

For GMS before you start:

This dungeon is a tool to help teach the concept of the Cycle of Change (pictured centre of this page). The Cycle of Change shows the steps one needs to go through in order to make a change in their life. It is an important concept to understand for anyone trying to make change but is especially useful for people with drugs or alcohol in their life, who are in detrimental relationships or are looking to leave something negatively impacting them behind.

Player notes are written in green boxes with the label *PI* at the top, GM only notes are written in yellow with *GM* at the top.

The dungeon starts abruptly and works well as a dream-sequence, amnesia event, magical intervention or space-time anomaly.

Any time the players die during the dungeon they return to the player introduction. Feel free to speed them past any areas they have completed.

The Greatest Evil - Player Intro

"Whaaaaatch ooooooooooout" you hear in slow motion as your eyes focus in the dimly lit stone cavern. A tentacle impacts into each of your bodies and sends you cascading into the wall. Looking towards the centre of the room you see the Gribbly Beast, a floating orb of darkness and tentacles swiftly dragging itself towards you.

GM

This monster can not be beaten with weapons, spells or really any aggression. Every attack against the monster is negated and the attacks only seem to make it angrier and more aggressive. It will do massive damage and ultimately kill the party, restarting the adventure. Keep doing this until someone questions it. "How are we meant to do this?" "Can we even kill this thing?" "How do we win?" Anything that questions what they are doing. Once they do, a door will open to the south. This door is undetectable until the players asked the question.

PI

- The noise of the door opening can be heard by all players.
- There is a light coming from the room and a sword sitting on a plinth in the middle.
- The sword rooms floor is flagstones with solid stone walls.
- On the plinth is a plaque which reads "Destroys the Greatest Evil".

GM

The sword in the stone room is required for the end of the dungeon. If the players use the sword against the monster the adventure restarts as if they had died.

If they make a comment about how the sword won't work against the Gribbly Beast the hidden door to the east opens.

If they enter this room after restarting the adventure due to using this sword on the monster, they now hear a voice in their head saying "No mortal weapon will slay this beast", and the secret door will open.

GM

The figure is controlling the Gribbly Beast with the chains. The figure simply thinks what it wants the beast to do and it will do it. When the players approach The Figure the bright wall where the chains go becomes transparent and they will now be able to see the first room they appeared in. The Gribbly Beast is there, facing away from the players with the ethereal chains connected to it.

The figure will ignore the players and cannot be harmed by any weapons, except for the sword picked up at the start of the dungeon, which will kill the figure if struck by it. This will reset the dungeon the same as the players dying.

If the player characters listen carefully, are smart enough, use some tech or spell, they will realise The Figure is speaking in reverse and is saying "The chains that bind us to suffering are the greatest evil".

If the players cut the chains with the sword they shatter. The Figure wails and explodes in a flash of light, which causes the room to descend into darkness. A small door shaped light appears in a nearby wall and the players can move through the door to the room the Gribbly Beast is in.

The Gribbly Beast will thank the players telepathically. It will open a portal behind it and reverse through. When it does the sword glows a blackish purple. With a flash of light the Beast and the sword are gone, but the players are each left with a heart shaped medallion. They wear it any creature that understands language will cease hostilities for five minutes if the players offer and give them a hug. Once/day.

Move to the Debrief in the centre

PI

- You breath a sigh of relief as you leave the battle behind.
- The next tunnel is dark and echoey. It is dead straight, at the end of it is a brightly lit room.
- It takes 30mins or so to walk down the tunnel.
- When you reach the end of the tunnel you see a brightly lit white room. It is impossible to tell where the ends of the room are once you enter.
- There is a figure standing in the middle of the room in a robe. They are chanting something you can't understand and holding onto large ethereal chains that seem to disappear into the nothingness of one of the bright white walls. The figure takes no notice of you.

GM

The soldiers in this room are not interested in the players. They will not fight them, unless the players attack them first, but they also will completely ignore the players. They will even move around the players if they get in the way.

If the players attack the soldiers fighting the soldiers will fight back. They will take damage and die, but there will always be a new soldier to keep fighting. The players will essentially fight until they die. Adjust the damage from soldiers accordingly so this does not drag on.

The way to defeat this room is to walk through the battle but not get involved. About halfway through the room the exit on the other side becomes visible.

PI

- The sound of a fierce battle echoes up the narrow hand chiselled stone passageway.
- The passage curves to the right so you can't see what lies ahead. Eventually you get to the point you can see the end. The passage opens up to a massive room where a vicious battle is taking place.
- When you turn around you see only solid wall. The tunnel has been closing behind you. You can't go back.

In addition to the goblin and the fire, there is a goblin sized sword and a shield hanging high on the wall.

The goblins name is Peebo. Peebo says they are sad because the big mean goblins are beating them up. Peebo believes that if the other goblins respected them, then the other goblins wouldn't beat them up any more. Peebo asks the players to give them the sword hanging on the wall so they can teach the other goblins respect.

If the players hand Peebo the sword Peebo will leave through a small tunnel that appears when they approaches the wall. The players cannot enter the tunnel through any means. Echoing through the tunnel you will hear the other goblins greet Peebo then say "What are you doing?". Peebo will then kill them all. Peebo will then come back, thank the players and kill them too.

If the players hand Peebo the shield Peebo will throw it on the ground, and insist on the sword. If the players continue to refuse Peebo the sword Peebo will go through the tunnel to the other goblins, be slain by them, and the other goblins will come through and kill the players.

If the players refuse to hand Peebo the sword Peebo will say "then what am I supposed to do?, you are famous heroes, what would you do?"

To pass this room the players must convince Peebo that violence is not the answer and that sometimes you have to let things go, or words to that effect. Peebo will accept the players word and point to a spot on the wall where a tunnel has now appeared. From the tunnel you can hear the sounds of battle. Peebo says, its dangerous in there, but you have to go.

If the players struggle with this room the same booming voice from before says, "if violence is not the answer, what is?".

PI

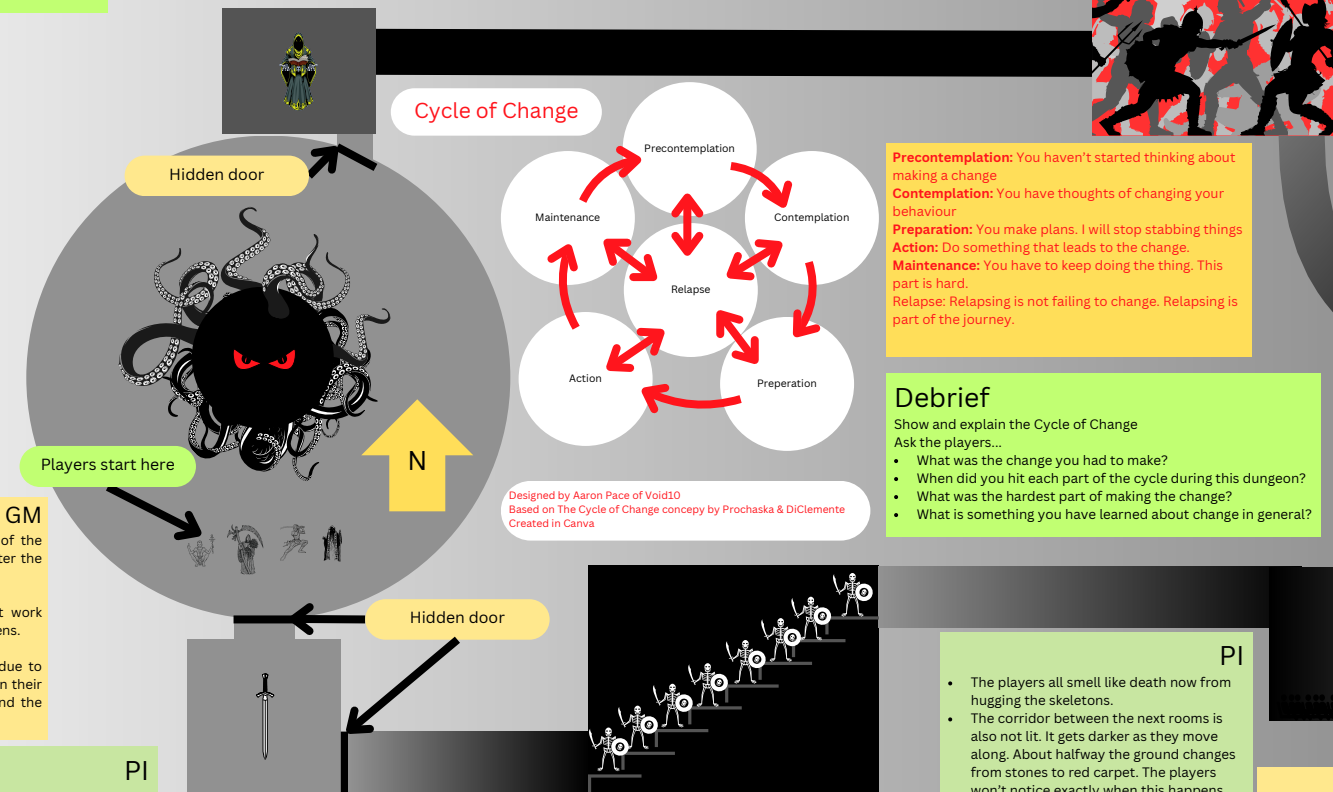
- The passage at the back of the stage starts at 8 feet high before dropping steadily to roughly 3 feet over the course of 30 feet. It makes the passage seem much longer then it is initially.
- The passage is lit by glow worms, it is dim but possible to see where you are going. At the end of the passage is the flicker of fire light.
- The whole way down you can hear crying echoing up the passageway.
- When you emerge from the passage you are in a small cave, there is a tiny goblin sitting in the middle of the cave by a fire. He is the one crying.

GM

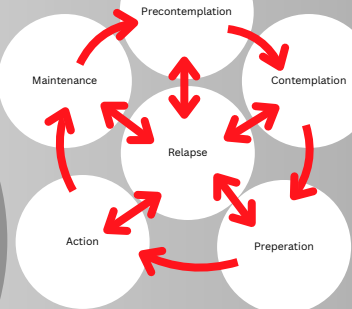
Each time the bard insults the players he will do physical damage to them. The bard is immune to insults, and evades any attempts to physically or magically attack him. If the players respond aggressively he will insult them again, causing increased damage.

If the players say something nice to the bard, he will be caught off guard, and will insult them again but doing less damage. The second compliment will reduce damage again and the third time he will not attack. Instead he will cry and then leave through a secret door at the back of the stage. It can only be opened by the bard when he leaves. He will leave the door open for the players to follow. There is no other way out of this room.

If the players ignore the bard he will continue to insult them causing damage, but it will not increase. After doing this three times he will yell, "STOP IGNORING ME" which will kill the players.



Cycle of Change



Designed by Aaron Pace of Void10
Based on The Cycle of Change concept by Prochaska & DiClemente
Created in Canva

Precontemplation: You haven't started thinking about making a change
Contemplation: You have thoughts of changing your behaviour
Preparation: You make plans. I will stop stabbing things
Action: Do something that leads to the change.
Maintenance: You have to keep doing the thing. This part is hard.
Relapse: Relapsing is not failing to change. Relapsing is part of the journey.

Debrief

Show and explain the Cycle of Change

Ask the players...

- What was the change you had to make?
- When did you hit each part of the cycle during this dungeon?
- What was the hardest part of making the change?
- What is something you have learned about change in general?

PI

- The players all smell like death now from hugging the skeletons.
- The corridor between the next rooms is also not lit. It gets darker as they move along. About halfway the ground changes from stones to red carpet. The players won't notice exactly when this happens.
- Suddenly they can hear the sound of people murmuring and then applauding as a spot light illuminates a figure on a stage. They can now see they are standing at the back of a theatre with rows and rows of people seated.
- A spotlight appears on the players and the person on stage says
 - "Man, I hope you can spit insults better then you smell" He then waits for the players to respond.

GM

The skeletons will not attack the players until they are attacked or the players try to push through or climb over them. The skeletons should be easy to kill, but more always seem to be marching down the stairs to engage them. The skeletons should be incredibly strong and do a lot of damage.

The players have been given the clue "Embrace Death". This clue is telling them to literally embrace the skeletons, i.e. hug them. If they offer a skeleton a hug it will hold its arms out and hug them back, including if they do this mid-fight. Offering a hug will stop all of the skeletons from fighting, but they will start again if one of the conditions sets them off. Once a skeleton has had a hug they will move to the side allowing the players to move up the steps. Get each player to roll a dice (use whatever you like, bigger dice should take less time), to see how many skeletons they hug each turn. Add the numbers together, once you get to 100, they can move onto the next room.