

Here We Be Monsters

A village is plagued by a constant stream of violent monsters emerging from a dungeon just outside of town. The village has posted fliers on all local quest boards begging for help from brave and heroic adventurers, yet none have succeeded in stopping the endless waves of monsters. Little do aspiring adventurers know, the monsters within the dungeon may truly be the friends you made along the way...

The Dungeon is a Curse.

Once an adventuring party descends the stairs into the dungeon, an illusory curse changes their appearance into that of horrible monsters. The curse disguises their attempts at communication into growls, roars, and physical threats. To other members within their same party, the cursed individuals look and act as normal. Their monstrous appearance and mannerisms are only perceived by others. The only way to know you are cursed is to observe your reflection, which will be that of a monster. After a cursed individual dies, their bodies and equipment burn to ashes, leaving them unidentifiable.

Other Adventurers Before Us.

Previous bands of adventurers have attempted to delve into the dungeon. They either were killed by traps or other adventurers (confusing each other as monsters), or decided to turn back. Once escapees left the dungeon, they appeared as horrible monsters to others, resulting in them being hunted or run out of town. All monsters that remain within the dungeon are cursed individuals trying to find their way out. These adventurers trying to escape may or may not know of the curse, which will affect their behavior.

The Dungeon Comes Full Circle.

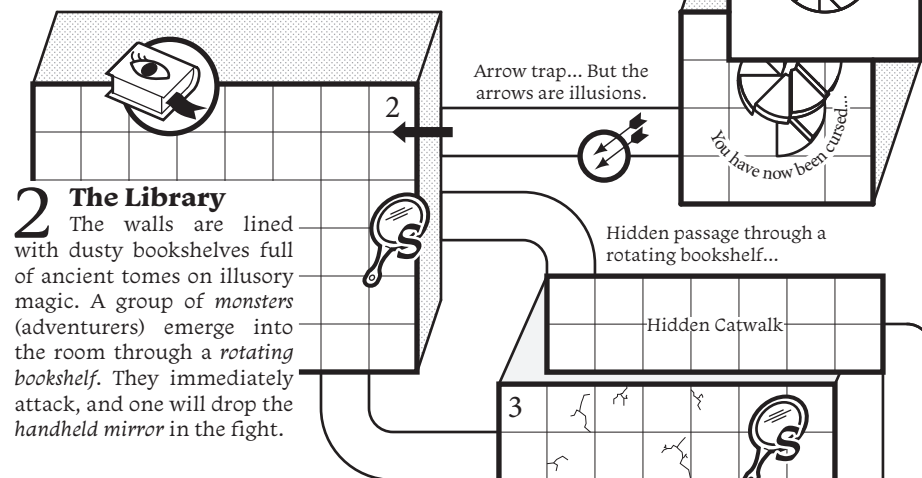
As the players work to escape the dungeon, assume each room is repeating itself, and a new set of adventurers is exploring behind them. Remember, everyone in the dungeon is cursed to appear and act as a violent monster!

What Types of Monsters?

The type of monsters the curse disguises occupants as can be determined by the Game Master. It should be a monster that is roughly the same size/figure of a humanoid creature, but is flexible to fit within any system or universe. To keep it simple, GMs can use their chosen monster's statistics to design combat encounters.

1 Entrance

An ancient, stone tower overgrown with vegetation marks the entrance to the dungeon. There are other adventurers stationed outside to defeat emerging monsters and work up the courage to delve within. The party may help or witness the defeat of a monster before entering, or meet a rival.



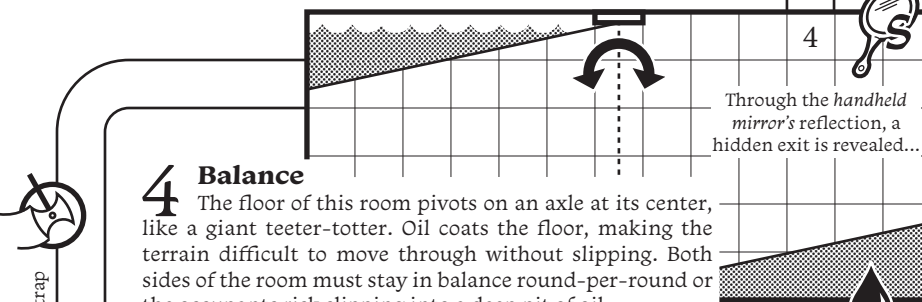
2 The Library

The walls are lined with dusty bookshelves full of ancient tomes on illusory magic. A group of *monsters* (adventurers) emerge into the room through a *rotating bookshelf*. They immediately attack, and one will drop the *handheld mirror* in the fight.

3 The Pitfall

A grid of tiles makeup the floor in this room. Only one tile in each row is safe to step on, as the others will collapse when weight is applied. A pit of spikes is waiting patiently for an unlucky misstep.

- A *hidden catwalk* 30 feet above the tiles bypasses the trap, but is also a way to help or hinder challengers below. The reflection of the tiles in the *handheld mirror* reveals the correct path forward. The catwalk is enchanted to be unseen from below.
- In the party's first encounter in this room, a rival group of *monsters* (adventurers) will attempt to sabotage their progress from the *hidden catwalk* above.



4 Balance

The floor of this room pivots on an axle at its center, like a giant teeter-totter. Oil coats the floor, making the terrain difficult to move through without slipping. Both sides of the room must stay in balance round-per-round or the occupants risk slipping into a deep pit of oil.

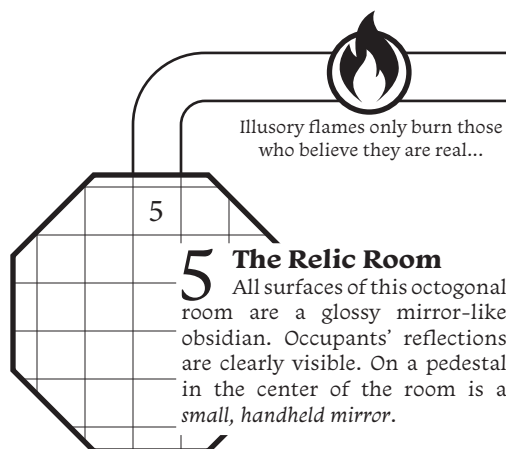
- On the party's first visit, a group of *monsters* enters from the other end of the room. They are cursed, but they have discovered the truth of the illusion, so they *hesitate to attack*. One holds the *handheld mirror*, but if they slip or are defeated in combat it is dropped.
- On the party's return visit, the roles reverse, and they witness a new group of *monsters* (adventurers) enter from the other side.

The Handheld Mirror

The handle of the handheld mirror reads the words: "True Sunlight through me shines the truth onto thee."

Looking through the mirror gives an individual the ability to see through the *Dungeon's Curse*. If a cursed individual looks at their reflection in *true daylight*, the curse is broken. Once removed from the dungeon, the mirror can *dispell Illusion magic* twice per day. If the mirror is dropped within the dungeon, it teleports back to the Relic Room.

The mirror acts as a key that sees through illusory walls to access secret passages and reveal clues marked by the mirror symbol.



5 The Relic Room

All surfaces of this octagonal room are a glossy mirror-like obsidian. Occupants' reflections are clearly visible. On a pedestal in the center of the room is a *small, handheld mirror*.