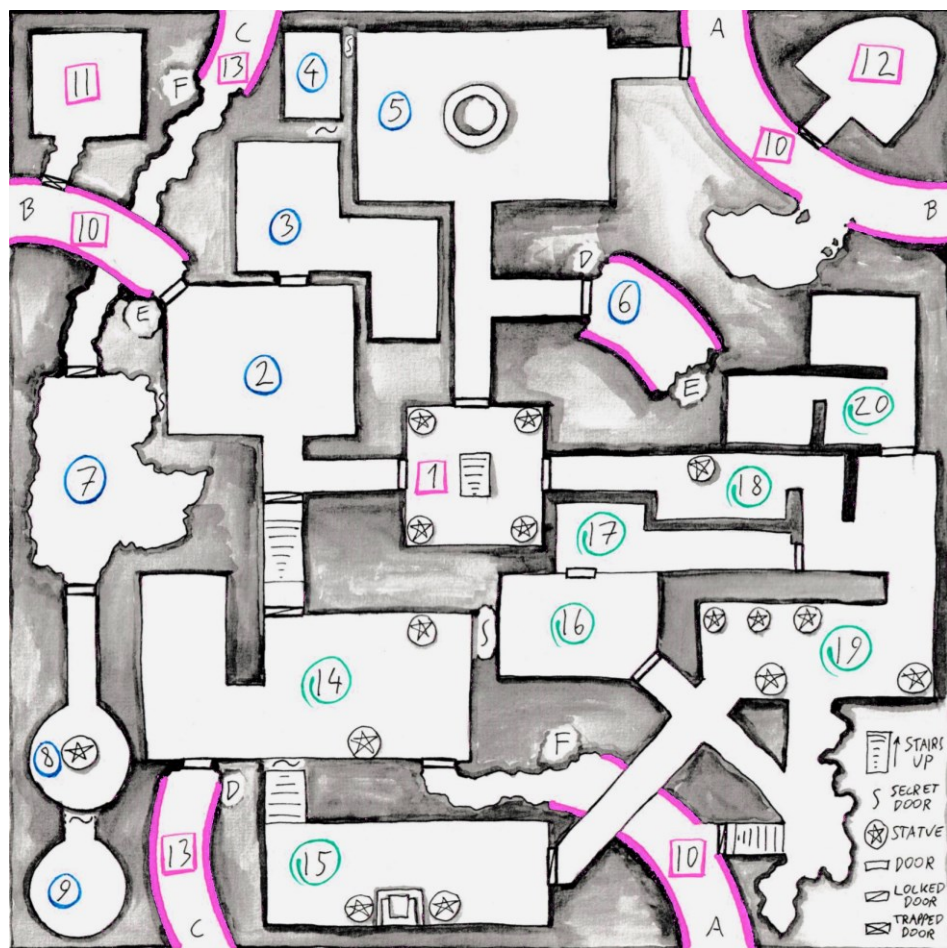


# THE BROKEN CIRCLE

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A dimensionally distorted dungeon where the broken **Circle** defies normal laws of space. Letters A to F show how it connects to itself, A to C are currently active and connect edges of the map where designated. Restoring the **Full Circle** by removing ancient crystalline seals at 6 locations D, E and F activates it for planar travel.

The **Circle Cult** worship infinity and want to complete the **Circle**. All members have a circle tattooed on forehead.

The **Spiral Goblins** venerate broken beings and oppose the **Circle Cult**. All wear as much spiral jewelry as they can.

**Remnants** are maddened and distorted large humanoids with glowing circles on their faces or chests, previous operators of the **Circle**. Both factions have a pet **Remnant**, while two roam free.

The **wizard Omnihephalus** is respected, feared and quite insane.

Faction leaders have keys to locked doors in their territory.

1. Entrance stairs from surface, 4 statues with spiral/circle faces
2. **Cult** common room, firepit, tables, 1d6+1 cultists guarding, cooking, bustling, smoky.
3. **Cult** sleeping quarters, 1d6-1 sleeping cultists, secret door hidden with circle wallcloth.
4. **Cult** pantry+armory, well-stocked.
5. **Cult** public shrine, circular altar with bloodstains in the middle, 1d6-1 cultists + **remnant** (HD3).
6. **Cult** leader (HD2) room, short **Circle section**, guarded by 1d3-1 cultists, old lore scrolls.
7. **Cult** secret shrine, 1d6-1 cultists.
8. **Cult's** glowing statue with circle head, twists to reveal tunnel down.
9. **Cult** treasury, on pedestal glowing control circlet, big pile of money and cumbersome art.
10. **2/3rds Circle section**, feral remnant (HD4) prowls and nests in sidecave. Runes line the circular corridor which feels like it continuously curves one direction from A to B.

11. **Wizard Omnihephalus's** lair, walls of circular mad scribbles, scrolls hidden in trash, door trapped with electricity. Wizard (HD5) is here on 2-in-6.
12. **Wizard Omnihephalus's** laboratory, exotic reagents sprinkled in circles on floor and tables, door trapped with electricity. Wizard (HD5) is here on 2-in-6.
13. **Quarter Circle section**, feral remnant (HD4) prowls relentlessly. Runes line circular corridor.
14. **Goblin** common room, rowdy, games, wrestling, cooking, pantry corner, 2d6 goblins-2 goblins.
15. **Goblin king's** (HD2) room, treasure, harem, pet **remnant** (HD4), 2d4-2 goblins.
16. **Goblin** spawning room, 1d4-1 adult goblins.
17. **Goblin** kindergarten, 3d6 young.
18. **Goblin** trade outpost, 1d4 goblins.
19. **Goblin** statue gallery, spiral shapes for faces, 1d4-1 goblins.
20. **Goblin** "treasury", mostly weird junk, **Wizard's** spare head hidden.

## Hooks & rumors

1. Ancestors of **Spiral Goblins** dug the tunnels around the **Circle**.
2. Ancient civilization created the **Circle** structures.
3. **Spiral Goblins** served the **Circle Cult** in past generations.
4. **Circle Cult** seeks to restore ancient artifact to control fate.
5. Glowing mind-control circlet is hidden and guarded by monsters.
6. Pilgrims visiting the wondrous site have made the **Cult** and the **Goblins** rich.

## 2d4 Random encounters

2. The **wizard Omnihephalus** (HD5)
3. Dominant faction's **remnant** (HD3) + 1d2 handlers
- 4.-6. Dominant faction patrol, 1d4+1
7. Wandering **remnant** (HD4) from 10 or 13
8. Opposing faction raid or spies, 1d4+1