



Over the Moon

A group of archaeologists uncovered ruins of a dungeon that was built to honor the Moon God. But once the doors were opened, the cheese offerings were exposed to open air and started to go bad. You are on the clock as the phases of the moon slowly change into the visage of the Moon God. If the dungeon isn't sealed off in time, the moon will turn into a Munster and attack the planet!



1. Entrance - "The wax seal has been split open, and reveals the entrance to the dungeon."

2. Antechamber - "A disheveled reception area greets you. It looks as though it was abandoned in a hurry."

In the desk is a book of hymns about the moon (this book contains one random spell) and some lactose pills.

3. Ranch - "A cottage made of cottage cheese and a shriveled herd of cows fill the room. There is a farmer's ghost haunting the place."

Nobody informed him about the evacuation and he is unknowingly dead. He goes off on wild tangents about being overworked, some magic spatula, and pizza wishes.

4. Kitchen - "Full of appliances, cookware, seasoning racks, and a pizza oven." The players can turn on the machines to start making dairy products. It pulls cheese from the lake, milk from the cottage, and uses ingredients from the freezer.

There is a sentient chef's hat that, while worn, controls you when you cook. Any food you make while wearing it is made to perfection.

5. Freezer - "A large, freezing room with aisles of frozen preserved ingredients. The back wall has a thermostat and a sword in a block of cheese. The block is on a platform of ice hovering above a deep chasm."

Raising the temperature will free the sword but also melt the platform beneath it. The sword is the Magic Provolone Blade of Sharpness. Anyone struck with the provolone sword is permanently stinky and easy to track. The hanging meats above the ladder are sentient and anyone who walks by risks getting slapped.

The aisles contain all foods you would find at a grocery store.

6. Game Room - "This room is full of toys. There are two cheese knights playing card games at the table."

The knights are animated suits of cheese armor. They have been melted and frozen into the cheese furniture and cannot move. They bicker like a married couple.

They offer 500 gold if you return the provolone blade to them. The proper way is to tie the sword with a rope and then melt it so you don't fall into the chasm.

There are about 75 gold pieces strewn about the room.

7. Armory - "This room contains a lot of moldy armor and a moldy chest."

When the chest is opened, it releases a foul smell. Everyone in the room must roll a d6; whoever rolls lowest hurls from revulsion. Inside the chest is a pristine pocket knife with tons of attachments (bottle opener, cork screw, nail filer, ruler, etc.). There is also a decadent cheesecake (this is a mimic that will bite you if you attempt to eat it).

On the armor stand there is a Magic Apron (armor) that gives the wearer resistance to acid damage.

8. Cheese Lake - "This room contains a massive nacho cheese lake. There are some boat-shaped chips that can be pulled in with a rope."

After one ride from one door to another the chip gets soggy and sinks. There are 1d4+2 chips on the lake.

9. Brist Bedroom - "In this room is a priest made of Brie cheese. He seems to be in a panic."

He needs help to reseal the dungeon by pulling the lever in the brine room. However, a vicious creature named the Gorgonzola lurks within.

Inside the crate is a Magic Golden Spatula (weapon) and 10 platinum pieces and 50 gold pieces.

10. Pizza Altar - "An altar with a great smelling pizza sits in the center of the room. There seems to be a slice missing."

If a player eats a slice, they become forever satiated.

If a player replaces the slice, they get a wish granted from the Moon God after the dungeon is properly resealed.

11a. Brine Room - "A grotesque monster with worms for hair and a deafening screech lunges forward and attacks."

The Gorgonzola has two attacks to choose from:

- 1) Hail of Worms - worms fly out and hit in a cone. Multi-target.
- 2) Tail Swipe - pelts with tail. Single target.

Upon death, the Gorgonzola attempts to turn a random player into a marbled cheese statue. There is a chance that player becomes petrified.

Once the Gorgonzola is dealt with, go to 11b.

11b. Brine Room - "This room reeks of vinegar. In the center of the floor is a lever and a note."

The note reads: "IN QUESO EMERGENCY. DO NOT PULL UNLESS YOU ARE READY TO SEAL THE TEMPLE".

Once this is pulled, the dungeon starts to fill with brine. Players have to find a way out quickly or get sealed up forever.

GM Overview:

Long ago this dungeon was invaded by rival cultists. They summoned evil monsters and drove everyone out in a hurry. At the last moment the temperature was lowered to preserve it for as long as possible. The dungeon can be resealed and preserved by pulling the lever in the brine room to flood the dungeon with brine. The players must do this before the moon completes the cycle and the moon god awakens.

Moon Gauge:

Start with all moon phases covered. Every time the players change rooms, roll a d6. On a 5 or 6, increment the counter. If the players don't start the sealing process before the center is revealed, the Moon God awakens. The meter should be visible to all players.

Credits:



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