

The Temple of Dej Ayu

By accident, pursuit, or caprice of fortune, your party happens upon the profane Temple of Dej Ayu, laden deep in one of the secret places of the earth

(GM-please take notes on major player decisions+resolutions)

3 - The Most Obvious Ambush Ever

A cluster of goblins giggle behind paper mache bushes, with misspelled signs promising great riches. Resolutions: Combat: Enemies are 'surprised' Social: Performance check complimenting the craftsmanship of set design Subterfuge: Persuade the goblins you are fake adventurers

2 - Mystery Man Inc.

A sturdy stranger stands in the center of the torchlit room, an exclamation mark hovering above him. Resolutions: Combat-the exclamation becomes a club and shield (GM determined CR) Social-the stranger asks interview-style questions on why the party is qualified to adventure

1 - Living Locked Door

A great ancient door with a human face. "I am always running, but never walk. I have a face, but never talk. I have hands, but do not hold. I have no legs, but move the earth. What am I?"

So what like... is this?

The dungeon is played once, then again as supporting characters. The High Djinn of the dungeon curses the original choices, and the players must guide their originals (played by the GM)

4 - The Forest Cavern

In a hollowed space a lush forest blooms, patrolled by Revenants that cannot die, emerging stronger from somewhere in the wood when felled.

5 - The Library of Lost Souls

A vast library guarded by invulnerable spirits, that can only be fought by selecting tactical counter-forces from history, evoked from the limited tomes chosen by the party.

6 - Shadow Arena

A colosseum-style encounter against simulacrum, who compete in verbal sparring, charades, and a game of the party's choice

Meeting the Djinn-laws

You encounter the High Djinn! Offended by your trespass, he binds you to a time loop in which you witness your party die from its decisions, unable to directly intervene. [FLIP]

After a final encounter with the Djinn, a 'Wish' is granted, with the specification that it must revert anything to a previous state, so long as it does not disrupt major events in the story world.

The players and GM work together to recreate moments from their initial campaign, sabotaged by the Djinn, and fixed by the players yelling hints, dressing up as goblins, moving shelves and saving the party from outside influences sent by the Djinn.

The Temple of Deja You