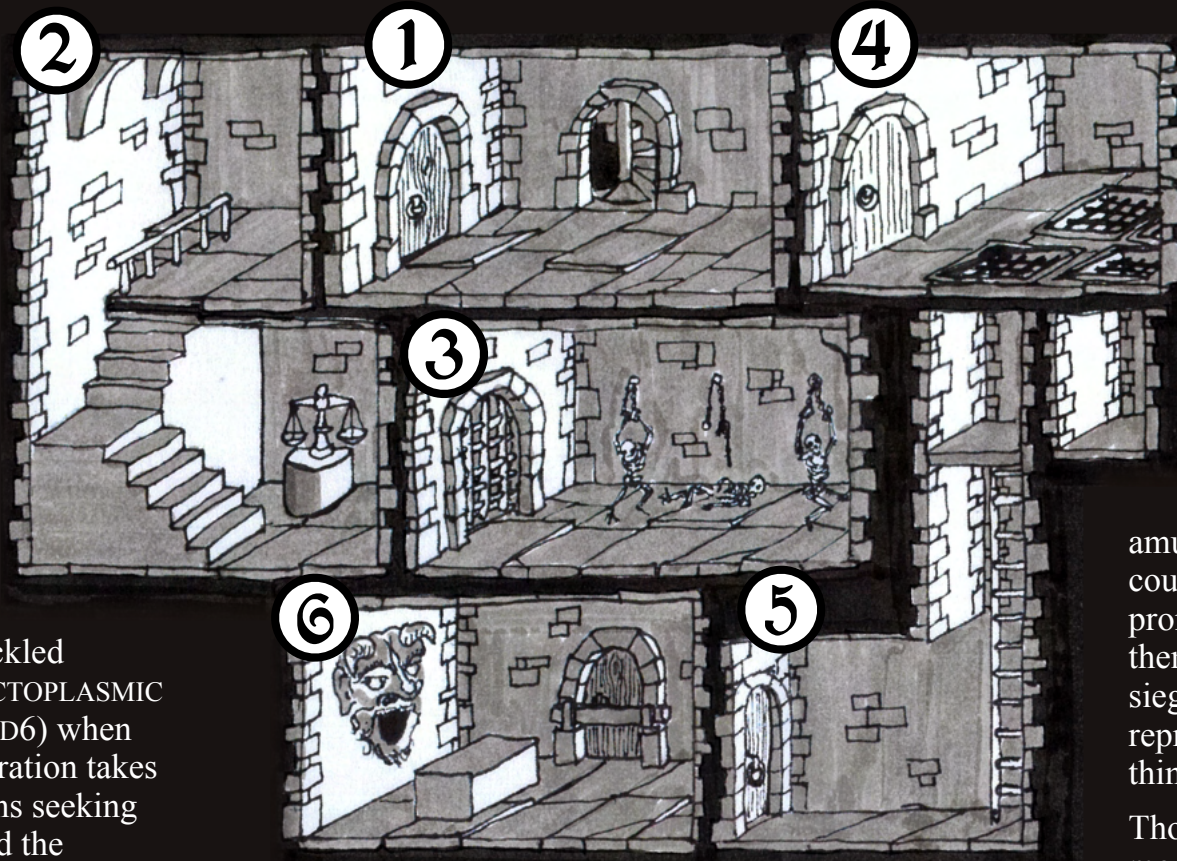
## 6 Devil Face

A giant cerulean face gapes open-jawed at the room, its eyes suggesting sardonic humour. Inside the mouth is inky void. Before the face is a marble altar stained with dubious liquids.

The face is an emanation of the demon BIFRONS, conjured by Lady Gorlois and Baron Orlov as a tutor. For his

amusement Bifronds persuaded the couple to climb into his mouth, promising that this would transport them to a secret refuge, safe from the siege. Bifronds will make similar representations to anyone else he thinks might believe him.

Those who do climb into Bifronds' mouth are immediately annihilated.





# The Fantastical Folding Fortress of Jaffee the Mad!

A One Page Dungeon  
adventure for [4]  
mid-to-high level  
characters.

Jaffee Jafaharz, otherwise known as **Jaffee the Magnificent**, has attempted to imprison **Awhout-rout-yuth**, the **Infernal Prince of Madness** but it backfired! The treacherous god has possessed and enslaved Jaffee and unleashed a terrible curse across the land, driving thousands

into raving hysterics! Now the powerful Gehasam family, whom Jaffee has long served as Court Mage and mystical advisor, have called for adventurers to travel to Mudinak in Jumira to resolve the crisis. Descend into Jaffee's magical, **shape-shifting fortress**, unlock its secrets, and banish Awhout-rout-yuth back to the Infernal Realms!

## TURNUP

To unfold the  
page to  
normal, use  
the Turnup  
Gear

**7 The Turvy Shrine:** Imprisoned here is **Oblorgomo**, a **cylops**, and footman of Awhout-rout-yuth. He is keeper of **Turvy**, an emerald studded platinum gear, that grants a bonus of +2 to all Resistance Rolls (Saving Throws).

## ENTRANCE

**3 The Topsy Shrine:** Imprisoned in this room is **Dama Gejmorul**, a **Fallen Celestial Knight**, and ward to Awhout-rout-yuth. She is the keeper of **Topsy**, a ruby encrusted golden gear, so 10% of any damage she does is restored as health.

**1 (a-d) Kamera Infinita:** These mirror-walled chambers shapeshift as the fortress folds through dimensions. Close your eyes and roll to exit via a random door or resist mental attacks to avoid damage to mental stats.

**4 The Fold Viper Nest:** The rooms of this enchanted obsidian labyrinth are constructed to contain Jaffee's prized pets; two **Fold Vipers**: giant extradimensional snakes that can Plane Shift at will, and whose venom can cause madness.

**8 The Privation Cells:** Imprisoned here are the so-called white wraiths. These are eight former patients whose minds have been shattered by Jaffee's failed experiments. They are now bitter wraiths wearing canvas straight jackets instead of dark robes. Now that Jaffee himself is powerless, they are free from their cells and will take revenge against any who enter here.

**9 The Shrine of Awhout-rout-yuth:** Here the powerful wizard **Jaffee** is possessed by **Awhout-rout-yuth**, the **Infernal Prince of Madness**. In this weakened form, Awhout-rout-yuth is effectively an immortal **Demon Lord**. Also in the room are four **Animated Statues**, each of which is possessed (and animated) by one of the dire hyenas (**Infernal Whelps**) that normally drag Awhout-rout-yuth's cackling, wretched body around like a hysterical, mangled chew toy. Destroying the four statues will unleash the beasts, which will then drag the Mad God, howling, back to the Infernal Realms where he belongs.

**V (1-5) The Enfolded Vaults:** These four chambers were specially constructed such that they can only be accessed by those who have mastered the secrets of the Folding Fortress. Four of them contain powerful, priceless artifacts, the last is a treasure vault.

- **V.1: The Amulet of Iodruz:** a jeweled amulet allowing the wearer to make an intelligence challenge to avoid paying the cost of casting a spell (using a spell slot, paying mana) (1/day)
- **V.2: The Vanguard's Shield:** a magical shield that enables a knight to contribute to the defense of any ally within 10 meters (30')
- **V.3: Penitenzja:** a named Bastard Sword, seemingly forged from a pure white steel, that grants +3 to all attack, defence and damage rolls against Infernals and Undead.
- **V.4: The Bow of Echoes:** allows an archer to fire up to twice as many arrows, with all damage being cumulative and treated as a single attack – but if any attack misses, they all miss.
- **V.5: The Treasure Vault:** This is Jaffee's treasure vault, filled with precious jewels, artworks and cash. Allow each player to roll on a high level loot table (no magic items), or let them roll (2d6) x (2d6) x 10,000 in gold and platinum bars and ingots.

**5 The Turnup Shrine:** Bound to this room is **Votress Kobjilka**, a powerful witch, and handmaiden to Awhout-rout-yuth. She is the keeper of **Turnup**, a silver gear with inlaid sapphires, that restores her magical power (spell slots, mana).

**6 The Galleries of Madness:** These halls contain Jaffee's inspiration (and aspiration); a collection of **18 paintings** depicting madness, created by the greatest masters throughout the ages. Those

with Art skills can roll to identify the works, the artists and potential value. Not all of them are real, (but all are fragile, awkward, and bulky). For each painting successfully inspected, roll on the **Paintings Table**.

## Paintings Table: Roll 1d6

1-2: appears real, only an expert can tell it is a forgery  
3-4: a **perfect illusion** that disappears if taken from the Fortress  
5: attacked by an **amorph** (mimic, shapeshifter, etc.)  
6: authentic masterwork: value 6d6x100,000 (One is an **Animated Painting**. That will attempt to **charm** a solo character and keep them here forever.)

**2 (a-d) Kamera Kontrola:** These control rooms each feature an enormous altar carved from a single slab of polished quartz, illuminated from within. Each altar has a slot into which can be inserted the **Topsy Gear**, the **Turvy Gear** or the **Turnup Gear** to fold the entire fortress through parallel dimensions.



# 1 PAYROLL

- World-weary **hobgoblins** near a table facing 2, tackling **goblins** sneaking out.
- Chest with a total **25 gold pieces** in small pouches of 5 silver pieces.

# 2 TRASH DISPOSAL

- Hidden **gray oozes** in cracks.
- Poorly-hidden **bear traps**.
- Pairs of **goblins** gleefully dump rotten guts and waste from 9.

# 3 GOBLIN BEDCHAMBER

- Sleeping & fighting **goblins**.
- Back wall collapsed, straw beds amid the rubble.

# 4 KITCHENS

- Bored **goblins** cooking, singing, bringing food from outside.
- Dozens of pots and ladles, fires, butchering stations.
- Stench of meat, blood.

# 5 COLLAPSED ROOM

- Crazed, morbidly obese **hill giant** alone in the dark, *eating*. Roll a d4:
  1. Attacks self with fist.
  2. Ear-splitting scream.
  3. Punches, grapples nearest.
  4. Bites nearest.
- Debris from collapse, gnawed bones, mundane weapons.

# 6 TREASURE ROOM

- **200 gold pieces** of jewels.

# 7 TRANSIT ROOM

- **Goblins** fighting on/over ladder.
- Locked door to 5 has "X" scratched on it at goblin height.
- Door to 8 has "Big King Queen".

# 8 "THRONE" ROOM

- **Goblin** with pewter cup crown, regal on a ceramic pot throne; demands:
  - Two cows to feed to the giant.
  - A goat to ride into combat.
  - 200 gold pieces of jewels.

# 9 TRANSIT ROOM

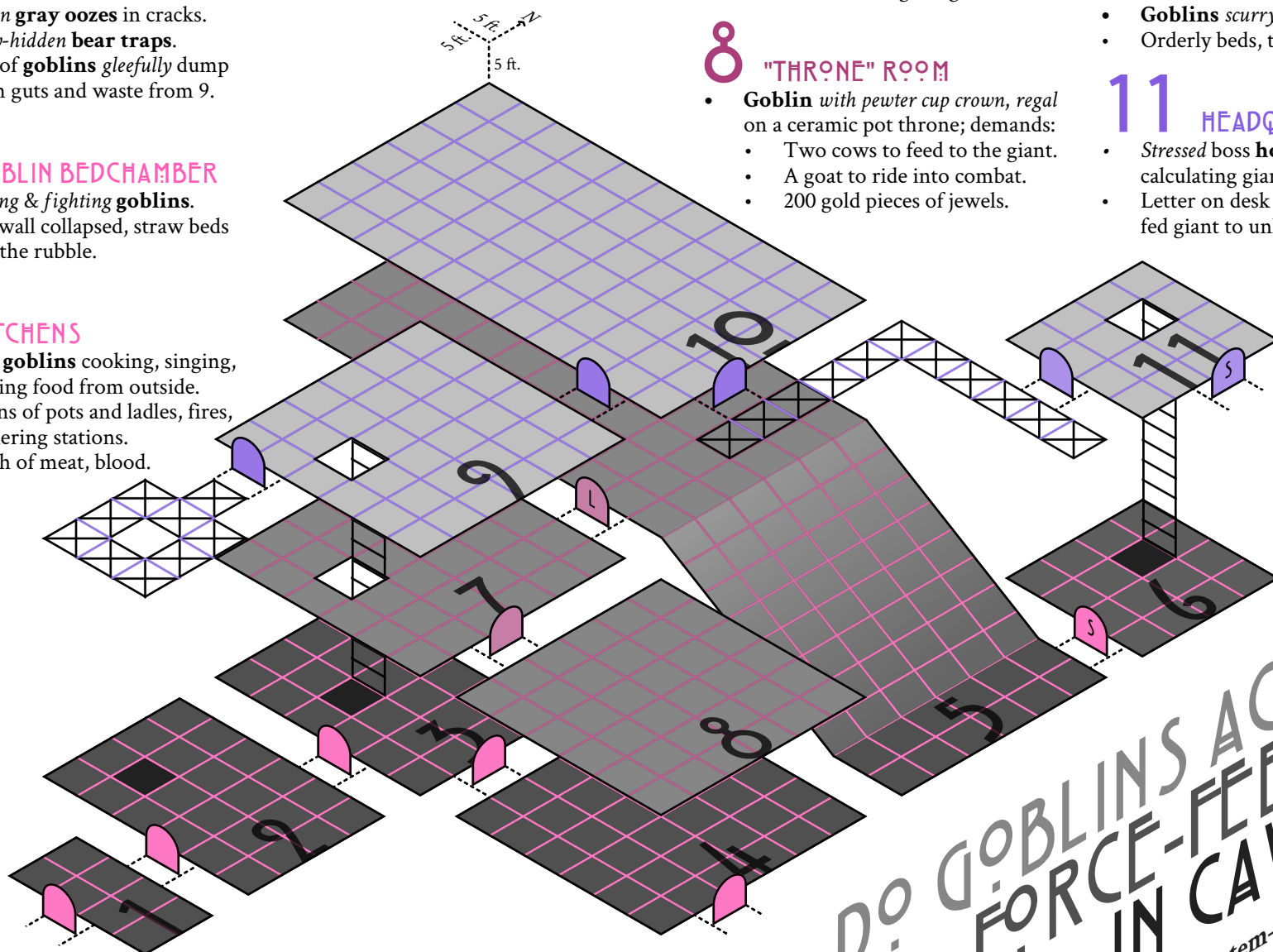
- **Hobgoblins** angrily direct **goblins** with trash to grating over 2, with food though 10 to grating over 5.

# 10 HOBGOBLIN BARRACKS

- **Hobgoblins**, sleep, relax, gamble, discuss blame for 10's & 5's collapse.
- **Goblins** scurry quietly with food.
- Orderly beds, tables, chairs.

# 11 HEADQUARTERS

- Stressed boss **hobgoblin** at desk, calculating giant's caloric intake.
- Letter on desk asking for a well-fed giant to unleash on town.



DO GOBLINS ACTUALLY  
FORCE-FEED GIANTS  
IN CAVES?

A System-Agnostic One-Page Dungeon  
By Kyle Adam Wright in 2022  
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# The Temple of Fastening

a one-page dungeon by Sanni Ovaska

**A. Entry Hall** A medium chamber, its walls decorated with stories of Berell, carved out of the surrounding rock. A grand arch leads to the main staircase and two smaller openings to the side stairs. Possible encounters: boss lead-up, boss if they are a person/group.

**B. Main Staircase** A grand staircase leading down to the cloister. Can be in bad condition or collapsed to lead the party to the side entrances. Possible encounters: the stairs start to crumble, gap in the stairs, fireflies below swarm.

**C. Cloister** A large chamber with a walkway running around the perimeter and a severely overgrown garden in the middle. The garden is lit up by countless fireflies and at the center is a grand wishing fountain. Possible encounters: another adventurer, boss lead-up, plants come alive when disturbed, fountain houses a spirit or creature, party finds treasure.

**D. Library** A medium chamber that has been taken over by a forest of mushrooms after the organic matter stored here rotted away. The mushrooms come in all sizes and colours, and many of them give off a faint glow. Some of the mushrooms emit spores that can induce negative effects (poison, sleep, memory loss, ...) and these specific ones are initially very difficult to identify. The party must find a way through: identify and avoid, move very carefully, fly, ...

**E. Chapter House** A small circular room built into the back of the library with a tall domed ceiling held up by a column in the middle of the room. The mushrooms have not spread here for some reason. Possible encounters: another adventurer, boss lead-up.

**H. Entry to lower levels** A tunnel leading further down into the mountain. A sulphur-like smell wafts out of the tunnel and any who try to enter soon find that the lower levels are overtaken by a noxious gas.

**I. Altar** A huge chamber, the sides and ceiling of which can't be seen from the entrance. Before even stepping into the chamber, the party is greeted by a briny smell and the sound of... waves? It's almost like arriving at a stony shore, with the tunnel leading to a small cliff above what can only be described as an underground ocean. From the crashing waves rises a plateau with a stone bridge leading to it and on it, the altar. A statue of a beautiful dwarven lady towers high, offering down two interlinked bronze rings in her hand. Encounter: boss.

**Conclusion** With the boss defeated or driven away, the party can retrieve the Bands of Berell and return with them to the Temple of Refastening. As a reward the abbess offers them treasures made by the sisters at the temple forge.

**F. Guest Hall** A medium chamber with a ceiling so high it's impossible to see without a very bright light source. The room is empty, the walls covered in dark moss that brings to mind rippling clouds. A sound like heavy rain fills the chamber, occasionally cut by a deep rumbling. The ceiling is home to countless storm bats, their heightened hearing agitated by new noises. They swoop down with lightning attacks to hunt or drive away any intruder except biran. The party must find a way through: move soundlessly, distract the bats, pretend to be biran, ...

**5-room variant** A (boss lead-up) > D/F > E/G (adventurer) > I (boss) > Conclusion



The abbess of the Temple of Refastening has tasked the party with retrieving the sacred symbol of her temple, the Bands of Berell. The original Temple of Fastening was built in a cave network, but was later overrun with biran – giant electric beetles – when an earthquake opened up a rift leading to their nest. Now, over 300 years later, the biran mating season is finally here and the temple will be left free of them for one night. The abbess has given the party a map that shows the upper levels of the temple before its fall. The temple was known for its magical metalwork, which is sure to attract some treasure hunters and other adventurers, some of them possibly friendly and others less so. And while the biran are gone, there is no telling what other beasts lurk in the dark.

**G. Guest Chambers** A small set of chambers off to the side of the guest hall, with lower ceilings than any of the other chambers but maybe the most detailed carvings. They have been worn down in places but seem to depict a union of two dwarves in marriage. Possible encounters: another adventurer, boss lead-up.

**Adventurers** Their general attitude towards the party is marked by +/-.

1	Religious fanatic, ready to protect this holy place from anyone and anything. -
2	Solo treasure hunter, very suspicious of any other adventurers. -
3	Pair of adventurers, wary but willing to live and let live. -/+
4	Scientist studying the caves. Eager to talk, hostile to attacks on nature. +/-
5	Local kid that was dared to come here. Wants help getting out. +
6	Friendly cave diver, here for the adventure, not treasure. +

**Bosses** All boss options include a primary boss fight (left) at the altar and a lead-up encounter (right).

1	Lone biran, left behind by the others. A guard/weakling.	Dead biran, emitting noxious fumes.
2	Necromancer, utilising bodies of perished adventurers. Wants the Bands for a ritual.	Zombies or skeletons left behind to discourage other adventurers.
3	Sea monster, rising from the waves. Sends giant crabs/sea snakes after the adventurers.	Crabs or snakes, spreading out while the biran are gone.
4	Temple sister turned adventurer. Also wants to obtain Bands for the temple, not aware of the party being hired by abbess.	Another adventurer, restrained but not badly harmed. Probably pissed off.
5	Giant cave worm and its nest, residing on the ceiling of the altar chamber.	Smaller worms, spreading from the nest. Drop from the ceiling.
6	Rival adventurer(s). Looking for anything valuable at the altar.	Lackey left on guard duty. Could be bored, aggressive, paranoid, resentful.

**Treasures** This can also be taken as an opportunity to give the party some personalised loot or potions.

1	Pair of palm-sized carved bronze discs. Lets the holders communicate over vast distances.
2	Dagger with an intricate twisting bronze handle. Lightning crackles within the milky white stone blade.
3	Polished natural stone, deep yellow with white veins through it. Brings good fortune.
4	Clear crystal bottle with a bronze handle and stopper, moulded into waves. Purifies water when filled.
5	Bronze staff with an organic rock-like shape, topped with a citrine fist. Releases a small earthquake when the fist is struck on the ground.
6	Bracelet made of two interlinked bronze rings and small red gem flowers. Improves accuracy.





# A PLUSH ESCAPE

by Jan Bundesmann, CC-BY-SA 4.0  
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**Imagine being a child again!** You enter this marvelous place, your favourite toy store: To your right there are tons of sweets, behind them you spot matchbox cars. Your glance wanders to the right and you catch sight of... is it legs? Huge, tall legs? Following them upwards you recognize this thing as one of the robots you know from the telly. But this huge hall is not everything. Above the head of the robot guardian you spot hanging chambers. They are filled with even more toys. There is a tube connecting them. And another one leading even further upstairs. On one box a gigantic teddy bear sits and watches the scenery.

Curious, you are running towards the uppermost box. It is at the rooftop and you can see that someone built a toy city outside the windows. Inside there is the most complete zoo of plush toys you have ever seen.

**Now, let's travel in time!** Humans don't exist anymore and the mall where the toy store is located is in the hand of living plush toys. You play a group of plushies that just awakened in the uppermost room. Together you progress through the store and eventually you will have to decide:

*Is this a place to stay or do you want to escape?*

1

A glass box at the rooftop of the mall with a great view over the city. A door would lead to the rooftop, but it is locked. There are dolls and plushies. Next to the entrance there are two wire baskets. They held the blue tigers, that now reside in room 3. A ramp leads to the lower levels.

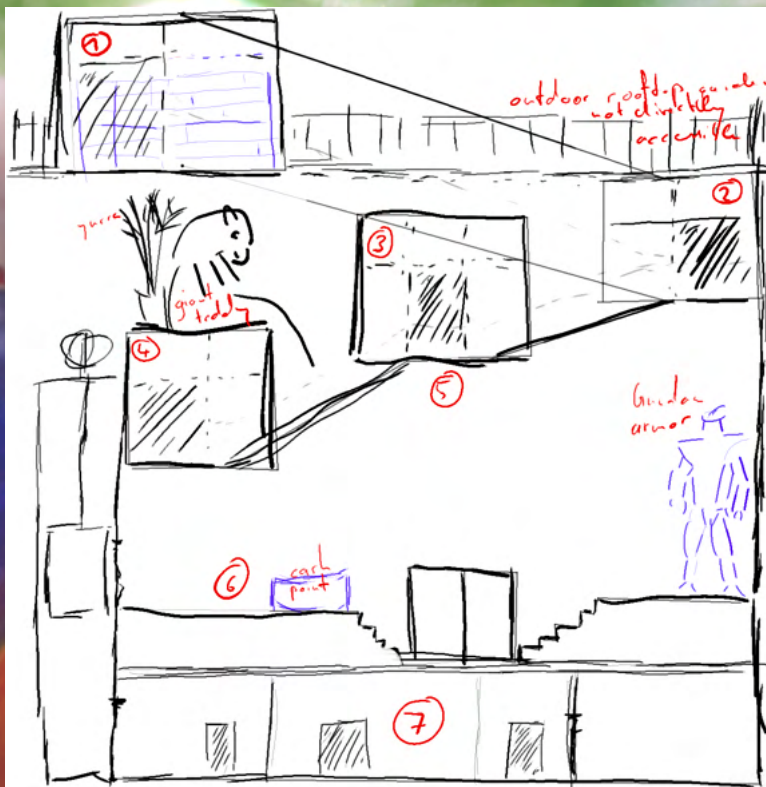
A pink elephant, **Doroteo Citarella**, can be found here at every time. He has developed a taste for washing powder and is now addicted. He mistakes a toy washing machine as a real one and keeps looking for the washing powder inside.

2

This room has two doors leading to the upper and the lower tube, respectively. Both were "enforced" by lego bricks. Originally all the things in here were packaged. Waves of plushies, however, have ravaged the place. Boxes are torn open and the doors have been dismantled to a large extent.

4

Lair of the **Grizzly Blooddrop Association**, led by **W'n**, a rather large teddy bear, very brutal. With his gang he is terrorizing the toy store. W'n's right hand is **Bun Kosal**, a red fox with a white belly. He is not originally from the store but has been left there in favor of a new toy, a blue tiger.



3

This room was full of science toys: chemistry boxes, construction sets, basic electronics. There are two doors: one to the tube and an exit to the upper level of the mall. Both doors are locked now, since this room is the base of the **Société des Tigres Bleus**. They occupied the room right in the beginning of the takeover. Then they started some experiments.

5

Every second day, approximately, there is a **soap box race** in the tube. At these times the tube is quite crowded, otherwise it is one of the more boring places in the store.

6

Main sales area inhabited by the majority of the plushies. They are governed by the Unity Board. The society was founded by the wise koala lady **Woolburry** – mainly because she was tired of governing the community all by herself. Members of the board are chosen (somehow, not very democratically) anew every two weeks. New member usually ump around the whole first day being happy about their promotion. They proudly tell their new status to everyone who in turn ist very impressed or at least pretend to be. In fact there is no clear set of tasks and no privileges neither. Eventually it is still Woolburry who makes the decisions but she has a buffer around herself and gains time while everyone is discussing the current situation.

7

Basement with office, changing rooms, toilets, laundry room and exit



# SQUIRMING FRAGMENT OF A DEAD GOD

Words and Layout by Harry Menear  
Maps by Dyson Logos  
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Something fell from the sky – a boiling streak of green light that shook the earth and tore a great hole in the mountainside. By morning, the still-smoldering crater lay empty, and a trail of mutated plants (flowers with dizzying neon petals, pearlescent silver fruit, nacreous stamens glittering like crystal, faintly wailing vines) led away through the hills to a ruined temple.

A local wizard is keen to acquire whatever it was that crawled out of the crater. They will pay dearly for its recovery.

**The Fallen Star.** Fragment of a dead star god; a writhing column of liquid mercury that bathes everything around it in cold green light and warps all it touches.

**The Ruined Temple.** The lair of a mountain troll. The Troll loves to collect shiny things from its victims – a glimmering platinum ring, still attached to a severed hand; a dismembered human torso draped with dozens of necklaces, pendants and charms. The smell is unbelievable.

It found the fallen star and carried it back to its lair beneath the ruined temple.

## Where is the Troll?

Roll a d6 for its location (Areas 1-6). 3-in-6 chance each turn the Troll moves. If so, roll a d6 against the Troll's current location.

- **Higher:** the Troll moves into the next highest Area.
- **Lower:** the Troll moves into the next lowest Area.
- **Equal.** No change.

## Mutant Troll

9' tall, with long, spindly limbs. Translucent flesh like rancid chicken. Bony, sloping skull split by sweeping horns of shining crystal, glowing from within by strange lights.

HD 7 (31 hp), AC as chain (15), Attacks (+8 to-hit) 2 x claws (d8), 1 x horns (d10 + impale), MV 35', SV D10 W11 P12 B13 S14, ML 10 (fears fire 8)

**Regeneration.** Regains d6 hp per round. If killed, it returns to life within 1d6 turns. Severed limbs regrow.

**Fire.** Damage from fire cannot be regenerated. Only way to truly kill a troll. Morale is 8 when confronted with fire.

**Impale.** Pins target to a nearby surface. Must save to get free. Take d10 automatic damage on each subsequent round.

## What is the Troll doing?

1. **Tucking into a putrefied human corpse.** The sounds of snapping bone and slurping flesh echo through the air.
2. **Singing to itself.** Rearranging nearby traps, trinkets, and grisly trophies – a low, discordant rhyme punctuated by high whimpers and guttural snarls.
3. **Mending its club.** Pushing fresh nails through the huge hunk of bloodstained wood. Giving it a few practice swings. A severed head mounted on a wall bursts like a melon.
4. **Playing with its food.** A dying hobgoblin, a deer, a merchant – whatever it is, it's next on the menu and still barely alive.
5. **Stacking and restacking a pile of severed heads** by size, by race, by amount of jewelry – cross legged like a child with its toys.
6. **Asleep.** Curled up, belly distended, snoring happily.

**Area 1. Collapsed hall.** A ruined structure now exposed to the elements. Carrion flies and crows flock here, cawing and buzzing. The stench is overwhelming; sour and faintly sweet.

- **Troll trophies** (piled around the area). Armored, bloody torso (propped up on a waist-high wall) draped in scraps of polished metal (d100 gp worth of charms, jewelry, and holy trinkets); a deer carcass (pinned to the wall by a massive spear); a statue of a forgotten goddess, its body repeatedly brutalized by some sort of heavy club, the shattered marble head lying on the floor, face gone.

**Area 2. Adjoining Hall.** Dim, damp, narrow. Yellow lichen and wispy green moss.

- **Entryway.** Used by the Troll to bypass the traps in the entrance to Area 4.
- **Footprint.** Large, three-toed, clawed imprint in the muck.

**Area 3. Larder.** Dark stain spreading under the wooden door. Cramped room. No windows. Humid, reeking air choked with flies. Once used to store holy vestments and priestly garb, now used as a larder by the troll.

- **Corpses.** Bloated, oozing bodies, stacked here by the Troll until they're good and putrefied. The detritus yields 4d6 gp, and a Small Silver Dagger (+1)

**Area 4. Chapel.** Dark, vaulted roof, partially collapsed. Shafts of light. Stained glass. Alcoves contain statues to small gods, human bones, rotting severed heads. Ancient pews shattered – hurled around like matchwood.

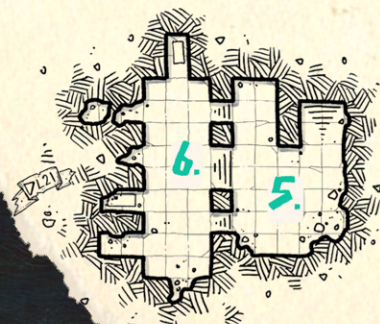
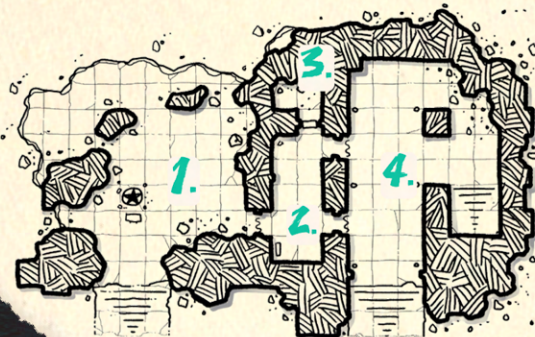
- **Severed heads** on spikes and spears. Draped in jewelry – worth 1d12 x 10 gp for each turn spent stripping them. Max four turns.
- **Traps.** Tripwires crisscross the main stairs, strung with bells. Rusted mantraps hidden in the leafmold.
- **Triggering a trap. Save or choose:** take 1d8 damage or cry out loudly in pain (4-in-6 chance the troll hears).

**Area 5. Upper Crypt.** Dark as night, humid. The stench is unbearable – a physical thing. Ancient flagstones caked with animal filth, blood and bones (crunching underfoot). Gold, silver and platinum baubles twinkle through the muck here and there, like stars. The floor moves; millipedes, flies, maggots, squirm in the filth. Bodies strewn around.

- **Cold, greenish glow** coming from deeper in the crypt (Area 6). Ears start ringing, teeth feel numb, hair stands on end, the air seems to fill with whispers, half-heard.
- **Valuables** half-buried in the muck. Each turn spent searching turns up 1d10 x 10 gp.

**Area 6. Lower Crypt.** The oldest and grandest part of the crypt, lined with burial niches, shattered sarcophagi.

- **Fallen Star.** Glowing with cold green light in the middle of the room, atop a pile of bones, chunks of stonework, and putrescent offal. A writhing greenish-silver mercury, rising and falling, reacting to movement and light.
- **Standing near the Star.** Nausea, a feeling like your teeth are vibrating, the stink of burning metal and ozone even stronger than the pervasive offal, ringing ears. Each turn, save vs Spells or begin to mutate (grow an extra limb, eyes on your hands that see the future, beautiful crystalline skin, a second face, iridescent wings – at the GM's discretion).
- **Transporting the Star.** A lead-lined or iron box (like a coffin) blocks the need to regularly save against spells. Other creative solutions should also be rewarded.
- **If the Troll is here,** it sits childlike on the floor, legs crossed, staring into the writhing fragment.
- **Troll Nest.** A fetid pile of rags, furs, rotting meat, dirt, and gnawed bones in the corner of the room. Contents: platinum necklace set with river pearls (800 gp), a magic ring inlaid with silver fang design (makes you grow huge fangs that function as a d10 weapon and heal half the damage they inflict, but prevent speech; cannot be removed without cutting off the finger), and a jewel-encrusted skull with a perfect set of gold teeth (1,200 gp) that screams loudly whenever a monster is nearby (nothing sneaks up on you, but you can't sneak up on anyone else).





## Part 1: The Story

**The fairy princess of Glowleaf Forest is getting married!** Each of you are close companions of the fairy princess, and have been asked to help her plan her special day.

First.

Each player answers:

Who are you?

How do you know the princess?

Second.

Each player rolls the **Story Die**.

Roleplay the scene in character if you like.



*Story Die*

1	Long ago, you and the princess spoke about your dreams. What happened?
2	Before her first date, the princess asked you for advice. What did you say?
3	You used to visit the princess in her favorite spot in the Forest. Where?
4	You were there when the princess met her partner. What happened?
5	When you met the princess, her family did not think highly of you. Why?
6	You once helped mend the princess's broken heart. How?
7	You knew the princess's partner before you knew the princess. How?
8	You once got lost with the princess in the lilac ferns. What happened?

Third.

Together, answer:

Who is the princess?

Who will she marry?

# The Wedding of the Fairy Princess

A GM-less storytelling game by Eshan Mitra

For my fiancée Emily.

## Part 2: The Plan

There is much planning to be done.

Each player rolls the **Plan Die**.



*Plan Die*

1	Glowleaf Forest contains many unusual creatures. Who is on the guest list, and how will you make them feel welcome?
2	The princess wants to capture memories of her wedding to share for many years. How?
3	Glow-acorn trees are unique to the forest, and play a key role in the ceremony. What is it?
4	After a couple honeysuckle wines, guests might get restless. Who will you hire to provide entertainment?
5	They say the bride should wear "Something lost, something found, something shining, something round" What is her outfit?
6	Weddings in Glowleaf Forest feature lavish food prepared from ingredients gathered from the forest. What meal will you serve?
7	The couple is expected to perform in front of the crowd to show off their best skills. What will they do?
8	The wedding should be held at the most beautiful location in Glowleaf Forest. Where?
9	There is one Forest tradition that the princess is too shy for. What will you do instead?
10	Weddings in Glowleaf Forest should shine brighter than the Sunbeam Elms. How will you decorate?

## Part 3: The Ceremony

Finally, the day of the wedding arrives.

Play one turn for each item planned in Part 2. The same player rolls the **Wonder Die**.

Together in character, roleplay the scene, featuring the planned event and the wondrous happenstance.



*Wonder Die*

1	A good omen appears from the forest canopy
2	The princess bursts out laughing
3	You catch a moment with the princess – just her and all of you
4	An unlikely suspect sheds a tear
5	Eyes lock meaningfully across the crowd
6	A spontaneous toast
7	A pinch of stardust
8	A falling glow-acorn leaf
9	A glitch in the plans is for the best
10	The youngest guest has a memorable moment
11	Sounds of the nighttime forest
12	A stranger is a friend we haven't met

Together, describe how the night ends

## Epilogue

One year later, you all visit the couple in their new home. Together in character, roleplay the scene.



# the StoneSeeker Crypt

By Thomas Grunberg

A plague is taking its toll on the city. While many survive the disease, some pass away, but there are some corpses that disappear.

After an investigation, the players suspect the graveyard keeper to deliver some corpses to a nearby crypt, that of the renowned dwarven architect Benetryos StoneSeeker.

Benetryos StoneSeeker was the grand designer of the city's early defences. Even today, his name carries significant respect, as the fortifications he has built have saved the city from several attacks from rogue tribes and a neighbouring invasion.

After his passing, many engravings were discovered on the fortifications and on several buildings in the city he had helped build. Those pictures of the city's everyday life betray a remarkable artistic talent that remained overlooked until after he died.

(2) Corridor : This narrow corridor is blocked by eight statues. Each pair exposes a riddle and an alphabet on their shields, to answer the riddle. If answered correctly, the pair of statues animate and lets the players pass. If answered incorrectly, they strike once with their spear and resume their blocking stance.

Riddles :

- *I have three lives. Delicate enough to caress the skin, light enough to touch the sky, strong enough to break a mountain.* (Answer : Water)

- *I will be yesterday, I was tomorrow.* (Answer : Today)

- *You must keep me after you have given me.* (Answer : Word)

- *I have a cap but no head. I do not fear the light but enjoy the darkness. I bring happiness to the wise and death to the ignorant.* (Answer : Mushroom)

(3) Cenotaph : A sarcophagus sits in the middle of the room. If opened, it is empty. The walls are engraved with scenes taken from the life of Benetryos. The room is otherwise empty.

On the side wall, a secret entrance can be found by a moderately difficult search check or by following once again the footsteps on the dusty ground. Also, anyone familiar with Benetryos' life will see the scene on that wall is fake and pressing a specific brick will open the secret entrance.

(1) Entrance : A sarcophagus sits in the middle of the room. If opened, it is empty. The walls are engraved with scenes taken from the life of Benetryos. The room is otherwise empty.

At the opposite of the entrance, a secret door leads down. It is hinted at by footsteps on the dusty ground, but can also be found and opened by a moderately easy search check.

On the side wall, another secret door, much harder to find, and needs a special key to open (see room 4). The keylock is a small depression on a scene depicting a beach.

(4) Treasure room : Upon entering, the group is attacked by six zombies and a woman. The woman is a corrupt lieutenant of the city guard who has been stalling the investigations ; she will surrender if badly wounded, and reveal she has been paid to hide the trails linking the disappearing corpses and the crypt. She wears a magic stealth cloak, and has 3d10+10 gold and the key needed to open the side wall door at the crypt entrance. The key is shaped like a sea shell.

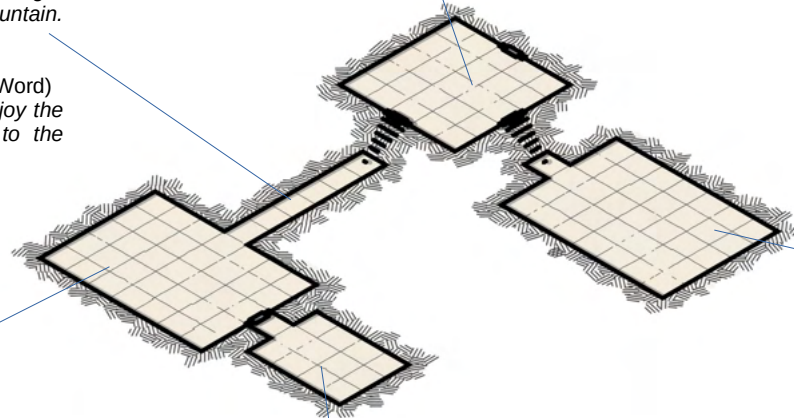
The room contains only a stone chest that was used to store Benetryos' earthly possessions. It has been looted a long time ago, and it is empty. However, a magical stone hammer (+1), stuck to the side of the chest, can be mistaken for an engraving.

(5) Final restplace : Upon entering, the players are attacked by four zombies, an ogre zombie and a necromancer. She will neither negotiate nor surrender.

A sarcophagus sits in the middle of the room. If opened, it reveals the body of Benetryos StoneSeeker. The walls are very finely engraved with scenes taken from the life of Benetryos, along with poems written by nobles who admired his work before his passing.

On a side of the room, the necromancer has installed a small living area ; a sleeping bag, a table with many notes, her spellbook, and some everyday supplies, including a small stash of gems (3d10+10 gold in value).

The notes reveal the necromancer was doing some necromantic research.







By Michael Solander. (<https://creativecommons.org/licenses/by-sa/4.0/>)

## WHAT IS HAPPENING?

A circus has just arrived outside of a small town. It is run down and in bad shape. The artists wander around as soul-less holsters. **Sally Lennox**, the circus director, sacrifices the souls of the living to a devil because of a pact she has made. Only **Sally's** brother, **Liston**, still has his soul.

Two persons have gone missing from town, and the heroes need to save them before their souls are lost forever.

## BUT HOW?

The heroes encounter **Sally** in the Big Top tent (7) where she has just opened a vortex and called the devil to sacrifice the two townspeople. The heroes can:

- 1) Fight **Sally** and the **artists** she draws into the fight. If they push her into the vortex, the devil devours her, and the vortex closes again.
- 2) Or – they can place the True-Speaking mirror from the fortune tellers' tent (1) before the vortex. When the devil arrives, the mirror speaks its true name and the devil is destroyed, ending the pact, and closing the vortex.

## WHO ARE WE DEALING WITH?

**Sally Lennox** (circus director): Female dwarf (also performs as The Bearded Lady on show-nights). She is a skilled mage. She can see through the eyes of the artists and can command them to do simple tasks (attack, capture someone, make coffee etc.)

**Liston Lennox** (clown): Male dwarf, Sally's brother. Soul intact but lives in terror. If approached with kindness and display of good intentions he will help. Threats or hostility will not work.

**Circus artists and animals:** All are soul-less holsters walking around with bleak expressions. They hold on to a fraction of their lives by performing the acts they did in the circus. But in a mechanical, emotionless way. **Sally** controls them.

### A WORD TO THE GM

This adventure is system- and setting neutral. Adjust it to fit your needs.

#### Nice to know

**Sally's wagon (6):** If searched they will find lore about destroying a devil (say its true name) which also indicates her desire to break free of the pact. They will learn that she controls the soul-less and that her weakness is a *Divine Light* charm.

**Fortune tellers' tent (1):** The mirror that speaks true names is a means of destroying the devil.

**Liston (2):** If approached correctly will tell the heroes of the protective trinket imbued with *Divine Light* and that it can be found in the snake charmer's wagon (5).

**Sally** controls the soul-less artists and watch through their eyes. That way she keeps an eye on the heroes. Except for the blind snake charmer, she cannot see through him. Should the heroes enter the big top (7) too early – let it be empty. You decide when **Sally** is there with the captives. If the heroes obtain the *Divine Light* trinket the carrier are immune to **Sally's** low-level spells.



## MAP KEY

**1** Fortune teller's tent: Musty smelling and dusty. There are three mirrors here. A) True-Speaking Mirror – will speak your true name, B) Wish Mirror – will reveal a secret desire, C) Fear Mirror – will show your greatest fear.

**2** Liston Lennox' wagon (the clown): Liston is hiding in a closet. If treated with kindness and display of good intentions he will tell the heroes about his secret clown figurine in the Snake Charmers wagon (5) and that it offers protection against **Sally**. He can also hint that **Sally** can see through the eyes of the soul-less artists.

**3** Artists tents: Simple living quarters for the artists. They are: Knife thrower, Fire eater (and breather), Acrobats (fast and deadly hand to hand), Strong Man, Tall man (on stilts), Juggler (juggling exploding balls). Encounter them around the grounds, alone or in groups. In a larger, dark tent – a ventriloquist with his wood golem doll shouting insults from the shadows. The ventriloquist can imbue charm or fear in the minds of the heroes.

**4** Animal wagons: Holds the following animals: Brown bear, three tigers and an elephant. A caretaker stands idly by.

**5** Snake charmer: Inside the blind snake charmer sits on a stool. A basin covering the floor wall to wall holds a slithering mass of poisonous snakes. On the other end on a small shelf there is a potion (control snakes) and a small clown figurine imbued with a *Divine Light* charm.

**6** Sally Lennox' wagon (the circus director): Is a mess of books and scrolls. Investigation will learn the heroes up to three things: 1) She controls the artists and can see through their eyes 2) Her low-level magic will be negated if the target holds a *Divine Light* charm 3) To destroy a devil you must speak its true name.

**7** The big top tent (endgame): **Sally** stands here with the tied down captives. She has just created a vortex and summoned the devil. The devil is approaching to receive its sacrifice of souls.

When fighting **Sally** will use magic and avoid close combat. She will also summon artists to fight the heroes.

## THE END

If **Sally** is pushed into the vortex, she is devoured by the devil and the vortex closes. The captives are free, and the town will reward the heroes with a little silver, gratitude and a celebration in their honor.

If the devil is destroyed the mirror breaks into several, glowing shards – each depicting the face of a sacrificed soul. Each shard flies out and enters the bodies of the soul-less artists, restoring them to their former selves – without recollection of their sacrifice.

**Sally**, still alive, will be thankful but somewhat sheepish. She will give the heroes season tickets to the circus (popcorn included!). That night the circus puts on a show and the whole town is invited thanks to the heroes.

**CREDITS** Template: [Simple Microsoft Word Template](#) by Laura Hirsbrunner |  
**Bottom image:** Photo by [Gabor Barbely](#) on [Unsplash](#) | **Clown image:** Photo by [Saeed Karimi](#) on [Unsplash](#) | **Popcorn image:** Image by [Hung Quach](#) from [Pixabay](#) | **Circus sign:** Image by [Jonggun Go](#) from [Pixabay](#) | **Map:** Made with [Dungeon Painter Studio](#) by [Pyromancers](#) using tile set from [2-Minute Tabletop \(CC BY 4.0\)](#) and tent image by [Clerk-Free-Vector-Images](#) from [Pixabay](#).



## Magobia's Midnight Ingredients run:

A. Mama Magobia's Hill:  
A cauldron on a fire. Mama  
Magobia is stirring the pot.

a. Fire Beetle Hive:  
Filled with fire beetles,  
their husks, their larvae and  
their food supply, rotting  
vegetable matter.

B. Dragon Cult Encampment:  
Dragon Cultists Camping Out.

b. Slumbering Chaos Dragon:  
In the heart of this hill a  
newly born Chaos Dragon the  
size of a dobberman lies  
dreaming on a bed of bones  
and gold.

C. The Singing Woods:  
Singing sprites live here.

D. The Swamp:  
Swamp birds, reptiles, fish,  
amphibians and bugs can be  
found here.

d.1 Lake of King Frog

d.2 Passage to the fairy  
realm. If you can convince  
the guardian of the lake, a  
giant golden sturgeon who can  
talk.

d.3 Giant Lizards Bathing in  
the lake.

d.4 Floating Village of Gnome  
Exiles.

E. Forest of the Small Folk:  
Where savage Halflings live.  
They ride Wild Boar and  
delight in a food insult.

F. The Open Road:  
Find humans, elves and  
dwarves traveling, camping  
and being robbed by bandits.

G. The River:  
Find fishermen night-fishing,  
frogs singing, smugglers  
smuggling, etc.

---

By: Nikolaj Bourguignon  
(a.k.a. The Bearded Belgian)

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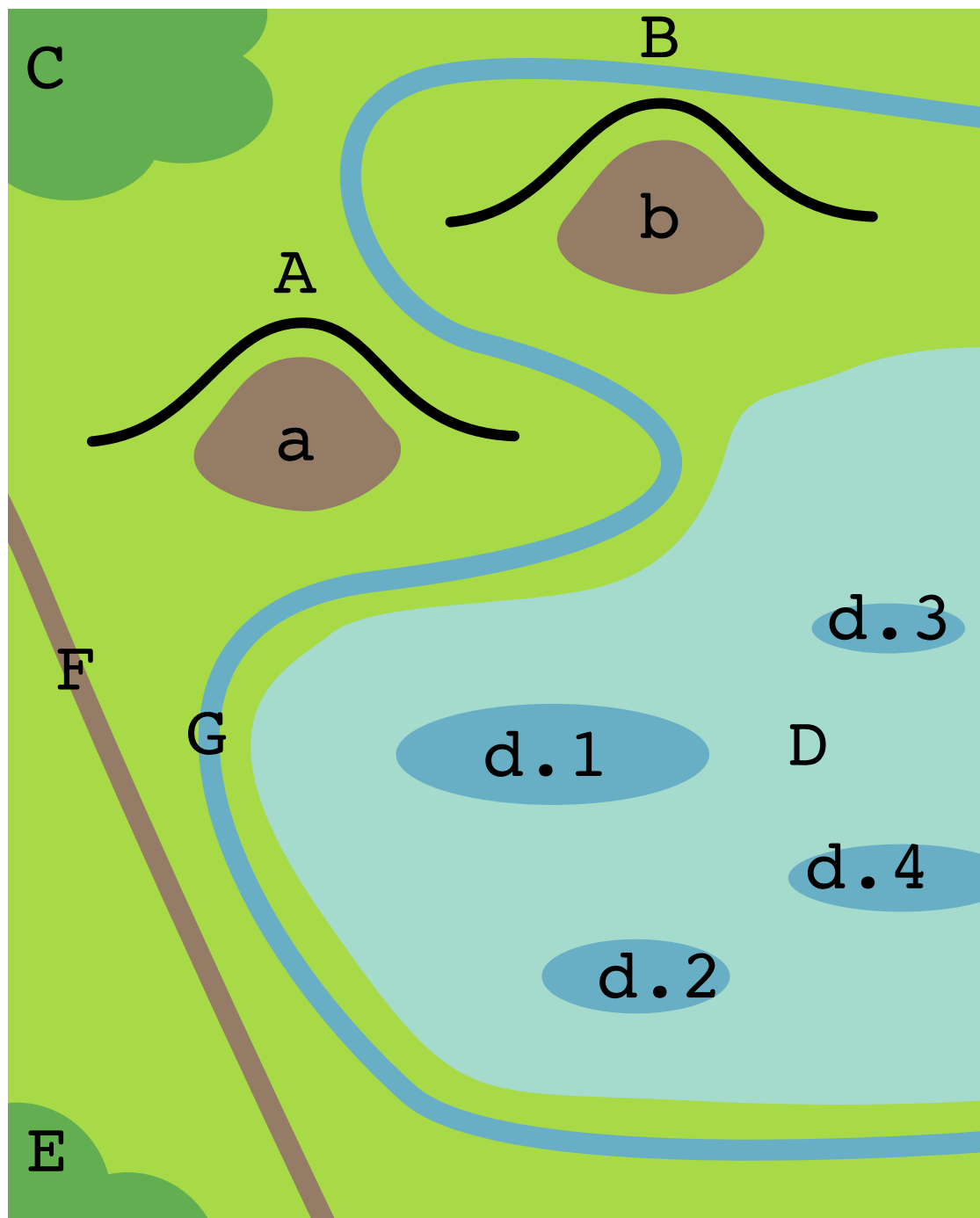
You are goblins in  
the care of Mama  
Magobia. She needs  
you to collect  
ingredients for the  
potion she's  
brewing tonight.  
You have the entire  
night to gather  
them up.

She needs:  
***"Something earthy  
Something brown,  
something slimy,  
a fairy's crown.***

***Tainted water,  
a promise made,  
tears of a  
daughter,  
five teeth arrayed."***

---

When, at the end of  
the night, or in  
between, you bring  
her ingredients,  
write on little  
strips of paper  
what the quality  
was she was looking  
for, what you think  
it might add that's  
good and what you  
hope it doesn't  
add. (one word only  
every time) Put  
these three pieces  
of paper in the  
cauldron (a hat,  
bag or bowl) and at  
the end of the game  
the GM will pull  
two pieces out of  
there (blindly)  
and decide with  
those pieces, what  
the potion is.





# A PROMISE MADE

Your long-time friend is recovering from a serious misadventure. He is asking you to take a small bag to an important man before the next local full moon. If the bag is not returned he says it will not matter if he recovers and dying will not help him escape his promise for what is in the bag. He hands you the bag and a map with a location marked in the middle of nowhere. The bag contains an oversized silver coin and a partial promissory note, apparently torn in half.

## DM NOTES

This ancient structure is known in places as the Stairway of Leng even though no one remembers who or what Leng was. There are 10,000 steps to the cavern floor a mile below the entrance. Safe travel keeps a party to moving along at 30 steps a minute. It will take 5-6 hours to reach the bottom if there are no incidents along the way. Belaying or other rope work would be a good idea. Teleporting of any form doesn't work throughout the cavern. Anyone flying will quickly be covered in a sticky mist and will fall unless they take immediate action. The cavern has a glow equivalent to a near full moon.

The River Styx passes through this cavern and because of the caverns special properties it is often a meeting place of various parties. A Caretaker Daemon wanders the steps looking to keep those who are here without purpose off the stairway.

The misfortunate friend got caught in a situation where he needed a ride home. Not having the required coin he promised the Oarsmen a special silver coin by the next full moon or the Oarsman could take the man's soul.

## STAIRWAY OF LENG

**1 X Marks the Spot** The well in front of you has a heavy oak and iron covering. Atop the covering is a weather-worn sign scrawled in common, "POISON!". The covering of the well appears to be tied shut but upon closer inspection the rope is just there for show. There is nothing holding the cover down except the fear of entry.

The shaft is at least five feet wide lined with bricks. The shaft is 60' deep but somewhere near the bottom the shaft passes through an invisible gate that leads many miles below the surface. The shaft widens as you reach the bottom.

**2 Garbage** The bottom of the shaft is cluttered with debris, and various bones. If any significant amount of time is spent searching the rubble you may find an odd coin or mundane item like a blood stained dagger.

An oversized door heavily banded with iron is the only other thing in the room. It doesn't appear to be locked.

**3 Through the Door** Through the door you see a faint glow, and carved steps lead into the mist.

**4 Step After Step** You no longer feel like you are near the well where you entered above. You appear to be on a massive stone spiral staircase in a vast cavern. The steps slope downward and disappear to your left. The path is only a couple of feet wide and the steps seem to be a little slick.

## ABOUT

The Promise gives the party an opportunity to talk themselves out of a bad situation or have a direct fight that might end in a long fall to the cavern floor. The encounters may be sized to match the level of the party and the type adventure you are seeking. Later on, The Stairway of Leng could also be used as a known path to The Underworld, just be sure to keep some change on hand.



**5 View Below** The mists have cleared enough for you to see the cavern floor below. The spiraling staircase ends on a small island in the middle of a dark river. You can't see much past the banks of the river but you are not too sure you would want to do so.

**6 Cavern Floor** The steps end, you somehow reach the cavern floor, and you now see a rickety dock with a small light on a pole. If you wait near the dock, after a while, you see a lone figure approaching in a small boat.

The skiff eventually makes it to the dock. A single oarsman dressed in ominous black stands silently. If you hand the bag to the oarsman he pulls out the note and compares it to the other half in his robe. He pockets the coin, and drops the papers that fall into smoldering ashes. After a moment he asks if anyone needs a ride.

## ENCOUNTERS ALONG THE WAY

Ever hour roll a d6 for a chance of encounter (1-2). These are common encounters but you could also run into a crusading band of Paladins or a Lich party out on a jaunt.

D20	EVENT
1-5	Slide
6	Monk
7	Thieves
8	Bandits
9	Hag
10-13	Slime/Ichor
14-20	Caretaker

**Slide:** Loose debris, a wet patch of pebbles, or a badly carved step causes you to slip. Test your preparedness. You waste 30 minutes or more holding your place.

**Monk:** An ornamentally dressed individual sits in a alcove, meditating. Does he offer wisdom, trinkets, or a mental battle?

**Thieves:** These pilferers try sneaking, spying, and taking advantage of bad situations. They could be carrying valuable stolen goods from the underworld.

**Bandits:** Being direct, they approach the party demanding goods. They are armed smartly with short swords and hand crossbows.

**Hag:** She is carrying a sack of soul jars to the underworld for some foul business. She may have items to trade, otherwise she fights as a powerful witch.

**Slime:** A large patch of slime "stands" in your way. Does it react or move on?

**Caretaker:** A man-sized frog daemon capable of taking on an entire party. Poisonous claws, swallowing whole, and wall climbing are his advantages.



# Vacant Snow Castle

Written by Petter Fornes ([pellep.itch.io](https://pellep.itch.io)) for the One Page Dungeon Contest 2022

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A cyclopean castle built of snow. A thousand feet wide and spires a thousand feet tall.

A giant gate of solid ice. There's a gap to crawl through underneath.

No signs of life inside. Is no one home?

## Impetus

- \* The Larson family has gone missing, and a giant trail in the snow leads off from their cabin...
- \* Far out on the great expanse sits a giant castle made of snow, allegedly housing the magnificent Ice Pearl!
- \* The snow giants have been seen in the Wood. Their castle must be left unguarded, now is our moment!
- \* Look there, I can glimpse spires through the whiteout! Thank the Lords, finally shelter from the blizzard.

## In the Vacant Snow Castle

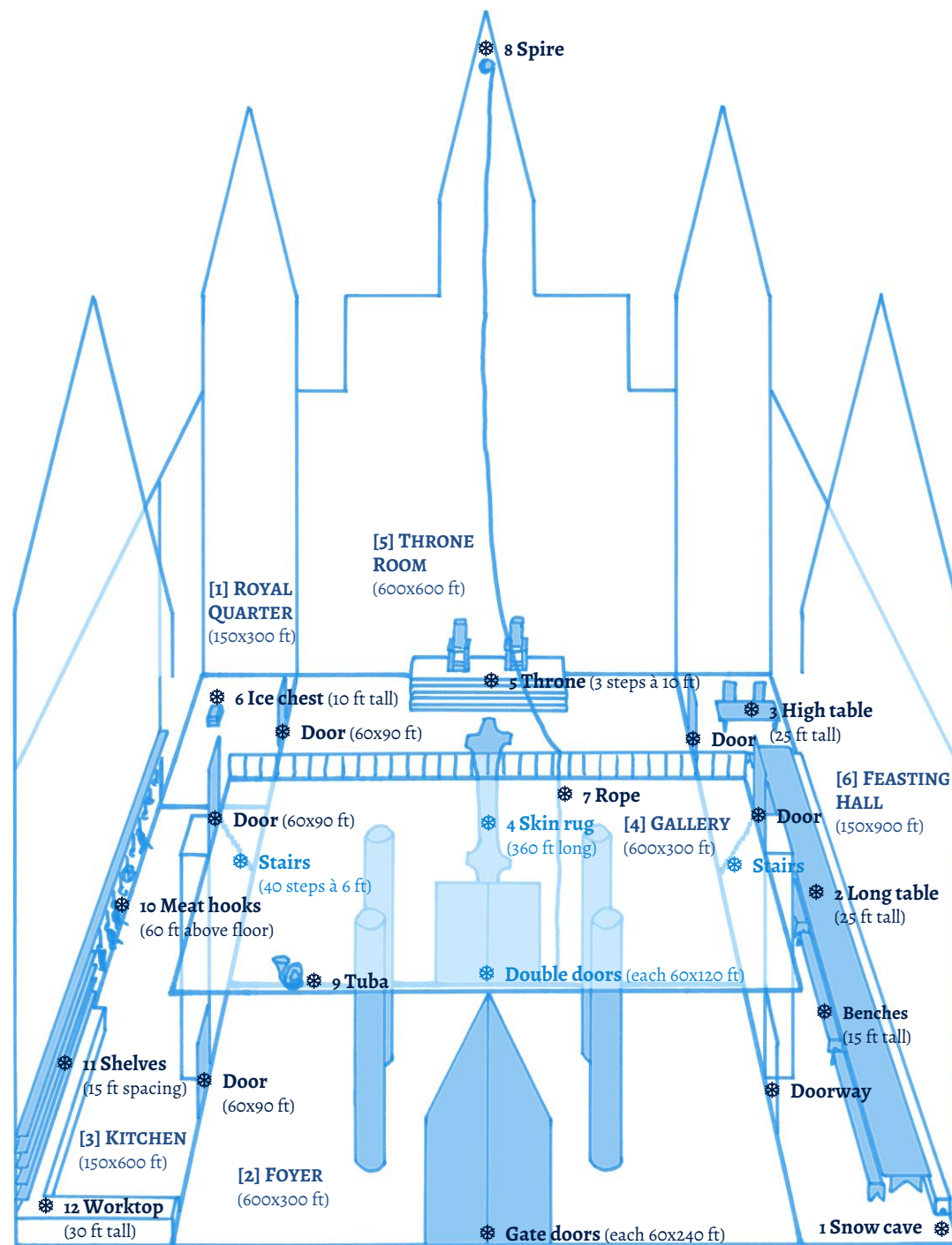
- \* Everything is 10 times larger than the size for humans – describe how furnishings look, not what they are
- \* Walls constructed of colossal hard-packed snow blocks, doors and furniture forged of solid ice
- \* Floor carpeted with loose powder snow [falling inflicts d6 damage per 20 ft plummeted, rounded down]
- \* All doors are too heavy to push open, but they have a foot-high threshold gap
- \* Pale blue light penetrates the walls, all features in a single room can be discerned
- \* Frigid temperature, frost mist when breathing
- \* When moving between locations (\*), taking one's time or making noise – roll d6:
  - 1 Random encounter – roll d6, see below
  - 2-3 Signs or spoors of random encounter – roll d6, see below

## Random encounters

- 21 **snow giants**, including King and Queen (60 ft tall shambling beings of compact snow) – Force of Nature  
First time: Giants return, number of giants as room number [#] enter each room (tidying-up, inattentive)  
Next time: Giants in the same room notice PCs, each tries to grab one [DEX save or contained in ice cage]
- 2-3 Great **white bear** (giants' pet, hunts vermin) – 14 HP, 18 STR, thick fur [A1], jaws d12 or 2 paws d8 each
  - 2 Lies camouflaged in ambush [when inflicting Critical Damage: drags away the catch for devouring]
  - 3 Toys with its victims [when inflicting Critical Damage: leaves target alone, for now]
- 4-6 d6 **werewargs** (gaunt, cursed men in beast form, terrified of white bear) – 5 HP, d8 long claws or bite
  - 4 Feral, ravenous
  - 5 Fierce, territorial
  - 6 Wretched, seeking pact

## Keyed locations (\*)

- Snow cave** (2 ft tall dark opening into rudimental den, gnawed bones, droppings, d6 scared **werewargs**)
- Long table** (5 ft spoons, pickled pikes, blanched whole cabbage heads, 15 ft rowboat with honey wine slush)
- High table** (foot long silver toothpick [d6 damage, 500 gp], under chair – half-barrel with blood stains)
- Skin rug** (shield-sized azure scales, worn and torn, frost-burns bare skin upon touch) [3000 gp intact]
- Throne** (pocket change – d6 tin plates in each seat [50 gp per piece])
- Ice chest** (freeze-lock, lid weighs 5 tons, mostly empty, 5 ft silver chain [1000 gp], bright red feather)  
BRIGHT RED FEATHER [magical, red-hot tip, pyrography quill]
- Rope** (looped around rail, dangles down to throne room floor, hangs slackly from high up the center spire)  
PULLING with the weight of two humans turns ON/OFF brilliant silvery light illuminating rooms [4] and [5]
- Spire** (rope mechanism uncovers ceiling hole letting light in through socket with mounted Ice Pearl)  
ICE PEARL (perfectly crystalline 1 ft diameter sphere) [3000 gp, melts in warm weather]
- Tuba** (corroded brass, human-sized) [magical, plays oompah by itself, whimsical temper]
- Meat hooks** (hanging from shelf, solid-frozen musk oxen and mooses, icicle cage with desperate folk)  
ICICLE CAGE (10 ft cube, ice bars, shouts for help, hypothermic Larson family [d6 **homesteaders** – 5 STR])
- Shelves** (ice-enshrined capercaillie birds, fifty barley sacks, folded square linen sail)
- Worktop** (wooden tubs, 60 ft rope with pointy hook, two-handed curved broadsword [d10 damage])





# When Is Cake?

## A SYSTEM-AGNOSTIC ONE-HOUR WEDDING THEMED MINI-GAME

by Karis and Nathan Jones  
Dedicated to Eshan and Mimi

### THE GUEST LIST



You are the Wedding Planner. Cut out the following invitations, decorate them with a pretty bow, and hand them out to the wedding guests. Your goal is to complete the wedding without incident - however, the guests have their own agendas for the day

#### WEDDING PLANNER'S NOTES

- Wedding theme requested by bride (d4)
- 1. Traditional
- 2. Sci-fi
- 3. Fantasy
- 4. Horror

#### WEDDING PLANNER'S SCHEDULE

- 1. Cocktail Hour (15min)
- 2. Ceremony (15min)
- 3. Pictures (15min)
- 4. Reception (15min)

#### *You're Invited*

Name and pronouns: \_\_\_\_\_

**You are:** Getting married!

**Your goal:** Today must be PERFECT

**What you can do:**

- ~Throw a tantrum
- ~Get cold feet
- ~Lose something important



#### *You're Invited*

Name and pronouns: \_\_\_\_\_

**You are:** In the Wedding Party!

**Your goal:** Make it all about you

**What you can do:**

- ~Distract the bride or groom
- ~Have an existential crisis
- ~Fight over bouquet/garter



#### *You're Invited*

Name and pronouns: \_\_\_\_\_

**You are:** The officiant

**Your goal:** Teach the guests something

**What you can do:**

- ~Just keep talking...and talking...
- ~Unsolicited marriage counseling
- ~Argue with the wedding planner



#### *You're Invited*

Name and pronouns: \_\_\_\_\_

**You are:** A single guest

**Your goal:** Make a friend :)

**What you can do:**

- ~Get salty about marriage
- ~Have a bit too much to drink
- ~Flirt with the wedding party



#### *You're Invited*

Name and pronouns: \_\_\_\_\_

**You are:** A child

**Your goal:** Cause havoc

**What you can do:**

- ~Ask very personal questions
- ~Scream and run around
- ~This important object is a toy



#### *You're Invited*

Name and pronouns: \_\_\_\_\_

**You are:** A parent or grandparent

**Your goal:** Intimidate the other family

**What you can do:**

- ~Request last minute changes
- ~Embarrass the bride or groom
- ~Make a backhanded compliment





ELDERS ONCE SPOKE OF SOMETHING PRIMAL, SOMETHING ALIVE, TRAPPED BETWEEN OUR WORLD AND ITS OWN. IT WAS SAID THAT THIS "BEING" SUSTAINED A FERTILE ABUNDANCE THROUGHOUT THE LAND: LEAGUES OF LUSH FORESTS AND ARABLE FARMLAND. BUT THOSE STORIES HAVE LONG SINCE BEEN FORGOTTEN...

NOW, DEEP BELOW A SWAMPY WOODLAND WHERE STRANGE VEGETATION FLOURISHES, A HIVE QUEEN HAS FINALLY EMERGED VICTORIOUS IN A CENTURIES-OLD BLOOD FEUD. WITH AMBITIONS OF CONQUEST AND ENDLESS PROCREATION UNIMPEDED, HER DRONES WILL SOON ENCROACH UPON MORE CIVILIZED LANDS. MEANWHILE, THE MATRIARCH ALSO MAINTAINS AN ANCIENT SECRET WHICH PROVIDES SECURITY AGAINST HER OWN DESTRUCTION!

# TUNNELS OF THE TERRAN TITAN

A ONE PAGE DUNGEON BY MATT LATURA

**A. ABOVE GROUND.** STRANGE AND IMMENSE FLORA GROW TO SURROUND A CONSPICUOUS MOUND OF HARDENED EARTH. ATOP IT, 6 MOSSY STONE "TOES" QUIVER SLIGHTLY WHEN TOUCHED. 2 THORNY PREDATOR PLANTS HERE ARE DRAWN TO SCENTS AND SOUNDS.

**B. MOUND INTERIOR.** LEAFY VEGETATION OBSCURES AN OPENING IN THE MOUND. THE PUNGENT AROMA OF WET DIRT IS INESCAPABLE WITHIN AND A STEEP VERTICAL TUNNEL MAKES FOR A TRICKY CLIMB DOWNWARDS.

**D. OBSERVATION CHAMBER.** A ROUGH, GRANITE ORB WITH MARBLE-SHAPED DEPRESSION SWIVELS IN THE FLOOR TO TRACK THE MOVEMENT OF ANY WHO TOUCH THE SOFT WHITE ROOTS DANGLING HERE.

**F. WORM SLIDE.** A VERTICAL SHAFT EXTENDS DOWNWARDS. EMBEDDED WITHIN IT IS A GIGANTIC, CAMOUFLAGED "WIDOW" WORM. WITH TELEPATHICALLY INDUCED THOUGHTS AND EMOTIONS, IT ATTEMPTS TO LURE ANYONE LOOKING FROM ABOVE TO CLIMB DOWN INTO ITS GAPING MAW.

**I. OTHERWORLD OVERLOOK.** 6 STALAGMITE FINGERS GROW UNNATURALLY, REACHING SIDEWAYS OVER A SHEER DROP. A VAST SUBTERRANEAN CHAMBER LIES BELOW: ONE TINY CORNER OF ANOTHER WORLD WHICH MEETS WITH OURS IN THIS PLACE. ONE OF EARTHEN FERTILITY, DECAY, AND REBIRTH.

**J. PULSING CHAMBER.** 2 CLOUDS OF HARD EARTH, SPECKED AND HEAVY WITH PRECIOUS METALS, ARE SUSPENDED BY ROOTS. A SCAR-LIKE CAVITY INDICATES A 3RD IS MISSING. SO LONG AS THE POOL IN AREA G IS "FED", THE 2 REMAINING CLOUDS BEAT WITH LIFE 3X PER MINUTE. 3 HIVE SOLDIERS + 1 WINGED ROYAL STAND GUARD.

EACH BEAT PUMPS A LOAMY FLUID THROUGHOUT THE WALLS AND A FEW DROPS SPILL FROM THE CAVITY. THIS "MUD" AUGMENTS AND ACCELERATES THE MATURATION OF ANY LIVING THING TENFOLD!

**L. THE AUDITORIUM.** THICK ROOTS HANG OVER A DARK VOID BELOW AND WET CLAY POOLS AND UNULATES IN THE CEILING. IT AWAITS AN AUDIENCE ON THE PLATFORM. A MOUTH WILL FORM ON ITS SURFACE, DRONING DEEP BASSY NOTES OF ANCIENT GRIEF. ANY WHO GRANTS ITS UNINTELLIGIBLE WISH WILL BE REWARDED WITH AN UNCUT DIAMOND THE SIZE OF A HUMAN HEAD!

**C. MOTHER GECKO'S GROTTO.** BELOW THE HOLLOWED STUMP OF A ONCE MASSIVE TREE, A LUSH CHAMBER OF FLOWING WATER AND REFRACTED LIGHT IS NOW A GRAVEYARD. INSECTILE LIMBS AND BODY SEGMENTS ARE EVERYWHERE. A LARGE, REPTILIAN SKELETON IS BEING PICKED CLEAN BY EMOTIONLESS HIVE WORKERS AND SPECKLED EGGSHELLS DECOMPOSE IN ONE CORNER.

**E. WIND TUNNEL.** WITH REGULAR CADENCE, THE POROUS STONE WALLS IN THIS AREA PULL AND THEN EXPEL DEEP "BREATHS" OF AIR, CAUSING DANGEROUSLY STRONG GUSTS IN THE TUNNEL ABOVE.

**G. DIGESTING POOL.** TALLS MOUNDS OF REFUSE IN ACIDIC SLOP, PILED HIGH BY A PARADE OF HIVE WORKERS. AN OCCASIONAL "THUMP" CAUSES GURGLES, BURPS, AND PULLS EACH MOUND FURTHER BELOW. SOON TO BE ENGULFED, A JADE-CAPPED MACE GLINTS BRIGHTLY; IT'S POSSESSED BY AN ANCIENT AND FERVOROUS PRIESTESS.

**H. BLOOM ROOM.** LARGE FLOWER BUDS HANG FROM ROPEY VINES. IN THE PRESENCE OF LIGHT, BUDS WILL OPEN AND THEN CROWD THE SOURCE. IF TOUCHED BY ANYTHING LIVING, A BLOOM WILL QUICKLY GO LIMP, WITHER AND FALL OFF. IN MOMENTS, A SEED WILL BE PRODUCED IN ITS PLACE AND DROP TO THE FLOOR. IF PLANTED AND CARED FOR, IN 1 MONTH THE SEED WILL YIELD A \*NEARLY\* IDENTICAL COPY OF WHATEVER TOUCHED THE FLOWER. 104 SEEDS ALREADY LAY ABOUT.

**K. HIVE THRONE.** ACCOMPANIED BY A HUNDRED INSECTOID EGGS AND A WINGED CONSORT, THE IMMOBILE HIVE QUEEN IS FED A CONSTANT DIET OF "MUD BLOOD" (SEE AREA J). DAY AND NIGHT, WORKERS MARCH THROUGHOUT THE TUNNELS TO PRODUCE MORE OF THIS NUTRIMENT.

THE MATRIARCH KNOWS THAT THE SURROUNDING LANDS BENEFIT GREATLY FROM THE LIFEFORCE THAT HER HIVE SUSTAINS IN THESE TUNNELS. SHE'LL USE THIS AS LEVERAGE IF THREATENED.

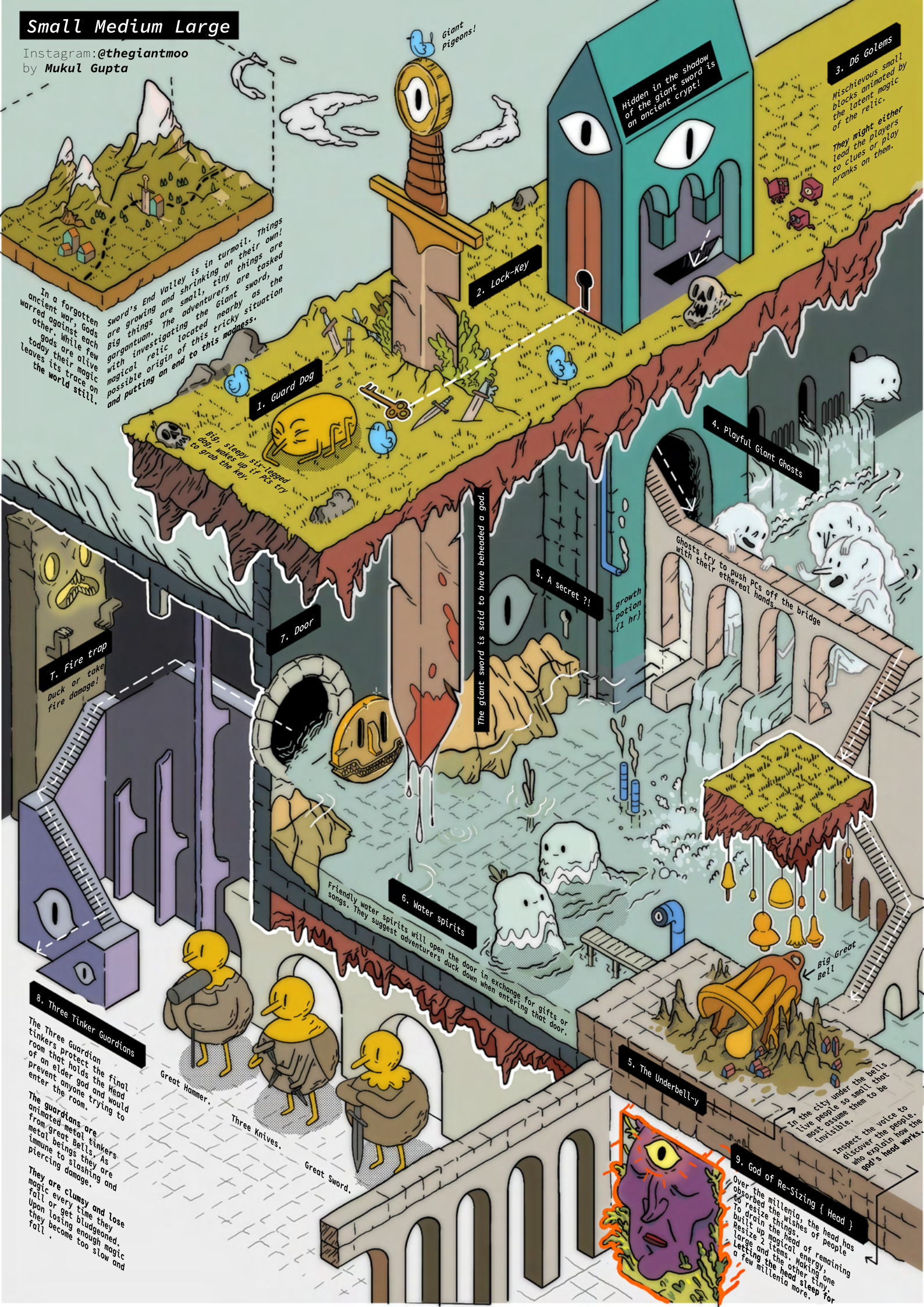
**HIVE BEHAVIOR** - WORKERS WON'T ATTACK UNPROVOKED BUT MAY TRY TO CARRY INTERLOPERS TO THE DIGESTING POOL (AREA G). IF ATTACKED, THEY'LL DEFEND THEMSELVES AND CAN CALL FOR 104 SOLDIERS USING AIRBORNE PHEROMONES WHICH TAKE 1 ROUND OF UNINTERRUPTED FOCUS TO RELEASE. SOLDIERS WILL AIM TO KILL OR TAKE PRISONERS TO THE QUEEN WHO WANTS ONLY TO GROW THE HIVE'S NUMBERS AND TERRITORY.

**RANDOM EVENTS** - EVERY 30 MIN ROLL 1D10: (1-6) NO EVENT (7) PAIR OF JUVENILE GIANT GECKOS APPEARS, PURSUED BY 106 HIVE SOLDIERS (8) DISTANT "THUMP" SHAKES DIRT FROM WALLS AND CEILING, 20 SECONDS LATER ANOTHER PULSE CAUSES A TUNNEL COLLAPSE (9) WITH SUPERNATURAL SPEED, A LARGE PLANT SEEDLING EMERGES FROM THE GROUND, GROWS TALL REACHING FOR SUNLIGHT, AND THEN SHRIVELS AND DIES IF NONE IS FOUND (10) 3 HIVE WORKERS ATTEMPT TO MANEUVER A LONG, SMOOTHLY CUT BEAM OF LUMBER THROUGH THE NARROW TUNNELS.



# Small Medium Large

Instagram: @thegiantmoo  
by Mukul Gupta



In a forgotten ancient war, gods warred against each other. While few gods are alive today their magic leaves its trace on the world still.

Sword's End Valley is in turmoil. Things are growing and shrinking on their own! Big things are small, tiny things are gargantuan. The adventurers are tasked with investigating the Giant as the magical relic located nearby as the possible origin of this tricky situation and putting an end to this madness.

1. Guard Dog

Big, sleepy six-legged dog wakes up if PCs try to grab the key.

2. Lock-key

Hidden in the shadow of the giant sword is an ancient crypt!

3. OG Golems

Mischievous small blocks animated by the latent magic of the relic.

They might either lead the players to clues or play pranks on them.

4. Playful Giant Ghosts

Ghosts try to push PCs off the bridge with their ethereal hands

5. A secret ?!

growth potion (1 hr)

7. Door

The giant sword is said to have beheaded a god.

6. Water spirits

Friendly water spirits will open the door in exchange for gifts or songs. They suggest adventurers duck down when entering that door.

7. Fire trap

Duck or take fire damage!

8. Three Tinker Guardians

The Three Guardian tinkers protect the final room that holds the Head of an elder god and would prevent anyone trying to enter the room.

The guardians are animated metal tinkers from great bells. As metal beings they are immune to slashing and piercing damage.

They are clumsy and lose magic every time they fall or get bludgeoned. Upon losing enough magic they become too slow and fall.

Great Hammer.

Three Knives.

Great Sword.

5. The Underbell-y

In the city under the bells live people so small that most assume them to be invisible.

Inspect the voice to discover the people. who explain how the god's head works.

9. God of Re-Sizing { Head }

Over the millennia, the head has absorbed the wishes of people to resize things, built up magical energy, large and items, making one letting the head sleep for a few millennia more.

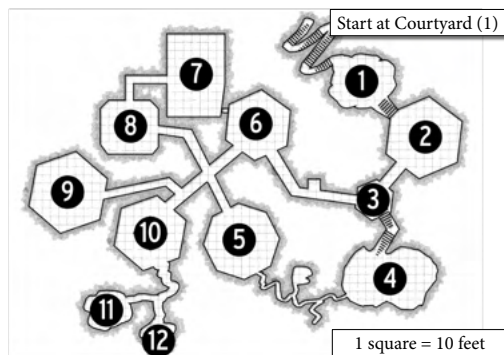


# MEZRAK'S FOUNDRY

A one page dungeon by the Nameless Designer <https://nameless-designer.itch.io> released under <https://creativecommons.org/licenses/by-sa/4.0/>

Map created using [www.dungeonscrawl.com](http://www.dungeonscrawl.com)

Art generated using [www.midjourney.com](http://www.midjourney.com)



**Quest:** Find the *three missing villagers* who were investigating strange activity at Mezrak's Foundry.

**Mezrak's Foundry:** A long abandoned foundry located high within a craggy peak. Built by Mezrak, a famed dwarven inventor. Place was abandoned due to an *unstable rift* in the fabric of reality.

**Order of Paragon:** Cult seeking the *return of their deity*, the Paragon a being of perfection. A plan is in place to *transfer the spirit of the entity into a host* known as the vessel when the rift opens.

**The Entity (Xorgnix):** An evil chaotic being with malicious intent; seeks escape from the eternal void. Plays the role of the Paragon, until it is freed.

**The Ritual:** A vessel must *stand within the circle in the Great Hall (2)* and hold the *summoning stone* as the rift opens. This will be the second attempt. However, Xorgnix will arrive in its current form.

**Noul-Utl:** A being of chaos from the first failed summoning. Knows the entity is *dangerous and seeks its own freedom*. Feeds on life energies.

**Villagers:** Unwittingly stumbled into the area and are being *detained* by the Order of Paragon.

## Monster & NPC Descriptions

**Mercenary,** common sell-sword, ill-disciplined

**Fervant Guard,** heavily armed and dangerous

**Paragon Cultist,** commanders, scheming and cunning

**Earth Worm,** large burrowing worms, flesh eaters

**Noul-Utl (Chaos),** humanoid chaotic horror, claws

**Xorgnix (Chaos),** bloated tentacled chaotic horror

## Random Encounter Table

**d6 Description/Motivation**

01 **Rift,** opens for d6 turns, ritual may be started

02 **d6 Mercenaries,** patrolling from area 1 to 6

03 **d4 Fervant Guards,** heading to great hall 2

04 **d6 Earth Worms,** seeking food to survive

05 **Cultist & d4 Guards,** checking prisoners secure

06 **Noul-Utl,** seeking food or an escape

## 1. Courtyard (Entrance)

(Mountain trail leads here)

- Grand stone carved walls of dwarven construction
- (Encounter) d6 mercenaries guarding wagon supplies (food, water, equipment); donkeys are hitched here
- Mercenaries will prevent access to intruders and deny seeing villagers
- Alarm bell alerts guards from (7) (appear in 6 turns).



## 2. Great Hall

(Stone door closed not locked)

- Grand chamber, fine stone architecture. Arcane patterned floor
- (Encounter) Young robed woman wanders the room, her mind fractured
- Woman offers few words but does refer to herself as the 'First Sister' (harmless victim of the first failed summoning)
- Rift appears over the patterned floor periodically and lasts for an unpredictable amount of time.



## 3. Stone Chamber

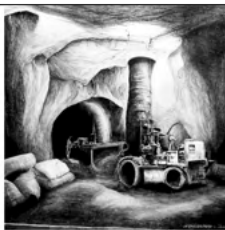
(Open access to chamber)

- Stone chamber, dwarven markings inscribed on wall (Mezrak's Foundry)
- Corroded steam pipes run across walls, patched with small metal plates
- Warm air can be felt emanating from a steep descent down to area (4).



## 4. Drilling Cavern

- (Hazard) Fissures emit boiling gas and vapour from corroded pipes
- Large furnace connected to a drilling machine surrounded by piles of coal and rock
- (Secret) Drilling machine head can be moved to reveal earth worm tunnels past a den (d4 worms) to (5)
- Coal and barrels of water (from 1 or 5) can ignite the furnace and activate the vault door (9).



## 5. Storage & Machinery Area

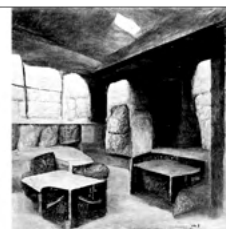
(Door locked, iron key required)

- (Treasure) Room contains a jumble of old crates; chests; tools; and materials. Searching can reveal some high quality crafting tools
- Organised area contains second set of food & water supplies for the cult
- (Secret) One wall has collapsed, investigating reveals a small tight barely crawl-able tunnel leading past earth worm den (d4 worms) to (4).



## 6. Guard Chamber

- Chamber with tables; chairs; equipment racks
- (Encounter) A Fervant Guard sits in alcove leading to the room (has iron key); d6 mercenaries occupy the chamber playing dice and muttering discontent.
- (Secret) False wall behind equipment racks and leads to (7), mercenaries are unaware of this.



## 7. Solar Room

(Door closed)

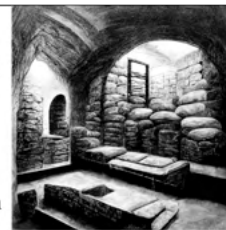
- High glass ceiling allows natural light into room
- (Encounter) 2 Fervant Guards stand outside; 2 Paragon Cultists (bronze key, summoning stone artefact) are inside
- (Treasure) Clothes dummy wears a luxurious white robe and golden crown (clothes for deity)
- (Secret) No-one aware of false wall hiding passage to (6).



## 8. Barracks

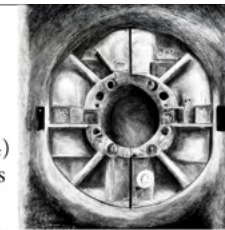
(Door closed)

- Bunks, chairs and a small cooking area occupy the room
- (Encounter) d6 mercenaries are resting here in quiet conversation about 'what horror lies within the pit' (10)
- Mercenaries here are discontent and are tempted to leave their employers service.



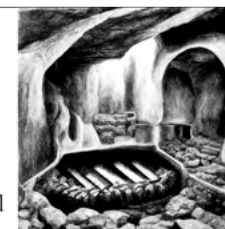
## 9. Vault (Mechanically locked)

- (Hazard) Boiling gasses burst from the corroded pipes outside the vault.
- (Puzzle) Lever opens vault if furnace ignited (4)
- (Treasure) Vault contains crates; chests and bookshelf of parchments. Searching reveals; 3 chests of dwarven gold (200gp each); a magical dwarven forged hammer (chaos-bane); parchments written in dwarven (invention notes, highly valuable to dwarven craftsmen).



## 10. The Pit (chamber dark)

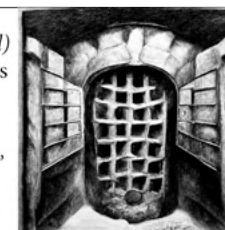
- Clanking chains and a raspy breathing can be heard from within
- The pit is covered by an iron grill; a rusted chain mechanism can be activated to open the grill (will alert people in 6).
- (Encounter) Noul-Utl, creature of chaos is chained below; earth worm carcasses and dried blood cover the floor; he will bargain for his freedom but if released must feed soon.



## 11. Cell

(Portcullis, bronze key required)

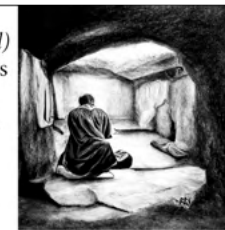
- Small cave area; portcullis blocks access
- (Encounter) 3 villagers held prisoner here (Jeyna, Burke, Culan); possess minor cuts and bruises
- Fearful of death, they are aware they are being held for some later purpose but have limited knowledge of the cults plans.



## 12. Cell

(Portcullis, bronze key required)

- Small cave area; portcullis blocks access; room well furnished with a bed and adequate supplies
- (Encounter) A lone young man garbed in a simple robe held here
- 'The First Brother' is a malleable victim and acolyte of the order, chosen to act as the host. He considers it an honour to act in the service of the Paragon.









# MELTING POT

One Page Dungeon Contest . 2022

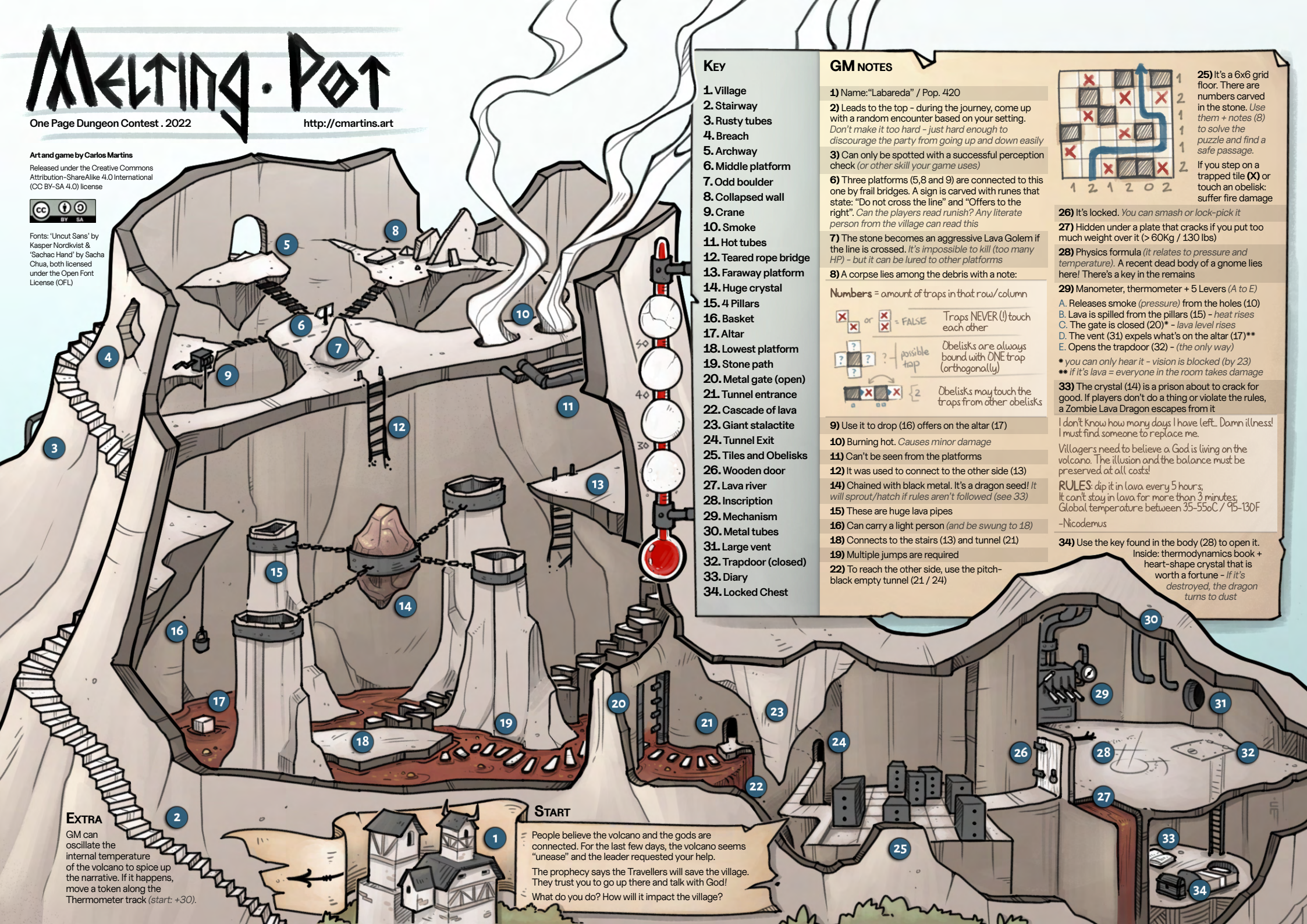
<http://cmartins.art>

Art and game by Carlos Martins

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## KEY

1. Village
2. Stairway
3. Rusty tubes
4. Breach
5. Archway
6. Middle platform
7. Odd boulder
8. Collapsed wall
9. Crane
10. Smoke
11. Hot tubes
12. Tearable rope bridge
13. Faraway platform
14. Huge crystal
15. 4 Pillars
16. Basket
17. Altar
18. Lowest platform
19. Stone path
20. Metal gate (open)
21. Tunnel entrance
22. Cascade of lava
23. Giant stalactite
24. Tunnel Exit
25. Tiles and Obelisks
26. Wooden door
27. Lava river
28. Inscription
29. Mechanism
30. Metal tubes
31. Large vent
32. Trapdoor (closed)
33. Diary
34. Locked Chest

## GM NOTES

1) Name: "Labareda" / Pop. 420

2) Leads to the top - during the journey, come up with a random encounter based on your setting. Don't make it too hard - just hard enough to discourage the party from going up and down easily

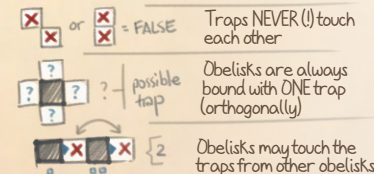
3) Can only be spotted with a successful perception check (or other skill your game uses)

6) Three platforms (5, 8 and 9) are connected to this one by frail bridges. A sign is carved with runes that state: "Do not cross the line" and "Offers to the right". Can the players read runish? Any literate person from the village can read this

7) The stone becomes an aggressive Lava Golem if the line is crossed. It's impossible to kill (too many HP) - but it can be lured to other platforms

8) A corpse lies among the debris with a note:

Numbers = amount of traps in that row/column



9) Use it to drop (16) offers on the altar (17)

10) Burning hot. Causes minor damage

11) Can't be seen from the platforms

12) It was used to connect to the other side (13)

14) Chained with black metal. It's a dragon seed! It will sprout/hatch if rules aren't followed (see 33)

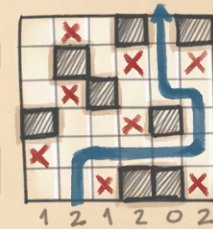
15) These are huge lava pipes

16) Can carry a light person (and be swung to 18)

18) Connects to the stairs (13) and tunnel (21)

19) Multiple jumps are required

22) To reach the other side, use the pitch-black empty tunnel (21 / 24)



25) It's a 6x6 grid floor. There are numbers carved in the stone. Use them + notes (8) to solve the puzzle and find a safe passage.

If you step on a trapped tile (X) or touch an obelisk: suffer fire damage

26) It's locked. You can smash or lock-pick it

27) Hidden under a plate that cracks if you put too much weight over it (> 60Kg / 130 lbs)

28) Physics formula (it relates to pressure and temperature). A recent dead body of a gnome lies here! There's a key in the remains

29) Manometer, thermometer + 5 Levers (A to E)

A. Releases smoke (pressure) from the holes (10)

B. Lava is spilled from the pillars (15) - heat rises

C. The gate is closed (20)\* - lava level rises

D. The vent (31) expels what's on the altar (17)\*\*

E. Opens the trapdoor (32) - (the only way)

\* you can only hear it - vision is blocked (by 23)

\*\* if it's lava = everyone in the room takes damage

33) The crystal (14) is a prison about to crack for good. If players don't do a thing or violate the rules, a Zombie Lava Dragon escapes from it

I don't know how many days I have left. Damn illness! I must find someone to replace me.

Villagers need to believe a God is living on the volcano. The illusion and the balance must be preserved at all costs!

RULES: dip it in lava every 5 hours; it can't stay in lava for more than 3 minutes; Global temperature between 35-55°C / 95-130°F

-Nicodemus

34) Use the key found in the body (28) to open it. Inside: thermodynamics book + heart-shape crystal that is worth a fortune - if it's destroyed, the dragon turns to dust

## EXTRA

GM can oscillate the internal temperature of the volcano to spice up the narrative. If it happens, move a token along the Thermometer track (start: +30).

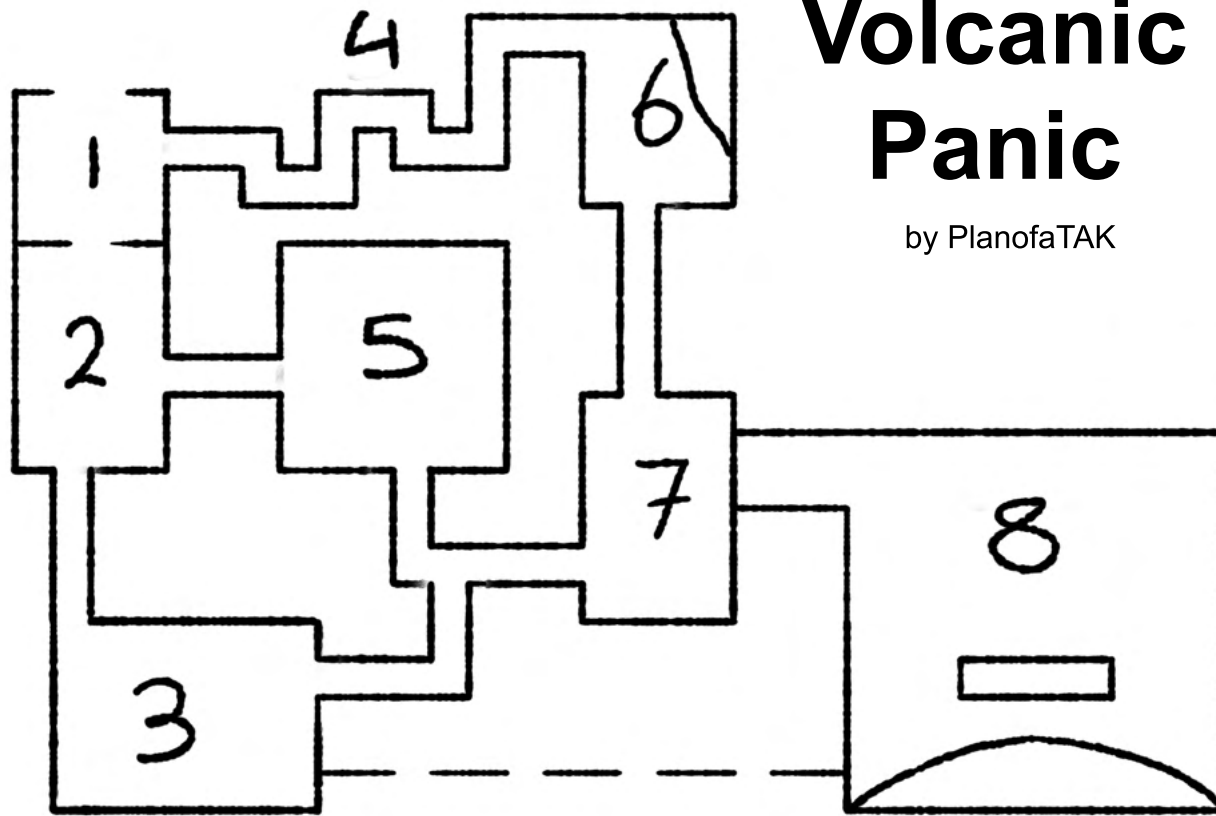
## START

People believe the volcano and the gods are connected. For the last few days, the volcano seems "unease" and the leader requested your help.

The prophecy says the Travellers will save the village. They trust you to go up there and talk with God!

What do you do? How will it impact the village?





# Volcanic Panic

by PlanofaTAK

Passing through a village, the players learn that treasure seekers have recently also been this way, intent on plundering the nearby temple-under-the mountain. The village hasn't seen the treasure seekers since, but the mountain has become restless - belching smoke and trembling. The villagers are afraid and beg for help.

- ① In the entrance cave the players will learn that the treasure seekers have removed three gems from the altar at the heart of the mountain. The first treasure seeker will be here, with the first gem. The players learn that to calm the mountain they must restore the gems to the altar.

Variations:

- a) the treasure seeker is alive and imparts knowledge to the party with their dying breath.
- b) the treasure seeker is dead, and an inscription on the wall depicts the altar, gems, and maybe even the guardian

- ② This cave is full of stalagmites and stalagmites, but not all of them are what they seem. Creatures disguised as rock drop on and attack the players as they pass.

- ③ Small fire elementals squeeze through glowing red cracks in the walls and attack.

- ④ A narrow and winding path is dangerous to traverse, and players risk falling into the endless darkness on either side.

Variations:

- a) the third treasure seeker and gem can be found in either rooms 3, 5 or 6. You can choose the location before hand to encourage exploration, or place it in whichever room the players go to first.
- b) an in-game or out of game timer is set on entrance to the dungeon, to count down until the volcano erupts.
- c) as the game progress there are frequent tremors. Players must fight to keep their balance or avoid falling rocks or toxic fumes, or thin streams of lava impede them. This can be either timed, or decided by dice roll.
- d) instead of having the gems in rooms 1, 3/5 and 7, place them randomly throughout.
- e) the guardian grows stronger over time / summons others
- f) A hidden tunnel connects room 8 and 3 that players can use to escape if the door to 7 is closed.

- ⑤ Steam vents will scald the players unless they can dodge them, disable them, or find some other way to safely

- ⑥ A cavern that contains a steaming pool fed by a hot spring. A player who braves the dangerously hot water will find a reward at the bottom.

- ⑦ This room contains the body of a second treasure seeker, and the second gem. It's a heavily decorated room with a number of unlit torches. To open the stone door the players must light all the torches.

Variations:

- a) the torches must be lit in a certain order, eg left to right or smallest to lowest.
- b) the door only stays open as long as the torches are lit, potentially trapping the players on the other side.

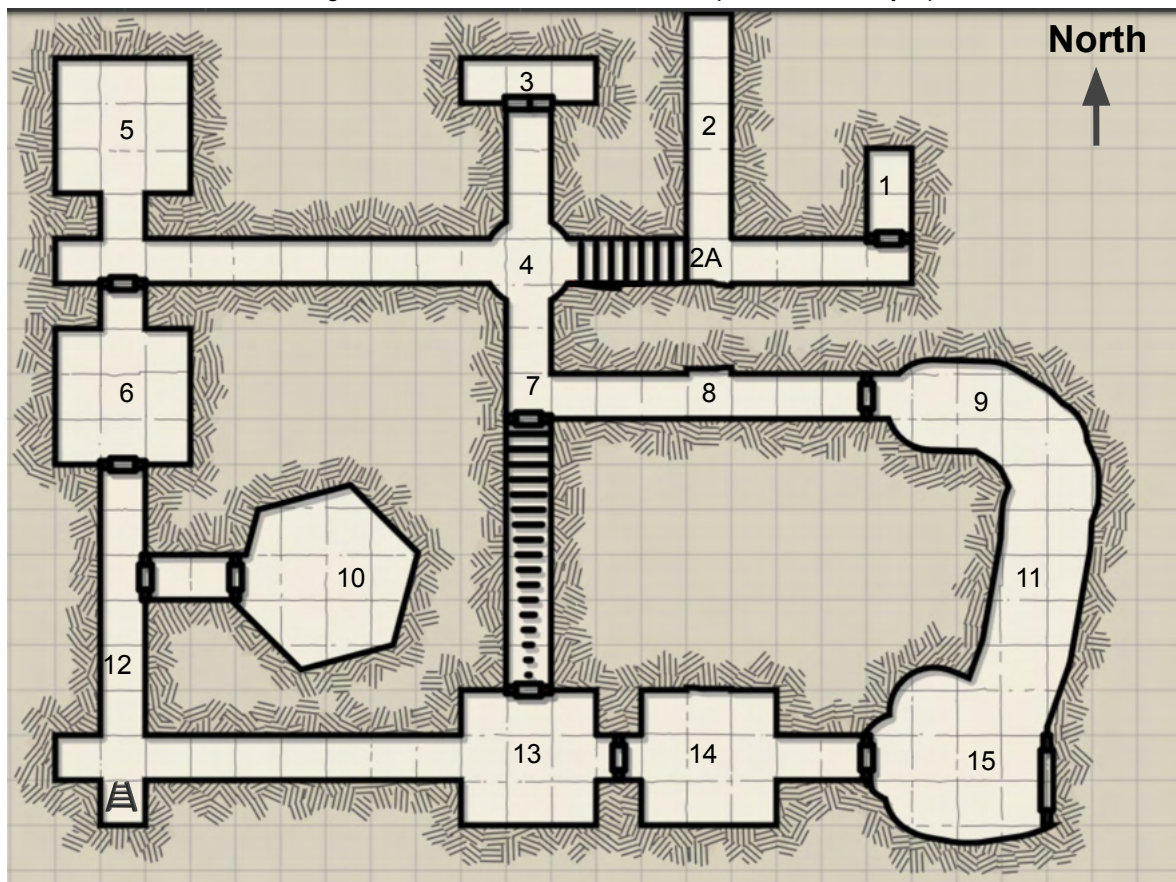
- ⑧ The altar is positioned directly in front of a bubbling lake of lava. In front of the altar is it's guardian - a fire elemental. The guardian has been awakened or angered by the theft of the gems, and will attack on sight.

To stop the eruption the players must place all three gems into the altar. The guardian will defend the altar from further interference until the gems are replaced or it is defeated.



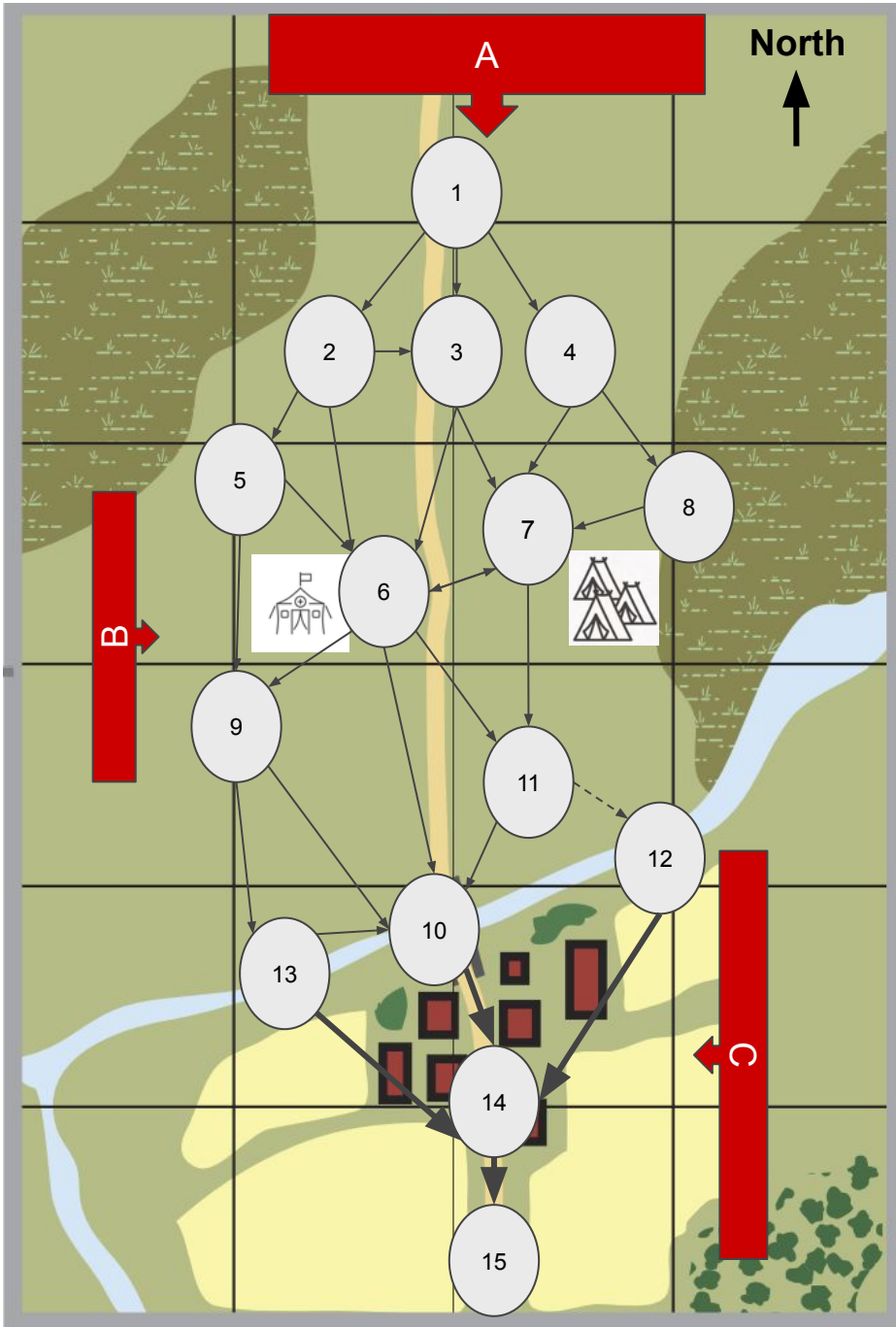
# Royal Flush by Christopher Selby

What began as a crappy job in the sewers turns into a discovery of wondrous magic and an ancient secret hidden deep beneath the royal palace.



1. Entrance, PCs begin here. They should have minimal arms and armor as their job of clearing the sewer blockage is more maintenance than adventuring. There is no light in #1-2 as well as #9-11. There is low magical light in #3-8, 12 and 15. Torches are burning in #13 and 14.
2. Drain from the street. It's a corridor of filth with a few coins, an interesting trinket and 8 rats. 2A. A large dead animal blocks the passage; the corridor stretches on in front of the PCs but in attempting to remove the blockage they activate a hidden slide and descend to the lower level (#4).
3. Secret stash: a few gems, a chest with a reasonable amount of coin, a few "valuable" trinkets along with 12 rats and 1 giant Rat King. Any guards on this level know the Rat King has made his home in that area, so they stay away—which is why the stash is undisturbed.
4. Corridor with dead bodies; these have a couple of melee weapons that allows PCs to upgrade their equipment.
5. Kobold Guard Room; PCs can hear 2 Kobolds complaining about having to fix the mechanism that opens ramp back up to the sewer. *"Why can't we just use the ladder?" "You know why we can't use the ladder. Do you really want to go down there? You saw what happened when she got loose before. Besides someone still needs to do something with those bodies."* This is referencing the giant croc in #10 and the bodies in #4. These Kobolds are not on duty so are not in armor. The room contains their leather armor, shields, and shortbows; they can use an action to take the shield and shortbow, but they don't have time to put on the armor. The PCs will have access to these if they defeat the guards. But if they make a lot of noise and give the kobolds enough time others in #8 will investigate.
6. Ancient temple with Runes on the wall and a puzzle to open passage to #12; runes show the ritual needed for werecroc transformation
7. Corridor leading down to guarded area. A locked door blocks the stairs leading down to #13. PCs can hear several guards further down the stairwell by #9 complaining about the smell. Stealth and perception checks allow the PCs to stay unnoticed and see these guards are armed; any direct conflict and they would be outmatched.
8. Kobold guards are armed with shortbows, leather armor, and shields which boost their AC. They are "on duty" to deal with the bullywugs, but also prepared in case of an emergency with the werecroc. These guards are more formidable foes if the PCs come this direction immediately instead of proceeding along corridor #4 and finding some upgrades. The door to #9 is locked. One of the kobold carries the key.
9. 5 Bullywugs are kept here in cages as food for the werecroc. They are belligerent and will fight the PCs even if rescued
10. The Croc Lair (Fake boss). She is kept by the handler as a mate for the werecroc. There are 4 baby crocs who emerge and join any fight.
11. Downward slope leading south towards #15. Depending on which direction the PCs approach, they might overhear the handler talking with the prince and beginning his transformation into the werecroc.
12. Corridor. There is a ladder up to a trap door that is locked. PCs who exit here find themselves in the above Royal Manor, who have been using these hidden passages to keep the prince's transformations a secret and use him as a weapon against their enemies.
13. Werecroc handler lab. Similar runes from #6 are here, connecting an ancient magic that turned the prince into a werecroc and the magic that is used to control his transformations. While the PCs traverse the sewers and undercity, the handler begins here. He will stay in this area until a certain amount of turns have transpired. He then moves to #14 to wake the prince and start his "treatment"—moving him to #15 where the ritualized transformation begins.
14. Prince's bedchamber. There are clues here that point to his royal heritage but no worthwhile loot; mostly books, games, other things to help pass the time. There's also some clues to his curse (i.e., strong odor from food stashes, rune markings on the hallway leading to #15). The prince stays here until the handler gets him.
15. Boss room. The exit requires a perception check to find and is the only way out. The door is locked but the handler has the key. It could be picked, but is difficult.





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## “A Battle Lost” By Matt Unsworth

As those around you start to panic and flee the battlefield, you wonder how you will keep your head & survive this day....

**A The Battle Line- Roll up equipment and motivation for your character(s). Then start at #1**

- 1) The Line Breaks! Do you- Rally with others (2), Go to a Heavy Weapon (3) or Run towards the woodline (4)
- 2) A Last Stand. Fight random Foes until group of 2d3 Friends collapse, then flee to 3, 5 or 6
- 3) Loaded Heavy Weapon. Fire once at crowd of friends & foes, or destroy after fighting 1 Foe, or flee to 6 or 7
- 4) Found a Horse! Fight 1 Foe and then capture horse with ability roll, or ignore. Flee to 7 or 8

**B Enemy attack on left flank occurs**

- 5) Friend fighting 1d3 Foes; Help fight Foes simultaneously and/or then flee to 6 or 9
- 6) Hospital. Can search here or flee to 7, 9, 10 or 11; A massacre is starting...
- 7) Baggage Camp. Can search here or flee to 6 or 11; Pillaging is starting...
- 8) The Wood Line; Surprised by 2d3 Foes, fight simultaneously and then flee to 7 or escape if deserting...
- 9) Enemy Cavalry Attack, fight 1d3 Mounted Foes separately, then flee to 10 or 13

**C Enemy attack on right flank occurs**

- 10) The Bridge. A dead horse slows passage while bridge is collapsing. Multiple ability rolls to get to 14
- 11) Wounded Friend: slows PCs down if helped and 1d6 foes are approaching, or ignore and run to 10 (or 12...)
- 12) Hidden Ford. Multiple ability rolls to find and cross, otherwise go to 10. If successful, fight 2 Foes simultaneously after crossing and then go to 14
- 13) The Ford. Two Friends with royal standard pursued by 2d3 Foes. Fight Foes simultaneously and go to 14, or let Friends fend for themselves and flee to 10
- 14) Village. Commander here; Civilian, Friend or Foe encounters every turn; go to 15 when done. Fire started...
- 15) Escape to safety! You have lived to fight another day unless you have a mortal wound...

Start Up	Weapon	Armor	Extras	Health (2d6)	Status (2d6)	Motivation: Stay alive and
1	Foul Language	Hat or similar	Cards and dice	2 Mortal Wound (Death Save each turn)	Untouchable 2	Find your comrade or relative, they're somewhere in the village (1-2) or camp (3-4) or hospital (5-6)
2	Knife	Helmet	Flask with your choice of liquid	3 Leg injury (Move Penalty)	Peasant 3-6	Deliver orders to commander in village.
3	Club	Shield	1st aid kit	4 Arm injury (Fight Penalty)	Yeoman 7-8	Cover your name in glory!
4	1H weapon	Chest armor, front	1 day rations	5 Blurred vision (Sight Penalty)	Self Made 9-10	Desert the army!
5	2H weapon	Chest armor, back	Pocketable valuable	6 Head wound (Mortal if 3+3)	Nobility 11	Act honorably!
6	Any 2 of above	Any 2 of above	Roll for Money	7+ Unwounded	Nobility 12	Make yourself as rich as possible!

Search Table	Civilian	Friend	Foe	Money	Valuables	Equipment
	1	2	3	4	5	6
1	Comrade	Comrade	Boss	Nothing	Nothing	Nothing
2	Or Relative	Or Relative	Lt. Warrior	1d8 Copper	Medicine	Knife
3	Panicked	Panicked	Lt. Warrior	1d12 Copper	Holy Book	Shield
4	Panicked	Panicked	Hvy. Warrior	1d4 Silver	Silver Bracelet	1H weapon
5	Helpful	Stalwart	Hvy. Warrior	1d6 Silver	Gold Ring	1 day rations
6	Hostile	Boss	Shooter	1d3 Gold	Flask of Alcohol	Simmering Torch

Roll 2d6 and cross reference results when searching; otherwise roll on appropriate column(s) as indicated



# Galactic Kindergarten Escape

by Andrey Plisko

<https://www.patreon.com/anisplan>

By the evil genius' will, running into a cunning trap, or failing an intelligence check, the heroes are placed into the galactic kindergarten. Now PCs must prove they don't belong here or find a way to escape the place.

This universal adventure can be a funny trip or a short survival story for your players. Try to use their imagination and the mood that suits your Universe.

The "children" of the kindergarten are creatures of different shape and sizes. Just create less scary ones if you are going to play with real kids.

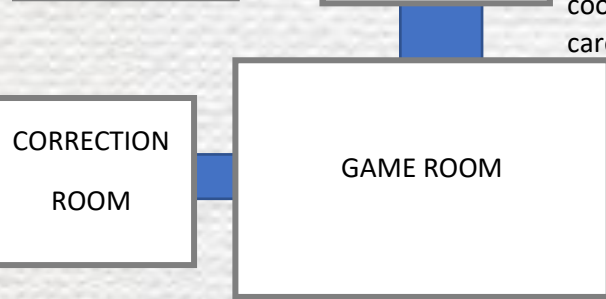
**Bedroom.** Heroes wake up here. They can barely remember what happened and are confused by this alien place. Children around are afraid of weird noises coming from under one of the beds. If anyone try to come closer, big paw with sharp claws will strike! This is a cat, accidentally taken away from your planet.

**Monsters:** a Cat. **Treasures:** Teddy – a terrifying (the person holding it rolls any INT checks with disadvantage) one-eye toy under a pillow in the darkest corner of the room, where the cat "monster" is nesting.

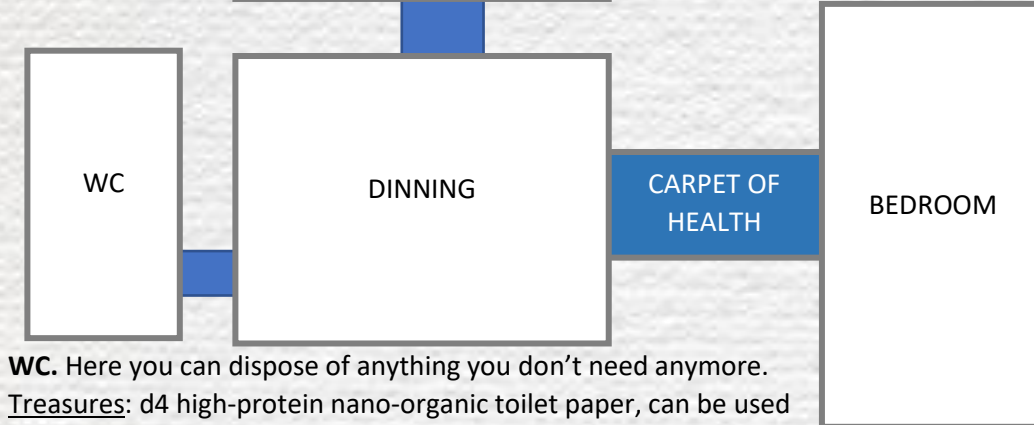


**Carpet of health.** Everyone should pass these mandatory procedures. Run fast or endure the scratchy floor, hot and cold showers following with a withering breeze.

**Dinning.** A set of tables with feeding machines. The Space Semolina is a light poison to your kind. Try to avoid of being fed. **Monsters:** 4 T35 are watching every child to eat, no exceptions. **Treasures:** Big Kevin was punished a lot because of his bad behavior and food taste and now he is looking for someone to eat his potion of Semolina. He can share valuable advice: to fly back home the one need to get coordinates from Protocol droid at Correction Room. The droid is always watching carefully what is happening in the Game Room (good or bad) and any persons involved might be taken into the Correction Room for "educative talk".



**Game room.** Everyone is playing. You can join any party. If you pass a good INT check or DEX check (depends on the game type) you can win and proof yourself worthy. Each win can drive the looser mad (1/3 chance), so be ready to defend yourself! d4+1 wins can bring attention of the Protocol Droid, who is watching the games. **Monsters:** 6 T35 playing games with kids.



**WC.** Here you can dispose of anything you don't need anymore. **Treasures:** d4 high-protein nano-organic toilet paper, can be used as a health potion.

**Correction room.** You can be "invited" here in the case of unusual behavior (showing violence or other bad actions or some extraordinary skills at playing games in a game room) to be interrogated by the Protocol Droid.

**Dressing.** Some of your stuff is here secured in one of the lockers. A kid is crying about his lost Teddy-toy. His older brother is holding in his hands a silver keycard to one of the spaceships, landed outside. He is in a hurry to leave the place and will be glad if someone can bring the Teddy ASAP. Can be persuaded to get few additional passengers. **Monsters:** One S1000 is watching that only authorized persons enter or leave the place.

**Landing pad.** d6 spaceships. All locked. One can be opened with the *silver keycard*. Set your home system coordinates into autopilot using the set of weird symbols given by the Protocol Droid or hacked from his log files.

**Monsters:** d4+2 S1000 on patrol duty.

## Monsters

**A Cat** – sharp teeth and claws, weak to rolling balls and stroking. Can be from small to tiger-size.

**T35-Nanny** – a strong 8-arms droid with vandal-proof armor. Feed or Play programs can be switched with high INT check.

**S1000** – security droid, battle armor two paralyzing ray guns. Can be once switched to self-test for 30 seconds by security code phrase ("Meow").

**Protocol droid** – Bulky old droid with big screen. He is communicating via images or simple math. Has brain analyzer and limited telepathy ability. His log file contains all spaceship signatures and destinations for the last week. Unprotected. Can be defeated, persuaded, or hacked to get the coordinates of your home planet.



# THE HALLWAY OF ABANDONED (INFINITE) WORLDS

an adventure by 30299578815310

**Background** - A long time ago, with advanced technology or maybe magic, an Interdimensional Tunnel was built on the PC's homeworld. Meanwhile, across countless other realities, the engineers' counterparts were building parallel tunnels of their own. When activated, all of these alternate tunnels fused together, forming an infinite hallway that bridged endless realities. Realizing there were numerous new worlds to explore (or exploit), the inhabitants of most of these worlds left for greener pastures, leaving long stretches of the Hallway connected to mostly empty and isolationist locales. This adventure takes place in one such stretch of sparsely inhabited worlds, marked for doom by the prophecies of the mysterious Longers. Adventure through the Hallway to explore new worlds, reconnect dying civilizations, and discover the secret of The Doom.

**The Hallway** - The Hallway is a long winding tube, at times over 2 kilometers in diameter, with a seemingly infinite length. Lining the walls of the hallway are doors, constantly shifting in shape and detail, ranging from several to several hundred meters in height. The Hallway is dotted with strange machinery, and over time has become host to a variety of ecosystems and settlements.

**Doors** - The Hallway's doors lead to a variety of different (but always hardly occupied) locales, including Alien Planets, Distant Pasts and Futures, Intergalactic Space Stations, Spirit Worlds, Alternate Quantum Universes, Divergent Timelines, Bizarre Realities, Parallel Planes, etc.

**Longers** - Longers are strange beings from octillions of kilometers down the Hallway. No two Longers look alike, but most are friendly, and share cryptic messages about the mysteries of reality, as well as proclamations of a coming catastrophe, known as *The Doom*.

**Rumors and Mysteries** - Whenever players explore a locale behind a door, travel to new parts of the Hallway, or encounter a Longer, there is a 1/2 chance of encountering a rumor or mystery. Randomly select from the below list:

- *Information about the key to a locked door in the Hallway*
- *The location of a shortcut, a door that leads to a far part of the Hallway instead of a new locale*
- *A scientific paper detailing lost technology*
- *The location of ancient magic, buried deep behind a door.*
- *Whereabouts of some of the Hallway's original engineers.*
- *A riddle or poem shedding light on The Doom*
- *GM's Choice*

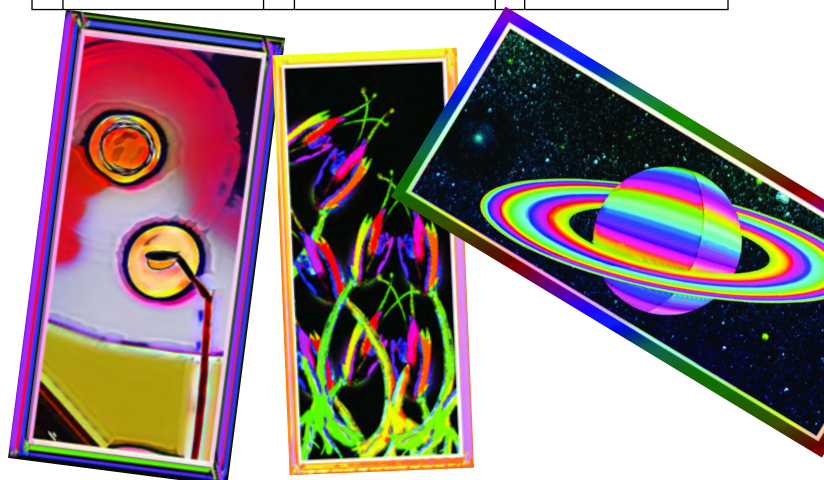
**Hallway Encounters** - Select once from this list each time the party enters the Hallway: *Traders | Town or City Built in the Hall | Monsters | Invaders | Bandits | Adventurers | Migrants Caravan | Ecosystem | Odd Machines | Longers*

**Resources per Door** - Select twice from this list when the party enters a door: *Gems or Precious Metals | Magic Items | Water | Energy | Advanced Technology | Drugs | Medicine | Ore | Industry | Plants | Rare Elements*

**What if my PCs come from a populated world?** That's OK! The discovery of a Door to a populous locale can be the seed of a new adventure!

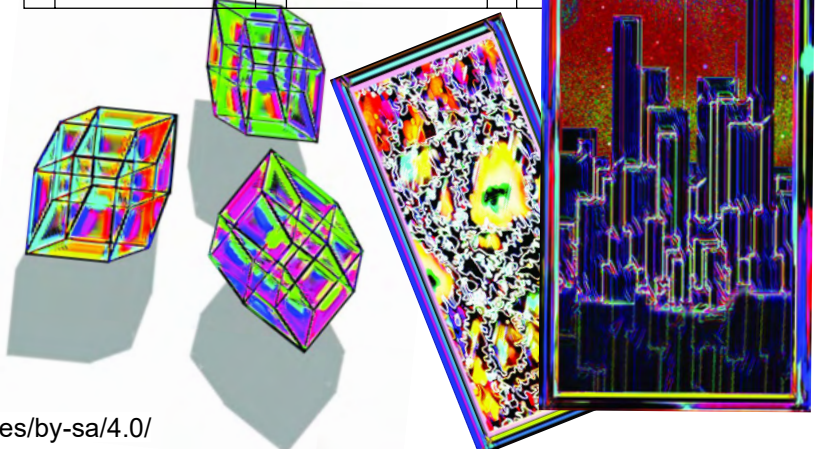
**Door Traits** - Randomly select 1 to 4 items from the table below for the traits of a locale beyond a door in the hallway.

1	Gunpowder Doesn't Work	13	Empty Void	25	Dictatorship
2	Low or No Magic	14	Space Colony	26	Democracy
3	Dyson Ring or Sphere	15	Wasteland	27	Feudal
4	Exists in the Future	16	Jungle	28	Caste System
5	Flat-Earth	17	Forest	29	Undying Rulers
6	Militarized	18	Exists in the Past	30	Magocracy
7	Multiple Time Dimensions	19	Time Loops	31	Psychic Powers
8	Hypercubes	20	Theocracy	32	Strange Physics
9	Dark	21	Anarchy	33	Superpowers
10	Cold	22	War	34	No Inhabitants
11	Hot	23	Disease	35	Two Dimensional
12	Urban	24	Radiation	36	Memetic Virus



**Door Inhabitants** - Randomly select 1 to 4 items from the table below to determine inhabitants of a locale beyond a door. Inhabitants may be natives or migrants.

1	Dragons	11	Kaiju	21	2d Beings
2	Humans	12	Fae	22	Hypercubic-Life
3	Sentient Plants	13	Outsiders	23	Dark Matter Lifeforms
4	Aliens	14	Zombies	24	Longers
5	Transhumans	15	Memetic Organisms		
6	Reptilians	16	Cosmic Horrors		
7	Digital Intelligences	17	Dinosaurs		
8	Robots	18	Vampires		
9	Talking Animals	19	Lycanthropes		
10	Spirits	20	Trans-temporal Beings		

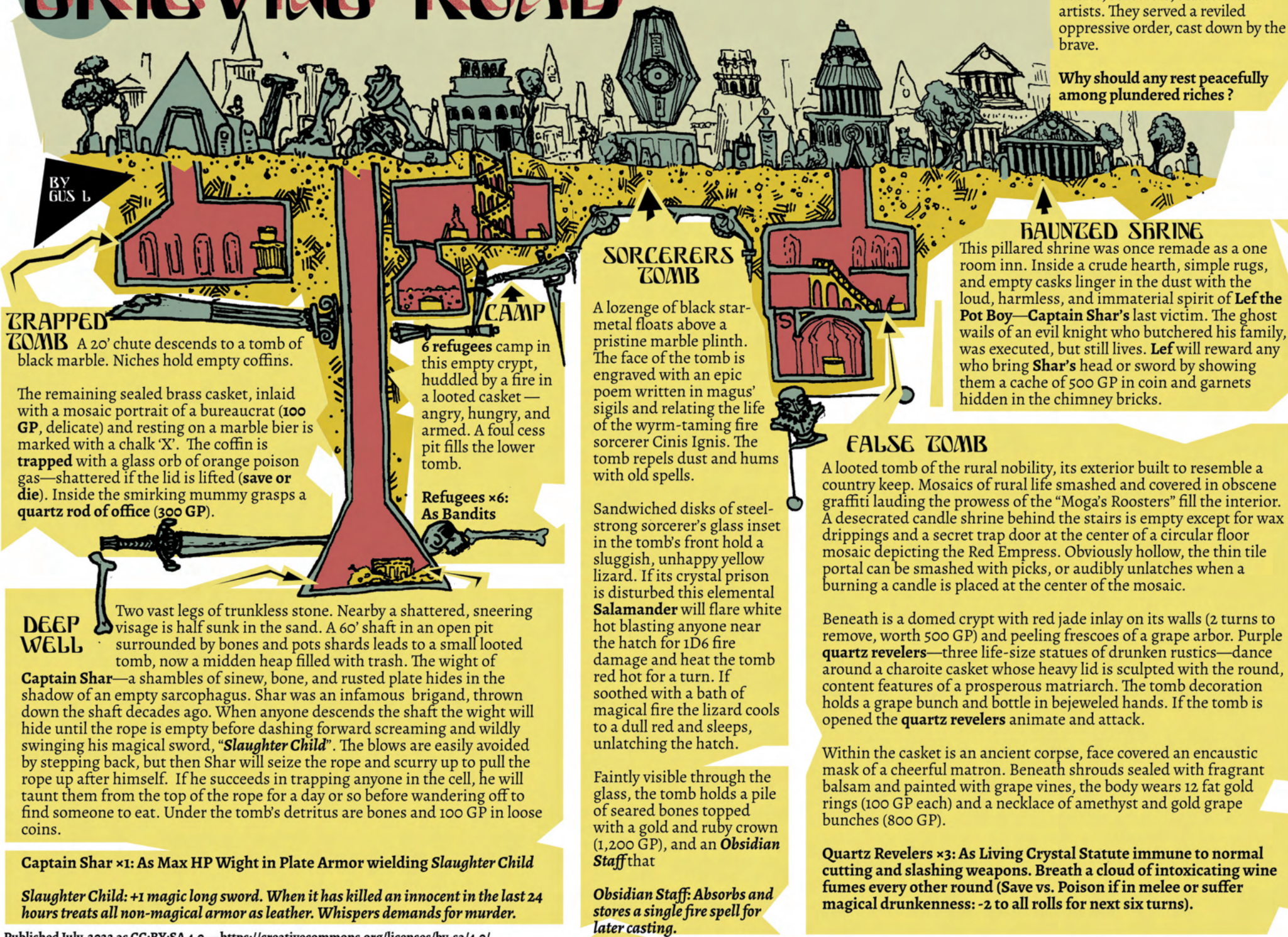




# GRIEVING ROAD

The old roads are lined with the tombs of the Imperial dead: nobles, sorcerers, soldiers and artists. They served a reviled oppressive order, cast down by the brave.

Why should any rest peacefully among plundered riches?



BY GUS L

## TRAPPED TOMB

A 20' chute descends to a tomb of black marble. Niches hold empty coffins.

The remaining sealed brass casket, inlaid with a mosaic portrait of a bureaucrat (100 GP, delicate) and resting on a marble bier is marked with a chalk 'X'. The coffin is **trapped** with a glass orb of orange poison gas—shattered if the lid is lifted (save or die). Inside the smirking mummy grasps a quartz rod of office (300 GP).

## DEEP WELL

Two vast legs of trunkless stone. Nearby a shattered, sneering visage is half sunk in the sand. A 60' shaft in an open pit surrounded by bones and pots shards leads to a small looted tomb, now a midden heap filled with trash. The wight of

**Captain Shar**—a shambles of sinew, bone, and rusted plate hides in the shadow of an empty sarcophagus. Shar was an infamous brigand, thrown down the shaft decades ago. When anyone descends the shaft the wight will hide until the rope is empty before dashing forward screaming and wildly swinging his magical sword, "*Slaughter Child*". The blows are easily avoided by stepping back, but then Shar will seize the rope and scurry up to pull the rope up after himself. If he succeeds in trapping anyone in the cell, he will taunt them from the top of the rope for a day or so before wandering off to find someone to eat. Under the tomb's detritus are bones and 100 GP in loose coins.

**Captain Shar ×1:** As Max HP Wight in Plate Armor wielding *Slaughter Child*

*Slaughter Child*: +1 magic long sword. When it has killed an innocent in the last 24 hours treats all non-magical armor as leather. Whispers demands for murder.

## CAMP

6 refugees camp in this empty crypt, huddled by a fire in a looted casket—angry, hungry, and armed. A foul cess pit fills the lower tomb.

Refugees ×6:  
As Bandits

## SORCERERS TOMB

A lozenge of black star-metal floats above a pristine marble plinth. The face of the tomb is engraved with an epic poem written in magus' sigils and relating the life of the wyrm-taming fire sorcerer Cinis Ignis. The tomb repels dust and hums with old spells.

Sandwiched disks of steel-strong sorcerer's glass inset in the tomb's front hold a sluggish, unhappy yellow lizard. If its crystal prison is disturbed this elemental **Salamander** will flare white hot blasting anyone near the hatch for 1D6 fire damage and heat the tomb red hot for a turn. If soothed with a bath of magical fire the lizard cools to a dull red and sleeps, unlatching the hatch.

Faintly visible through the glass, the tomb holds a pile of seared bones topped with a gold and ruby crown (1,200 GP), and an **Obsidian Staff** that

**Obsidian Staff:** Absorbs and stores a single fire spell for later casting.

## HAUNTED SHRINE

This pillared shrine was once remade as a one room inn. Inside a crude hearth, simple rugs, and empty casks linger in the dust with the loud, harmless, and immaterial spirit of **Lef the Pot Boy**—**Captain Shar's** last victim. The ghost wails of an evil knight who butchered his family, was executed, but still lives. **Lef** will reward any who bring **Shar's** head or sword by showing them a cache of 500 GP in coin and garnets hidden in the chimney bricks.

## FALSE TOMB

A looted tomb of the rural nobility, its exterior built to resemble a country keep. Mosaics of rural life smashed and covered in obscene graffiti lauding the prowess of the "Moga's Roosters" fill the interior. A desecrated candle shrine behind the stairs is empty except for wax drippings and a secret trap door at the center of a circular floor mosaic depicting the Red Empress. Obviously hollow, the thin tile portal can be smashed with picks, or audibly unlatches when a burning candle is placed at the center of the mosaic.

Beneath is a domed crypt with red jade inlay on its walls (2 turns to remove, worth 500 GP) and peeling frescoes of a grape arbor. Purple **quartz revelers**—three life-size statues of drunken rustics—dance around a charoite casket whose heavy lid is sculpted with the round, content features of a prosperous matriarch. The tomb decoration holds a grape bunch and bottle in bejeweled hands. If the tomb is opened the **quartz revelers** animate and attack.

Within the casket is an ancient corpse, face covered an encaustic mask of a cheerful matron. Beneath shrouds sealed with fragrant balsam and painted with grape vines, the body wears 12 fat gold rings (100 GP each) and a necklace of amethyst and gold grape bunches (800 GP).

**Quartz Revelers ×3:** As Living Crystal Statute immune to normal cutting and slashing weapons. Breath a cloud of intoxicating wine fumes every other round (Save vs. Poison if in melee or suffer magical drunkenness: -2 to all rolls for next six turns).



# Tinyblin Empires

Pavlar exhausted his resources in the Tinyblin Unification Wars and now turns to the adventurers. Theo betrayed Pavlar in the Battle of Twisted Oak, leaving him golem-less. His wondrous monument in the south would rally all Tinyblins to Pavlar, but he needs help to supply and defend it. He offers his best artisans, will award any loot found, and share his map of the forest. Jarl Bar, Meblis Khan, and Petty King Theo still have soldiers from the last skirmish protecting their border claims.

Tinyblins are industrious, thumb-sized, teal humanoids that love their giant (to them) mechanical golems, so their **Buildings** are sized to match. Countless Tinyblins work the lands and pilot dozens of Worker Golems. They are neutral and avoid battles. Villagers and Workers are scattered throughout.

Monuments build in 3 rounds and win after 5 more. Pavlar first needs 1000 each: wood sticks, tiny stones, and gold nuggets. Collect piles, chop, dig, or pillage. Piles:  $[1d3+2] \times 50$ . A skill check harvests/pillages up to  $[5 \times \text{result}]$  per round. Pillage 0HP **Buildings** and golems: **Camps** [100 wood] **Towns** [200 wood & 100 gold] **Castle** [500 stone] Golems [10 gold/HD]

- If his **Monument** is reduced to 0HP, Pavlar can rebuild, but Theo has started a **Monument** behind his **Castle**. Destroy it!
- Theo sends his offer, "Defend me instead, and I shall reward you with 12,000 gp" and builds 6 **Ironbound** to defend.
- If betrayed, King Pavlar builds a **Town** and fields all **Soldier** types from the monument scraps. **Specialty** is all three **Soldiers**.
- Otherwise, Pavlar restarts construction and grants his reward when Theo is destroyed: the *Tinyblin Portable Workshop*.
- If Theo wins, he won't pay. Instead, he exiles the adventurers as "enemies of the Tinyblin Empire". 7 **Ironbound** step forth to "escort" the adventurers out. He pilots the golden **Ironbound** in the front: 14HD (90 HP).
- Bar and Meblis send soldiers to attack the monument closest to victory. Bar and Meblis resign if Theo loses.

Each round before the monument starts: roll 1d6 to find which faction builds reinforcements, then 1d6 for # and type of golems:  $[1-4] = \# \text{ Soldiers}$ ,  $[5-6] = \# - 4 \text{ Specialties}$  built in **Town**. Factions field types shown below. Each round after a monument has been started: each leader attacks with 2 golems, builds 1 **Soldier** and 1 **Specialty**, and increases the next wave by 1 golem.

Tinyblin: 0HD (1HP) TINY MOV 45ft. AC 21 JUMP {1/min. jump 30ft.} Pilots take no damage inside golems; dozens flee each destroyed golem.

If a neutral Tinyblin or Worker is attacked, they all flee to **Towns** with any remaining piles. **Town** attack & damage +1 per Worker held.

Worker Golem: 2HD (15HP) MED MOV 30ft. AC 15 +5 attack (1d6+2 damage).

☞**Soldier Variations:** ☞**Javelin:** 17 AC, attack, 20ft. ☞**Spear:** 3HD (20HP), 1d6+4 damage ☞**Horse:** 50ft MOV, +8 attack

Specialty Golem: 4HD (25HP) MED MOV 40ft. AC 17 +8 attack (1d10+3 damage).

☞**Ironbound:** 7HD (45HP) 20 AC, TRAMPLE {half damage to other enemies within reach}

☞**Greatshield:** 5HD (35HP) 22 AC, COUNTERCHARGE {move up to half speed and attack as reaction to ranged/spell attacker}

☞**Windbow:** 60ft MOV, +10 attack, 40 ft, KEEN ARROW {struck foe receives -1 on rolls until their next attack, stacks}

**Buildings:** **Monument:** 2HD (30HP) SMALL AC 13. MASONRY {+5HD (+50HP) and +3AC when constructed}

**Camp:** 2HD (15HP) MED AC 6. TOOLS {Harvest/pillage 2x wood [Lumberyard], stone [Stone Mine], or gold [Gold Mine] in 10 ft.}

**Town:** 8HD (80HP) LARGE AC 14. +5 attack, 20 ft (2d6 damage) GARRISON {When hit, release a held Golem or pile at random.}

**Castle:** 10HD (100HP) HUGE AC 18. ARROW SLITS {A 5 ft radius within 50 ft takes 4d6+6 damage, half on dodge, DC 14}.

10,000 gp *Tinyblin Portable Workshop*. 4" tall workshop with dozens of Tinyblin artisans. 1/day they repair or modify one item: changing its size, damage type, or appearance. Tinyblins can aid suitable tasks, such as lockpicking, crafting, or searching. They like meat, fish, and berries.

12,000 gp *Completed Monument*. 2' tall, 4' wide elaborate

Wonder of Tinyblin-sized architecture.

Sturdy enough to be carried.

1 cp Wood Stick 1 sp Tiny Stone 1 gp Gold Nugget

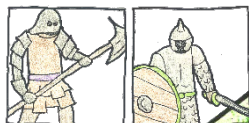
[1] Petty King Theo: javelins & Ironbound



[3] Meblis Khan: horse & Windbow



[2] Jarl Bar: spears & Greatshield



[5-6] Villager Tinyblins: none

[4] King Pavlar: none

Town

Castle

Monument

125'x125'

Entrance

Lumberyard

Stone Mine

Gold Mine



## The Situation

The City was built on the suffering of its population. It's a dirty, angry place, and it is unsurprising that people pray for its destruction. The shock is that someone answered. Now an ill-tended forest temple has sprouted limbs, and is making slow but steady progress towards the city, sword in hand, lightning and crows in its wake.

## Notes

The temple takes one step every 30 seconds, which shakes the whole structure violently. It will arrive at The City in three hours.

The temple's joints each takes as much damage as a hill giant to destroy, and are armored like plate. This will slow down, but not stop the temple. Putting out the flame in the head will kill it.

## Shoulders (145-150')

30' Diameter circular stairs protected by two bumbling, constructs. They fight as ogres, but with massive crab-like claws. Designed to protect the head at all costs, but have an unfortunate tendency to make charging attacks. 1-in-6 chance of lightning strike every 10 seconds. If removed, the claws of the guardians make a heavy but effective weapon.

## Bicep (100-145')

Difficult 45' climb over metal plates to the shoulders. A medium climb over the bars, but falling into the gears is lethal. The droning organs make hearing difficult. 2-in-6 chance of 1d3 Harpies attacking every 10 minutes. They only want your bones.

## Elbow (100')

1d6 Skeletons armed with longbows and chainmail, charged with keeping intruders away.

## Forearm (65-100')

Easy climb up chains, 35' to the elbow. Skeletons fire arrows and drop rocks from above.

## Hilt (65')

A family of 2d6 goblins were sleeping in the hilt when the temple awoke. They are terrified of heights, but fascinated by the machinery. They would be willing to join you to see the temple closer, but are useless climbers.

## Right Knee (50')

An apathetic gargoyle will let you pass, but will only answer your questions with lies.

## Sword (0-65')

If dragging behind: Easy 80' diagonal climb to hilt. On attack: Nearly Impossible to hold on. Destroys everything in a 200' radius, 45 degree arc. Structures may survive the first blow, but not the second.

# The Ambulatory Temple

An Adventure for 2-12 Characters of Level 1-10 by Robin Gibson



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## Head (150')

The living flame takes as much damage as a troll to defeat, but is weak to ice and water. Everything within 20' of the flame takes damage as if it were on fire. The flame can make an attack like a dragon's breath against flying targets, but can't focus on anything standing on the temple. Once put out the flame becomes a fist-sized star ruby with a tadpole inclusion. Its base is the Brazier of Holy Dirges, a 3' wide bowl impervious to any heat.

## Chest (126-145')

Medium 20' climb up masonry to the shoulders. The droning organs make hearing and spell casting impossible. 2d6 Harpies live in the bellows of the organs, behind three druidic banners. They want bones. One of them has a corrupted Dagger of Decay that causes skin rot disease in anyone it wounds.

## Torso (105-125')

Easy 20' climb up metal vents to the chest. Noxious gasses limit visibility and make breathing difficult. The droning organs make hearing difficult.

## Waist (105')

2d6 Skeletons here, armed with longbows and chainmail, charged with keeping intruders away. One of them has a golden skull and a Bow of Force, whose arrows bestow significant horizontal momentum to their targets.

## Hand (70')

May swat at annoying intruders. Does damage as an ogre, and has a 1-in-6 chance of grabbing 1d6 characters, and flinging them.

## Thigh (51-105')

Difficult 55' climb over metal plates to the waist. Chains and a large banner half-way up make the climb easier, but the skeletons attacking from above with arrows and rocks will be more likely to hit.

## Left Knee (50')

An altruistic gargoyle will fight you, but only because she thinks it's the right thing to do.

## Calf (21-50')

Easy 30' climb up chains to the knee. Swarms of crows will happily pick through your bag while your hands are occupied with climbing.

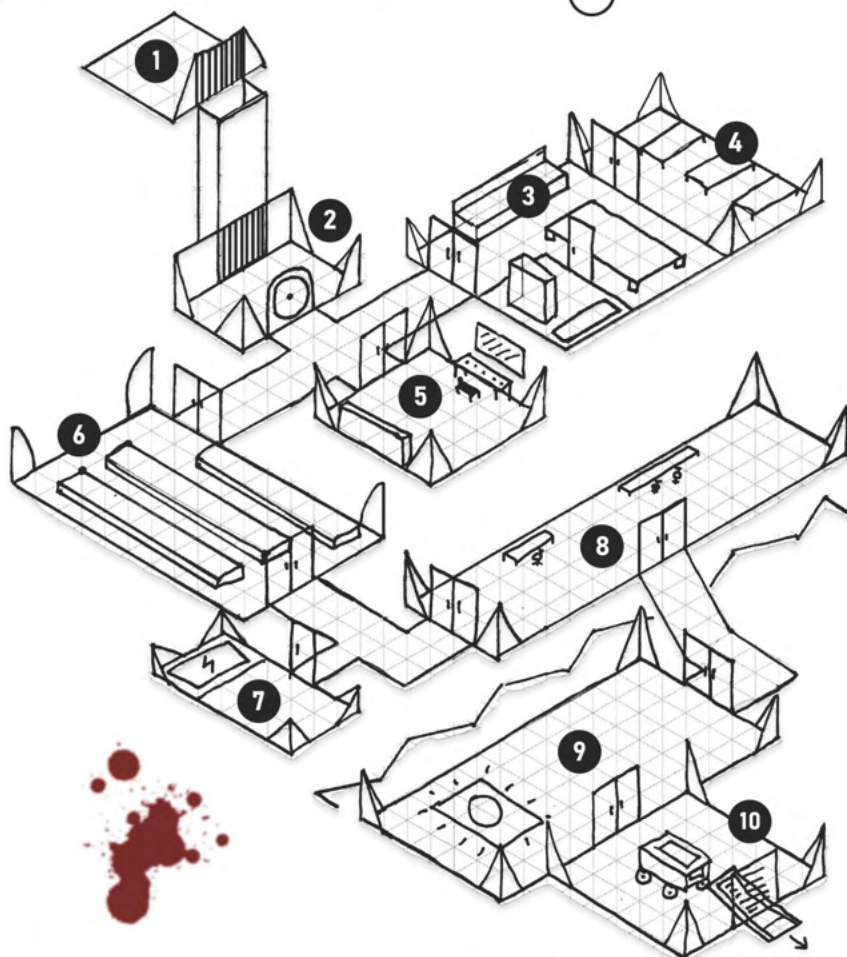
## Foot (0-15')

A shrine of Bird's Resilience is embedded in each ankle. If a worthy and appropriate sacrifice is offered, treat all falls as being half as far for the next hour. Each step destroys everything in a 15x25' rectangle. Surrounding debris complicates movement.

<https://www.metalsnail.net/>



# STATION W3-1RD



**6** The hydroponics bay. The room is humid and reeks of death. The streaks of dried blood lead through the room to the other side. In the middle of the room is the body of **Dr. Ace Kandar**, strung up by **mutant plant life**. Any PCs who try to cut him loose are attacked by the plants, though they shouldn't pose much of a threat to seasoned fighters. On his corpse is a **slugshooter** and an **oxygen mask**.

**7** The heavy steel door to the generator room is locked from the inside, passkeys cannot open it. If the PCs make significant noise breaking in, the ghouls in room 8 or even 9 may hear. Inside is **Tek Morban**, the **other engineer**, who appears to have starved to death. The PCs can repair the **air purifier**, the **generator**, or both, though if power is fully restored, the ghouls in rooms 8 and 9 will notice. Hazardous plasma-arcs jump from the generator at random intervals, and anyone who attempts to repair it must be weary.

**9** In the main laboratory is the crystalline sphere. It is mounted on a platform and beneath it are the bodies of the 3 remaining members (**Drs. Chris Talee and Ana Moors**, as well as **Dana Whitross**). The sphere appears to be consuming them, with several tendrils extending from its base into their skulls. Around them stand 2 ghouls (**Drs. John Eigel and Cyrus Nasr**) who appear to be chanting in some unknown language. They can be neutralized silently, though will fight to protect the sphere if alerted. If they fight, the other in room 10 will come to reinforce in 3 turns. Once the ghouls are dispatched, the sphere begins to glow a bright white. The PCs should make appropriate mental resistance checks or find themselves succumbing to the will of the creature inside the sphere. Those who fail begin to feel ill before turning on their comrades. For every 2 rounds the PCs have been in room 9, an extra penalty should be applied. If the orb is destroyed (which would require explosives), all those under its influence are released, though the 4 ghouls will die in 2d6 months. Inside the room are notes written by the 3 dead scientists regarding the writing on the ancient artefacts and the creature held within the sphere, which appears to be a dangerously powerful psychic lifeform which was being kept captive deep in the mine.

## PREMISE ■

Station W3-1RD is an independent research outpost financed by the Halebret-TelanCompany, a major pharmaceutical manufacturer. The station was built inside of a shallow cave network in order to allow the 12 scientists onboard to study the bioluminescent crystals found in the depths of the cavern. The PCs have either stumbled across the hidden station accidentally after receiving a garbled distress call from the head scientist Dr. Ela Chen, or have been hired to investigate the lapse in communications over the past month.

## SITUATION ◆

About 2 months ago, the scientists on Station W3-1RD recovered a large, crystalline sphere from amongst a mound of radioactive biomatter and ancient carvings found deep in the mine. Over the course of the next month, those present were slowly enraptured by the overpowering aura radiating from the mysterious relic. As more of the scientists succumbed to the madness, a fight erupted amongst their ranks which left several dead. Their bodies are scattered throughout the station, and several ghouls now scour the halls looking for extra corpses with which to feed their crystalline master. The PCs are to enter the station, uncover the fate of the head scientist, retrieve any data recorded regarding the event, and secure any artefacts or substances uncovered by the research team.

## MAP LEGEND ▲

- 1** The entrance to the station is carved into the rock face; a rickety, yellow elevator big enough for two people leads down to the bottom. It may drop unexpectedly if more than 2 people attempt to board, potentially harming those on board and blocking the exit. The entire trip down takes less than a minute.
- 2** A decontamination chamber which connects the elevator shaft to the tunnel system. A round, metal door sits partially unsealed; streaks of dried blood are caked over the lower portion of the door, with a trail leading down the soft-shelled tunnel towards room 6. PCs may begin to notice the lingering stench of decay at this point, and if they do not possess oxygen masks, will begin to suffocate in 1d6x10 minutes due to the **toxic miasma** which permeates the entire station. If they manage to repair the air purifier in room 7, they will be able to breathe normally again. From here out, the rest of the station is only barely lit up by emergency lights. Throughout the remainder of their stay, the PCs will receive telepathic messages from the sphere suggesting they leave or turn on their comrades.
- 3** The mess hall and lavatory shared by the station's crew. Signs of a struggle, but no blood. The table is arranged as if a meal was underway, and dirty dishes sit in the washing area. The lavatory is also empty. On the central table sits a **datapad** written by chief engineer Dana Whitross. It is dated to 2 months ago, and reads: "Finally something worth writing about. John and Cyrus found a huge crystal sphere deep in the mines today. Seems to be some kind of naturally occurring mineral. Placed in stasis in the lab for further study." Another entry, dated to 2 weeks later, reads: "I swear John has been following me for the past few days. Everytime I turn around, I swear he's just out of sight, almost like a shadow. Maybe I'm just losing it, but I swear he doesn't even sleep anymore. I always knew he was a bit weird but... ugh... what a creep..."
- 4** The sleeping chamber. 3 pods are lined up along the back wall for the crew to rest in. Of the 3 pods, only 1 is occupied at the moment. Inside is **one of the station's scientists, Dr. Emmet Kael**. He appears to be alive, though the PCs are unable to open his sleeping pod without damaging the internal life-support systems inside. To repair his pod, the PCs can either cannibalize the other two pods for parts (the harder route), or repair the main generator in room 7 which will take over from the backup generator (technically easier). If the PCs manage to open the pod, they will find a **passkey** on Emmet's person. If he is alive, he can tell them about what happened to the others (see SITUATION).
- 5** The comms room is currently locked shut from the inside and normally requires a passkey to open. An observant PC will notice a **laser trip wire connected to an incendiary bomb** that has been hastily installed in the door frame. If the PCs manage to open the door and avoid dying to the trap, they will find an emaciated **Dr. Ela Chen** hiding under the control desk. She is babbling incoherently to herself, clutching a datapad in one hand and a slugshooter in the other. She will react poorly to the sudden entrance of the PCs if they do not have Dr. Kael with them, but she can be convinced to lower her guard even if he is not with them. If talked down, she can no longer speak in full sentences, but will hand over her **passkey** and **datapad which contains some of her recent notes**. Her notes are almost incomprehensible but speak of several scientists clashing over possession of the crystalline sphere. This eventually erupted into violence, with 4 of the station's staff murdering the rest. Dr. Chen and Dr. Ace Kandar escaped to the comms room, though Dr. Kandar went to find food about a week ago and hasn't returned. During that time, Dr. Chen managed to rig together a distress beacon hoping the company would send backup. From this room, the PCs can see through the remaining two security cameras. One is in room 6, the hydroponics bay, and the other is in room 10, the machine room. The camera in room 6 seems to be faulty, and only a bloody streak can be seen leading to room 7 from between the planters. The entirety of room 10 is visible as the camera is fully functional. Additionally, a **crew manifest** can be found if the comms panel, which requires more power to turn on, is accessed.
- 8** The office room is open and the blood streaks lead inside. If the PCs are quiet, they will notice a ghoul (**Dr. Dari Zuber**) at the far end of the room feasting upon the station's medical doctor, **Dr. Kizumi Tomo**. If they can successfully sneak up on the ghoul and neutralize it, the others in rooms 9 and 10 will not be notified. The ghoul will attempt to escape with Dr. Tomo's corpse to room 9, though it will fight back if cornered. These ghouls are mutated humans and are made stronger due to the sphere's influence. In the room are filed research notes regarding the sphere and its crew's initial experiences with it, though they abruptly end about 1 month ago. There is **one healing stim** on Dr. Tomo's body.

**10** The machine room is filled with minicarts, drilling equipment, crates, and other miscellaneous machine parts. A large buggy sits on the rails in the center of the room with keys in the ignition and a bloody streak leading from the cockpit into room 9. Several of the carts have **bioluminescent crystals** in them, with a few other having **stone artefacts adorned in golden plating and glowing blue sigils**. Additionally, an overturned cart has **6 smaller crystalline spheres similar to the one held in room 9**. Several sets of footprints follow alongside the rails deeper into the mine, and any significant noise created in this room, as well as any gunshots or explosions in rooms 8 or 9, will alert the last ghoul (**Officer Zak Fales**) who lurks deeper down the mineshaft. He carries a **slugshooter** with 3 shots remaining.



# Rosengarten



**T**he night-7 valley inhabited by diaphanous people, a sacred border of red silk. It keeps the Rosophagists away from the Ducal palace, a rose garden transformed in to a shining & towered mountain. The Rosengarten. Diaphanous crowd waiting. The revelation, the Duke will have to lean out of the balcony, in actual clothing to chase away the annual during sunrise, that could destroy the Valley. The Sun now is about to rise, but the Duke has been kidnapped by the Fasib. Insect fairies who have been infesting the Rosengarten for centuries, now fossil trapped and slowly came back to life due to erosion of the red silk. Players are Gunknits: border guardians and royal butlers. They have to find the Duke, dress it up and show him to the sun.

**T**he Duke has been replaced by his puppet-like version that follows the Gunknits everywhere. Moreover, the actual clothes have been enchanted and run around the castle. The Duke, an immortal and adult humanoid does not face the situation and hopes to die. He's the wizard behind the Rosengarten curse following a terrible heartbreak.

**A**s Gunknits, you are Factotum war-nions and keepers of the rites and the life of the valley. Loyal to the Duke, you have sworn to (roll 1d4 per PC):

1. Always be turned back in his presence
2. He can't touch it directly, but only with a golden cloth
3. Blindfolded in his presence
4. Must remain motionless in his presence

**O**f game preparation: Wrap, without tying, around the wrists of the players a fragile red thread and tie the ends forming a circle. (without 6D) If the thread breaks three times, the Rosophagists will come and the Rosengarten will return in his old form.



## How to play Rosengarten

- The Sun takes 16 turns to rise (same to go back, depending on the location).
- Moving from one room to another of the fortress takes 1 turn (applies to PC and DPC). Destroyed towers can no longer be visited.
- The characters have 7 keys gnawed by the Fasib (see break), the Duke owns 2 more. Each tower has an entrance door and an exit door to a bridge that connects the nearby towers in a C shape from 1 to 6.
- The Duke's simulacrum can pick any lock in 1 turn. Whenever the simulacrum is, its tower and the adjacent ones are assaulted by the Fasibs. In the other towers there is a 5/6D6 chance to find the Duke in the walls.
- Damaged clothing (less than 50%) in combat returns to normal.
- During the first 5 rounds players can hear the king crying in the towers without Fasibs. On a 5/6D6 they can identify the tower, can roll twice per turn.
- Ritual balcony is in tower 4. At the beginning all players and hump are there.
- You can move from one tower to the other by crossing the rose garden below, but it takes 3 turns.

## Clothes power (1D8):

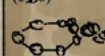
- 1-Strangling and extendable;
- 2-Farmless, but as soon as worn they take control of the body;
- 3-They absorbed 500 lt of water
- 4-When touched they change into another dress;
- 5-Charred if they leave the room;
- 6-If touched with metal they are unstitched, shortly they recompose;
- 7-Invisible;
- 8-Starved and unwearable;

## Situations (1D8):

- 1- Living room: they founded a small kingdom of pillows, and put to death every intruder.
- 2-Stables: They are playing a card game with the Fasibs, and bet jewels. Some rideable snakes are sleeping.
- 3-Wardrobe: They will insist to be worn and will try to kill if necessary.
- 4-Laundryroom: clothes are upgrading themselves by sowing new parts. Roll again on Power and Talking Clothes; they now count as two different pieces.
- 5-Armory: They founded a fighting pit.
- 6-Kitchens: they do laundry.
- 7-Throne Room: They behave like humanoids and have set up a house. They are very friendly.
- 8-Rooms of the Royal Cellar: the clothes torment him, as he has the reputation of Fasib-eater

Twice per tower roll on these three tables.

Talking Clothes (1D8)



3. Jewels



1. Hat



2. Wig



4. Cape



5. Shirt



6. Pants



7. Socks



8. Shirt





# QUEST FOR THE LOST CROWN

by Philipp Hajek

This adventure takes inspiration from Kahimemua Nguvauva

*"You find yourself as the temporary proprietors of the Buttery Cat, a halfling run tavern between the elven forests and the silver mountains. You were hired for free lodging and a meal to keep an eye out on a band of drunken dwarves whilst Mincy the owner runs an errand for more beer."* Let the players describe what their characters do. *"The dwarves were happily distracted singing shanties but this abruptly changes when a group of elves enters the Buttery Cat."* The newcomers are eventually approached by the dwarves who demand to give back **the crown** of **Dralbeard**. The **D**warves know neither what it looks like nor where it is but the elves stole it during **the war** that's for certain! The amused elves are only familiar with **C**ommon knowledge and thus know neither of the crown nor Dralbeard, a fact that angers the dwarves even more. If the PCs fail to intervene a tavern brawl erupts which is eventually stopped by the city watch who throw the main culprits including the PCs into jail for "a good night's sleep" releasing all the next morning for a small fine. If all goes well your players are now hooked. The dwarves promise the PCs a reward for the crown and also the elves want to improve diplomatic relations and thus give the PCs permission to do research at the elven temple of knowledge.

Here are some possible encounters on the way through the forest:

- ❖ a green dragon (or kobolds) on a clearing filled with flowers that cause hallucination,
- ❖ or a tree trunk over a river with creeping vines hidden.

The archives of the temple are run by *Sindara* (freckles, lavender smell, daydreams) who helps the PCs wherever she can but it still takes at least a month to sight all documents. The **R**esearch results are that there isn't a crown mentioned anywhere, however the rings to hold dwarves' braided beards are sometimes referred to as a crown. If the PCs don't find this information themselves, *Sindara* will provide it and suggest that they travel to Deep Mountain to interview the elder dwarves.

Traveling to the silver mountains is easy but to get to Deep Mountain where the elders live requires a guide. Here are some possible encounter ideas on the way through the caves:

- ❖ a broken bridge over a chasm with waves of goblins coming from behind,
- ❖ or a stalagmite labyrinth with a disoriented hungry ogre.

Once there the PCs can ask around for **L**ore until someone in the party receives news from *Sindara* via a sending spell: *"I found an image of Dralbeard - there may be another crown"*

Assuming the party travels back to the elven temple: *"Sindara presents you a medallion that when opened projects an illusion of a stern looking dwarf. His beard is not braided and you don't see a crown but Sindara smiles and points to the bottom of the medallion where an inscription reads: We send you this dwarfs decorated helmet which he wore until the end like a crown."* Research about said helmet takes at least another month but reveals that it was finally gifted to a

human settler named *Fitz Ruder*. The fact that the *Ruders* still run a major melting furnace in the silver mountains today is common knowledge.

There is a 1 in 2 chance that the *Ruders* own the helmet and are willing to gift it for good publicity. If they don't have it they can remember the tale of *Fitz* who went on adventure but never came back. It is not known where he went but research at the elven temple can pinpoint his last location. There vines have overgrown the entrance to a cave. Once inside *Fitz*' skeletal remains are found but no helmet. It is dangerous to stay here because slits in the stone occasionally poof out poisonous gas coming from a green dragon above. Stairs leading up arrive at a large cave with the sleeping dragon. There is a 1 in 2 chance that the helmet can be seen lying on a cavern plateau above the dragon. It can be reached through either stealthily climbing to not wake the dragon or a tunnel filled with kobolds that wake the dragon if not dealt with swiftly. If the helmet isn't here it is lost forever unless your players come up with a solution to give the dwarves back their symbol.

## **the crown**

**D** There can not be a new king until the crown is returned.

**L** *"And on the final day he said to his people: I release you from your oaths; and he loosened his braids one by one, took the rings and threw them into the melting pot."*

## **Dralbeard**

**D** He was the last dwarven king under the silver mountains who united the clans against the elves but he was executed after the final battle.

**L** *"Seven strikes it took to decapitate him and after the final strike the mountain shook with sorrow for his fallen son burying its richest veins until a new king is crowned"*

## **the war**

**C** This particular war mentioned here took place in ancient times which for elves and dwarves was just a few generations ago. The elves won the war claiming the silver mountains but having no interest in mining gifted them to human settlers who to this day hold much of the mining rights and melting furnaces.

**R** Part of the elven scheme included a trading ban with dwarves that gave humans a trade opportunity which the elves used to lure human settlers away from the elven glades.

**Dwarven names** Magni, Nurl, Xanlor, Rotnir, Gremdor, Lurgrim, Grambald, Terson, Dorian, Felgor;

**Elven names** Tharundiel, Eldran, Luthana, Berendir, Liestel, Cirdunir, Nindolin, Tularion, Nievana, Mehotil;



# PRINCESS IVY'S INCREDIBLE ISLAND OF DREAMS

The delinquent Princess Ivy snuck into the High Sorcerers vault and stole the Dream Amulet. She has now fallen into a magical sleep and cannot wake. The High Sorcerer, has received permission to use powerful magic to send a rescue party into the amulet to find her and bring her home safely.

## INSIDE THE DREAM AMULET

The Amulet stores a demiplane of dreams. An island where it's always night, lit by glowing plants. An ancient insomniac wizard created the amulet as a means of getting sleep. However, he became trapped and remains here, still unable to sleep.

**While here, character HP is replaced by WONDER.**

PCs get **5+CHA wonder...** Once all your wonder is spent, you turn to stone. Sacrifice Wonder to make real your imagination. Costs vary and things can only be created NOT destroyed: **handheld (1), person size (4), building size (8), magical (10).**

*1e. Frank reaches an impassable crevasse - spending 8 wonder they dream a bridge and it appears.*

## EXPLORING THE ISLAND OF DREAMS

**Traveling** to a new point takes 2hrs, **exploration** takes 1hr/landmark (i, ii, iii). **Encounters** occur every 2 hours.

### 1. THE CORAL SHORES

**Shards of glowing, sapphiric coral erupt, can be harvested in one hour and worth 100gp/kg.**

- i. Explore Dunes:** 10ft high/ steep/ unstable... difficult terrain, 30% chance ambush **d2 Dune Golems**.
- ii. Old-boat:** rowboat, bow shattered/ small crabs... under is a stone statue holding a large Machete.
- iii. Great Diver's Ambergris:** large white boulders/ sweet, musky smell... if identified is worth 1000gp/kg.

### 2. THE JUNGLE ABOVE THE DUNES

**A dense jungle forest. Insects buzz, humidity high.**

- i. Cozy Cottage:** out of place/ thatched roof/ taken over by the jungle... comfy couch & stone man sitting (with a still hot cup of tea). Journal: damaged "my own house... just by imagining... a perfect cup of tea..."
- ii. Rainfall:** Cool rain... light to torrential to flooding, if caught in the flood save or washed into a river. Rivers lead to waterfall in area 4iii.
- iii. Cave shelter:** Ivy's old campfire/ crude chalk map... words "X marks the spot" but there is no X on the map just a drawing of a whale in the southern seas.

### 3. THE GRAND GOURD

**100ft tall pumpkin rises from the jungle. Smells sickly sweet, one side is opened.**

- i. Around the Gourd:** Sticky, decaying pumpkin... eat the Gourd & roll on the table. **2d6 Gourdfolk guard**.
- ii. Inside the Gourd:** A hive for the Gourdfolk (hostile unless accompanied). Gourd themed weapons, food and provisions available. **2d6 Gourdfolk**
- iii. Gourdmother.** Imaginer of the Gourdfolk (once human). Answers questions re: the island (d4 Wonder)

**Ivy's Island is a point crawl for children and kiddults 8+** It is designed to shift and change in response to the imaginations of players. Throw out game balance and let the island become a mess!

## d6 ENCOUNTERS (3-6 chance)

- |          |  |
|----------|--|
| <b>1</b> | <b>d2 Dune Golem</b> (HD2, sand morphing)                                      |
| <b>2</b> | <b>d2 Glass Crab</b> (HD3, shatters at death)                                  |
| <b>3</b> | <b>Impassable terrain</b> (find another route)                                 |
| <b>4</b> | <b>'Things happen'</b> (roll on table)   |
| <b>5</b> | <b>Sand fly Swarm</b> (HD2, save/welts)  |
| <b>6</b> | <b>d4 Giant Gecko</b> (HD3+1, ambush)  |
| <b>1</b> | <b>Sleep Miasma Cloud</b> (save/sleep d8hrs)                                   |
| <b>2</b> | <b>'Things happen'</b> (roll on table)   |
| <b>3</b> | <b>2d4 Gourd Folk</b> (HD1, spears)  |
| <b>4</b> | <b>Giant Mosquitoes</b> (HD2, stun & feed)                                     |
| <b>5</b> | <b>Landslide</b> (if nearby, save/get caught)                                  |
| <b>6</b> | <b>Things happen</b> (roll on table)   |
|          | <b>Fruit Flies</b> (HD1, literally flying fruit)                               |
|          | <b>King Mozzie</b> (HD6, 2x claws, 1x proboscis - saliva spray (dragon stats)) |

### 4. THE PUFFIN CLIFFS

**The Jungle gets denser, the sound of buzzing in the north, the ocean opens to the south.**

- i. Deep jungle:** hot & humid. Using Wonder always attracts **d6 giant mosquitoes**.
- ii. White Nests:** Five bulbous mosquito nest/ decay/ distant buzzing... 50% chance that **King Mozzie** is present. 100gp/hive (500gp total), **d6 Giant Mosquitoes/ hive**.
- iii. Puffin Cliffs:** cliffs & waterfall - 50ft drop into rough seas/ diving puffins/ glittering nests built into cliff face... puffins carry up lost antique jewelry from the sea floor to their nests. 50gp jewels, Rope of Water-Breathing (5m long) & a shard of Nevermelt Ice (from 8).

### 5. THE SLEEPY CASTLE

**Covered in jungle vines and ferns, a song can be faintly heard coming from it.**

- i. Path to the Castle:** Entrance is rocky and unstable, sound of a lullaby from within.
- ii. Inside the Castle:** Ruined/ windy/ statues of sleeping people throughout/ singing echoes (a warbly lullaby)... **d4 Sleep Wraith** stalk (HD4, put to sleep and drain wonder). Words scrawled on walls: 'X marks the spot, Great Diver hides the treasures!'
- iii. Top of the Castle:** Long spiral stairs/ dark/ bedroom at top/ a 4 poster bed with a bearded man in pajamas sitting upright...the **Insomniac Wizard**. Room contains a singing statuette of sleep (save or sleep), d4 random potions & a wand of glacier smashing. Is sleep deprived (reaction rolls -2). Can be convinced to give up his wand to free his son from the Cold Stone.

## THINGS HAPPEN...

- 1** Sound of warbly singing on the wind.
- 2** Sweet smell of pumpkin wafting
- 3** A trinket belonging to the Princess.
- 4** NPC: **Butternut** a Gourdfolk scout cries for help. Sent to recover the amulet.
- 5** The walking winds pick up a random PC
- 6** A petrified warrior with pink metal harpoon (+1, double dmg vs mosquitoes)
- 7** A vision of the **Gourdmother**, she seeks the amulet to be free of her form and return to the awake world.
- 8** NPC: **Karo the Conjuror** + a **Dune Golem** are searching for a way out of the dream world (they've been stuck for 100 years). They know all about The Great Diver and believe he's the key.

### 6. THE TOP OF THE ISLAND

**Base camp: Ferns and moss/ Old campfires and tents...** d4 old climbing packs, stone adventurer lies on ground with hands outstretched.

- i. Mountain trail:** treacherous/windy/jungle foliage.. 50%-75% chance **2d6 Fruit Flies** (HD1).
- ii. Sheer cliff:** 100ft/vines... climb to plateau.
- iii. The Plateau:** high up, windy/ rocky/ mossy/ huge white mound... looking down, glimpse a white X appear briefly in area 9 (Great Diver's Scar). Ivy has chalked on a rock 'Stop following me! Let me adventure!' White mound is **King Mozzie's** nest (50% chance he's home). In nest: a petrified adventurer with a book on mosquito taming + an unhatched giant mosquito eggs.

### 7. THE WALKING WINDS:

**Coloured streams of wind descend from the mountain...** those who leap from the mountaintop are quickly sent to a random location on the island. Using the walking winds restores d6 Wonder.

## GOURDMEAT TABLE (Eat the gourd and roll)

- |   |   |
|---|---|
| <b>1</b> Transform into a Gourdfolk     | <b>5</b> 4 hours sleep, +d4 Wonder  |
| <b>2</b> Your head becomes a pumpkin    | <b>6</b> 8 hours sleep, what do you dream? It is real as long as you're asleep. |
| <b>3</b> Hidden knowledge of the island |   |
| <b>4</b> 1 hour sleep, +1 Wonder        |   |

### 8. THE COLD STONE

**A rocky shoreline descending from the jungle/ waves pound - floating off the coast is a shimmering iceberg, it doesn't melt in the heat.**

- i. Hidden jetty:** sheltered cove/ mossy/ old boat
- ii. The Cold Stone:** a large iceberg floating... inspecting reveals a long haired boy trapped inside, unconscious but alive. He can be freed with Wand of Glacier Smashing. If freed he wakes in d8 hrs and ends the amulets spell (he is the Sleep Wizard's Son & spell's battery). PCs return to their sleeping bodies w. recovered treasure. Note that imagined items don't return to reality. (Ivy also returns, annoyed you ruined her adventure).

### 9. THE GREAT DIVER

**A graveyard of grand ships on a ring of coral/ sea reflects the stars/ water still...** Every ship has a petrified sailor on board. Great Diver remains hidden, unless 10 Wonder is used to summon.

- i. Great Diver:** An enormous whale the size of a large ship (HD14), if summoned it will attempt to swallow the summoner (save to avoid). It then returns to the sea floor (200ft down).
- ii. Inside Great Diver:** Hollow/ water pools/ treasure everywhere... **Princess Ivy is here relaxing on a pile of coins!** 15000gp in total + d2 random magic items in the hoard. Ivy entered the amulet looking for treasure & having found it she's ready to leave.





Art by Ivy Parker (aged 2) // game & layout design by Scott Parker  
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# A TALE OF A WHALE

*All men live enveloped in whale-lines. All are born with halters round their necks but it is only when caught in the swift, sudden turn of death, that mortals realize the silent subtle, ever-present perils of life.*

 **HARK!** The Sevens Seas, the Briny Deep, Bahari Kubwa. It goes by many names and has many dangers. Life or death, plunder or pleasure, the way has been chosen for you and it is through the belly of this most wondrous beast. The party has been swallowed by a giant whale after the ship they were on entered a terrible storm. They miraculously awaken inside a damp spongy cave. The thought of drowning and the faint whispers of voices further inside invite an exploration, information, and perhaps a better alternative to getting out!

 **LEARN THE ROPES:** There are jellyfish that float throughout the whale these act as its immune system. They are more of a pest than a threat. The interior flesh of the whale can be damaged but is mostly indestructible. If players damage the interior, intentionally or not, the jellyfish will start swarming. The more damage the more fish. After enough damage, an extra large bioluminescent jellyfish shows up and attacks the party.

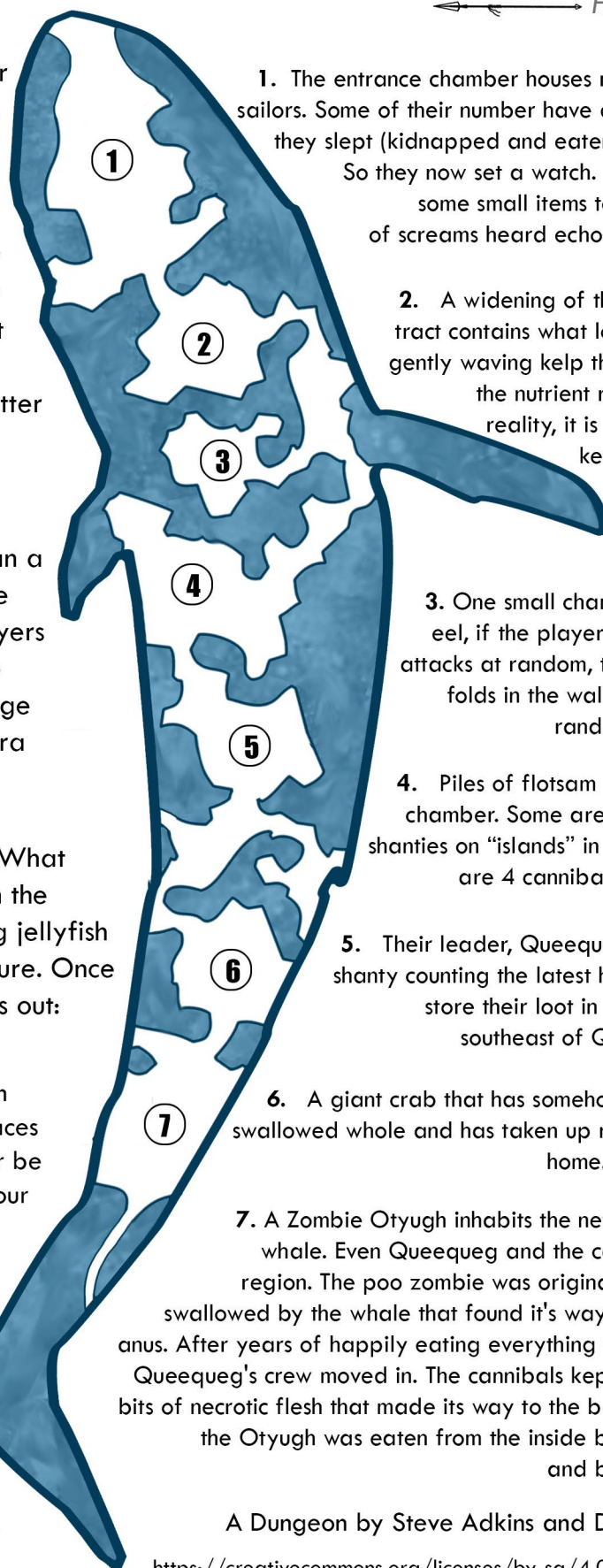
 **BOUNTY:** Do you take Queequeg's spear? What about the priceless Silver Dolphins hidden in the cannibals stash? Maybe capture the glowing jellyfish for eternal light or just some plain old treasure. Once you have what you want there are two ways out: through the mouth or through the anus.

 **ADVANCED PLAY OPTIONS:** Immediately upon eating the party, the whale dives deep. This places a time limit on how long the party can stay in or be crushed by the pressure. (Roll a d20 or use an hour glass to establish/track the time).

Adventurers can also add (or subtract) combat bonuses as the whale moves through the water three dimensionally.

The interior of the whale could be acidic, causing the equipment of the player to degrade making it harder the further the player delves into the whale.

 Herman Melville



1. The entrance chamber houses recently swallowed sailors. Some of their number have disappeared while they slept (kidnapped and eaten by the cannibals) So they now set a watch. If asked they have some small items to trade and speak of screams heard echoing from further in.

2. A widening of the gastrointestinal tract contains what looks like a field of gently waving kelp that has sprouted in the nutrient rich environment. In reality, it is a field of strangle kelp that will react if anyone enters without singing a sea shanty

3. One small chamber has an angry eel, if the players enter, it suddenly attacks at random, then retreats to the folds in the wall. If left alive it will randomly attack again.

4. Piles of flotsam and jetsam line the chamber. Some are shaped into crude shanties on "islands" in the stomach. There are 4 cannibals lounging around.

5. Their leader, Queequeg is in the largest shanty counting the latest haul. The cannibals store their loot in the small chamber southeast of Queequeg's shanty.

6. A giant crab that has somehow been eaten and swallowed whole and has taken up residence in its new home. Is it friend or foe?

7. A Zombie Otyugh inhabits the nether regions of the whale. Even Queequeg and the cannibals avoid this region. The poo zombie was originally just an Otyugh swallowed by the whale that found it's way aft to the whale's anus. After years of happily eating everything that came it's way, Queequeg's crew moved in. The cannibals kept dropping rotting bits of necrotic flesh that made its way to the back and over time, the Otyugh was eaten from the inside by necrotizing flesh and became zombified.

A Dungeon by Steve Adkins and Daniel Rubenstein

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# TEMPLE OF THE SNAKE-GODDESS

A One Page Dungeon by Andy Murillo

## A1 COURTYARD

- Four thick standing stones
- Weathered beheaded statue (*a woman wrapped in a snake, also beheaded*).
- ▲ Makeshift door to A2

## A2 ALTAR HALL

- Structure partially buried in hill
- Water-buffalo hide sleeping mats
- Crumbling statue (*seated goddess, head off to side [10 G]*).
- d4 Tigerfolk (*have not discovered east and west doors or underground*).

► **EAST WALL:** X Mosaic (*less hidden stairwell, slides south*).

◄ **WEST WALL:** X Mosaic (*well hidden stairwell, 10 mins to find*).

▼ Makeshift door to A1

## A3 STAIRWELL

- Stairs to B1; Sliding door to A2

## A4 STAIRWELL

- Stairs to B8; Sliding door to A2

## B1 STAIRWELL

- Stairs to A3; Stone door to B2

## B2 COMMON ROOM

- Two long, dusty, stone tables
- Well-preserved statue
- Braziers, long extinguished
- Stone doors to B1 and B3
- ▲ Stone door to B5 and hallway (to locked door to B8)
- ◄ Stone door to intersection

## B3 BUNKS

- Three moldering beds (*inside one: leather pouch with 10 s*).
- ◄ Stone door to B2
- ▲ Stuck wooden door to B4

## B4 LAVATORY

- Stone with a hole carved through (*over a small, dark vertical shaft*).
- ▼ Stuck wooden door to B3
- **CEILING:** Hidden air shaft.

## B5 SANCTUM

- Ancient incense.
- A (dead) mummy in prayer-position (*golden amulet, 2 G*).
- Unraveling tapestries (*mythic*).
- ▼ Stone door to B2

## B6 KITCHEN

- Fire pit against wall (*Hidden in the ashes, dull red stone—Hearthfire Arcanum*).
- ⚡ **HEARTHFIRE:** Touch dead biomass to engulf in flame.
- Door to B7, falling off its hinges.
- ▼ Door to intersection

## B7 STORE ROOM

- Ancient spices, flour, fruits.
- ▲ Door to B6, falling off its hinges
- ▲ Door to intersection

## B8 OFFICE

- Cluttered desk (*Chained leather tome—Prayer Book Arcanum*).
- ⚡ **PRAYER BOOK:** Purifies a sanctum to the snake-goddess, allowing communication with her (or at least to an entity posing as her).
- ▲ Locked door to hallway (to B2)
- Locked stone door to B9
- ▼ Locked stone door to intersection

## B9 STAIRWELL

- Stairs to A4; Locked stone door to B8

## RANDOM ENCOUNTERS

Roll for all rooms except A2 and B5

### 1. Tigerfolk

(8hp, DEX 12, WIS 8, d6 sword, d8 bite, d6 claw, driven to occupy ground floor, not aware of underground).

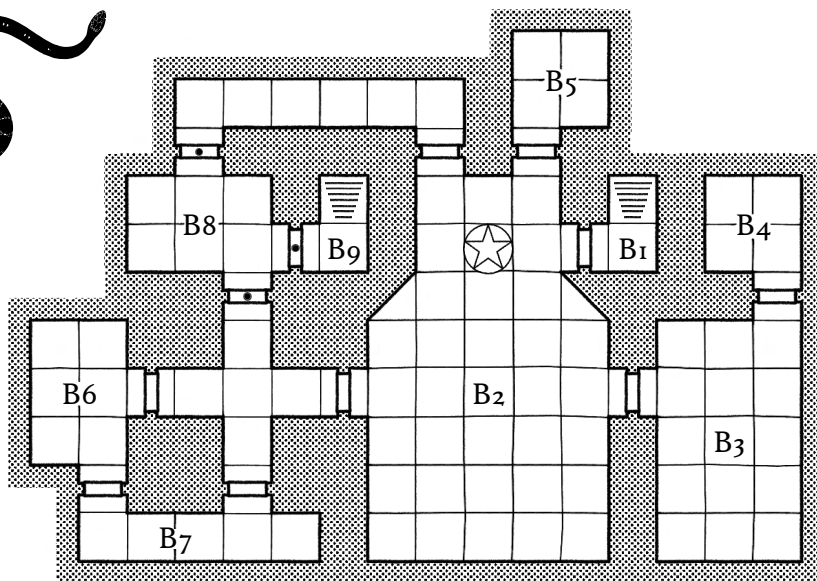
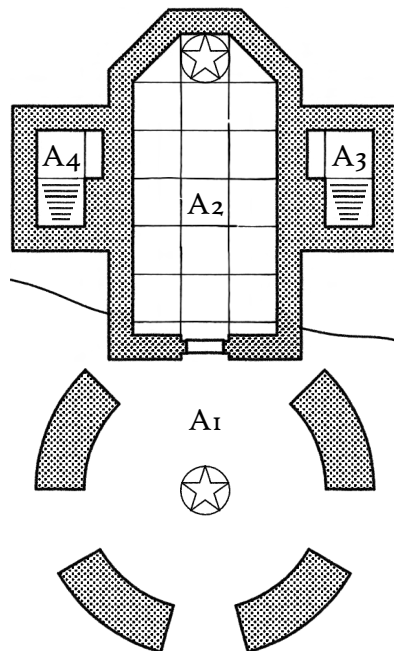
### 2. Temple Assassin

(scale-skinned woman in dark clothes, 6hp, DEX 14, d6 dagger, d3 doses of poison, driven to catch intruders alone).

### 3. Swamp Root

(carnivorous vine, 10hp, STR 14, WIS 2, d8 constrict, d4 acid, driven to feed).

4-6. Nothing.



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## Hooks

1. Rescue the maiden, **Lamwé**, lured away by **Mala Dewm**
2. Seek the oracle **Okklithus** hidden in the maze for answers
3. Find a wealth of precious stones along the **Path of Jewels**

## Adding Sections

Each Section is **50 x 50'**. Each inside square is **10 x 10'**. The hedge walls are **10' high** and **impenetrable**. To build the maze, connect each new Section's entrance (marked with a ▲) to the previous Section's exit. For each ⊕, roll **1d6 + 1d4** on the Object Table. For every 5th Section added, roll **1d20** on the Encounter Table.

## Section Table [2d6]

<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
<b>16</b>	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>
<b>25</b>	<b>26</b>	<b>31</b>	<b>31</b>	<b>33</b>
<b>34</b>	<b>35</b>	<b>36</b>	<b>41</b>	<b>42</b>
<b>43</b>	<b>44</b>	<b>45</b>	<b>46</b>	<b>51</b>
<b>52</b>	<b>53</b>	<b>54</b>	<b>55</b>	<b>56</b>
<b>61</b>	<b>62</b>	<b>63</b>	<b>64</b>	<b>65</b>
<b>66</b>				

## Starting the Maze

Use **Section 41** for the entrance. To the right and left, add **Section 66** infinitely. Above Section 41, add **Section 13**. Roll on the Object Table. The hedge is purple privet. The path is dry dirt.

## Hedge Table [1d8]

- 1, 2, 3, 4. same as previous Section
5. **Purple Privet** violet hues; large orange flowers
6. **Elephant Ear** shield wall of thick, hairy gray leaves
7. **Golden Bamboo** tight lattice; warm, lambent glow
8. **Petrified Thicket** black jagged stalks; clear crystal fruits

## Path Table [1d8 + 1d3]

- 1, 2, 3, 4. Same as previous Section
5. **Dirt** 1. dry; 2. soft; 3. muddy, possible footprints
6. **Grass** 1. red sward; 2. writhing gray cilia; 3. blue fescue
7. **Gravel** 1. tiny pebbles; 2. small stones; 3. Path of Jewels
8. **Stone Flags** of 1. jasper; 2. onyx; 3. chalcedony

## Object Table [1d6 + 1d4]

1. **Column**
  1. fluted chrysoprase; 2. singing, graven demoniac heads;
  3. rough-hewn beryl pillar; 4. gold obelisk with hieroglyphs
2. **Statue**
  1. **Mala Dewm** in porphyry; 2. a beautiful woman in marble;
  3. platinum arboreal abstract; 4. rusting **Metal Servitor**
3. **Structural Feature**
  1. solid malachite arch; 2. wood pergola of scented vines;
  3. feldspar monopteros; 4. jade tomb; mummy; gold-mask
4. **Plant Feature**
  1. silent shadowed sylvan grotto; 2. horrid portcullis of cacti;
  3. gazebo of living trees, stump seats; 4. dark cypress topiary
5. **Water Feature**
  1. weeping cinder fountain; 2. turbid **Giant Leech** pond;
  3. brass basin of hueless herbicide; 4. square reflecting pool
6. **Magical Object**
  1. **Marmoreal Mirror**: clutched by marble basilisk; turns anyone staring into it into stone; **Lamwé** is there, petrified
  2. **Trick Sundial**: turning gnomon clockwise advances the position of the sun in the sky; turning it counterclockwise reverses it; resets after 10 minutes; has no effect on time
  3. **Bronze Gong**: striking once, instantly summons 1d6 **Metal Servitors**, who whisk in on a gray cloud and attack the striker of the gong; striking twice, sends them back
  4. **Evolution Orbs**: twin spheres; touching both: roll 1d12 on Encounter Table and gain an attribute of that entity

## Building the Maze

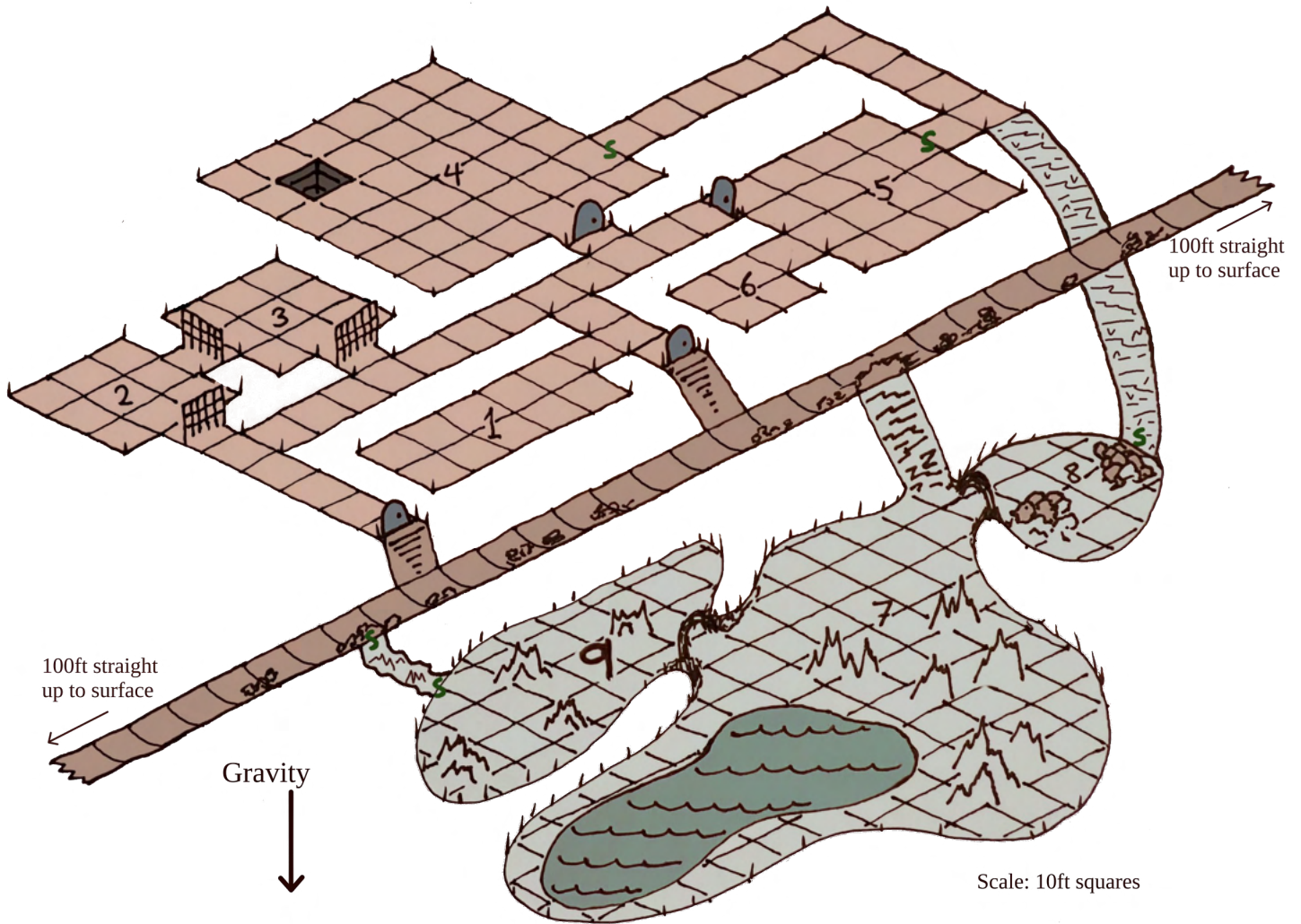
1. Roll **2d6** on the Section Table
2. Roll **1d8** on the Hedge and **1d8 + 1d3** on the Path Tables
3. Roll **1d20** on the Encounter Table every 5th Section added

## Encounter Table [1d20]

1. **Saber Leaf** [1d6]
  - short, springy palm with razor sharp scimitar-like fronds
2. **Viper Vine** [1d6]
  - brown rugose tendrils; fanged red mouth at end; poisonous
3. **Urticator** [1d6]
  - scuttles on roots; lashing thorny vines above bulbous body
4. **Luminous Fungus** [1d6]
  - flabby dead fingers; ghostly green glow; give off radiation
5. **Black Lotus** [1d6]
  - large stygian flower; soporific pollen; induces potent dreams
6. **Chimeric Orchid** [1d6]
  - restraining roots; flower's liquor changes players to ape-men
7. **Giant Leech** [1d6]
  - mottled gray-green; amphibious; swims and slinks; ravenous
8. **Butterfly Wasp** [1d6]
  - gorgeous azure wings; gayly fluttering; deadly stinger
9. **Bufo Bufo** [1d6]
  - psychedelic-colored frog; tongue attack causes hallucinations
10. **Lily Lizard** [1d6]
  - camouflage; speckled orange frill; hissing; claws and jaws
11. **Jub-Jub Bird** [1d6]
  - pink; flightless; swift runner; wide, blunt beak; vicious talons
12. **Hedgling** [1d6]
  - small, spiky rodent; fires paralytic quills when frightened
13. **Vampiric Flower-Woman** [1d6]
  - charming siren singing; entwining tendrils; slow life drain
14. **Ape-Man**
  - thick, coarse brown fur; powerful; strong; aggressive
15. **Metal Servitor**
  - polished iron body; crescent sickle hands; kills trespassers
16. **Tilgrim**
  - warrior changed to ape-man except for head; wise; helpful
17. **Okklithus the Oracle Stone**
  - giant, glowing blue stone cross; answers any questions asked
18. **Vorakwala the Demon Flower**
  - reptilian bulb; hypnotic swaying; blood offering grants boon
19. **Daydayeem**
  - ambulatory tree with human eyes and hands; strangulates
20. **Mala Dewm**
  - sorcerer lord; bored; omnipotent; punishes trespassers



# GRAVITY WELL



An abandoned dried-up well appears innocent, but hides a mystical phenomenon and a wizard's lair.

In this map area, **rotated 90°**, gravity is also rotated 90° and everything **weighs double**, due to an unknown object below with mystical properties. The transition to this is gradual, and almost imperceptible from the surface.

The long corridor is the **vertical** well shaft, which is straight and double ended. Each end opens up in arbitrary locations in the world (even directly adjacent) as an abandoned well.

**William** the wizard resides here, performing magical experiments, drawing on the gravitational properties here, to enhance beasts: significantly increased weight, strength, and armour, at same size. Evil, greedy, aspires to be a novelist.

His well-treated assistant, **Ike**, is an enhanced goblin. Would do anything for William, who took him in as a young orphan.

If not randomly encountered soon enough (see table), William can be found in his lab, and Ike in the kitchen.

**1. Kitchen.** Clean and tidy. The rear section is partitioned off with sack cloth for Ike's quarters. Boxes and shelving with exotic foods and spices.

**2,3. Cells.** Portcullises. The one separating the cells is rusty. Each has 4/6 chance of containing an enhanced beast.

**4. Lab.** Tables and shelving, surgical equipment and magical supplies scattered everywhere, very clean. 30ft deep pit; gravity at the bottom is strong enough to squash a human. Secret door behind shelving to escape tunnel.

**5. Bedroom/study.** Bookshelves along the back wall, filled with literature, arcane tomes, a few scrolls, and William's writings and research. Four-poster bed, ornate desk, trapped chest under bed full of coins, secret door behind a bookshelf.

**6. Storeroom.** Blank parchment, cleaning supplies, crates, rope, chains, random wands with some remaining charges.

**7. Large cave.** Down in these caves, everything weights triple. 20ft deep lake, bio-luminescent fungi, stalactites, stalagmites, cultivated herb garden, dank and swampy. Lake contains enhanced piranas and leeches. William's treasure at bottom of lake, but gravity down there will crush a human.

**8. Junk cave.** Full of rubbish and junk thrown down the well. Escape tunnel hidden behind pile of rubbish.

**9. Debris cave.** Also dank and swampy. Lots of debris from recent cave in. Tunnel to well shaft behind pile of debris.

d6	Encounter (lair)	Encounter (caves)
1	William (once only)	Ike (once only)
2	William (once only)	1d4 giant leeches
3	Ike (once only)	1d6 giant vampire bats
4	1 animated statue	grey ooze (extra large)
5	1d4 small enhanced beasts (random choice)	
6	1 medium size enhanced beast (random choice)	



## The Gardens of Folly

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Written by Neuth

This overgrown hedgemaze was once a great display of wealth and status. Rumors say that the wealthy Lady & Lord Folly long ago hid their riches within the gardens.

**d6 Rumors (Choose 3 to be true & 3 to be false)**

1. Hedge-goblins use fowl magic to curse those who enter with memory-loss and confusion.
2. The marble statues throughout the maze come alive at night time and feed on flesh.
3. The fountain in the center hides a healing spring that can restore youth.
4. A wish-granting fairy is lost in the maze, and any who set it free will have great fortune.
5. Lord & Lady Folly now exist as vampires, and will feed on those who disturb their tomb.
6. Anyone who is still in the maze when the sun sets is turned to stone.

**d8 Scenerios (Adjust result based on your selected truths from the Rumors table)**

1. 1d4 Hedge-Goblins / Menacing Squirrels
2. A statue with an uncanny look seems to move in the corner of your eye
3. A stone sundial seems to display the wrong time, it suggests you've been here for hours
4. A memorial stone to seems to contain a riddle: "Within the heart lies the greatest treasure: Love"
5. The brambles are thick here, make an easy Save to avoid becoming tangled up
6. A gap in the hedge allows passage through to another part of the maze
7. The sound of running water is heard, as a small fountain seems to still flow
8. A fairy is tangled up in brambles / a majestic butterfly flies around overhead

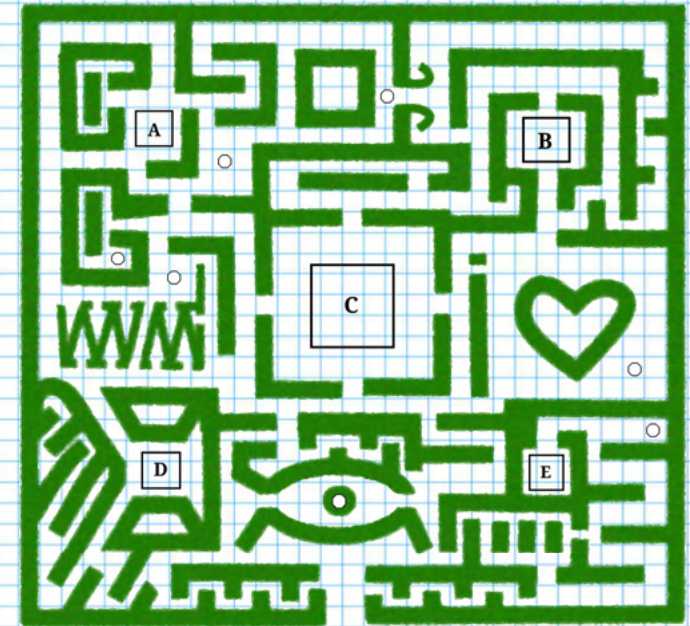
### General Information & Suggestions

- The fairy can grant a small wish of good intention if players help it
- A heart-shaped key can be found in area \_\_\_ and opens a hidden treasure vault in area \_\_\_
- The hedges become much more dangerous after Sunset: statues or vampires may prey upon the players
- The sense of time is hard to determine while in the maze. Any time you roll for a scenerio, after the first two, roll 1d4. On a 1, the Sun sets upon the maze.
- Drinking from the spring can reduce a character's age by 1d6 years.
- The hedge is generally tall and impassable, to those flying above the maze an illusion masks its true layout
- Roll scenerios when disired or when players come across the symbol: ○

### Key Locations:

- \_\_\_ The Grand Fountain
- \_\_\_ Statue Garden
- \_\_\_ The Folly's Tomb
- \_\_\_ Hidden Vault
- \_\_\_ Tangled Overgrowth

### Notes:



**GM's Key** (Fill in using "Key Locations" & other suggestions)

A.

B.

C.

D.

E.



This mysterious well is located a mile away from a well-known road that leads to an important town. Rumors say it is cursed and hold treasures.

# The Dark Well

A 3-5 player OSR dungeon crawl adventure for character levels 1-4.

## Encounters (1d66)

11-23 – Skeleton  
24-36 – Zombie  
41-53 – Ghoul  
54-66 – Shadow

## The well

**Pine tree:** there's an old skeleton wearing a rusty chain mail fallen behind the tree. Three arrows pierce its chest. A **silver key** attached to a leather strip is hanging from its bony neck. The **sword** on its scabbard is *cursed* (the wielder's first attack always fails). Its smashed helmet bears the chalk inscription "traitor" on its forehead.

Empty wooden buckets, old bronze coins, and a wet, moss-covered floor. Footprints lead ahead.

Wet and slippery carved steps.

Rusty armor pieces, broken shields, and burnt torches.

Fresco with evil deities.

Skulls, black and red candles, rotten fabrics, and heavy incense scent.

10' rope coiled inside a sack.

Open trapdoor leading down below.

Stalactites and giant bats

Old pickaxes and shovels, large sacks, and bronze lanterns.

Stone floor covered by ritual runes and geometrical patterns drawn with chalk.

Giant constrictor snake: **rock python**.

Dark, muddy water infested by **giant leeches** (2HD each).

**Large wooden chest**, locked by a **silver padlock** (can be opened by the silver key). Inside it, there's 1.200 sp, a **magical sword**, a **wand of fireballs** (3 charges), a **potion of fire resistance** (red), and a **potion of healing** (yellow).

Skulls and skeletons.

**White marble coffin** with a sealed lid. The corpse of a **rotten priest** lies inside it, alongside 100 sp and a 200 sp **holy symbol**. However, the holy symbol is *cursed* and attracts undead creatures. If touched, the priest's corpse can cause a serious skin disease. The foul air escaping from the coffin can cause *unconsciousness* (save vs. poison or fall unconscious by 1d6 minutes).

**Magical gate.** A horned demon skull is sculpted over the gate. Bellow it, ancient carved runes read "show your faith and be spared of my wrath!". Anyone approaching the gate makes the demon's eyes glow blue. Trespassers not carrying the *cursed* holy symbol roll save vs. death ray or are paralyzed by 1d6 hours.

Ancient mosaic with a horned demon and six hooded priests drinking its blood.

**Colorful wooden coffin** with a sealed lid. A **mummy** guards 600 sp, a pair of **magical daggers**, a **staff of commanding** (3 charges), a **potion of healing** (yellow), and a **potion of invulnerability** (blue).

Ceramic pots with colorful pigments.

Pile of bones and small bronze cups.

Chest holding 300 sp and a **ring of protection**.

Tiny flattened passage leading upwards.

Cobwebs and **black widow giant spiders**.

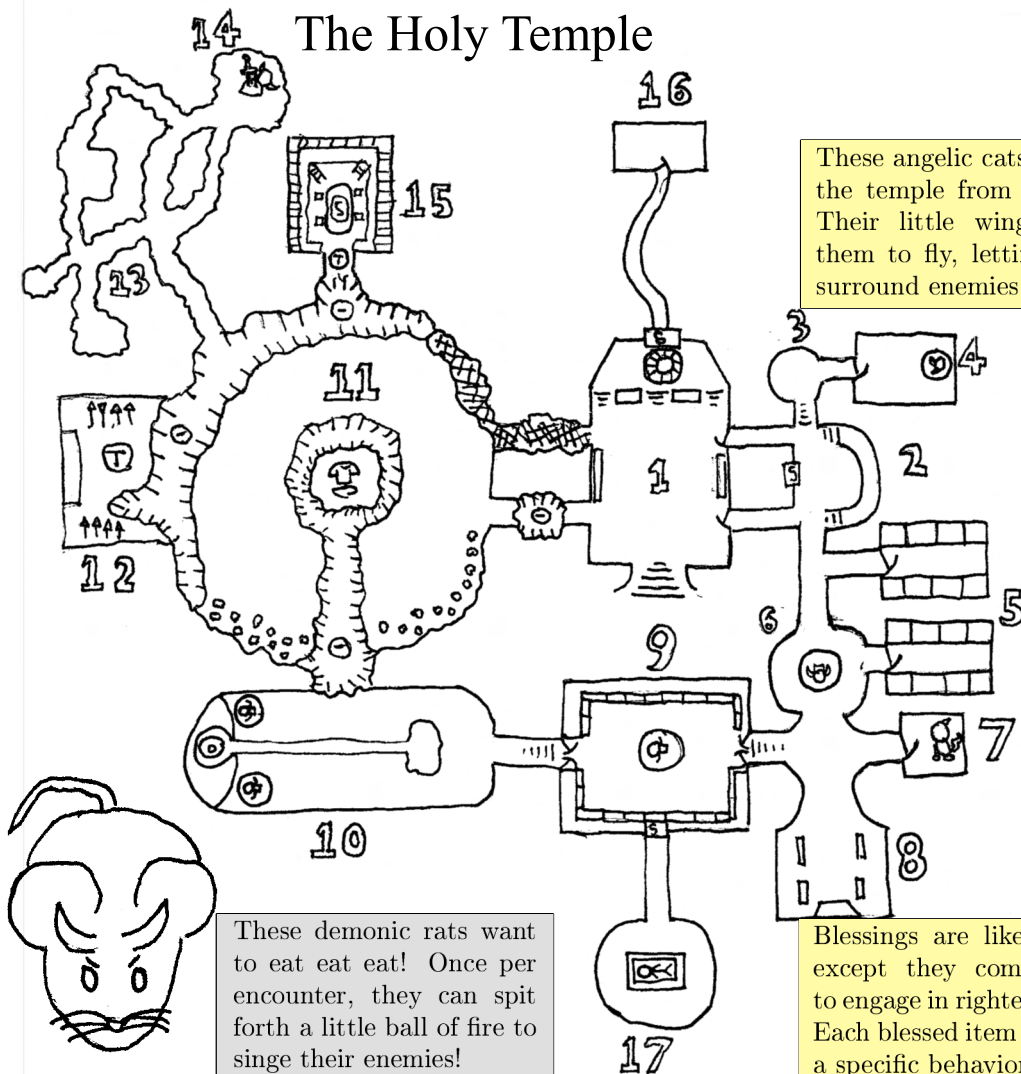
Underground river flow.



# The Holy Temple

Evelyn Nitch-Griffin

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These angelic cats protect the temple from robbers! Their little wings allow them to fly, letting them surround enemies easily.



These demonic rats want to eat eat eat! Once per encounter, they can spit forth a little ball of fire to singe their enemies!

Blessings are like curses, except they compel you to engage in righteousness. Each blessed item compels a specific behavior.

2d4	Wandering Monsters
2	Imp searching for its master
3	1d4 Giant Bats
4	2d6 Infernal Rats
5	2d6 Rats vs 2d6 Cats
6	2d6 Angelic Cats
7	Holy Statue
8	Clerics seeking relics

1d6	Random Blessings
1	Must donate to the poor
2	Must foster orphans
3	Must tell the truth
4	Must preach of the Deity
5	Take half damage for allies (to 1 HP)
6	Must protect the innocent
7	Must protect animals

- (The Chapel) Stairs lead down to a room with corpses of cats and rats. Singing the **Hymn of the Guardian** from the choir pews opens the secret door behind the pedestal.
- (Storage) There are barrels of wine, old robes, and cups. There is a secret door to the tithe room. Inside is 10,000 cp, 5000 sp, and 1200 gp. There are 5 angelic cats here, who will hiss at any intruders.
- (Preparation Chamber) There are 3 silver incense trays worth 25 gp each here, and some incense.
- (Confessional) A large statue to the deity stands in the back. It compels one to confess their sins. The statue assigns a quest to the sinner for penance.
- (Priests' Quarters) Each room contains 8 beds, each hosting the nest of a cat. Each bed has a small chest, with 1d6 sp and clerical vestments. One of the chests contains a silver holy symbol.
- (Passage) A statue guards the passage here. It is wearing a **blessed amulet** of health, which prevents disease. The statue will attack any who enter without appropriate garments.
- (Head Priests' Chambers) The head cat nests here, with 3 other cats. It may be willing to tell the PCs about the secret door to the tithe room, in exchange for exterminating the rats.
- (Reliquary) Inside is a golden goblet worth 750 gp, a ceremonial sword worth 500gp, and a **blessed** cape that glows when worn, and prevents a killing blow 1/week
- (Crypt) Each of the 16 graves can be looted for jewelry worth 1d4x50 gp, but brings the statue to life!
- (Holy Fountain) The well that feeds this fountain contains the body of an angel. Placing a corpse in the water can revive 10 small (cat-sized) creatures, or 1 human-sized creature 1/week, in exchange for a holy quest upon the resurrected.
- (Training Room) This room has mostly collapsed, leaving a 50ft deep chasm. In the center is a suit of red **blessed** armor on a stand, that protects from fire. Making noise alerts the **rats**, who will start climbing up the walls in three waves of 5 rats each.
- (Armory) Rotting weapon stands hold silver swords, maces, and spears. Two giant **bats** lurk in the rafters.
- (Tunnels) They are infested with rats. Each room has a rats nest containing **2d6 rats**.
- (Demon Corpse) A corpse of a demon lies here, with clear nibbles and parts missing from year of being slowly consumed by rats. A **blessed sword** that smites otherworldly evils is embedded in its chest.
- (Library) Shelves of religious texts. There are 8 books worth 1d3x100gp each. A secret compartment in the table contains a songbook with the underlined **Hymn of the Guardian** which causes a cleric's blessings to become more potent.
- (Prayer Room) This empty room is featureless. Ask for aid and you shall receive it from the **Guardian**.
- (Tomb) The **Guardian** himself is buried here, with his **blessed** silver mace that destroys undead.



# TOMB OF GILGAMESH

## ✕ Plot ✕

During the final years of Gilgamesh's life, the most majestic pyramid the Sumerians had ever built was erected as his tomb: its lower section the size of a small town, the summit rose as high as the tallest peaks in the Taurus mountains. Lush gardens filled with the rarest plants covered its large terraces. The sarcophagus of the great king was placed in a room at the top and a new one beside him was made for his long-dead friend Enkidu. When the king, who had once sought immortality, eventually passed away, it was foretold he would rise again in Mesopotamia's greatest time of need. Alas, that time has definitely come and no sign of him has been spotted.

The sky darkens as the Moon covers the Sun for one final time and becomes still, and as darkness engulfs the land between the two rivers, the stars detach from the Vault of Heavens and start crashing down to Earth. People pray to the same gods that have spelled their end, and regret the loss of the only man who has ever been able to counter divine will.

A trio of old sages asks a group of daring warriors and travellers to attempt one last feat: Enter the Tomb of Gilgamesh, climb to its top and wake up the lost king and his friend with a long forgotten word for "life".

Once in the garden, the party will witness a comet shooting down from the sky and passing mere metres above their heads, finally crashing down near the base of the pyramid in a blast of mesmerising light.

The garden is home to grass and bushes, and in its centre is the skeleton of a man, curled up with a knife in his hands. A tablet lays beside him with cuneiform writings on it: "I, Madt, architect of the pyramid, die right below my king as instructed by Him. According to His will, His tomb is secure, His sleep shall never be disturbed."

This room used to be more than one, but now the inner floors and ceilings have crumbled and little remains. At the bottom of the room is a pile of gold coins, but the only way forward is up, as a narrow window at the top connects this room to 7. The remainders of floors and stairs, as well as irregular, climbable walls, can be used to reach the window, but each floor has a groove all around its walls in which a blade runs in circles. No platform is large enough to stand on it and avoid a blade at the same time.

The ladder to this room is blocked by a hatch underneath it if the puzzle on the ground floor has not been completed, but the hatch can be forced open.

In the centre of the room is a large statue of the goddess Ishtar, which will release a cloud of poisonous gas upon intruders. The cloud will impede vision and will not stop unless Ishtar's heart, clearly exposed on her chest, is removed.

On the wall in front of Ishtar's statue there is a slit showing one side of 5. The room also has a stone door which leads to the hanging garden outside. There is also a lever on the ceiling on the far corner of the room compared to the door, but the walls are smooth and not climbable. It is possible to climb the statue and jump towards the level from its top. Once hit, the lever will open a second hatch in the floor and one right below it, in 1. The glimmer of water can be spotted below the last hatch: this is a spring in the basement of the pyramid (3.) and, despite the narrow opening, can allow a safe dive.

The garden was supposed to mimic a forest, but is now overgrown to the utmost degree and any step requires chopping through branches and bushes. Still, the adventurers can see the shower of stars falling down to Earth and the eclipse from here. Bright flowers line the tree trunks and an imposing statue of the monster Humbaba, who was a hybrid between a lion, a bull and a vulture, with scales covering his body. The statue has a vertical slit in its chest and carries a greataxe made of meteoric ore. If anyone attempts to take the axe, two stars will float down from the sky and take the form of a spectral bull with four horns. The plants will retreat as if showing respect for the divine creature, forming a space where a fight can happen, as it will be aggressive right away.

There is a vine which winds up the wall and can be climbed up to a window in 6.

The floor of the basement is filled with thick mud, which halves movement for the party, except for the aforementioned spring. Square stone pillars act as foundation for the pyramid. In the mud, large rats scuttle and will attempt to bite any intruders. One giant rat hides in the darkness, a stone sword embedded in its left hip.

If the adventurers manage to defeat it, said sword will later fit into the slit in Humbaba's chest in 4:

The statue will now let go of the greataxe.

The only way out is another hatch next to a pillar, which can be climbed to and opened. In the mud under the hatch is a wand that allows the user to climb walls effortlessly twice before breaking.

The hatch leads to the hut with the barred door in 1.

Another ladder in a flower-shaped room leads to one last hatch: here, the coffins of the king and his friend are kept. Once the right word is uttered in their ears, both of them can come back to life, old but otherwise surprisingly well-preserved. Gilgamesh will eventually explain that his last wish was to rest forever next to his friend, and not to be disturbed. The prophecy of his return was a lie to make the Sumer feel safe, but they, clearly still stuck in their childhood, could not do without pampering: they sent a party of desperate people to force the two heroes back to life against their will.

"FINE!" says Gilgamesh while Enkidu punches a gaping hole in the wall of the chamber.

The king picks up his warbow and shoots an arrow at the Moon, shattering it and letting sunlight through once again.

The stars stop falling, but now his eyes are glowing with flames: no one will get out of there alive.

Gilgamesh and Enkidu fight the party together, showing strength and agility far beyond any normal human's.

In the meantime, due to the force with which the arrow hit, pieces of the Moon start drifting down and crashing into the pyramid. The roar and force of the impacts can be felt all the way up.

Eventually, the pyramid cannot stand anymore and crumbles. This can heavily wound all people involved, but does not kill them: the fight, even more desperate now, continues among the imposing ruins.

If the adventurers win, they will have to choose what to tell the sages about the ancient king and saviour of the Sumer.

Note

The hatches to 2., 8. (now broken), 9. and the closed one to 6. are rectangular because they were used to lift the coffins up the pyramid. The ladders were also used by the workers.

In this even narrower room, a giant snake is coiled up and adheres to the walls, leaving space in the middle. The floor is covered in the old skins shed by the snake, but the current one still looks consumed. In general, this snake looks like it should have died long ago but is being kept alive by something. It can still die if killed and will turn to stone once dead, its body now climbable.

The snake cannot reach down with its mouth but will attempt to tighten its coils and kill the adventurers.

There is an open hatch in the ceiling and also a stone door leading to a small garden.

The floor of this room is covered in broken eggs and small venomous snakes which will attempt to shoot poison at the adventurers.

The walls are climbable and there is a hole in the ceiling.

A very large snake tail dangles from the hole.

This room can either be accessed from the hole in its wall or from a window overlooking the garden on the same floor. The floor is unstable and will tilt if stepped on. It has one support in the centre, so it can tilt in any direction. Losing one's balance will result in a fall all the way to the ground floor, but using weight in the right way can prevent this.

There used to be a pillar in the centre of the room, but now this is only a stub.

The upper part of it hangs down from the ceiling with a ever-lit brazier dangling from it.

On the floor, there is a golden cup which will roll down easily.

On one corner of the ceiling, giant wasps have made their nest and will attack as soon as anyone enters the room, flying around the upper part of the pillar and the brazier.

There is a hole in the ceiling which can be reached if the floor is tilted up below it.

It leads to 7.

## ENTRANCES

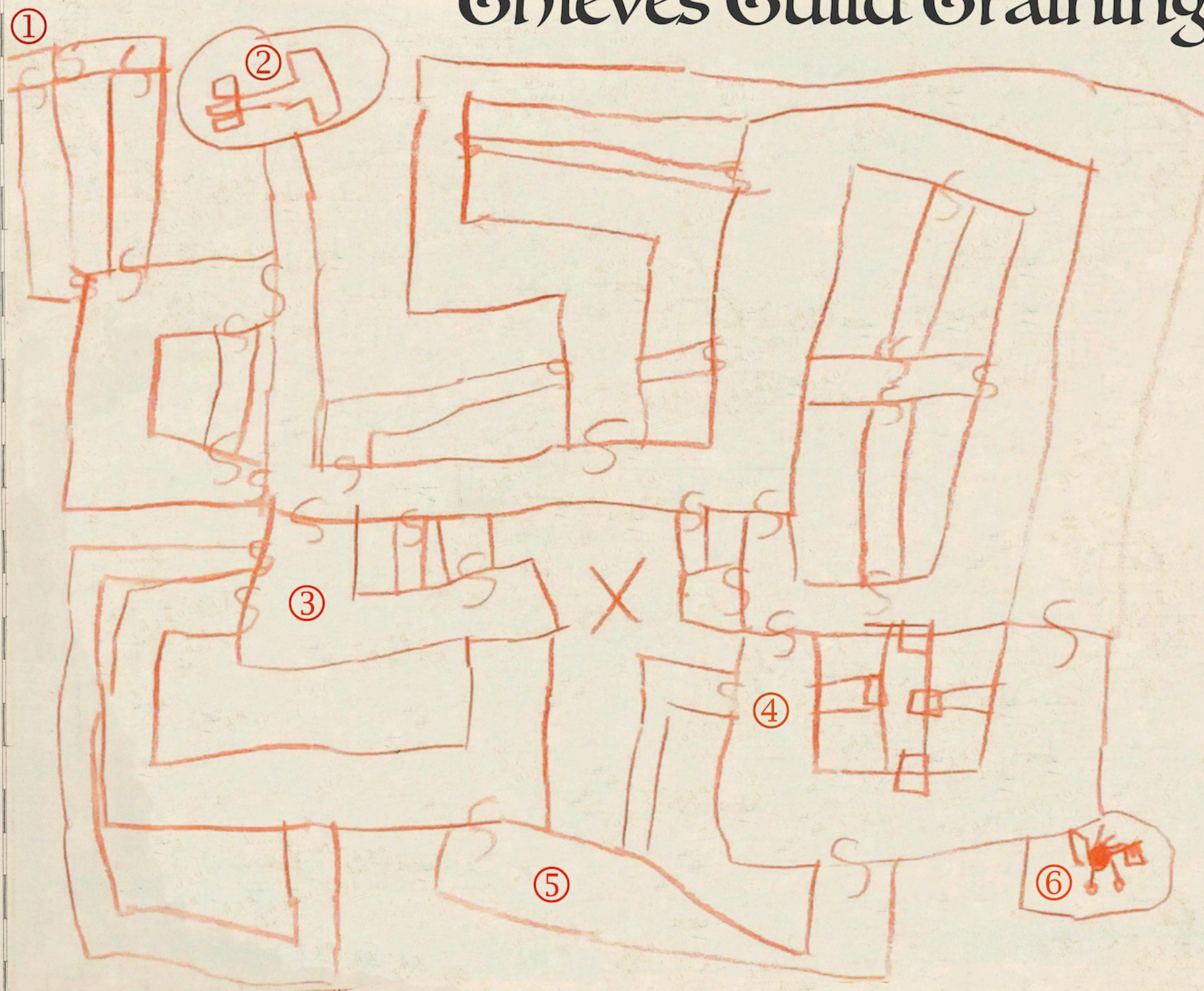
A: a huge square gate sealed with a slab of stone. It needs to be broken down or through in order to be opened.

B: in the back of the pyramid, faint light shines through a hole in the wall of the first floor. A series of badly placed bricks allow adventurers to climb up to it and enter 5.



# Thieves Guild Training Dungeon

by redwyrmling



The Velvet Sun Thieves' Guild built this training dungeon to teach their members how to pick locks, disarm traps, and find secret doors. Now the Lich, Ickogoran Bone Toe, has taken it over and uses the traps and secret doors to protect his phylactery.

1. Entrance in a wine cellar closet
2. Coffin Temple containing three vampires
3. Hall of Ghosts - thieves who died here
4. Hall of Ancient Whispers
5. Black Pudding Pathway
6. Floating Eye Statue Trap with active eye rays

Ickogoran protects his phylactery with undead and oozes and traps of all kinds that can be placed anywhere on the map. The floating eye statue shoots three eye rays per round at any who enter the room where he keeps his soul.

## Traps and Pitfalls:

Steam Blast - Fire Blast - Spiked Pit - Fart Gas - Iron Snakes - Sleeping Poison Needles - Bucket of Water - Stinging Nettles  
Mirror of Fear - Poisoned Beer - Angry Wasps - Shooting Spear - Cold Room - Greasy Floor - Scorpions - Teleporting Door  
Fake Treasure - Falling Rocks - Flooding Halls - Acid Locks - Crunching Gears - Ankle Spikes - Spider Webs - Thursting Pikes



# FAIRY TRAIN

After months of work, countless generations of replacement construction crews, the first commercially motivated venture is being made to the inhuman realm of the Fae, a day trip aboard a luxury train. Marketing itself as a kind of sightseeing Titanic, the **Spirit of Wonder** carries both the hopes of future interdimensional commercial industry and the seeds of its own downfall, hidden aboard.

Players have been hired as guards posing as passengers to smooth the journey of a steam train's maiden voyage into the wonders of the Fae. The land of the Fae is psychedelic, unfamiliar and profoundly hostile, yet every effort has been made to present it as a colorful wonderland to prospective customers.

Aboard, sharply dressed staff wheel catering trolleys up and down the train at all times, passengers gaze in awe at the wonders through the window and hidden Fae conspire to sabotage the Spirit's maiden voyage.

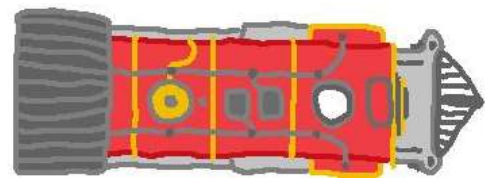
- Whenever the passengers on this train would be scared, frightened or concerned, add a corresponding count of Panic to an ongoing tally, tracking the state of Spirit's passengers. Whenever actions taken by the players might successfully make actions to calm or distract the passengers, reduce Panic.
- When Panic rises to 5 or higher, the passengers riot, rushing the engine carriage in a wild unswayable charge to 'turn this train around', only serve to stall the engine, and to give any remaining Fae Saboteurs ample opportunity to murder the engineers.
- Whenever a passenger corpse is seen by anyone but the player's, add **+3 Panic**. Whenever a passenger is injured add **+1 to +2 Panic**, depending on the injuries severity.
- At the GM's discretion either make clear the Panic count throughout Spirit's journey, or keep it hidden, using the Panic table's flavor prompts to make clear escalating panic aboard.

Panic	Passenger Reaction
1	Unnerved, worried, chatting amongst themselves about odd events.
3	On edge, quick to aggression, inquiring to staff about their safety.
5	Riot and outright panic. Wild passengers surge en masse toward the engine room, under the intention of 'turning this train around'.

**Wonders Through The Window:** At any point, players can make the choice to Look Through the Window, an option only available after a sensible length of time since the last Look taken. Roll on the table below using a d6 to determine what they see.

- +1 Panic** - After a small delay, a slowing of the train, stunning multicolored bubbles fly through the window, delighting passengers, until they begin to burst on contact in showers of sparks and toxic fumes.
- 1 Panic** - Passengers rush to the window as great long legged beasts rise and topple, seeming to grow old from young in a matter of moments, rising six stories then collapsing under its weight. At its highest, one makes eye contact with a PC before collapsing.
- 1 Panic** - Human workers harvest toppled giant mushrooms, dragging away huge chunks of gray flesh to waiting wagons ready to haul back to the waking world. Some wave as the train goes by.
- +3 Panic** - The train is attacked by Fae Knights on horseback, firing arrows through windows and hammering on the train's walls, terrifying passengers.
- 2 Panic** - The train rounds a corner, suddenly revealing the white remains of a gargantuan city, once capable of housing populations rivaling the waking world's greatest cities, now deserted. Old white stone arches of vast impractical styles rise and rise to a jaw dropping spire amid a sprawl of white stone that goes on and on. All train car's fall silent in awe.
- Sprites fly in great swarms alongside the train, bringing gifts of acorns and small bloody tufts of fur, smiling and motioning for passengers to open the windows. **-1 Panic** if no windows are opened, **+2 Panic** if these sprites sneak aboard the train, viciously tearing at jewelry and hair, looking for trophies of conquest.

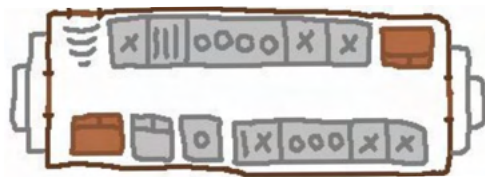
Created by Ewen Cusworth for the 2022 One Page Dungeon Contest.  
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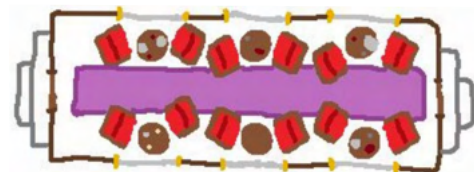
**Engine/Locomotive** - Cast iron walls filled with steam, hundreds of different levers. Two soot-stained **Engineers** alternate between shoveling coal into Spirit's heart and pulling levers. If incapacitated, the train grinds to a halt on its tracks.



**Cargo** - Shuttered windows, tightly packed luggage and a well stocked pantry. Inside hides a small **Fae Child**, a stowaway who snuck onboard with the intention of escaping to the waking world. A busted window and disordered luggage are the only clues to their presence. If scared, the **Fae Child** clams up, taking the first opportunity to sprint away through the train. If the **Fae Child** feels safe, they'll reveal the presence of the **Fae Saboteurs** hidden aboard spotted while boarding.



**Kitchen** - Cramped, steamy, filled with constant activity. One **Head Chef** and three **Assistants** frantically prepare meals for the train, staff come and go relaying orders and ferrying trolleys. If either **Head chef** or any **Assistants** are replaced, disguised **Fae Saboteurs** slip poisons into plates of veal and thin watery soups.



**First Class** - Gold gilded windows, red velvet armchairs and well dressed gentry. Inside is the **Admiral**, long retired, well respected. Due to their influence, the **Admiral** will reduce an additional count of Panic while in a situation that would add or reduce from total Panic. While any appeal made in a commanding fashion to the **Admiral** is doomed to fail, any that appeal to their own commanding nature will find more purchase. However, if a **Fae Saboteur** assumes the **Admiral's** identity, they can quickly whip the train into a doomed riot.



**Passenger Car 1** - Polished wood benches, long red carpet. Hidden among the everyday passengers in the final two carriages, are 1d4 **Fae Saboteur's** per car. Using glamor to conceal their distinctive features and mimicking the behavior of surrounding passengers, it is only their odd mannerisms regarding everyday tools like clothing and cutlery, along with the very faint shimmering of air surrounding them that might serve to give them away. If given the opportunity, any **Fae Saboteur** will calmly follow the staff or passengers, and slaughter them between train cars, taking their place, looking to work their way through the train in this fashion until reaching and disposing of the **Engineers** piloting the train, ending the waking world's incursion into the Everwild. If they believe they have been found, they will make whatever effort they can to slaughter surrounding passengers and staff before escaping.\

**Passenger Car 2** - Polished wood benches, long red carpet. 1d4 **Fae Saboteur's** hidden among common citizens.

*The players begin here, in plainclothes, their sole directive to hide among Spirit's passengers, ensuring their safety from when the train leaves the waking world to when they return to it and not raise a ruckus in the process.*



# BEAST OF DOGWOOD FOREST

The villagers complain about a screeching cry coming from the forest that spooks the chickens and turns the milk sour. A few days ago Nimrod the trapper offered to capture that screeching beast but has yet to return, and now the screeching have become more frequent.

When the heroes agree to rid the beast, Bjorn Always Wrong, the village know-it-all, will butt in and describe the beast (roll the BEAST CREATOR). The other villagers dismiss him.

1. Let the players pick a location in the forest. There is a small vermling camp here but no sign of Nimrod or the beast. When the heroes have dealt with the vermlings they hear a screech from the next location.

2. Choose one of the remaining locations. Apart from some traps and snares there is a cage on a broken cart. Inside the cage is a body of a trapper holding a scrap of paper and some items (the beast's weakness). The heroes can read the NOTE describing a different beast (roll the BEAST CREATOR again and write it on the NOTE). To get to the items the heroes need to break open the cage. The heroes can find odd tracks leading to the next location.

3. Choose one of the remaining locations. Following the tracks, the heroes find the beast hurt but aggravated. Apart from its weakness, weapons and magic don't seem to have much effect. If the heroes flee, the beast will attack again later. If the beast is captured or killed, the beast will screech one last time... followed by a screech coming from a different place. There is another beast!

4. The last location. This is the beast that Bjorn Always Wrong described. If the heroes don't engage the beast, it will stalk and attack them unless they release its mate. After this there are no more beasts. (Or are there...)

Conclusion. The villagers reward the heroes with a pouch of coin, a slap on the back and some sweet milk. The baron denies he ever talked to any trapper, and he's definitely not building a secret dungeon. He'll threaten to arrest anyone spreading these false rumors and confiscate any wondrous beasts.

Bonus Fun Points: Have the players draw the beasts.

## BEAST CREATOR

	1	2	3	4	5	6
A) Head:	Bass	Heron	Weasel	Horse	Wasp	Crocodile
B) Horns:	Moose	Ram	Narwhal	Bull	Rhino	Antelope
C) Body:	Dolphin	Crab	Bear	Turtle	Snake	Kangaroo
D) Legs:	Frog	Beetle	Ostrich	Elephant	Starfish	Centipede
E) Skin:	Scaly	Woolly	Slimy	Thorny	Smooth	Scarred
F) Color:	Red	Black	Blue	Green	White	Yellow
G) Power:	Blind	Paralyze	Hypnotize	Dispel magic	Cause boils	Shoot lightning
H) Weakness:	Fire	Ice	Acid	Garlic	Mirrors	Copper Darts

## NOTE

A thousand curses on the baron and a thousand  
curses more on me for my greed.  
"Bring the creature alive" he said.  
"Yes, sir" I said.  
Never make guaranties.

I should have killed the beast when I first spotted it.  
Twice the size of me, its head shaped like a [A]\_\_\_\_  
with horns of a [B]\_\_\_\_.  
Its body was that of a [C]\_\_\_\_ with [D]\_\_\_\_ legs.  
And its skin [E]\_\_\_\_ and [F]\_\_\_\_.  
It has a hidden third eye that can [G]\_\_\_\_, but it  
was its wit that I underestimated.

I wounded it using [H]\_\_\_\_, but when it attacked  
back I had to flee in the cage.  
Then the beast damaged the lock and I can't escape.  
It now stands there waiting for me to bleed out.  
The trapper got trapped.

Don't trust that baron, and don't trust that beast.  
A thousand curses...

Nimrod.





BEFORE HIS UNTIMELY DEATH, SUPREME EMPEROR VOLLNICKE SUVELLIS OF THE THRICE-SIGNED COVENANT, LANTERN OF THE NORTH, CONQUEROR OF STONES, AMASSED A COLLECTION OF ARTIFACTS AND CURIOSITIES UNRIVALED IN THE KNOWNLANDS. SCHOLARS AND ARCHAEOLOGISTS ARE STILL FINDING EXAMPLES OF HIS HOLDINGS IN LIBRARIES AND CLOISTERS ACROSS THE WORLD. IT IS RUMORED THAT A PIECE OF EXCEPTIONAL VALUE IS HIDDEN IN A SUBTERRANEAN CHAMBER NEARBY. THE PIECE IS KNOWN ONLY AS...

wonder, *noun*:  
a feeling of surprise and admiration caused by something beautiful, **unexpected**, unfamiliar, or **inexplicable**.  
wonder, *verb*:  
1. desire or be curious to know something.  
2. **feel doubt**.

# THE ELEVENTH WONDER OF THE SUVELLIAN AGE

**G: Chamber of the Wonderwyrms.** Corridor from Area F enters mid-way up side of the room, connecting to the central pedestal by a bridge. The Wonderwyrms are enclosed in a glass fluid-filled sphere. Bridge is counterbalanced so that as soon as 2-3 characters are on bridge it will fold down, causing the sphere to roll down (Dexterity save or bludgeoning damage for those on the bridge) and shatter against the wall of the chamber (see diagram at right).

**G1:** The Wonderwyrms: Claw/claw/bite on ground or tail lash when airborne. At 1/4 hit points will emit a 30' diameter psionic wonder-blast: make a Wisdom save or disbelieve that the creature exists for d4+1 rounds. Disbelievers will try to calm down anyone still fighting the "hallucination"; meanwhile Wonderwyrms will try to escape to Areas D or F. Crystalline organ in neck can be harvested and made to emit a blast with similar effect d4 times before becoming inert.

**G2:** The Eleventh Wonder: If bridge is triggered, a subchamber containing the Codex of Beasts -- which can provide useful lore regarding strange creatures -- is exposed.

**D: The Pantry.** Smells faintly of rotting meat. Walls of the passage to Area G show scratch marks, as if something was desperately trying to not be forced through.

**D1:** Three levers raise/lower the bars sealing areas D2, D3, and D4.

**D2:** 2-5 Firenewts, very hungry for something other than rats.

**D3:** Empty save for rat droppings.

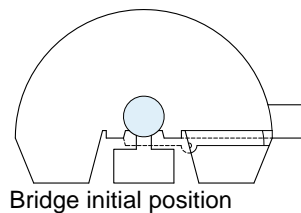
**D4:** 2-5 Zombies, quite dry.

**A1:** Stone bridge to the Entry Gate.

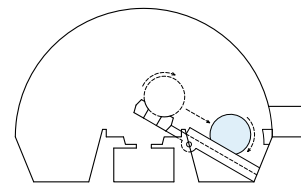
**A2:** Raptor nest! Two adult raptors will attack. Amid the litter is an adventurer's journal with correct ball order for Area B (in code/ancient language), as well as d4 valuable/tasty eggs.

**B:** Four colored spheres are perched above a stone bowl with a hole in the bottom. Drop in three of them in the correct order (arbitrary) within 30 seconds or floor gives way. Door to Area C is locked; correct sequence unlocks door.

**C:** Antechamber. Door to Area E is barred with a portcullis (Str. check to lift). Lintel above opening to Area F reads, "Hall of the 10th Wonder" in ancient language. Faint smell of smoke from Area E.



Bridge initial position

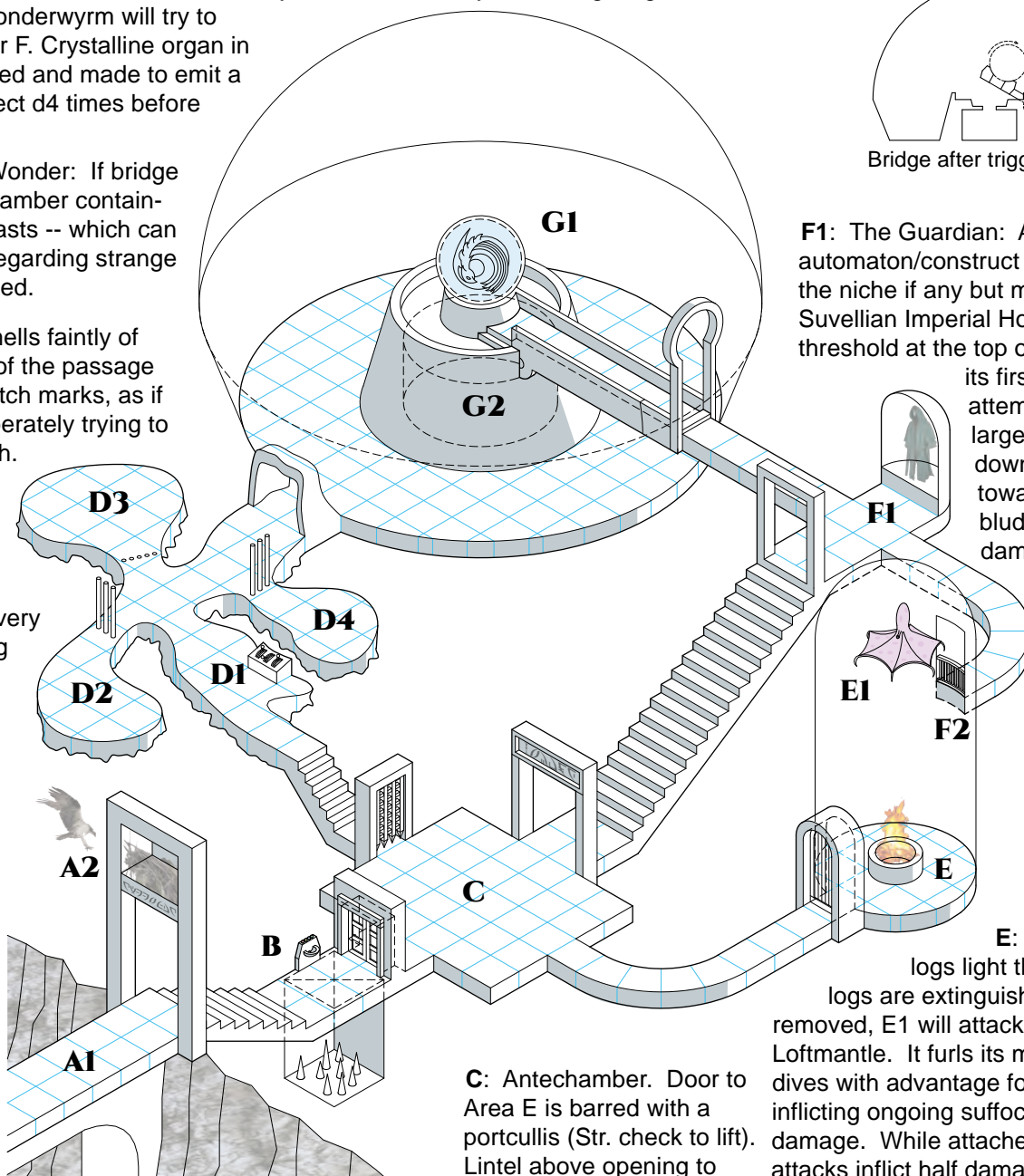


Bridge after triggered by weight

**F1:** The Guardian: A robed automaton/construct will leap from the niche if any but members of the Suvellian Imperial House cross the threshold at the top of the stairs. As its first attack it will attempt to push the largest character down the stairs toward Area C (extra bludgeoning damage)

**F2:** Observation Gallery. The underside of the Loftmantle can be observed from this vantage (if it is still there): eyes, teeth, gas ports.

**E:** Ever-burning logs light the room. If logs are extinguished (difficult) or removed, E1 will attack. E1 is a Loftmantle. It furls its membranes and dives with advantage for first attack, inflicting ongoing suffocation/bite damage. While attached, characters' attacks inflict half damage to victim, half to Loftmantle. If it misses it will reinflate gas-bladder and rise back to ceiling to attack again. If slain near open flame the gas-bladder explodes.





# The toymaker's problem

Backstory: The famous toymaker, Edward Winston, has requested you to assist him in clearing out some "old toys" from his storage, offering pay to do so. Looking for cash, your party shows up.

1: This is a well-stocked toy shop, Edward greets you here and explains the issue. Recently, a specter has taken up residence in the basement, where he keeps his old toys that never sold. He directs you to a trap door located behind the counter, and opens it up. He warns you of the dangers ahead.

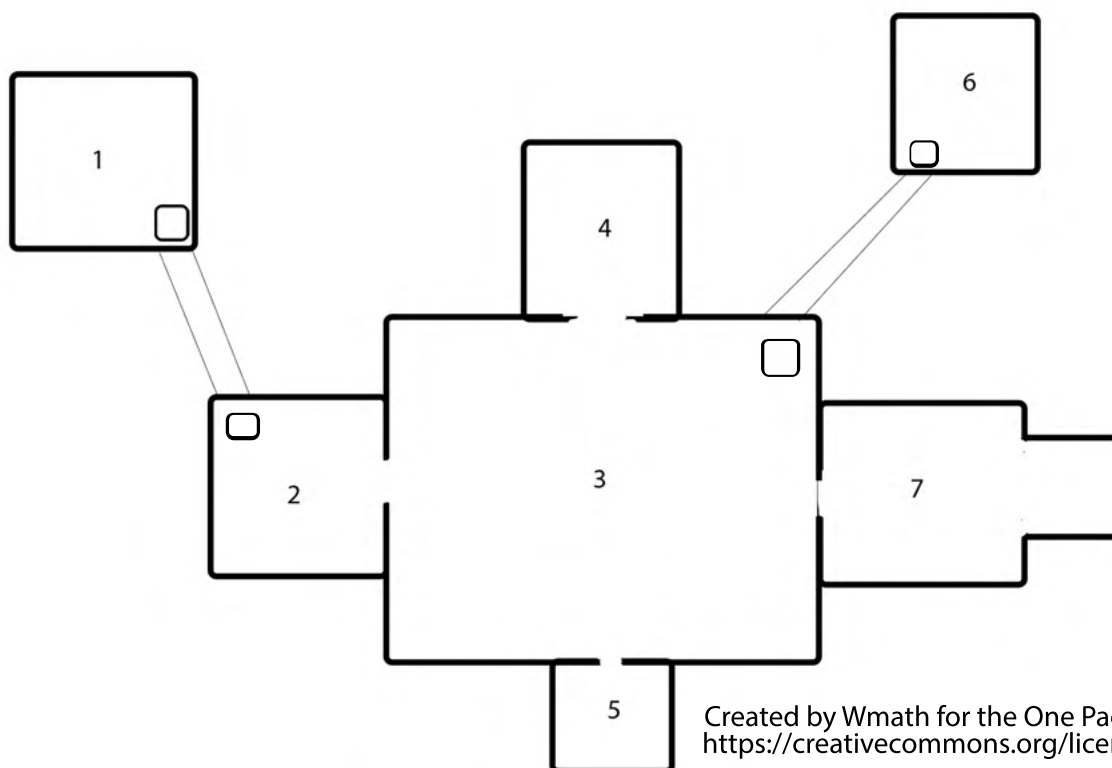
2: This room appears to contain some old dolls. Most of them are dusty. Two dolls block the entryway into the next room. Interacting with them will cause them to attack, with similar stats to a goblin.

3: This is a massive room containing all sorts of toys. The door to room 7 is locked with three locks. They are magic locks that cannot be lockpicked. Make sure to tell the party about the trapdoor in the corner!

4: This room contains several mannequins, each wearing either a dress or a tuxedo. One of the mannequins noticeably holds a key in its hand. Trying to take the key causes the mannequin to awaken and attack. It has similar stats to a zombie,

5: This room contains some action figures of things such as dragons and heroes. There is also a safe in this room. Examining the action figures reveals that one of them has a piece of paper in its hand, which reads "I put the code behind the safe." Behind the safe lies the number 143. Using that number in the safe opens it. Inside is a key.

6: This room is full of plushes of creatures such as teddy bears, goblins, and dragons. A chest lies in the right side of the room, which is unlocked. Opening the chest reveals a key, but causes the trapdoor to close. If the chest is closed, the trapdoor opens. The solution is to open the chest, grab the key, and close it to leave.



7: A large cardboard castle lies here, with a specter floating above it. When it sees the party, it attacks! Upon defeat, the paranormal activity ceases, and you can return to Edward.

Epilogue: Edward thanks you for your help and gives the party some money for their troubles. He says that he will reopen soon, and he hopes to see the party again.



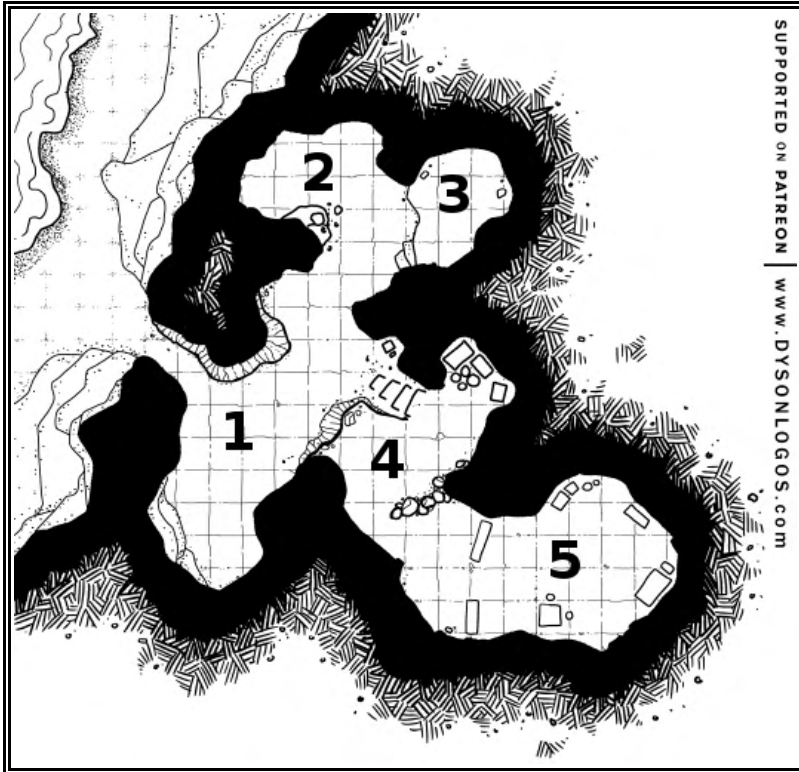
# The 4x5 Dungeon

## The classic 5-room dungeon randomed up.

(words by Vance Atkins, original map by Dyson Logos)

I often create four scenarios for a single map. So why not mix it up, and have the potential to create 20 variations (or 28, counting treasure and minions)? Adventures may be run by column or just let the d4 choose. After all, if the players wonder what's in the next room, the GM might as well, too.

You're an awesome GM, you can justify the existence of a cavern full of random traps, a weird fountain, and occupied by a dragon and some floating skulls guarding a pretty rock.



**GM Notes:** "Guard" encounters are approximately 3HD, "Boss" encounters approximately 4-5HD, and minions a combined 3HD.

Run Straight, or Roll d4 per room	1	2	3	4
Room #				
1	Wind whistles through cavern, almost language-like. Disconcerting.	<b>Sandling:</b> (as leather/shield), surprise, slam attack, 1 gallon+ water <i>slows</i> for 1d6 rounds.	Deadfall (rope net of rocks), moderate damage, 10' diameter, save for half damage.	Dragon scales, scorched. Animated, flit away like moths.
2	Pulsing fountain of warm blood-like mud, smells of taffy.	Recent rockfall from crumbling walls and ceiling is scattered across the floor. A few pebbles fall as PCs investigate.	<b>Ooze:</b> (as leather), hiding in pottery, slam/acid attack, fire and cold resistance. Pottery contains fistful of corroded gems.	False treasure (glass-filled chest), explodes, moderate damage, 10' radius, save for half damage.
3	Hand and arm bones animate, grasp 1d2 characters and cause continual minor clawing damage until destroyed (four hits), save to avoid.	Unstable, undulating floor, feels flesh-like (result of misfired <i>stone to flesh</i> spell).	Dank, dripping water along moss-covered wall. Barely visible bas-relief of forgotten dog-headed goddess.	<b>Charmed fighter:</b> (chain/shield), <i>mace</i> +1, make saving throw upon each injury to break <i>charm</i> .
4	<b>Powerful skeletal warrior:</b> ornate, filigreed plate armor. Fused to bones, must be carried out intact.	Illusory angel, alluring appearance. If touched, save or blinded for 1d2 turns (-4 action rolls).	Enchanted treasure chest, sings sea shanties, makes bad puns.	Stack of purloined trade goods and bulky valuables.
5	<b>Necromancer:</b> (as leather) Fabulous cape, poison dagger, spells: <i>sanctuary</i> , <i>spider climb</i> , <i>silence</i> -15' radius, <i>ray of enfeeblement</i> .	<b>Retired Minotaur Gladiator:</b> (as chain) Necklace of various skulls, bite/gore or net/spear (net hit: -2 AC and action rolls next round).	<b>Undead Pirate:</b> (as chain/shield) Flamboyant hat with rare feather, touch causes 1d3 CON loss, <i>fear</i> effect, silver or magic to damage.	<b>Young Green Dragon:</b> (as plate) Gaudy ornamented horns, gas cloud breath + spells: <i>charm</i> , <i>darkness</i> , <i>invisibility</i> .
Who's backing up the baddie?	5 <b>grotty kobolds:</b> (as leather) armed with scorpion-on-a-stick.	4 <b>sycophant goblins:</b> (as leather/shield) wielding clubs and vials of vile fluids.	6 <b>flying skulls:</b> (as chain) chattering, bitey, act as swarm.	<b>Obstinate princess:</b> doesn't want to be rescued.
What Cool Item does the bad guy have?	"Paresis Fang" <b>Intelligent Spear:</b> +2, save or <i>paralysis</i> (2d4 rounds), telepathic communication, detects secret doors and invisible objects. Grumpy.	A <b>Shiny, Polished Rock.</b>	<b>Portable Shadow:</b> Black velvet handkerchief that flows to obscure an area, allows up to 3 individuals to hide as thief of same level, and/or thief to hide at +2 levels.	<b>Infernal Cloak:</b> Stylin' embroidered flames, +1 <i>protection</i> , fire resistance, wearer becomes semi-corporeal (½ damage from mundane weapons).



**THE HOOK** An upstart settlement is in need of adventurers to explore the caverns beneath a mysterious stone hatch found in the forest floor. Little does the unsuspecting party know, they are merely pawns in the machinations of an ancient undead necromancer.

**1. HATCH** Made from a large block of stone, the slab has iron handles sunk into it. Once opened, dusty stone steps descend into the darkness. At least one set of recent human footsteps is visible in the dust.

**2. FOYER** The remains of coat racks and benches suggest that long ago visitors once stopped here to shed their outerwear before proceeding further. The double doors on either side of the room were once striking displays of opulence, but are now nothing more than half-rotted timber.

**3. BARRACKS** Old and ragged bunkbeds line the walls of this room. Close inspection reveals that each bunk contains a set of manacles. Dried blood spatters the ancient straw mattresses.

**4. BEDCHAMBER** What's left of a grand four-poster bed dominates this room. Whoever once slept here, though, has not done so in a long time.

**5. TRAPPED LANDING** A pressure plate on the bottom step causes poisoned darts to shoot from the wall opposite the stairs. The poison has long since dried, but damage is still possible.

**6. LABORATORY** At the bottom of the steps lies the remains of a once-great laboratory. It has been recently swept and dusted, although its tools, potions, and chemicals have become useless with age. The two sets of double doors leading away from this room have weathered the years better than their counterparts above.

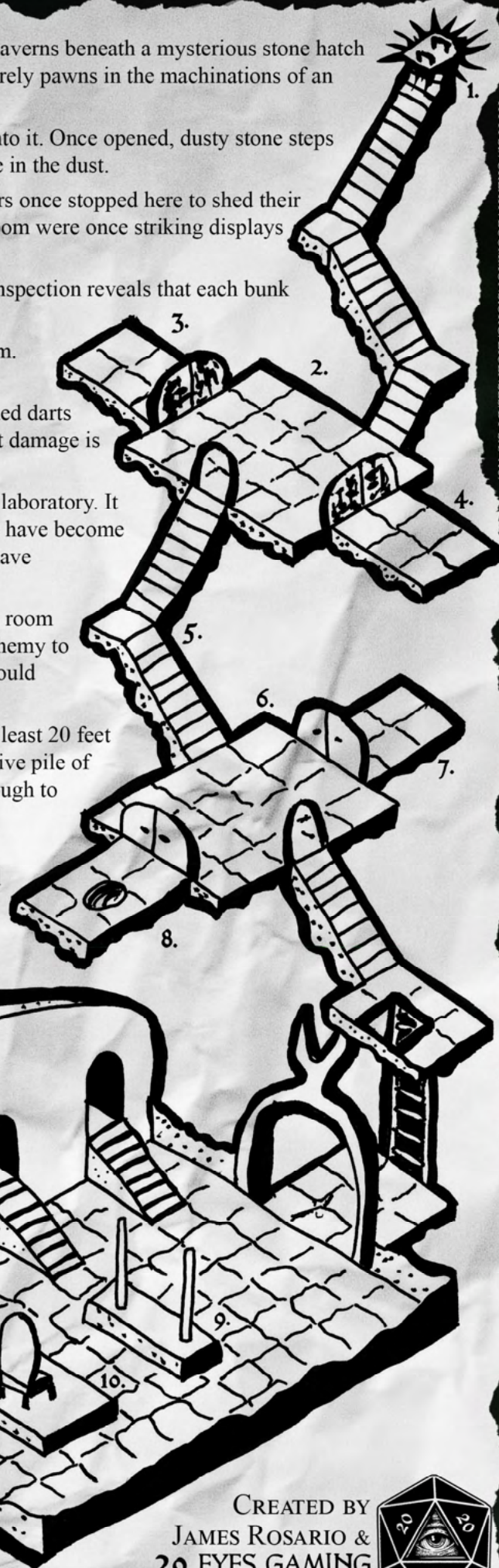
**7. LIBRARY** Large piles of disorganized books make opening the door to this room difficult. Once inside, study shows the subjects of these books range from alchemy to religion, from poetry to history and beyond. Spending an hour or more here could recover spell scrolls and even a spellbook.

**8. REFUSE PIT** In the center of this small room lies a cracked circular pit at least 20 feet deep. It was once used to dispose of body parts. At the bottom lies an impressive pile of bones. The edge is weak and may give way, risking a fall to those not fast enough to jump away.

**9. SACRIFICIAL STONE** Through an arched entryway covered in demonic carvings praising an unknown god is a large, finely-crafted gallery. Just ahead lies a bloody, half-eaten man strung up between two poles.

**10. THRONE** Behind the blasphemous altar sits the slumped, dried-out, rotting corpse of a large figure on a decorative polished throne. Gore covers the front of his newly-cleaned robes. The man does not stir until roused to do so by his profane congregation.

**11. WORSHIP CHAMBER** Hooded figures step forth from the doorways that line the gallery. As they begin to chant, the body on the throne rises, revealing a stunning longsword under his robes. The chanters are the villagers who hired the party. They have vowed to restore life to their benefactor by supplying him with the blood he requires. The chanting allows the sorcerer to regain health at the start of each round (a feature lost upon silencing the chorus). If vanquished, the vile thing explodes into an onslaught of blood, bone, viscera, and maggots. The sword is magical, and treasure lies hidden beneath the throne. The chamber doorways might lead to other parts of the cavern system, or may lead to more hatches on the surface. There is much more to discover in the depths beneath...



...THE HATCH. ➤

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# THE GREAT FAERIE REVOLUTION

By Patryk Ofat (MirisDor)

## Background

Lord fey, known as the Star Watcher, has disappeared. His former servants sparked a revolution, and the dimension itself began to seep into the mortal world. In the morning, the heroes discover that the inn in which they were staying accidentally fell into the magic realm.

## Factions & Encounters



**1 – 2: (Horde) Bookworms (HD 4)** — Eldritch parasites that devour knowledge and minds. They appeared in the Lord's library and devoured seals and magic contracts that kept him alive. They look for a way to appear in the mortal world and devour the minds of its entire population.



**3 – 4: (2D6) Red witches (HD 3)** — The Lord's officials and concubines who made him wine from the humans, who broke their magic pacts. They want to resurrect Star Watcher by finding the Seals that have survived the attack of Bookworms.



**5 – 6: (4D6) Gremlins (HD 1)** — The Lord's rebellious, hairy servants. They are trying to break free from the Witches' rule. They believe that the needs of magic realm can be maintained without a Lord, thanks to the sacrifices from (or of the...) humans.

## 1. Ruined Inn

**Gremlin Silkwirl (KW 2)** gives a fiery speech to recruit **Animated cutlery (KW 3)** to the revolution organized under his rule.

## 2. Cosmic Tree

At the top of the tree lies the nest of **Dragon pigeons (HD 1+1)** that shit fireballs. On the platforms, group of **Half-Elves (HD 2)** charmed by the scavenged **Dream Seal** hold a party, despite the objections of a drunk **Treebeard (HD 5)**.

## 3. Shut-Down Scroll Factory

**Gremlins** gathered around the scroll-sewing machine to discuss who should lead the revolution. **Hobglin Cutfinger (HD 2)**, who found the **Lore Seal**, rivals with mysterious, but commonly liked **Gremlin Silkwirl (HD 2)**. There is a gossip, that he is a runaway from unknown realm destroyed by fae. There are **bags with treasures** robbed from the Crystal Palace (6).

## 4. Bloody Winery

On the upper floor, **Witches (KW 3)** are making wine from mortals put inside the enormous wine press machine operated by **Unseen Servants**.

At the bottom, there are **barrels of Dream Wine** and **caged people**, guarded by **Imps (1 HD)** from two **magic lamps** on the walls.

## 5. Mushroom Library

**Magic grimoires** are hidden inside the crystal, **locked spheres**. They are guarded by the **Witches (HD 3)** and **Shadows (HD 1)** cast by a huge **magic torch**. On the floor under it is an engraved, planar map in the form of a "solar clock".

**Horde of Bookworms (HD 4)** were hid in the locked tower. There are portals on the walls. To turn on a given portal, shadow from the magic torch must be cast onto the name of the chosen realm on the planar map.

## 6. Crystal Palace

**Lord statues** that held his **Seals**. **Horde of Bookworms (HD 4)** float among the ruins. Hidden in the debris are **Gemstones** and **Astral Compass**. There's a lake of night sky in the centre, where other planes can be seen.

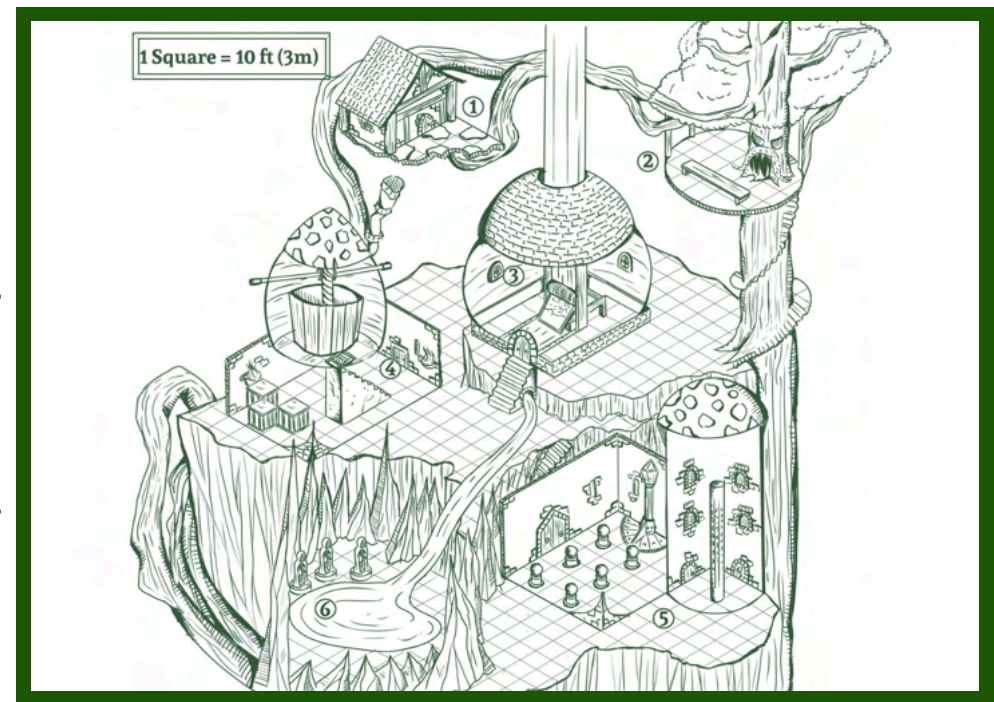
## Magic Items

**Dream Wine** — Drinker can recall the dreams and knowledge of people, who were sacrificed to make the wine.

**Dream Seal** — User falls into sleep and can't be woken up. When in this state, he can freely journey through the astral realm.

**Lore Seal** — User can see all hidden messages and experience lore that she is reading.

**Astral Compass** — User can shift to a random plane of existence that he can see.





# Guard Duty

Writing: Hunter Charest  
Art: Obliesk

The merchant Cheechak has hired the party in order to act as their bodyguards while they travel through the forest. However, they have not revealed that their actual mission is to rejuvenate the forest with a seed stolen from their bandit sibling. They have left it up to the party to decide which path they travel through the forest to reach the grove.

## 1 - Altar of Merx

- A stone roadside altar depicting the bust of a humanoid rooster dressed as a common traveller.
- Clerics will recognize that the figure is Merx god of travelers.
- The base of the statue has a square opening, around it is carved a variety of names.
- Tossing in 10 gold and carving your name will grant a +1 bonus to all rolls for 1 hour.

## 2 - Polluted Stumps

- A stump with a cursed axes and a variety of polluted oak stumps.
- If the axe is grabbed it will bind to the wielder's hand.
- The stumps contain pollution and when cut open explode dealing 2d12 damage in a 5m radius to everyone but the person who cut it.
- Druids will recognize that the stumps are polluted by magic.

## 3 - Sphinx's Toll

- Stone Bridge with a sphinx who will ask riddles of the people
- The sphinx quite enjoys their job guarding the bridge and is friendly.
- They will charge 1 riddle per group as a toll.
- What has a bank but no money, a bed but never sleeps, a mouth but never eats? A River.
- The group may pose their own riddle and if the sphinx cannot answer then they may pass.

## 4 - Reverse Waterfall

- A stream that begins to flow up the hill, much like a waterfall but in the wrong direction.
- Fish are leaping down the stream
- A fisher is sitting on rock fishing into the upside-down stream.
- Walking through the stream reverses gravity for the person for 10 minutes.
- They can then walk along the forest canopy.

## 5 - Vampire Brambles

- A collection of sharp thorny bushes that sport large bright red grape like fruits.
- If walking through or pushed into the brambles characters take 1d4 damage.
- The fruit grows plumper after blood has been taken.
- If eaten it tastes like copper and heals the eater for 1d6 damage.

## 6 - Crystal Grove

- The trees here reflect sunlight, glittering like a kaleidoscope with all the colours of the rainbow.
- Anyone who touches a tree creates 1d4 doppelgangers of themselves and any attack has an equal chance to hit one of them as the real one.
- Upon being hit the images disappear.

## 7 - Burnt Grove

- A perfect circle of oak trees remain surrounded by ash.
- Cheechak will attempt to bury a seed here in order to revitalize the grove, it must be left undisturbed for 1 minute.
- Druids used to listen to the rustling of the trees in order to predict great disasters that would befall the forest.

- Provide the players with 2 choices as they go through the pair of locations.

- For each Bandit roll 1d6 to determine where they will lay in wait for an ambush, use the terrain to their advantage.

- Papatong will always wait in the Burnt Grove to confront their sibling in a final showdown.

## Cheechak

They/Them  
A friendly but mysterious merchantfolk. They often are underestimated due to their lisp.



## Papatong

They/Them  
The fierce commander of the bandit forces. Will use fire traps and a scorpion to lay an ambush.

## Bruznel

He/Him  
A straightforward and tough dwarf. They will directly assault the cart with heavily armored troops.



## Krikkers

He/Him  
Hunter of dangerous game and large beasts. Uses archery from treetops and traps.

## Kloddwamis

She/Her  
A mushroom mage using nature magic. Will summon mushroom golems and tiny explosive mushrooms.



Neoth Games

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# KOLOSSUS

Words by: James Hutt, Brian Shutter  
Art by: Mustafa Bekir

## 1. The Sword Entrance

You enter the Kolossus through its gigantic hollow sword, climbing thousands of limestone stairs. Nearing the top, you hear the pirates that have taken the statue hostage. They've spotted your ship docked at the foot of the Kolossus. "Pull it!" you hear them shout, and you hear the grinding of massive gears as the sword you've been climbing lurches skyward. There's no going back now. You're trapped in.

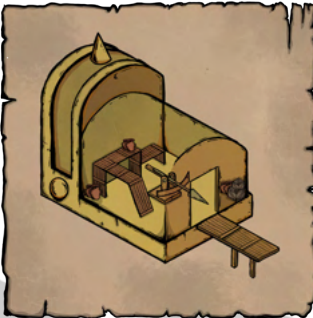


## 2. The Chest Room

Entering the chest of the great body, you find it infested with pirates, crawling over every inch of a spiral staircase. It rises up the core of the construct around a massive screw - one that's starting to spin. No, that's not right. It's you that is spinning. The whole torso of the Kolossus is spinning, turning towards the city! No! The great mirror-weapon in the Cyclops' eye must not be turned upon it! You fight up the staircase, cutting a path, until you reach the top.

## 3. The Clavicle Catwalk

At the top, you find a narrow junction hoisted precariously above the gears. Down the catwalk to your left is the shoulder room and to the right is the arm which holds the cyclops head. Straight ahead, is well, the head, which houses the statue's rotation controls. The door you choose is blocked from behind, but this poses no problem for an adventurer like yourself. As you go to clear the impediment, the door to the head smashes open, pouring forth pirates into the catwalk. You can hear the screams of the captured lighthouse master being tortured from somewhere in the distance.



## 4. A Battle Within The Shoulder Room

As the dust settles, the Kolossus stops abruptly with a great metal sound, 180° from where it began just minutes ago. You hear an authoritative yell from the head, "First Mate Canis, light them up!", and the door to the shoulder is blown open, revealing a hulking brute of a pirate behind a ballista. Wasting no time, they begin to hurl massive iron javelins which stick deeply into everything; into the wall, into the dead pirates that litter the catwalk, and if you don't move quickly, will surely stick just as deeply into you.

## 8. Victory Is Yours!

Monkeybones is no more trouble and the Cyclops Head has stopped torching the city. The remaining pirates, if any are still alive, flee to their ship hidden in the statue's base and attempt to sail away. You can either right the Kolossus and fire a final scorching heat ray at the fleeing ship, and receive a reputation as merciless heroes or let them flee and accept your reward instead as benevolent heroes. As a reward for dealing with the Mad Pirate Prince, you may choose a relic from the Senate's Vault of Wonders to claim for your own.

## 5. The Kolossus's Head Room.

In the center of the room are levers that operate the movement of the Kolossus. Standing at these controls is Argetis Delis, Pirate Prince, and Captain of the Aquillo. Around his neck is a massive gold key. As he controls the Kolossus which points towards the city you have a choice: sneak up and steal the key from Argetis or take it off his corpse. Be careful, he is very skilled in the art of sword fighting and has killed many for less.



## 6. Cyclops Head Room

Chaos ensues as you rush to the Cyclops Head. Loud banging and screeches can be heard from within its walls. Turning the key and kicking in the door you see a massive gorilla torturing a man tied to a chair next to the mirror-weapon elaborate control panel. The man is bloodied and bruised and on his last breath, while the gorilla beats the last secret out of him. Armed with the knowledge of using this weapon, Monkeybones the Gorilla, the Pirate Prince's Pet-Bodyguard, takes aim at the city.



## 7. The Battle RAGES!

You rush to stop the behemoth simian as he fires the first blazing hot ray into the city. Roll on the table to determine what part of the city is destroyed.

As each section is blasted by the ray it is instantly incinerated. Every turn as the beam charges up again it will destroy another section until either it is obliterated, the battle ends, or nothing of the city remains. Whichever comes first. Monkeybones is very tough. Sheer size and strength are on his side.

Once you finally are able to subdue the enraged gorilla then you can tend to the control panel and shut off the mirror-weapon. If anyone attempts to stop the hot ray first, Monkeybones will grab them from behind and try to choke them to death.



1	Market
2	Temple
3	Theatre
4	Bathhouse
5	Senate Hall
6	Necropolis



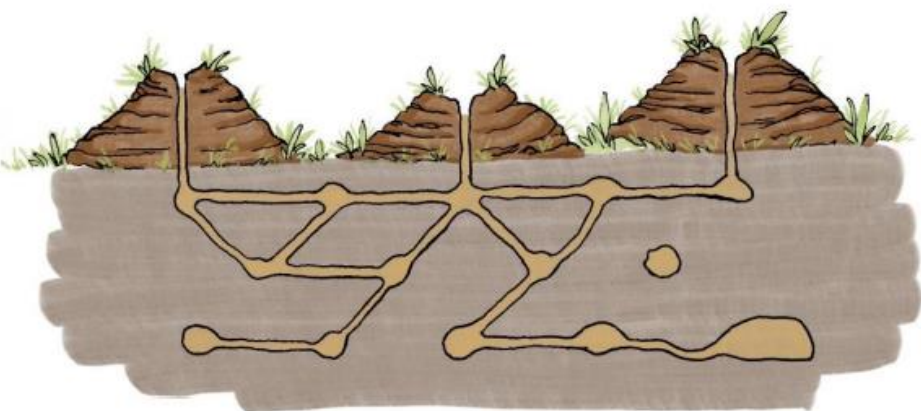
# GIANT MOLE BURROW

1st to 2nd Level Dungeon

Two Giant Moles have dug a subterranean lair that stretches hundreds of feet across the land. The players may find one of their giant molehills while traveling or tracking their footprints (DC 12 Survival). Their tunnels can lead beyond rivers or even through mountains to create shortcuts, but the Moles are very territorial since their offspring is sleeping in the nest chamber.

Giant Moles will be informed about the location of any intruders since they can sense tremors and lay scent lines throughout the entire nest. Attacking their noses counts as a critical hit! They are repelled by weird smells (DC 12 Survival or Nature).

Each tunnel leading from one to the next knot represents about 10 minutes of traveling. Both Moles will dig new tunnels while letting others collapse to trap the players. If the path to their nest chamber becomes cut off however, their offspring will suffocate. Copy this map and lay out your own tunnels or increase the size.



Hint: Their babies drop luxurious meat that restores all HP while resting.

## GIANT MOLE

Animal



42	0	11	15	2	4
CON	STR	DEX	WIS	INT	CHA
+3	+4	-1	+2	+1	+0

Giant Moles usually live in pairs for their entire lives.

The Giant Mole takes two actions.

### TRACK SCENT

Giant Moles gain advantage on tracking down a creature by following their scent. Also, their ability to sense tremors will put any character that tries to sneak by them at a disadvantage.

### SWIPE

Giant Moles will swipe at an enemy with their large shovel-like hands.

+4 to ATK, 2d4 (4) slash dmg.

6d8 + 3

MEDIUM

100

XP

The Giant Mole is weak to attacks that target its nose and repelled by weird smells.



# Absent Without Leaf

*An adventure in a wizard's greenhouse by Sjoerd van Wijk*

*For ages now a decrepit greenhouse lies abandoned on land owned by the Cabirian Academy, the famed university of the seaside town Cabiria. Once upon a time the wizard Hortensia researched plants and their potential magical properties there. She displayed her own creations in the arcane garden which included Mountainglow, a plant only known from myth.*

*Dwarven scholar Wruck asks the the adventurers to retrieve this plant. But some unknown botanic dangers may lurk inside...*

## The Greenhouse

This algae-covered structure is made of enchanted unbreakable glass. 6 **Shrubby Blights** hide in ambush in the overgrown grass around it. A broken down moss-covered door leads to area G1. Another option is to enter from the top through an open window which leads to the place marked X in area G3. Some flowers with a wide open red calyx will scream if someone goes past - **squealers**.

## Areas

*G1. Tunnel:* The tall grass hides piercing thorns.

*G2. Entrance Hall:* The vines in the center grapple anyone passing by just as they let their guard down.

*G3. Rosarium:* A hedge covers the northern walls. Search the flowers for some *Blue Moon Roses* granting divine inspiration and a pair of sturdy *Green-Fingered Gloves* which improves your climbing skills.

*G4. Herbal Garden:* A small figure with two silvery eyes is covered in vines. This *Garden Gnome of Gotcha* can be used to cast an illusion. Watch out for all the piercing thorns hidden in the grass.

*G5. Wizard's Workshop:* Its doors are firmly locked. A *Magic Seed* that enlarges its eater lies in a jar on one of the tables . Search the drawers in the walls for 2 *Potions of Healing* and a chest with jewels and gold.

*G6. Cactus Garden:* Watch out for the cactuses with blue wide open calyxes. They make you fall unconscious. A skeleton in withered robes sits hidden behind some rocks and holds a key to G5 if you can withstand the poisonous mold that flies up if you touch the robes.

*G7. Arcane Garden:* A blue faint light shines from the place marked M: Mountainglow! It's surrounded by **squealers**.

*G8. Storage Cellar:* In the mess lies a *Rake of Warning* that glows if Blights are nearby. And there's a *Watering Can of Wackiness* that catches fire if you say "Turbo Turbo".

*G9. Fruit Walls:* The **Queen Bee** guards the magical honey that restores your health. And underneath the berry bushes at the place marked X lies a rotten trapdoor that leads to G5. It just needs a little weight to break...

## Monster Roster

Monsters can walk freely around the greenhouse (drawn by some noisy adventurers?) but start in the following areas:

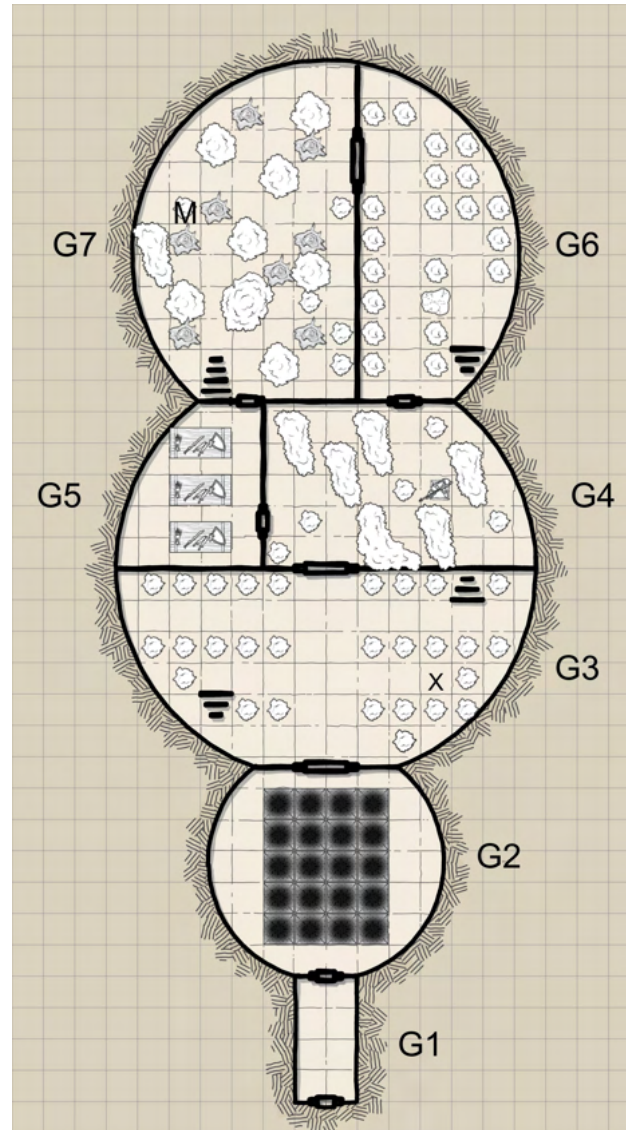
G2: 4 **Hanging Garden Blights** that shoot their needles at unsuspecting adventurers.

G3: The **Twig Golem** that still maintains the place with some rusty oversized hedge shears. He doesn't allow intruders to steal anything and will pursue you if you do...

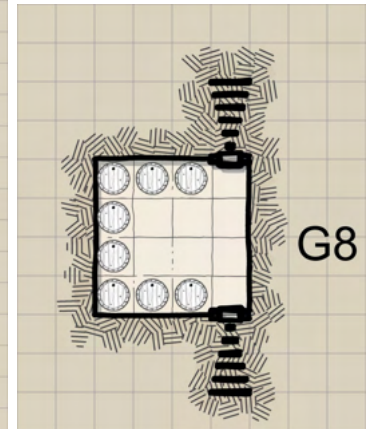
G6: 4 **Cactus Blights** & 2 **Hanging Garden Blights**.

G7: 4 **Shrubby Blights** & 2 **Pollen Blights** whose spores make you sleepy.

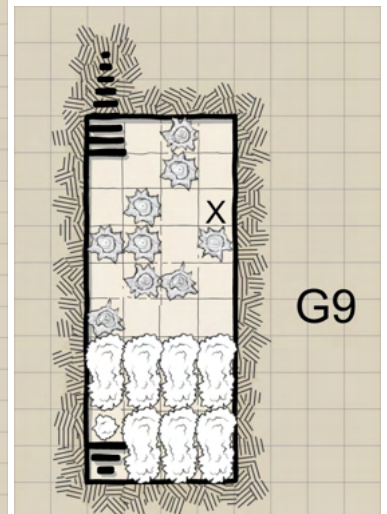
G9: 2 **Swarms of Bees**.



Go down from G3 or G6 to:



Go up from G5 or G7 to:



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# There Will Be Magic

Written and illustrated by Tamas P. (2022) | <https://creativecommons.org/licenses/by-sa/4.0/>

Sir William was an old aristocrat who loved and supported wizardry through his life. Each year for his own birthday, he organized a great convention at his manor, where lovers of magic – regardless of race, religion, or magic affiliation – were invited from all over the region to showcase their newly-learned spells and powers to the community. After William's recent death due to old age, the wizard community called everyone together for one last dazzling night to pay respect to their old benefactor. The PCs were possibly invited, or maybe stumbled upon the manor, which sits on top of a hill, and is surrounded by a beautiful vineyard. After meeting with many different folks and drinking various spirits of questionable origin, the world suddenly went black...

The PCs awake to what sounds like a distant scream. They are in a dark room where the air is hot, smoke is burning eyes and lungs, and the walls are shaking. Questions are popping into the drowsy heads, but there is no time to waste: they must hurry and leave this place before it's too late!

## HOW TO PLAY

The building has three separate floors. The PCs start on the northeastern part of LEVEL 3 and must reach an exit on LEVEL 1 to leave the manor and avoid getting crushed by the collapsing building. As a GM, keep track of the number of rooms the PCs visited (or revisited) throughout their escape, as this is going to affect the final encounter in room 19 or 20. Locations that are on fire cannot be entered or crossed. If a creature walks into the fire, apply burning condition to it and deal fire damage equaling to 30% of that creature's maximum hit points.

It is highly recommended to improvise and create synergies with different items and NPCs to make the escape more dynamic.

Game elements: **Hostile Creature**, **Non-hostile Creature**, **Loot**, **Dice Check**, **Floor Start** (X), **Floor Exit**.

## WHAT HAPPENED?

Two tipsy Efreets messed up the fireworks by accident, which was supposed to be the biggest bang of the night. Following a few colorful explosions inside, a huge fire broke out in the building. Attracted to the flames by magic, soon Imps and Magmins appeared as well in the manor, and the unwanted guests quickly became fanatical adding fuel to the fire. As the building started to shake and the floors shifted, chaos ensued: guests fled and teleported themselves outside, while others enjoyed the hot situation...

## ROOMS & LOCATIONS

**[START]** Two beds, an empty wardrobe and a desk.

**[1.]** The interior is an illusion: high grass, dense bushes, sluggish creek and an open sky. There is a big cage where a huge and angry **Ape** is being held captive.

**[2.]** A work room with many bookshelves and an alchemist's table in the corner. Roll a d4 to get: 1 (Universal Solvent), 2 (Philter of Love), 3 (Potion of Frost Giant Strength), 4 (Oil of Sharpness). 2 **silver candlesticks** and 1 **silver goblet** on the worktable.

**[3.]** A balcony, where a younger-looking man and women (both **Vampires** (N)) are casually drinking and having a deep conversation about sustainable blood-tapping, while waiting for the (already exploded) fireworks.

**[4.]** 3 **Cultists** (CE) and a sheep with legs bound is in the room with lit candles and a pentagram painted in the middle. Upon noticing the party, the animal starts to wiggle and baa

**[5.]** A pantry full of fresh fruits, vegetables, bread and meat - it has everything for a lavish feast!

**[6.]** Tables, chairs, bones and 2 **silver plates** seems to be slightly levitating in the middle of the room. The side of the rooms are squeaky clean (use **Perception/Investigation DC (12)**). Anyone stepping closer to the middle gets stuck and attacked by a **Gelatinous Cube**.

**[7.]** Stairs leading to LEVEL 2.

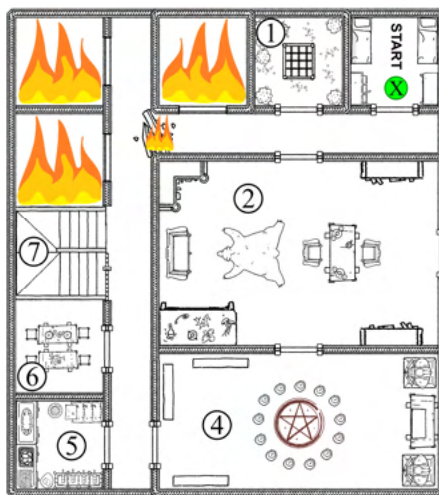
**[8.]** Heavy smoke blurs the view. PCs hear snarky remarks and giggling, then 3 **Fire Imps** attack out of nowhere.

**[9.]** Furniture and a table with a **golden hourglass** on it. **Perception DC (12)** to see sand pouring upwards. The room has reversed-gravity; **Acrobatics DC (12)** to not take 1d6 damage from falling to the ceiling.

**[10.]** The floor is divided into 5x5 black and white squares. In each corner, there is a human-sized **Black Knight Piece** (treat as **Warhorse**). Stepping onto a square that can be reached by a knight (according to the rules of chess) brings the figure(s) to life to attack the PCs. On the opposite doorway (leading to room 12), there is an inscription saying: "Sometimes you need to go backward before you can move forward."

**[11.]** Dark room full of dust and spiderwebs. A **Giant Spider** is nesting in the corner ready to attack the PCs if they get close to the **Trapdoor** leading to room 17.

## LEVEL 3



**[12.]** A long and empty room with a **Huge Painting** on the opposite wall depicting a familiar but smoky room. If PCs move towards the painting, the room stretches with them; it can only be reached by walking backwards. Stepping through the picture leads to room 16.

**[13.]** An old storage room stacked with furniture and a **rope** in the middle. There is a mirror (**Mimic**) blocking the next door. **Investigation DC (12)**: PCs' faces are blurred in the the mirror.

**[14.]** There is a hot tub in the middle of the room, where a **Human Mage** (CN) and 2 **Merfolks** (N) are giggling and drinking. They do not care about the fire and can teleport themselves out if needed.

**[15.]** Upon entering, 2 visibly upset **Magmins** attack. There is already a **Big Hole** in the floor; a rope is recommended to descend into room 16. If PCs jump without support, take 1d10 fall damage on a failed **Acrobatics DC (15)**.

**[16.]** There is a big hole in the ceiling, a painting on the western wall and a table where 2 **Efreets** (LE) are playing craps. Upon noticing the PCs, they invite them to stay a while and play. However, they tend to cheat and possibly become hostile if offended in any way. If PCs play, each round adds +1 **Flame Imp** to the encounter in room 20.

**[17.]** A dining room with two long tables, dozens of empty chairs, cutlery and food scattered around the room. Sound of scuffle and panicking can be heard from room 20.

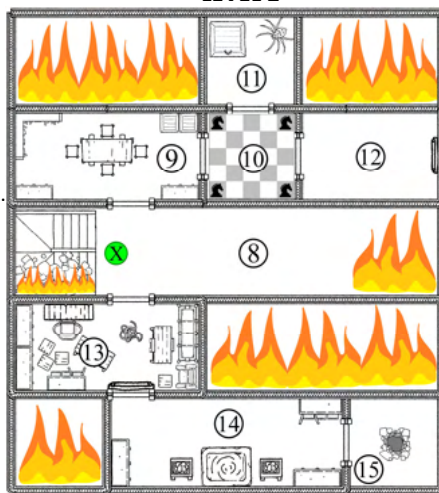
**[18.]** A library where books and scrolls are scattered all over the floor. Each PCs have to do an **Acrobatics DC (12)** to move around the room carefully. For each failed attempt, roll a d4 and apply: 1 (Reduce), 2 (Magic Missile), 3 (Anti-magic Field), 4 (Poison Mist). There is a slight breeze of fresh air in the room coming from a secret tunnel behind the corner bookshelf (hidden door) leading to room 19.

**[19.]** Wine cellar: there are a **# of Goblins** (NE) drunk trying to drain another barrel. The next stairs lead to a **backyard exit** behind the manor.

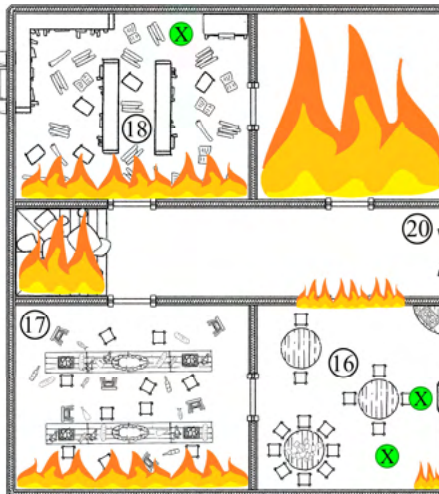
**[20.]** A corridor leading to the **main exit**. There is a **Dwarf Mage** (LG) at the entrance shouting and waving wildly to the PCs. Suddenly, the doors from left and right are swung open, and a **# of Flame Imps** swarm out of the rooms attacking everyone in sight.

**#** = number of rooms (visited + revisited) divided by 2. If the result is an odd number, round it up. Handle the monsters as mobs and feel free to involve additional NPCs in the encounter.

## LEVEL 2



## LEVEL 1



Dwarf outside: "Damn these pesky vermins! Not a year goes by without a commotion, but this one takes the cake. Eh, don't feel bad my friends, the old William didn't care much about this shed anyway... Would you like some wine?"



# Galaxy Quest!

Welcome aboard, captain! You have taken command of a space cruiser and have made the very first intergalactic space jump in human history. You now find yourself in the *Helion* Galaxy with just your ship, your wits, and your loyal crew.

**How to play:**  
You have four resources: Wonder (☆), Security (🛡️), Economy (💰), and Time (🕒). The amount of each resource you have is displayed by its respective d20, and Time is recorded on the Time Counter below. Your starting value for each is determined by your chosen difficulty and is modified by Gather (✓) and Challenge (!) missions by changing the value of the dice appropriately. You begin the game on one of the outermost segments of an arm of the galaxy and move one space towards the center each turn, resolving each Gather or Challenge mission as you encounter them. **Cross off one Time (🕒) resource box after each mission is completed** (regardless of outcome).

For Gather (✓) missions, choose one of the options and increase the indicated resource supply by one. For Challenge (!) missions, the indicated resource will be rolled against. Roll a d20; if your rolled value is LOWER than the quantity of the Challenge resource that you own, you WIN! If your rolled value is HIGHER than the quantity of the Challenge resource that you own, you LOSE! Once a win or loss is determined, change your resource dice appropriately, increasing by one (+) or decreasing by one (-). **Some spaces contain both Gather and Challenge missions (✓, !), in this case, choose one to complete.**

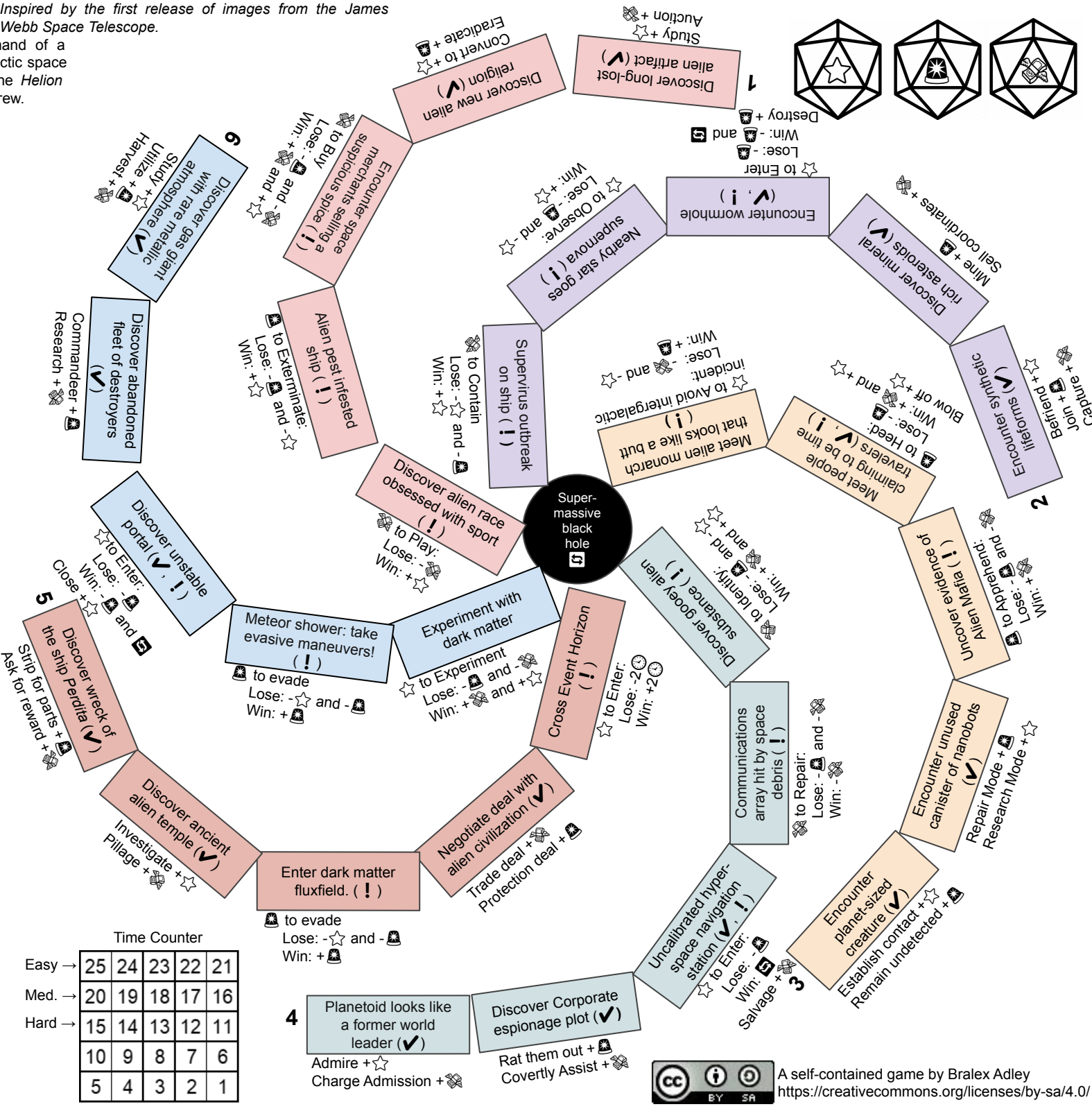
During your travels, you will encounter several Wormholes (🌀), a fast but unpredictable method of travel, often resulting in damage to your ship. When encountering a wormhole, randomly generate a number between 1 and 6, (such as rolling a d6) **then travel to the outermost segment of the arm number decided.**

**To End the Game:**  
When 🕒 drops to 0, an alien mothership has taken an interest in you, and you must use all your skills to avoid a hostile situation. Complete a Challenge (!) of each type (☆, 🛡️, 💰) to determine if you win or lose!

- Easy: 2/3 of final Challenge Wins
- Medium: 2/3 of final Challenge Wins
- Hard: 3/3 of final Challenge Wins

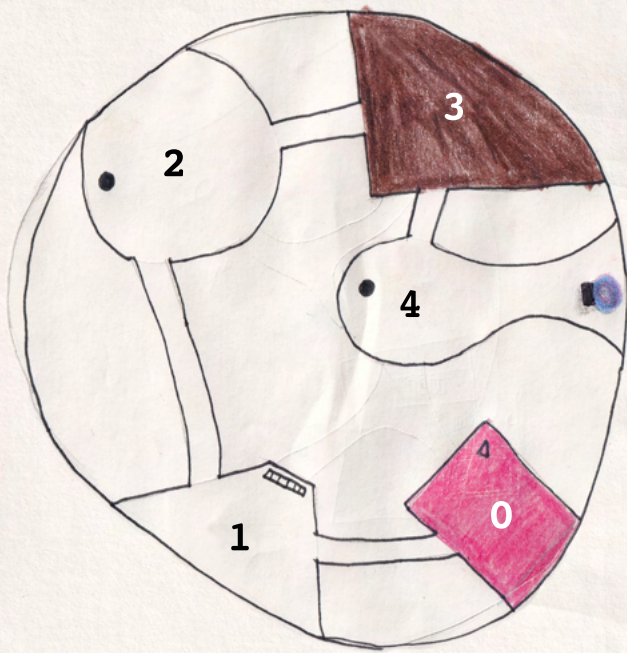
**Difficulties:**  
• Easy: Start with 10☆, 10🛡️, 10💰, 25🕒  
• Medium: Start with 8☆, 8🛡️, 8💰, 20🕒  
• Hard: Start with 6☆, 6🛡️, 6💰, 15🕒

**To Begin:**  
Choose your difficulty and set your resource dice to the correct number, then randomly generate a number between 1 and 6 as if you just entered a Wormhole (🌀) and place a token on the outermost segment of the determined arm.





# Squirrel Planet



Once upon a time a group of friends came across a black squirrel. Since they had nothing else to do, they decided to follow it. After 20 minutes the squirrel disappeared. The group witnessed it going into a tree and because they were curious, they tried entering the tree, which surprisingly worked.

When they opened their eyes, they found themselves on a weird planet, ruled by squirrels. They were soon noticed and brought to the king of the planet. He explained to them that they had to go into a dungeon to either stay on the planet as squirrels or go back to earth with no memory of the planet, if they managed to get out. Otherwise they would all die.

**Space Chicken Fighter (1)** In this room the group encounters a space chicken fighter whose special weapon is his dangerous lightsaber which can easily be deadly.

**Roboteeth Pony (2)** In this room the friends encounter a pony whose roboteeth can do a lot of damage, but the pony can only use them every third round.

**Turkey-Platypus (3)** A turkey-platypus with dangerously long nails awaits the group in this room. One scratch robs you of half your health points, but the turkey-platypus cannot scratch that easily, because his nails are really slim.

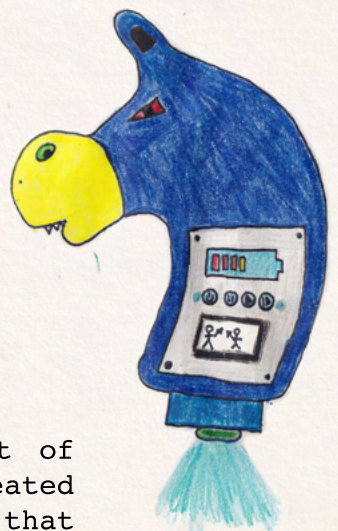
**Mutant Space Squirrel (4)** This three headed space squirrel is the end boss. It has the ability to teleportate itself, read and control minds and control hair. It's weakness is that it can't breath without its helmet.

If you finish the dungeon every character who died will be resurrected and you have the choice between going back to earth without memories of this planet or live on the squirrel planet as a squirrel.

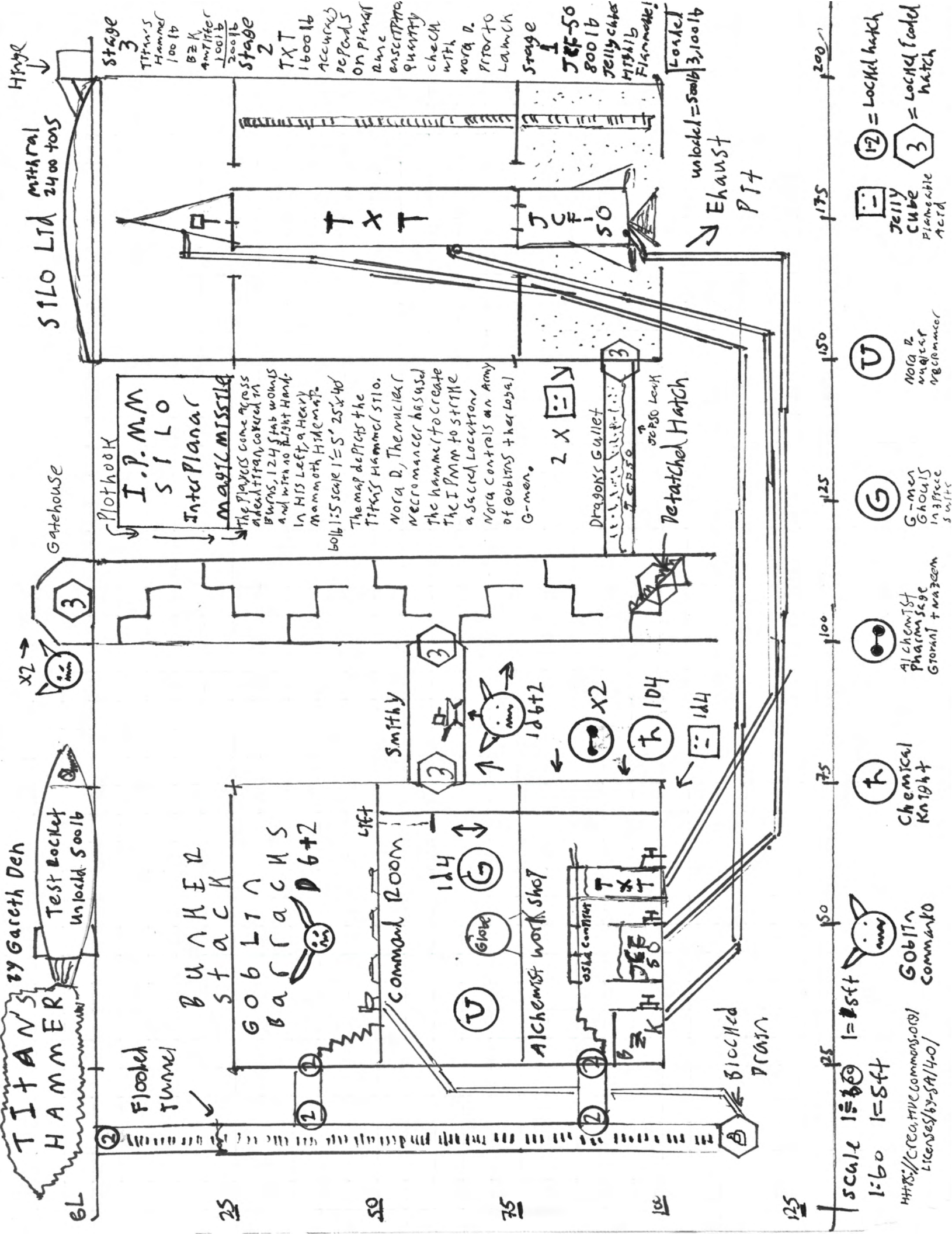
[Note] This is a dungeon written by Lina (14), Hendrik (12) and Joaquín (10) for the One Page Dungeon Contest 2022. After reading it, I told them that I thought it was too linear, not giving the players too many options. That it felt more like a film, not like a game.

I suggested a room, room 0, with a large machine looking like a retro arcade, that would show low resolution pictures of the four monsters and had four buttons and could teleport the adventure party to the four rooms. And maybe there could be some spray cans lying around.

My daughter got angry and screamed that they had put a lot of work into this and didn't want to change anything. I repeated that the jury might find the dungeon too linear. She replied that she didn't even care about the prizes. Well, I said, but maybe you want to play it with your D&D group and make the dungeon more interesting. Ok, then add a room, if you must, she said.









<h1>The B Section</h1>	
	<p>is a tense corridor separating the previous dungeon from the next one. The game takes place on a musical keyboard, or a picture of one, representing a cramped space like a hallway or a train. If your keyboard has only one or two octaves, the end of the keyboard could loop back to the beginning, and represent a spiraling stairwell or a fire escape. Below <a href="#">this line</a> is the leftmost key on your keyboard — read the prompts on each key (not necessarily out loud) as your players advance up the scale.</p>
	<p>On the right half of the keyboard, place 5 “brawlers,” 3 “jumpers,” and 3 “rangers.” Your players face them down from the left side. If the keyboard is too short, keep the enemies hidden instead.</p>
	<p>Players begin to set their characters on the keyboard here, before the second A key. They’ll be pretty crowded and staggered along the length of the keys, depending on the game pieces you use.</p>
	<p>The players choose a marching order. There are a few places where they can pass each other: the black keys represent alcoves, railings, and other ways to escape the dire linearity of the hallway.</p>
	<p>(By the way, with everyone together, now is the easiest time to use the keyboard for its intended purpose. Feel free to play a ditty and take a break before what happens next.)</p>
	<p>As the players advance, softly play each new key as the enemies get nervous and ready to move. Make the players suspect that something is coming at the next A key.</p>
	<p>The mood may be tense and quiet in this octave, but don’t stop players from having fun with the keyboard themselves. Reward them for setting up a joke and reincorporating it later.</p>
	<p>The players are now close enough to speak to their enemies, who remain silent. How do they look?</p>
	<p>They charge! The brawlers sprint forward to stop the players’ progress. The jumpers try to stay behind their tougher allies. The rangers fire, but a particularly bad shot will hit their own troops.</p>
	<p>If players aren’t leaving any space between their characters, it will be difficult to swap positions. The enemies focus fire on whoever is in front, who is backed against their allies and can’t escape.</p>
	<p>The jumpers can move past other creatures. When they get a chance, they dash behind the players’ ranks to attack vulnerable characters and prevent retreat until they’re taken out.</p>
	<p>After a round of holding the line, the enemies get nervous and spread out more, or move to the black keys. The front lines retreat. They abandon their rangers and let the players advance.</p>
	<p>Brawlers can recover some health if they get a round to themselves. In order to stop them, the players might find a way to rush past enemies, just like the jumpers. Encourage some mayhem.</p>
	<p>If the players think it’s safer not to advance, occasionally send two more enemies in from the left, and one more from the right. They just keep coming until the player characters escape.</p>
	<p>An ominous jingle plays from the soprano side. The enemies hurry to escape the white keys.</p>
	<p>A “heavy” rushes in! The heavy can barrel through other creatures and swap places with them, even damaging their own allies. It’s difficult for a single player to keep their attention.</p>
	<p>While the players are fighting, think about how much longer this hallway should be. This dungeon could be used multiple times as a brief transition between locations, each time with a new twist.</p>
	<p>If your players are musically inclined, or if they’d like to be, try one of the following explorations.</p>
	<p><a href="#">Everything goes dark!</a> Players can’t look at the keyboard. You’ll have to give them audio cues.</p>
	<p><a href="#">You lose your footing!</a> Players can’t move their game pieces. To choose a place to move, they must play the key they’re standing on, and attempt to sing the target key (in any octave).</p>
	<p><a href="#">You can’t get a line of sight!</a> Players can’t attack from a distance, unless they cite a piece of music that clearly exhibits the interval between themselves and their target.</p>
	<p><a href="#">There’s a terrible crash!</a> An arpeggio tears through the hall, knocking over some game pieces.</p>
	<p><a href="#">One player is holding the place together!</a> They carefully play the piano during the encounter.</p>
	<p>Anyway, back to the fight — a second heavy shows up, from the left side this time.</p>
	<p>If the players’ route is still too linear, turn up the pressure and give them some ways outside the box, like windows or scaffolds. Maybe the enemies are knocked down and can be climbed over.</p>
	<p>But if the players have already found some clever ways to jaunt between distant keys, consider running this dungeon again later, incorporating your players’ ideas or adding complications.</p>
	<p>You’re almost halfway across the keyboard. The enemies rally together to defend the next six steps with everything they’ve got. You can only hope they don’t have something else planned.</p>

To extend the hallway or use this dungeon elsewhere, set the first A key where the players are standing, and start over with more difficulty, different choices, and new variations. For example, you could try one of the versions below.

[Watch out for traps!](#) Assign 52 puzzles or exercises to a deck of cards, and reveal them as the players advance up the 52 white keys. It’s risky for a single character to disarm multiple traps in a row, but the players can’t always change their marching order.

[The battle tempo rises!](#) Players move when enemies move, and attempt to harmonize with them. Other characters can contribute by playing their own keys, and players get bonuses for making particularly musical moves. All of this is subjective, of course.

[I didn’t realize it’s a metaphor!](#) The fight really is on a piano, maybe one of those big roll-up ones. You decide what that means.

[Make your own variation!](#) After all,



# THE JESTER'S WONDROUS CAVE

## DEAR GAME MASTER, THESE ARE THE RULES OF THE CAVE:

>One can't simply walk into the Jester's Cave. It's set a day after the world's end and in the space made from the dreams of the dead. What brings the party here is luck. Or fate. Depends on what they believe in.

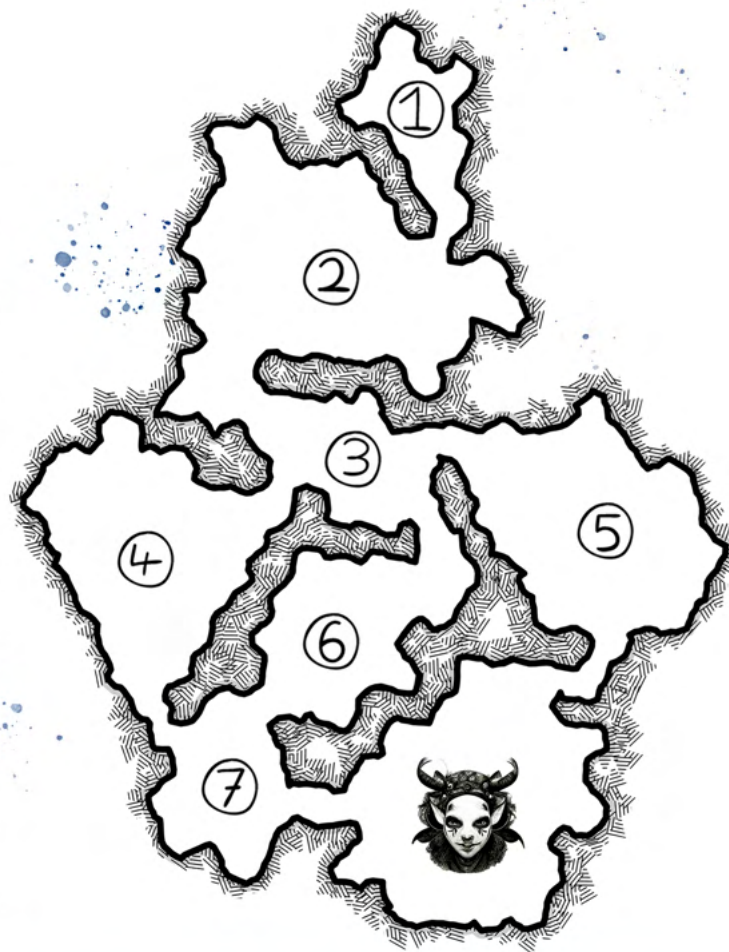
>The Cave exist out of time, space and reason. The logic is held only by whatever the party believes to be the core rules of the world, like gravity, thermodynamics and such. But it doesn't have to. Feel free to play around with basic concepts to create unexpected scenarios.

>The Cave will seems anachronistic. There will be people and objects that does not fit whatever the setting for your game is. Try not to go meta, instead use a descriptive language without breaking the feel of the original system. You know it's a gun, but for your medieval fantasy party it would be described, for example, as an L shaped metal piece, blasting small pieces of led with incredible speed.

>The Jester has no agenda. He is not a sentient being, rather a force of nature that drags different elements from different worlds into its own dimension. Its personification, however, will be perceived as a jester and will be conversational in whatever language player's characters are speaking in. Its attitude will be shaped by player character's choices. If they expect an evil trickster, they will find exactly that.

>The way to escape the Cave is to either fall asleep or be teleported randomly out of it (whenever GM feels like it's over).

>The true form of the Jester would obliterate perception of any living being.



① There is a dimmed light in the center of this grotto. It comes from a small bonfire. There are II World War soldiers sitting around it, full equipment on hand. They don't know how they get here. All they know is this everburning bonfire and immense feeling of hunger that cannot be satisfied. Soldiers are „reseting“ themselves every time they die, try to leave the grotto or 24h has passed, whichever comes first.

Roll d6 to see if they are:

- ☐ aggressive and will likely attack on a whim
- ☐ cautious and will hold you off
- ☐ friendly and relaxed

② A huge space filled with plants. Some are familiar, some have non-Euclidian shapes, some are difficult to describe using Earth and Earth-like languages. High humidity makes all the scents even more pronounced. The ceiling is lit by a myriad of stars, like a night sky.

Characters with skills in biology, chemistry or botany can identify (upon a successful roll or in principal) some useful ingredients for potions, weapons etc. Experimenting with plants they can't identify will trigger a change of the basic rules (example: successful rolls will become failures and other way around) for the rest of the game.

③ A complete darkness where there is no sound. There is a voice that each player's character will hear in their head. This voice will ask one question and will let them go if they all answer with the exact same phrase.

Hand out some paper to the players with the same question on each. Make them think that each of them have a different riddle but they all have to write down the same exact word to pass this test. Don't let them consult or see each other's paper. Make the riddle easy and with only one possible answer. You can use well know riddles or try this example: „What has a head and a tail, but no body?“.It's a coin.

④ A man is running from the wall to wall, speaking in languages. He doesn't seem to be fully aware of what's going on. Golden magic is sparkling from his hands, scuffing up glyphs which are tearing up space in technicolor glitches. There are writings on the walls and full laboratory, a mix of alchemists lair and high-tech, corporation lab.

The man is in fact one of the soldiers. You can make multiple references to suggest this. There are seven sets of weapons in the first grotto but only six soldiers, he's got a military tattoo hidden being the robes etc. However, if the man is presented with any kind of equipment (dog tag, rifle, food ration or anything else) from his past, he will become conscious and will reveal that there is a spaceship hidden in the tunnels full of mushrooms that made him feel full.

⑤ Junked spaceship with some parts dismantled. The pilot cabin is closed, but empty. Upon opening (brute force or a particular skill) spores are shoot it the air (see below for the effect). Glowing mushrooms are found inside. When fed to the soldiers, they will finally die without reseting.

Roll d6 to see the effects of the spores:

- ☐ They will eat your flesh
- ☐ They will heal all wounds
- ☐ They will make you strong
- ☐ Nothing happens
- ☐ They will make you see
- ☐ They will befriend you

⑥ There is a scene with a single spotlight on it. In front of the scene sits Anette. She is looking for a new stand-up talent. She will reveal that a way to escape the Cave is to fall asleep, but only to a person that will make her laugh.

⑦ Black obelisk. Humming. Upon activation it will ~~the desires, kill~~ the desires, kill ~~the desires, kill~~ nightmares. The key to activate ~~the desires, kill~~ think and ~~the desires, kill~~ down and ~~the desires, kill~~ disguise yourself as ~~the desires, kill~~



# HUNCK'S HOBBY

BY COLIN LAMMIE



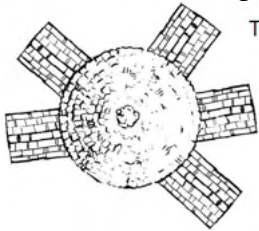
## ENCOUNTER: CAMP #1

*"Two roads diverge in the wood, and I—  
I took the one less traveled by,  
But I wish I didn't."*

Exhaustion has set in followed shortly by the setting sun. If only there was shelter nearby...

### THE CAMP

**open front cabins, covered firepit, roast pig, 2 gnomes**



Two gnomes occupy one of the cabins. One gnome is surely and stares at the players.

In the center is a pig on a spit roasting over

an open flame.

### SEARCHING

A bag is found in the bushes. It is filled with dirty clothes.

Scratches on the trunk of a tree 3½ feet (1 metre) from the ground

If the party searches the surrounding area they find that the vegetation is extremely thick and nearly impassable.

A tall hemlock has the name Maisry scratched into the trunk three times.

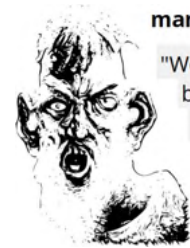
Three skeletons adorned in once-serviceable leather are discovered underneath a fir tree. Cut marks can be seen in the bones.

While near the tree line surrounding the camp a pair of eyes illuminated by the camp fire are focused on a character. Any movement towards them and they disappear and are replaced by the

sound of brush being rustled. This is Hunck's friend Wuz. The players don't want to meet Wuz.

A fresh footprint is found in moist soil.

### MEETING HUNCK



**manager, elderly, crude**

"Well hello there. M'names Hunck but you can call me Hunck. Ya must be lookin' fer largin'."

"Nearby is a river you can water yer horses. It's also used for bathing and washing dishes. It's real private, nuttin ta fuss about."

"Youse just in time, weez cookin' pig. She's so beautiful I almost raw dogged her before I got back!" [giggle snort]

"Grab a seat! Youse won't get no troll slobber here."

### HOSTILE HUNCK

If threatened Hunck will blow a cloud of hallucinogenic spores from a pouch inside his cheek. Everyone within 5 feet (1.5 metres) will become confused. Hunck will then begin blowing a whistle to alert Wuz while running away into the closest thick brush. If the players capture Hunck he is a common human.

### HUNCK'S CABIN

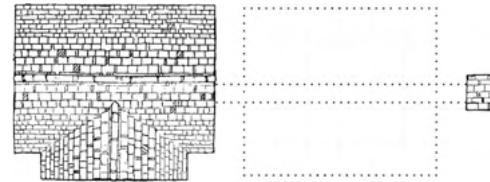
**wood fence, garden, desk, ledger, lamp, fireplace, stairs, archway, east door, rain spout**

There is a desk with a ledger containing guest names. Some of the names are underlined.

To the north is an archway that leads to a kitchen along with a staircase that leads up to the second floor. The east wall has a closed door and to the west is a fireplace.

### FIREPLACE carvings, potpourri

On top of the hearth are several carvings and a small bowl of potpourri. The carvings are of simple figures in sitting or crouched positions.



Within the fireplace is a small pile of ashes and a partially burned log that is no longer lit. If the fireplace is searched the players will notice it is designed to burn unusually hot. Five steel coat buttons of an unusual design can be found in the ashes.

### STORAGE CLOSET broom, dust pan, rags, secret door

There is a secret door on the east wall that can be opened by pulling down the rain spout outside to the right of the entrance. When the door is opened the spout returns to the up position. The secret door, which slides open, can be forced open but will be difficult due to the lack of anything to hold on to.

### SECRET ROOM moisture proof suit, spiral staircase down

This 5 foot (1.5 metre) square room has a spiral staircase leading down 10 feet (3 metres). On the north wall hangs a full body otter skin suit and a scone holding a torch.

### THE SLITHERS

#### dark, bridge

At the bottom of the spiral staircase is a dug out chamber with a dirt bridge traversing the centre. There is no illumination in this chamber. If the

party crosses the bridge they will immediately be greeted with moans and screams of the cavern's inhabitants.

In this chamber are 52 former residents of the free city of Esir Hold. They were all the unfortunate dinner guests of the Vore. What remains are the faces of terrified women and men. Merchants, farmers, guards. Their screams and pleas are no more than whispers from their voiceless mouths. A few others are more audible, begging to see their families. This morbid chorus is accompanied by knawed bones trying to crawl their way to rescue; disturbingly fresh faces desperately try to reach the party.

If anyone donned the otter suit they will be safe from the disease that will spread from the "residents". All other party members will be infected if scratched. This minor, but pernicious, disease that will not heal naturally and must be cured.

There is an exit at the end of the bridge in the east wall.

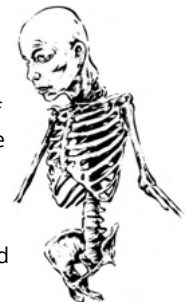
### RAINBOW ROOM

A short 5 foot (1 metre) square hall leads to a 5 foot (1 metre) wide shaft. The odor creeping from the darkness below is nearly intolerable. On the north wall is a and empty scone.

Dangling in the middle of the shaft is a crude harness with stirrups. It is attached by chains to all sides of the shaft 7 feet (2 metres) above.

Carved on the east side of the shaft are the words "LET IT RAIN".

If an intrepid party member dares to investigate the bottom, nothing short of severe illness will be the reward, along with a ring featuring a royal insignia. If the otter suit is worn the sickness is diminished considerably. **R**





# The Vault of the Three Fingered Flame

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

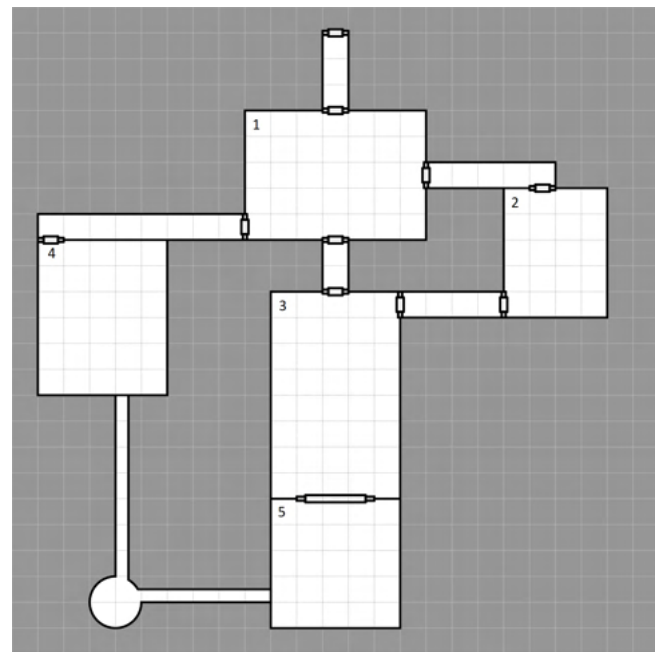
A potent combination of sandstorms and tectonic activity have recently unearthed an ancient vault in the desert. Countless years and the crushing weight of the stone and sand have rendered the once impenetrable doors useless. Bandits were the first to breach the vault; the more courageous of the crew entered in search of valuable salvage; they never emerged. Their more reticent companions spoke of it later, deep in their drinks, and about the unwholesome yellow light that emerged, and the sound of laughing.

## In the Vault

The vault itself is hot and stuffy. An unpleasant yellow light emits from deeper in, casting the entire place in a xanthous glow. All doors are unlocked and not trapped, unless otherwise noted.

**Encounters** - Roll a d6 every time the party enters a hallway or makes a lot of noise. On a 6, roll on the table below.

- 1d6 **Mutant Rats**, their eyes glowing yellow, driven by hunger and madness.
- 1d4 **Blind Bandits**, wandering aimlessly, laughing and weeping; their eyes have burst.
- A sanity devouring light flashes, save or lose 1d6 from a mental stat. If a stat is reduced to zero, your mind shatters and your eyes burst.
- 1 patrolling **Corpse Soldier**, uninterested in anyone not trying to escape.
- 1 **Yellow Prophet**, gibbering and shooting yellow flame for their eyes.
- Esanna**, a former bandit, now just trying to escape, preferably with their eyes intact.



1. 6 **Corpse Soldiers** stand guard here, clad in ancient, long depleted power armor. They are armed with inoperable but highly advanced firearms, and rusty but functional swords. They are not hostile to anyone not trying to leave.

2. 2d6 **Blind Bandits** writhe on the floor, either in ecstasy or agony, in the wreckage of this destroyed lab. A careful search might yield a valuable or useful compound or drug.

3. A large room dominated by a huge, partially cracked glass cylinder. Contained within is an angry, unnatural yellow inferno: the **Three Fingered Flame**. Gazing upon risks one's mental stability (see encounter #3 above). If released, it will attack furiously; its attacks do no damage, but burns away one's sense of self and willpower; those completely drained will be possessed; they will act normally until they die, when the **Flame** will take over their body.

The large door to the south is trapped; if it is opened without disabling the mechanism it will seal the other doors in the room and release the captured **Flame**.

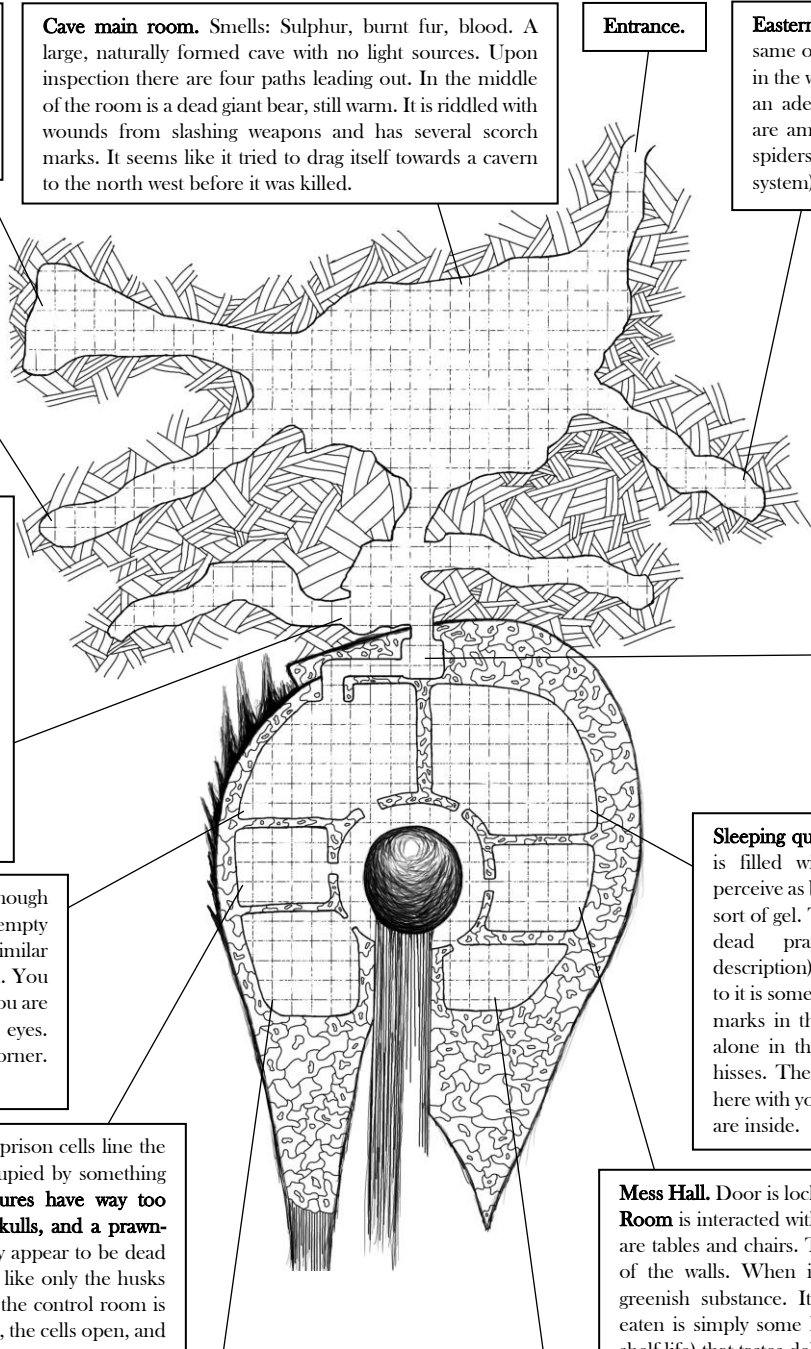
- This room was probably an office or workspace, before being destroyed by an explosion. There is one badly damaged **Janitorial Robot** doing its best to clean.  
There is an obvious breeze, and a distant mechanical whirring noise in this room. A careful search along the south wall will reveal a vent leading to a large air duct, large enough for a person to crawl through. There is a colossal fan still in operation; be careful not to fall in!
- An ornate and ancient chest sits in the center of this room, neither trapped nor locked. Inside it contains a bolt of cloth, similar in hue to the **Three Fingered Flame**. If one wraps their entire body, including their head and face, they will be able to live comfortably without air, food, or water. However, each day they must make a save or lose one random stat to the cloth. These stats cannot be healed until the cloth is removed.



## *That's no cave!*

**Intro:** A local wizard, and any magic users in the party, have felt strange, unexplainable energy surges from a nearby cave. Surely it hides something powerful you could use! You must make haste if you wish to be the first to find the source of the power!

**To the DM:** The dungeon is intended to be played in a medieval setting by 3–6 characters but should be adaptable to any setting and party size. I encourage the DM not to reveal that the PCs enter a spaceship too quickly. When you describe the inside of the structure as looking organic, you could try to mislead them into believing they are inside some sort of large burrowing animal. As the dungeon is system neutral, all enemy stats, the number of enemies, and specific loot is left up to the DM.



**Naturally formed cavern.** Smells: wet fur, rot, and feces. Hidden in the corner of the room is a bear cub. It is curious, but not openly hostile.

**Cave main room.** Smells: Sulphur, burnt fur, blood. A large, naturally formed cave with no light sources. Upon inspection there are four paths leading out. In the middle of the room is a dead giant bear, still warm. It is riddled with wounds from slashing weapons and has several scorch marks. It seems like it tried to drag itself towards a cavern to the north west before it was killed.

**Entrance.**

**Eastern corridor.** Smells: stale air. The same odd tool-markings on the walls as in the western corridor. If the party fails an adequate perception-type roll, they are ambushed by 1d6+2 cave dwelling spiders (or similar depending on system).

**Airlock.** You see a circular opening to the south. When the party enters the room the opening closes by a splinter door. It cannot be opened by any obvious or trivial means. Smells: Clean metal, with an almost undetectable hint of wet scab. These smells persist throughout the ship. The walls are made of a material you have never seen before. It is black, with some areas lighter than others. It is extremely hard, yet it looks almost organic with folds and uneven surfaces. The room is lit from an unseen source and has an unnerving green hue. A hallway to the right leads deeper.

**Sleeping quarters.** Door is open. The room is filled with odd looking furniture you perceive as beds. The beds are made of some sort of gel. There are half-eaten remains of a dead prawn-creature (see **Brig** for description) in the middle of the room. Next to it is some sort of digging tool, matching the marks in the caverns outside. You are not alone in this room; you hear squeaks and hisses. There is a swarm of starving rats in here with you! They attack as soon as the PCs are inside.

**Mess Hall.** Door is locked until interface in the **Control Room** is interacted with. You see furniture you assume are tables and chairs. There is a type of nozzle on one of the walls. When interacted with it spews out a greenish substance. It smells rather pleasant, and if eaten is simply some kind of food (with a really long shelf life) that tastes delicious.

**Bridge.** Door is locked until interface in the **Control Room** is interacted with. Three more prawn-creatures are in this room, they seem severely weakened, but still put up a serious fight. You notice one of them have scorch marks on the side of its body. Once two of the creatures are dead, the remaining one should try to escape, however it can't get far as the outer door is still locked. Parts of the eastern wall is torn open. Through the hole, you see mountain rock. Fragments of the wall are on the ground; surely a competent blacksmith could fashion fantastic weapons or armor out of this material? Along the southern wall there is a similar biological interface as in the **Control Room**. This one doesn't respond to your touch, but upon further inspection it seems as if the arm of one of the creatures fits into the interface. Once placed there the outer door opens, and an alarm sounds throughout the ship. The PCs have inadvertently activated the ship's self-destruct and must get as far away as possible as quickly as they can!

**Control Room.** The door is open. A dead prawn-creature (see **Brig** for description) is leaning against a biological contraption in the middle of the room.

If the contraption is touched by one of the PCs there is a short power surge, the systems seemingly coming back online, followed by a complete blackout. After a few tense moments, a red pulsing light switches on, illuminating the entire ship. The blackout causes all remaining inner doors to unlock. The imprisoned creatures in the **Brig** wake up and are released from their cells.

**Storage room.** A large room, though it is mostly empty. Some empty containers remain, made of a similar material as the rest of the room. You cannot shake the eerie feeling you are being observed by unseen eyes. There is a starving rat in the corner. How'd that get in here?

**Southern cavern and corridors.** You hear voices from this room. A magic user and three mercenaries are here already! The magic user has no intention of giving up the potential treasure further ahead! If possible, use the caves to the east/west as a way for the magic user to run into and throw magic at the party while the mercenaries attack with melee weapons.

**Western corridor.** Smells: stale air. If checked, you notice that the walls don't seem natural but have been dug out by tool-marks you don't recognize. If you didn't know better, you would say they looked like teeth-marks.

**Brig.** The door is open. Many prison cells line the walls. Two of the cells are occupied by something vaguely humanoid. **The creatures have way too many appendages, elongated skulls, and a prawn-like body with a flat back.** They appear to be dead as they seem almost dried out, like only the husks remain. When the interface in the control room is interacted with and power is cut, the cells open, and the creatures awake in a weakened state. They are openly hostile and will attack the party after trying to communicate in an incomprehensible language.





1. As you can see wheat transporter who got his hands on a unicorn....and needs to get through. But the miner is noncompliant. I think we should just listen to the sun

2. Inside the excavation a miner sees a dead miner and realizes that this is a monster HOLESPOT Caves Filled With monsters and see's a huge WORM. Which Confirms his Suspicion.

3. A Giant is sleeping underground under a bridge And Loves Sleeping So So much that he kicked his time on to unsuspecting goblins

4. These goblins feel so great so evil because they cooked and killed a RABBIT But there about to be smashed So let them have it also look to the left and see a dinosaur...dead

5. There he be a noble adventurer to us a snack FOR this mimic Wrong Chest But.

6. There he is a dragon But no Savage a sophisticated dragon he has glasses and even Reads But is thrashing the books around cause of the noise coming from the blackout dwarf party Rum and all! P.S its just a lava pool guys get over it



# Chest of Krinnim

You spot a chest at the back of the room. As you pry open the lid you barely manage to catch a glimpse of the treasures within before a deafening blast of energy washes over you and knocks you unconscious. You wake up only to find yourselves surrounded by imposing towers of what appear to be coins. As your gaze follows these towers upwards you see a gargantuan open chest lid looming high above your heads.



- 1 The characters wake up in the middle of a pulsing red symbol surrounded by impassable soaring towers of coins. The symbol is a strong glyph of binding magically etched into the floor (■/●).
- 2 A slightly cracked dim green crystal lies in the distance. It is magical (■) but its power is fading little by little. It can be scaled (●) to gain a better view of the surroundings: enormous spider webs to the west and some sort of brown shapes beyond the wall of coins. Time does not seem to pass nor do the characters feel hunger or thirst. The inside of the chest seems to exist in some kind of stasis (●).
- 3 The massive spider webs spanning the entire corner of the chest look abandoned but a handful of giant spiders lie in wait (●). When the characters approach either the webs or the long edge of the book the spiders attack.
- 4 A colossal bottle lies shattered in the corner in a pool of sickly green liquid that stretches across to the book. The liquid seems still but occasionally it moves unnaturally (●). It is possible to get around the liquid without touching it by traversing the side of the book (●) but it is very difficult.
- 5 If anything touches the liquid waves rapidly converge on the position and several elementals burst out. Strange runes ebb in and out of the elementals and lash out with magical energy. These are magical traps absorbed from the adjacent book (■/●).
- 6 Two tribes of kobolds live in the boots and the only way through is via a hole in the sole of the other boot; one tribe talks to the god of the chest and the other protects the word of said god. The tribes are extremely cautious towards outsiders but can be convinced to let the characters pass to meet with the other tribe (■) and even to meet their god (■), but access to the word of god will not be granted. The tribes harbor hostilities towards each other which they are not shy to express and they could be incited into a minor conflict (■).
- 7 A weathered scroll lies in the corner slightly unfurled. It easily identified as a powerful magical scroll (■/●) but it needs to be rolled open (●) to read the spell (■).
- 8 The spell contained within is obscure and clearly crafted for a specific purpose (■). It will dispel the spell affecting the chest. Deciphering how to cast the spell requires arcane knowledge (■), convincing Krinnim to help or a length of time.
- 9 Krinnim the Illusionist wanders around an imposing satchel nested in the corner. He has been trapped here for so long he has mostly lost his mind and just assumed his role as a god to the kobold tribes. When Krinnim spots the characters he quickly hides (●), summons an illusion of a great red dragon and addresses them as Chylberrem, God of the Eternal Chest.

Convincing Krinnim to drop the act is difficult (■) and if any kobolds are about it is borderline impossible. Getting him to remember how he created the chest and how to break the spell is slightly easier but still requires finesse (■).

Krinnim is a powerful conjurer and illusionist who prefers to hide and let his creatures fight for him. If things are looking dire he will retreat into the satchel cackling maniacally; the satchel contains a magical void (■/●) and Krinnim will suffocate after ten minutes.



# KILL THE GM!



trange voices are plaguing the minds of townfolks. Intrusive inquiries concerning carriage warranties and requests from “deities” for coin in return for a larger sum...it’s all so confusing.

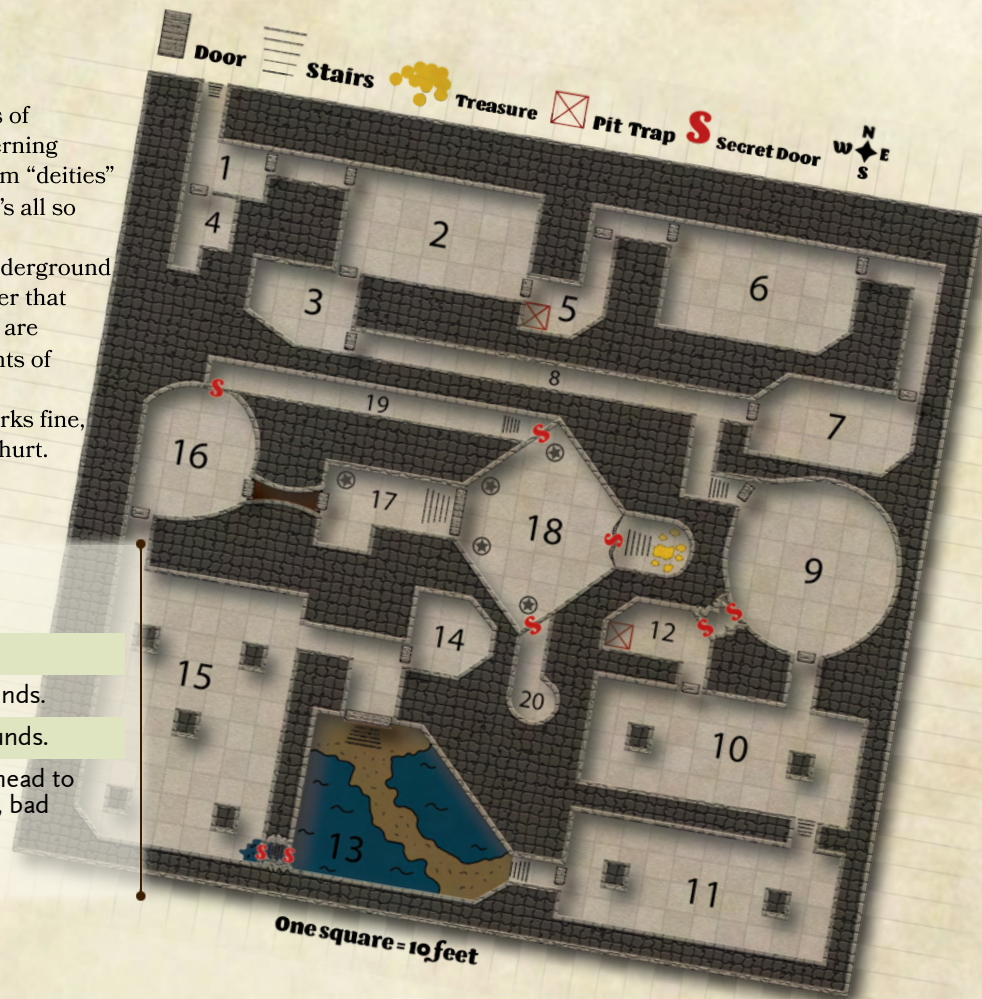
The party descends through an underground colony of Sendmarketers and discover that Werehumans, led by their evil General Manager, are abusing sending spells to intrude into the thoughts of unsuspecting elderly villagers.

Hacking and slashing your way to the boss works fine, but making a few friends along the way couldn't hurt.

## RANDOM TRAPS

### d4 Trap

- 1 In meeting for 1d6 rounds. Head to CR.
- 2 Hold mug in dominant hand for 1d4 rounds.
- 3 Can only shout "Hump day!" for 1d6 rounds.
- 4 Become a Werehuman for 1d6 rounds, head to nearest Sendroom. Enjoy your long nails, bad breath, and crippling student debt.



### # Room Description

- 1 Lobby Glyph on locked east door. **Secretary**. Cursed MLM paraphernalia on desk. Sticky note with pass phrase.
- 2 Sendroom **Werehumans** (10) busy sending. **Chair Wizard** appears with **Rod of Rebooting** if sendings stop.
- 3 Supplies Sending components. Paper shredder trigger under floor tile—spinning blades rise from floor.
- 4 Toilet Secret hole behind toilet. **Shades of Indoors** (Sunglasses with darkvision, +3WIS, +3CHA).
- 5 BCRM Employee lunch labeled 'C.W.' triggers 2' Pit Trap. Fridge takes lunch back. PCs feel guilty for not working.
- 6 Sendroom Note says “Meeting in CR.” Components cause PC to call ex in real life outside of game if used.
- 7 CR **Werehumans** (9) in dark room watching Werehuman present. They don't engage unless provoked.
- 8 Supplies Shelves of components, names of elderly townfolks, and a **Trilby of Confidence** (-20CHA).
- 9 I.T. **Chair Wizard**. Never leaves roly chair. If offered Trilby he'll give **Bracers of Carpal Tunnel** (+1AC).
- 10 Sendroom **Werehumans** (16) busy sending.
- 11 Sendroom **Werehumans** (16). Floor in front of locked west door is wet. Key to door is in area 12.
- 12 BCRM Pit trap by fridge. C.W.'s backup lunch is here. Broken shredder. Blades rise but don't spin. Key on shredder.
- 13 H2OOffice **Water elemental**. Nametag: **Slippery When Wet** "Wanna hear my new idea 'Tapeseal'?". Offers free samples.
- 14 BCRM **Werehumans** (3) “Have you heard the pitch yet?”
- 15 Sendroom **Werehumans** (13). One is staring at leak in upper southeast corner.
- 16 Guards **Guards** (2) recognize PC from local nightclub they bounce at part time.
- 17 Reception Narrow bridge over crevasse. **Secretary**. Glyph on locked door. Sticky note. A statue in corner gently yawns.
- 18 GM **General Manager**, an evil clump of soggy hair with slimy eye stalks, bug arms, and thumb legs. Lute. Tune is written on bathroom stall and reveals loot behind east wall and elevator to south. **Rod of Micromanagement**, **Scroll of Business Certification** with name clearly forged, DVD copy of "The Secret".
- 19 Hallway It's dark in here.
- 20 Exit Elevator pass phrase in area 18. Wrong phrase causes door to shut, lock, and air is sucked from room.



# The Limitless Library

There is an eldritch entity multiverse. Their true name is bedtime stories. Referred to untold knowledge as power at bay. But your adventurers have only The Librarian can provide. And so they seek her out...Will they have what it takes or will they be taken out of circulation?

which guards the collective knowledge of the only spoken in hushed tones and in whispered as "The Librarian", they wield their and use it to keep truth-seekers questions which require answers

## RUNNING THE ADVENTURE

The Library could be at the very ends of earth, buried deep beneath a forgotten city or in any place practical for your campaign.

To reach the Restricted Section of the library and match wits with the Librarian, the characters must find 4 check-out cards secreted away in the tomes of the library. It is up to the GMs discretion how many books are pulled before a card is found. Pick or roll a 1d4 to determine what effect occurs when the book is opened: 1) Boon 2) Impediment 3) Summoning 4) Room-changing event. Once all the cards are brought to the checkout counter, characters are lowered into the Restricted Section.

The Librarian is an eldritch entity living alone for millenia within the confines of her literary lair. In her default state, she is stealthy and aggressive toward all who enter the Restricted Section. It is recommended to allow your players to briefly explore The Restricted Section, catching glimpses of dark horror within her domain. The Librarian can never truly be killed, but reducing her to 0 HP will give them enough time to ask a handful of questions.

### ④ LAW



The hard angles and harder seats of this chamber are as inflexible as the laws contained within its mainy texts.

Room-changing event: Two party members are compelled to duel

### ② MEDICINE



An herbalists dream of a rainforest with a vast expanse of flora. The ceiling seems to be made of mist and fog.

Room-changing event: All creatures in the room receive a long rest

### ③ EXOTIC ZOOLOGY



A cozy log cabin overflowing with taxidermied creatures. Books on the multiverses most exotic zoological creatures from Aberration to ooZe.

Summoning: An invisible stalker is now hunting the reader

### ④ ARCANA



Lead walls contain a magical glow so strong even mundane eyes can detect the magic within. A hoarders trove of antiques and treasures abound.

Room-changing event: The gravity in the room is reversed

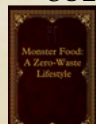
### ⑤ SELF-HELP



An airy room lined with comfortable leather chairs idle for self reflection and tomes meant to help you be the best you you can be.

Room-changing event: Everyone receives a level in bard (or similar class)

### ⑥ CULINARY



This small dark room is claustrophobic, holding only a boiling cauldron at its center. The shelves which line its walls hold jars of mystery ingredients and recipe books lost to time.

Boon: A collection of recipes allowing the party to craft any potion

### ⑦

A simple stone dais stands at the center of the room, an altar rises from it with a lone rectangular slot in the center. A stamp lies nearby which depicts the date for two weeks from now.

### ⑧

The dais slowly drops as the checkout counter of the library descends into darkness. The air is chilled, quiet and filled with the scent of well made parchment. Endless shelves containing magnificently preserved tomes fill your vision. The sounds of slithering and fading footsteps seem to be around every corner.



## THE LIBRARIAN

The Librarian is terrifying to behold. It is vaguely humanoid in form, stands 8 feet tall and has ten arms. Eight of its arms clutch tomes that it uses its many eyes to read, one arm is held delicately up to its mouth a single finger quelling placed on its lips and a tenth arm clutches a library card.

## INCITING ACTION

The Librarian holds a finger up their lips, releasing a delicate "shhh". A cone extending 60ft from the Librarian conjures a silencing spell. The Librarian can never truly be killed, but reducing her to 0 HP will give those who best her the chance to receive truthful answers to any 3 questions. In addition to basic attacks, The Librarian enacts 3 of the following tomes at random.

**Psychology Today**  
Psychic ray attack

**Blindness and the Darkness Within**  
Blinding dust and sand swirls around

**Crouching Rakshasa Hidden Bugbear**

Chance to stun the target

**Shields Throughout the Ages**

Defensive field appears around a target

**Zen and Airship Maintenance**

Slick grease covers the ground

**Beast Conjuraction as an Art Form**

Beasts are summoned to fight for the Librarian

## THE RESTRICTED SECTION

The Restricted Section is bursting with magical effects while your players battle the Librarian: Players who get too close to the shelves are bit by snapping books; winged books fly close enough to do minimal damage and distract the players; the massive amount of knowledge in the room causes saves against psychic damage as the words scream through the minds of your players; a blinding 20ft cloud of paper occasionally fills the room.

## BOOK EFFECT EXAMPLES

### BOONS

**Law:** The readers speed increases by 10 feet for the duration of their stay in the library.

**Arcana:** All players learn a spell

**Medicine:** Receive 1d4 health potions

**Zoology:** A friendly tiger appears

**Self-help:** All party members gain a level

**Culinary:** All health potions are now twice as efficient

### IMPEDIMENTS

**Law:** Party's weapons become dull for 1hr

**Arcana:** Party becomes exhausted

**Medicine:** Health potions no longer work

**Zoology:** The party has an insatiable hunger for meat

**Self-help:** Reader becomes confused and violent

**Culinary:** Anyone who consumed ingredients in this room becomes violently ill and loses health

### SUMMONING

**Law:** 1d4 Suits of armor come to life

**Arcana:** 1d4 cultists appear

**Medicine:** 1d4 swarms of insects and 1d6 giant jungle creatures attack the party

**Zoology:** 1d4 werewolves appear

**Self-help:** A barbershop quartet of gnomes are released from the pages and attack the party

**Culinary:** A violent cloud of butchers knives appears

### ROOM-CHANGING EVENT

**Law:** The walls of this room start to close in on the party

**Arcana:** All players are given 10 years back on their lives, diseases are removed

**Medicine:** Extremely sharp brambles start rapidly growing everywhere

**Zoology:** All party members are polymorphed into horses for 1hr

**Self-help:** All party members gain a level

**Culinary:** The floor is lava as the cauldron comes to a rolling boil



# The Stone Bone Mound by Dan Sumption



Outside the village stands the Stone Bone Mound: a perfectly smooth grass-covered hill made of strange dark stone speckled with mystery bones. Inside the hill is a labyrinth. Most folks avoid it. But Anthea Genn, an obsessive collector of pebbles, has disappeared, and was last seen walking in the direction of the mound.

The mound has a diameter of around 750 feet, and the tunnel of the labyrinth is around 50 feet wide and 25 feet high. The walk to the centre of the labyrinth is around 3000 feet, taking about ten minutes at standard walking pace.

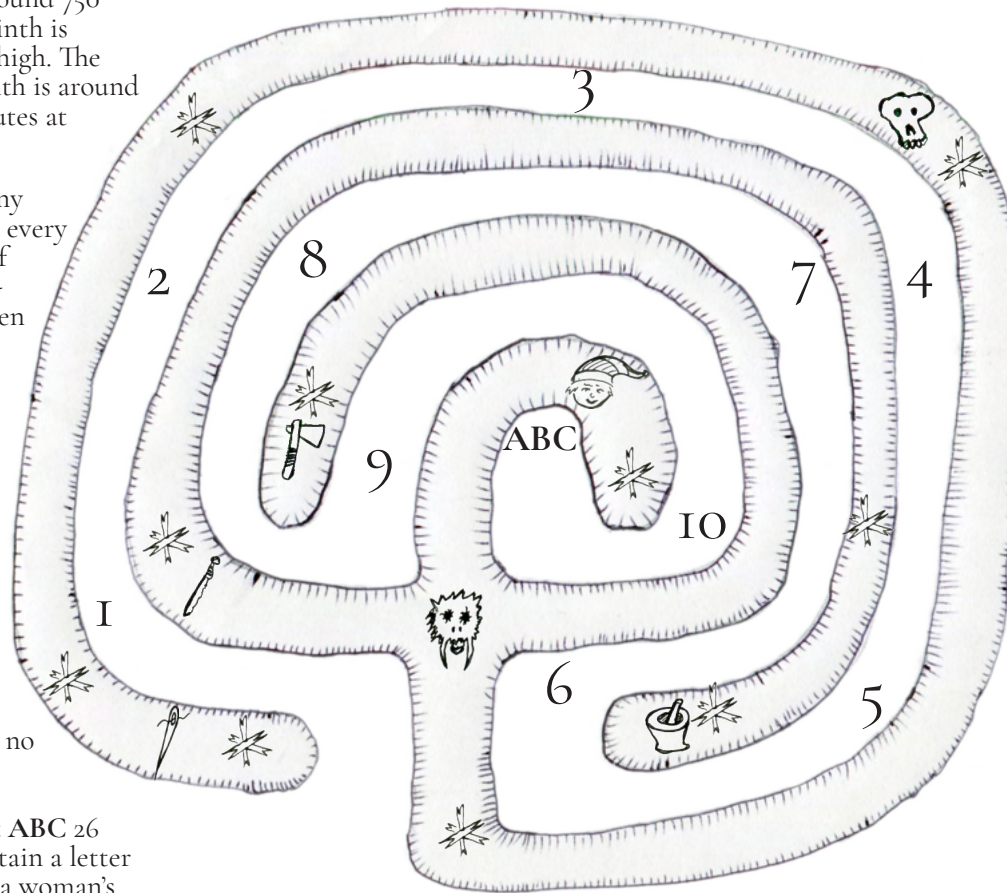
Inside the labyrinth is an uncanny stillness and silence, punctuated every few minutes by localised gusts of wind and the whispering of not-quite-audible words. There are ten inscriptions along the tunnel floor:

- 1: in, in, in
- 2: destination in
- 3: space outer
- 4: press on
- 5: inner space
- 6: space empty space
- 7: place everywhere place
- 8: on is in
- 9: place digits place
- 10: down no up no left no right no destination on and in

At the centre of the labyrinth at **ABC** 26 depressions in the wall each contain a letter of the alphabet. Below, half of a woman's footprint can be seen on the floor, the remainder of it is under the wall.

Pressing the first letter from each of the ten inscriptions, in order, gives everyone stood in the tunnel the ability to walk through its walls:

i - d - s - p - i - s - p - o - p - d



**Anthea Genn** is fast asleep but has found some fascinating pebbles.



**Stone Bone Demon:** AC 15 / HP 44 / DMG d12 - sucks out a bone on max damage



**d12 bone shard imps:** each AC 10 / HP 2 / DMG d3

The mound was once the tomb of tribal leader Gerd Theng. Gerd's skull and prized possessions can still be found here, buried in the walls. Each is worth 1,000 coins. The complete set is worth 10,000 coins.



An elongated humanoid skull. When anointed in blood, it slowly tells Gerd's autobiography.



An axe made of globular red flint, with a corroded copper handle. It always returns directly to the hand of anyone who throws it.



A white flint knife, used to part molecules



A pestle & mortar of smooth, tactile, cool, black gneiss. Used to break apart atoms. .



A yellowed bone needle. When used with the pestle, mortar and knife, this allows the skilled user to, very slowly but surely, reconfigure reality.

Roll a d6 every minute when walking through walls. On a roll of one, roll 2d6 and consult the table below:

- 2. One or more of your bones grows or shrinks by 50%
- 3. Arthritis reduces your movement permanently by 10%
- 4. Small spines emerge from beneath your skin
- 5. Your eyes weep sand: 1d4 dessert spoons per minute
- 6. Your finger and toenails grow at twice normal speed
- 7. You panic and flee in a random direction, not stopping until you reach the open air. You must rest d4 minutes before re-entering the labyrinth
- 8. You itch all over. For the next d4 minutes, all rolls are at disadvantage
- 9. One of your finger or toenails thickens by d6+1 times
- 10. Your hair starts to fall out
- 11. You become double-jointed
- 12. Your skin becomes bony and hard, +1 armour



# ESCAPED6

## Room One. The Bog Swamp

- Square. 90ft x 90ft. 6 portals. Enter 1d6. Exit 1d6.
- **Goal:** Get to the portal. Or magic item cost.
- Muddy water pulls at your boots as the trees and vines seem to attempt to block your path creating difficult terrain. A poisonous stench fills the air causing ill effects.
- Near the center of the swamp lies a shattered, malicious spire emanating dark magical energy. Starting within 15ft incurs 1d6 damage, and can't interact for 1d6 rounds, doesn't stack.
- Cha check 13 to interact with dark spire. Magic item sacrifice stops all effects and attacks.
- **6 Exploration Rounds.**
  - All Rolls -1. Sinkholes appear. dex save 11
  - All Rolls -2. Vines attack. Vine Whip (R) +6 (1d6+1).
  - All Rolls -3. Thorn bush walls. dex save 13 vs 1d6+1 damage.
  - All Rolls -4. Vines attack. Vine Whip (R) +6 (1d6+1).
  - All Rolls -5. Roots entangle str save 15. escape str check 15.
  - All Rolls -6. Vines attack. Vine Whip (R) +6 (1d6+1).

## Room Two. Inside a Piano

- Rectangle. 40ft x 180ft. 2 portals.
- **Goal:** Get to the portal. Or magic item cost.
- Giant piano hammers threaten the path while vibrating strings cause the room to shake violently.
- On the path lies a crystal arcane circle that provides power to the piano. Rounds 1 - 3, spellcasters +3 to all rolls. Rounds 4 - 6, -3. Int check 13 to interact with the arcane circle. Magic item sacrifice stops all effects and attacks.
- **6 Exploration Rounds.** Alternate lair actions.
  - dex save 9 + (round # times 2) vs 1d6+1 dmg
  - con save 10 + (round # times 2) for room shaking vs prone. disadvantage if they failed the previous dex save
- After 3 rounds, the path is damaged and space is removed, or creates difficult terrain. Dex saves at disadvantage.

## Room Three. Summer Carnival

- Circle. Radius 60ft. 2 portals.
- **Goal:** Finish the competition in the top 3. Or magic item cost.
- **3 skill games.** More successes are good. More failures are bad.
- Popular among the onlookers stands a golden radiant juice fountain. 1d6 chance to heal (even) or damage (odd) 1d6 if consumed. Removes up to two levels of exhaustion.
- Losing requires cha check 14 or magic item sacrifice.
- Competitors. (str, dex, con).
  - Hopper, rabbitfolk (+0, +3, +0)
  - Shadow, catfolk (+2, +2, +2)
  - Osley, pigfolk (+3, +0, +3)
- Cup Pong. 3 rounds. dex check 9 + (round # times 2). No ties.
- Greased Kobold Wrestling. opposed strength checks. Two small kobolds vs 1 medium creature. First to 3 wins.
- Moon Pie Eating Contest. con check 3 + (pie # times 2). on failure con save 15 vs poison 1d6 rounds. Most pies wins.

## Room Four. Castle in the Clouds

- Rectangle. 40ft x 180ft. 2 portals.
- **Goal:** Get to the portal. Or magic item cost.
- Cloud giants yell for you to leave from atop a crenelated tower while air elementals throw boulders along the way. Cha check 14 to get the giants to stop the boulders.
- Halfway along there is a forgotten brazier. Once lit, within 60ft PCs can choose to succeed a save 3 times then the fire goes out.
- Magic item sacrifice stops all effects and attacks.
- **6 Exploration Rounds.** falling boulders every round. dex save 7 + (round # times 2) vs 1d6+1 dmg. Knocked prone every other failure.
  - Heavy rain makes difficult terrain for 1d6 rounds
  - Heavy wind pushes the PCs back 10 ft., dex save 13 vs prone
  - Cloud of fog obscures vision, starts at 60ft mark, grows 20ft per round
  - Large hail falls, 1d6 dmg, dex save 15 vs half dmg
  - Thunder and lightning strike at 60ft increments. dex save 16. 15ft take 2d6 dmg and knocked prone. 30ft take 1d6 dmg and pushed 10 ft. Both vs half damage and no prone/push
  - Mudslide towards the PCs at 130ft, 30ft wide. str check 17 vs push back/knock prone 15ft

## Boss pt 1

- **Type.** 1d6. changeling prince, unseelie faun, fairy detective, undead spy, dragonling, djinn noble
- **Name.** 1d6. Insoucias Fram, Fine Cozco, Van Sedai, Scott Johnson, Qainmaerriion, Smokewill Ruinsworn

Footsteps get louder as your pursuer closes in. You fumble with the Portal Interface as your friend pulls out a relic from the bag interrupting the pursuit and granting you time to escape. Fading through the portal you watch as your Pursuer snarls "You can run but you can't hide. I always find what is rightfully mine!" before jumping through a different portal along with two goons on your trail.

## Ways to Play. 1d6.

6 rooms in order, 8 rooms in order, 1d6 rooms in order, 1d6+2 rooms in order, 1d6 rooms randomly, 1d6+2 rooms randomly  
Hero Mode: All 8 randomly

Portal Interface has (# of rooms) charges.

**Last one always goes home. 1d6.**

wristband barcode, keypad swipe, metal key, book of passwords, severed eye, robot hacker; (1d6: hummingbird, scorpion, bee, tree, flying sphere, small puppy)

## What do the portals look like? 1d6.

ancient stone, decayed wood, worked obsidian, earth and vine, futuristic metal, magical energy

## What's in the box? 1d6.

embarrassing political blunder, expensive business mistake, suspicious bloody dagger, lost priceless heirloom, last bottle of ancient wine, racy personal letter

## Bag of Relics. 1d6 uses each. 1d6.

a brooch that lets you fly, a goblet that spills causing difficult terrain for 10 ft, a leather shoe that teleports you up to 30ft to a space you can see, a pearl that regains one spell use and causes one level of exhaustion, a bottle that pours thick fog for 60ft for 1d6 minutes, a small ugly statue that causes magical darkness for 60ft

## Important Info

- PCs begin with 1d6 healing potions that heal 1d6+1.
- PCs begin with 1 point of inspiration.
- Each room has 6 rounds. Can be repeated if needed.
- Begin each room by pulling from the Bag of Relics.
- Int check 14 to determine the correct portal, and an action to open it.
- One round between rooms to talk, use items, use abilities, or information/skill/ability checks.
- Dashing more than 3x commod times make con check 10 or add one level of exhaustion.
- Rooms 3, 5, 7, and 8 have the possibility to remove exhaustion.
- Progress clock for boss and goons to catch up has steps equal to the number of rooms. Every round 1d6, 1 adds a step, 6 removes a step. At top of round Boss and Goons attack from nearest portal. If not, they attack at the beginning of round 4 in the last room.

## Goons

- **Type.** 1d6. ghosts, red caps, goblins, pixies, tiny robits, cavelings
- **Special Ability.** 1d6. stealth, magic resistance, disengage, pack tactics, damage immunity, burrowing
- AC 13. HP 11 (3d6+1). Slam/Dagger/Magic Bolt (M/R) +4 (1d6+1). Init +1. No bonuses.
- **Death Flame:** explodes at 0 HP, all within 5ft dex save 13 vs 1d6 damage

## Boss pt 2

- AC 15. HP 28 (6d6+6). 2 attacks. Melee (M) +6 (1d6+1) or Range (R) +6 (1d6+1). Init +3. Add 1d6 for checks/saves.
- **Special Ability.** 1d6. magic resistance, spider-climb, invisibility, pack tactics, non-magical resistance, fly
- **Melee.** 1d6. slam, sword, claw, bite, club, necrotic touch (can't heal for 1d6 rounds)
- **Range.** 1d6. dagger, bow, dark bolt, fire breath, water whip, rock

## Room Five. The Healing Glade

- Square. 60ft x 60ft. 6 portals. Enter 1d6. Exit 1d6.
- **Goal:** The centaur Avastas Vex makes a deal with the PCs for a magic item that the next portal will contain the final portal.
- Avastas talks to the PCs while circling a giant obsidian ethereal well. Drinking from well grants short or long rest and one boon. Up to two levels of exhaustion can be removed.
- **Boons.** 1d6. hit die spent are max value, +1 to AC and saves, magic resistance, +6 hit point max, +1 to attacks and damage, healing spells and potions max value

## Room Six. The Machine

- Circle. Radius 90ft. 6 portals. Enter 1. Exit 1d6.
- **Goal:** Get to the portal. Or magic item cost.
- A giant computer tower in the center controls the platforms and effects. Wary PCs will note the infinite sky above and below the floating platforms. Flashing lights indicate which platforms will be available next round.
- PCs can appease the Machine with a magic item or destroy it with a magic spell. Int check 15 to use control panels to pause the platforms for one round.
- Floating in the area is a decrepit dwarven robot sphere named CHARLIE, adding 1d6 dmg to non-magical melee or ranged attacks. Cha check 15 to receive advantage on one roll per round.
- **3 Exploration Rounds.**
  - Platforms move every round. 1, 3, 5, 2, 4, 6, 1, 3, 5.
  - Robit countdown. 3 rounds. Green, Intruder detected. Yellow, Intruder alert. Red, Intruder engaged.
- **3 Combat Rounds.**
  - Platforms move every round. 1, 3, 2, 6. All.
  - Grapple (R) str check 15.
  - 3 attacks, Laser (R) +6 (1d6+1).
  - Init: 20 Countdown to platform drop, 3 attacks, Laser (R) +6 (1d6+1). Init 0: dex 20 with advantage.

## Extra Room Seven. Spider Caves

- Rectangle. 40ft x 180ft. 2 portals.
- **Goal:** Get to the portal. Or magic item cost.
- A dark, dank cave whose inhabitants are trying to eat you. Their webs and the stalagmites make it difficult terrain in places.
- 1d6 stalagmites 5x5ft every 50ft, block vision and provide cover.
- PCs can appease the giant spider Hasayl with a magic item sacrifice to stop all effects and attacks. Cha check 15 to make the deal with the spider queen.
- Among the rubble lies a shadowy undead bone pile named Bekara. All creatures alternate +2/-2 to AC each round. Magical Darkness grows 20ft over 3 rounds of combat. Wis check 15 to make a deal with the Bekara the Bones and remove up to two levels of exhaustion.
- **3 Exploration Rounds.** Every round each PC 1d6, odds finds webs.
  - Cubes of web 10x10ft, dex save 13 to be caught, str check 13 to escape. Each giant web has AC 8, 3 HP, vulnerability to fire, and resistance to bludgeoning, piercing, and psychic damage.
- **3 Combat Rounds.** Giant Spider and two swarms of spiders attack. Every round each PC 1d6, odds finds webs.
  - **Giant Spider.** AC 14. HP 11 (3d6+1). Bite (M) +5 (1d6+1). con save 13 vs incapacitated for 1 round. Spider-Climb
  - **Swarm of Spiders.** AC 12. HP 8 (2d6+1). Bite (M) +3 (1d6). Spider-Climb.

## Extra Room Eight. The Haunted Crypt

- Square. 90ft x 90ft. 6 portals. Enter 1d6. Exit 1d6.
- **Goal:** Get to the portal. Or don't.
- A soft earth, bones, and gravestones surround a bloody unholy altar. A foul mist hangs in the air as fear grips your chest.
- Upon the altar sits a horrific dripping alien sarcophagus chiseled with unspeakable runes. Start of every round, wis save 5 + (round # times 2) vs disadvantage on saving throws. 1 hit die worth of self-inflicted sacrifice damage stops the room, but not combat. Wis check over 17 can interact with the altar, an ai remnant of an alien that goes by 01010110 01101001 01110011 01100001 01110110 01100001, and cha check 15 to make a deal.
- **6 Rounds.** Top of each round undead skeleton hands reach to grapple and pull the PCs to their doom.
  - **Grapple.** str save 13 if movement used, 15 if no movement vs pulled 1d6 feet into the ground. disadvantage if prone.
  - str check 10+feet sink to escape.
  - if submerged at the start of turn con save 14 vs 1d6 damage
- **Combat.** 2 skeletons attack from the opposite side of the crypt. One more emerges at the top of each round.
  - **Skeleton.** AC 13. HP 11 (3d6+1). Short sword/Short bow (M/R) +4 (1d6+1). Immune to poison.

## Boss pt 3

- Has one villain action per round, taken after a PCs turn.
  - **Round 1.** Unnerving Aspect. All within 30ft wis save 15 vs charmed, save at end of turn.
  - **Round 2.** Fey Step. The boss magically teleports up to 60 feet to an unoccupied space it can see.
  - **Round 3.** Darkness. The boss creates a sphere magical darkness, grabs the box, and leaves through the nearest portal.



# School of Chalk

by Connor & Evan Murphy ehcpm.itch.io

Esmée Gardner (a.k.a. The Professor) is an educator and a mother. She had big expectations for her daughter, Jane, to follow in her footsteps. Such expectations were too much for Jane and, once old enough, she left her mother all alone. Esmée was left broken, both of heart and of mind. She closed down the school and created a simulacrum of Jane, acting as though she had never left. She developed a series of trials to test academic prowess, searching for a scholar as brilliant as her daughter. The trials have yet to be passed, especially since Esmée's recent deadly additions, but then again... No one could replace her Jane.

## THE CLASSROOM

1084 SQ FT

FROM OUTSIDE, THIS SEEMS to be the only room. This classroom has two rows of desks, a few lockers, a closet, and a blackboard at the front of the room. There are three doors on either side of the room and no windows.

### f.1 THE WEE GAL'S PET CAT IS HUNGRY FOR TOES

A little girl will let her very protective (and hungry) pet lion feast relentlessly on the adventurers' toes. The adventurers must unlock the door located beyond the lion using the key tied to its tooth.

### f.3 THE KEY WILL BE IN THE PIT OF THE DRAGONS OF ICE

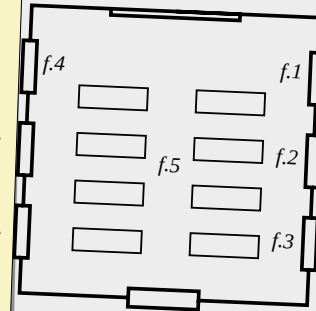
The key to the door is buried within the dragons' hoard on the other side of their lair, where dozens of dragons are slumbering.

### f.2 THE OLD GRAN BEGS YOU TO HAVE ONE PIE MORE

An unassuming grandma wants the adventurers to eat all of the pies she has baked. The pies are poisonous but one contains the key to the door that will take them back to the classroom.

### f.4 THE SEA IS SINKING YOUR SHIP

The adventurers must find the door somewhere on the ship without first succumbing to the storm, the sea, or the creatures that lurk within.



### f.5 Following room 4...

Water from the sea floods through the door while the other doors open, barely holding back their dangers. Eventually, the water will fill the room, break the floor, and lead to

## Possible Hooks

- The school closed down many years ago with no explanation. When folks heard it was reopening they flooded back. None of those who ventured to the school have returned...
- Impossible creatures have escaped from the school (failed creations of Esmée) and are terrorizing passersby...
- Whispers can be heard within 10 miles of the school, luring in the curious to attempt the trials...

THE PCS WILL SPEND much of their time here in the classroom, so it's a great place for story details. Maybe include some items from Jane's youth, perhaps an old journal or a "Student of the Month" wall that shows exclusively pictures of Jane. This is also a great place for some fun magic items. You could even alter the room or its contents each time the PCs return.

## Section II. Trial Rules

This dungeon centers around magic chalk which manifests whatever it writes. While in THE CLASSROOM, player characters (PCs) will face a sentence written in magic chalk describing the scenario behind the corresponding door. Each scenario is more deadly than the last, and represents an aspect of Esmée's relationship with her daughter Jane.

The PCs will alter each sentence using a piece of magic chalk to bring about a more agreeable scenario. They may do this by adding letters, punctuation, or other marks (i.e. I becomes L). After this, the corresponding door will open to the scenario as written. The PCs' goal is to make it past each scenario and through the door back to THE CLASSROOM. The Professor will grade the PCs based on their creativity and problem-solving skills.

The PCs must follow only a few simple rules: (1) at least one change must be made, (2) the sentence must remain grammatically correct, and (3) nothing can be erased.

EX: THE BENDLESS MAZE IS FULL OF RAIN

Descriptions of each scenario *unaltered* can be found with the sentences below THE CLASSROOM. Note that scenarios will change with the PCs' alterations. It's up to you (the GM) to decide how those changes alter the scenario, so be prepared for anything!

### GM TIPS:

- A version of the rules should be written in THE CLASSROOM for the PCs to see.
- Make this more challenging by limiting the amount of chalk or time!
- Write the scenario descriptions with wide spacing, capital letters, and a basic, sans-serif lettering to allow for more alteration ("I" instead of "l" or "T")

## THE LECTURE HALL

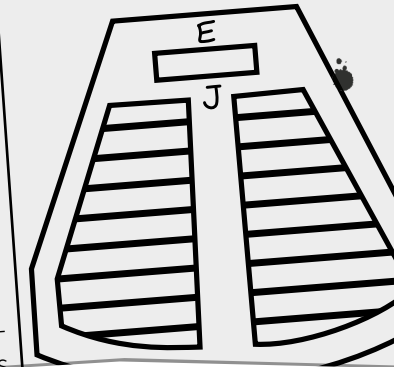
ESMÉE SIT ATOP A tall desk, made invulnerable by school supplies swarming around her. A SIMULACRUM OF JANE uses magic to fight the PCs while Esmée writes spells on blackboards rolling around the room. CHALK FLOATS ALL AROUND the room which can be used to alter Esmée's spells.

CONSIDER A MULTI-PHASE FIGHT (1) Battle Jane while Esmée writes spells. (2) Jane is invulnerable with her mother while Esmée summons minions. (3) Jane returns while Esmée writes

895 SQ FT

THE GARDNER LECTURE HALL is a venue for lectures of all sorts, whether they are teaching, presenting, or speechifying.

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## Spells

1	IF YOU ARE BAD, YOU ARE OUT (a PC is banished for one round)	5	DESKS END YOUR APPROACH (Several desks form a wall)
2	INK IN THE AIR (everybody's vision is completely obscured)	6	TIME FOR A TALKING TO (A loud reprimand psychically harms each PC)
3	OOPS! ALL JANE (Everyone turns into Jane, no one knows who is who)	7	JANE COME TO OUR DESK (Jane teleports within Esmée's invulnerability field)
4	TALK ONE BIT, GET HIT (PCs take damage whenever they talk)	8	JANE CAN SEE THE FUTURE (General buff to all rolls Jane makes)

Note: This is an IMPORTANT detail. Do not miss this! Ok, here goes: PCs should never ever ever NEVER under any circumstances check behind the third shelf from the top in the closet. That is where Esmée has her magic chalk spells.

IF THE B...  
apes ma...  
run film...  
clownin...  
make th...  
hipster...  
what th...  
downto...  
ice cre...  
to sum...  
squirr...  
gentri...  
create...  
mid-l...  
conve...  
spell...



# THE VANISHED

A corporate horror dungeon  
Writing & Design: Josh Domanski

The Digital Transformation department is typically a hive of activity. But something is different. Its occupants are gone, vanished into thin air. The only clue to their disappearance lies in a power surge that cascaded through the building, shorting out critical systems.

A **hardlock key** is needed to reboot the building's systems. It is reportedly in the hands of Lance Gridlock, who was last seen somewhere within these offices.

## WHAT'S REALLY GOING ON?

Through a clever phishing scheme, a sentient computer virus wormed it's way into the department's servers. In a bid to increase its processing abilities, the virus lashed out from infected hardware, digitizing and assimilating the entire department and disrupting services throughout the building.

- ### WHY ARE YOU HERE?
1. Investigators on the case.
  2. Interns, sent to "solve the problem" and fetch the key.
  3. Stumbled in, unaware of the potential dangers.
  4. Corporate espionage, sent to steal the department's secrets.
  5. Recovering the computer virus.
  6. Technical support, third party contractors.

## WHAT'S HERE WITH YOU?

**ECHOS:** Garbled manifestations of those assimilated by the virus. Humanoid shaped holographic forms lashing out with the pain felt during their last moments.

- ▶ A faded facsimile of their former selves, Echos will attempt to continue their previous task, but with vocal discent.

▶ **If provoked, the Echos attack, flooding their victims with harsh memories.**

**HOST:** The body of Lance Gridlock, infected by the computer virus. An amalgamation of man and technology.

**Goal:** Manually spread the virus to mainframes and data centers protected by firewalls.

### Abilities:

- ▶ **Denial of Service:** disrupts the action of a target.
- ▶ **Evolutionary Algorithm:** predicts PC's next move by analyzing their previous.

## AS YOU ENTER

Sulfur colored emergency lights cast long shadows in the lifeless space. A draft of uncomfortably cold air rustles a scattering of loose papers against the backdrop of a faint hum. A palpable static electricity in the air raises hair from skin, discharging on any contact with metal. Despite the emptiness, the feeling of occupation persists.

**RECEPTION:** Cream colored walls and a tacky carpet that muffles footsteps.

- ▶ Large wooden desk, unoccupied.
- > **Computer monitor** that flickers at uneven intervals.
- > A **key**. Opens the supply closet, **Archive**, and **Executive Office**.

- ▶ **Three uncomfortably squishy chairs** form a small waiting area.
- > Flanked by short stacks of outdated trade magazines.
- ▶ **Locked closet door.**
- > Contains a small hoard of office supplies.

**COPY ROOM:** Boxes filled with reams of paper surround a bulky "All-in-One" printer.

- ▶ A harsh, **grinding sound** emanates from the printer, as it tries to force out a jammed sheet of paper.

**CONFERENCE ROOM:** Light cast from a projector reveals a dozen uncomfortable office chairs set around a oval wooden table.

- ▶ The projection is **broken** and **flashing**, but muffled, **droning whispers** can be heard from blown out speakers.
- > "New and exciting" techniques about cleaning film reels to maintain quality when scanning to digital formats.

**SERVER ROOM:** Towers filled with rapidly blinking lights.

- ▶ Uncomfortably **warm**.
- ▶ **Houses the source code** of the Host.
- > If the Host's physical form is destroyed, it will **reform** here after 1d6 turns.

**VR ROOM:** LED video walls, missing panels reveal clusters of wire.

- ▶ **Thick cords** hang from the ceiling, ending in goggle-like headsets.
- ▶ **Putting a headset on will bombard the user with vivid flashes of memories as Echos try and inhabit their body.**

**ARCHIVE:** Neat rows of shelves, filled with all manner of analogue media.

- ▶ Door is **locked**.
- ▶ Shelves contain VHS tapes, film reels, CDs, vinyl records, books, cassette tapes, etc.
- ▶ In the back lies a **large desk** covered in an array of tech, some dating back decades.
- > Includes various methods of converting analogue media to digital.

▶ **If the room is explored, the magnetic tape of the physical media that line the shelves unspools into a tangle, intent on strangling the PCs.**

**CUBE FARM:** Several sets of cubicles, neatly aligned in regular rows.

- ▶ Desks filled with precarious towers of paperwork, hard drives, and physical media.
- > Vinyl records, VHS tapes, books, film reels, paintings.
- ▶ Several computer monitors strobe in irregular patterns.
- ▶ **3 Echos sit at their former desks.**

### MOMENTS:

1. A crackle of electricity.
2. An Echo forms, rapidly rushing to complete a task.
3. The Host bursts from the Executive Office and circles the Cube Farm.
4. A stack of previously stable items collapses.

**EXECUTIVE OFFICE:** A large, expensive hardwood desk juxtaposed against cheap, gaudy carpeting.

- ▶ Door is **locked**.
- ▶ Room is utilitarian.
- > Frames with stock images.
- ▶ On the desk is a small laptop computer.
- > The **hardlock key** is in a drawer of the desk.
- ▶ Several **file cabinets** in the corner.
- > Contain little to nothing. Seemingly there for show.
- ▶ **The Host is here, directly interfacing with the computer on the desk.**

**ENCLAVE:** A tightly knit space, big enough for only a few people.

- ▶ A small table, a few chairs, and video conference equipment.
- ▶ The room is sound-proof, silent enough to hear a heartbeat.
- ▶ **Upon entry, the door shuts, locking from the outside.**

**BREAK ROOM:** A lone round table surrounded by uncomfortable plastic chairs.

- ▶ Two flickering **vending machines**.
- > Items clunk into the pick-up box with every flicker.
- ▶ A dated **refrigerator**.
- > Contents are still cold.
- ▶ Cheap **wooden cabinetry**.
- > Filled with disposable plates, utensils, cups, and various condiments.
- ▶ **An Echo sits at the table, staring longingly at a spilled lunch.**



Marcin Łączyński / dreamrealm.itch.io

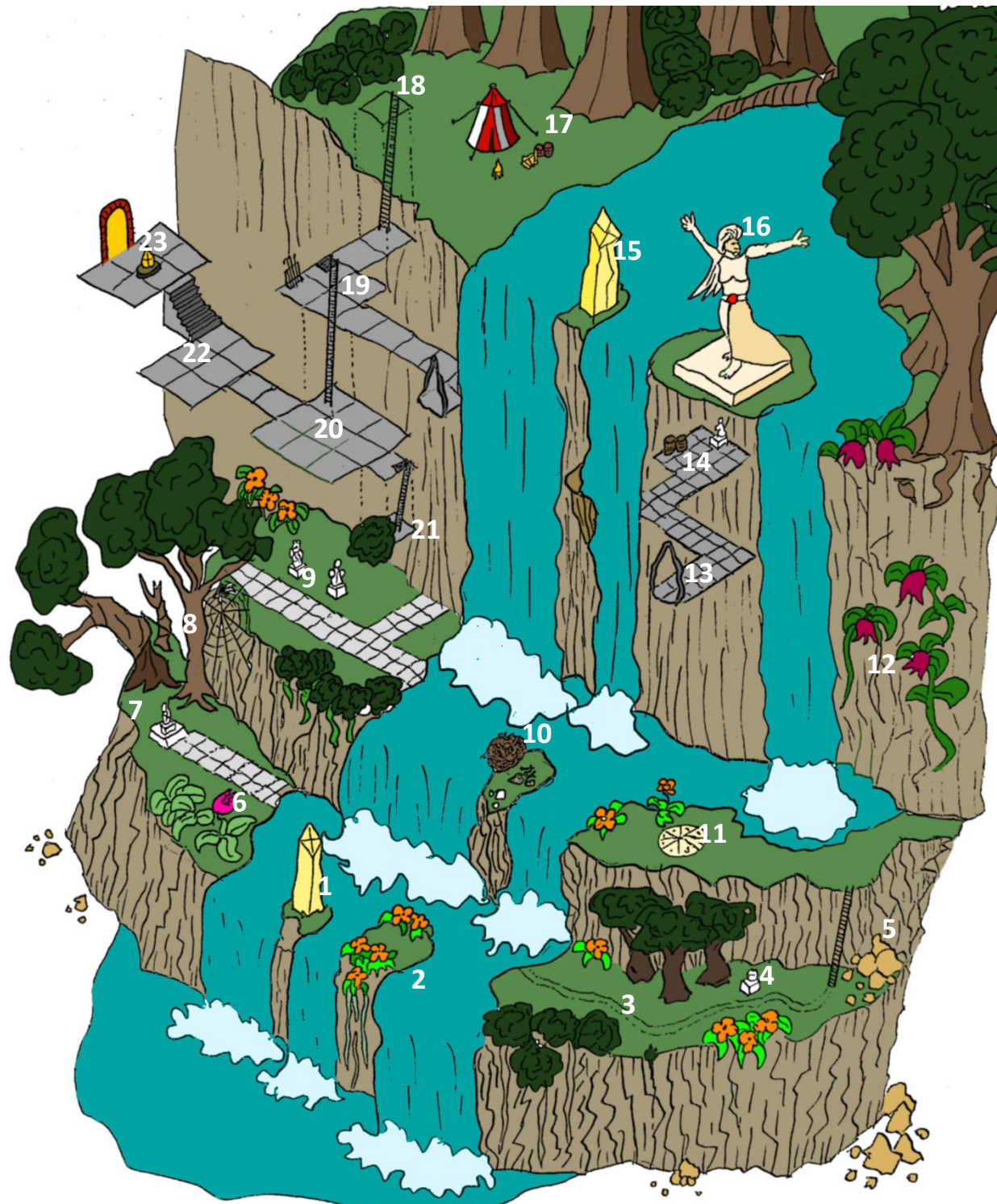
Your party gets hired by a group of monks worshipping the Sun Goddess to investigate the apparent profanation of her sanctuary. The scholars consider this place to be a wonder of nature, and its location is disclosed only to the most trusted servants of the goddess. The players must inspect the site and, if possible, reverse the desecration.

After three days of travel through dense forest, the party arrives at the bottom of a waterfall in a remote valley. The statue of the Goddess atop the waterfall is somehow damaged but extremely hard to reach. The climbing begins.

1. Lower solar obelisk - an obelisk made of solar crystal. When the statue is complete, the sunbeam from the upper obelisk reaches the lower one creating a beautiful rainbow.
2. Rare flowers - flowers that could be used to create a **healing potion** (it takes around 2 hours to make one potion from them).
3. Fey grove - an eerily silent grove. When someone investigates the trees, they find several bodies of tiny fey burnt to ashes.
4. Urn of Sepharion - a prayer here gives players a vision of an angry burning man shouting at them (the man is Drack). If broken, the urn reveals jewelry worth around **100 gold pieces** and gives bad luck to the person who broke it.
5. Shaky ladder - risky climb, falling rocks.
6. Carnivorous plant - guardian of the sanctuary, attacks on sight.
7. Statue of Saratos - a statue of a legendary priest. Touching the statue gives players a vision of a solar beam reflected by the statue's shield.
8. Spider-infested tree - easy climb, four giant spiders wait for travelers.
9. Talking statues - two statues that whisper praise to the Goddess.
10. Harpies nest - three old and very aggressive harpies guard the passage to the upper sanctuary. The partially eaten body of Drack's mercenary (**chainmail, sword, helmet**) lies beside the nest.
11. Broken shield - a polished shield weighing over 300 lbs that fell from the statue. If properly attached, it sends a solar beam through both obelisks to form a blessed rainbow on the bottom of the waterfall.

12. Deadly flowers - easy climb, but the wall is covered in flowers whose smell induces hallucinations that result in serious risk of falling.
13. Cave of the Keeper - a place where Kiara, the old monk guarding the sanctuary, lived. Drack killed her a few weeks ago. The entrance is visible as a cave from the bottom of the waterfall.
14. Keeper's room - **small bedroll, some supplies, climbing equipment**, and instruction on attaching and adjusting the shield (it requires extreme strength and climbing equipment).
15. Upper solar obelisk - used to create the rainbow in the Sanctuary. A **hammer and chisel** lie beside it.
16. Statue of the Goddess - holy site of the Sanctuary. The Goddess can only hear and react to prayers when her shield is attached correctly and positioned to send a sunbeam down the waterfall. Currently, someone broke the connection.
17. Drack Encampment - a camp of a wizard, with several **magic scrolls, an alchemical laboratory**, and a **journal** revealing a plot to prove the faith in the Goddess is fake by destroying her Sanctuary. The wizard plans to sever the connection with the Goddess, humiliate her priests and monks and then incite a mob to plunder her temples. The journal mentions a secret entrance to the Sanctuary (location 18).
18. Secret passage - poorly hidden entrance to the underground of the Sanctuary.
19. Armory - a room with a weapon rack (**holy quarterstaff, blessed mace, magical shield**).
20. Drack - a room where Drack conducts his experiment. He will try to convince the players that the Goddess worship is fake, and the attack on her temples could be profitable for him and the party. If players refuse, he casts protective spells upon himself, and instantly two fire elementals appear between him and the party. If players still refuse, the wizard attacks and fights to the death.
21. Lower entrance - secret entrance to the Sanctuary underground (extremely hard to find when looking from outside).
22. Fire trap - a magical trap that releases a magical explosion upon entry.
23. Gate to the plane of Fire - a portal to the plane of Fire, that allows the travel to the domain of the Goddess (only opens when the Sanctuary is active and the sunbeams create the rainbow).

The quest ends when players repair the statue or join Drack in his plot against the temple.





# The Sylvan Woods

The forest has two sides, one in the material plane and one in the fey. Pathways labeled with pink are transitional: when players cross these, they will be led to the corresponding clearing on the other side, e.g., the pink path from 2M will lead to 5F, and the one from 5F will lead to 4M. A pink mist will surround the players while using these paths and will clear when they exit.

All writings are in the Sylvan language.

## The Material side

**1M:** The players enter the forest from the path south of here. At the far side of the clearing, there is a tablet that reads: "Some paths are crossings. Look out for the pink mist".

**2M:** On the point where the path splits, there is a signpost, pointing to each way. On the left path, it says: "The Large Beehive"; while on the right the text has been scratched off and is illegible.

**3M:** This clearing is split in half by a rock outcropping. A pack of wolves rest here, nursing their young. They will get very aggressive toward anyone they perceive as a threat passing.

**4M:** A massive tree stands in the middle of this clearing. On it, the Large Beehive is located, taking up most of its branches. The honey produced here is said to have magical properties (most likely healing, however you may decide on a different effect).

**5M:** A small shack is built in this clearing which acts as the residence of a green Hag. The Hag seeks to kill the unicorn to harvest its blood. For that purpose, she poisoned the water of the unicorn spring, but that just made the unicorn stop appearing.

**6M:** A fountain with a unicorn statue on the top, is located here. The water is murky, green, and poisonous. Any attempts to purify the water fail, as it immediately reverts to its tainted form. On the fountain is a plaque that reads: "To those who seek to cross the planes, take this coin and meet me here on the other side". On the fountain's bottom is a golden coin, with a unicorn's head engraved on each side.

## The Fey side

**1F:** An inscription that reads: "All who stray off the path are inevitably lost, unless they are guided by the guardian of the woods".

**2F:** A signpost points further down the path. On it is enchanted text that reads: "Fairy village", which explodes when read out loud. The signpost does not get damaged.

**3F:** An outcropping, like the one in 3M, is here. A pack of blink dogs lurks here, preying on passers-by.

**4F:** The branches of the massive tree on this side house the Fairy Village. Unless the players are hostile to them, they will explain that the guardian of this forest, a unicorn, has stopped appearing after the water of its spring was tainted by evil magic. Regardless of the players' stance, they will also reveal the magical properties of the honey from the Large Beehive but will give the players false instructions on how to get it safely.

**5F:** A shack, similar to the hag's, is here, but it is uninhabited. A cauldron full of pure, clear water lies inside.

**6F:** Tainted water springs from a rock outcropping here, forming a pool. The water can be purified by pouring some water from the shack in 5F, casting some restorative spell, driving the hag out of the woods, or killing her. Purifying the water here also purifies the water in 6M.

After tossing the coin from 6M in the pool and purifying the water, the unicorn will walk out from behind the short waterfall of springing water.

It will (telepathically) thank the players for cleaning its spring and will task them with ridding the forest of the hag (unless that has already happened).

Then it will ask them to meet it "in the area where they entered this forest, but on this side" (meaning 1F). When they meet there, it will instruct them to follow it, and it will dash south, off the path, leading the players out of the forest, and then disappear.



# CRAWLING RUINS OF THE LOST HERETICS

A lost cave in the mountains holds the prison of the **FOUR GRAND HERETICS**, HELD IN STASIS UNTIL THE END OF TIME TO BE JUDGED BY THE ONE TRUE GOD. Only a single **GUARDIAN** remains, patrolling the crumbling halls and watching over the heretics and the **VAULT** holding the evidence against them.

**The Facility:** Polished marble tiles from floor to ceiling glow faintly with each area having its own hue. This ancient facility is deathly quiet, yet strangely clean of dust and debris. **LOCKED DOORS** separate each major area and require a series of coloured **ORBS** to open. A hulking mechanical humanoid **GUARDIAN** patrols the facility. It is an **INDESTRUCTIBLE KILLING MACHINE** that will stalk the adventurers (or other creatures) if aware of their presence. Running, hiding, trapping it, or delaying it are the only ways to survive its deadly onslaught. There is a **1 IN 6 CHANCE** that the Guardian appears when entering a new room. If escaped from it is out of play for **1d4 ROOMS** before returning to its regular patrol.

**Blue:** (B1) Entry corridor with gilded warrior statues. Shoot **PARALYZING BEAMS** at escaping heretics. (B2) Overseers office. Strange ancient artifacts and the **BLUE ORB**. (B3) Judges chamber. Three **GEM ENCRUSTED** statues of stern holy judges stand in alcoves.

**Orange:** (O1) A simple storage room. Each adventurer can find one useful mundane item. (O2) A **SECRET DOOR** hides an office with the **ORANGE ORB**. (O3) Secondary entrance way leads to narrow mountainside pass. (O4) Library containing valuable ancient knowledge. **10% CHANCE** to find a map of the facility. (O5) Some sort of living quarters with strange mementos of the ancient people who built this place.

**Purple:** (P1) Security Room. Eight pillars with mechanical eyes scan for intruders and **ALERT THE GUARDIAN**. Huge sinkhole leads to **THE GREAT NEST**. The **PURPLE ORB** plinth can be seen in the hole but no orb is present. (P2) The Vault containing the Heretics treasures as evidence of their crimes. Requires all five **ORBS** to access.

**Yellow:** (Y1) More guardian statues (see B1). A **SECRET DOOR** between the statues bypasses locked door ahead. (Y2) **3 IN 6 CHANCE** the guardian is standing in a recharging chamber here, dormant for one turn. **YELLOW ORB** is on a plinth directly in front of it. Parts of the floor here have collapsed into the **RIVER CAVE** below.

**Red:** (R1) Stasis Chamber of the four heretics, each a shadowy figure encased in glowing crystal. (R2) Stasis Control. Machines monitor status next to controls to release each heretic. (R3) Reactor Room South. Strange thrumming machines. Glass tube with flowing plasma follows ceiling to (R4) Reactor Room North. Disrupting the reactor or tube causes **FACILITY SELF DESTRUCT SEQUENCE** to begin! (R5) The **RED ORB** sits on a plinth. This room has baffling depicting the crimes of the heretics.

**Caves and Tunnels:** A twisting warren of insect chewed tunnels, carved with no regard to humanoid dimensions. Lightless, confusing, slick with bizarre secretions. Over endless millennia subterranean creatures have burrowed around and into the facility. **THERE IS A 50% CHANCE THAT THE TUNNELS BREAK THROUGH WHERE THE MAPS MEET**. The **GUARDIAN** seems to ignore these caves and will not follow any creature into them, providing a safe haven of sorts.

**A) Fisher Cave:** **HEAVILY ARMoured CRUSTACEANS** dangle sticky filaments from above, pulling those entangled up to feast upon. **25% CHANCE** to find loot from devoured adventurers per fisher lair.

**B) The Great Nest:** **GARGANTUAN HIVE QUEEN** mutated by mild radiation from the **PURPLE ORB**. Rules over a teeming mass of bone gnawing **GIANT TERMITES**. Remains are quickly dissolved by the acidic **LARVAL SWARM** into nutrient paste for the nest. Floors in the facility above this area have a **CUMULATIVE 10% CHANCE OF CRUMBLING INTO THE NEST BELOW**. Termites drag prey back here.

**C) River Cave:** **ELECTRIC ALGAE** slope drops unwary fools into a swift subterranean river. Translucent **VORTEX JELLYFISH** float through air and water, stunning prey with psychedelic poisons. If hit by a jellyfish roll **1d4**:

Several tunnels leave the area, stretching off into the underworld.

**Why Even Come here? (D4):** 1) Hired by cult of the one true god to check on stasis pods. 2) The Heretics were great sages. They may have the **SECRET KNOWLEDGE** that you need. 3) A team of extremely tight lipped scholars has hired you as muscle and security. 4) You find the dungeon by chance.

**Who are the Ancient Heretics? (D4):** 1) Demi-Gods who challenged the divine order. 2) Wizards who sought knowledge not meant for man. 3) Corrupted Clerics. 4) Adventurers from the future, lost in time and space.

**What is in the vault? (D4):** 1) Primordial living weapons of destruction. 2) Books and scrolls containing the secrets of the universe. 3) Religious texts that prove there is no god. 4) A time machine.

**What happens if you awaken the heretics? (D4):** 1) They are dead. The stasis never worked. 2) They are despondent at the passage of time. 3) They are evil and immediately attack or plan to kill the adventurers and escape. 4) They are grateful to the adventurers for their freedom.

**Stung by a Vortex Jellyfish? (D4):** 1) Expel bodily fluids 2) Attack nearest creature in fear. 3) See the face of god, stunned for a turn. 4) Gain some strange insight into the universe.

**Where does the Guardian appear in this room? (D4):** 1) Right behind you! 2) Across the room. 3) It is already dealing with tunnel creatures. 4) It is patrolling this room but has not noticed you.

**Where does the tunnel enter this room? (d6):** 1) Floor 2) North Wall 3) East Wall 4) South Wall 5) West Wall 6) Ceiling.

**Creatures from the Caves (D8):** 1) Rust Monsters 2) Cranium Rats 3) Stirges 4) Xeno Phantasm 5) Automated repair gizmo 6) Rot Grubs 7) Maddened adventurer 8) Roll Twice and combine.

**LEGEND:** ORB DOOR SECRET DOOR SINK HOLE ONE SQUARE = 5ft.



# Hotsl Cilor

A silent monolith.

A gentle grave

By Kent Allen

## The Peak of Hotsl Cilor

The reward of the summit is perspective. Some supernatural trick allows climbers to see farther and sharper than they should. And it is beautiful.

## White Wind Curtain

An incredible gale surges in a ring around the base of the peak. The blinding storm assaults a climber's sense of direction and physically resists their ascent. Climbers must also stay alert for larger objects in the wind while being careful not to fall off the mountain in blindness.

## Hypoxial Line

To be above the Hypoxial line is to be dying. Without enough air, the body starts to break down. There is no recovery. No benefit from food or sleep. Just a timer. Get back below in time or die. Climbers may have to return below the line to reset the clock if they lose time above.

## Unyielding Snowfield

This is the final camp and the road ends. There are some nearly frozen climbers already here. They are muttering angrily about the lights knowing the way but only showing them cliffs and snow-sequestered crevasses. These figures grow murderous if directly spoken to. Their minds are gone. Near the edge of the camp are faint flame-like blue lights floating in the air. These ethereal spirits know the secret path across a treacherous snowfield but would rather lead climbers to their death. This is the trial no one has ever passed. Can the climbers communicate and convince these spirits to show them the way?

## Cliffs of Ascension

This is as far as the Shurarè will go. They reveal some ropes leading up cliffs protected from the wind and snow. The ropes keep the climbers relatively safe but there is still potential for 10-20 ft falls and of course exhaustion, cold, and madness.

## Base Camp

Here the adventurers must negotiate with the Shurarè people. They have worshipped the mountain for generations and must be convinced to show prospective climbers the way. They do not care for money. The Shurarè become guides until the Cliffs of Ascension.

## Early Trails

There is a series of 3 large crevasses along the path that are very difficult to cross, players are likely to fall and then must deal with hungry white wolves waiting below. They also start dealing with the Unforgiving Conditions along this trail

## The Hopeless Icefall

An everchanging maze of ice. The mountain's silence is broken by the deep tremors of massive blocks of ice shifting or falling. The climbers must move quickly, hoping to not be crushed. But the maze is difficult to navigate and the ice is slick.

## The Peak's Challenge

The first ascent of Hotsl Cilor is considered a lost cause by the sane. But it is not the sane that gather on its snow-swept slopes. In the frigid air convene adventurers of a particular type. It's as if they find something inside themselves reflected in the frigid desolation. These climbers are driven upwards by a quiet mania, risking a thousand deaths for a pilgrimage into the sky.

## The Path

**General:** Starting at the base camp, climbers will follow the path up the mountain dealing with the trials marked in blue and the constant threat of the unforgiving conditions.

**Random Encounter:** Roll a d8 for each stretch between trials. 1-5: peaceful journey and mesmerizing landscapes, 6: emerging from the snow are desperate and nearly frozen forms of other climbers, 7: an avalanche threatens the climbers, 8: A blizzard overtakes the climbers

**Camps:** Resting at a camp helps warm up and provides opportunity to alleviate madness and exhaustion. Sleeping outside of a camp is not safe from avalanches and powerful winds that can take tents and their occupants high into the air.

## Unforgiving Conditions

**Thin Air:** At the top of the world there is very little air. Adventurers should minimize physical exertion when responding to challenges or face exhaustion.

**Biting Winds:** The cold is fierce. Adventurers should maintain protection against the cold. If they are exposed, they get hurt.

**Wandering Minds:** Extreme conditions constantly pressure the mind. After dangerous experiences adventurers must risk temporary madness. If unchecked, madness can become permanent.

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# A Mage's Worst Nightmare

By ARCANe COLLECTOR

## INTRODUCTION

Fragments of ruins, debris, and rubble are falling from the sky as the silhouette of an island looms overhead, creeping towards the city. The council's scholarly wizard, Henny, was able to create a functional portal to the sky using ruin fragments and an arcane battery source he calls a **Crimson Crystal**. Now all they need are brave adventures to figure out why the sky is falling and save the city.

## LORE

The Astral Fragment is an ancient crystal relic that held up entire cities. To accomplish this, mages would enter a sleep-like trance and focus their willpower onto the fragment. The concentration of the last Mage, deep in slumber, begins to falter causing extreme winds, nightmares to come to life, and **Arcane Ripples** (see table). The Mage's subconscious believes that the adventurers are intruders and will conjure monsters and other magical effects in an attempt to "save" the fragment. As a last-ditch effort, he will summon a deadly Crystal Serpent to stop them.

## OBJECTIVES

- ♦ Find the four **Crimson Crystals**
- ♦ Stop the rubble from destroying the city
- ♦ Save or kill the troubled Mage
- ♦ Restore or destroy the **Astral Fragment**

## ISLANDS

1.) **Main Portal Entrance:** Henny's portal sends the party here. A large **Crimson Crystal** lay in the rubble of a broken pillar, covered in debris and vines. 2.) **Teleportation Hall:** In the middle of the ruins rests a large pedestal with four crimson-colored slots. When all four **Crimson Crystals** are entered into the pedestal the teleportation circle on the northwest side of the isle with activate, leading to the **Inner Sanctum**.

## ISLANDS (CONT.)

3.) **Spinning Spyglasses:** To obtain the **Crimson Crystal** on this island, the player's must align the spinning contraption spyglasses on the appropriate runes to imbue the empty **Crimson Crystal** with energy. The blue spyglass lens is broken, **Island 5** contains a replacement. 4.) **The Alluring Pool:** A pool filled with crystallized bones rests in the center of this island. Any living creature that touches the waters are filled with thoughts of confusion and will wish to stay in the waters to become one with the crystal.

## ISLANDS (FINAL)

5.) **Inner Sanctum:** Crystals line the walls of the ruins, shedding a dull glow throughout the chambers. A great door stands at the end of the main hall, overgrown **Crimson Crystals** barring entry. Removing the crystals will trigger an **Arcane Ripple** that rips the door off it's hinges. This will cause the full Crystal Serpent to emerge from the corrupted **Astral Fragment** and attack the players. The troubled Mage, deep in slumber, lays at the base of the tree, unresponsive. During this fight an **Arcane Ripple** surges every 4th turn. The **Astral Fragment** will break if the players hit it 3 times.

## CONCLUSION

**Save the Mage & Restore the Fragment:** The Mage will keep the ruins afloat in the air and stabilize the islands.

**Save the Mage & Destroy the Fragment:** The Mage will help the islands descend safely to the surface.

**Kill the Mage & Restore the Fragment:** The burden of concentration falls onto one of the players. Someone must replace the fallen Mage and their duties.

**Kill the Mage & Destroy the Fragment:** Well. I wonder what will happen...?

## ISLANDS (CONT.)

5.) **Guardians Gaze:** A decrepit stone figure stands before the **Crimson Crystal** on this island. The statue will animate once the Crystal is touched and attack whomever is holding the crystal. Hidden behind the statue are spyglass lenses of varying quality.

## ARCANE RIPPLES

A wave of magic surges into the crystals causing various effects. This event will happen each time **Crimson Crystal** is collected and will have a 25% chance to occur when traveling between islands.

d10	Source	Arcane Ripple Description
1-2	White Crystals	Explode into a Swarm of Crystal Birds, attacking the players.
3-4	Green Crystals	Vines to loosen the earth creating Difficult Terrain. Vines attack and try to grapple the players.
5-6	Violet Crystals	A deep hum emanates from the crystals, stealing the players' voice. Destroying a Violet Crystal (2 hits) reverses this effect.
7-8	Yellow Crystals	Lightning arcs between the crystals, damaging & deafening players caught in the web of arcs.
9	Current Island	Fog obscuring the players' vision on the island; a nightmare emerges from the darkness and attacks.
10	Current Island	A mirage of a Great Serpent Tail materializes and attacks.





— = gate

● = Carlen's Left Shoe

X = twig Blights (1-5)

▲ = twig blight carrying Carlen

■ = Brass Camp counselor

● = Green dragon

Key

## NPC's

### Camp Kids (Generic good)

— around 10 children, all convinced they are master warriors/wizards.

### Daphi

- A toffing child with a broken horn.
- Woke up missing her sword "Sparkle".
- Unbeknownst to her, it is an incredibly powerful weapon.

### Brass (Clawful good)

- The ultimate camp counselor
- A Brass dragon in a human form
- Lived in the hole until 200 years ago
- Left to go and Carlen and Hain not returned.

### Carlen

- Broke Daphi's horn by wacking it over the gate with his play weapon.
- Snuck out while camp wasn't swimming, made a deal to bring the green dragon "Sparkle" (spark sword) in exchange for the broken horn.
- Was shoved inside a twig blight after stealing Sparkle and hopping the gate.

★ Players are approached by a horde of children asking them to open an enchanted gate. Upon inspection, the gate is just an ordinary gate with a latch too high for the children to reach.

★ The forest outside the gate appears to be completely untouched by man.

★ The green dragon is weighed down by branches which Brass has had the campers collect up every day so he could dump it on him.

Kathryn R.





# THE BUILD-YOUR-OWN DUNGEON OF THE (SYNONYM TO WONDER) LANDS!

YOU AWAKE BENEATH A GIANT (1). THIS ISN'T A PLACE YOU RECOGNIZE, BUT AS YOU SHAKE OFF THE (2), YOU BEGIN TO LOOK AROUND. A MERE (3) FROM WHERE YOU SLEPT, A CLIFF BREAKS OUT OVER A (4), AND WONDERFUL LANDSCAPE. AHEAD, YOU SEE GIGANTIC (5), TRAVERSING THE PLAINS, AND MUNCHING ON (6) BIGGER THAN ANY YOU'VE EVER SEEN. TO THE LEFT, A MASSIVE WATERFALL OF SPARKLING (7), AND TO THE RIGHT, AN ORCHARD OF TREES GROWING STRANGE (8).

**YOU REALIZE THIS MUST BE THE (SYNONYM TO WONDER)-LANDS!**

TINY WINGED (9) FLOAT LAZILY THROUGH THE AIR, AND ONE DRIFTS PAST AN ANCIENT (10) DOOR. AROUND IT, (11) A CASTLE SITS. YOU HEAR A STARTLING (12) FROM WITHIN, AND ALTHOUGH YOU JUST AWAKE, YOU FEEL COMPELLED TO INVESTIGATE!

C. THE AIR IS (15) AND HUMID. GENTLE WAVES SMACK AGAINST THE GENTLE SLOPE.

THE ROOM IS FILLED WITH MURKY

(16) WATER. AS SOON AS YOU TOUCH THE WATER, YOU'RE ATTACKED BY A LARGE AQUATIC (17).

A. THE ROOM IN FRONT OF YOU IS EMPTY, EXCEPT FOR A CRACKLING FIRE PLACE, AND A DEEP (13) RUG COVERING THE FLOOR. THE (12) YOU HEAR FROM OUTSIDE ECHOES AGAIN, CALLING YOU DEEPER INTO THE CASTLE.

F. IN A FLASH OF (20) LIGHT, YOU FIND YOURSELF STANDING IN A SMALL ROOM. THE ONLY WAY OUT IS A (21) DOOR IN FRONT OF YOU.

G. BEHIND THE DOOR IS A QUIET BEDROOM. IT'S WELL LIT AND SMELLS OF (22). ABOVE THE BED IS A MAGICAL (23)! ANOTHER (19) SITS IN FRONT OF THE BED, AND OPENING IT TELEPORTS YOU BACK TO ROOM E.

H. AN ENGRAVED PEDESTAL SITS IN THE CENTER OF THE ROOM. IT HAS 4 SYMBOLS ON TOP OF IT. ROTATING IT CAUSES THE DOOR TO SHIMMER AND CHANGE! I WONDER WHAT EACH SYMBOL MEANS...

THE BOSS IS...

- ☞ A WIZARD!
- 🐉 A DRAGON!
- 🧚 A GROUP OF FAERIES!
- 👤 3 KOBOLDS IN A TRENCH COAT!

I. A PRISTINE THRONE ROOM OPENS BEFORE YOU (24) COLUMNS LINE THE WALLS, AND A LARGE THRONE HOLDS (CHOOSE YOUR BOSS!) YOU HEAR IT (12), AND REALIZE IT WAS TAUNTING YOU!

D. THE DOOR OPENS TO A BRIGHT DINING ROOM. THE ONLY FOOD ON THE TABLE IS 3 HUGE PLATTERS OF NEON (18) GELATIN. IF YOU DON'T MOVE QUIETLY, THE SLIME WILL SLOWLY SLIDE TOWARDS YOU!

E. THE SMALL ROOM IS NEARLY EMPTY EXCEPT FOR A STRANGE (19) IN THE CENTER OF THE ROOM, AND A MANNEQUIN THAT LOOKS JUST LIKE YOU! THE MANNEQUIN HAS A KEY IN ITS COAT POCKET, THAT FITS PERFECTLY IN THE (19). USING THE KEY TELEPORTS YOU TO ROOM G.

DM NOTE:

THIS ADVENTURE IS INTENDED TO BE CHANGED BY YOUR PLAYERS, SIMILAR THE WORD GAMES KIDS PLAY.

ASK YOUR PLAYERS FOR THE FOLLOWING WORDS, AND FILL IN THE BLANKS AS YOU PLAY USING THE THE NUMBERS! HAVE FUN!

1. PLANT \_\_\_\_\_
2. EMOTION \_\_\_\_\_
3. DISTANCE \_\_\_\_\_
4. ADJECTIVE \_\_\_\_\_
5. ANIMAL \_\_\_\_\_
6. PLANT \_\_\_\_\_
7. LIQUID \_\_\_\_\_
8. FOOD \_\_\_\_\_
9. ANIMAL \_\_\_\_\_
10. MATERIAL \_\_\_\_\_
11. ADJECTIVE \_\_\_\_\_
12. SOUND \_\_\_\_\_
13. COLOR \_\_\_\_\_
14. TOOL \_\_\_\_\_
15. SMELL \_\_\_\_\_
16. COLOR \_\_\_\_\_
17. ANIMAL \_\_\_\_\_
18. COLOR \_\_\_\_\_
19. FURNITURE \_\_\_\_\_
20. COLOR \_\_\_\_\_
21. MATERIAL \_\_\_\_\_
22. SMELL \_\_\_\_\_
23. WEAPON \_\_\_\_\_
24. MATERIAL \_\_\_\_\_

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**ROLL INITIATIVE!**



1. The Entrance: The entrance to this dungeon is in the side of a mountain. It is covered by a layer of glass that must be broken to get inside. The chamber is covered in a layer of crushed glass from the glass ants breaking it to get inside.

2. The Pit: This room is surprisingly clean, with a smooth and opaque glass floor. If the players see ants, they will not walk on the floor, instead taking the walls. If players walk on the glass floor it will crumble under their feet, dropping them into a pit of glass spikes.

3. The Hall: This hall has a few ants patrolling it. They will attack the players and set off alarm pheromones unless the players smell like ants.

5. The Larve Den: This small room is where the larve are taken after they hatch. There is sand everywhere, which the larve eat.

7. The Upper Larve Den: This den houses the larve of the queen herself. The room is covered in beautifully colored sand and there are gold pieces and jewels scattered about.

8. The Hibernation Room: This room houses any ants that are not actively participating in colony life. They are sleeping and could be woken up at any moment.

12. Another Food Chamber: Contains the worst food. Mostly sand for prisoner ants.

14. Worker Clutch: This room is packed full with clear, redish, yellowish, and orangish glass eggs. These will all be worker ants. The eggs are so hot they will burn on contact. Heat radiates from the tunnel.

16. Queens Gaurd: This room contains soldier ants that will come to the queens aid in the event of an invasion or upset over the throne.

18. The Treasury: whatever magical or beautiful items the ants find that are not used in decoration are stored here. There are also more stained glass deposits.

4. The Hatchery: This expansive room is covered wall to wall in a glistening honey comb of different colored glass eggs. The room is extremely warm. The eggs are slick to the touch. If the players can evade or kill the guards, this substance can be used to progress further into the cavern. The floor is covered in crunchy glass shells from hatchlings.

6. Food Storage: This room is piled high with sand and heavily guarded by worker ants. Mixed with the sand is lesser value items for worker ants to eat. This includes armor, bones, dead heroes and monsters, and other minerals. The players must leave something behind if they want to take something with them.

10. Incineration Room: anything that is too wet gets taken to the incineration room to be dried out before being transported to food storage. This room is incredibly hot.

13. The Lookout: This room has a hidden exit to the outside. It allows the ants to observe outside without being seen.

15. Dead End: This tunnel is used by the ants to dig through the mountain for food. Sand, dirt, ore veins, and gems are brought back to the food chambers.

17. Queens Room: This room is decadent and covered in gold, jewels, and beautiful stained glass spires. The queen spends her day laying eggs and producing beautiful colors of glass.

## Glass and Glory

Well established in the side of a desert mountain is the nest of glass ants. These large creatures consume and melt sand and other elements inside their glossy bodies to produce a unique stained glass. Their nests are renowned for their beauty and majesty. The halls are coated in multicolored glass, and the ants eggs fetch a high price for their intricate designs. Unfortunately many hopeful crafters who try to get ahold of this substance are trapped, burnt to death by their fire breath, or eaten by their queen.

The apprentice of a royal craftsman has hired the party to rescue his apprentice and collect as much glass as possible without getting killed.

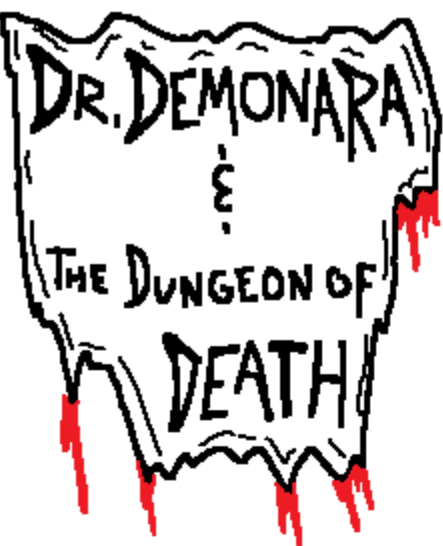
All of the ants look to be made from glass, but worker ants are a translucent red, orange, or yellowish color.

Sentry or guardian ants are green or blueish. They breathe fire.

The queen is a royal purple and the only any seen wearing anything. She has a crown and gold plating on her joints. The queen also breathes fire and can spit acid. She is the only ant interested in live food.







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Dr's Private Office- occult books, black magic scrolls and more!

**BEWARE! The paintings are watching you!**

A prisoner in a cage...his eyes are gone!

**EVIL**

The RED MIRROR... covered by cloth to hide it's evil... look at it and die!!

Dr's Laboratory- 2 demon statues sit in the alcove. 2 cages with mutated beasts inside sit near the west wall. Vicious creatures. **Beasts attack if you get to close! Statues animate if searched.**

Giant Stone Cobra- statue guards a large gold bar in its body. (4000 gp). If removed snakes will emerge from the holes around the room. D20 roll for amount of snakes. D4 roll for bite damage.

Demon Statue holding red gemstone.....do you steal it? **Take the gem and the statue attacks! Doors lock you in!**

### ROAMING MONSTERS

	HP	AC	ROLL D12		HP	AC
RATS : 1	1	1		ACID ROACH:	4	4
COBRA: 5	2	2		DEATH SPIDER:	5	3
ZOMBIE: 6	3	3		FLESH MAGGOTS:	1	2
BATS : 2	1	1		EYELESS MUTANT:	7	4
OOZE: 6	3	3		SLIMEY CUBE:	4	3
DEMON: 9	5	5		BEAST:	7	4

### TRAPS

**ROLL D6**

ARROWS D6 DAMAGE	SPIN BLADES D8 DAMAGE
POISON GAS D6 DAMAGE	FIRE DARTS D8 DAMAGE
ICE SPRAY D6 DAMAGE	SPIKE CLAMP D8 DAMAGE

### TREASURE

150 sp	<b>ROLL D8</b>
250 gp	
300 sp	
50 sp	
200 gp	
500 gp	
100 sp	
50 gp	

**DR. DEMONARA will appear every D4 rounds too attack!**

DR. DEMONARA	HP	AC
	15	11
CLAW SLICE +1		

Blood Pit- Careful when crossing this foul pit.....a monster lurks in its depths

The Dr's secret treasure! Careful!!

**TRAP**

**TRAP**

**TRAP**

**TRAP**

**TRAP**

**TRAP**

**TRAP**

DEAD END!

**TRAP**

The Black Gem- Damp, smells like the sea. A large drain lies in the floor. Inside a black gem waits. **TRAP - the gem is an illusion. If opened the gem vanishes, door locks and water floods the room.**

Corpse Room- multiple bodies hang on hooks missing limbs... harvested by the DR!

ENTER

2 Skull Idols sit in alcoves guarding the entrance. Shoot arrows when someone crosses by. An altar made of skulls sits in the center of the room. A bronze plaque reads "All who enter die screaming"

A deep pit in the floor. **QUIET!** Something is down there....