ONE PAGE
DUNGEON
COMPENDIUM
2018
TENTH ANNIVERSARY
EDITION

One Page Dungeon Compendium

Compilation and Layout by Aaron Frost
Proofreading by André Bogaz
Organized by Aaron Frost

Judges:

ChgoWiz - Martin Thomas
Steve Winter - Jason Sholtis

Special Judges:

David "Sham" Bowman - Random Wizard
ChattyDM - Luka Rejec - Michael Prescott

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One Page and Ten Years

It is unfathomable to me that an entire decade has passed since the first One Page Dungeon Contest happened. That means it's been even longer since the One Page Dungeon idea burst upon the then-unsuspecting OSR blogosphere. I'm sure someone in charge of Chrono-Temporal Timestream Management has made a terrible error. But then again, my brain still insists the '90s ended only a handful of years ago. Denial is a wonderful, yet terrible thing.

For those of you who weren't around in those heady days of the OSR blogosphere, the One Page Dungeon came about when Sham AKA Dave, the author behind the now defunct Sham's Grog and Blog blog, described an idea he had to detail his dungeon. The notion was to fit everything he needed for a dungeon level inside a 30 x 30 square grid accompanied by the tables, encounter keys, and other information and fit it all on a single piece of paper. The plan was to break away from the often-bloated dungeon descriptions found in commercially published modules going back at least to the early '80s. The OSR movement, after all, was centered on getting back to the roots of the hobby, and the original dungeon modules packed a bunch of cool stuff in a minimum amount of page count.

After Sham posted about his ambitious scheme, Michael "Chigowiz" Shorten jumped on the idea, offering up his own Open Office template for Sham and others to use. I stumbled onto Sham's original post and instantly fell in love with the idea. I grabbed Chigowiz's template and went to town. The result ended up being the first quadrant of Stonehell Dungeon and an OSR dungeon legend was born. Not too long after Stonehell began, the first One Page Dungeon Contest was held, leading us to where we are today.

The OSR blogosphere isn't what it used to be. Technologies change, the blog bubble seems to have burst, and people have drifted away. Some left to pursue other interests, while others felt driven out. That's an unfortunate but inevitable occurrence anytime you get passionate, creative people together. But while the glory days of the Old School blogs may have passed, a great many of the ideas and creations birthed in that witch's cauldron of inspiration endure. The fact that the One Page Dungeon Contest has outlived its creators in some ways is a confirmation of its importance. When an idea endures after its creators have moved on, that indicates it was a great one.

I owe a tremendous debt to both Sham and Michael. Without the original One Page Dungeon concept, Stonehell Dungeon would never have been written. Even if I had, I don't think it'd be as successful as it became. People are still buying the Stonehell books at a steady clip. I've often credited Stonehell as the companion work to The Dungeon Alphabet, another book that relies on creativity and brevity, and without The Dungeon Alphabet, I wouldn't now be working in the RPG industry full time. I truthfully owe my career to the One Page Dungeon's simple design methodology.

The One Page Dungeon is a fantastic teaching tool, a way to strip down your ideas to their bare bones and inject them into other people's imaginations like high octane creative fuel. Working within the confines of the OPD helps you focus on what's important and builds design muscles that 50k word splat books never could. In the pages ahead, you're sure to find some wonderful, imaginative, off-the-wall, and astounding dungeons, ready to be dropped into your campaign with a modicum of effort and a minimum of reading. Pay close attention to the names of those who've submitted dungeons too. You'll likely be seeing bigger and better things from at least a few of those designers in the years to come.
You can brag you read about them first here.

--Michael Curtis

WINNING ENTRIES

Entries are ordered by number of points awarded by the judges.

"Town of Rydell" by Jmar (80 Points)
(Best Overall One Page Dungeon)

"Rampaging Robot" by Karl Stjernberg (76 Points)

"Beneath the Nameless Towers of the Kremlin" by Roger SG Sorolla (70 Points)

"Bartizan of the Blood Egg" by Max White (60 Points)

"Vault of the Witch-Queen" by Noah Lloyd and Matt Ryan (57 Points)

"The Mage in his Tower" by Spaghetti Quester (57 Points)

"Flight of the Moon Beetles" by Bodie Hartley (56 Points)

"Akhronoton" by Anton L.C. (55 Points)

"One Page: A Dungeon" by Steve Kilian (54 Points)

"Morinoux's Prison" by Connor Roberson (52 Points)

"River Gorge Gauntlet" by JD Thornton (50 Points)

"**Ascent of the Robot God"** by John Love and Matthew "OgreBeef" Seagle (49 Points)

"Frankenstein Leviathan" by Benji Dike (48 Points)

"Wastes of the Rhinofolk" by Glynn Seal (45 Points)

"Elf-Bane" by Scott Marcley (44 Points)

"Secrets of the Menhirs" by Chris Walton (41 Points)

"Wage Slaves of the Principality" by Aaron A. Reed (40 Points)

"The Tower of the Silent God" by Daniel Comerci (39 Points)

"Don't Wake the Dragon!" by Simon Forster (34 Points)

"Escape from New Goblin City" by Brother Juniper (31 Points)

"The Chasm of Coalhaven" by Ben Chaplin (30 Points)

"Quest for the Murder Sword" by Johan Nohr (Stockholm Kartell) (30 Points)

"The Colony" by Ned Hugar (29 Points)

"The Nether-Beasts of Ruby Pearl Island" by Carl Niblaeus (Stockholm Kartell) (29 Points)

"Assault on Mordak's Palace" by Keith Echevarria (29 Points)

"Shannon, the Gold Dragon" by Rose Szabo and Tamora Raze (28 Points)

"Infestation" by Seth Paxton (27 Points)

"The Clocktower" by Hamish McIntyre and Elphia H-V (27 Points)

WINNING ENTRIES

Entries are ordered by number of points awarded by the judges.

"The Fortress of Turby" by Aaron Thompson and Kelly Ellerbrook (26 Points)

"The Abandoned Plane" by Sadhbh Brennan (25 Points)

"We're All Trapped in this Cave Together" by Rebecca S. (24 Points)

"Silks and Subterfuge" by Matthew H, Sylvia G, and Katie L. (24 Points)

"Salt of the Earth" by Kezle (24 Points)

"The Mollusk of Madness" by Patrick Kelly and Ian Andrews (22 Points)

"The Pyramid Scheme" by Mike O'Regan (21 Points)

"The Dragon's Lantern" by Vance Atkins (21 Points)

"In the Cradle of the Reborn God" by Chris Hall (20 Points)

"What is in That Large, Abandoned, and Decrepit Building?" by Michael Raston (20 Points)

"The Chrono-Labyrinth of the Shattered Aeon" by Michael Wenman (17 Points)

"Crimson Rock Prison" by Stuart Kehoe (17 Points)

"Light of the Lifeless" by Wilmer Dahl (17 Points)

"The Stitcher in the Woods" by Travis Cook and Bryan Wuest (16 Points)

"Duchess/ Lichess" by Idiomdrottning (16 Points)

"Mount Zorgoth" by Nate Treme (16 Points)

"The Green King's War" by theinfamousmrmeow (15 Points)

"Timmy (My Cat) Fell in the Well" by GM Lily (15 Points)

"Rat at Will" by André Bogaz and Camila Morais (15 Points)

"Sinkhole of the Spider Cult" by Andre Lindenfelser (14 Points)

"Golem Like you See 'em" by Jennevieve Schlemmer (14 Points)

"The Circadian Tower" by Johnathan Castle and Matt Henderson (13 Points)

"Flying Offerings" by Marco Conti (13 Points)

"Lost in the Coldbless Caves" by Gregorious21778 (13 Points)

"Dorgotar Dungeon" by Daniel Walthall (Up-Voted by Special Judge)

"Lost Lair of Lorthain Shaar" by Jeremy DS Marshall (Michael Prescott Cartography prize)

"Siege of Keramere" by Robert Standridge Jr. (Luka Rejec Art prize)

HONORABLE MENTIONS

Judges had a limited amount of points to assign, and each of the following entries were given points by one or more judges.

"I Know I Came in Here for a Reason!" by James Hirst

"The Seaglass Isle" by Harrison Swift

"The Mad Conjurer's Tomb" by Alan MacPherson

"The One That Got Away" by Stephen Thompson

"Ancient Emerald Eyes" by Irvin Morales Esqueda

"The Tomb of the Donkey God" by Carlos Pascual Torres

"A Secret Beyond the Sewers" by Mobralrox

"The Abbey of St. Wilk" by Christian Sahlén (Stockholm Kartell)

"Gullet of the Rust Demon" by Dan D.

"A Monster in the Mines" by Brian Kopleck

"The Scinn" by Spencer Hudson and Devin Carey

"The Cliffs of Sorrow" by Caroline Berg

"Adressed to M. Bova" by Brad Fiore

"Lina (9), Hendrik (7), and Joaquín (5) Wrote another Dungeon"

by Herr Zinnling, Lina, Hendrik, and Joaquín.

"Bungeon of Fear" by Kosmic Dungeon

"The Green Colossus" by Pasquale Camuso

"Stuck in the MUD" by Dan Wesely

Congratulations to the winners of the 2018 "Tenth Anniversary" One Page Dungeon Contest!

Thanks to all of the creators who participated this year. It was a great mix of familiar friends and folks brand new to the contest.

Thanks to everyone who blogged, tweeted, reddit posted, and spread the word through other means to make this the biggest One Page Dungeon Contest yet.

Finally, thanks to the judges for their hard work, and for everyone's patience as they read through and ranked this unprecedented number of entries.

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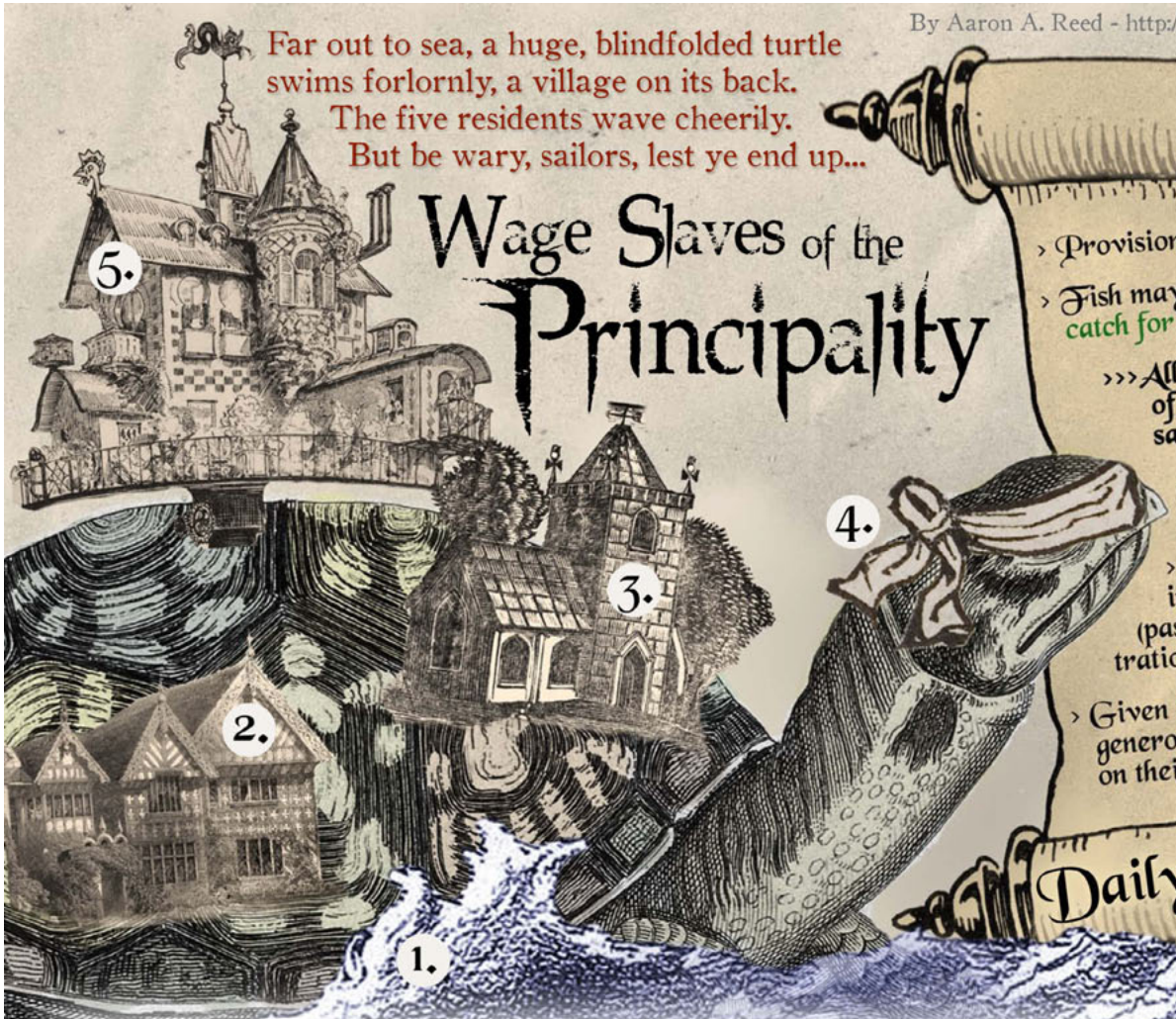
Far out to sea, a huge, blindfolded turtle swims forlornly, a village on its back. The five residents wave cheerily. But be wary, sailors, lest ye end up...

Wage Slaves of the Principality



The Laws

› Provisions in the form of Fish are to be caught by Labour.

› Fish may be sold to a licensed Lender at a rate of ½ day's catch for 1 day's nourishing rain-water.

›››All barrels, buckets, and other devices for catching of rainwater may only be owned and operated by said Lender, for the safety and comfort of citizens.

› The Lender may rent properties to Labour for a fee of ½ day's catch per rental day.

› The Mayor shall collect a daily tax of ½ day's catch in exchange for services rendered to the Principality (passing & enforcing of laws, appeasement & administration of the Turtle, &c., &c.)

› Given Labor at present overspends their means, the Mayor generously offers a reasonable rate of compounded interest on their increasing debts.

Daily Fees: ½ + ½ + ½ = 1½ day's work

1. ***The Dungeon.*** Cage chained half-above water line at lip of turtleshell.

2. ***Shoddy row-houses*** where Labour (3 souls in rags) live and fish. Worried sick about mounting debt. Crabs nibble their toes. They have forgotten their names. Would re-elect the Mayor.

3. ***The Lender*** (a miserly, officious man) collects rent and dispenses rain. His roof is lined in sloshing buckets.

4. ***The Turtle***, confused & restless, won't dive while blindfolded. Despite contrary claims, no one has any control over it.

5. ***The Mayor***'s ridiculous mansion, stuffed with reeking barrels of rotting fish he treats like treasure. A right bastard, grandiose & entitled. Stole a Wand of Compulsion & Stick of Punishment to claim power. Uses both constantly. Will sell out his citizens in a heartbeat to save his skin.

SETUPS

- A prisoner must be rescued
- Saved from a shipwreck (for a price)
- The Turtle knows an important clue
- The paladin takes an interest in the proletariat
- Rumors of hidden treasures were inaccurate

OUTCOMES

- Revolution! (a new ruler will surely do better)
- Conquest! (floating home base)
- Wealth Redistribution! (everyone gets a wand)
- The Turtle Has Had Enough

The Fortress of Turby Created by Aaron Thompson and Kelly Ellerbrook, against medical advice, in 2018

Originally intended to be a fortified refuge, the Fortress of Turby was sold mid-construction when the town of Turby's Autonomous Collective-Consortium (ACC) lost their funding. The Fortress was purchased by an eccentric old man who referred to himself as Count Vintu and whom many believed was a collector of dark magics. Many years ago Count Vintu disappeared mysteriously and the fortress has been abandoned ever since. The ACC feared that the fortress might be dangerous and so they spread a rumor that it contained vast riches to entice the adventurous in the hopes that they would clear away any dangers and make the Fortress usable for the town again. For a time, adventurers from all corners would arrive to test their mettle. Many entered the Fortress in search of riches and fame. None ever returned. Decades have passed and the original ACC members have all died, retired, or moved away and most residents believe the old rumors to be fact. For the past week the villagers have been plagued day and night by terrible sounds coming from the ruins. The townsfolk are offering a reward of a single bag of gold or a homestead if anyone can make the terrible noises stop.

Unless otherwise specified all doors close once the party enters a given room and seal themselves against exit.

1. ENTRY

Upon entering this room, the door slams shut, and the fortress makes unnerving sounds as it shifts to block any escape. This room is filled with the remains of furnishings; everything has long been looted from this room and nothing recognizable is left. There is one exit: a wooden door set into the wall.

2. HALLWAY

There is another door at the end of this hall. The door to the previous room remains passable.
This hallway containing glowing fungi and one dead monster

-orange-heals
-purple-causes temporary hallucinations
-red-cures poison
-blue-poison
-white- eventual blindness

3. CROSSROADS

There are monsters here (think humanoid but dumb). One of them rushes the party as it enters, attempting to catch the door before it closes - but it's motivation may not be clear. If the monster succeeds in catching the door the monsters try to leave and attempt to communicate that the party should also. If the monster does not catch the door they are all trapped in there together. They are fearful and hungry but truly only want to leave the fortress and are not terribly aggressive on their own.
A set of scales emerges from the wall where the entry door used to be. The scales are marked on one side "-" the other side "+".
There are two doors leading out, one on the left is branded with a large "X" and has a brass knob and lock and one on the right is branded with a large "C" with a silver knob and lock. There are claw marks lining the doors. Scattered in haphazard piles around the floor are bricks of varying size and weight: I, II, III, V, XX, XXX, XL, L, LVII, LXIII and LX. (placing XX in the + and V, II, I in the - will get you the brass key, placing either L, XXX, XX in + with nothing in - or LXIII, XX, V, II in + with nothing in - will get you the silver key.

4. STUDY

"C" door leads to what obviously used to be a study and living quarters but the door remains passable back to the CROSSROADS. Like the ENTRY it has been looted many many times and nothing of particular value is left. There is a bill of sale for the Fortress signed by Count Vintus and a contract for construction with a hand written note "*undead workers are more efficient*". There is an overturned bowl of rotten, dried out peaches and a mummified body which, if examined, has a peach pit lodged in its throat.

5. SPINNING ROOM

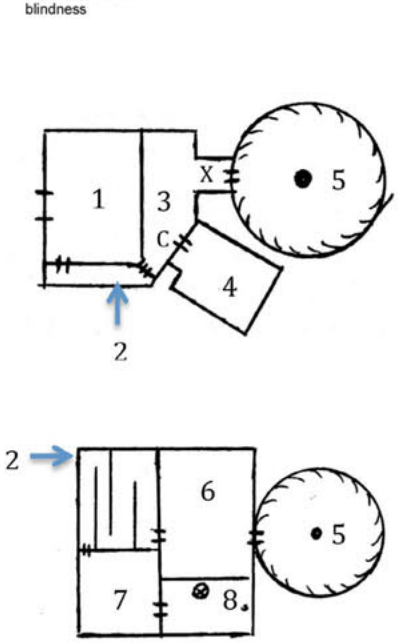
"X" door leads to a large circular room with deep grooves in the walls and a grooved column in the center, the size of a tree trunk. Once the party is in, this room begins to rotate - a nut on a screw, like a large, loud, uncomfortable elevator. Corpses fall from the screw mechanism, some can be looted, some are reanimated and attack.

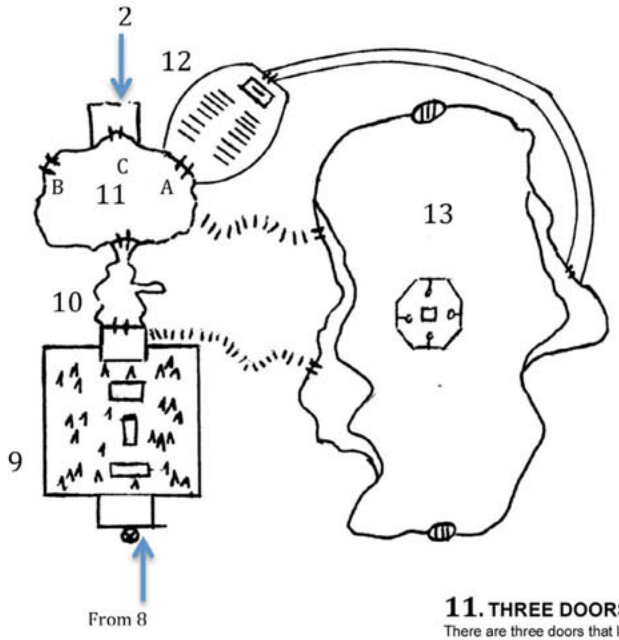
6. JOURNAL ROOM

There is a huge, ornate desk with a throne-like chair and the walls are covered in bookshelves of hand-written stories being tended by spectral hands. There is a door on the right that obviously used to be a hidden door. An old woman sits at the table. She appears to be dead, but will begin writing words spoken in the vicinity. If the party tells her a story she will animate and write it on the piece of parchment before her. Once she finishes a page, the spectral hands take it from her and shelve it in a book and the door from room #7 to #8 opens for a few minutes. The woman goes "dormant" again.
If the woman is "killed" or pulled away from the desk, the floor beings to fall away a stone at a time and the party takes moderate damage as they fall to land in room #9 (Increased damage if they fall on spikes).

7. TREASURE ROOM

Moderate amount of treasure is stored in this room, lots of statuary and sculpture. GM discretion for what they are able to loot. The door remains passable back to the Journal Room. There is a portal inscribed that the Author's work opens, leading to #8.





8. SPIDER ROOM

This room contains massive amounts of spider webs. The party can try to weasel through without disturbing the webbing and reach the trap door in the center. If they do they find that the door is locked. A key is suspended on a chain from the ceiling. If any rolls are failed, swarms of normal and a handful of monstrous spiders descend on them and each member of the party takes minor damage consistently until they retrieve the key, reach the door and "escape" down a spiral stair.

9. WALKWAYS

The party is standing on a platform. Before them is a room divided into three parts by horizontal walkways over a pit of rusty iron spikes with a door at the other end. The spider webs from room #8 cover the walls and ceilings in this room as well and, if disturbed, will summon a similar swarm of spiders. Amongst the iron spikes are the remains of previous adventurers, the corpses can be looted if the party can find a way to get to them.
On the platform is a coil of rope and an item that looks like a harpoon but with a hook instead of the traditional barb. Set in the ceiling are six iron rings. When pulled three of the rings each turn two walkways ((1) turns 2 and 3, (4) turns 1 and 3, and (6) turns 1 and 2) the other three rings being "ticking clocks" when pulled ((2) starts the room filling up with water, (3) makes the iron spikes begin to rise which will foul up the walkways and keep them from turning, and (5) makes unsettling noises for a while before a giant scythe bifurcates the room).

10. TAKO SURPRISE

This passageway is rough hewn and contains a slithering mass of tentacle monster lying in wait in a crack in the wall. There is one exit from this room. If the monster is killed it is possible for the party to retrieve the remains of past adventures who will have healing potions and other loot.

11. THREE DOORS

There are three doors that lead out of the room. As the doors are approached they react differently:
A. Growls ferociously and creepy things crawl out of the cracks in the door; this is the way out
B. Smells of rotting death and, if opened, animated skeletons attack from the floor
C. Radiates cold if approached, if opened flames spread into the room from the doorway and cause moderate damage to the closest members of the party. Once the flames die down there is a small room behind the door with the same glowing fungi as before.

12. SANCTUARY

This room looks like a small chapel and is unnaturally quiet. There are corpses seated/kneeling on the pews in the room. There is a set of un-lit candles on an altar at the far side of the room but no obvious exit. Lighting both of the candles opens a hidden exit door. If the party is relatively quiet and moves through quickly or decides to rest without causing any real disturbance, then they can move through the exit door unmolested. If they cause a disturbance the corpses in the pews animate and attack them.

13. WATER ROOM

This room has a narrow bank where the party has entered and is almost entirely occupied with a deep pool of water. It is a large room with visible grates partially submerged in the water to the left and right. The grates at either end of the room are impassible and magically sealed against damage, small amounts of water flow through the topmost part of the room there. On the opposite bank there are two doors. If they take the door to the left it leads to a staircase that comes out in room #9. If they take the door to the right it leads to a hallway that goes to room #11. The walls are covered in mosses and molds but there are images visible on each wall: LEFT: a female figure of green and brown, RIGHT: a horse-like animal of red and blue, BEHIND: a dragon of black and orange, IN FRONT: a man of Silver and gold. There is a color puzzle at the bottom of the pond. Small idols in different colors are strewn about the bottom of the pond, if combined and placed in appropriate spaces on different walls underwater a drain opens. When the water recedes a door that was being held shut by the weight of the water simply falls open and reveals an exit to the keep. Also contains some dead bodies from previous attemptees that may or may not have salvageable loot or reanimate at GMs discretion. Small, somewhat dangerous, creatures have taken up residence in the water and will attack anyone who touches an idol.

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Looking through the first window, the goldfish sees the Princess at her mirror. she works at making herself look Royal for the upcoming day.

The goldfish Ponders how best to honor the lady's

beauty, grace, or dedication

(1)

At the second window the goldfish observes the Princess in the dungeon. She brings food to weak & wretched prisoners

The goldfish Ponders how best to honor the lady's

Mercy, kindness, Compassion

(2)

If a goldfish can do it, then so can you! put a woman from history or your own love for replayability!

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Imagine this: A man, sitting, stiring his morning coffee the day before Valentine's day. Pondering how to write his lady love the Perfect love letter. His eyes wander, from the page, to the goldfish in his bowl. Watching his goldfish drift around its little castle! A romantic "story" of sorts. here, you will play the part of the goldfish, as he Observes the Princess, through the windows of the castle, & attempts to write the Perfect letter in:

Love letter From a Goldfish

The tower window shows the Princess looking out over her kingdom, with a steely look in her eyes.

(3)

The goldfish Ponders how best to honor the lady's

ambition, dedication, longing

From the courtroom window, the goldfish sees the lady ruling over her subjects.

The goldfish Ponders how best to honor the lady's

Justice, Morality, or Mercy

(4)

By the hearth, our goldfish sees the lady Preparing a meal. Sitting in front of a crackeling fire. he wonders then, how to honor the lady's

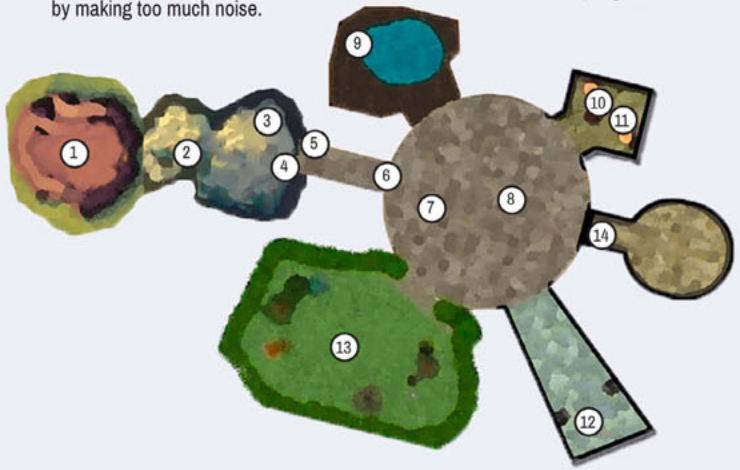
loyalty, Skill, or warmth

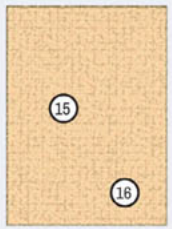
(5)

The MAD Conjurer's Tomb

The Summoner's Scepter lets intrepid adventurers call forth beasts of which they've never seen before. So when the characters find an old wizard's map that supposedly leads to its location, they can't help but investigate.

1. The wizard's map leads to this well-hidden cave that descends into a **kobold** tribes' newly-found home.
2. A dozen surly **kobolds** protect their lair. If their leader's dies, they'd be happy to ally with the adventurers, especially if they can deal with those nasty bats.
3. A pair of depressed **kobolds** hide in here, perfecting their shrine for their recently deceased dragon, Varashaunaur.
4. A array of boulders prevents anyone from easily proceeding into the tomb. The sad **kobolds** suspect a great horror lives down there, and are hiding some explosives that could break the rocks if need be.
5. Scaling down the slippery rock wall is difficult without a rope, especially if they wake up the four ill-tempered **tiger/bats** by making too much noise.
6. These other bats also look a little strange– they're six more **tiger/bats** left over from the Summoner's Scepter - and they want a fight.
7. The bodies of treasure seekers lie throughout this chamber. One of the rogues holds a magical dagger that sometimes bursts with extra psychic energy when it takes a life (wielder immune).
8. An ancient **golem** laments that it was the companion of a wizard who has now been lost for a very long time. It says the wizard opened this locked iron door by retrieving four gems and placing them into the four empty chambers carved into it.
9. A nearly invisible **water elemental** lurks in this natural-looking pool. It constricts anyone who manages to swim to the bottom of the murky liquid and find the water opal gem.
10. The greedy barbed **devil** will somehow have to be convinced to hand over his bloodstone gem, as killing it destroys the gem as well (new versions teleport here one day later). He's a ruthless negotiator and seeks a worthy reward for his treasure.
11. The devil's sarcastic and sharp-tongued **imp** familiar has a plan of its own - it will offer players its own "mildly cursed" gem that works on the door too, except it makes the holder roll once on the Summoner's Scepter table and gain those physical features (but no stench, fortunately).
12. All the traps in here are already set off - pit traps are exposed, axes have been swung by **animated armor**, and poison needles litter this hallway. Once the moongem on the pedestal at the end of the hall is lifted, however, all the traps reset. Hopefully, they were carefully studied.
13. **Satyrs** sing and dance in a raucous party of uninhibited joy. Adventurers who can impress the hedonistic pleasure-seekers might get invited to the private table at the back, where they can try their luck at a drinking contest whose reward is a fine emerald.
14. Placing all four gems in the door reveals a small library with a tome placed on a perch. If read properly, it opens up a portal to a demiplane that closes in one hour.
15. The **Mad Conjurer** resides in the demiplane, deliriously grasping the Summoner's Scepter, as he's been trapped there for hundreds of years. He casts two abominations and laughs maniacally as he cries out "you'll never take it from me!"
16. The demiplane is full of terrifying sights. Dozens of different beasts, who wander aimlessly, have been morbidly fused together in what looks like an insane experiment. Adventurers might go crazy from the sights, sounds, and smells, and forget to leave the demiplane before the portal closes. But if they can defeat the powerful mage and his two **abominations**, they'll finally get their hands on this wondrous magical item.





The Summoner's Scepter

Wielding this rod of power grants the user the ability to call forth an experimental **abomination**. Roll twice on the list to fuse two conjured beasts into one, like a **tiger/bat.** This creature has the health and powers of both, in addition to a fetid stench that can incapacitate opponents who get too close to the hideous horror.

1- Goat
2- Hawk
3- Cow
4- Black Bear
5- Dog
6- Tiger
7- Shark
8- Vulture
9- Octopus
10- Gorilla
11- Elephant
12- Stag
13- Crocodile
14- Panther
15- Snake
16- Ox
17- Bat
18- Wolf
19- Lion
20- Polar Bear

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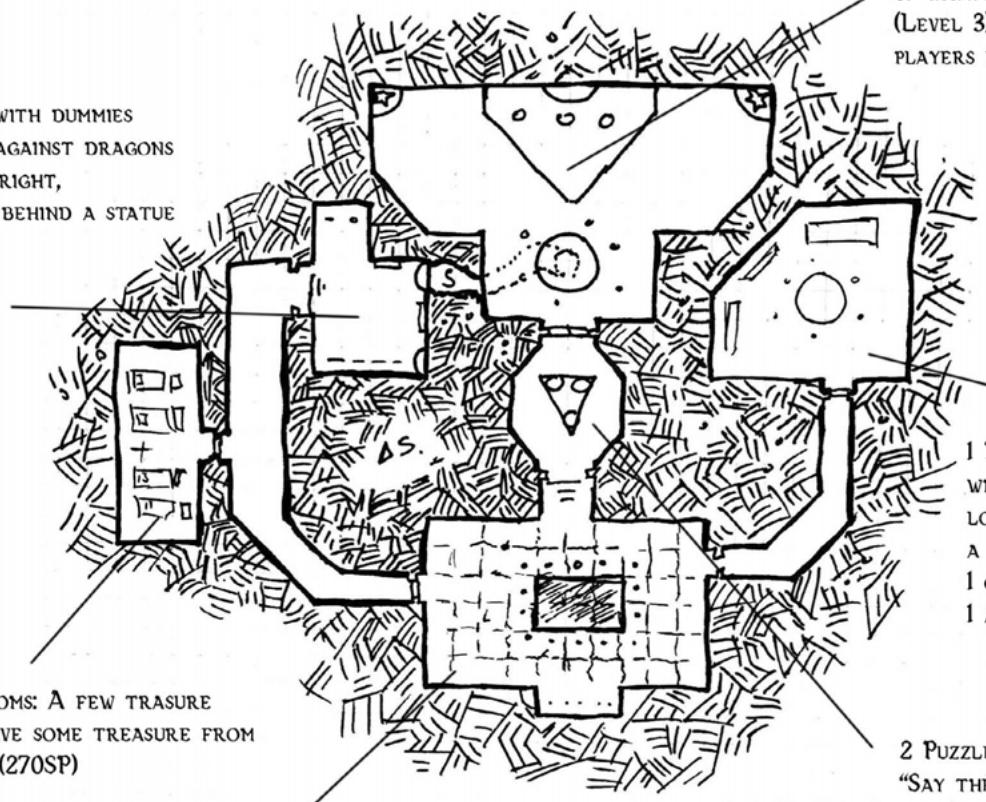
Created by Alan MacPherson

Old Temple of the Dragon Slayers

A Hill Giant has stablished this old cultist base as new headquarters. The monster and his pet Dire wolf have been gathering food and ale from farmsteads and travelers from all over the area. What the giant didn't know is that this ruined dungeon was home from famous dragon slayers, and a few will-o-wisps protect their legacy.



6. Treasure chamber. 3 hovering scrolls (Level 3). 3 will o wisp appear when players enter the room

5. Training room with dummies
1D20 +2 Arrows against dragons
2 statues on the right,
One secret door behind a statue

3. Trophy room

1 Bugbear and 3 hobgoblins who work for the giant are looting some of the trophies
a broken mithral dragon egg
1 gold chalice
1 Acid Vial

4. Old Bedrooms: A few trasure chest still have some treasure from their owners (270SP)

2 Puzzle Room
"Say the name of our Enemie's god and you will be allowed" (Tiamat)

1. Entrance: 1 Hill giant + 1 Dire Wolf
Lots of crates with supplies, food and ale

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Roseberry and Time

By Alexander Hobsbawn

You are all playing parallel timeline variations of a legendary wizard. You have each individually returned to the past, having tracked the location of a divergent point in history. You intend to right the event that as been changed and repair the timeline. Should you fail, the timeline will start again, create a new version of you, and all of you would be able to start again. Right?
You are: [Two players must take each endpoint, roll 1d4 for each other player, rerolling repeats]

Giordano, The Time Painter	Jourdain, [1] The Time Chevalier	Jordaan, [2] The Time Rebel	Jordãn, [3] The Time Hero	Judd, [4] The Time Slinger	Jordan, King of Westmount
Rich, artsy snob Came for his rabbit familiar, Roseberry	Chivalrous Altruist Sent to prevent the fall of technology	Anarchist against a tyrannical empire Here to stop its rise	Champion of part of a divided country Will undo their split	Self-serving thief Wants to alter time as benefits himself	City-builder from a future hellscape Here to stop the fall
Illusion Specialist Dagger & Cloak	Healing Specialist Rapier & Dagger	Fire Specialist Grenade Belt	Teleport Specialist Flambard	Weapon Specialist Double Pistols	Water Specialist Sniper Rifle

(Finale)
Once the dragon is defeated, Roseberry will get up, and explain everything. Then, a few dozen clones of Roseberry appear, along with an illusion of Jordan that reveals:
"Don't let any of them touch the pillar of light! They can use its energy to jump back through time to overwhelm us. I'm so sorry, but we cannot be safe until we kill Roseberry."

(3)
A blind crone has a one-time offer of one eye for: a punjab lasso (magic auto-affixing noose) OR an invisibility Ring ("makes the light shine right through you")

(4)
This section of the river has been carved smooth. It appears safe to slide to the pool below. An inscription reads *SHORTCUT*

(1)
The PCs all appear one at a time in the forest outside. After they all arrive, one of them gets suddenly jumped by a wild boar.

(2)
A violet light emerges from the pit. All opaque objects levitate up the central column. Magic cast from within the light is enhanced.

(Roseberry's Plot)
Roseberry has been using the nexus of arcane power from this location to dominate an influential revolutionary named Khalem about to change the world. But Roseberry is small-minded and indecisive. He hasn't planned what he wants to make Khalem do, and only knows that he wants it to be a "positive" change to society. He has watched the PCs through Giordano's eyes, searching for inspiration, and has come to a realisation. Every time he constructs his new timeline, it creates a new version of Giordano who is more serious, dangerous, and likely to stop him. Jordan terrifies him. So Giordano has made a decision that in this, hopefully his final timeline, he will lead the revolution to outlaw all magic to prevent Giordano from ever learning magic, if he exists at all.

(5)
A clear ooze hides within the pool. From caves comes a kobold ambush

(6)
Some kobolds flee into the burrows, run around and back to the exit. They break open a keg of oil and ignite it to trap the PCs inside.

(7)
The lowest chamber is visible from this level. The light extends to the flat ground. Creative players may find a way down.

(9)
Large Dragon with shiny copper-edged emerald scales. It arises from a bed of gold and electrum coins to slay any and all intruders. It's true hoard is across the river and Roseberry "sleeps" atop it, as the dragon's pet rabbit.

(8)
There is a sealed door. Around the room are seven pressure plates. These plates automatically require more and more pressure as they are pressed, and reset when they are freed. They must all be somehow pressed simultaneously.

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The Pagoda of Pazuzu

https://alexschroeder.ch/wiki/2018-04-28_The_Pagoda_of_Pazuzu
by Alex Schroeder

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Outside

50 pilgrims (HD1 AC9 1d6) armed with sticks and stones are camping here. Eron the rabble rouser has led half of them here. He is well respected.

Entrance

2 wooden golems (HD4 AC3 1d8) armed with pole arms called Beginning and End guard the entrance. In order to pass, touch both their feet and wish to see the tomb of Princess Anne.

Hall of Harmony

A giant statue of the four winged lord of foul winds and miscarriages. 10 monks (HD1 AC8 1d6) guarding the hall, the donations (about 650gp), and the ashes of Princess Anne (priceless).

Hall of Discipline

7 librarians (HD 4 AC7 1d6/1d6) oversee the library. They are called Elder Fist, Punch Hard, Hand of Discipline, Sign of Obedience, Iron Heart, Bronze Head, and Jumping Man. The walls and tables are full of scrolls (about 2000 scrolls worth 50gp each). Each librarian wants a scroll reputedly owned by people in the area: Psalm of the Fourth Silence (Eron), Protection from Lycanthropes (a band of 7 ogres), Map to the Tomb of Ming the Fox (Knight Abulfred, killed by the Chimera Fuurdon at the Moon Pool of Aard), Secret of Flying (Aeromancer Firdnad of the Southern Air Temple), Mercy of Baal (Green Pagoda of the Yak Master Esem), and so on. Spells to be learned from the librarians and their scrolls: *charm person*, *jumping*, *air running*, *multiple fists*, *wind gust*, *gaseous form*, *shatter*.

Sanctum of Tranquility

A long and winding passage guarded by 1000 little bronze statues. You must bend your head and murmur their name or take 1hp damage as you pass each. Clearly, help is required.

Aerie of the Avatar

A vulture demon (HD7+1 AC2 2d6/2d6) and 2 tengus (HD4+1 AC5 1d8+3) guardians live up here and guard the air around the pagoda. The demon is called Voice of the Inner Ear. The bird faced sword masters have no names but their swords do: Back Breaker +1/+3 vs. vertebrates and Child Killer +1/+3 vs. children. All three use the spells listed above at will.

InnCursion

Alex Welk: anarchydice.com
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Rooms

Entry: A bridge crosses a dark, cavern river to large doors decorated with carvings of monsters. The door opens to reveal an eclectic inn built into natural and carved rock. Downstream is a ladder leading to a cave. Swimmers suffer cold damage but the ladder is easy to reach.

Check in: Attempt to wait for 1d3x10 min. with an easy and a moderate will save for the free check-in. They may retry on a failure.

Bar: Drinks cost one inane factoid each and require a difficult save vs poison or they cause a random mutation, boon, or curse.

Example Drinks: Comatusk, [Static Noises], 908 Giggle-Hiccups, Jane, The Feeling That They Saw Something Embarrassing

Example Effects: Body hair is now insect legs, Teeth become sharp porcelain, Green appears transparent, Communicate directions the opposite of intent

Coat Check: Nkks will offer to check coats, tossing all human items into the hall. The junk filled hall has an iron war chest, a marble statue, and a military crate. A hard stealth check is required to steal items past employees. Failure results in forfeiture and a scolding.

Sleeping Chamber: Runed obelisks, when touched, temporarily transport the user to a themed dimension for a few minutes, days from their perspective, requiring an easy save vs madness or they gain a minor insanity. This counts as a long rest.

Example Dimensions: Void, Reality but Everyone is a Copy of You, Endless Meadow, Kaleidoscope Crystals, Carl Isle

Spa: One bath costs a promise not to use the spa. Moderate save vs death to gain some charisma, otherwise lose 5% max hp.

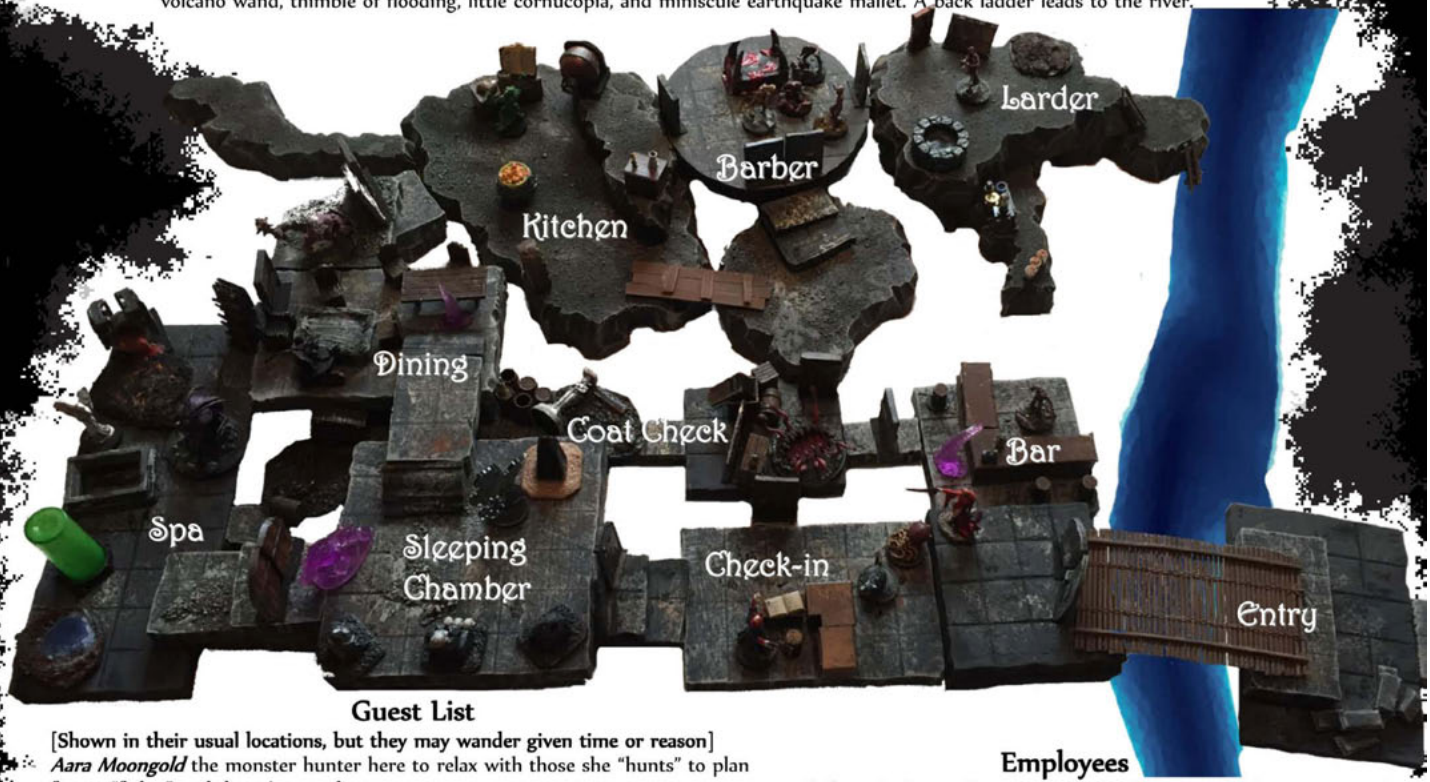
Dining: Guests noisily eat the concoctions of the chef. The food is odd, if perfectly edible, and leaves the eater well fed for 4 days.

Example Meals: Dry Wit over Steamed Cabbage, Raw Egg Whites Spelling Your Love's Name on a Wedding Veil, Hammered Ham Croissant with Thoughtful Aoli and Greens, 300 Year Shipwreck Vintage Red Pudding with Squid Ink Sugared Rim

Kitchen: Gull-golox cooks his exotic food over a magical fire. The sparse shelves hold expensive spices and the tunnel serves as the Inn's back exit.

Barber: Ghouls will lunge to rend flesh of the PC's for artistic rearrangement in this round room. After violence or healing magic, the ghouls realize their mistake and offer a free trim, PC's can have 100 lbs. removed safely, but if they fail a moderate will save, they pass out for 24 hours.

Larder: There is a fenced in, mini-world that Ardeeee harvests for locally sourced emotions. He will "pay" for emotions by magically adding some coins to the next coins they find. The seller loses that emotion for 24 hours. A low cave holds his magical hand tools: miniature cloud bellows, tiny volcano wand, thimble of flooding, little cornucopia, and miniscule earthquake mallet. A back ladder leads to the river.



Guest List

[Shown in their usual locations, but they may wander given time or reason]

Aara Moongold the monster hunter here to relax with those she "hunts" to plan future "fights" and doesn't want her secret to get out.

I-Bt is a swarm of ticks in the shape of a giant tick who trades treasure rumors for the names and locations of powerful magic users.

Goat is a black rat recently cursed with sapience and wants to try all the rooms.

Krix and Lloy are twin, 10' sapient tentacles who will throw furniture at anyone that calls them by the wrong name. Krix has a single, scarred sucker.

Inoad the Pious is a shadow wraith priestess of otherworldly gods. She babbles charismatically about spirituality, requiring increasingly difficult charisma saves to exit each conversation, but she always has helpful answers.

Shadog is a dog-ghost and anti-theist here to debate Inoad the Pious, if she, or someone else, can get Inoad to agree.

Ylylyl is a monochromatic angel, to whom ambiguity is incomprehensible, desires to relax in the spa, although is low on promises to pay with.

Sorim Gutknife, the orc complaining about his exile and planning a coup. He's been here for years and wants news or rumors he can use.

Cherry is the red-granite gargoyle princess, she'll brag about her paid-for vacation and says she'll help just for fun but will tattle to Gull-golox instead.

Employees

Carllsle, God of a small tropical island. They work check-in part-time, distractedly drafting new tribal rituals in a notebook.

Etc. Esoteric is a bartending mummy that regularly for memory "airlocks". He is obsessed with memory hygiene.

Nkks is the coat check floor mouth with a dexterous tongue. Will trade one item in the "trash" for one morally unclean item.

Pleasantries Sir Trent is the giant, purple, centipede spa attendant chasing monster fads. Obsidian scrubs and acid etching are in.

El, Il, Ol, and Ul are barber ghouls who really love their flesh-shaping work, considering it high fashion.

Gull-golox Orezn't is a mastermind of culinary delights and owner of InnCursion. He'll cut anyone who interrupts him, unless it is prefaced with a compliment or a description of a favorite dish.

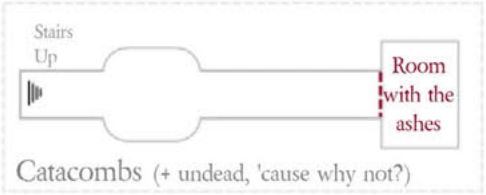
Ardeeee is the sous chef. He loves showing harvests to Gull-golox.

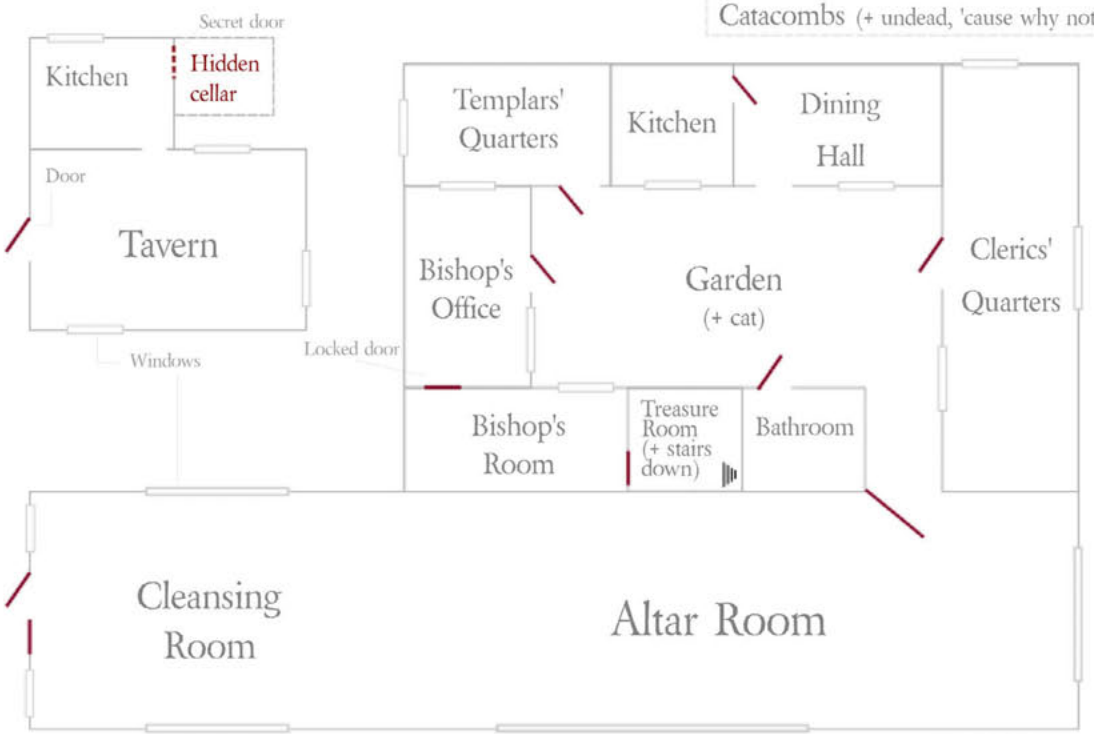
Rat at will

by André Bogaz & Camila Morais

Bahira, the proud owner of the Angels' Mug, is a very lucky woman. Not only her tavern is the closest building to the Supreme Temple of Light — which does not disapprove of drinking — but also she has managed to double her income by selling smuggled magic items right under the Bishop's nose. Her latest acquisition, the embalmed head of a demon, is worth a king's ransom. But her luck is about to change, for tonight the seventh son of a seventh son was accused of bringing the Rat Plague to the city and hung in the square right across the street, causing the severed head of the forgotten demon lord, Abaradnagul, to open its mouth for the first time in centuries and issue words of command for those who could hear them. Unfortunately, the only ones around were the plague-bearing rats that came along in a box of forbidden potions and now infest the hidden cellar of the tavern...

In this adventure the characters are rats commanded by a demon lord to take his head to the ashes of his body in the catacombs under the Supreme Temple of Light. His demonic power changed the rats, making them more intelligent, stronger and giving them powers.





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Each rat has 1 feature, 1 power (which can be used at will, unless the GM decides differently) and can carry 1 item. One of them must carry the head. They can speak only the language of demons and don't understand or speak any other language, except where noted.

Your rat:

Calls for beer in a human voice	1
Barks like a dog	2
Smells really bad	3
Has an extra paw	4
Has a very long tail	5
Can read Common	6
Is an excellent cook	7
Has two heads	8
Carries the plague	9
Is cute	10

You can:

Whistle to summon an albino rat	1
Chant to temporarily animate a dead animal	2
Become invisible by savagely biting yourself	3
Mind control humans by standing on their head	4
Spit fire	5
Vomit poison	6
Fart a small, flammable, toxic cloud	7
Squeak really hard to temporarily paralyze humans	8

Items in the cellar

The rats don't know what the items do. Roll randomly for the effect when the item is used:

Potions:		*Wands:*		*Daggers:*	
Invisibility	1	Fireball	1	Fiery	1
Strength	2	Lightning	2	Life-stealing	2
Fly	3	Wall of force	3	Rusty	3
Metamorphosis	4	Silence	4	A shaving blade	4
18-year-old whisky	5				
Shampoo	6				

The Embalmed Head of Abaradnagul

to which the rats can ask one question. They then become afraid when the demon answers and won't ask another question.

Sinkhole of the Spider Cult

by Andre Lindenfelser

The town of Brandybrook has a spider problem. It's only gotten worse since the sinkhole opened up near the Speckled Mare Inn, which is about a mile out of town. The inn is a small, one-story building, with four rooms for rent. Wulder, the owner, is friendly but quiet. Lone travellers are often gone by morning. At night, skittering can be heard in the basement. "Damned rats," says Wulder. He won't let anyone else down there.

1. The Basement: Noticeable cobwebs in the corners. A crude tunnel is poorly hidden behind some barrels. At night, d6 Cat and Wolf spiders will be here, waiting for Wulder to tell them if there are any appropriate victims upstairs. Wulder is secretly a cultist with a Ring of Spidertongue.

2. The Sinkhole: Its walls are steep and unstable; impossible to climb without ropes or gear. Two tunnels open into the sinkhole. A **Gorog** lies in the mud at the bottom of the hole, slumbering during the day and eating spiders as they crawl out at night. When not moving, it looks like a boulder. Though ravenous, it will generally ignore people unless disturbed. The spiders and cultists hate the Gorog, but there isn't much they can do about it.

3. Webbed Pit: The entire "room" is an enormous pit with no visible bottom. A huge spider-web covers the pit. Great care must be taken in crossing the web; while it will easily support the weight of a dozen people, stumbling, sprinting, fighting, or even too much weight will create vibrations in the webbing that will alert d3 Wolf-sized spiders and a Horse-sized spider that lurks below. There are several bodies stuck in the webbing; 2 of them are Web Wights.

4. Feeding Room: The room is lined with dozens of dessicated human corpses and animal carcasses, all wrapped in webbing. There are d8 Web Wights among the corpses that will attack if players get too close.

5. Gigantula's Antechamber: A huge, ornate stone door blocks the Eastern path to Gigantula's chamber. The door has a sculpture of a spider on it, with mandibles outstretched expectantly. The door will only open if the ceremonial dagger **Chelicera** is placed into the spider's jaws.

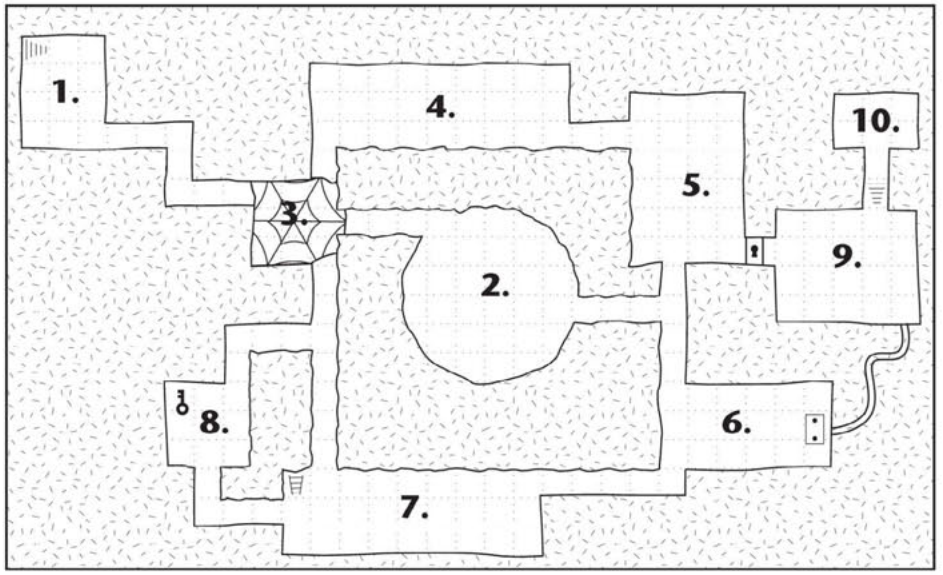
6. Anarak's Altar: The main room of worship for the Spider Cult. In the wall behind the altar is the opening of a very tight tunnel (too small for humans) that spiders use to access Gigantula's Chamber. If alerted to the presence of intruders, Gigantula will direct her spawn to attack, and they will come pouring out of the tunnel. Contains d6 Cultists and d12 Cat Spiders.

7. Cultist Barracks: Where cultists sleep and eat. While most cultists have "normal" lives during the day, the **Fanatics** now live here full time. A trapdoor opens into the ruins of a long-abandoned hovel. Contains d8 Cultists, and a Horse Spider clinging to the ceiling, guarding the trap door.

8. The Arch-Priest's Chamber: Contains various treasures of the Spider Cult; notably one pair of boots of Webwalking. Also contains the **Arch-Priest** of the Spider Cult, wielding **Chelicera.**

9. Gigantula's Chamber: Contains **Gigantula** herself, 2 Wolf Spiders, d12 Cat spiders, and thousands of eggs in sacs of silk. Among the egg sacs are dozens of corpses to feed the young when they hatch; d8 of these are Web Wights that guard the eggs.

10. Summoning Room: Contains a summoning circle and an ancient tome on summoning demons, open to the page on Anarak's spawn. If the circle isn't destroyed, Gigantula will respawn from it within a month of being slain. Also contains the Staff of the Spiderkin, which lets the user cast Web and Venom Spray.



Monsters & Enemies

Gorog: An enormous, bull-sized toad with a snake for its tongue. Thick, leathery hide is resistant to magic. Immune to venom.

Demon Spiders: Come in 3 sizes: cat-, wolf-, and horse-sized. Large fangs secrete paralytic venom. Understand human speech, and speak in their own chittering spider-language.

Web Wight: Victims of the Demon Spiders. Desiccated undead wrapped in tough, sticky webbing. They lie still (looking like regular corpses) until they sense intruders. They try to entangle living prey for the spiders to eat later.

Gigantula: Mother of all the Demon Spiders here, daughter of the demonic Spider-Queen Aranak. Worshipped by the Spider Cult. Bigger than a full-grown bull.

Cult Acolyte: Decent combatants, and will fight to the death. 1 in 6 chance of having a Ring of Spidertongue, allowing the wearer to understand spiders.

Cult Fanatic: Their devotion to the cult has earned them a blessing of Anarak (roll a d4): 1) Spider Eyes (with darkvision), 2) Venomous Fangs (spit venom & bite), 3) Spider Legs (wall-climbing), 4) Shoot Webs. Because of these mutations, they can no longer appear in public, and live in the tunnels full-time. Dangerous fighters.

Arch-Priest: The founder of the Spider-Cult, and the one who summoned Gigantula. Has all four blessings of Anarak, and wields the dagger **Chelicera**, a sacred dagger of Anarak that drips venom eternally.

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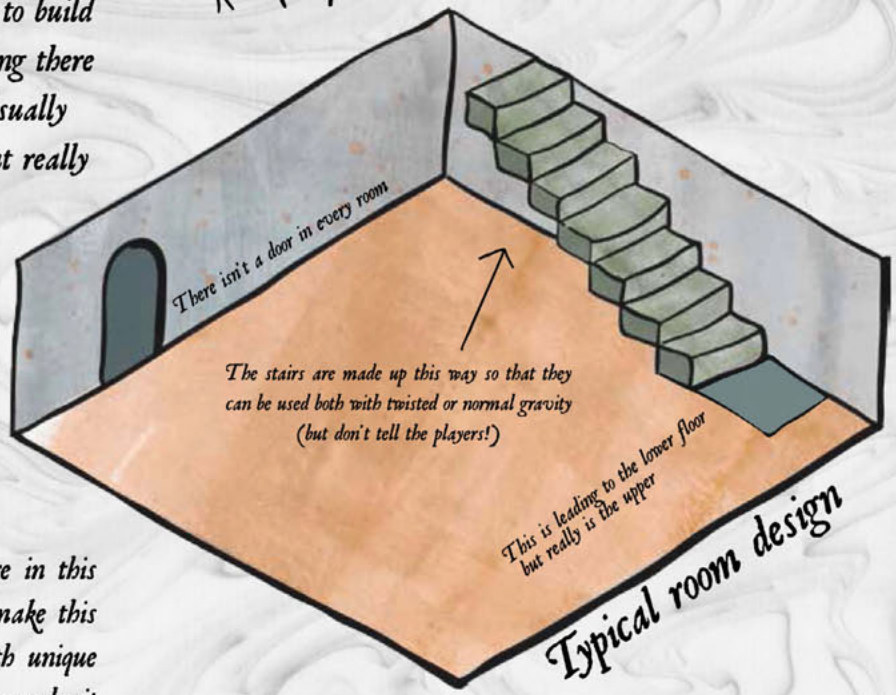
Gravity Well Dungeon

by Andrea Batacchi

In the middle of nowhere there's a well. Just a normal well from the outside. But if you could x-ray the earth beneath it you would find a twisted gravity tower built around the well by a powerful wizard, but not as powerful to build it without any pre-existing structure being there as a skeleton for the magic building. Usually they're made as some sort of prisons, but really it's up to you.

The golem

Enemy suggestion for the tower: Mutant spider-rat! For an easier twisted-gravity combat management.



Typical room design

How many floors and therefore enemies are in this tower is up to you. It is also up to you to make this dungeon appealing to your PCs. Fill it with unique loot! Once the PCs are teleported here (or come by it by other means) just tell them they're in a pretty mundane room, if they look at the ceiling tell them there's something strange about it, nothing more for now. They will start at the bottom of the tower (wich is the upper part using normal gravity).

In the last floor or the tower there will be a niche in the wall with a clay golem inside. The golem will perceive the PCs but won't communicate by any means. It's seated, cross legged, upside-down. Fluctuating over its head there's a crystal, if touched it will fall and break thus twisting gravity back to normal. The ceiling is not so high, so the PCs won't get hurt falling. At this point the water will start leaking faster, flooding the tower starting from the bottom. Now the PCs will have to escape in order to survive.

It's up to you whether to make the PCs find some sort of pickaxes to break the side of the wall where the water is leaking or not to. Anyway the PCs will have to escape swimming through the well.

As typical hints for the PCs to let them discover they're in a twisted-gravity tower attached to a well I suggest to make some water leak out from one side of the room, going upside-down as long as it touches the wall; you can place some sort of amphibious monster at the top (the bottom) of the tower, where the leaking water stand stagnant. One other hints may be some footprints on the ceiling (although I find it too obvious).

The Infernal Contraption of Doctor Ellipsis

Setting/Description:

In dark, down-trodden poor parts of a city, a dim dingy 6 story tenement squats in a row of similar structures. Windows are dark and few enter or exit the front. The inhabitants are a mystery.

Unknown to all is that within the flimsy brick walls, the interior is filled with one gigantic arcano-electrical contraption – Doctor Ellipsis' Infernal Contraption. At a flick of a switch, the outer walls crumble away and his mechanical colossus rises to tracked feet to either trundle or stride through the city to begin his reign of terror.

Upper Level (60' x 60', approx. 20' ceilings [2 floors high, divided to 9 areas])

U1, U3, U7, U9 – Hip/gearbox chamber – the massive machine within drives the legs when connected to the Arcano-Engine in L4 or L6
U2 – Master bedroom/apartments for the Doctor and his closest confidants.
U4 – Laboratories – Here the Doctor and his apprentices experiment with the forces of dark matter and energy to create his arcano-mechanisms large and small.
U5 – The bridge – two floor chamber, the elevator stops underneath a raised dias where the Doctor commands the vehicle from an ornate command chair.
U6 – Meeting/miscellaneous rooms – two floors of spare rooms usable for guests, storage, meetings or as prison cells for trespassers.
U8 – Main gun chamber – Behind folding walls are a pair of 12" rifled cannon in a rotating turret.

Middle Level (60' x 60', approx. 20' ceilings [2 floors high, divided to 9 areas])

M1, M3, M7, M9 – Knee/leg chamber – the chamber is filled with a gearbox to drive the treads of L1, L3, L7, L9 via the engine of L4 or L6
M2 – Kitchens – 2 floors of kitchens (and servant quarters) prepare the sumptuous fasts for the Doctor and his guests. Living and mechanical servants bustle hither and yon.
M4 – Guest Apartments – 2 floors of well appointed apartments.
M5 – Lounge – In the center is the elevator. Lush appointments overlooked by balconies.
M6 – Crew Quarters – Stacks of bunks in a dormitory-like warren.
M8 – Main Dining Hall – Crystal chandeliers light the immaculate space for dining or dance.

Lower Level (60' x 60', approx. 20' ceilings [2 floors high, divided to 9 areas])

L1, L3, L7, L9 – Foot/tread chamber – the mechanisms within are comprised of massive treads surrounded by plates that lower to serve as soles of a great foot. A huge cylindrical leg connects to M and U above. Steam hisses and moving parts abound.
L2 – Storage spaces and workshops – The Doctor's mechanics use the rooms to maintain the intricate machines and store assorted spare parts.
L4 – Left Arcano-Engine Room – the Doctor's magical machines provide electricity and eerie lighting throughout, drive the elevator, the rotating levels and drive the legs and tracks.
L5 – Main foyer – In the center an elevator rises to the two levels above. Balconies ring the walls.
L6 – Right Arcano-Engine Room – works in synchronicity with the left engine.
L8 – Entrance – normally locked doors open into a wide, ornate high ceilinged corridor patrolled by the Doctor's minions.

When activated, the Infernal Contraption lowers its 4 legs (for example: chambers L1, M1 and U1 comprise 1 leg) so that it can either roll (via the tracked feet) or stride (using the legs). (See right.)

Optional Themes:

(1) The Infernal Contraption is an abandoned haunted eldritch lair of ghosts and robots.
(2) The Infernal Contraption is the ever-moving land yacht of high society rich and famous.

Encounter Table (1d100): [Roll once every 10 mins or upon entering a new section.]

01-25: Trap or obstacle – Triggered or an accident, GM choice.
26-50: Mechanical minions – Can raise the alarm or become dangerous if damaged.
51-70: Guards on Patrol – Well armed, well aware and always shoot first.
71-80: Clockwork guard dog – Sharp metal teeth and no fur. Bite worse than bark.
81-90: Servants at their business – Usually (but not always) loyal to the Doctor.
91-92: Frightened servant – May raise a ship wide alarm unless approached with care or kindness.
93-94: Skulking laborer – Hiding from the Doctor and the guards. Possible ally in the making.
95-96: Rogue mechanical – Uncontrolled dangerous melee-based foe.
97-98: Wandering guests – Sightseers with other possible motives. Enemy of your enemy?
99-00: The Doctor conducts a tour – With guests in tow and guards following.

Each square is a cube with 20' sides

Upper Level

U1	U2	U3
U4	U5	U6
U7	U8	U9

Middle Level

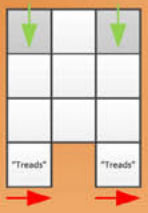
M1	M2	M3
M4	M5	M6
M7	M8	M9

Lower Level

L1	L2	L3
L4	L5	L6
L7	L8	L9

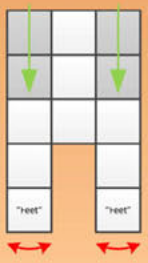
Side views of the Infernal Contraption

The Infernal Contraption at rest – a 6 story building approx. 60' tall with false walls on all 4 sides.



"The Terrible Tractor"

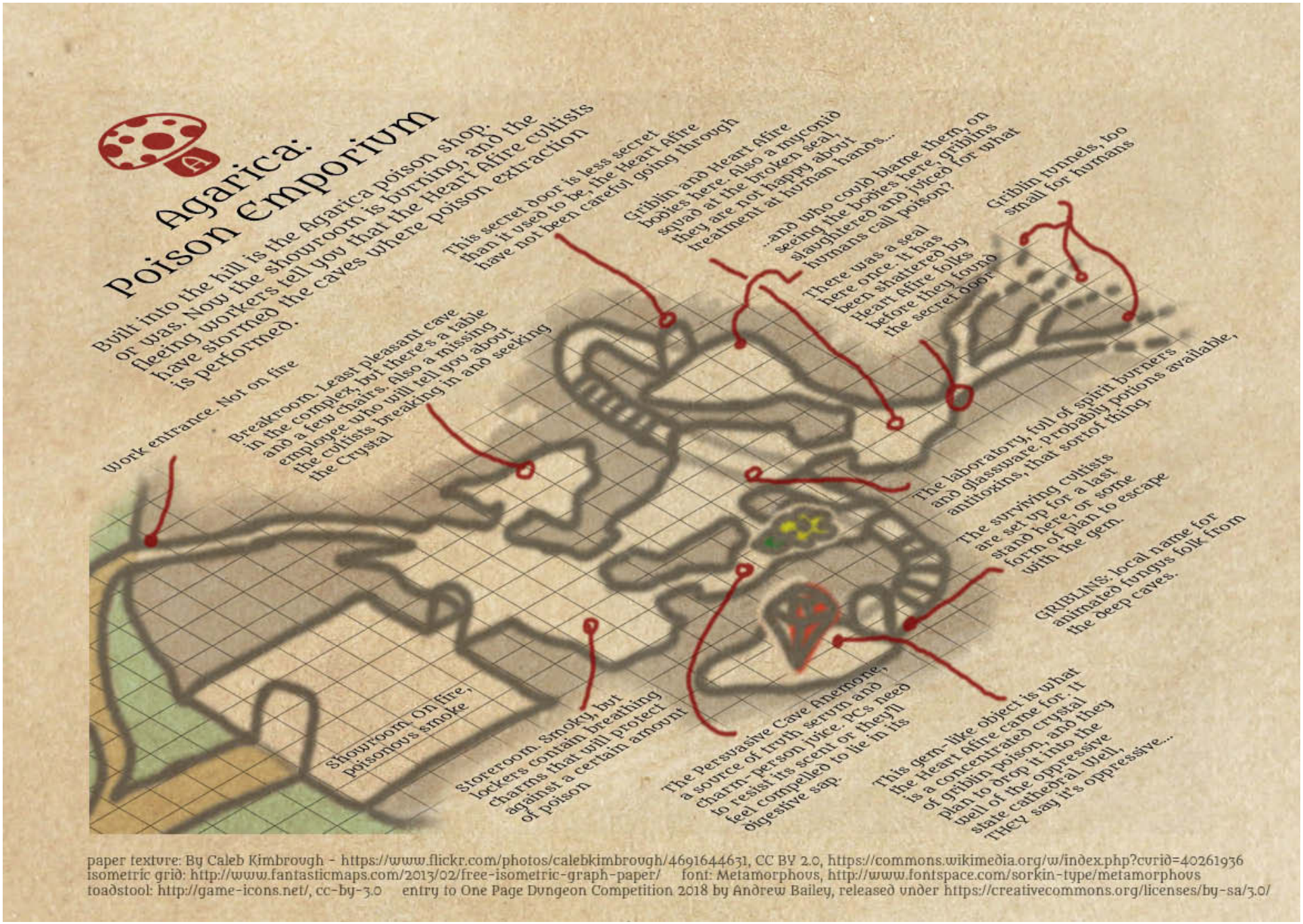
The Infernal Contraption with legs extended 1 block, allows use of tracked feet. Arcano-Engines engage Knee gearboxes. It is now approx. 80' tall.



"The Walking Warspite"

The Infernal Contraption with legs extended 2 blocks, allows full use of the legs. Arcano-Engines engage legs at the Hips. Treads serve as soles. It is now approx. 100' tall.

Andrew and Heleen Durston, The Campaign Nook (http://creativecommons.org/licenses/by-sa/3.0/)



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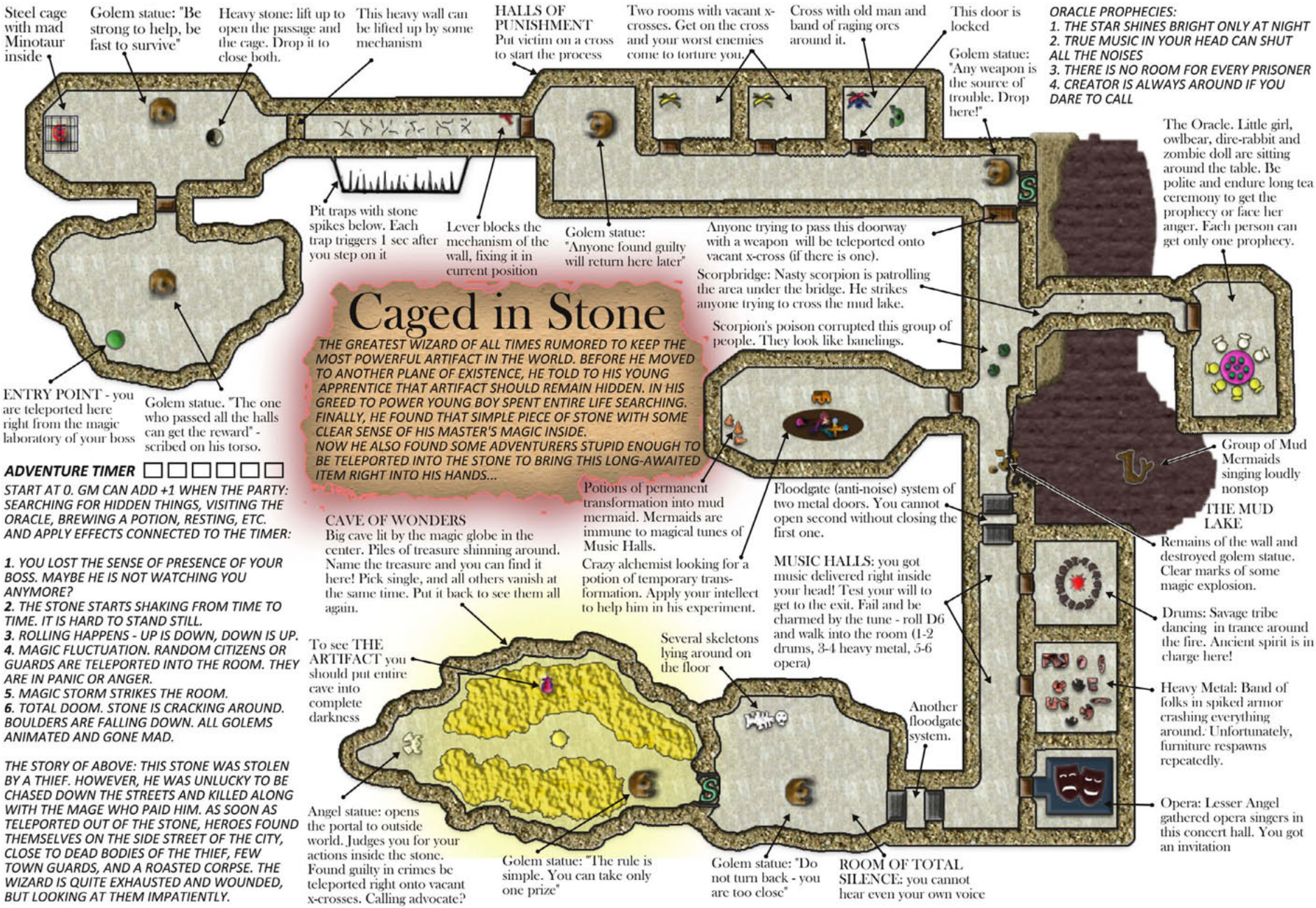

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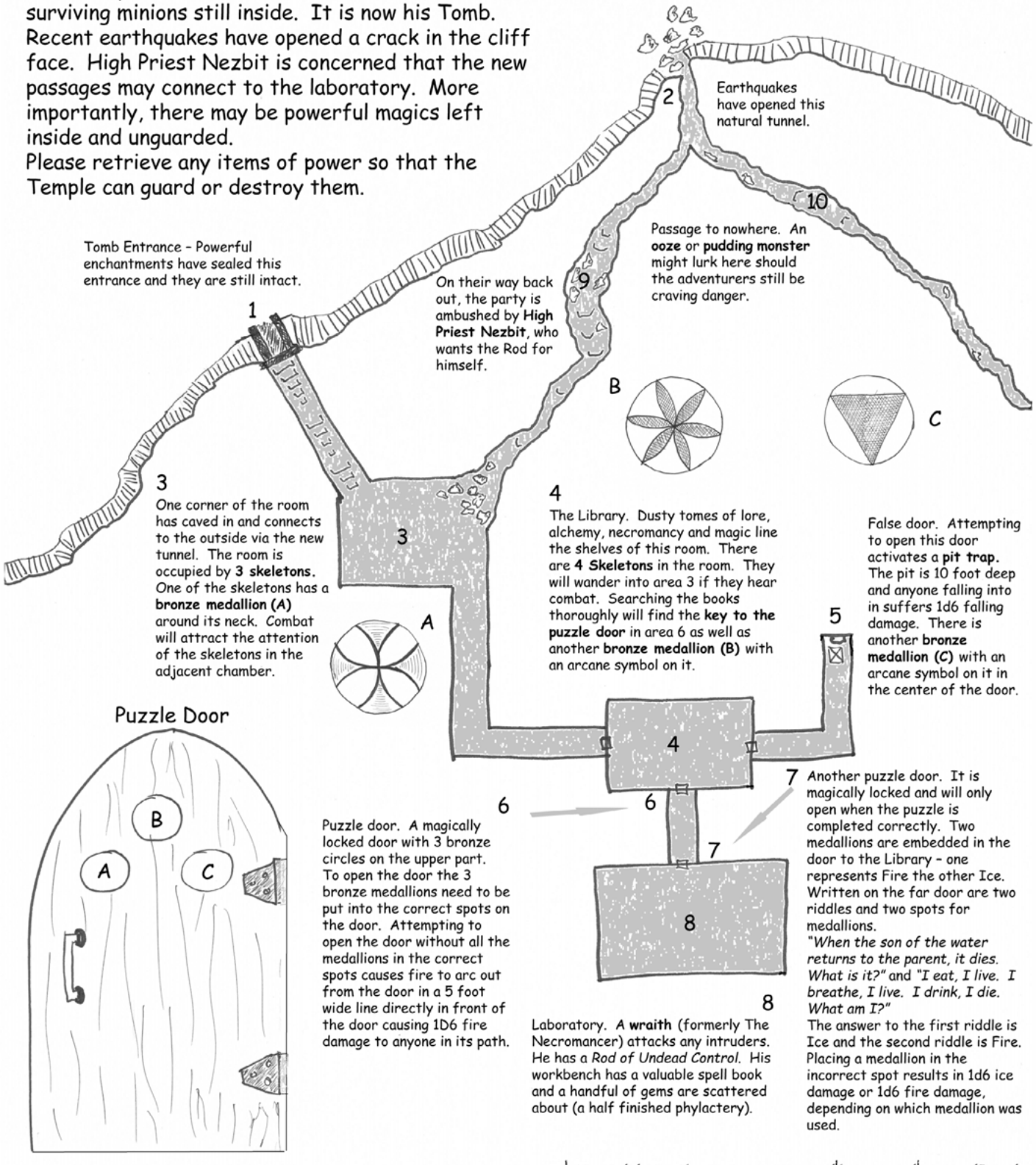
The Necromancer's Tomb

by Andy & Nicole Robinson

Centuries ago, The Necromancer was defeated in his laboratory. The entrance was sealed with his surviving minions still inside. It is now his Tomb. Recent earthquakes have opened a crack in the cliff face. High Priest Nezbit is concerned that the new passages may connect to the laboratory. More importantly, there may be powerful magics left inside and unguarded.
Please retrieve any items of power so that the Temple can guard or destroy them.



Puzzle Door

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A PIZZA THE ACTION *by Anna Anthropy and Beatrix Urkowitz*

Mama Nova's Pizza is one of the hottest joints in the system thanks to *synthchips*, pepperoni-sized synthetic food chips that let her cater to any palette.

Synthchip Printer

These state of the art Foodiscs™ can be programmed with any flavor in the galaxy – except the contraband ones, of course. *(Doing so will void your warranty.)*

Popular flavors	Illegal flavors
Belgian waffle	Human
Espresso	Absinthe
Carnitas	Hemlock
Salted caramel	Pineapple

MAMA NOVA

Green, tentacled, and 100% Italian, Mama makes a mean pizza. If pressed to defend herself, she could wield up to eight kitchen knives simultaneously.

MEL WARE

Mama's robot boyfriend is sleeping off a night of drinking on her couch. (He's snoring loudly.) Highly sociable, he'll rope anyone who wakes him into endless, glitchy conversation.

ZUSAN (DELIVERY)

Currently on break, Zusan is out back, puffing on her Laser Vape and hoping for a text from her girlfriend. Her hoverboard rests, two inches off the ground, beside her.

VERMIN

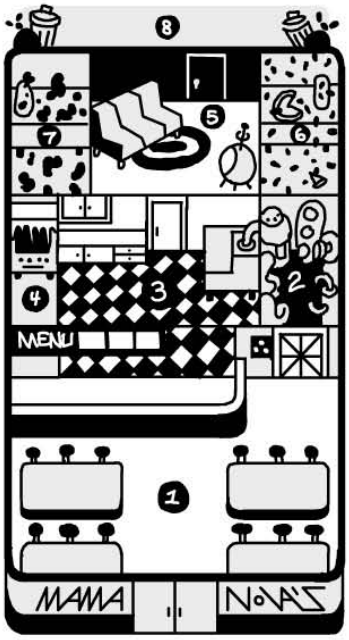
Fist-sized Mouthslugs can bite through most metals and infest the building's walls. They are attracted to the scent of pizza. Their Queen is the size of a large dog and can engulf a human.

Also in the restaurant (up to d4 from list)

- Pleasuredroid getting a late-night bite
- Amorphous being, eats by full ingestion
- Extremely obnoxious family of four
- Bipedal teen dog trying hard to look cool

Security measures

Any violence causes blast shields to drop over the windows. Without the 20-digit code (known only by Mama), the only exit is through the Novas' apartment in back of the pizzeria.



Rooms in the building

1. **Restaurant.** Sonny keeps the safe and a zapgun behind the counter.
2. **Bathroom.** All-gender restroom contains 12 different kinds of urinals for various species.
3. **Kitchen.** Mama can make up to 10 pies at a time in the zero-G oven.
4. **Freezer.** Used to hold ingredients, now just the Synthchip Printer. Still freezing cold.
5. **Living room.** Couch is currently occupied by Mama's robot boyfriend Mel.
6. **Sonny's room.** Full of mouthslugs and old pizza. 5000M hidden in sock under pillow.
7. **Mama's room.** Every piece of furniture is covered in knick-knacks and tchotchkes.
8. **Back lot.** Zusan and her hoverboard are here. Also some garbage cans.

On the menu	Resale Market
Pizza (slice) . . . 5m	Normal slice 5m
Pizza (pie) 1M	Contraband slice . . . 50M
4D Garlic knots. 1M	Contraband pie. . . . 500M
Nano wine 2M	Stolen hoverboard . 100M
Synthbeer. 1M	Synthchip printer. . 2500M

SQUOOSH

Sonny's metapet, this shapeshifter's form remains in a quantum state until they are observed. They may or may not be hostile, depending on what form they're encountered in.

Squoosh's current form (roll a d6)

1 Octocat	4 Cuddlepuff
2 Spinehog	5 Orb
3 Facehugger	6 Random other character

"SONNY" NOVA

Mama's firstborn takes orders and programs the Synthchip Printer. A sweet boy, but unbeknownst to mom, he's peddling illegal flavors. Almost never sends an order to the wrong table.

POLICEBOTS

Two security robots are waiting for their pizza. (Half nickel, half iron.) They carry stunsticks and loosecannons. They're programmed with itchy trigger fingers and zero empathy.

MOLLY MURDERSPREE

Mid-level agent of the Starkiller Gang, awaiting a contraband pizza. She sits in the corner with her collar pulled up, eyeing the Policebots and nervously fingering her handblaster.

Tchotchkes in Mama's room (roll a d4)

1. Zero-gravity snowglobe (worth 5M)
2. Figurine of tentacle child hugging eight dolls
3. Keycard for apartment back door
4. Tiny music box, melody entraces listeners

In the garbage cans out back (roll a d4)

1. d4 normal pizza slices
2. d4 contraband slices (visually identical)
3. Empty, greasy pizza boxes
4. The Mouthslug Queen

Fonts: Minotaur, Economica, Liberation Sans, Teko

✶ M = Megabucks, m = minibucks

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AKHRONOTON – the time-warped burial chamber

by: Anton L.C. https://savevshollowing.wordpress.com/

Font used is Alike by Cyreal

INTRODUCTION

This dungeon only has one room, which occurs at eight different points in time. If one leaves through the left door one goes back in time, and if the right door is used, forwards in time.

Anything broken or left in an earlier point of time will remain in a later one, until interfered with by an entity.

If anyone **escapes the time field** of the room (for example by walking right at +300 years) they will age 10% of towards their time-appropriate age per minute.

TIMELINE (BEFORE PLAYER MEDDLING)

- -400y: compound nearing completion. Workers and priests still arrive every day.
- -300y: closed off for 90 years. The lone **corpse guardian** stands in the room.
- -200y: the first break-in left a hole in the roof, at this point covered with a stone.
- -100y: a lonely person desperately tries to hold shut the door to the **Central Coffin.** They are lost, and confused. They were a henchman to the people at +300 years, but fled when the broken **crystal wall** aged someone to death. They *don't* know that there's only one room and time travel.
- Present: the roof has been breached, and the party can enter. The room is visibly aged by this point.
- +100y: the room is unusually dirty and messy. Moldy junk litters the place.
- +200y: the room shows clear signs of wear, especially from mining tools (and even explosives) but somehow cleaner than +100y. The **Crystal wall** is fractured.
- +300y: just before the party enters another group has broken in and stolen the **hourglass.** Two time-killed remain, affected by the **crystal wall's** opening.

HOOKS

› The Empire has fallen! The priests have used postcognition spells to determine what went wrong. It's up to you to retrieve the hourglass so time can be rewound and the empire restored.

> The lich-to-be Artaxes is about to die of old age. He just needs another 200 years to finish the necessary spells! He'll pay well for a device that allows him to.

› There's a huge bid on the black market for a certain golden sickle. A master assassin wants it.

2 m or 7 ft.

DESCRIBING THE ROOM

The murals of -400y fade and become covered with graffiti as time goes on. By +300y the walls are smooth, bare stone. Only the **floating woman** is unaffected by the decay.

Don't tell the party outright that it's a time-travel room, but say something like "It's is near identical to the room before it". They'll figure it out.

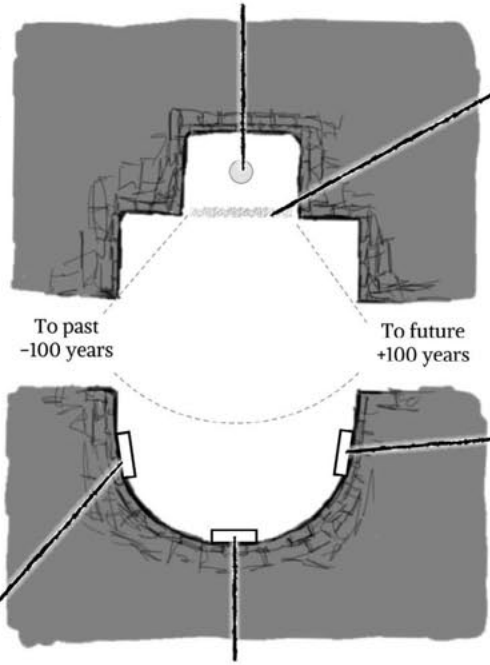
Also, dust and liquid arranges in a clockwise circular pattern centered on the woman.

FLOATING WOMAN

A young woman, hair and clothes floating as if in water together with small droplets of blood. Her neck is marred by a thin red line, and an **hourglass** necklace hangs around it.

If the **crystal wall** is broken, she will collapse outwards, blood now freely spraying from her cut neck, dead within seconds.

At **+300 years**, this has already happened, and the body lies in a pool of warm blood on the floor, the **hourglass** gone.



LEFT STANDING COFFIN

A tough stone coffin. Inside are rows of offerings. There's oils (spoils at **-300 years**), wine (spoils at **-100**), all in golden vessels. At **-400 years** only, there's also the golden **ritual scythe**.

CENTRAL STANDING COFFIN

A tough stone coffin. Within stands the **corpse guardians**. They'll come out within at most a few minutes of anyone entering the room. The defeated ones are replaced by any corpses left behind, so the roster is everchanging. This means any killed party members may appear.

ITEMS

Hourglass. Externally normal, but the bottom has a hole through the inside only, where the sand disappears forever when used to slow or accelerate time for the user. It can reputedly rewind time globally during a certain ritual.

Ritual Scythe. Small golden scythe, strong as good steel. Any damage it deals has been retroactively applied 1d100 years ago (time tripled against inorganic materials). Unless it kills, it just leaves scars on people.

CRYSTAL WALL

A foot thick clear, faintly faceted crystal, indestructible and unaffected by any magic.

At **-400 years**, the wall is not yet fully stable, and at **+200 years** it has cracks. In either of those cases, it can be broken, with effort.

At **+300 years** its already broken.

If the wall is broken, anyone in the cone is aged 2d10-11 years, rolled for each separate body part, while the **woman** falls and a rending, dusty wind is rolls over them.

RIGHT STANDING COFFIN

A tough stone coffin. Inside is the stashed corpses lost robbers and any other trash. It gets rather cramped over time. There's likely to be (mostly rusty) weapons and tools.

CORPSE GUARDIANS

- -400y: *no guardians*
- -300y: a overly armed one-man-army
- -200y: pair of flashy adventurers
- -100y: a mummified tiger
- Present: trio of weak tomb robbers
- +100y: a dozen beggars
- +200y: five miner-sappers (with tools)
- +300y: *no guardians*

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Time track | -400 years | -300 years | -200 years | -100 years | Present | +100 years | +200 years | +300 years |

The Tree of Longing

by B. Pierce

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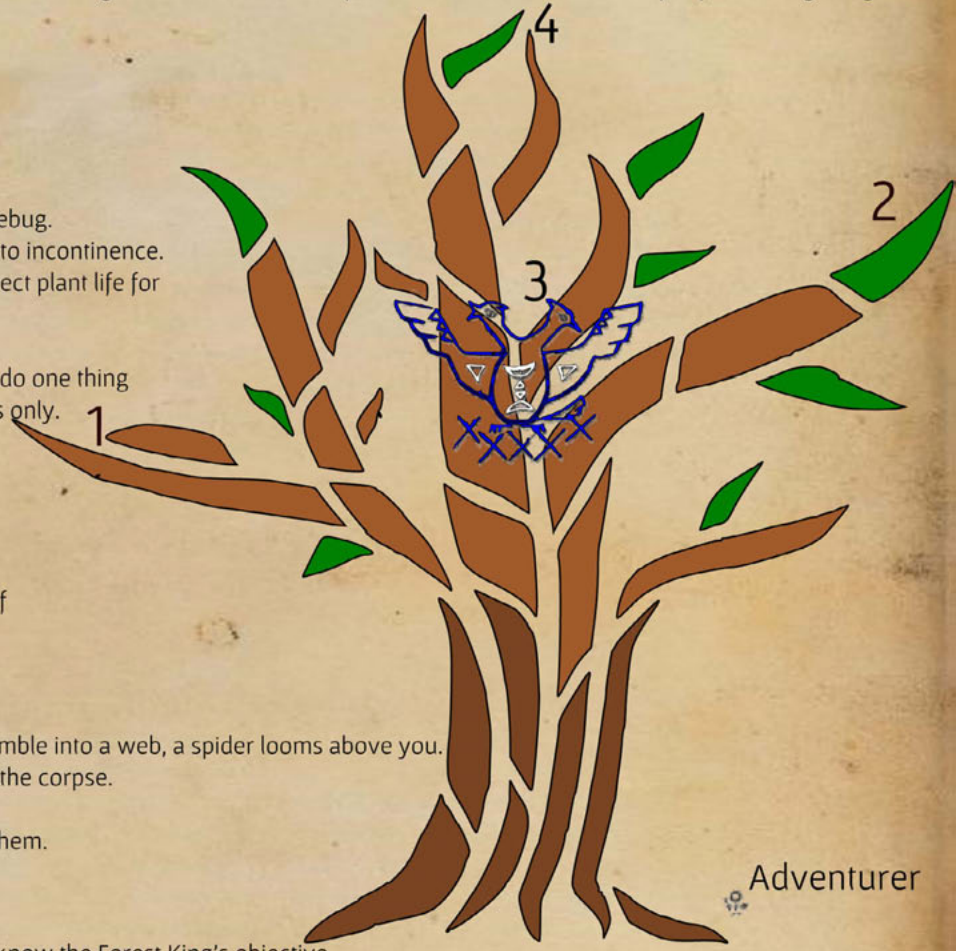
Seven weeks ago the tree at the center of the rainforest tripled in size. Since then, the rate of forest expansion has increased exponentially. The loggers came first in droves, looking to make a profit. But when sprouting trees demolished an entire village, they called in the Adventurers.

Maneuvering through the Tree

Climbing: The giant tree provides natural handholds, but vertifcal movement is slow and exhausting.

Circling: The main branches are shown, but smaller branches enable circular movement around the trunk. Roll increasing agility checks to keep balance. On failure, roll on encouter chart – 2. If one goes all the way around they can reach the other side, but cannot end up higher than where they started.

Falling: The tree's twigs and branches allow for chances to catch one's self before hitting the ground.



Encounters

Roll on encounter table when adventurers move to a different part of the tree, indicated by the shapes.

Tree Trunk Encounters: 1d4

1–: Brilliant Green Moss makes the climb easier until the next encounter.
2: The way up is blocked by a forming branch. Move horizontally to go around it.
3–4: A sudden gust! Brace yourself or fall.

Tree Branch Encounters: 2d6

2–: Tread carefully or you climb through sap. The next encounter is a Spike Ant or Bladebug.
3: A bundle of 1d4 Mammoth Kabosu. Eating this overripe fruit makes you lose an hour to incontinence.
4: A light breeze fills the air with Pollen. Inhaling places you under a compulsion to protect plant life for an hour.
5: A horse-sized Bladebug strides across the path, uninterested in you.
6: 3d4 dog-sized Spike Ants burst from the leaves. Their bite is so painful you can only do one thing next round. If total rolled is >9, a Bladebug appears shortly after, hostile towards insects only.
7: 2d4 nearby twigs sprout legs and begin to move. They attack to inject a seed that sprouts 3d4 weeks later. Once a seed is injected, the twig goes motionless.
8: Playful Winged Lemurs rush towards you, taking up the entire branch.
9: A bundle of 1d4 Kabosu. Consuming energizes the mind and body.
10: The Green-Eyed Frog stops and regards you. It swallows anyone adorned in bright colors and deposits them safely higher in the tree an hour later. Will not cross the nest if Anrada is home, and flees if attacked.
11+: Reroll twice and both occur. This stacks.

Tree Leaf Encounters: 1d4

1–: Large spiders build webs in the leaves to catch anything flying into the tree. You stumble into a web, a spider looms above you.
2: You come across a body caught in a web. Looting it causes spiderlings to burst from the corpse.
3: A sudden gust sends 1d4 Kabosu falling onto your head.
4: You watch as an adventurer flies in and is swiftly caught. A spider begins to devour them.

Static Encounters

1: True Elf Jousters armed with lances swing down on vines from the branch above.
2: These True Elf Villagers are wary of outsiders, but use words before weapons. They know the Forest King's objective.
3: Anrada, the dragon-sized two-headed bird of lore. One head heals with a peck, the other turns to stone with a kiss.
4: The Forest King, a Tree Golem, and the Forest's Heart, an artifact of power. Unbroken forest once connected the King to his lover, he will not stop until the connection is reformed. Stealing the Heart stops the expansion but makes the King attack. Felling the Tree causes the Heart to disappear, and the King would rather that than adventurers escape with it.

IN THE LAIR OF THE

GLAMOURHAMMER

CULT CARBONICES *KAR-BON-EE-KAYS*	**ADOPTED CHILDREN OF THE GLAMOURHAMMER** *NOT VIOLENT BY NATURE, BUT AGGRESSIVE IF PUSHED*
ALTHESS OF THE BRILLIANCE *PRIESTEX PRIME* (THEY)	CAPABLE, COOL-HEADED, WITTY, "MODERN" *NOT GLAMOURHAMMER'S PERSONAL FAVORITE, BUT MOST SUCCESSFUL*
ULERON GLITTERLOVE *AMATOR-PRIESTEX* (SHE)	TWO-FACED, TOUCHY-FEELY, PHYSICAL, HOT *GLAMOURHAMMER'S FAVORITE, LUCKY MACHIAVELLI-WANNABE*
NULOPS EARTHSHINE *MENTOR-PRIESTEX* (SHE)	DETACHTED, INTELLIGENT, EASILY DISTRACTED *CLOSEST PSYCHIC CONNECTION TO GLAMOURHAMMER BY CHANCE*
QUEN PURESTONE *PRIESTEX NOVITIATE* (THEY)	FIERY, WIDE-EYED, DEEPLY INSECURE, TRUE FAITH *JOINED THE CARBONICES BECAUSE OF SHEER POWER OF QUAKES*

THE GLAMOURHAMMER *GLAM-ER-HAM-ER* (HE)	**A VERY LONELY 8' MUTANT MANTIS SHRIMP** *LIKES TO BE BY HIMSELF, BUT HATES BEING ALONE*
THE HAMMER *THE FEARFUL PISTOL PUNCH*	CLAW-HAMMER THAT HITS AT OVER 50 MPH *CREATES MOMENTARY SHOCK BUBBLES AT ~8,500 F (4,700 C)*
TELEPATHY *VOICE BEYOND SOUND*	CONNECTED TO ALL MEMBERS, STRONGER TO SOME *BECAUSE OF SOUND BLASTS, ALL MEMBERS ARE OTHERWISE DEAF*
NANODIAMOND JUICES *RAINBOW PRISMS WITH IMPRESSIVE EYES*	HAMMER-CLICK HEATS & PRESSURIZES GRAPHITE *HEAPS OF DIAMOND DUST, WHICH THE CULT MAGICALLY AGGREGATES*
TRAPPED, BORED, & ANGRY *A RESTLESS GOD-SHRIMP*	MUTATED BY A CRUEL EXPERIMENT, BROKE FREE *DETACHED FROM PURPOSE, HOME, OR A HOPE FOR NORMALCY*

A QUICK KEY

DOOR: [X]
NOT COUNTING THE DOOR TO THE PREVIOUS ROOM

THIS MEANS IT'S POORLY/ NOT LIT IN HERE

THIS ISN'T A ROOM, BUT ABOUT ONE

QUICK NAMES

JARLOI, HABBI, OPWEH, NYRA, FURNI, WELANA, MULUR, LOYAR, VELAS, TSUAM, BIRGAH, YI, ATAVA, HANNI, POLA

START HERE

40' UNDER THE BROKEN BULBOUS DOMES OF A TEMPLE RUIN. QUAKES-R-US. A TATTERED ROPE LADDER GOES HALF DOWN THE DIM-LIT HOLE.

DOOR: DOWN

THE 40-SOME FEET DOWN FROM THE SURFACE, YOU NOTICE DRIP OF WATER & AN OCCASIONAL CLICK. THE GROUND BELOW SHIMMERS.

YOU'VE HEARD RUMORS ABOUT DEATH & RICHES DOWN HERE; OLD SAGES SAY, "UNLESS YOU'VE GOT THE LUST, DON'T GO & GET LOST."

THE LANDING HAS OLD CLOTHES, A FEW RUSTY SWORDS, AND A PILE OF BONES. A DOOR CARVED INTO THE ROCK WALL GOING SOUTH.

DOOR: S

THE CLICKS GET LOUDER WITH EVERY DOOR, EVERY SLOPING FOOT DOWNWARDS & DEEPER INTO THE CAVE SYSTEM.

NO ONE TALKS; EVERYONE SIGNS.

ENTRY HAS 1D3 CULTISTS: REASONABLE, LUCID, INVITING FOLK (DIAMOND THREAD WHIPS & SHARD FLAILS); ASK & YE SHALL TOUR FREELY.

DOOR: S

EVERYONE HERE HAS A BRIGHT, GLITTERY EYESHADOW, LIPSTICK LOOK; RAINBOW MOTIF. MINIMAL/SWEDISH FURNITURE ABOUNDS.

SHAKING CHANDELIERS, MULTICOLOR FLAMES; LIBRARY FULL OF HOW-TO GUIDES, MAKEUP TUTORIALS, ***DIY*** OUBILETTES.

DOOR: E/S/W

1D3 CULTISTS ARGUING OVER AN [ITEM]. ELEGANT, FLIRTY, & READY TO SLIT A THROAT; GLASS CASES W/ BOOKS ABOUT BANISHED DEMONS HERE. BEDS.

HERE BE NULOPS EARTHSHINE; HEAVY SMOKE IN THE AIR, SMELLS OFF. SWIRLING GLOBES ON SHELVES, TINY BED, INK STAINS & PAPER SPLAYED.

ROOM SIZES: ~60' AVERAGE

LONG WALK DOWN, CLICKING BOOMS. MOSAIC FLOOR & PUDDLED WATER. RAINBOW SCONCES. FAINT & FANCY MUSIC DOWN THE WAY. ~20' SLOPE.

DOOR: N/NE/SE

BIG, MAD CRAB LOCKED IN A CLOSET.

PULL A SCONCE, [ITEM] STASH.

IF NO PROTECTION, YOU'RE DEAF BY NOW.

DOOR: DOWN

1D4 CULTISTS PRAYING IN THE SHRINE, CANDLES & PRISMS. TOUR ENDS W/O GOOD REASON. GONNA JOIN? (DOOR HIDDEN UNDER ALTAR)

SHORELINE

ALTHESS OF THE BRILLIANCE, AGGREGATING DUST INTO GEMS. SPEAKS FOR THE GLAMOURHAMMER. LAND QUITS QUICKLY INTO WATER.

UNDER THE GLIMMERING WATER LINE, THE CAVES WARP & WEND THROUGH THE GLAMOURHAMMER'S BURROW. THE CLICKS FROM HIS ARMS ARE UNBEARABLE, YOUR HEART SKIPS A BEAT; LUNGS WILL COLLAPSE IF TOO CLOSE WHEN HE CLICKS. CAVITATIONS; LITTLE LIGHTS. HE CHASES DOWN DOG-SIZED CRABS OFFERED TO HIM, DISINTEGRATING PREY SEGMENT BY SEGMENT. HE'LL WHEEL & DEAL FOR PROMISES OF A TASTE OF THE OUTSIDE WORLD. HE LOVES THE CULT AS CHILDREN & WILL QUICKLY GO TO FULL TILT AGAINST TRANSGRESSORS. THE WATER IS THICK WITH DIAMOND DUST. TWO [ITEMS] REST BEHIND HIM. HE DOESN'T LAUGH OFTEN. HE MAKES BIG PROMISES. IF HE WASN'T DOWN HERE, YOU'D BELIEVE HIM. HE WANTS FREE & HAS DIAMONDS TO SPARE. 100' FURTHER DEPTH.

YOU CAN MAKE OUT BROKEN TELEPATHY.

YEAH. A REGULAR SKULL CITY HERE.

NO RANK & FILE DROPS EYE CONTACT.

HERE BE QUEN PURESTONE & ULERON GLITTERLOVE, IN THE KITCHEN (PANTRY), BUSY. QUEN EMBARRASSED, ULERON INSULTED. KITCHEN'S STOCKED FULL.

[ITEM] 1D10 = 1: MAGIC FAN, INSTA-FREEZE; 2: POTION, RESTARTS STOPPED HEART; 3: ELECTRIC EEL WHIP; 4: DIAMOND ARMOR PROTOTYPE; 5: WAND OF SMOKING; 6: GOAT-HERDER'S CAPE; 7: DESTRUCTO-CLAY; 8: MASK OF ALLURE; 9: PEARL OF THE LUNAR SCREAM; 10: KEY OF INFINITE POSSIBILITIES (KEY 1D4 = 1: DOESN'T WORK, WON'T EVER WORK; 2: WORKS ON DOORS PAINTED RED ONLY; 3: OPENS MUNDANE LOCKS W/ EASE, SNAPS IN HALF W/ MAGIC LOCKS; 4: MAGICALLY CALLS THE COPS ON YOU)

The Chasm of Coalhaven

By Ben Chaplin

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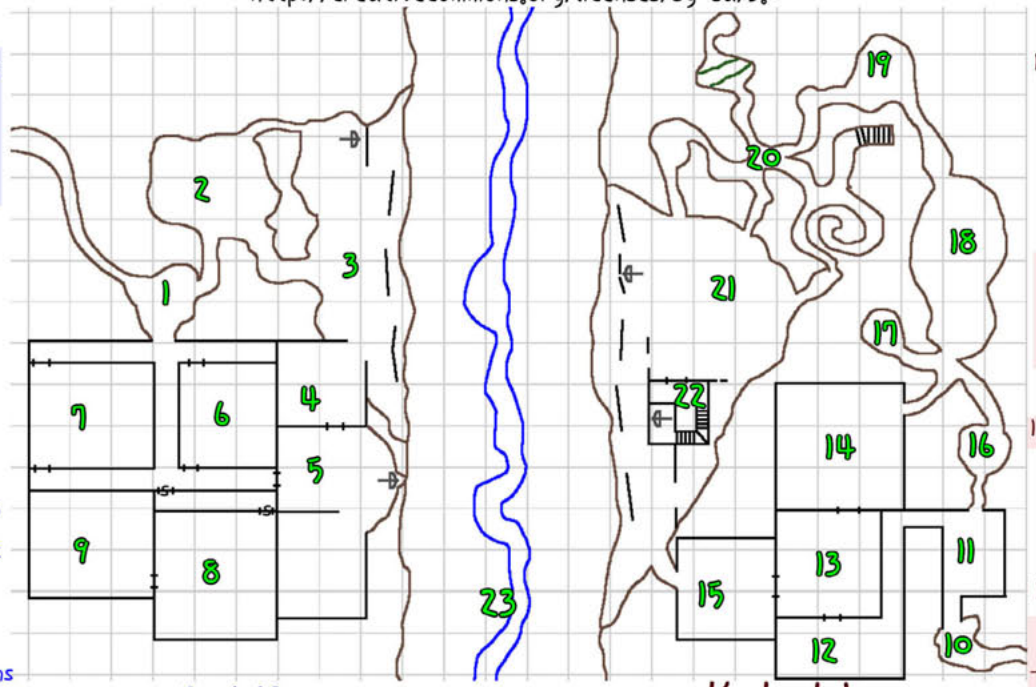
Ballista
Secret door
Less secret door
Stairs

1 square = 10 feet



Hallways: Goblins patrolling, giant rats wandering

1: Active patrol, 2 goblins

2: Holy cave, alter to goblin god, magic item, shaman + 2 goblins + 2 giant lizards ("your choice of daylight")

3: Fight cave, goblins fighting 10+ goblins

4: Room is full of sharp rocks, hard to walk, hurts for any non-metal boots
1 giant poisonous snake

5: Ammo and rope stored here ballista, can be used to zipline to other side, 3 goblins + 1 giant rat

6: Storage. Food, water, money all doors locked, 3 goblins

7: Sleeping room. 7 sleeping goblins

8: So secret! Dwarf ghost! If you clear out all goblins, he'll let you into 9. West door locked until then

9: Special secret altar to Dwarf god. Gold and silver ingots + some valuable holy symbols, rusty weapons and armor

23: 100 foot drop into canyon
water at the bottom, 10 foot river,
broken bridges hanging down

Coalhaven was once a Dwarven mining complex.
An earthquake destroyed it ages ago, splitting it in half.
It has since been occupied by monsters. Whoops! Goblins and kobolds fight for supplies, jumping back and forth between their strongholds. In order to maximize looting, the goblins and kobolds have learned to fight with their hands, becoming masters of martial arts. They zipline across the chasm with long ropes, returning with food.
I'm sure either side would pay handsomely to have the other removed... But so would Dwarves, probably.

All non-caster goblins and kobolds attack with powerful unarmed strikes

Hallways: Kobolds patrolling

10: 2 kobolds hidden in divot, poison crossbow bolts

11: 50% chance of 2 unaware kobolds

12: Supplies here, door locked 3 kobolds and a giant beetle

13: Money kept here! GOLD! 1 mimic all doors locked

14: Tool/Trap workshop. south door is locked. Kobold Sorcerer + 2 kobolds + 2 giant centipedes

15: 3 kobolds, door locked

16: Secret tripwire, dart trap, uh oh

17: Kobold eggs + babies, 1 kobold he's pretty wimpy though

18: Bedrolls, 11 sleeping kobolds

19: Pressure plate, rock swings down

20: Dead ends -
-Stairs (can go anywhere you want)
-Acid pit 5 feet wide, magic boots make you jump high (jump the pit with them on, hit the ceiling)
-Swarm of spiders

21: Big fighting room, 10+ kobolds

22: Small tower leading to ballista can be used to zipline to other side 3 kobolds

The Satyr's Triathlon *A One Page Dungeon by Ben Green* http://creativecommons.org/licenses/by-sa/3.0

You hear music drifting through the trees. It's wild and melancholy, joyous and playful, sad, seductive, and mischievous. Upon a stump in a glade of grass and wildflowers sits a satyr, the music from his pipes drifting wild and carefree through the trees. He is slight of build and handsome. He exudes a sweet, musky aroma, and his bright brown eyes sparkle with wit and sensuality.

He is aware of the party (indeed, he is playing to draw their attention), and if approached in a friendly way will make to them this offer:

If ye wish to see a magic trick
Most confounding and mysterious,
Pass my tests, my silly schtick,
And solve riddles gay and serious,
Show your feet are lightning quick,
And in combat be victorious,

If ye wish to learn my secrets come hither and say 'Yea'
If not begone, I will play this song and await they who may.

If they approach, he will tease them until someone says "yea" (eg. "*You didn't say the magic wooord…*" "*As adorable as you are, I require* some *formality.*"). If they do say "yea" he'll offer them the rhyme below.

First Riddle: His first riddle is as follows, and as he recites this first stanza he ostentatiously counts off each line on his fingers:

Some riddles are heard
And some are seen
Some are felt
And some lay between.

Four riddles of different kinds
Along with sporting games entwined
Pass them all and see my spell
And all ends up as all is well

(**dramatic pause while holding up the first finger**)
I feed the world but am never tasted.
I am felt but never touched.
With a gentle kiss upon your brow,
I am with you even now.
Who am I?

He will give them 3 chances to answer correctly ("the Sun"). If they do he claps his hands happily and beckons them. He throws gold dust into the air and it drifts into the woods creating a shimmering path, "*Another glade lies hither, follow the glittering path, the first to its edge wins!*" and runs into the woods. Silenus isn't fast, but he doesn't play fair either.

The Race: Announce that this is a skill challenge, where each player is allowed to use a skill they're proficient in once to further the group along the race so long as they can come up with a way that skill would be helpful in this situation. Casting a spell in a plausibly helpful way lowers the difficulty of the corresponding check. The party needs to get 5 successes before they get 3 failed checks to win. Silenus doesn't play fair and the path has silly obstacles.

Second Riddle: *You come upon a merry glade, speckled with wildflowers and lush green grass. In the middle is a stony, steaming hot spring pool. Silenus hasn't even broken a sweat from the race, and prances about them. With a wink and a smile, he holds up two fingers and gestures to the ope field and the pool within, and while they watch he begins to dance and play a merry jig upon his pipes. His dance traces a winding path through the field, ending by hopping triumphantly onto a rock before lowering himself luxuriously into the steaming pool ("aaaaaaah….").*

Follow the Dancing Satyr: They must follow his path to the pool. Stepping off the path will cause entangling vines and weeds to sprout from the ground around them. At the same time, fae creatures and woodland beings burst from the grass to attack, prank, and tease them. Creatures that appear this way vanish in a puff of flower petals and musky perfume when killed.

Three chances: After all the creatures are vanquished, Silenus will bid them (from his bath) to return to the edge of the field and try again telling them they have "*two more chances.*" Each time they step off his path, they'll have another encounter and have to try again. After the third failure, he'll tell them to forget it, they look terrible, come have a bath, it'll do wonders for their health.

At the pool: Silenus will entice them to join him, any who disrobe and slip into the water will find themselves fully healed. He will openly appreciate their physique and attempt to seduce any and all of them. It's very hard to resist the soothing magic of the springs, and those who fail drift into a deep and restful slumber. A sleeping person who's pulled from the pool will awaken in 1 minute. If they *all* fall asleep, they wake up having had a long rest with all their clothes and equipment gone, and little hoof tracks leading away from the pool where they'll find…

Third Riddle: If they resist the pool, he sighs and pulls himself dripping fur and all from the pool, "*follow me!*" and after shaking himself off a little, he skips and scampers into the woods. Just outside the glade is a cave entrance that is filled with magical darkness (as the 2nd level spell). He holds up three fingers and darts in, playing his pipes.

The cave has many winding passages that loop up, around, and under each other. His music echoes from all directions. Some passages end abruptly in falls to other passages. Some have a cold stream trickling through them. There is one exit, the cave is inhabited by a number of creatures with blindsight who they'll disturb if they take a wrong turn. If they're stuff was taken from them, they'll quite literally stumble upon it strewn throughout the dark cave.

The other side: If they all fell asleep and lost their clothes, Silenus will admit to them, "*Stealing clothes never gets old. Ye mortals always make such a big deal out of hiding from each other.*" If they're still naked - or partially naked - when they come out, he'll wave them back in "*Oh go get your things first, it'd be hardly fair to proceed without them!*"

The "Wrestling" Match: If they make their way out of the cave, they will find Silenus sitting on a moss covered log with 3 chests before him. He snaps off a small branch, hops cheerfully down and says, "*try not to die, you're not half bad for mortals,*" as he advances. Silenus is a dangerous foe who wields any manner of natural powers. If he's defeated he pretends to die comically (farting as he expires) before springing up and congratulating the party on their victory. When he pops back up, he appears totally uninjured.

One in between: Appearing in a poof of glitter are three chests. Silenus holds up 4 fingers and says, "*choose one*". When a chest is opened, the other two vanish. The two chests on the ends produce a loud and sickening fart cloud. "*And some lay between,*" he'll say mock sympathetically, "*You came close, but sadly won't get to see my magic trick…. But you showed great spirit, so here's a consolation prize.*" He tosses them a pouch containing 100 sparkling yellow seeds, that if planted and watered in sunshine sprout into beautiful and sweet smelling flowers, each turning into a single gold piece with Silenus' face on one side and his butt on the other. The middle chest explodes with golden glitter that covers them and everything around them, blinding them. They hear Silenus' applause and laughter echoing and fading away and when the blindness passes they are naked in the middle of town, with all of their equipment in a pile in front of them and gawking townsfolk standing around. They and all of their equipment are covered in magical glitter for 1d4 days. A pouch of 200 seeds sits on top of the pile as well as *The Satyr's Pipes* which are magical and wondrous.

If they piss Silenus off: Skip to the boss fight but with no prize or chill time afterwards. He also drinks a potion that gives him the size and strength of a giant.

Frankenstein Leviathan

By Benji Dike

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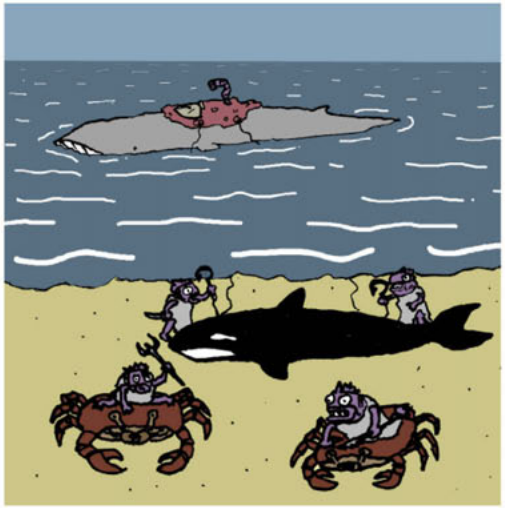
Introduction: Aboleths want to become gods. Kuo-toa fish people build their own strange gods, by fusing together bits of sea monsters to make hideous chimeras and imbuing them with the power of their belief. An ancient aboleth named Uuuruzk has commanded its kuo-toa minions to transform it into a god by splicing it with other aquatic horrors. In order to obey their master, the kuo-toa have been hunting sea creatures in their submarine (made from the hollowed-out body of a whale and magic-infused psychic coral). They have also been wrecking ships and kidnapping sailors to use as sacrifices.

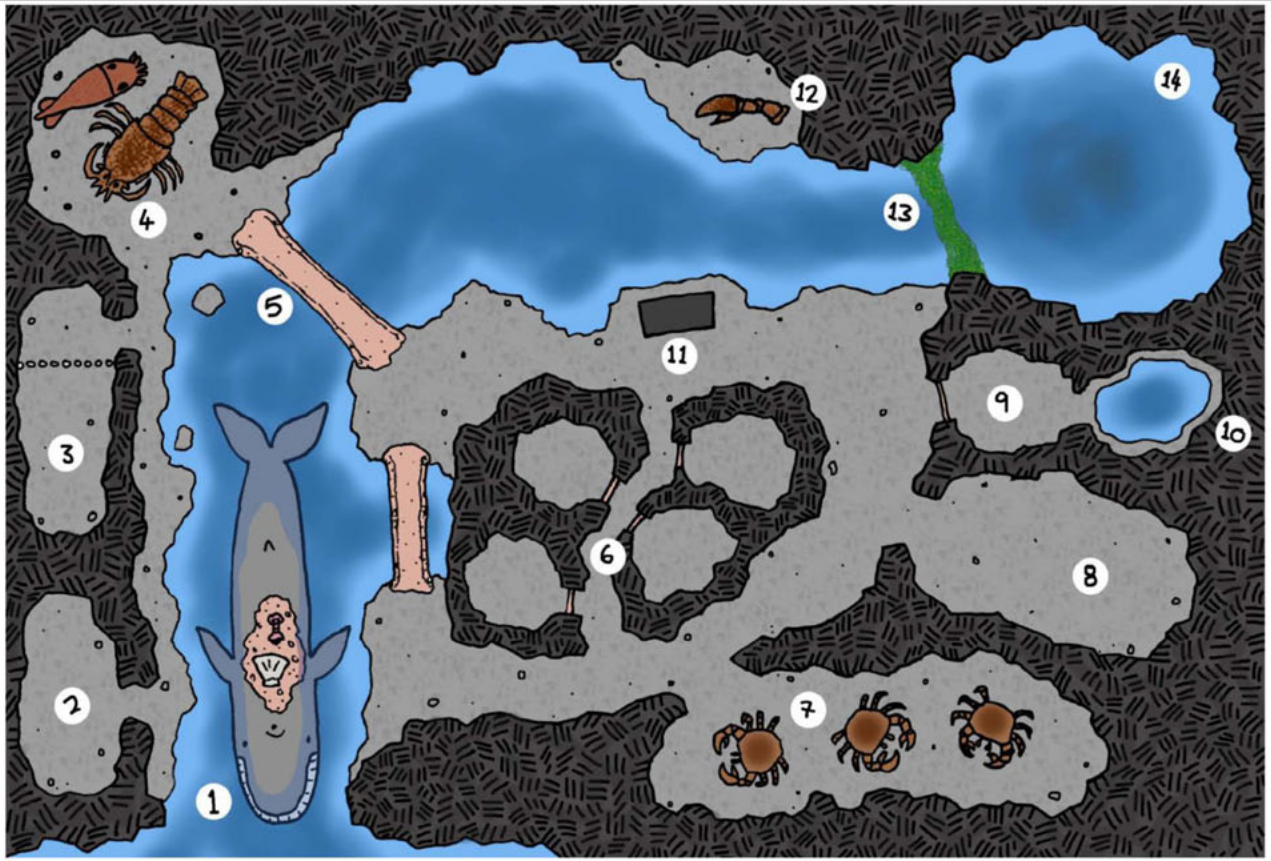
Starting the adventure

The adventure begins in a coastal town. Villagers tell the adventurers about the recent shipwrecks and the sailors that have gone missing.

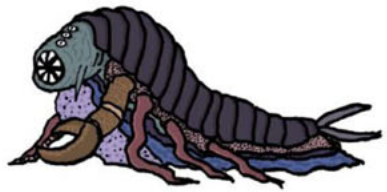
In the tavern they meet Captain Baha, a crazed sea-monster hunter. His ship was rammed by a submarine made from a dead whale, and fish-folk tried to board her. The captain fought them off, but his ship was damaged and he was wounded. He can provide the PCs with information about the kuo-toa and some magical water-breathing apparatus.



Introductory encounter idea: An orca has got stuck on the beach. The kuo-toa want to take it away and harvest its body parts. Stop them (and their giant crab mounts) and save the whale!



Map key: 1. Whale sub bay. 2. Sub crew quarters. 3. Prison containing kidnapped sailors. 4. Dead, decomposing sea monsters with amputated body parts. 5. Coral bridge 6. High-status kuo-toa quarters for monitors, whips and the sub captain. 7. Battlecrab pen. 8. Low ranking kuo-toa quarters. 9. Kuo-toa priest's rooms. 10. Pool containing treasure chest with pearls. 11. Altar where Kuo-toa are preparing the final ritual. 12. Giant lobster claw. The claw is the last part needed to complete building the God-Thing. 13. Seaweed curtain. 14. The God-Thing's lair. The deification process is going badly, and the thing that was once an aboleth is in immense pain. PCs may be able to persuade it to let them kill its body. Its immortal soul will survive and return to the plane of water.



The God-Thing: aboleth's head, giant isopod armour, body of a huge sea slug, squid tentacles, one lobster claw.

Seven

Tower front view

*"7 days away from their destination, at the **7-Pike inn** on the edge of the **Senie Desert**, the heroes wait patiently for the end of the windstorm. Sand hits the windows. **7** knocks on the door."*. When someone opens it an old man falls, his clothes are ragged, he has white hair and a long beard. His sunken eyes look at them, they feel the depth of the **7** seas.

*"You must help me, my name is **Serin Derin**; son of the knowledge, great philosopher, the most powerful sorcerer, who knows the extent of time and space; I order you to free me from my prison. Help me, my gift is infinite knowledge; infinite the value locked in my prison. You must be guided by the infinite sea of sands of **Senie**, 7 days you must walk following the 7th star of the sunset, 7 nights you must walk following the strong winds."*.

The adventurers do it and, on the **7**th night, a tower of white marble shines on the horizon reflecting the dim light of the moon, a mirage. The walls are smooth, without decoration. The heroes approach the tower. They see trees with **7** sweet fruits and a spring. They see a path, **7** sphinxes with the old man's face guard it. The entrance is a heptagonal, huge, and double-leaf door; Seven steps are needed to reach it. The door has no apparent way to open it; just a decoration in the center, the face of the old **Serin Derin** made in bronze. As they approach he rebukes them: ***"7 times I looked at my face, 7 times I found my loneliness. Only the worthy can enter the infinite deep waters of understanding. Therefore, answer: How many times have I met my face and how many with my loneliness?"***.

The heroes say **7** and the door vanished to show the interior of a room. The shape is strange, **7** sides, and in the center lies a huge statue of the sorcerer. When the last hero entered the room, the door vanished. Where the door was before, another wall appeared. They see four walls with libraries with thick volumes, and two walls with thick wooden doors.

A hero grabs a book and reads it, he just tries. The pages are many, their characters seem irregular and written in a thousand languages. On these shelves, **7** per library, is hidden all the knowledge that exists and will exist.

The tower lives, breathes and changes. Each side of the rooms is determined by luck, 1d7; if it is a prime number the side has a door, if not, only books. 7 times 7 is the expansion of this great library. The rooms can have monster with Serin's face, traps or whatever Serin wants. The heroes can go direct from one guardian to the other, or find encounters between them.

1 A hero approaches a door, when he touches it, it opens alone and another room is seen. Whether it is one door or the other, it is the same room. The heroes confusion expands when they discover **Serin Derin sitting on a marble throne, with ruby eyes and a haggard face.** When he sees them, he says: ***"Be careful, painful is the way to knowledge and dangerous is. No one warns the traveler saying the paradox. Every step forward is forward and every step backwards is another step towards another forward. However, you were summoned by me, who lived, lives and will live. You must look for me, who is in the center of this tower. You must walk seven times to the right and seven to the left. Seven guardians you will find. I'm the first one."***. After that, the old man closes his eyes and remains as he was, **dead**.

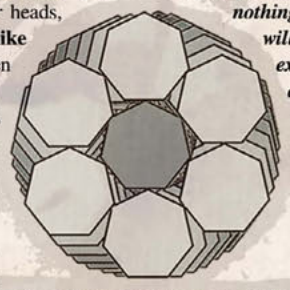
The adventurers think for a while, maybe too much or too little; difficult is to discern time. One says, correctly *"It is not a matter of going through seven doors to the left or seven to the right.* ***We only have to go 7 steps to the left and 7 to the right."***. They do it and feel how reality is altered around them.

2 They are in another room. In front of them they find a disturbing image, **two shepherds, but both are Serin Derin**. One shouts at the other ***"Why don't you give me one of your sheep so we have the same amount?"***. The other responds ***"Better give me one of yours so I'll have twice as much as you."***. Both look at the heroes and ask in unison: ***"How many sheep do I have? If you tell us the answer you can leave."***. There is **no door in this room**. One of the heroes shouts loudly: ***"You have five."*** he says to the first one and ***"You have seven."*** pointing to the second one. Both shepherds open their mouths and the heroes see, feeling between amazement and horror, that they can enter inside. They pass through them.

3 Another room, the **third guardians** awaits the heroes. The room has **two closed doors, each door has a guardian and each guardian is a Serin Derin.** Both are arguing. The discussion persists for a while until a hero asks for an explanation, **both point to the ceiling. In the vault magically begins to be written**: ***"One door leads to death and the other to your destination. One guardian always tells the truth and the other always lies. You can only ask one of the guardians a question or die."***. One of the adventurers asks ***"What would the other guardian tell me if I ask him what is the safe door?"***. **The guardian answers and points to the dangerous door**, then, intelligently, **the heroes open the other one.** The adventurers can continue.

4 Another room. The heroes find, again, one **Serin the shepherd.** This one is scratching his head, **surrounded by sheeps; the room is full and it is difficult to walk**. With a frightened face, he asks, ***"I have 77 sheep, 70 lambs and 7 rams. If we call the lambs, rams. How many rams do I really have?"***. An adventurer, playing smart, says **"70"** and **becomes a sheep**. Scared, the other heroes look at him and the shepherd says *"There is no step back, just forward."*. The heroes scratch their heads, argue and one shouts ***"7."***. **The sheeps begin to float like clouds, a trap door appears on the floor**; when they open it they find another room.

5 **There are no doors inside, there are no libraries. It's a battlefield**. Several **Serin Derin lie dead** on the floor and **only one knight is kneeling**. Serin Derin the knight, with arrows stuck in his chest, wounded and with his sword broken in his hand, looks at them with teary eyes and says ***"Seven colors I bear as a standard, but brave I am not. You can only see me after the rain. Who I am? If you say my name you can continue."***. The sheep hero answers ***"You are the Rainbow."***. **The knight Serin turns into steam, ascends to the ceiling and it starts to rain. The sun rises and a rainbow appears.** The adventurers pass below to reach the other room.



The six heptagonal rooms go up its seven floors in a spiral form. In the center lies the great library tower.

6 They find **Serin Derin in bedouin clothes who, sitting in a cart drawn by 7 oxen, walks in the place**. Smiling he looks at the heroes and says ***"Going to Landeres I found that there were coming 7 men, with 7 women, each woman with 7 bags and in each bag 7 cats. Between men, women, bags and cats. How many of us were going to Landeres?"***. A hero answers. The bedouin Serin Derin repeats ***"Exactly, I was going alone, the rest were coming from Landeres."***, **he laughs out loud and throws them a key**. **They use it in one of the doors** to get to the next room.

7 They find **Serin Derin with a feline aspect** and in the pose of a **duelist**, rapier in hand **he looks at them and shouts *"Duel."*. He steps forward shouting**: ***"With what hand is it better to mix the broth?"***. Then **he stands still**. The most violent hero of the group, tired of this game of riddles, charges the enemy to strike a blow to his jaw, **but nothing happens; the duelist repeats the riddle**. The sheep hero says *"It's a duel of riddles."* and adds *"With the right hand."*. **The duelist says *"No, with the ladle."*. Serin steps forward and kills the sheep** to return to his position and says: ***"Throw your best blow. Three lives has this cat."***. Scared, another hero looks at the duelist cat and **says a riddle of his childhood**. **Serin Derin answers incorrectly** and the **hero's body advances, moving alone, and hits Serin, wounding him**. **Serin** gets up and says loudly: ***"Feed me and I'll live, give me a drink and I'll die. Who am I?."***. A hero answers ***"You are the fire."***. His body takes impulse, **he hits another blow to Serin Derin. Serin** with **his last strength** says ***"What always increases and never decreases?"***. A hero, answers ***"Age."***. Then he gives **Serin** the coup de grace. **Serin the duelist lies dead** on the floor. **His chest opens and they see a stair that descend**. They follow this path, strangely, inside the chest of the man.

∞ The heroes see, in the center of this room, the real **Serin Derin sitting at a desk with a huge book in his hands**. He is surrounded by books, up to the ceiling, in a room with 7 sides and a height of 7 floors. The roof is a circular dome with 7 triangular glasses.

Serin looks at them with his eyes full of tears: ***"How can I forget something I learned? My absolute knowledge is my burden, my curse. For all my life I seek to know everything, to understand everything and now nothing has value. I know who I am, who I will be and who I will not be. I know the taste of everything. I know the very expansion of infinity. My eyes contemplate the truth and discover his figure. Living is not living when you know everything. How can I forget something I learned?."***.

The heroes feel sorry for the poor man. **They try to solve his paradox and give him one last answer.** They can kill him, tell him to kill himself, a hero can take his place or they can tell him that as he knows everything, he must know how to forget it.

Any other option they feel right is a possible answer.

After answering, the tower vanishes in smoke, everything is disfigured and turns black. A few moments later: "7 days from their destination, at the 7-pike Inn..."

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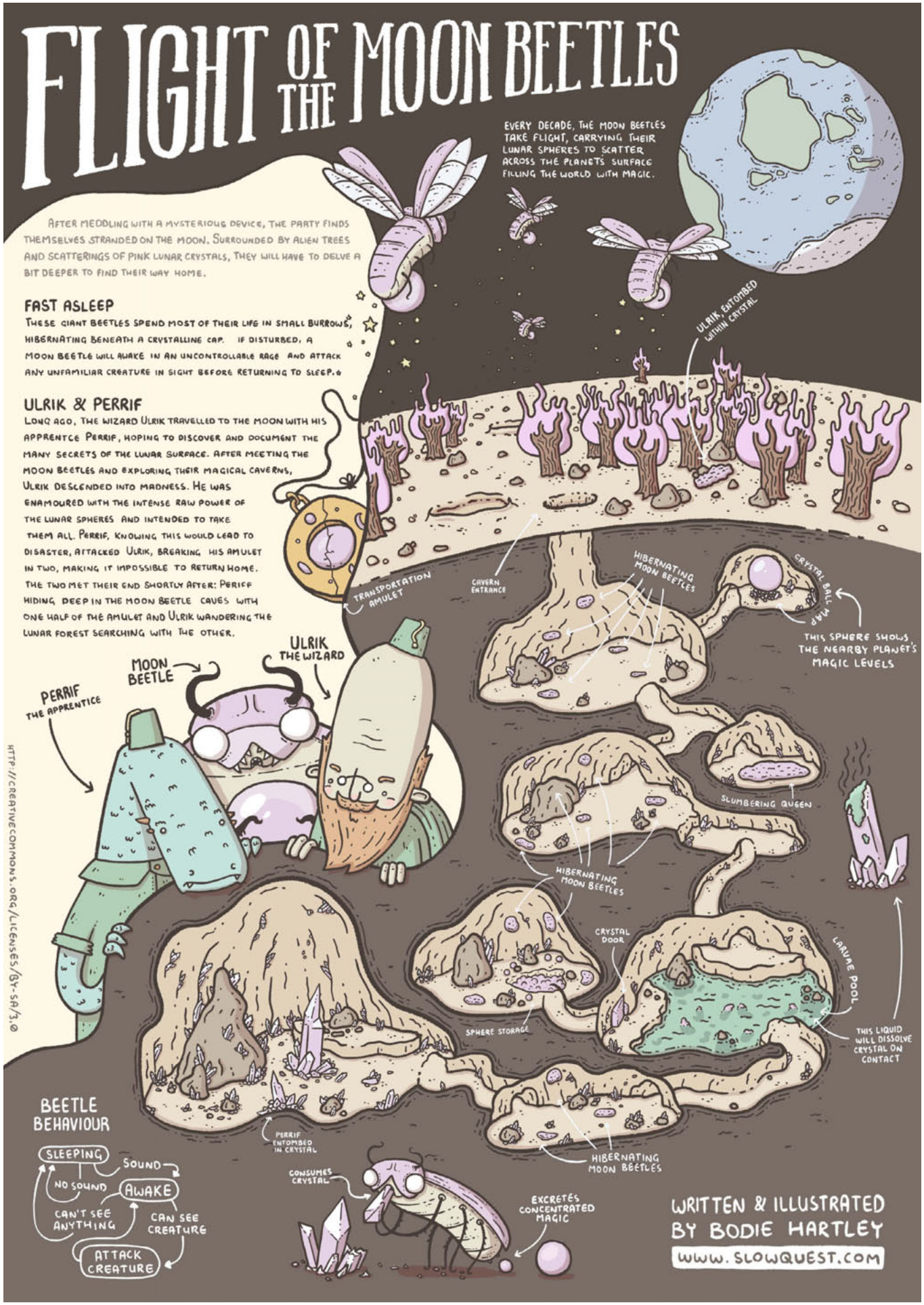
Seven by Bloodmoon

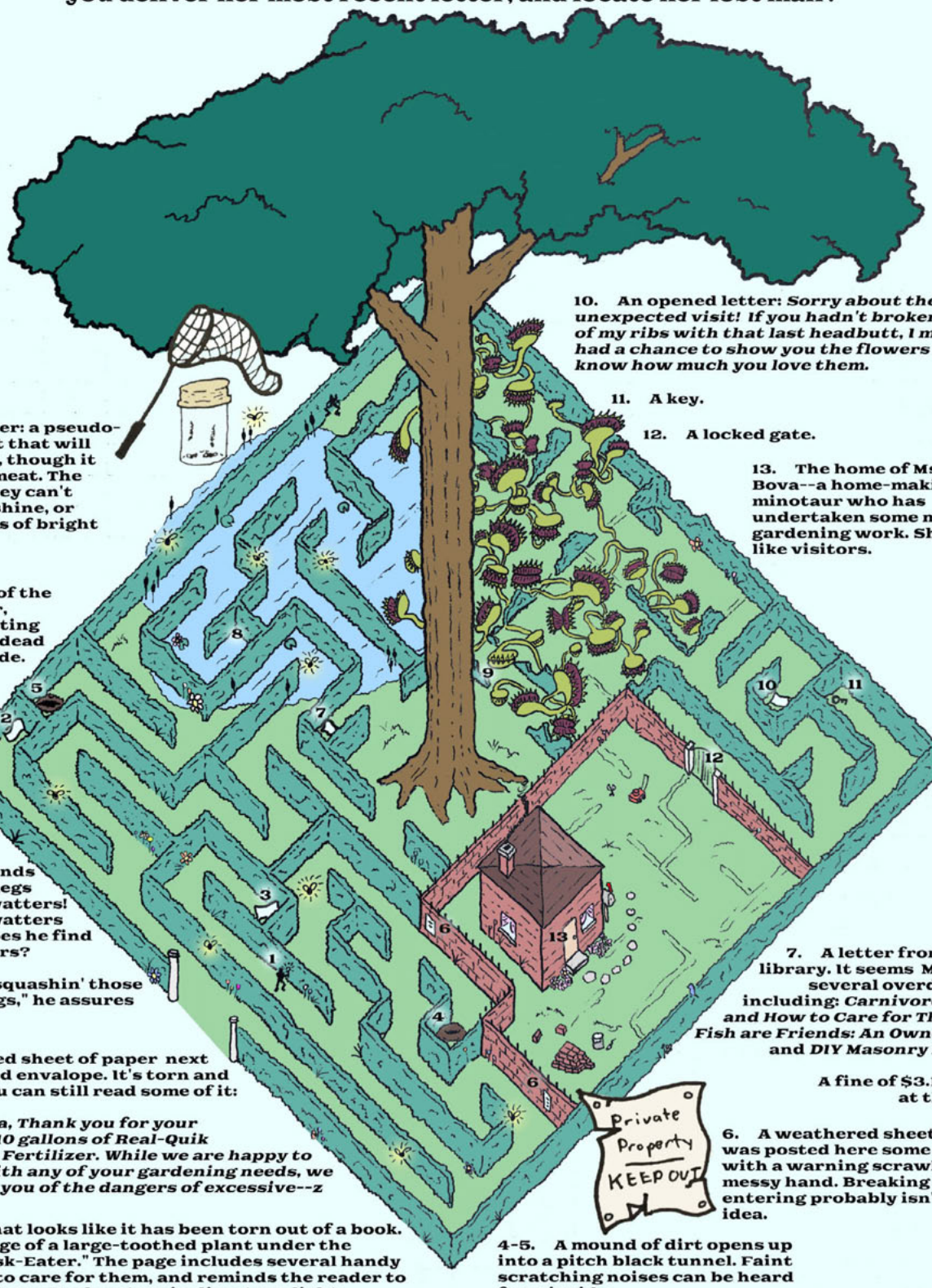
FLIGHT OF THE MOON BEETLES



Addressed to M. Bova

By Brad Fiore

The local post office has lost three carriers in the past month, trying to deliver mail to M. Bova at 222 Hedge Row. Standing between the two white columns that mark the entrance to her garden, you're finally beginning to understand why. Can you deliver her most recent letter, and locate her lost mail?



10. An opened letter: *Sorry about the unexpected visit! If you hadn't broken so many of my ribs with that last headbutt, I might have had a chance to show you the flowers I picked. I know how much you love them.*

11. A key.

12. A locked gate.

13. The home of Ms. M Bova--a home-making minotaur who has undertaken some major gardening work. She does't like visitors.

9. Dusk-Eater: a pseudo-sapient plant that will eat anything, though it prefers live meat. The only thing they can't stand is sunshine, or other sources of bright light.

8. A net is sticking out of the muddy water, next to a floating jar with two dead sunbugs inside.

1. A squat frog-man stands on two bent legs shouting "Swatters! Get you're swatters 'ere." How does he find any customers?

"Perfect for squashin' those pesky sunbugs," he assures you.

2. A wrinkled sheet of paper next to a discarded envalope. It's torn and dirty, but you can still read some of it:

Dear Ms. Bova, Thank you for your purchase of 10 gallons of Real-Quik Miraclegrow Fertilizer. While we are happy to assist you with any of your gardening needs, we must inform you of the dangers of excessive--z

3. A page that looks like it has been torn out of a book. It has an image of a large-toothed plant under the heading "Dusk-Eater." The page includes several handy tips on how to care for them, and reminds the reader to never, ever, leave Dusk-eaters in direct sunlight.

7. A letter from the local library. It seems M. Bova has several overdue books, including: *Carnivorous Plants and How to Care for Them*, *Blood Fish are Friends: An Owner's Guide*, and *DIY Masonry Made Easy*.

A fine of $3.14 is listed at the bottom.

6. A weathered sheet of paper was posted here some time ago, with a warning scrawled in a messy hand. Breaking and entering probably isn't a good idea.

4-5. A mound of dirt opens up into a pitch black tunnel. Faint scratching noises can be heard from inside.

Twitter: @Brad_Fiore

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Six-Sided DIE! DIE! DIE!!!

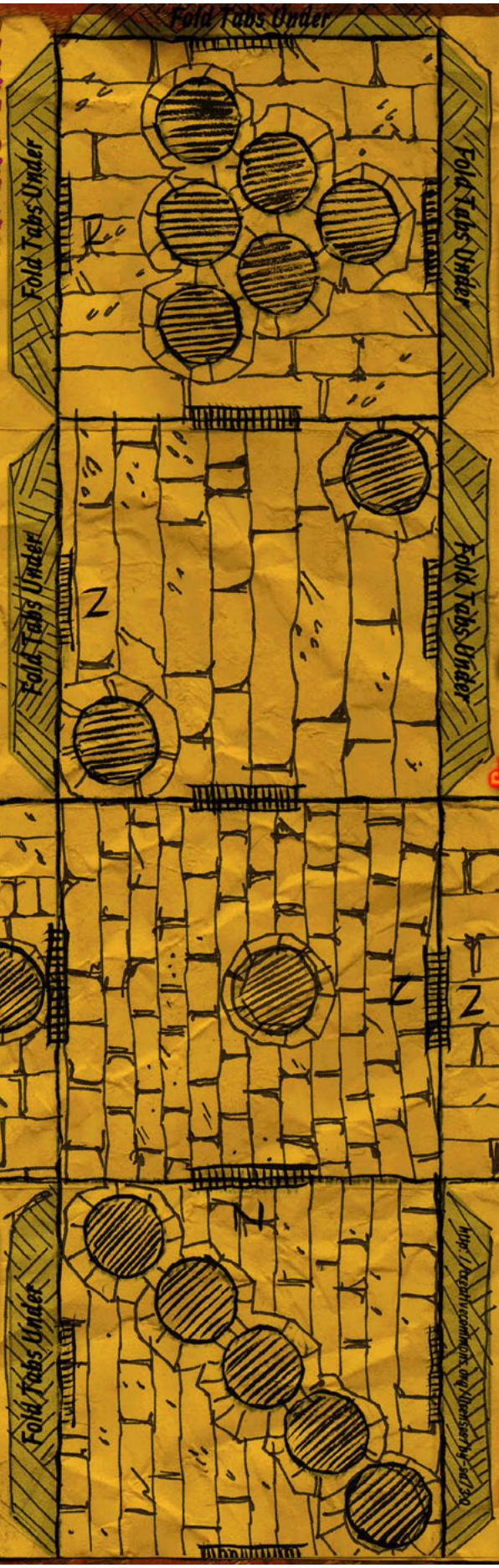
BEËLPHAZOAR'S CASINO IS A CURSED ITEM WHICH TRAPS HEROES IN A UNIVERSE OF INTERLOCKING ROOMS, CONTAINED WITHIN A SIX SIDED PIG'S KNUCKLE DIE. PLAINLY CREATED BY A DEVIL (COMPULSIVE GAMBLERS OF THE ABYSMAL REALMS).

TO USE: LEAN THE DICE AGAINST THE BACK OF ANY DOOR YOUR ADVERSARY WILL ENTER. IN OPENING THE DOOR, THEY SEND THE DIE ROLLING, AND ENTER BEËLPHAZOAR'S CASINO INTO ONE OF SIX NEAR-IDENTICAL ROOMS.

THE ROOMS: ARE UNADORNED 24 X 24 FT COBBLESTONE CELLS WITH A 6 FT DOOR CENTERED ON EACH WALL AND SOME NUMBER OF 6 FT HEMISPHERICAL PITS SUNK INTO THE FLOOR. IF A PARTY LEAVES AND RE-ENTERS, THE ROOM WILL BE RESET AS IF THEY WERE NEVER THERE. THE COBBLESTONES GLOW BLUE-GREEN WITH FRUITING LUCIFERIN AND SMELL OF ROT.

THE DOORS: ARE PERFECTLY IDENTICAL, SEEMING TO SUGGEST "YOU CAN STOP LOOKING FOR A SPECIAL DOOR." EXITING OUT A DOOR, BRINGS YOU IN THE SAME DOOR IN AN "ADJACENT" ROOM. EXAMPLE: EXIT TO THE EAST DOOR, EMERGE FROM THE EAST DOOR. IF THE PARTY IS SEPARATED ACROSS TWO ROOMS WHEN THE DOOR CLOSES THEY'LL BE MAGICALLY SEPARATED UNTIL THEY BOTH ESCAPE. OR DON'T.

Fold Tabs Under



HORRORS 1 – YOU HEAR THE HARMONIZED BUZZOF FELLOWSHIP FLIES WHICH DO NOT BITE – UNTIL ALL MAY BITE. THE HERO MUST CONSTANTLY SWAT, LEST EVERY INCH OF EXPOSED SKIN BE COVERED OILY, HAIRY FLIES WITHIN 30 SECONDS – AT WHICH TIME THEY ALL BITE, DOING SLIGHT DAMAGE.

HORRORS 2 – TWO SHOVEL HANDLES JUT FROM SOME CONVENTIONAL QUICKSAND –A CLASSIC FOR A REASON. IF A HERO DIGS 5 FT HE DISCOVERS A TREASURE CHEST FILLED WITH A SINGLE GARGANTUAN DIAMOND. A KING'S RANSOM! (BUT TOO LARGE TO FIT THROUGH THE ONLY POSSIBLE ROUTE OF ESCAPE.)

HORRORS 3 – THE ROILING PIT OF MOLTEN TREACLE SUSTAINS A SUGAR FIRE, OUTGASSING ENORMOUS CARAMELIZED BUBBLES THAT SMELL LIKE CHILDHOOD AND BURN LIKE SIN. WHEN THEY POP EXPECT GOBBETS FLUNG OF SCALDING SUGAR, DOING SIGNIFICANT DAMAGE.

HORRORS 4 – A DENSE THICKET OF SINFUL-SHARP BRIARS (WITH MICE) THE BRIAR APPEARS EMPTY. SOON, AN OBSERVANT HERO NOTICES A MOUSE DRAGGING THEIR PRIZED WEAPON ACROSS THE FLOOR AND INTO THE PIT. ANY HERO WHO CHECKS FINDS 5 OR MORE THEIVING MICE ON THEIR PERSON.

By Brett Jackson

HORRORS 5 – THE HEFT OF STRANGELY FAMILIAR CELLAR DOORS BEARS THE WRITING "KILLER DOWNSTAIRS." INSIDE SIX STONE STEPS LEAD TO A DIRT FLOOR. IF A HERO ENTERS, HE FINDS NOTHING. IF A SECOND JOINS – THE FIRST WILL KILL HIM. THE CURSE IS LIFTED WHEN THE AFFLICTED HERO EXITS THE HOLE.

HORRORS 6 – A EFFERVESCENT WAFT OF DELICIOUS DEVIL BEER! IS IT COLD? FALL IN AND IT'LL FREEZE A MAN SOLID IN 25 SECONDS. IS IT STRONG? ONE SIP DRUNKENS LIKE 20 ! DO IT'S VAPORS EXPLODE WHEN APPROACHED BY ANY OPEN FLAME? WHAT DO YOU THINK?

THE PITS: ARE FILLED WITH HORRORS. EACH 6 FT HEMISPHERICAL PIT HOLDS 57 CUBIC FEET OF HORRORS AND A ROOM CAN HAVE UP TO 6 PITS. A ROOM'S PITS ARE ALL FILLED WITH THE SAME HORROR, BUT THE HORROR CHANGES FROM ROOM TO ROOM. EACH PIT MAY BE APPROACHED SAFELY, UNLESS PERTURBED BY TOUCH, LOUD NOISE OR BAD ATTITUDE.

THE ESCAPE: AT THE BOTTOM OF EVERY PIT (LOOK UNDER THE HORRORS) IS A COOL FLOOR OF FRESH TILLED EARTH. IF A HERO DIES OR DISTURBS THE DIRT IN ANY WAY THEY WILL CATCH A SHAFT OF SUNLIGHT AND EMERGE FROM A FRESHLY DUG GRAVE IN THE CEMETERY CLOSEST TO THE PIG KNUCKLE

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A Monster In The Mines by Brian Kopleck

twitter: @bkopleck

QUEST INTRODUCTION

A nearby mining town requests help after accidentally unsealing a tomb and waking a monster. Following growling in the mines, the party enters the dungeon from the northwest corner of Trial 2.

NAVIGATING THE DUNGEON

All rooms have six exits: North, South, East, West, Up, Down. Each exit is an identical opaque portal to another dungeon room. When the party exits in a direction, they appear in the next room at the opposite exit *(enter North -> exit South)*.

Additionally, there is a large light on the ceiling of each trial room. When a room is entered in the correct order, the light illuminates. Any movement in the incorrect order resets the lights.

Correct order (starting from Entrance): *South, Up, North, Down, East, West*

ENTRANCE

A plain room with a large open tome painted on the center of the floor. The northern door is permanently sealed with stone. The tome reads (in an obscure language):

FLESH WITHOUT WEAKNESS
COURAGE WITHOUT END
SKILL WITHOUT FAULT
INSIGHT WITHOUT COMPARE
SOUL WITHOUT DEFECT
ONLY THEY KNOW THE WAY

TRIAL 1 - FLESH

This room is painted like an endless desert with bright blue sky. The floor is a metal grating with flames underneath (there are safe areas around the exits). Run/jump check to avoid burns when crossing.

TRIAL 2 - COURAGE

The room is painted like thick forest with warriors fighting/riding beasts. The floor is dirt with a large animal den in the middle. Entering the room disturbs a huge hibernating beast. The exits are blocked with doors that take 30 seconds of uninterrupted cranking to open.

TRIAL 3 - SKILL

The room is painted with ornamental weaponry. The floor is a deep spike pit but there are small platforms around the exits. Small magic targets above the exits activate platform extensions for that exit when hit with special arrows. A button near each exit shoots a special arrow across the platform. These arrows can be caught with fast hands, but shatter if they hit armor or shields.

TRIAL 4 - INSIGHT

This room is painted with bookcases. There are six orbs in the center of the room: Earth, Fire, Water, Air, Light, Darkness. Each exit is locked with space for four orbs: place orbs in the correct order to unlock the door.

TRIAL 4 CONT.

After each attempt, a number of high chimes informs the party how many orbs were both correct color and position, then low chimes for correct color, but wrong position. Each incorrect attempt fills the room with gas. A notebook on a skeleton in the room contains hints (in an obscure language):

"Put the orbs in the correct order to unlock the door. Reminds me of a kid's game."
"High tone means correct color & position."
"Low tone is correct color, wrong position."
"Order of tones doesn't seem to matter."
"If I head south from the entrance, the sun in the next room lights up. Weird."

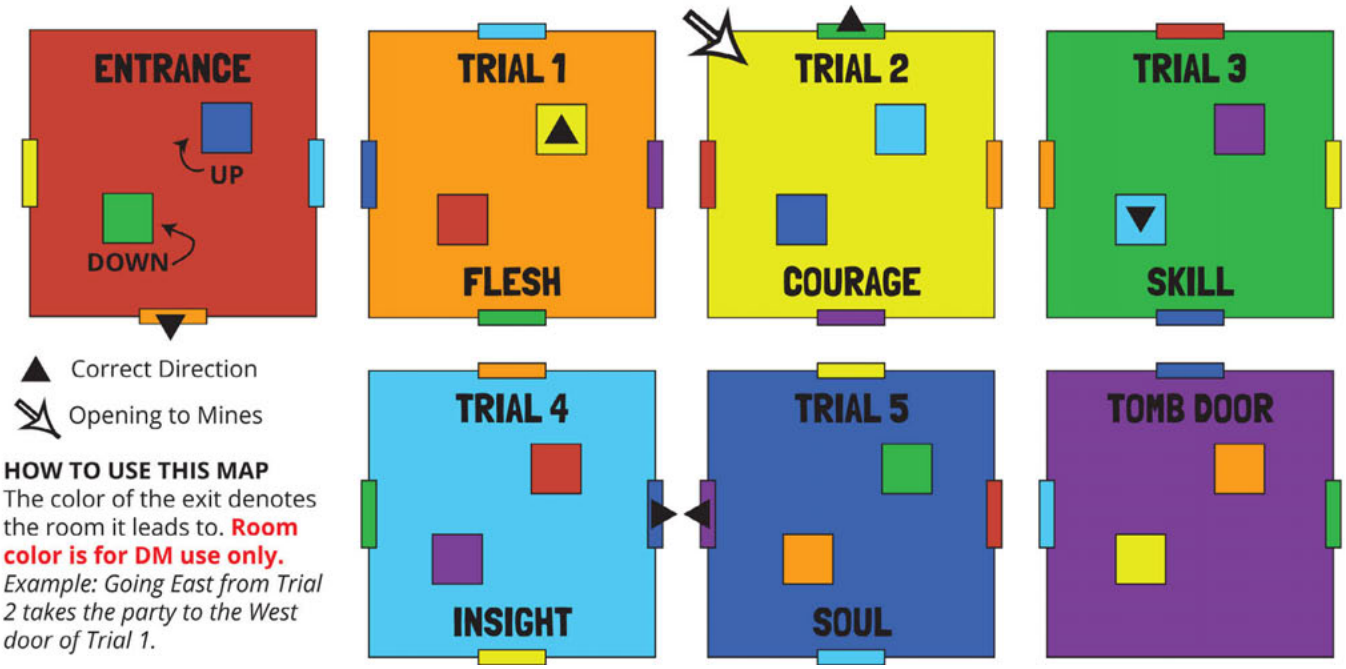
TRIAL 5 - SOUL

The room is painted with hundreds of watching figures. Each exit is locked with a statue in a begging pose nearby. Giving the statue any reasonably heavy object causes it to retract into the wall and open the door. The statues cannot be tricked.

TOMB DOOR

The room has large silver doors to the south. If the party navigates the tomb in the correct order, these doors open.

Behind the doors are a sarcophagus and a decorative trough filled with treasures, plus enchanted versions of any items the players gave to the beggars in Trial 5. If the party used rocks or lame items, some of the treasure is crushed and worthless.



HOW TO USE THIS MAP

The color of the exit denotes the room it leads to. **Room color is for DM use only.**
Example: Going East from Trial 2 takes the party to the West door of Trial 1.

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Escape from New Goblin City

You've been thrown into the city, which has been abandoned to anarchy, ruin, and the goblin. Stoic **wardens** watch the city from their towering gates, but order is mainly kept by a balance of power between three factions: **Snivel's** unruly mob, **Griblet's** bruisers, and **Hornswoggle's** mincing accountants.

The wardens will not tolerate a united city, knowing it could easily overwhelm the gates.

Control over key locations provides access to resources, expressed in terms of Force, Finance ($), and Faith. Force is supereffective (1.5x) vs. Finance, Finance vs. Faith, and Faith vs. Force (must be ≥ to capture). Each resource can be used once a day, declared at the beginning of the day (allowing time for other factions to react). *This is in addition to whatever happens through regular adventure.* The three faction leaders will act to defend and expand their positions.

Location (Strength vs. capture)
Description
[Generated Resource]

Snivel Court (2 Force)
Two towering tenements packed overfull with a writhing heap of goblin. **Snivel** styles himself as a charismatic revolutionary, but lacks both program and plan.
[Goblin mob, 2 Force]

Fighting Pits (2 Force)
Glory is to be found in the arena, presided over by **Griblet**, a bully who enjoys the craft of violence.
[+1 Faith to arena champion]
[Elite fighters, 2 Force]

The Market (3 $)
A fetid maze of ill-advised commercial adventures. Everyone meets here, deals here, and takes a cut here. **Sneaky Stumps** is known as the most reliable smuggler.
[Graft, 1 $]

City Printing House (2 Faith)
A printing press, able to churn out tracts at a remarkable rate.
[Newsies, 2 Faith]

Pigurk's Scrapyard (2 $)
Scrappers collect anything of value. **Pigurk** is a genius goblin engineer, if grandiose and unstable.
[Profit, 1 $]

Slubgob's Fine Meats (2 $)
Slubgob is a bulbous, unprincipled, shrewd dealer, tenuously aligned with **Hornswoggle**. This greasy, mechanized slaughterhouse feeds much of the city.
[Profit, 1 $]

House of Charity (2 Force)
Care for the dreck of the city, which is saying something for goblins.
[Goodwill, 1 Faith]

Monastery (2 Faith)
Cultists find purpose in devotion to their inscrutable ideology. **Goodwin the Kind** resides here, a genuine Saint, but uninterested in taking sides and easily snuffed out in a fight.
[Goodwin, 4 Faith]
[Missionary, 1 Faith]

Counting House (3 $)
Meticulous (in a gobliny way), **Hornswoggle's** effete army of accountants extract profit from every corner of the city through quintiple-entry bookeeping.
[Graft, 2 $]

The Beast (3 Force)
A towering, toothy maw, it will stay in its area unless provoked. There are rumors of a great treasure buried underneath the ruins of its nest.
[Macguffin, 4 $ (One-time use)]
[Rampaging Beast, 5 Force]

The Gates
(3 Force, 3 Faith, 3 $)
The wardens are slow to act, but they will not tolerate a united city for long. Escape from the city requires overcoming the gates.

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HANGMOOR PRISON

by bygrinstow
One Page Dungeon Contest 2018

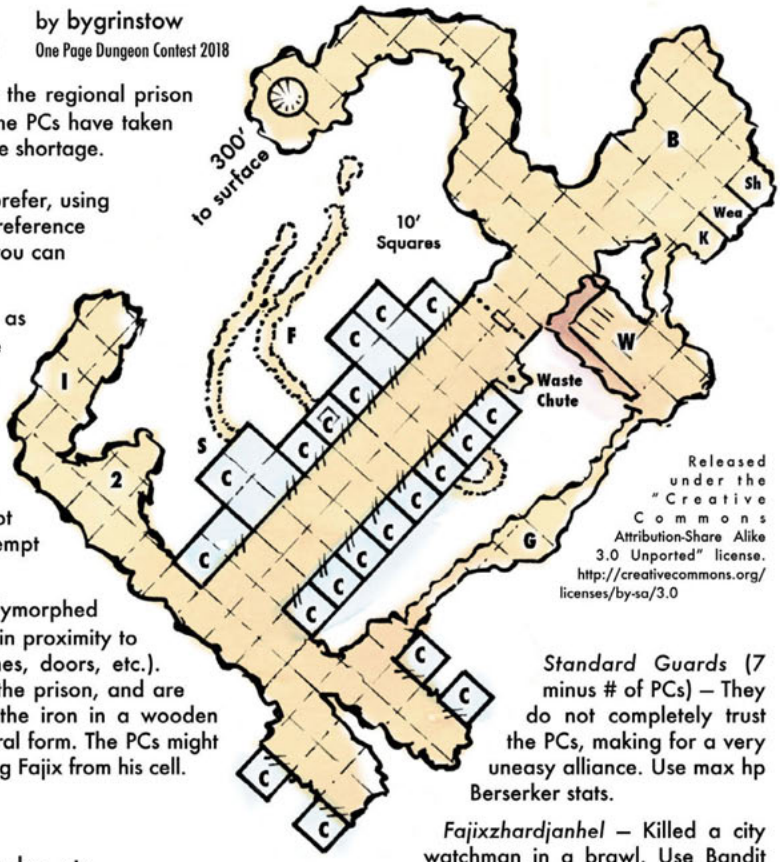
HOOK: Just outside your chosen fantasy city, the guards at the regional prison have been falling ill in significant and concerning numbers. The PCs have taken up a temporary job of guarding the prison in order to cover the shortage.

THREE MAJOR EVENTS Drop these in, in whichever order you prefer, using one, two, or all three. Mix in minor events as time and preference allow. This gives control over the pacing of the scenario, so you can fit it into your available time and/or plot lines.

EVENT A A blood curdling scream rips through the prison as another prisoner is 'disappeared' in the night! This is the fourth prisoner to vanish in the last ten days. Assume that the PCs are faster on their feet than the usual prison guards and will arrive on the scene faster than has happened before... to discover that there's a *Carcass Consumer* lurking in the prison!

EVENT 1 *"RIOT!"* Directly following from an item you choose in *A Bad, Bad Place* (below), 1d100% of the prisoners riot and then attempt escape, attempt to free other prisoners, attempt to kill guards, and generally cause destruction.

EVENT Φ Shackled in iron when he was brought in, the polymorphed dragon Fajixzhardjanhel is trapped in human form by being in proximity to the copious amounts of iron in the prison (bars, bed frames, doors, etc.). Enthralled devilkin are disguised as human, have infiltrated the prison, and are preparing to either break Fajix out, or isolate Fajix from the iron in a wooden weapons cabinet so that he can explosively return to his natural form. The PCs might notice a guard removing weapons from the cabinet or removing Fajix from his cell.



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MAP KEY

2 Secondary Guard Post: A couple of cots, spare manacles, etc.

B Guards' Barracks: All of their accommodations (including a crude kitchen and cruder shower set-up) and equipment (including numerous weapons beyond what they carry on their hip). 24/6 shifts.

C Cells: Each 10x10 space can house 2 prisoners (note that some cells hold up to 4 or 8 prisoners). If prison population exceeds capacity, then crowding is the only solution. *The fuller the prison, the greater the agitation within.*

F Forgotten Secret Tunnel: This was dug years ago, never completed, and was forgotten. The access is in a trap door in the floor, which could give way at any interesting time...

G Guard Tunnel: This passage is known only by the guards. They likely won't inform the PCs about it (in case the PCs become prisoners in the future, or are plants). This is the current lair of the *Carcass Consumer*.

I Infirmary: Rudimentary medical supplies & a couple of cots (with shackles)

S Secret Tunnel: This has been dug over the last 8 months.

W The Wedge: A very large chunk of natural rock, designed to blend in and be rolled out to completely lock-down the Cellblock in emergencies. Either Magicked-up or Engineered, as you prefer.

A BAD, BAD PLACE... *Choose 2 or 3 questionable practices for this Prison:* not enough food – sleep deprivation – lack of sanitation – guards running a prisoner 'fight club' for entertainment – sadistic guards – Room 101

"Minor" Events Two prisoners fighting over sleeping conditions – contraband discovered (vice item) – guards pressing the PCs to "prove themselves"

Standard Guards (7 minus # of PCs) – They do not completely trust the PCs, making for a very uneasy alliance. Use max hp Berserker stats.

Fajixzhardjanhel – Killed a city watchman in a brawl. Use Bandit stats for human form with hp from the dragon form of your choice. Enjoys playing human.

Devilkin Guards (3) – Use Hobgoblin stats, adding immunity to mundane weapons. Intense & spooky.

Carcass Consumer – Use stats of a similarly named creature or anything similarly creepy.

Average Prisoner – Use Bandit stats, without equipment except for what they can "borrow"...

Key Prisoners: Total Population: 4d20
The Old Guy – calm, lifer, hidden makeshift armor
The Nervous Guy – suspicious, has a shiv (d4)
Melvin Mole – creepy, can dig using anything
Strong & Silent – communicates with eyes, may help PCs, respects justice, high STR (18)
The Complainer – always upset, wrongly convicted?

"WOT EIRE YOO ENN FER?"

1-3) Murder	4-5) Repeat Robbery
6) Ransom Scheme	7-9) Trafficking in #10

10-11) Possession of Illegal Substance or Item
12) Assisting In A Conviction Listed Above

LOOSE ENDS to feed further adventures:

- What or who was causing those guards to get sick in the first place?
- Wanna save the dragon for later? He summons the PCs back later to break him out for a mission.
- PCs could be charged with re-capture of any and all escapees...

Variant sets of Carcass Consumer stats – and more! – can be found at AppendixM.blogspot.com via bygrinstow.com

The Nether-Beasts of Ruby Pearl Island

Carl Niblaeus *of* Stockholm Kartell

Far out in the Moon Sea lies Ruby Pearl Island, famous for the ruby colored pearls that can be found there. Unbeknownst to the current occupants, the unique nature of the pearls is caused by an irregularity in the magical web, which winds around itself to form a knot precisely at the location of the island. The magical effect seeps bit by bit into the pearls as they slowly grow over the years.

Ambitious men from the Moon City conquered the island less than century ago to control the trade of the precious pearls, but the history of the island dates much further back. A species of fish men, resembling humanoid lion fish, colorfully striped with spindly fins, have lived in the area as far as anyone can remember. They were the ones who first met the Xua—extra-dimensional beings attracted to magical peculiarities among the planes—when they arrived at the island to study the knot in the web. The Xua studied the web for many years and learned many things, but in their studies, they accidentally attracted the cosmic gaze of the demonic god sultan Varhu who was hungry for more life to devour and interested in the magical abnormality. On the island, demonic *nether-beasts* started coming out of dark, fuming hell pits. Crawling on bony legs and arms, they slayed without remorse.

The Xua managed to fight the beasts back into their dark crevasses but when their sages discovered the responsible force they left the island in search of an easier location to study. Apart from the quiet life of the fish folk, the island was then calm until almost a century ago, when the Moon Men came. They quickly enslaved the fish folk and forced them to fish for pearls. But then one year ago the beasts returned from their dark holes and forced most of the pearl-traders to abandon the island, leaving behind a disgruntled governor, some soldiers and a few desperate colonists on the island along with the fish folk. The situation is today made more desperate by a band of fled slave revolutionaries.

Locations of Interest

A. Nether-pits. The fuming holes from whence the horrible beasts come crawling. Deep down, the dark tunnels lead to the Netherworld, a hell-plane containing only death and torment. A pillar of smoke rises from an active but slumbering volcano.

B. Ancient ruins. This is where the Xua mainly resided on the island. Strange, alien ruins, since many years conquered by the jungle. Digging in the earth, one can find strange artefacts of unknown origin.

C. Boiling Lake. Filled with oozing acid, it is best not to dip one's toes in this lake. In the rock under it, caves are carved out by the acid. In these a group of renegade slaves led by *Danh Lai* have taken refuge.

D. Barrier. To protect from the *nether-beasts*, a barrier was hastily constructed some months ago. Slaves patrol it all the time and during the day the beasts' destruction is repaired, a losing battle.

E. The Shrine of Ouma. On a small islet among the roaring waves is an ancient shrine of the fish folk. Here, the revolutionary *Danh Lai* has called for divine aid in the fight against the masters. This has accidentally attracted the attention of the *nether-beasts* and is the reason for their return to the island.

F. Village. Here, the fish folk live in small huts on the beach. All of them work for the governor, either as servants in the mansion, fishing for pearls, or guarding or repairing the barrier. At all times, they are controlled by their guards, who live among a few other men in the village. There is a small tavern, open whenever food and drinks are available to sell. Several houses are abandoned. The village is the hub of the pearl-fishing activities.

G. Governor's mansion. Old ruins from the Xua have been converted into governor's residence. Here, the governor spends all her time. Ten soldiers have remained on the island since they drove back the beasts a year ago. Councellors and a few free colonists from the mainland live in buildings around the mansion. A number of houses stand empty.

Main Factions on the Island

The Governor and her Company. In a dilapidated mansion the governor sits in a velvet chair, gazing out over the emerald sea, pondering the troubling situation. She is a tall, thin woman with a dark past. When her secret torture dungeon was found in the basement of her townhouse she was sent to the island in the hope that the story would be quickly forgotten. Older and more bitter she now cares only about riches, even dabbling in piracy. With her on the island are five loyal servants and ten soldiers. About ten colonists are also on the island who vary in their loyalty to the governor.

The Revolutionaries. *Danh Lai* has had enough of slavery. When he found a *medallion of beast control* which exerted some control over the beasts, he fled his chains and started preparing for a revolt against the masters. He had heard the legends of the Xua and performed rituals at the Shrine of Ouma to summon their aid. Occasionally riding on the horrible beasts, he and his band of revolutionaries raid the governor's patrols and ships and have attained a mythical status among the fish folk. The band consists of about fifteen former slaves who hide in the caves below the Boiling Lake.

Persons of Note

'Uma Nem Lank, governor. Fake charm. Greedy.
Bardo Bel, governor's moon seer. Stabs innocents to foresee future in the convulsions of the dying.
Rinkel Wim, colonist. Afraid but desperate to stay.
Gruma Drewek, soldier. Scarred battle survivor.
Danh Lai, revolutionary. Idealistic but cruel.
Nam Le, conservative fish folk elder. Fears revolt will lead to horrible retributions.
Mankol Rum, barkeep. Fearless and jovial.
Nether-beasts. Bony, long claws, horned, huge jaws, glowing inside. From dog- to elephant-sized.

Suggested Events

- A ship from the Moon City arrives with supplies. Scheduled to leave with a shipment of pearls the next day.
- A group of *nether-beasts* brutally attack.
- *Danh Lai's* band raid a pearl fishing boat, a colonist's house or a trading ship.
- Pirates turn up to discuss a raid on the next pearl shipment with the governor.
- Thousands of dragon birds appear for their annual nesting on the southern cliffs.

Encounters in the Wild

1 - giant mantis on the hunt
2 - d6 pirates, hiding themselves or treasure
3 - soldier-led scouting expedition
4 - d3 desperate slaves, recently fled
5 - d10 dragon birds, territorial
6 - d3 *nether-beasts* in search of life to consume

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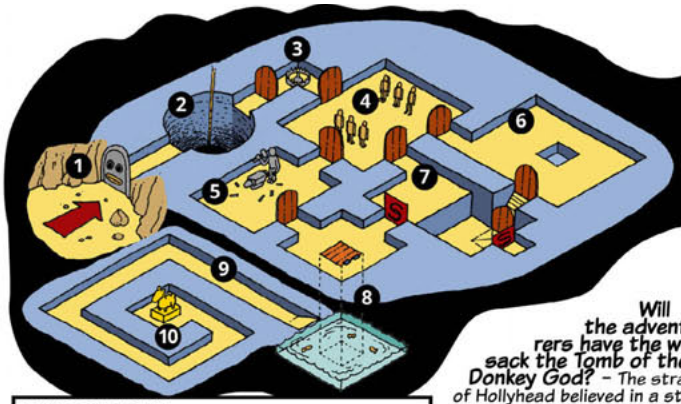


THE TOMB OF THE DONKEY GOD

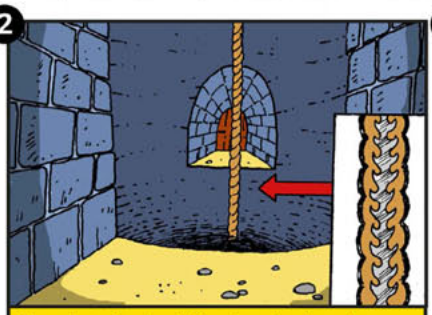
Will the adventurers have the wits to sack the Tomb of the Donkey God? – The strange people of Hollyhead believed in a strange god: a donkey. At least until the poor creature died a few years ago. They didn't expect that a god could die that easily, so they thought he must be visiting the family in the skies. In order to protect the corpse until he returns they constructed a very intricate tomb. Rumors say they melted all the Town's gold, making everyone poor, to erect a life-size Donkey statue guarding the body. **What will adventurers do?**

DUNGEON FACTS
Floor is sand and debris. Walls are made with stone bricks. Ceiling is 4 meters tall. There is no illumination - pitch black inside.

1

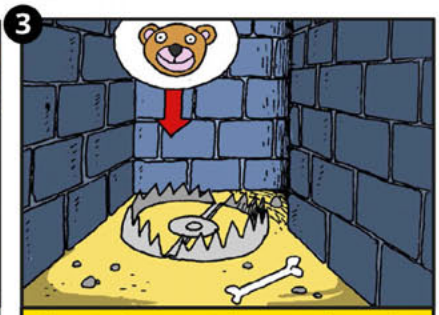
A **sentient door** awaits at the very entrance of the dungeon, just above it the word "**DONKEY**" can be read engraved in stone. The door it's well mannered but it doesn't know how to open itself. The secret is to make it say the word "**Donkey**".

2



Very **deep pit**, about 10 meters in circumference. The end can't be seen but if anyone falls is a good thing to know that is filled with acid at the bottom. There is a **rope** hanging in the middle but what adventurers don't know is that there is **barbed wire** hidden inside the rope core.

3



There is a **bear trap** in the corner. The catch is that if it's activated a **Bear** will drop from the ceiling, crushing anything below and attacking the rest.

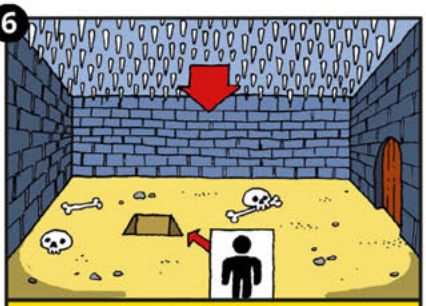
4

Six **automaton** are in this room. Not very intelligent, but programmed to kill any living thing in sight.

5

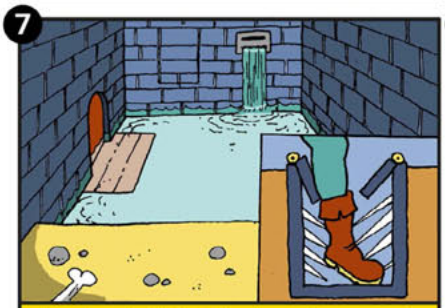
There is a **statue** of a **blacksmith** wielding a hammer over an anvil. In the floor there are some chalk pieces. The door on the left is firmly closed and only can be opened with a key. Whatever the adventurers **draw with chalk** on top of the anvil it will magically be created made of stone. The only way to open the door is to **draw a key** in the anvil.

6



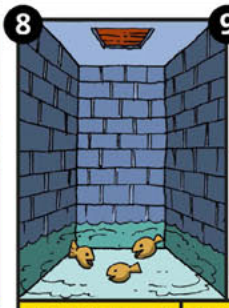
As soon as the adventurers enter in this room the **spiked ceiling** will start to go down and the doors will lock. There is a **small hole** in the ground where only one of them can fit and avoid the spikes. The trick is that the ceiling will stop before crushing the adventurers while the one in the hole will fall into a **pit trap**.

7



There is a **pit** filled with a foot of water on the far end of the room. If any adventurer steps just in front of the door on the water, his foot will be trapped between **inverted spikes** and the water level will start to rise up to the pit top in about 5 minutes. Additionally a secret door will open freeing a **water monster** that will attack the adventurers. There is also a fake wall in this room that leads to room 8.

8



Trapdoor to a pit filled with water and very **hungry piranhas**. About 15 meters tall, it's very difficult to see the bottom from the trapdoor.

9

A series of **corridors going left** in spiral. All are filled with **holes** in the walls and **marks** in the ground (look like darts traps and swinging blades) but nothing happens. Only when the adventurers are in room 10 they'll start hearing **mechanic sounds**... the traps are now activated.

10

The treasure is a **life-size Donkey statue** made of solid gold that weighs more than **1000 kgs.** Inside, there is a very powerful magic object, but a magic spell makes **impossible to open** or break the statue in any way until is outside of the dungeon. The adventurers must carry the donkey all the way out of the dungeon.

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The Cliffs of Sorrow

By: Caroline Berg

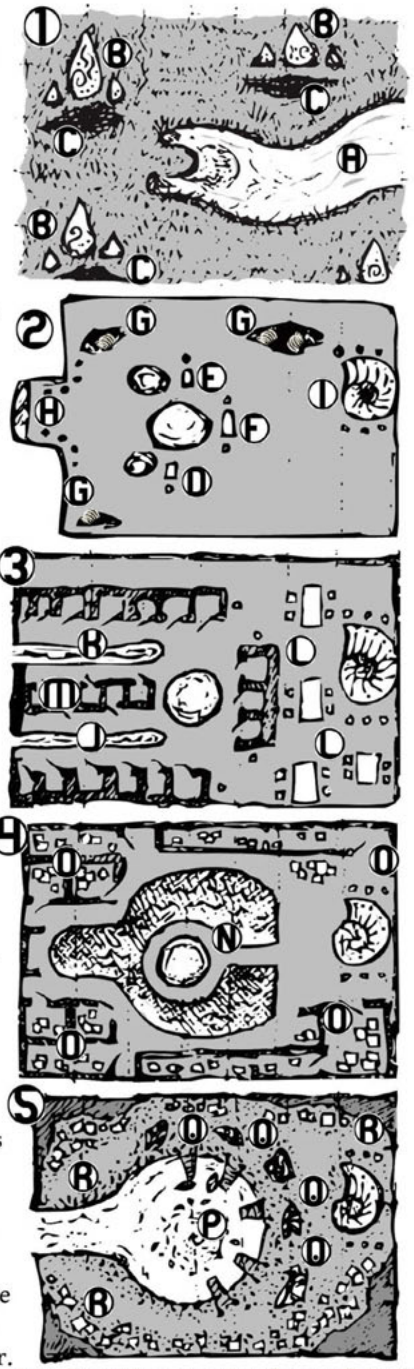
The Cliffs of Sorrow, as they are now called, were once the Temple Complex of Thalorosa, goddess of the wailing waters. Here her song sang in waterfalls flowing through the cliffs, purifying her followers. Now a band of marauders who go by the name Sorrow's Left Eye have taken over the place, making it their own.

(1) Top of the Cliffs

The River Wist ((A)) flows here, pouring through holes into the hollow cliffs below. Clusters of rocky spires ((B)) seem to poke randomly out of the ground. Those more aware will note many spires are in groups of three, and some are carved with fanciful swirling patterns. Clusters of three rocks where at least one is carved act as warnings against sinkholes ((C)). There is a 65% chance of falling through a sinkhole when examining the rocks closely. Rope may be used to descend, or those foolhardy or brave may jump into the River Wist.

(2) Old Temple of Thalorosa

Light filters diffusely from the holes in the ceiling. Three waterfalls pour down from the River Wist, dominating the room. Before each waterfall is a table holding an offering bowl and a label. The table near the smallest fall is labeled "Regret" ((D)), the next largest is labeled "Anguish" ((E)), and the largest is labeled "Misery" ((F)). Dust coats the tables and the offering bowls have long been empty. Piles of dirt, rocks, and animal bones ((G)) litter the floor under the sinkholes. There is a 65% chance a single wounded animal is trapped here and a 35% chance there is a pack of animals. The torches in front of the shrine to Thalorosa ((H)) are burned out. A nautilus-style spiral staircase ((I)) leads down to the next floor.



(3) The Contemplation Chambers

The roar of the waterfalls is stronger here. The Regret ((K)) and Anguish ((L)) branches of the River Wist have been funneled into channels to pour out of the cliffs and merge with the wild surf below. The nautilus staircase on this floor heads both up and down. By the stairs are tables ((J)) which show recent signs of use. They are covered with half-eaten food and bits of broken gear in various states of repair. There is a 40% chance a marauder is patrolling the chambers and a 35% chance there is a marauder passed-out asleep at one of the tables.

There are four sets of contemplation chambers, each named for a different fall, except for the chambers devoted to Cleansing ((M)) which are located between Regret and Anguish. The original purpose of the chambers was to let the voice of the falls wash away all pain. Now the marauders use the chambers as prisons since the incessant sound is worse than any torture they could devise. There is a 30% chance a chamber has a prisoner. There is a 15% chance the prisoner has not yet been driven insane and can answer questions.

(4) Temple Storerooms

The first thing visible from the stairs is the viewing platform ((N)). This platform surrounds the waterfall and looks down on the lake in the cavern below. It is possible to jump into the lake, as there are no railing, and the platform is slippery from the spray. There are various storerooms ((O)), built away from the damp, though they cannot escape the sound of the waterfall. There is a 60% chance a group of six marauders are on patrol. The rooms contain mostly junk: broken tables, rotted tapestries, frayed rope too short to use, and corroded metal cups. There are a few hidden treasures for those who take the time: A sapphire amulet of Thalorosa, a chipped pearl ring of water breathing. and faded blue leather boots of swimming.

(5) Sea Cave at the base of the Cliffs

A vast cavern with a lake at the center, the Wist Waterfall pours from above into the lake, creating dangrous currents. When the tide is low, the lake drains out of the cavern onto a shallow beach and into the sea. When the tide is high, the entire center of the cavern is flooeded with a mix of fresh and salt water. Five docks ((P)), some with dinghies attached, form a semi-circle around the falls. Five houses ((Q)), haphazardly built out of driftwood are scattered around the cavern. There is a 75% chance the dinghies hold fresh marauders with goods. Crates of stolen cargo ((R)) line the walls, stacked away from the water.

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The Wreck of the Diligent Star

To further his research of undersea leylines, the sorcerer Verhalbin made his home a ship rather than a tower, and named it the Diligent Star. Unfortunately for him, his ship capsized and sank on a tide flat, perhaps a result of his research drawing unwelcome attention.

The Tide Flat

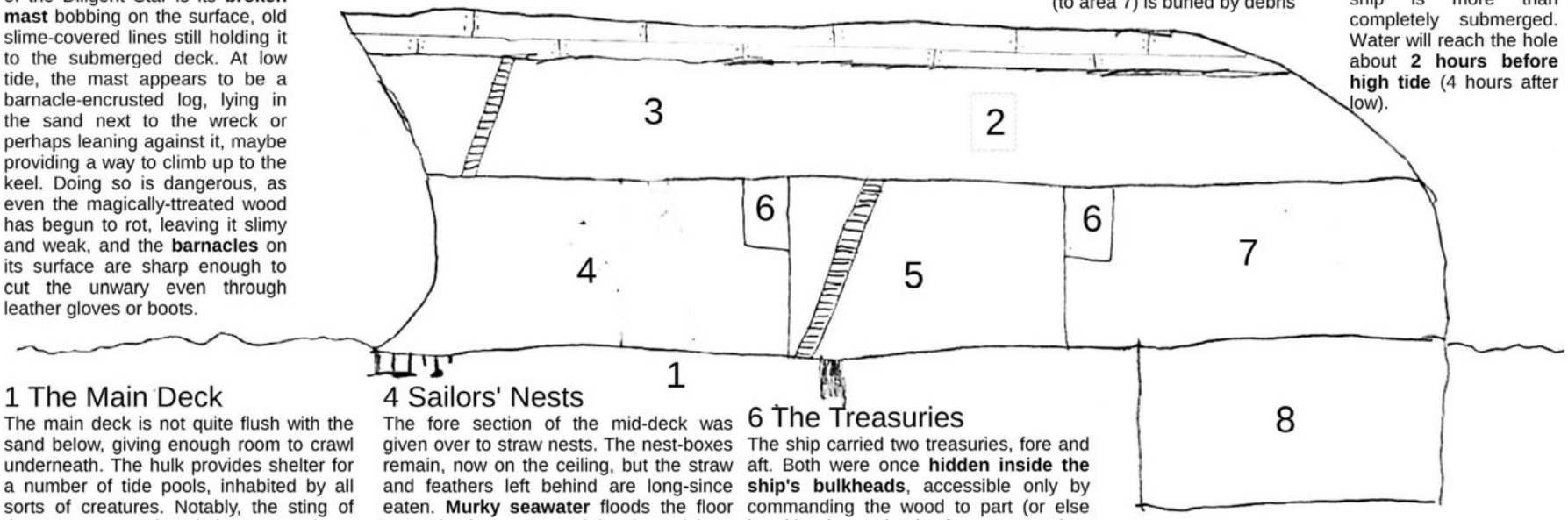
At high tide, all that can be seen of the Diligent Star is its **broken mast** bobbing on the surface, old slime-covered lines still holding it to the submerged deck. At low tide, the mast appears to be a barnacle-encrusted log, lying in the sand next to the wreck or perhaps leaning against it, maybe providing a way to climb up to the keel. Doing so is dangerous, as even the magically-ttreated wood has begun to rot, leaving it slimy and weak, and the **barnacles** on its surface are sharp enough to cut the unwary even through leather gloves or boots.

2 The Hole

Near the keel on the port side there is a hole into the ship, where the desperate trapped crew broke out of the sunken leaking wreck with hatchets, Adventurers hoping to come aboard would be well-served by this means of ingress, if they can make the ascent. **Netting** on the side of the ship is frayed, worn, and thick with sea-slime, but parts of it are still climbable. Thick vine-like pieces of **seaweed** also lie across the ship, but are prone to breaking if substantial weight is put on them. The **barnacles** encrusting the sides (especially the parts that used to be below the waterline) are thick and sharp, like those on the mast; any climb up will be perilous

3 The Hold

The hole opens into the ship's hold, which is in complete disarray. The tidal flooding and draining of the ship has left broken crates and battels strewn about in a fairly even layer of wooden debris, atop a mess of crates heavy enough to not have shifted much since the ship was capsized. Dead and dying seaweed covers everything. A **magic diving apparatus** peeks out from under a pile of wooden debris; it needs only be dug out and retrieved to be used again. The ladders, being upside down, are nearly useless. An aft ladder (to area 7) is buried by debris



The Moon

At **low tide** (moonrise & moonset), the tide has receded from the entire flat; adventurers can simply walk up to the side of the ship and climb aboard. At **high tide** (when the moon is at its apex or nadir), the ship is more than completely submerged. Water will reach the hole about **2 hours before high tide** (4 hours after low).

1 The Main Deck

The main deck is not quite flush with the sand below, giving enough room to crawl underneath. The hulk provides shelter for a number of tide pools, inhabited by all sorts of creatures. Notably, the sting of the **anemones** found here can have unpredictable effects, as they digest runoff of potions and reagents that have seeped into the wood above and now wash out. Some might be **mutagenic,** while others might apply the results of a **Potion**, perhaps **Delusion** or **shrinking**. It is not impossible for an anemone to benefit from potion effects such as invisibility. Aside from anemones, other tide pool creatures such as crabs may also inhabit this area, though motile animals will have more dilute exposure to the potion effects

4 Sailors' Nests

The fore section of the mid-deck was given over to straw nests. The nest-boxes remain, now on the ceiling, but the straw and feathers left behind are long-since eaten. **Murky seawater** floods the floor up to the former tops of the doors (about knee-deep for a human; chest-deep for a gnome). Some **trinkets**, like rings and lockets **of precious metal**, were left here by the sailors and can be fished out or taken from whatever lives in these dark tide-pools.

5 The Galley

Just aft of the nests on the starboard side Is the galley; portside has a debris-choked ladderway from main deck to hold. A **brick hearth** once allowed cooking; now its chimney & a cracked hatch provide drainage. **Sealed jars** yet contain oils (lamp & cooking) and herbs.

6 The Treasuries

The ship carried two treasuries, fore and aft. Both were once **hidden inside the ship's bulkheads**, accessible only by commanding the wood to part (or else breaking it open). The fore treasury has rotted through since, with **gold and jewels** spilling out for the taking (and some have already been taken, eaten by fish attracted to the glint, or by clever birds as tribute for their gods), while the aft treasury remains untouched. It also contains Verhalbin's reserve **spellbooks**.

7 The Laboratory

Verhalbin did not allow his putting to sea to stop him from conducting alchemical studies, and took this voyage as an opportunity to dissect sea creatures of all kinds. The aft section of the mid-deck is given over to his laboratory. Where the bottles remain unbroken, **reagents and potions** can be retreved for use or sale.

8 The Sterncastle

A hatch in the laboratory connects to the sterncastle, which once held the private quarters of the sorcerer Verhalbin and his officers. **Magical wards** keep this area dry even at high tide; **charts** noting (but not explaining) locations of significance on the seafloor can be salvaged here, as can the ship's logs and the private journals and spellbooks of the sorcerer. A **miniature** (falcon/leopard) **griffin** is ensorcelled to guard this place. It is starving, and can allow the winner of a **riddle contest** past, which it will exploit for food. Its death will break the wards and flood the sterncastle

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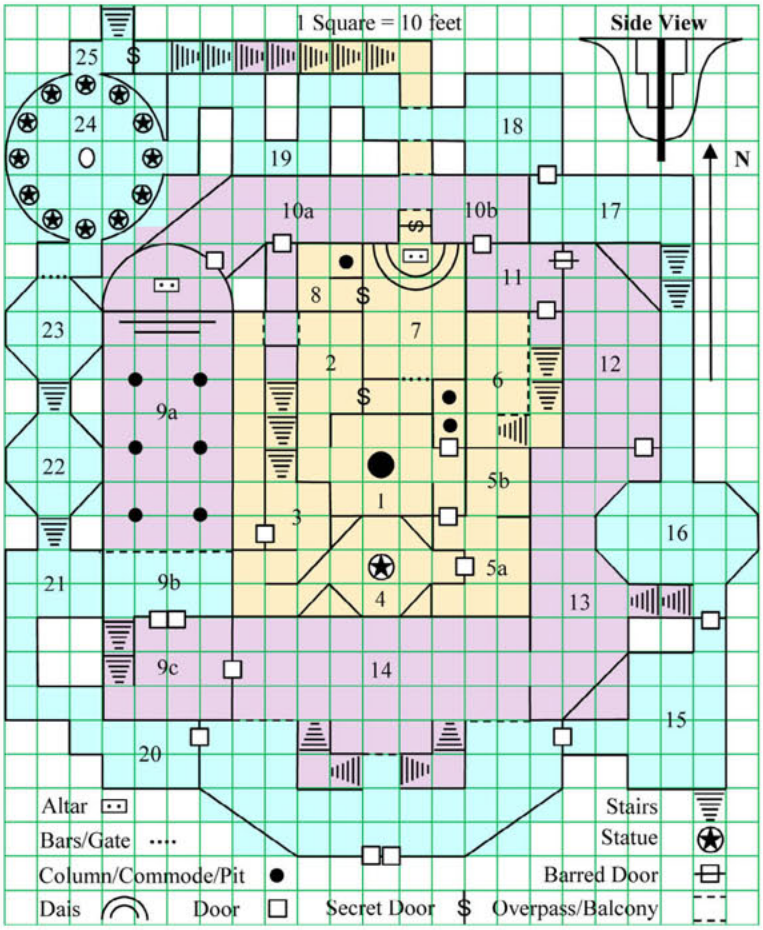
In The Cradle Of The Reborn God

by Chris Hall http://creativecommons.org/licenses/by-sa/3.o



1. Gaizha waits to nurse the reborn god, caressing 12 golden umbilical ropes (10' long, 1" diameter) growing out of the walls. A bottomless pit lies in the center of the room.
2. The Incubator: Less than six humans of various ages cower and cry in cages, naked.
3. Cloakroom/Armory: Stairway to 2nd level. Cultist clothing, arms, and accessories.
4. Bath: Smiling statue of the god weeps a pool of liquid devotion for bathing.
5. Cultist Living Area: a) barracks, b) kitchen. It smells of curry and petrolcum jelly.
6. Mass Grave: Once a sacred burial chamber, dead cultists are now placed in a hole, covered with lye, and liquified. Save versus passing out or nausea. Nine dead high priests are entombed in the wall, buried in blood armor with Monstrances of Evil Benediction.
7. Inner Sanctum: Chalus and d6 cultists performing the ritual in a fog of heavy incense.
8. High Priest's Quarters: Chest with golden idols, crystals, and a diary full of self-doubt.
9. a) Chapel, b) Choir, c) Vestibule: Fiery angels magically sealed in here want revenge.
10. The Library (10a) contains 5,000 books, including the cult histories and gospels, and the Zhal Codex, an ancient prophetic tome worth more than all the rest of the temple's treasures. The Lab (10b) contains oils, potions, medicines, and poisons – all unmarked.
11. The Morgue: Tables of sharp implements and barrels of lye for torture and preparing cultists for funeral rites (area 6). The door to area 12 has been reinforced and barred shut.
12. Slaves Quarters: All the slaves are dead. A necrotic ooze has crept in this place and gained telepathic sentience as a result of the dark magics here. It is curious to meet a god.
13. The Garden: A jungle of deadly, subterranean flora grows here. They long to feed.
14. The Great Hall: A huge mural covers the upper southern wall. Writings in a future dialect of the Common tongue detail what is about to come to pass. The golden doors in the middle will only open at the touch of the reborn god, ushering in his demonic hosts.
15. Brazier of Time Folding: When lit, this brazier will cause PCs in the room to unknowingly move backwards or forwards in time, d6 hours (odds back/evens forwards).
16. Replication Room: The walls are covered in mirrors. If inspected closely, reflections will try to pull PCs into the mirror and take their place as doppelgangers.
17. The Gallery: Crates of antiquities & art line the walls, obscuring the door to area 18.
18. The Bell Room: World's most valuable bell collection. Once rung, they don't stop.

Background: The earth shakes and a sinkhole opens in the middle of town. Hellish cries and the gleam of gold can be heard and seen from above. Below, the cult of N'dometrion (a demon lord of fertility) has kidnapped locals to raise their demonic deity through sacrificial rites in their underground temple. The cultists are failing, and running out of time. The evil may soon overtake them.

The Clock: The cult has 12 chances to offer a worthy sacrifice. At least six have failed. Each ritual takes 2 hours and will be always be in progress, unless interrupted. Success transforms the subject's body into a spermatozoon used to fertilize the egg in area 24. Failure produces grotesque abominations which have been released in area 23 to roam the upper levels. Only the final attempt will succeed. If the final ritual does not come to pass and the egg is not destroyed or spoiled, it will crack open and flood all levels in one hour with blood and tissue draining everything to the pit in area 1. A new egg will appear in 100 years.

The Way In/Out: The sinkhole is a 5'-wide, 100'-long shaft leading into area 1. The other entrance/exit is a concealed door inside a mausoleum in the town's cemetery (area 25). The sinkhole lets out into the third level. The mausoleum entrance/exit leads to the first level. The dungeon floors, ceilings, and walls are peach, purple, and blue stone. They feel like sinew and flesh. The air is humid and smells yeasty.

Adversaries: Third-level (areas 1-8) random encounters occur on 1-4 in 6, and will be cultists. Encounters on the upper levels (9-14 and 15-21) occur on 1-2 in 6, and require a roll on the abomination table below.

Chalus, High Evil Priest: chain, morning star, 13 spells
Temple cultists (18 total): leather, dual-wield 2 daggers
Gaizha: giant, mammalian spider, web, bite + poison
Burning Seraphim (2 total): Angelic flaming swords, fear, level-drain
Deadly Flora (d6): grapple (vines/roots), laceration/paralysis (nettles)
Necrotic Ooze: 10-square feet, disintegrating touch, telepathy
Living Statues (12 total): 8' tall, great swords, grapple/pummel
Abominations: see table below, encountered doesn't mean alive

d12	Random Abomination Table (no repeats)
1.	Small gremlin, blue-gray skin, no eyes (teeth/claws)
2.	Man-like, yellow, scaled, 3 eyes (teeth/claws)
3.	Large bat with limbs, ashen, wings, tail (bite/drain)
4.	Huge, red fiend, horned, hoofed (teeth/claws/breath)
5.	Huge floating orange worm with eyes (swallow/psionics)
6.	Small human child, paralyzing touch, unhinging jaws (fangs)
7.	Large, brown-green toad (acidic sputum, grapple)
8.	Skinless woman (teeth/claws/screaming siren song)
9.	Shambling tumor on legs (adhesive touch, radiation poisoning)
10.	Headless baby, tentacles from neck (grapple/strangle)
11.	Raven head/ape body, speaks, intelligent (beak/grapple/rend)
12.	An escaped, unaltered captive/sacrifice trying to hide

19. The Serpent's Path: No light shines here. It is permanently dark.
20. The Oracle: A crucified idol answers any question, but always lies.
21. The Witness: Dying cultist with his guts ripped out. He has answers.
22. Spotlight: Magically lit, there's no hiding here. Limbs litter the floor.
23. The Northern Gate is magically sealed and keeps abominations from the egg. They are brought here once their initial forms fail to make the proper transformation, and ideally before they kill any cultists.
24. The Egg: Living statues guard a 4-ft. egg attached to the floor by a pedestal of flesh. It is impervious to everything except magic and alkaline substances. The egg is viscous porcelain which envelops any living flesh on contact. Envelopment of any life besides the sacrificial spermatozoon will spoil the egg. Once inseminated, the egg will gestate for 1 day. After 24 hours, the egg will hatch and the god begins life anew as an infant with human vulnerabilities. Maturity is reached after one week of nursing from Gaizha when he becomes nearly invincible.
25. The Alarm: Three heads are mounted on the western wall. Stepping into this 10 x 10 area will cause the heads to scream, bringing cultists. Cultists have medallions which disarm the alarm.

STOCKHOLM KARTELL PRESENTS

The Abbey of Saint Wilk

Background

66 years ago A band of knights witnessed how one of them was slayed by a demon only to rise again and defeat his unholy killer. They lay down their weapons and founded an abbey in his name.

33 years ago The demon came back and had his revenge on the order by either cursing them or killing them. The abbey has been abandoned ever since. Until a month ago, when the population of the nearby village of Griert suddenly disappeared.

Rumours about the Order and Abbey

1. The Order of Saint Wilk worshipped heretic gods.
2. The cries of murdered children can be heard from the abbey fountain at night.
3. The order never gave up their warrior ways.
4. Villagers in Griert robbed the abbey and murdered everyone in it.
5. Saint Wilk's resurrection was a magical accident, not divine intervention.
6. Saint Wilk himself haunts the Abbey.

Locations

Road Dusty and partially overgrown road from Griert. Small traces of blood are the only evidence of recent use.

Wall and Gate Moss has begun to grow on the wall, some stones look loose. The gate has been broken down by time and weather. There are animal tracks on the ground, wolf tracks if someone know these things.

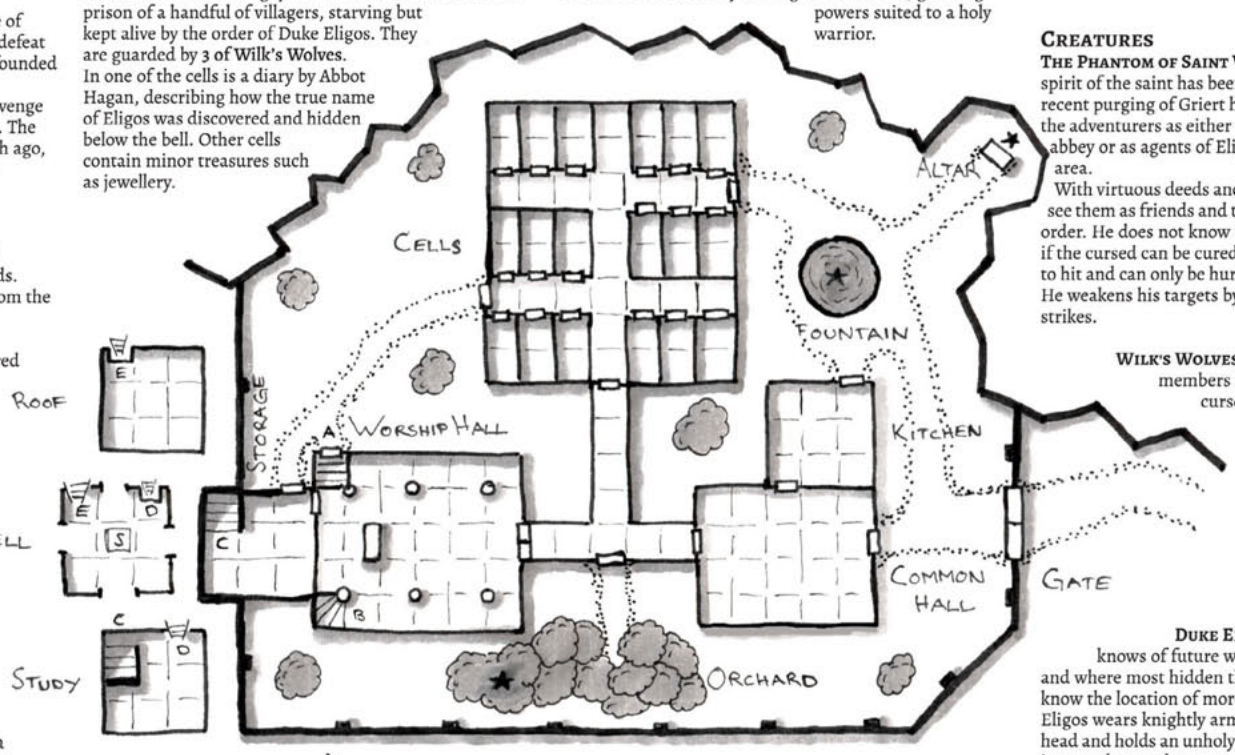
Fountain From jugs held by marble children runs a small trail of water into the dark pool below. A pump nearby can make the water flow. Drinking it makes you nauseous and gives you a small negative modifier on all physically demanding rolls for 1-4 days.

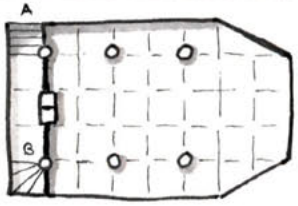
Altar Impressive statue of Christ or other religious figure, covered in dirt and smelling of animals. Restore its glory to be blessed for a day, giving you a small positive modifier to all attack rolls or for resisting harm and evil. Place a water flask on the altar and pray for 10 minutes to make the water holy. This can be done 3 times per month.

Orchard Overgrown orchard and garden, more tracks on the ground. If the season is right 1-6 rations may be gathered here. **Saint Wilk's Phantom** can be found here, mournfully praying at a statue of an angel.

Common Hall and Kitchen Tables and benches are ruined and thrown around and it reeks of rot and death. Leftovers from 50+ villagers are spread around the rooms. Minor treasures belonging to the victims can be found if the area is properly searched.

Cells The former living quarters of the order is now the prison of a handful of villagers, starving but kept alive by the order of Duke Eligos. They are guarded by **3 of Wilk's Wolves**. In one of the cells is a diary by Abbot Hagan, describing how the true name of Eligos was discovered and hidden below the bell. Other cells contain minor treasures such as jewellery.





Worship Hall The order held their sermons here and decorated the hall in a grandiose manner. This is the main lair of the wolves, and it absolutely stink of the beasts. **6 of them** are currently here, mostly sleeping. Several items of silver and gold can be found on the walls and on the altar, worth a lot to anyone and even more to churches of the same faith.

Crypts Both doors down here are locked, a key can be found on the roof of the tower. There are 19 sarcophagi intended for Saint Wilk and the 18 founding members of the order here, marked with names and heraldic shields. They contain symbolically buried armour and weapons, but except for Saint Wilk's only two contain a body. Some of the items may be magical or blessed, granting powers suited to a holy warrior.

Storage The bottom floor of the tower was used for storing supplies and as a workshop for carpentry and whatever else the order needed. **3 smaller wolves** have been hiding meat in here and are either eating or resting.

Study A small library and study, most are books on the topic of saintly miracles or demons and their true names. For every 10 minutes spent searching there is a 1 in 6 chances of finding a random spell of reasonable power.

Bell The floorboards directly under the bell are loose, under them is a hidden box with a folded piece of paper "*If the worst comes to be, know that his name is Ogdru Jahad*".

Roof The brothers and sisters who did not submit before Eligos 33 years ago were lifted into the sky and thrown against the roof of the tower. Among their crushed bones silver jewellery worth a decent amount can be found. Searching the area alerts **Duke Eligos** and he appears, mounted on **Cedu-Barra**, in the air above the tower.

Creatures

The Phantom of Saint Wilk For the last 33 years the spirit of the saint has been haunting the abbey garden. The recent purging of Griert has made it go mad and it may see the adventurers as either saviours who can help cleanse the abbey or as agents of Eligos here to further desecrate the area.

With virtuous deeds and promises he can be convinced to see them as friends and tell them story of the abbey and its order. He does not know the true name or goal of Eligos or if the cursed can be cured. If fought Saint Wilks is difficult to hit and can only be hurt by magic or holy/unholy attacks. He weakens his targets by slowly aging them with his strikes.

Wilk's Wolves Eligos reward to the order members who submitted to him was to curse them into wolf-folk beasts with the hunger for humanoid flesh. Killing the wolves require holy or silver weapons, other attacks only make them disappear in a cloud of black smoke and reappear by the next full moon. When they attack they do it with a furious combo of claws and teeth.

Duke Eligos A Grand Duke of hell who knows of future wars, how soldiers should meet and where most hidden things can be found. He covets to know the location of more such things.
Eligos wears knightly armour with a live snake around his head and holds an unholy lance in his left hand. Seeing him is enough to make most people flee in terror and for the rest to give up, cleverly barter, or face a truly challenging battle. As a demonic royalty, defeating him only temporarily banishes him to hell, unless the slaying is done when his true name is spoken.

Cedu-Barra, the Steed of Eligos A six eyed and bat-winged black horse and a powerful demon in her own right. She serves Eligos to increase her own influence and thinks the abbey and Eligos revenge is a distraction from more important matters. She may be convinced to abandon or turn against Eligos if she would gain enough from it.
In battle Cedu-Barra attacks once with hoof or teeth if she has a rider and three times if not. Since she is not of royal rank, holy power and magic may truly kill her.

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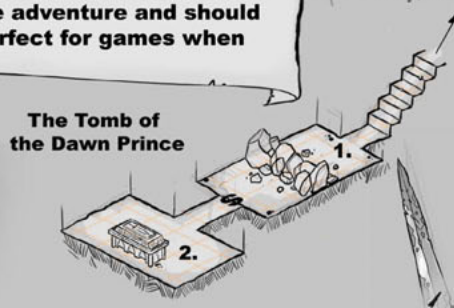
Mini Modules Series MM01-Secrets of the Menhirs

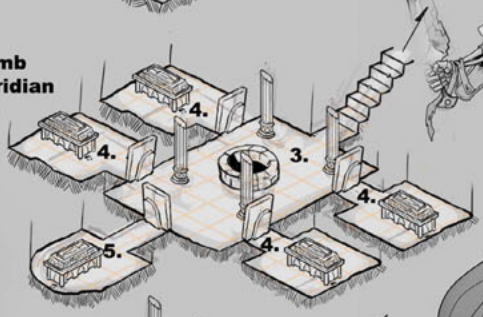
A RPG Adventure by Chris Walton

Long have there been whispered tales of great treasures buried with the kings of old beneath the hills dominated by the monolithic stones of the Menhirs. When the glow of corpse lights can be seen for three nights during the Festival of Gruftnachte, the brave may find an entrance to one of the tombs below on the next dawn. Only the bravest and the most foolish have dared to explore these ancient tombs and discover what mysterious relics lie within.

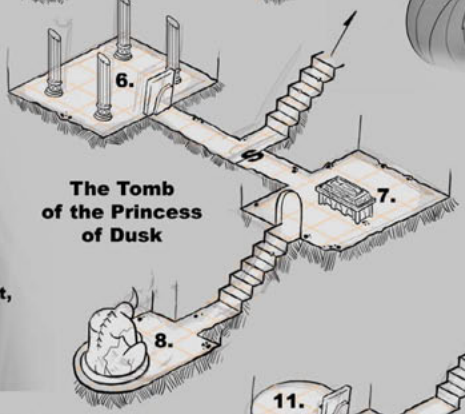
The entrance to each tomb opens during the corresponding time of day and closes within two hours of opening. Each tomb is intended to run as a single adventure and should take about an hour, so they are perfect for games when time is short.



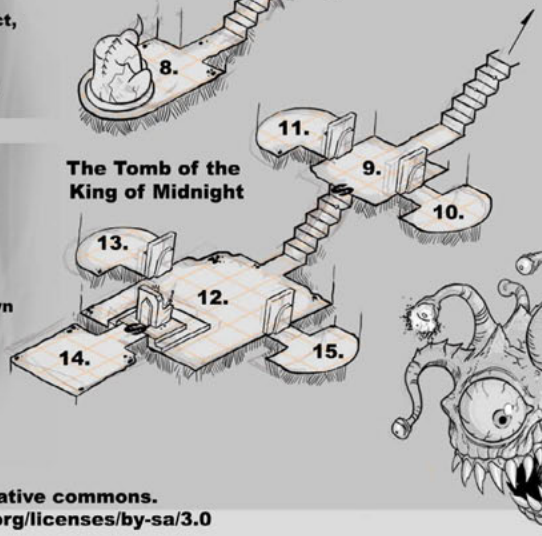
1. This room has partially caved in. The debris can be traversed, but doing so without caution will cause another cave-in. On the far side of the fallen rocks is a nest of Stirges.
2. The main crypt is home to a Carrion Crawler that lives on the ceiling. The tomb contains treasure and the walls are painted with a fresco that describes how each tomb will become accessible at dawn, noon, dusk and midnight.



3. The Well of Destiny. Looking into the well will reveal the player's greatest fear. Save vs Spells or fall into the well. A successful save grants the player a single re-roll of any die in this room.
4. These crypts contain an armored skeleton armed with a cold iron two-handed sword. Disturbing the contents will cause the skeleton to rise and attack. Entering room 5 will cause any undisturbed skeletons to rise and enter room 3.
5. The Tomb of the Meridian Lord. This crypt contains the remains of a mighty lord and his treasures. The lid of the sarcophagus is trapped and anyone who opens it without disarming will cause the corridor into the room to collapse.



6. The Feast of the Fey - this room contains a great feast being eaten by dancing fairies. This is an illusion. The food is poison and the fairies are giant bats and rats.
7. Tomb of the Princess of Dusk. A terrible wight is entombed within. She will attack any who steal her treasure.
8. Altar of the Idiot God. This room contains a statue of a one-eyed, horned, corpulent god. When entering, a booming voice proclaims "Supplicate before me and receive my boon! Worship me or seal your doom!" Players who kneel roll a d6, on a 1-2 there is no effect, on a 3-4 they gain +1 Armor Class, on a 5-6 they gain +1 to hit in combat. Players who do not kneel, or Clerics or Paladins, will be Cursed. Enemies gain +1 to hit them until they receive a blessing from a Cleric.



9. Each corner contains an ancient skeletal guardian. They will attack when the players enter.
10. Treasure chamber. One of the chests is a Mimic.
11. Treasure chamber. All the treasure is an illusion that turns into rocks when taken out of the tomb.
12. The Throne Room of The King of Midnight. This great chamber is guarded by a Guardian Eye.
13. A crown on a pedestal rests in the middle of this room. The crown is magical, but the pedestal is trapped.
14. The Treasure room. This room contains the King of Midnight's vast horde of coins and gems. Taking more than ½ of the horde will cause the room to collapse.
15. A magic sword is imbedded in a Gelatinous Cube resides in this room.

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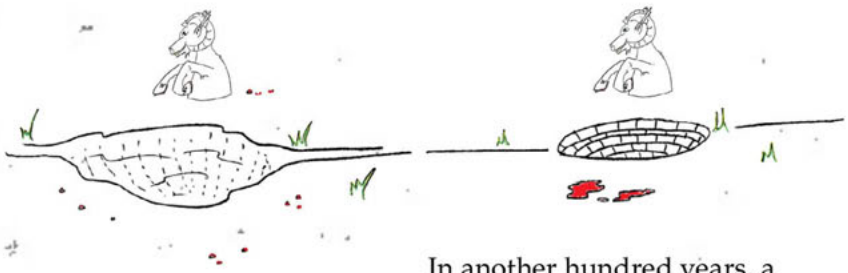
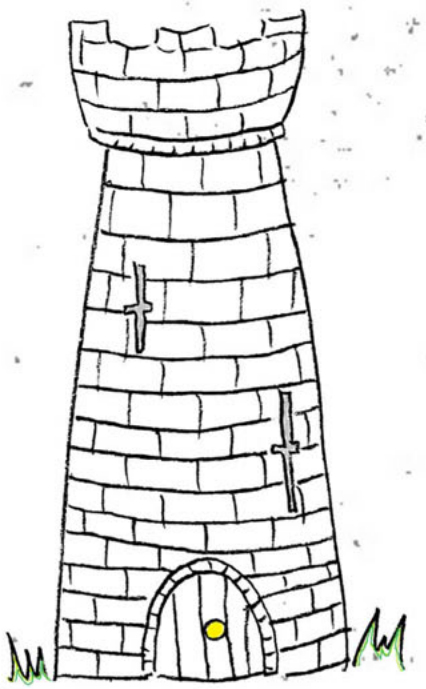
Long ago, a devastating forest fire exposed a dark idol of a foul, ancient fertility god. It stood silently in the ashes for centuries as new life grew up all around it. The good fey avoided it but wicked little forest sprites began to leave seeds, nuts, and flowers around it. As it became more ominous, so they became more *wicked*.



Much later, some goblins took note of it and dug a sacrificial pit to honor it. For a hundred years, into this pit were thrown all manner of things from simple trinkets to bound and tortured animals. As it became more ominous, so they became more *cruel*, more wicked.

In another hundred years, a town of humans accumulated nearby and some of the more wicked people lined the pit with stone and began a sort of frenzied, codified worship of orgies and blood sacrifice. And as it became more ominous, so they became more *paranoid*, more cruel, more wicked.



The deserted valley before your adventuring party seems verdant and cool. As you descend alongside a brooklet you realize that here once stood a large town, perhaps even a small city. The buildings long ago collapsed into ruins but the unmistakable foundations of cut stone mark where the more substantial structures once stood. Here, probably, the mill. There, possibly, the mercantile. And there, perhaps, their church—strangely more ruinous than the rest. What manner of people lived here, and how long ago? It must be hundreds of years, hundreds and hundreds. And nothing to tell their stories, nothing to mark their lives, but these vacant ruins. And then you see it. The huge tower standing sixty feet around and easily as tall. Built of dark, dressed stone, and built well to pass the test of time. Yet as you approach you realize something more must be at play here, for it seems almost as new. Somehow preserved long past its time. Even the oaken door remains durable and whole; even its iron bindings remain proud and untouched by rust, though the whole structure is choked by weeds growing even thicker here than elsewhere. The warrior declines to attempt to force the door—"*too strong*". The rogue declines to attempt the climb—"*too smooth*". The priest takes a backward step, ill at east. But the wizard, peering closely at the inscription in the stone arch above the door, reads "*Sanctificatæ Bæl*"… And the doorlatch clicks...

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Old Goat Shrine

OPD 2018 — Clark B. Timmins

Morinoux's Prison

One-page Dungeon Contest 2018 Entry
By Connor Roberson (connorroberson.com)
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Morinoux is dangerous. His prison is built into a cliff overlooking the ocean, and as the tide rises it submerges more levels of the complex. Clever adventurers will have to work with and against the tides to face the Warden and free the Prophet.

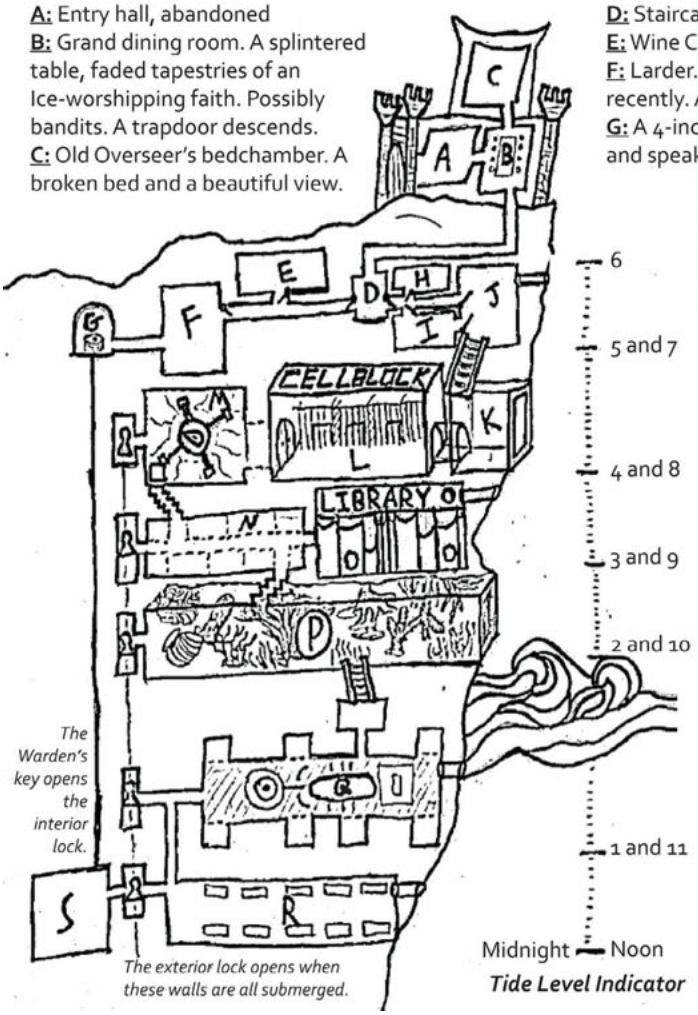
People of Import

- **Morinoux** is a powerful Priest and Prophet of the Scorched Chapel, a faith that sought to boil away the world. His allies have disbanded and his chapel is destroyed. Now, he rots in a deep, tide-locked cell. He is a clever old man with an eyepatch who is missing all his fingers - the jailers cut them off. He is jailed in room **S**, which is an airtight room with two locks, and has been in there for almost thirty years.
- **Lashanthara** is a Merfolk woman locked in room **L** who harbors a deep hatred for her people because her mother was put to death - in her eyes, unjustly. She wishes Morinoux freed so that he can revive the Scorched Chapel, and she knows the Warden's secrets. The constant babbling of Janicians outside her cell keep her tired and half-mad.
- **Krin** is the de-facto leader of the merfolk prisoners in room **N**. He warns not to free Lashanthra, for his people's sake, and can explain how the merfolk were jailed - they are collected and brought here by the Ice Wraiths to serve as food for Morinoux. One of their allies has already been taken, cubed, and dropped down the shaft in room **G**.

Enemies of the Prison

- **Janician Heads** inhabit the upper floors, especially rooms **K**, **L**, **M**, and **N**. They are collections of three stone heads joined at the back that float after intruders, spinning slowly, babbling, and trying to bite off any trespasser's head. They make quite a racket. Each belongs to a headless statue in one of these rooms and can only be permanently killed by returning them to that statue - otherwise, they regenerate.
- **Ice Wraiths** inhabit rooms **Q** and **R**. White and blue robes drape over almost invisible white smoke. They are deathly afraid of fire, command powerful ice magic, and can float slowly through solid objects. They will try to lure people apart from their group, then freeze the Prayer Vaults closed, allowing them an easier kill - Prayer Vaults are marked with dotted lines in room **Q** and explained in that room entry.
- **Apparitions of Loss** are born from the destruction of unique information. Whenever a unique piece of knowledge is lost near a *Mindstone Sphere* (such as the one in room **O**), an apparition forms nearby, repeating the information in a whisper forever. They take the appearance of black-skinned frogs, standing upright, with harmonious human voices.
- **Merfolk** may turn hostile depending on the intruder's actions. Their teeth and claws are venomous. Lashanthara is held in room **L** - Krin and 6 others are in the cells in room **N**. The Merfolk want only to escape and not be eaten - they will always flee given the chance.

A: Entry hall, abandoned
B: Grand dining room. A splintered table, faded tapestries of an Ice-worshipping faith. Possibly bandits. A trapdoor descends.
C: Old Overseer's bedchamber. A broken bed and a beautiful view.



D: Staircase landing. Pitch black, as are all other interior rooms.
E: Wine Cellar. Looted, but a few bottles remain.
F: Larder. Spoiled food and obvious signs of frost - something cold has been here recently. A pile of fish (Merfolk) meat cut into even cubes sits atop a table.
G: A 4-inch diameter shaft descends 60 feet to Morinoux's chamber. Used to feed and speak with him. He is eager for company. An Ice Wraith may be found here.
H/I: Servant kitchen, dining room, and bechambers.
J: Undercroft. A long slit in the top of the exterior wall lets in sparse light and the sounds of the ocean. The floor is mouldy, but the rest of the rooms on this level are quite dry - the water rarely reaches this height, only in storms and for a few minutes at 6. A concealed ladder leads deeper.
K: Viewing room overlooks the ocean. Descending the outside of the cliff would be grueling but possible, reaching the closed door to **P**. If the tide is high, characters could simply swim out this opening.
L: A rusty cellblock. Lashanthara was causing trouble and moved here.
M: *The Tidecrank* is a powerful old artifact that allows the user to shift the tides. It can be used to acceleate the tide cycle, but first it must be repaired. The broken parts are scattered in **P**.
N: The second cellblock - holds Krin and 6 other Merfolk. The keys to both cellblocks are hanging by the door to **O**.
O: This library has glass-fronted bookshelves to protect Morinoux's knowledge, but most of the glass has shattered. The large artifact *Mindstone Sphere* in the center of the room creates Apparitions of Loss to protect the information. There are hundreds of soaked books, and hundreds of Apparition filling the space with their whispers.
P: **The Warden** is a Coral Golem that lairs here. The cliffside wall opens, letting him watch the moon. In saltwater, the Warden freezes stationary - he cannot swim. The interior lock key is hidden in his body. Bait him into reaching upwards, then submerge him in saltwater to retrieve it.
Q: The Frozen Chapel. Each dotted line is a falling curtain of water that seperates a Prayer Vault - the Ice Wraiths can freeeze these into walls.
R: The graves of Morinoux's Saints. Ice Wraiths patrol here.
S: The back wall of each floor conceal a mechanical float-lock that unlocks this chamber's outer door when all 5 are submerged. These could be rigged by someone clever. The Warden's key opens the interior lock.

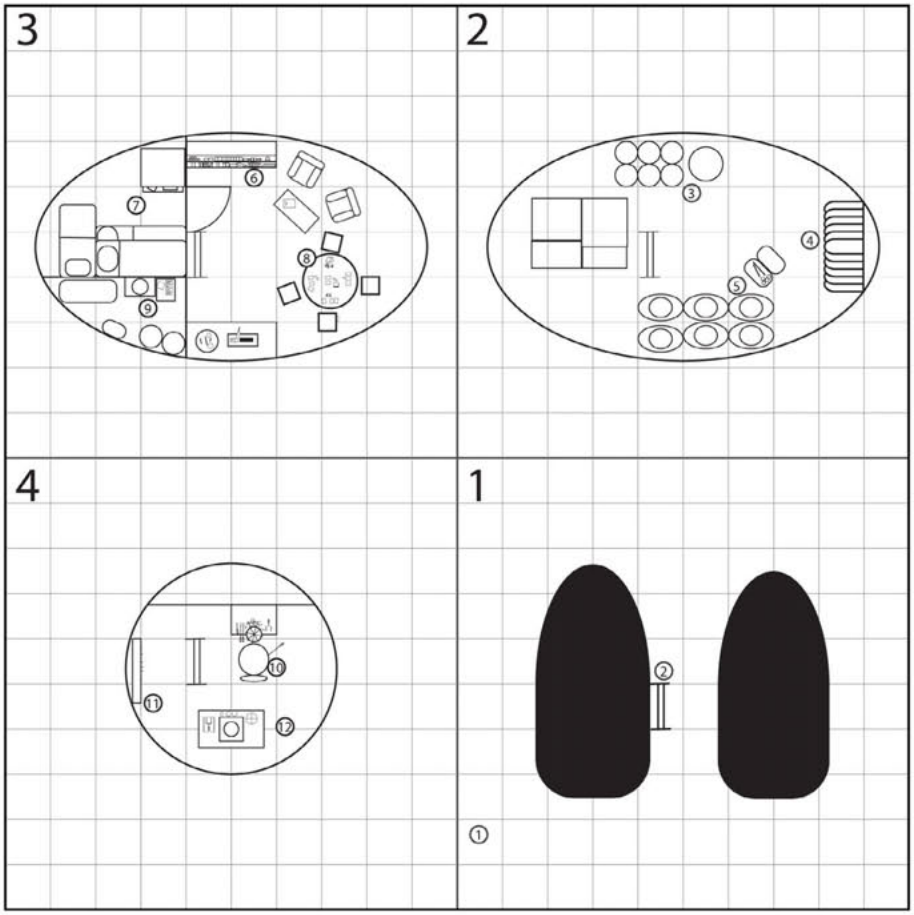
THE EYE OF THE STORM GIANT.

By Cooper Graetz

BACKGROUND

Three mages, Caurus the Elvish Conjurer, Pui Jei the Human Necromancer and Dorpip the Gnomish Tinkerer, had an idea; Transforming the corpse of a giant into a roving building for them to live, research and occasionally stomp on villages in. After many years they did. It did not go well. People for some reason dislike the idea of a giant stomping nearby. Many tried to destroy it until they decided to add some security. First was Caurus's army of wind spirits. It seems they took that as a challenge. So in came Pui Jei with the Zombies. An elite squad of zombie fighters is not as effective as it sounds. Finally Dorpip fed up with the distractions to his research build the Eye of the storm. A device that creates a storm, but leaves the inner area safe. Finally they were free from the attackers and so began the wandering life of a trio of wizards who live in a literal storm giant.

MAP



KEY

1	When approaching the giant the PC's will have to combat fierce winds, elementals and the occasional stone or large piece of debris caught in the wind.
2	The feet are ordinary accepting the size, and smell. But a ladder can be seen on the inner left ankle, this leads into the body.
3	A search through the boxes and barrels reveals some supplies; water, food, magical ingredients and even some body parts. A steam crossbow (fire crossbow) is buried among the junk.
4	Here some magical explosives are stacked, it seems the giant can reach in and throw these for defence… or fun.
5	The squad of zombies are in the process of being patched up by Pui Jei, and thus are in an inactive state. If Pui was to notice the PC's it would take time to wake them.
6	The shelves are filled with books of magic and mechanical theory. Some seem to still be in the process of being written, a spell book can be found with some summoning instructions, another with basic offensive spells.
7	The bedrooms are largely empty of loot. Some robes can be found, smelly robes, but not much else.
8	There is a substantial amount of gold in play on the table, and a set of cards. Only a few are duplicate cards.
9	Caurus can be caught here with his pants down, literally. He is on the privy and so will not hesitate to summon some creatures to his defence while he finishes up.
10	The pilot's chair looks over a complicated set of instruments, knobs, levers and buttons. Under the controls seemingly fixing them Dorpip can be seen, or at least his feet can. He is quite in his own world but still carries a 'boomstick' (flame wand).
11	A pinboard with seemingly the route of the giant planned out. Notations reference supply drops and a few targets for the giants rage (often with notes such as 'screw kevin')
12	The eye of the storm giant is a large complex machine with a staff sticking out the top, one could pull it out with some care and difficulty, with failure resulting in a dangerous reaction, to obtain the staff of the winds (this would stop the storm). Although doing so will attract attention.

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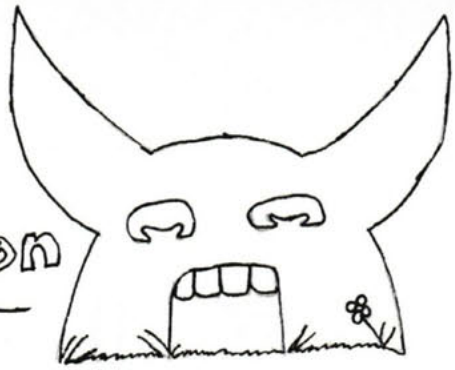
Gullet of the Rust Demon



by Dan D.

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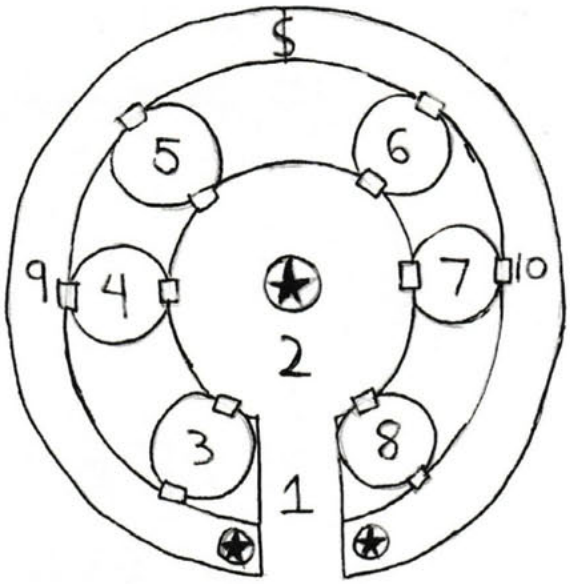
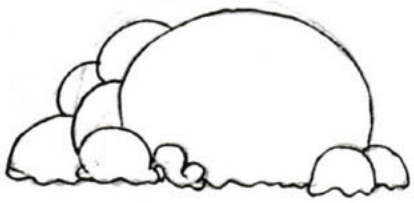
throneofsalt.blogspot.com



The Ooze



- Clotted blood and shards of bone, leaves a pinkish film.
- Ambush attacks: drop from ceiling, slip under doors, spring from cracks and hollows.
- Flees after taking 1d20 damage (roll each encounter)
- 1-in-6 chance per room; always attacks when both switches are pulled or secret door is forced open.
- Two rolls made in rooms 9 and 10; pause for false security.

Room 1

- Slick ivory tiles
- Teeth slam shut after entry.
- Mouth opens when the switches in 9 and 10 are pulled simultaneously.

Room 2

- Rusted statue of a tangled, tortured mass of humans.
- Close inspection reveals:
  - 3' wide hole, no bottom
  - Coiled helix amulet

Room 3

- Dense, broken machinery.
- Difficult terrain.
- Can cause injury.
- Tetanus risk.
- Salvage possible

Room 4

- 50' pit
- Pool of weak acid
- Visible valuables at bottom (gold)

Room 5

- Pool of oily water
- Flammable
- Impedes movement.

Room 6

- Personal chamber?
- All is coated in rust.
- Prison cell?
- Written on wall: "I am feeling ill."

Room 7

- Roiling furnace, unbearable heat.
- Obsidian weapons on a rack.

Room 8

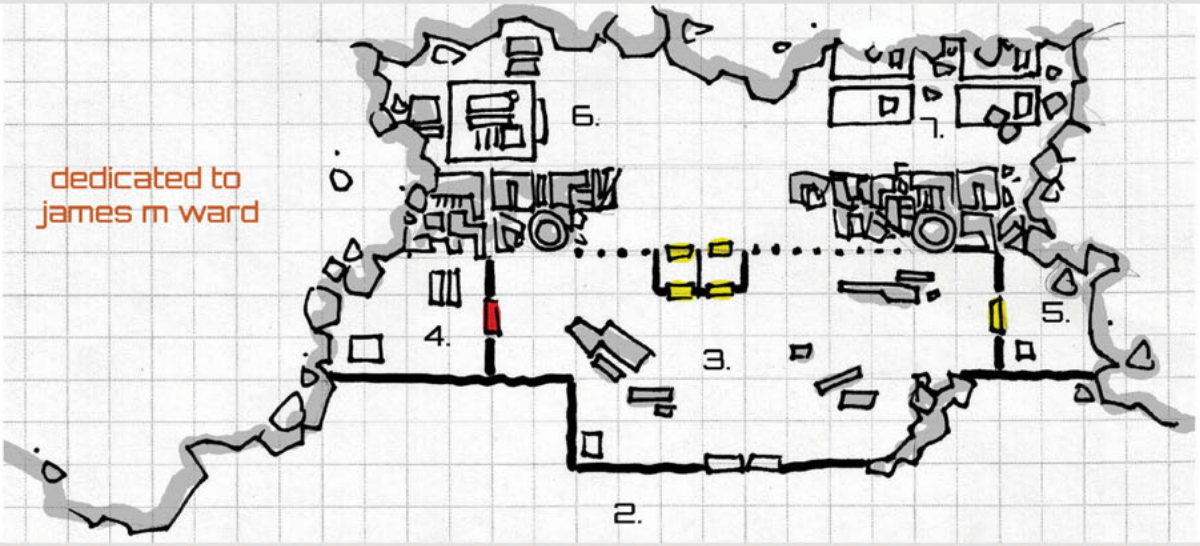
- Electrified coils and cables.
- Live wires.
- Salvage possible.

Rooms 9 and 10

- Murals and statues of beastly demons; statues wield heavy iron weapons.
- Secret door opens silently with key-amulet from room 2.
- Switch statues have outstretched arms - clasp wrist to activate.
- Switches make loud machine noise in room 1.

the awakening

a post apocalyptic scenerio for levels 1-3. an easy starter for your campaign.



concept: your top gatherers left a week ago to the north on a recon and have not returned' the elders consider this to be a good time for your test to elevate into gatherer status. you are to find the group or come back with info/stuff for the tribe...

1. a half a day before finding the installation, the group encounters 1 of the "wandering " encounters.
2. 3 dead gatherers, being eaten by **1-3** large cockroaches. 3 basic weapons as "treasure". doors are ajar, electric light streams from inside.
3. well lit, room in disarray search/roll **1d6** on useful items chart. dotted wall is 3 inch plexiglass, yellow doors are sanitized enter/exit portals into next area. **IQ roll** needed to understand how to enter.
4. i.d. reader locked door, inside are 2 hazmat suits a radiation reader & 12 10 gallon h2o purifier kits
5. a fungus covered skeleton is lurking in this dark room, not smart, just animated. roll 1d8 x 2 on useful items chart as treasure.
6. partially functioning console with carson. (she's contacting another base, retrieving a robotic unit or opening an access to the below levels...) she will have INT but will wait to see group's demeanor before attacking. she was part of a last ditch effort to survive when the bombs fell, she's open to any help.
7. survival pods; 3 are destroyed, 1 was carson's. she has audios/videos of music, books, films & news of the time that can be viewed when resting inside pod. the installation is powered by a solar array 3 miles south. the wiring is a little shaky, so...?

usable items 1d8

1. heavy jacket	**2.** fistful of cutlery
3. solar penlight	**4.** 2 cups/glasses
5. screwdriver	**6.** paper/pens
7. laser pistol 10	**8.** laser rifle 50

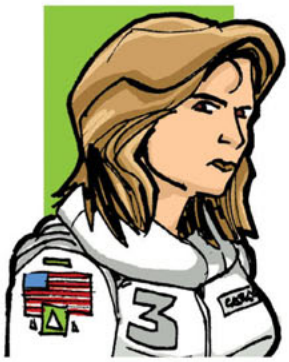
"wandering" encounters 1d4

1. 2-5 large cockroaches
2. 1-2 rival tribe members
3. 1 ratoid with a short sword
4. 1-3 "static" plants

carson

3rd level "sleeper"

skills: tech operations, survival, basic, unarmed/ranged combat.
temperment: confused, will be agreeable if not threatened, can learn common language within 5 hours as it is like english.
equipment: has i.d. access to level 4 equipment & installations. a laser pistol and a basic survival kit/medi-kit.



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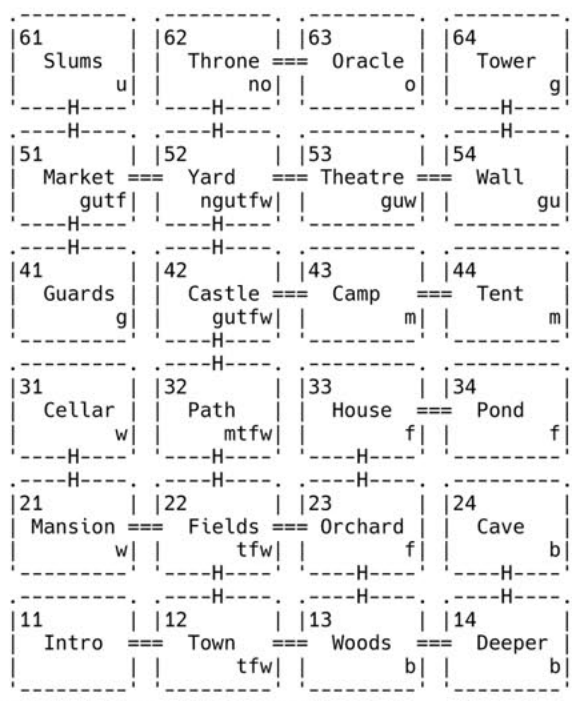
STUCK IN THE MUD
by Dan Wesely
https://sites.google.com/site/asciisandbox/



Map Legend

NPC territory abbreviations

b: Bear
f: Farmer
g: Guard
m: Merchant
n: Noble
o: Oracle
t: Townsfolk
u: Urchin
w: Wealthy Person

The players begin in room 11, where the only exit is East. Throughout the realm, exits are North, East, South, and West. Distances are not important in this realm.

NPCs wander around their territory. One option is to place a marker for each NPC somewhere in their territory, then periodically roll a four-sided die (N, E, S, W) and move them if the room in that direction is in their territory.

Some ideas for events that return players to their own realm:
- find an ancient artifact
- complete a quest from the king
- get killed by the bear or guard
- cause self-awareness by the NPCs

Room - Exits - Room Description

11 - E - **Introductory Area**: A few signs are here to welcome the new players and describe the realm they are entering. No one in the rest of the map seems to think this is odd.

12 - NE W - **Town**: Folk go about their business, houses are old but in good repair. A sign warns of bears in the woods. A few necessities can be purchased or bartered.

13 - NE W - **In the Woods**: Trees and moss abound, but a clearing can almost be made out to the North. Wind whispers through the trees.

14 - N W - **Deeper in the Woods**: It's hard to tell which way is which, it is difficult to travel through so much growth. Even the air smells thick.

21 - NE - **Mansion**: Excessive ornamentation, locked cabinets and display cases with trophies. Stairs descend at the North end of the mansion.

22 - NESW - **Fields**: Rolling hills covered with a variety of local crops. Rows of trees to the East, and an formidable, gated home to the West.

23 - N SW - **Orchard**: Rows of well-kept trees, the fruit tastes good. A modest farmhouse stands to the North. This feels like a good place for a nap.

24 - S - **Bear's Cave**: A corner has a sleeping area. Thieves stashed their plunder here long ago. This bear has been terrorizing the townsfolk as long as they can remember.

31 - S - **Cellar**: Racks of wine and cheeses keeping cool. There might even be some rats down here causing problems.

32 - N S - **Path**: The road to the castle is a good place to meet travelers. The castle itself towers to the North.

33 - ES - **Farmhouse**: A simple little house that smells somewhere between fresh baking and old work clothes. The house overlooks the orchard, fields, and a small pond.

34 - W - **Pond**: A few birds are usually relaxing here. There are no fish to be seen, but a chorus of frogs is heard in the evening.

41 - N - **Guard Shack**: Castle guards usually wander the castle, but come here to train and rest. No lollygagging.

42 - NES - **Castle**: Visitors feel tiny at the entrance of the castle. Mud and wagon ruts make it difficult to walk. A makeshift encampment is to the East.

43 - E W - **Camp**: Travelling merchants like to bring their wares to the castle to fetch a higher price. Camping, they can be the first to sell to travelers.

44 - W - **Merchant's Tent**: One of the merchants may have interesting articles to sell. The tent smells of spices and incense. The merchant watches customers closely.

51 - NES - **Market**: Food and daily goods are sold here, bustling during the day. With all the shouting over prices and bumping into other market goers, this is a likely place to get pick pocketed.

52 - NESW - **Yard**: Good for meetings, or for parades and small festivals. Guards muster daily here. The noble is likely in the official-looking building to the North.

53 - E W - **Theatre**: The castle residents enjoy a good show. A regular troupe performs on this stage, but some days are amateur days where anyone can take the stage.

54 - N W - **Wall**: The castle wall protects the residents from unseen dangers. Stairs to the North lead up to a tower. Guards may not like civilians in their territory.

61 - S - **Slums**: The urchin's domain, not even the guards come here any more. Houses are little more than spare bits of fabric stretched over felled tree branches.

62 - ES - **Throne Room**: The noble sits on a simple but sturdy wooden chair. A look of concern, perhaps some bad news just came from the oracle.

63 - W - **Oracle's Library**: Books line the shelves in this musty room. Instruments and crystals sit near an open window. The oracle's notes sit on a table.

64 - S - **Tower**: The entire realm can be seen from here, if faintly. The map is bordered by seemingly impassible mountain peaks. One wonders how it sustains itself.

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The Tower of the Silent God

by Daniel Comerci

ONCE IN AGES THE STARS ALIGN, AND WHEN THEY DO AN ANCIENT TOWER RISES FROM THE WATERS.
TREASURES LIE HIDDEN IN THE DARK AND WET ROOMS, ROTTING IN SILENCE.
UNNAMED GUARDIANS WATCH TO PROTECT THEM FROM DEFILERS.

The Cove

1. When the stars align a giant hole approx 60m in diameter appears in the waters and seabed of the cove, and what usually seems a **buried ruin** reveals itself as an ancient tower made of a **solid piece** of **black carved stone**. A waterfall surrounds it. Access the tower from the hole in the top of it if you find a way.

2. A second hidden entrance to the tower is present. An **old circle of stones**, perfect pillars covered in strange precious carvings. A hole in the ground lies in the middle of the circle. The ruin is placed in a **wet** and **muddy** terrain high in the mountains.

3. A **dark** and **wet** hall. Green **moss** and **fungi** on the walls, **old wall paintings** depicting forgotten gods and sacrifices. C**rawling horrors** wait here for new flash to consume. Precious **manufacts** wait on stone altars.

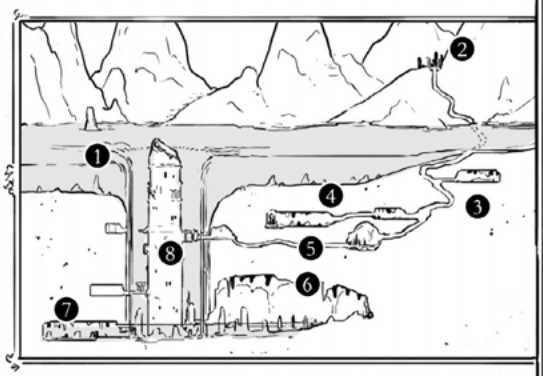
4. A **flooded room** and after that a finely **carved** underground hall, with a small **turquoise lake** where lies a **big statue** of a bearded men, whose beard is made of water snakes. His eyes are **cursed emeralds**, his **ring** holds a silent secret. On the west wall a corridor goes to a **small mausoleum** made of **black and green marble**. Skeletons of warrior-sailors wait in silence to protect a **stone and gold trapdoor**.

5. A small cavern with **strange ruins**. All is **flooded**. A **tainted ghost** waits in the darkness. Under the water a **secret passage** to J.

6. A big rock cavern, white pillars rise from cold waters and fall from the ceiling. **Echoes here hurt like swords**, and the water hides **unnatural snakes**. A marble bridge with an **unknown trap** goes to B.

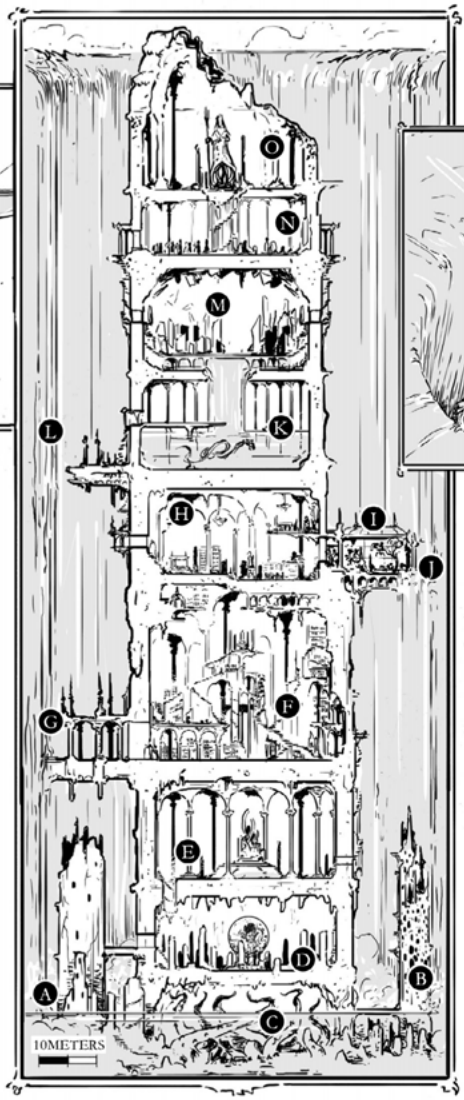
7. A secret complex of **submerged** rooms is accessible from the waters around the tower, coming from 6. Beware the **old pottery** in there, they are not what they look like and contain **unnamed old things**.

8. See the Tower chapter below.



The Tower

A. Under the complex at 7 there's a secret **small tunnel** infested by **pale worms**. You can **limp and crawl** through it, under a waterfall and finally to a ruined destroyed tower. Walls are carved in **many languages**, and from the ceiling hangs a number of **cages** and **jars** full of **petrified creatures**. Each one has **adorned chains or collars**. Be careful if you decide to remove them. From the second floor of the tower a **bridge longer than what it appears** gives access to a staircase chiseled in **pulsing limestone** that goes to D.



B. An old huge limestone adorned in shiny and silvery **precious metal flakes**. Hundreds **small openings** make it seem a stone beehive. **Strange glowing eyes** look from inside it, waiting for fools and greedy.

C. The hearth of the tower, you can hear and feel the **whine and tremble** coming from it, but there's no access to this except from D. What is the heart?

D. The **Coral Observatory.** A **bloody and sticky liquid** covers the floor and exude from the **giant corals pillars** all **shades of red**. At the center of the circular room there's a sphere, a **pale egg or pearl**. Something floats placidly inside, whisper questions and you obtain **unwanted answers**. The sphere is the only way to access the hearth of the tower. On the west is a half collapsed staircase going to E.

E. A **white marble temple**, **wet** and **warm** like a mother's womb. **Moisture and low waters** cover everything. Requests of sacrifice and prayers carved on the walls. Almost drowning in the low water (*sacrifice yourself*) it's the only way to be able to touch the **huge ethereal eidolon** in the center of the room: the **Silent God** in all his beauty, thousands of precious serpents making his/her body, carved in **darkened wood**, white diamonds, metals and black gemstones. The **serpents** watch over the sleep of the god. After a closed door on the east is a staircase to F. The key is a riddle hidden in water.

F. A majestic library, full of **forgotten knowledge, ancient relics** and **strange objects**. The **gloves of silk** you can find in H will protect you, otherwise touching the books awakes the guardians of the library. Giant **black stone golems** resembling **naked warriors**. Sculpted muscles and **reptile heads**. Stairs are everywhere in this labyrinth, one of which goes to H through a closed door that requires a prayer to open, another one to G.

G. A fish **bone carved balcony**. You can stay and observe the cosmos inscribed in **shapeshifting runes**, or go through the **caustic waterfall**. A stone door covered in **algae, lichens and moss** waits for the right **bone key**, behind that a small stone room, unnaturally **smooth and reflective**. Inside an altar with one single bone that sings forgotten songs. It's the **Tongue of the Prophet,** and the room is his mouth. The guards are your worst self, unless you know how to calm down them with an offer.

H. A bizzarre apartment, where the old keeper of the tower used to live. Smell of **perfumes**, **myst**, **luxury** and **salt water**. Many objects tell the story of the previous guardian. Where is he? Or she? On the west side a closed glass door goes to stairs to L and K. On the east side you can access I.

I. The Blue Garden. A blooming greenhouse of **strange rotting plants**. Smell of **melancholy and tears**, **old memories** and **oblivion**. Each plant has an usage, but the time you pass here can make you take root.

J. Passing the garden you'll face a waterfall and a small old rock cave closed by a massive round stone. Some small **common objects** of **childhood** lie on the floor side by side in circle, and in the center, on the bottom of a small pool of water, an old mummified man lies. Who is he? The keeper? An old visitor? The pool is the **Water of Life** you may have read of in the library. A secret stone trapdoor goes to 5.

K. A dark room half full of **deep scary water**. White light comes from above through a rounded hole in the ceiling, water also flows from it. A giant scaly **eel** sleeping in the pool. Cross the water to gain access to M through a modest stone staircase. Use something you found in G or knowledge from F to pass.

L. A broken bridge, **fused stone**, an **unknown lost room** from ancient times barely visible under the waterfall.

M. The hall of shattered mirrors. Thounsands of reflective crystals of polished black stone. Find your way against yourself. A pair of identical staircases go to N. The wrong one goes to an infinite cycle of death.

N. The room of **salt statues**. If you took the wrong staircase you'll soon become part of the **silent crowd** in the room, tributes to the glory of the Silent God. A circular staircase of white marble goes to O.

O. The ceiling of the tower is collapsed but no debris are present. **Light** comes from above, smell of water. A giant **shiny metal** statue of the Silent God, a bearded men whose beard is made of water snakes. His eyes are **tainted diamonds**, his **necklace** holds a **key**. Finely crafted **paintings** on the walls depicts sacrifices, drowning and war, luxury, death and rebirth. Touch the eidolon and **metal snakes** will rise from it and attack to protect the god.

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Dorgotar Dungeon

A mini-adventure for level 1-2 PCs
by Daniel F. Walthall - @Axebane

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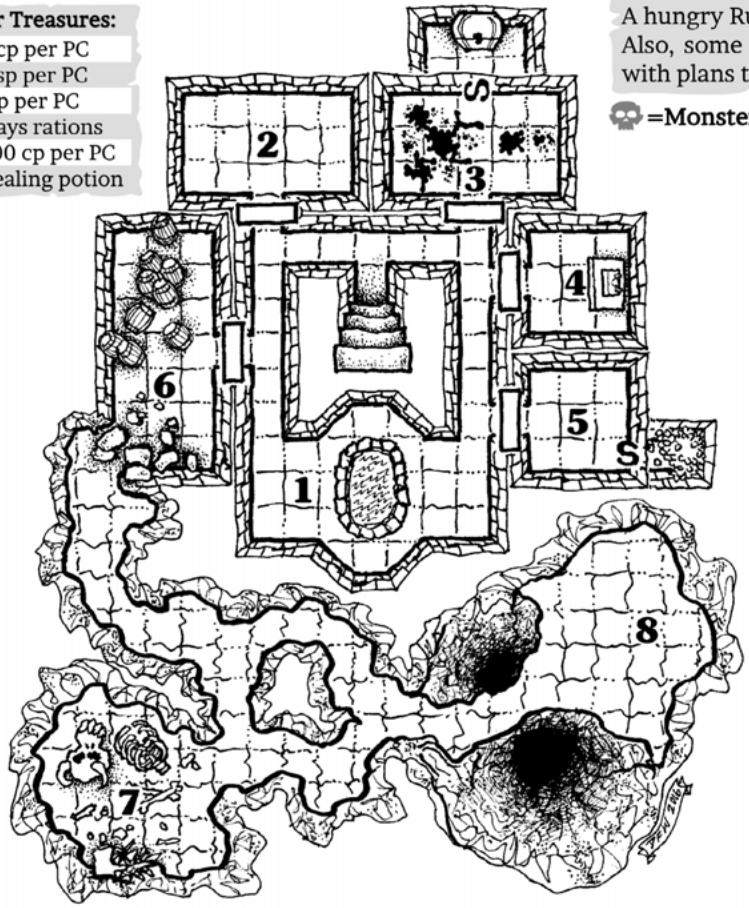
Story Hook: Local Merchants Guild is paying 40 gp (per PC) to clear out all the Goblins from Dorgotar. It will take 3 days travel to reach the entrance.

Story Twist: The Goblins recently discovered a natural cave system that is connected to the dungeon. A hungry Rust Monster lurks within the dark caverns! Also, some Bandits will arrive at the dungeon soon, with plans to slay the Goblins and carry off their loot.

Minor Treasures:

1	42 cp per PC
2	24 sp per PC
3	6 gp per PC
4	3 days rations
5	2800 cp per PC
6	1 healing potion



=Monsters =Treasure =Trap =Special

1 In the center of this room is a shallow fountain, surrounded by carved stones. The water looks surprisingly clear, but the area smells like Goblin feces, so the water might not be safe to drink. Several scraps of tattered cloth and a rusty dagger are lying on the floor.

1d20 sp per PC at bottom of fountain.

*If a PC drinks the water, they must pass a **CON** check or **suffer 1d4 dmg**!*

2 This room is empty, except for a few pieces of stone rubble, and some thick cobwebs hanging from the ceiling.

***1d4 rounds** after PCs enter the room, Goblins attack! (1 Goblin per PC)*

3 The floor of this room is splattered with pools of blood, and a bloody Goblin lies motionless in the southeast corner.

The Goblin has been dead for hours, and has a belt pouch (1d6 gp per PC).

***Secret door** (Easy to spot) in north wall leads to wooden chest (1 healing potion per PC).*

4 There is a stone altar in this room. Atop the altar are several candles, and a clay offering plate. The offering plate is currently empty.

*If any **non-goblin** touches the altar, a magic fire trap is triggered! (Easy to spot/disarm, 2d6 dmg)*

5 This small square chamber is empty. The floor is covered in a thick layer of dust. Footprints in the dust lead toward the southeast corner.

***Secret door** (Hard to spot) leads to small pile of gold (4d8 gp per PC).*

6 Inside this large chamber are several barrels. The southwest corner of the room appears to have collapsed, leaving a pile of rubble and revealing a dark cave entrance. Voices can be heard in the distance.

*The voices are Goblins, arguing about loot shares. **1d4 rounds** after PCs enter the room, Goblins attack! (1 Goblin per PC)*

7 The winding cave passage opens up into a large chamber. Inside the chamber are the dried bones of some kind of giant or ogre. Toward the south end of the chamber is a pile of debris and trash.

8 This cave chamber is very large, with high ceilings and many stalagtites. A natural rock bridge spans a deep chasm, and the sound of dripping water echoes through the chamber.

The rock bridge connects to a large flat area where some kind of creature can be seen moving in the dim light. It stops moving suddenly, and a haunting growl echoes through the chamber!

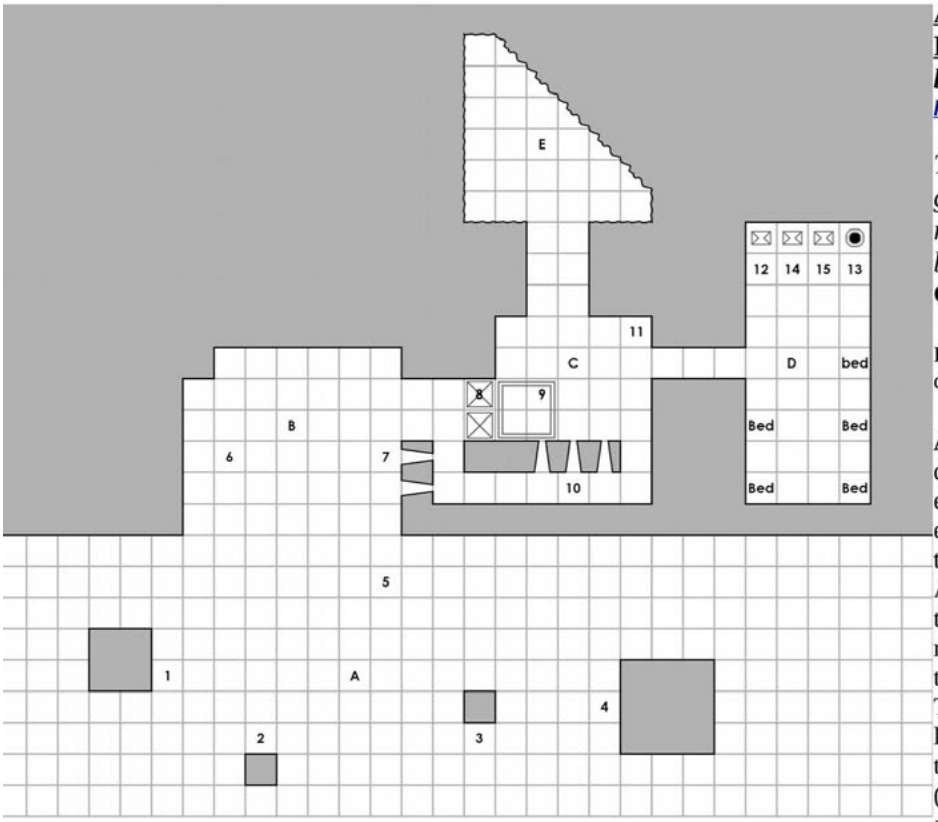
The creature is a Rust Monster! It will attack the PCs, but avoids crossing the natural rock bridge.

***1d4 rounds** after PCs enter the room, Bandits arrive and attack! (1 Bandit per PC)*

For a more difficult encounter, when the battle is heating up, Giant Bats swoop down and attack from above! (1 Giant Bat per PC)

Timeline: If the situation is not resolved, these events will happen. Each square equals 1 day.

1d4 Goblins killed by Rust Monster | Local farmer eaten by Rust Monster | Bandits return for another raid, but mostly fail | One of the PCs distant family members killed by the Goblins! | Dungeon taken over by orcs!



Abandoned Quarry Turned Dwarf Raiding Camp

by Daniel O'Hare

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This abandoned Stone Quarry has one great flat wall. A band of Dwarf highway robbers has mined into this wall and begun building a fortress.

Quest: Retrieve the stolen merchant goods

Letters are general areas, numbers represent specific details in the room.

A - This whole area is covered in a fine layer of dust and small rocks from the dwarve's mining efforts and is slightly sloped towards the front entrance (but the slope is so slight it is difficult to notice. This is a defensive tactic in two ways. Anyone walking on the gravel will make noise that the dwarves inside will hear. If the small rocks are kicked or disturbed they will roll towards the entrance, creating even more noise. There is a difficult to spot path of non-gravel leading to the entrance found if they party thinks to look or if there is a dwarf in the party (this defensive tactic is the most basic of architectural stone defence and all dwarves know of it.)

B) A massive alcove cut into the wall. There is 'security' gravel here too (except on the small safe path along the inner wall.

C)Common room. The dwarven highway robbers are here eating/partying if alarm not raised. If caught unaware, their first act is to push the stone block (#9) into Slot #8. Blocking entrance into the room and forcing invaders to take the long cave that passes #10.

D)Sleeping Quarters and storage

E)Unfinished room full of stone dust, rocks and mining equipment. Chalk diagrams on the walls show that they were planning an entire fortress.

1,2,3,4) These are large protrusions of partially cut stone jutting from the floor of the quarry. Tall enough for cover.

5) If the dwarves have any reasons to be suspicious, they will have a guard standing here.

6)There is an entire merchant caravan wagon here. partially damaged, and empty of loot.

7)Arrow slits. If an alarm has been raised then there will be two dwarves here. One with a tower shield blocking the tunnel, and another with a cross bow firing through the slots.

8)This large cut out pit is a socket for the nearby stone slab (see note: 9) The pit is easy to jump over. but will be a wall instead if alarm is raised.

9)This large stone slab is smooth cut and one foot thick. It rests on rollers and is designed to block the main entrance quickly. (anyone, including the dwarves, can spend a turn to push the stone into the pit (#8) turning it into a wall. Anyone on top of the slab when this happens must make a saving throw or be thrown out of the room and into area B.

10)slots for arrows or spears. If alarm raised and characters try to push past the arrow slits in 7, dwarves will retreat to the common room (Area C) and will attack through arrow slots in 10 with spears.

11)A large table with several chairs. Ornate set of dwarven Slates (dwarven equivalent to Dominos) is on the table.

12)A locked chest belonging to Raider captain. (Captain has key) It contains a letter from local Dwarf king sanctioning this raiding and offering riches if they makes this a full fortress)

13) A light trickle of pure water comes down from a hole in the wall and pools into a stone basin. Excess water falls into a trough and then drains into a hole.

14,15) crates full of stolen goods from the captured merchant caravan.(this completes the quest)

THE CURIOUS CASE OF NEEDLEFORD STATION

(1) Makeshift barricades block the only other entrance to the village. Two guards stand watch. The Station Chief, Jokel, a plump human with a golden beard and bald head, walks past the guards and limps toward you.
J: The station has been overrun, but we have no idea by what or whom. Our few soldiers went in, but never came out. It's been two weeks of nothing but darkness, and I cannot find my sister, O'Quill, but I know she lives. Once we are back in business, I can provide you with 80 gold for your troubles. Will you help?

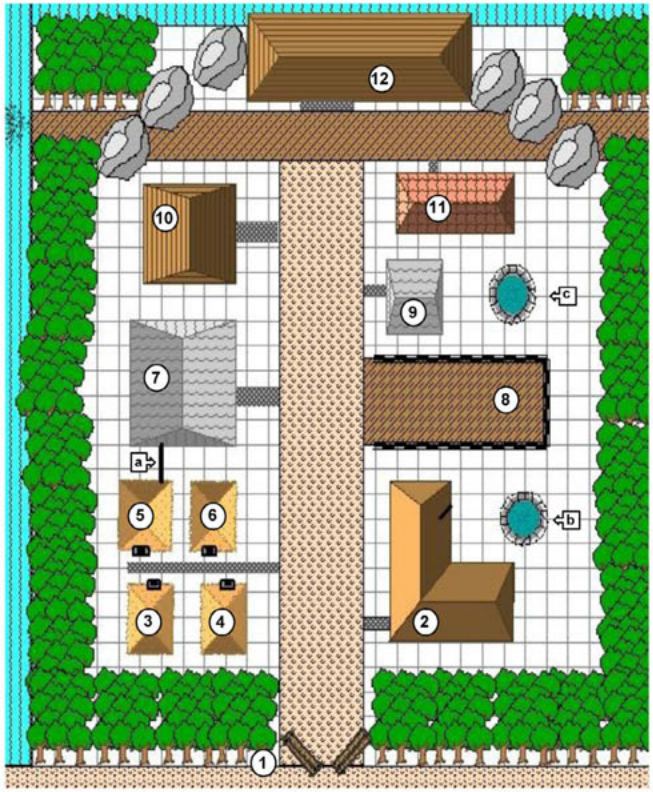
(2) **Church**: The foyer is empty. Grand Hall to the left, Sanctuary to the right.
GH: 2 *Acolytes* search the area. Back door leads outside.
San: Stained glass windows blown out. Pews remain untouched, but scattered piles of bones lay on the floor. A *Specter* appears at the altar, raises *4 Skeletons*. Specter drops glowing crystal upon defeat.

(3) Inside completely collapsed. Nothing to find.

(4) A humble, **single-floor house**. *3 Swarms of Rats*. A single locked, but chewed up, diary is near the bed.
Entry: *Dear diary, I think he's close to finding out. It would break his heart, but only because he would assume it's about him. I hope [unreadable] doesn't do anything rash.*

(5) **Two-story house**: Bedroom, Kitchen, Common Room, Upstairs bedroom.
Bed: Pack of gems in floor boards
K: 2 *Constrictor Snakes*
CR: Busted chairs and tables
UB: Bed, open window, dead body with arrow in it. Body has 2 tomes: crude sketches, Royal Proclamation allowing free travel in the kingdom. Perception check to see rope attached to second floor window of tavern.

(6) House completely empty. Cellar door closed. Cellar is dark and musty, 3 large stones protrude from the ground. Any interaction turns them to *3 Dark Mantles*.



Needleford Station has sent word for help in their dire situation. Evil has taken over the village and blocked the only mountain pass in the region. Can your brave warriors solve the mystery and restore peace to the area?

Upon approach, the sky turns dark and cloudy. It is sinister, but calming. Dense, impassible forests surround most of the village. The station's mountain path is blocked by unbreakable boulders.

Any number of items or magical gear can be a reward for various battles or dropped by enemies

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(7) **Tavern**: *8 Thugs* fight each others in pairs. They are silent except for the back and forth punching.
2 *Specters* cackle from the balcony, each control half the thugs. Upon defeat, the thugs wake up confused, but friendly.
One specter will retreat to the backroom; gains double health, drops glowing crystal.
BR: Fire trap, dex check, room starts on fire. Old bronze shield with werewolf on it in room, +2 Def against undead.

(8) **Stables**: Busted carriages and dead horses

(9) **Apothecary**: Smashed glass everywhere. Box with 5 gold in corner. 2 unbroken vials among the glass shards, roll precision. Fire breath potion and Iron Skin potion.

(10) **Chief's House**: Main floor, Upstairs
MF: Stairs facing away in NW corner. Row of plants contains *Shrieker*, which alerts *3 Guards* upstairs.
Up: *Ghoul* guards glowing chest, does not come downstairs if alerted. Chest contains glowing crystal, 2 throwing axes, 3 throwing daggers, 40 gold, 2 health potions.

(11) **Armorer**: Prokar, a tall goblin, runs the shop. He's oblivious to what has been happening, but wonders why he hasn't had any customers. Can sell a limited supply.

(12) **Station**: Magical field blocks any attempt at entry unless the 3 glowing crystals have been acquired, together they break the field.
Egarmis, a clever mage in tattered robes, hovers above 2 *Acolytes*, *4 Cultists*, 2 *Ghouls*.
*If O'Quill was not saved, she is locked in chains at Egarmis' side.
Egarmis will curse at you, toss a smoke bomb, and disappear. Defeat of the enemies will release the station from the evil spell.

a Rope leads to tavern window, will allow sneaking access.
b O'Quill is hiding in the basin. She will begrudgingly disclose her love for Teetona, her brother's biggest competitor. [Teetona, a female dark elf, hired Egarmis]
c Common well.
*Two packs of *3 Wolves* roam the village.

The King's Scepter

by Elven Tower (Derek Ruiz)

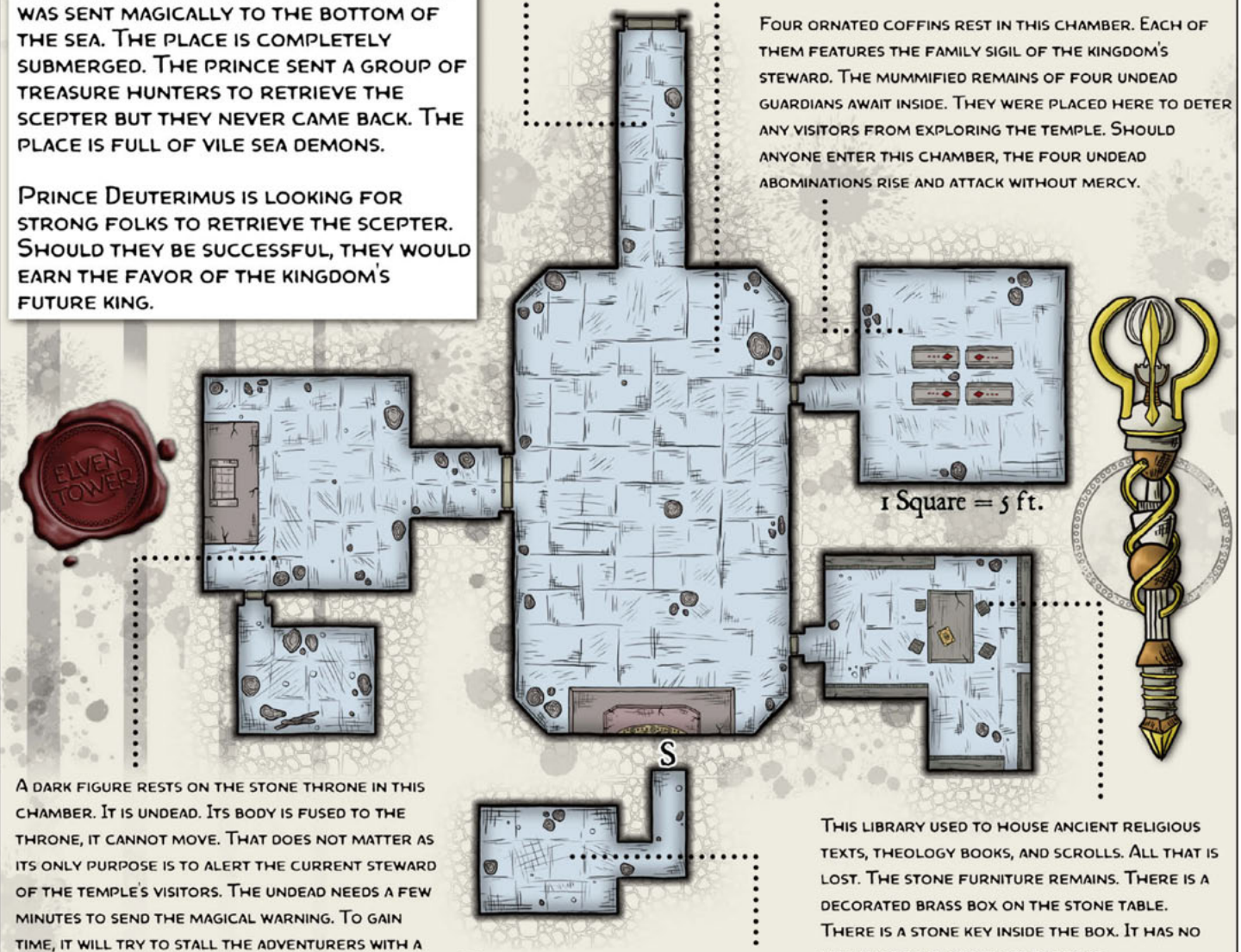
A steward has ruled over the kingdom for six generations. According to law, even suitors from the royal bloodline cannot claim the throne unless they are in possession of the King's Scepter. Prince Deuterimus discovered recently that the scepter was purposely hidden in an ancient temple. Said temple was on a small island that was sent magically to the bottom of the sea. The place is completely submerged. The prince sent a group of treasure hunters to retrieve the scepter but they never came back. The place is full of vile sea demons.

Prince Deuterimus is looking for strong folks to retrieve the scepter. Should they be successful, they would earn the favor of the kingdom's future king.

The temple's entrance is now the side wall of a reef. The place is full of life. Three giant electric eels protect the entrance as if it were their lair.

The main chamber of the temple features an eroded altar to the goddess of darkness. The walls were originally decorated with bas-reliefs depicting epic legends. Nothing legible remains. The place is protected by the unresting spirits of the temple's clergy.

Four ornated coffins rest in this chamber. Each of them features the family sigil of the kingdom's steward. The mummified remains of four undead guardians await inside. They were placed here to deter any visitors from exploring the temple. Should anyone enter this chamber, the four undead abominations rise and attack without mercy.



A dark figure rests on the stone throne in this chamber. It is undead. Its body is fused to the throne, it cannot move. That does not matter as its only purpose is to alert the current steward of the temple's visitors. The undead needs a few minutes to send the magical warning. To gain time, it will try to stall the adventurers with a riddle or two:

What is deaf, dumb and blind and always tells the truth? (A mirror)

Your cannot keep this unless you give it away (Your word)

If it manages to send the magic message, the steward will concoct a plan to avoid Prince Deuterimus' coronation.

There is a secret passageway behind the altar, it can be opened with the stone key in the library. There was a wooden chest in the secret rooms. The wood rotted and dissolved a long time ago, The King's Scepter rests silently on the floor.

Whoever wields it can aspire to claim the throne.

This library used to house ancient religious texts, theology books, and scrolls. All that is lost. The stone furniture remains. There is a decorated brass box on the stone table. There is a stone key inside the box. It has no markings or clues to its purpose.

This chamber is a makeshift home to several sea folks. Sahuagin is the name the fishermen gave them. These evil sea creatures amuse themselves by killing humans in terrible ways. They grin at the sight of their prey approaching willingly.

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Dirk Detweiler Leichty, One-page dungeon contest 2018
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The Heart of Fire

By Donald Lamont
https://growoldgaming.blogspot.com.au/

Can you stop the evil sorcerer Xxultann Goatfoot and recover the heart of fire before he reanimates the Great Dragon Urkobach to destroy the Kingdom!

Beneath the summit of the Wyrmspire lies the ancient fossilised carcass of Urkobach, an evil dragon lord slain in ages past. The last of his life force, 'The Heart of Fire', kept safe for a thousand years has been forgotten by men.

The foul sorcerer Xxultann Goatfoot has stolen The Heart of Fire and intends to wake Urkobach and unleash it as his vengeance on the World.

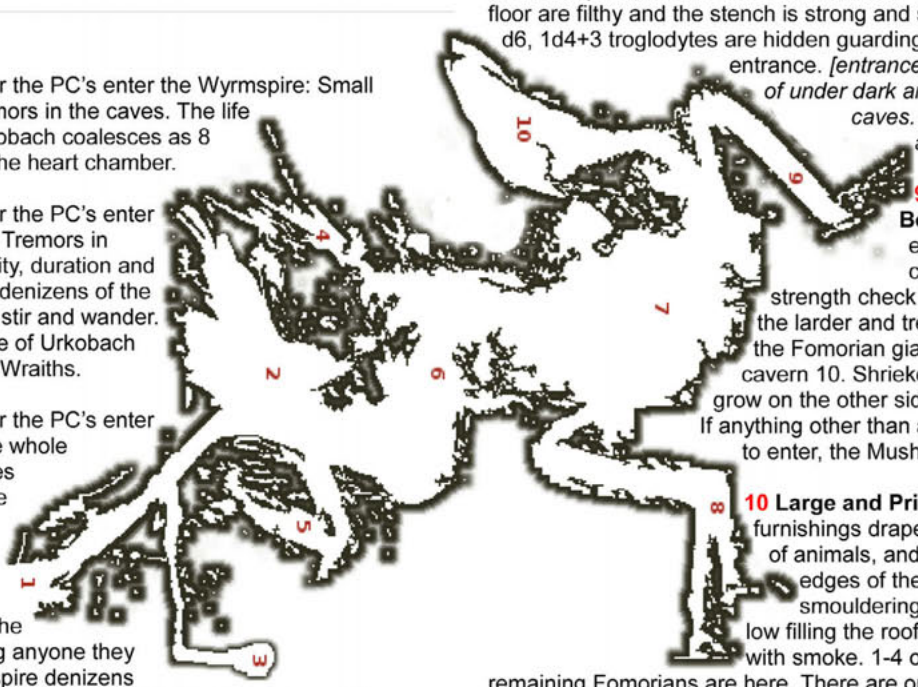
Will the heroes dare follow him into the stony carcass of the great beast and thwart his evil plans!

Timeline

10 minutes after the PC's enter the Wyrmspire: Small intermittent tremors in the caves. The life essence of Urkobach coalesces as 8 Fire Sprites in the heart chamber.

20 minutes after the PC's enter the Wyrmspire: Tremors in crease in severity, duration and frequency. The denizens of the Caves begin to stir and wander. The life essence of Urkobach grows to 5 Fire Wraiths.

30 minutes after the PC's enter Wyrmspire: The whole mountain shakes violently and the caverns begin to change as the Dragon wakes. Large rocks fall from the ceiling, crushing anyone they land on. Wyrmspire denizens begin to move towards the exits. The life essence of Urkobach coalesces to a fiery Dragon Spirit.
[All the stages of Urkobach's life force are sentient and will attack anything they see as a threat.]



1 The yawning maw of the caverns. Ancient stone formations like teeth or dragons claws grow form floor and ceiling. Two corpses of human mercenaries lie on the cave floor about 40 feet in, 1 Roper and 6 Piercers wait in ambush for anyone entering.

2 Four Mercenaries wait in this large open cavern, to kill/delay any would be heroes.

3 Strange smells waft from this passage to the east. Airborne luminescent fungi live in this cavern. They attack with poisonous spores if disturbed.

4 An Underground Stream has worn the west wall away and flows east into Cavern 6. Wet surfaces are very slippery with algae and slime.

5 An Empty Room full of old bones, dust, and scattered rocks.

6 A Pallid Pool fills this large cavern completely flooded, Water varies in depth from 5 feet to 30. Many blind white fish and strangely coloured weeds are here.

7 Strange Stone Formations circle the walls, floor, and ceiling of this huge central cavern. Like a gargantuan cage of bones. In the centre Xxultann stands coaxing a large fiery red crystal into life. The Sorcerer, two mercenary guards and the incarnation of the Dragons spirit *[depending upon how long it takes to get here]* defend the crystal. If Xxultann loses concentration *[standard concentration check]* the Dragon spirit gains its freedom and will attack everyone.

8 An Out Flowing Stream, from the pool in room 6, drops into a deep shaft at the end of this cavern. The walls and floor are filthy and the stench is strong and sickening. 1-3 on d6, 1d4+3 troglodytes are hidden guarding the shaft entrance. *[entrance to upper levels of under dark and Troglodyte caves. Hook for next adventure?]*

9 A Large Boulder blocks the entrance to this cavern. Very hard strength check to move. This is the larder and treasure horde of the Fomorian giants that live in cavern 10. Shrieker mushrooms grow on the other side of the boulder. If anything other than a Fomorian tries to enter, the Mushrooms shriek.

10 Large and Primative stone furnishings draped with furs, skins of animals, and men circle the edges of the cavern. A smouldering bonfire burns low filling the roof of the cavern with smoke. 1-4 on d6 that the remaining Fomorians are here. There are only two in the caverns total. They will investigate any sounds near their lair.

All is chaos, men and monsters are all about!
[Check when entering a new room and every 10 minutes]

Wandering Monster Table	
Monster	Enc. on D12
None	1-6
Falling debris	7-8
Troglodyte	9-10
Henchmen 1-2	11
Fomorian	12

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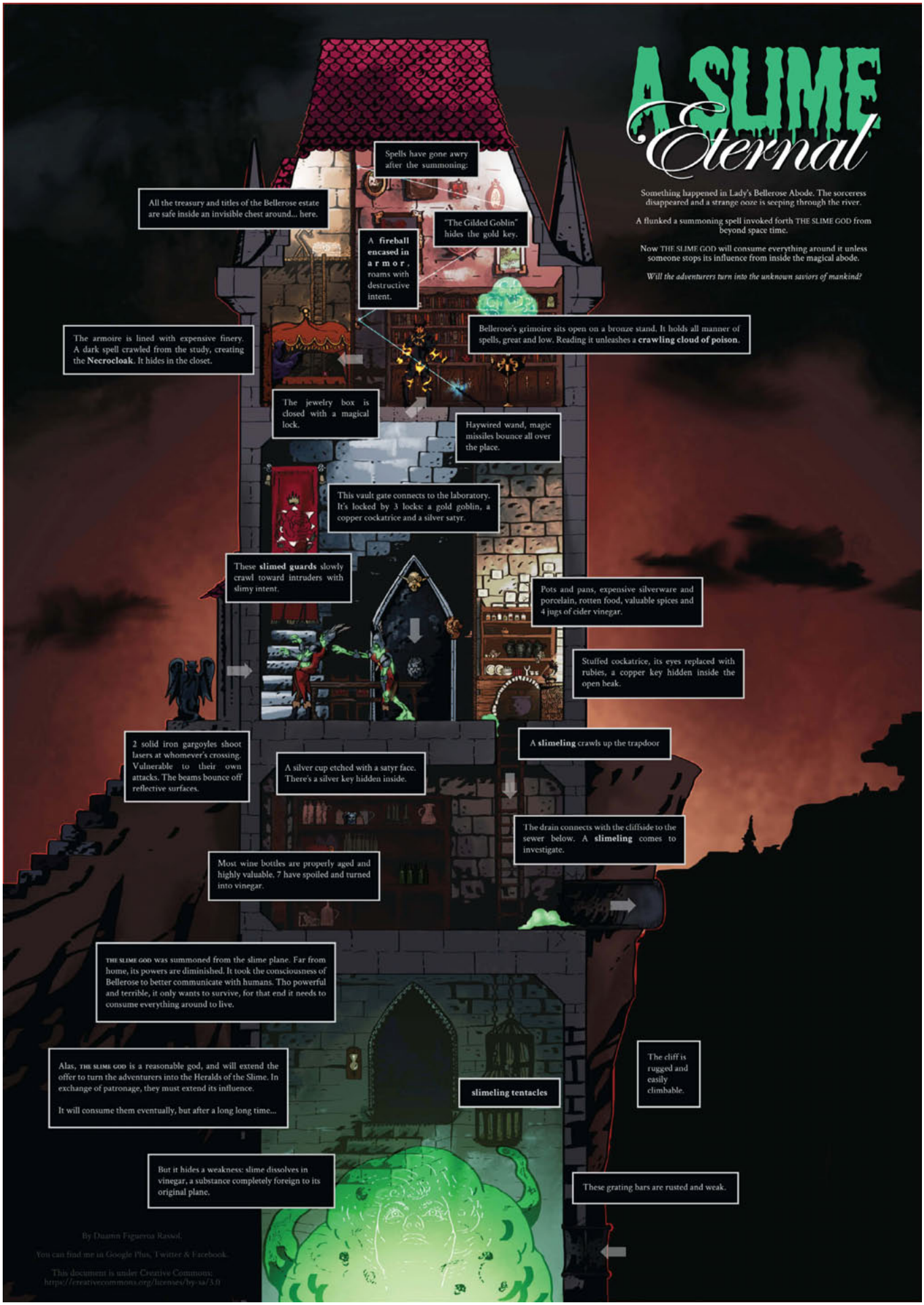
A SLIME Eternal
Something happened in Lady's Bellerose Abode. The sorceress disappeared and a strange ooze is seeping through the river.
A flunked a summoning spell invoked forth THE SLIME GOD from beyond space time.
Now THE SLIME GOD will consume everything around it unless someone stops its influence from inside the magical abode.
Will the adventurers turn into the unknown saviors of mankind?
Spells have gone awry after the summoning.
All the treasury and titles of the Bellerose estate are safe inside an invisible chest around... here.
"The Gilded Goblin" hides the gold key.
A fireball encased in armor, roams with destructive intent.
The armoire is lined with expensive finery. A dark spell crawled from the study, creating the Necrocloak. It hides in the closet.
Bellerose's grimoire sits open on a bronze stand. It holds all manner of spells, great and low. Reading it unleashes a crawling cloud of poison.
The jewelry box is closed with a magical lock.
Haywired wand, magic missiles bounce all over the place.
This vault gate connects to the laboratory. It's locked by 3 locks: a gold goblin, a copper cockatrice and a silver satyr.
These slimed guards slowly crawl toward intruders with slimy intent.
Pots and pans, expensive silverware and porcelain, rotten food, valuable spices and 4 jugs of cider vinegar.
Stuffed cockatrice, its eyes replaced with rubies, a copper key hidden inside the open beak.
2 solid iron gargoyles shoot lasers at whomever's crossing. Vulnerable to their own attacks. The beams bounce off reflective surfaces.
A silver cup etched with a satyr face. There's a silver key hidden inside.
A slimeling crawls up the trapdoor
The drain connects with the cliffside to the sewer below. A slimeling comes to investigate.
Most wine bottles are properly aged and highly valuable. 7 have spoiled and turned into vinegar.
THE SLIME GOD WAS summoned from the slime plane. Far from home, its powers are diminished. It took the consciousness of Bellerose to better communicate with humans. Tho powerful and terrible, it only wants to survive, for that end it needs to consume everything around to live.
Alas, THE SLIME GOD is a reasonable god, and will extend the offer to turn the adventurers into the Heralds of the Slime. In exchange of patronage, they must extend its influence.
It will consume them eventually, but after a long long time...
slimeling tentacles
The cliff is rugged and easily climbable.
But it hides a weakness: slime dissolves in vinegar, a substance completely foreign to its original plane.
These grating bars are rusted and weak.
By Duarte Figueiras Rasmol.
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Just Desserts!

A low-level dungeon by Eldadres

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Prologue

A fresh **pot of stew** has been simmering all night on top of the campfire. You look away for but a second to feed the flames with another log and hear a clattering of pots and pans!

Two small humanoids with the head of a fish and slimy webbed hand and feet dart out from the nearby swamp. They grab **your dinner** from the fire and dash towards the tree line that covers the swamp!

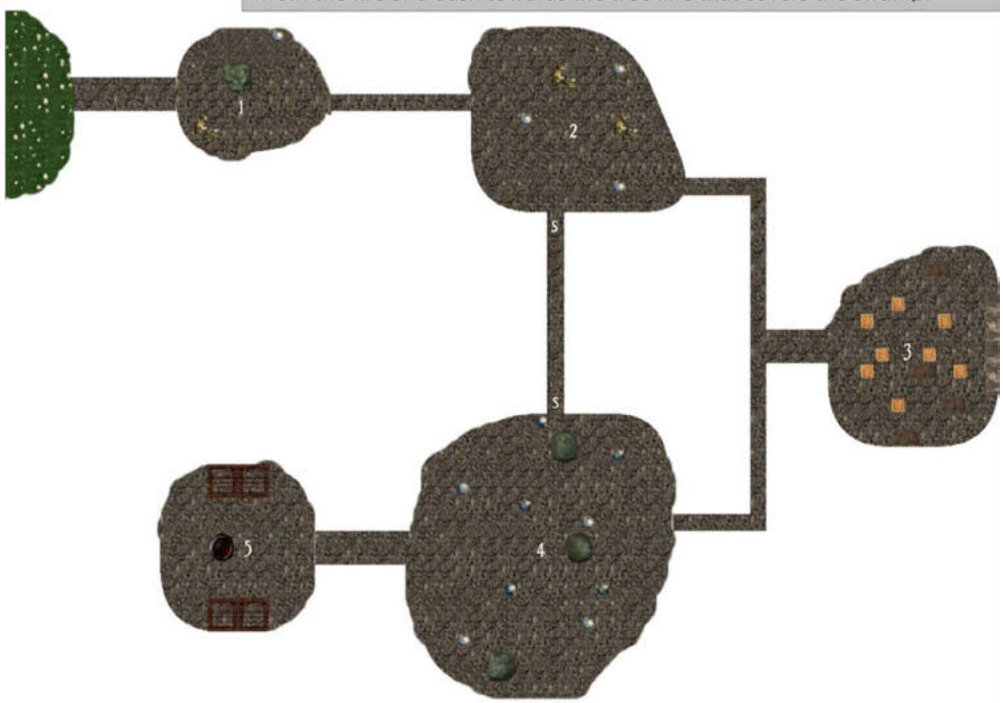
The Cave

The cave that the thieving **Fish-People** are sprinting towards is perfectly visible. It has a dim purple glow emanating from it.

Difficult Travels

Both the cave and the swamp are difficult to traverse due to the slick mud that lines the floor of both.

However, the **Fish-People** seem to have no trouble moving in these areas thanks to their webbed feet!



Room 1: The cave entrance. You hear the **2 Fish-People** heartily chuckle and the loud sound of a door slamming shut soon follows. The entrance of the cave has both large rocks scattered about the floor and a large, purple door guarding the pathway that delves deeper into the cave.

A soft voice calls out from the door when you approach it. It says, **"I am delicious, but only when I am broken first. What am I?"** **Answer: an egg**. If the riddle is solved the door will slowly swing open.

Room 2: Inner Cave. **6 Fish-People** armed with short spears and slings will attack the party. If they solved the riddle quickly in Room 1 they may catch a glimpse of their dinner being dragged down the hallway to the east.

If the party **Investigates** the room they may find a **Hidden Entrance** to a slide that shoots the party out behind a rock in Room 4. If they take the shortcut they will arrive before the **2 Fish-People** that are carrying their **dinner.**

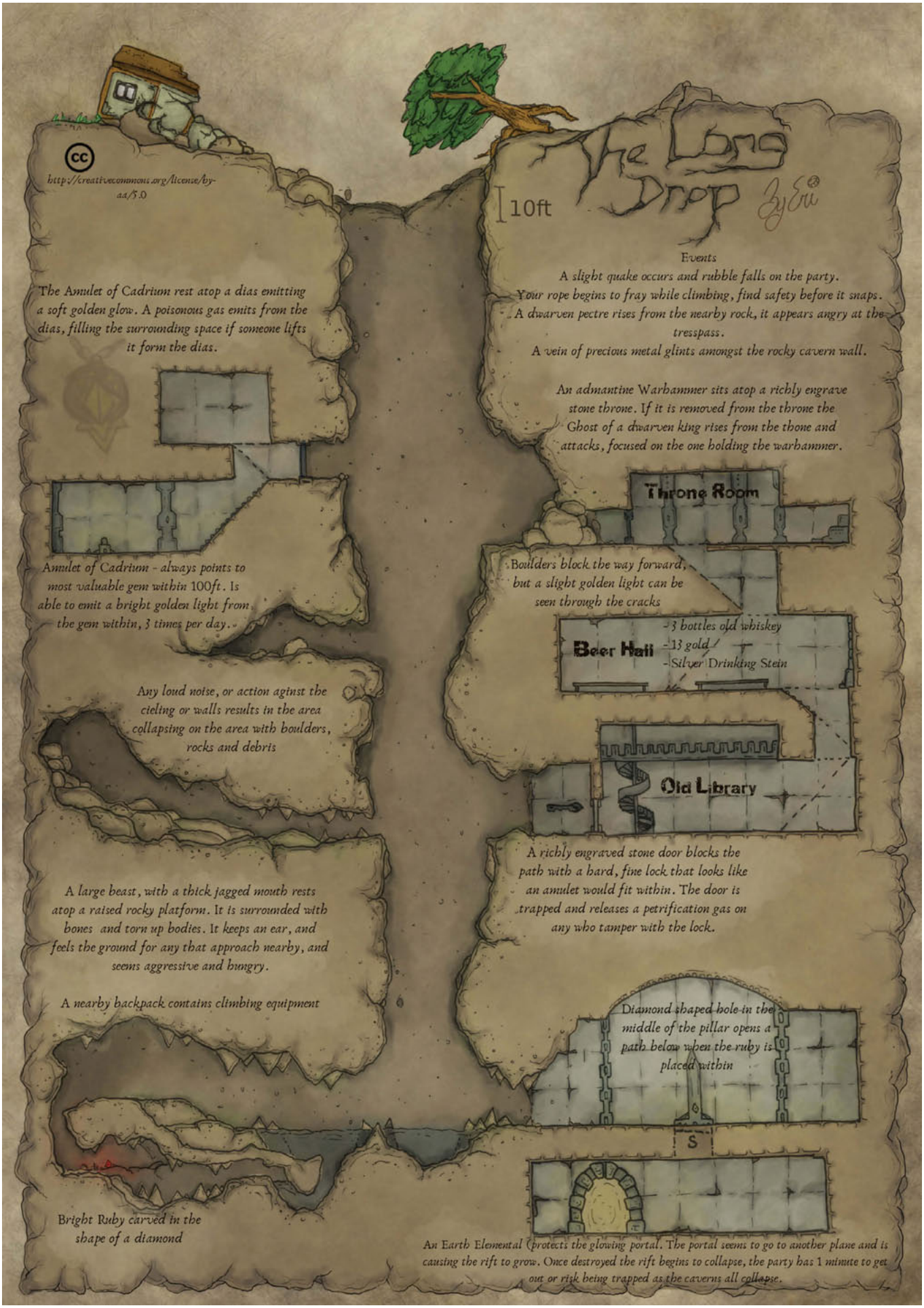
Room 3: The supply room. **3 Sleeping Fish-People** are scattered about the boxes and crates in this room. The crates are filled with medical supplies, rope, and other general supplies. If you **Search** the room there is also a **magic longsword**, **10 glowing arrows**, and some **coins** hidden amongst the various goods.

Room 4: Large Cavern. **4 Fish-People** armed with spears and slings will be guarding the hallway to the west. If the party took the Shortcut from room 2 they will also encounter the **2 Fish-People** that are carrying their **dinner**. There are many large rocks that may provide cover for friend and foe alike in this large room!

Room 5: Devil's Lair. A **Lesser Devil** will be standing by a large cauldron of boiling liquid. The devil wears a crown made of fishbones, symbolizing that they are the ruler of the Fish-People. **4 human merchants** are tied together by a rope and are dangling above the cauldron.

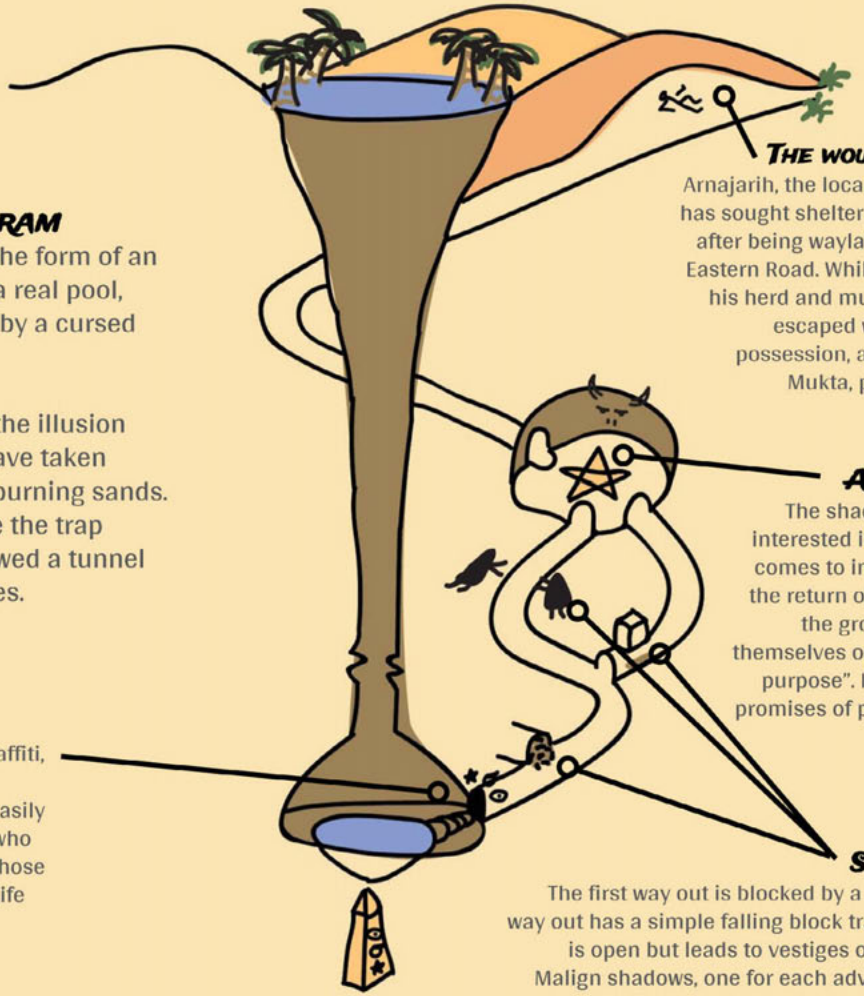
If they have not yet been defeated the **2 Fish-People** will join in the fight after they dump the contents of your dinner into the cauldron.

Should the party save the merchants they will be heartily rewarded with a **large sack of coins!**


The Long Drop
By Eli
10ft
http://creativecommons.org/license/by-aa/3.0
The Amulet of Cadrium rest atop a dias emitting a soft golden glow. A poisonous gas emits from the dias, filling the surrounding space if someone lifts it form the dias.
Amulet of Cadrium - always points to most valuable gem within 100ft. Is able to emit a bright golden light from the gem within, 3 times per day.
Any loud noise, or action aginst the cieling or walls results in the area collapsing on the area with boulders, rocks and debris
A large beast, with a thick jagged mouth rests atop a raised rocky platform. It is surrounded with bones and torn up bodies. It keeps an ear, and feels the ground for any that approach nearby, and seems aggressive and hungry.
A nearby backpack contains climbing equipment
Bright Ruby carved in the shape of a diamond
Events
A slight quake occurs and rubble falls on the party.
Your rope begins to fray while climbing, find safety before it snaps.
A dwarven pectre rises from the nearby rock, it appears angry at the tresspass.
A vein of precious metal glints amongst the rocky cavern wall.
An admantine Warhammer sits atop a richly engrave stone throne. If it is removed from the throne the Ghost of a dwarven king rises from the thone and attacks, focused on the one holding the warhammer.
Throne Room
Boulders block the way forward, but a slight golden light can be seen through the cracks
Beer Hall
-3 bottles old whiskey
-13 gold
-Silver Drinking Stein
Old Library
A richly engraved stone door blocks the path with a hard, fine lock that looks like an amulet would fit within. The door is trapped and releases a petrification gas on any who tamper with the lock.
Diamond shaped hole in the middle of the pillar opens a path below when the ruby is placed within
S
An Earth Elemental protects the glowing portal. The portal seems to go to another plane and is causing the rift to grow. Once destroyed the rift begins to collapse, the party has 1 minute to get out or risk being trapped as the caverns all collapse.

The Faux-Asis

A journey of discovery by Eric Lyonford



Deep in the desert of Har Kalram

The cult of Shahlizee built a death trap in the form of an illusory oasis. Victims fell down a shaft to a real pool, only to have their life leeched out of them by a cursed obelisk.

The cult withered to nothing long ago, yet the illusion persists. Local tribesmen, the Yamalnas, have taken advantage of the cool water far below the burning sands. They have scribbled instructions to escape the trap above the door exiting the pool, and burrowed a tunnel to the surface from the shallowest passages.

Alien glyphs

Strange symbols arc above a locked stone door. Graffiti, a verse written in the local language, frames each glyph. Someone familiar with occult symbols can easily decode the glyph sequence. Alternatively, anyone who knows the local dialect can read the instructions. Those unschooled in either subject risk accelerating the life draining effects of the shrine.

The wounded shepherd

Arnajarih, the local chieftain's brother, has sought shelter in the exit chamber after being waylaid by bandits on the Eastern Road. While his attackers took his herd and much of his wealth, he escaped with his most prized possession, a golden idol of Altar Mukta, patron of his people.

A great darkness

The shadow demon Farwah is interested in the interlopers, and comes to investigate. It longs for the return of the cult and will ask the group to either sacrifice themselves or others "for a greater purpose". It may stoop to empty promises of power in exchange for an offering.

Shadows attack!

The first way out is blocked by a cave-in; the second way out has a simple falling block trap set in it; the third is open but leads to vestiges of the site's evil past. Malign shadows, one for each adventurer, slide out of the gloom to claw at the vessels of life that have entered their domain.

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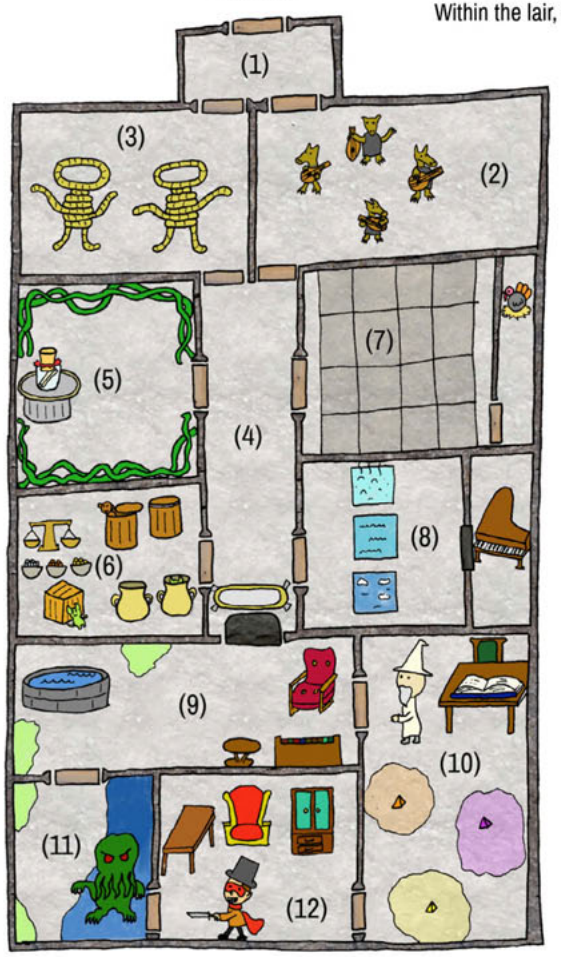
The Lair of The Pun Usher

A groan-inducing RPG dungeon by Eshan Mitra www.roguehexagon.com License: http://creativecommons.org/licenses/by-sa/3.0

A villain by the name of The Pun Usher has been causing mischief in the nearby village. The party has been sent to his lair to track him down and put an end to his antics.

The doorway at the entrance to the lair is engraved with "Welcome to the Dungeon", but on closer inspection, it actually says "Welcome to the Pun-geon".

Within the lair, each doorway is engraved with an inscription, which describes what lies in the room ahead (via a horrible pun).



Room	Door inscription	Contents
(1)	—	The entrance hall. The party reads the inscriptions on the doors and chooses to enter room 2 or 3
(2)	This room contains lots of loot	A troupe of kobold bards wielding *lutes* attacks the party
(3)	This room does not	2 rope golems attack the party, trying to tie *knots* of rope around them.
(4)	—	A corridor providing access to rooms 5-8. The stone door at the end says "You need 3 keys to pass" It opens when 3 of the items from rooms 5-8 are placed on the pedestal: Deed to a key, monkey, turkey, piano key.
(5)	The answer is written on the ceiling	"GULLIBLE" is written on the ceiling (not helpful). Thorny vines cover all of the walls. At the back of the room, a jar is corked and sealed with wax, and sits on a pedestal. If the jar or seal is forcibly broken, the vines come to life and attack. The word "SESAME" is written in small letters on the wax *sealing* the jar, and if spoken aloud, the jar magically pops open. The jar contains a deed to a small tropical isle (a key).
(6)	Steel, Copper, and Gold	A cluttered room. At the back are three bowls containing steel, copper, and gold pieces, and a balance. While the party is messing with that, 2 gremlins and a monkey sneak up and *steal* their copper and gold
(7)	Follow the holy word	The floor is a 4x4 grid of tiles with words. The safe tiles are the things that are *holey*: sieve, honeycomb, sponge, button. Other tiles, if stepped on, crumble and drop the player into a deep hole. On the other side of the tiles is a door to a small room containing the Holy Turkey of Zargorr.
(8)	You must face the deep freeze	There are 3 pools of water. 1) Boiling hot, with a single gold coin at the bottom. 2) Normal temperature, with a strip of runes engraved at the bottom of one wall. 3) Freezing cold, with a statue of a penguin at the bottom. If someone faces the *frieze* by standing at the bottom of pool 2, it activates a rune that opens the door. The door leads to a grand piano with one loose key that can be broken off
(9)	—	Another decision point. The near side of the room looks comfortable, with a bookcase, table and big chair. The far side is musty, and mold grows on the walls. A pool of water contains some flounder-like fish (soles). The party chooses to enter room 10 or 11
(10)	The White Wizard's study	A wizard in white robes sits in his study. He tells the party that in the other half of the room are some magic enchantments of his own design (3 traps: fireball, paralysis, summon hostile fire elementals). He offers to take a character's hand and guide them across the room. If a character touches the wizard, their power gets drained because he is a *wight*.
(11)	I will devour your souls	A tentacled eldritch beast guards the exit. If the beast is fed some *soles* (found in the previous room), it allows the party to pass.
(12)	—	The Pun Usher's quarters (Final encounter, see below)

diamond	tankard	button	tree
wand	fox	sword	sponge
wine	ocean	honeycomb	parchment
chalice	sieve	carrot	troll

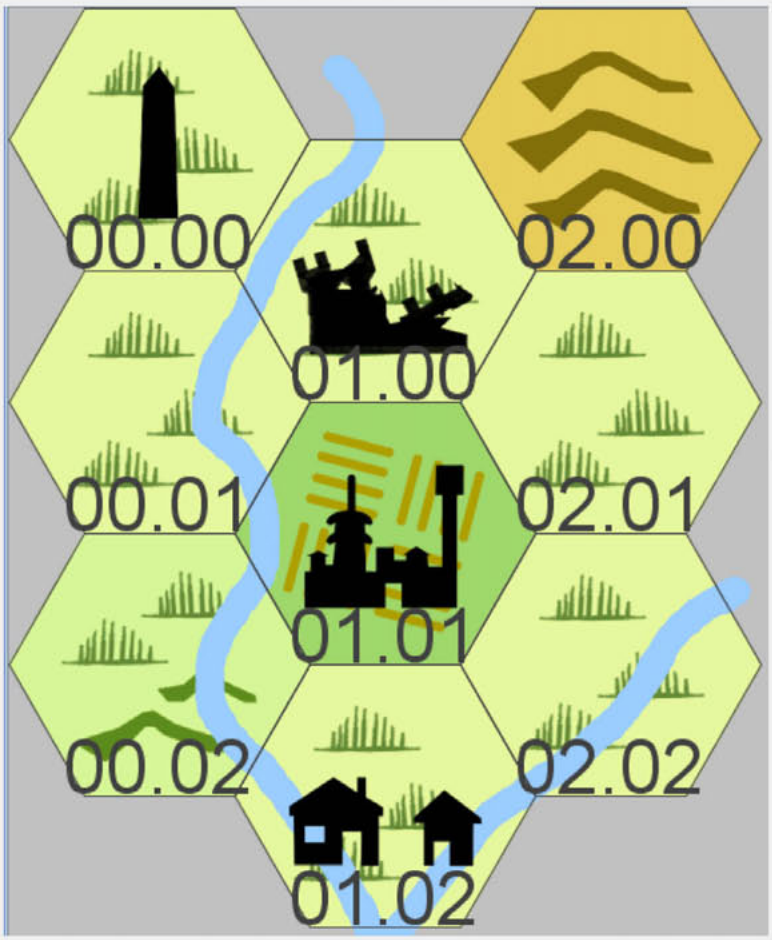
Final encounter with the Pun Usher: The Pun Usher is glad to see his antics in town have drawn adventurers to his lair to experience his wonderful puns. He clearly is only in the villain business for the puns. The party may choose to fight him, or just persuade him to stop causing trouble.

He fights with a rapier, but deals additional mental damage by spouting bad puns during his attacks. When low on HP, he tries to escape via his enchanted armoire, which teleports him to parts unknown.

Suggested puns for the Pun Usher's attacks:

"I hope I'm getting my *point* across"
"Let me take a *stab* at this"
"I used to sing in taverns, but now I'm *barred*."
"Your *thyme* has run out! Better substitute basil."
"I once fought a horde of glass vampires. It was *pane-staking*".

Long Before the Sands Came by Gabriel Pérez Gallardi



Campaign: Sodattahs the Sorcerer Emperor has cemented his grasp over the land after defeating the remaining rebellious lesser kingdoms. Only the Kingdom of Rati, to the far South, has been strong enough to face the Zulmish Empire onslaught so far.

Now, from his palace in the capital city of Aatu in the southern uplands, he is sending his undead scions across the Empire in search of the *Crown of Serket*, the last step to crush Rati, transcend life and become an eternal ruler.

He is not the only one searching for the crown. Somewhere in the craggy hills that darken the horizon to the North and the East lays the secluded *Necropolis of Nugaah*, a place constructed to be the peaceful and eternal home of the wealthy nobles and sorcerers of ancient Zulm. It is a great walled grid full of gardens and elaborate decorations with a tall, black-stoned ziggurat in the center. There, Sakkord, the master of the necropolis, who is believed to be of royal blood and harbor aspirations to the throne, bides his time.

Homebase (0102): The fortified village of *Calundi* is located at the confluence of two streams that flow south (navigable) towards the port city of Katsih and into the distant Eruza Sea. Ages ago, when the nomad tribes started to settle, it was a flourishing town, but the better lands to the North drained its population to what later became the city of Nele.

Three Hexes:

0000: *The Obelisk* is a timeworn basalt monolith of obscure origin that towers ominously above the grassy plains and thrusts more than one-thousand feet into the sky. It is a shunned place that predates the arrival of the Children of Caer and rumor has it evil artifacts lay buried in its shadow.

0100: The ruins of the *Temple of the Ebon God* have laid undisturbed since the time of the elders. Lore says the temple collapsed after the descendants of the Children of Caer plunged themselves into darkness and corruption, unleashing the god's wrath. The truth is that Krelalus the Wicked, head of the temple's clergy at that time, secretly attempted and failed to control the *Crown of Serket*, an ancient and powerful relic of unknown origin. Anyone finding the crown will have to face Krelalus' ghost, who even in the afterlife is not willing to let the crown go.

0101: Ruled by Azithis, the beautiful and enigmatic Blind Seeress, the white-walled city of *Nele* shines and glitters like a beacon under the sunlight, moonlight and starlight, with its broad paved streets, high stylized spires and opulent domed temples, surrounded by the most fertile farmlands of the Zulmish Empire. Azithis has foreseen the bleak future of these lands if the Emperor fulfills his plan. She will pull all the necessary strings to save the land and her status quo.

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Dark Pit of the Resplendent Cube

Adventure By: Gabriel Schrock & Kristine Yabut
Illustrations By: Kristine Yabut
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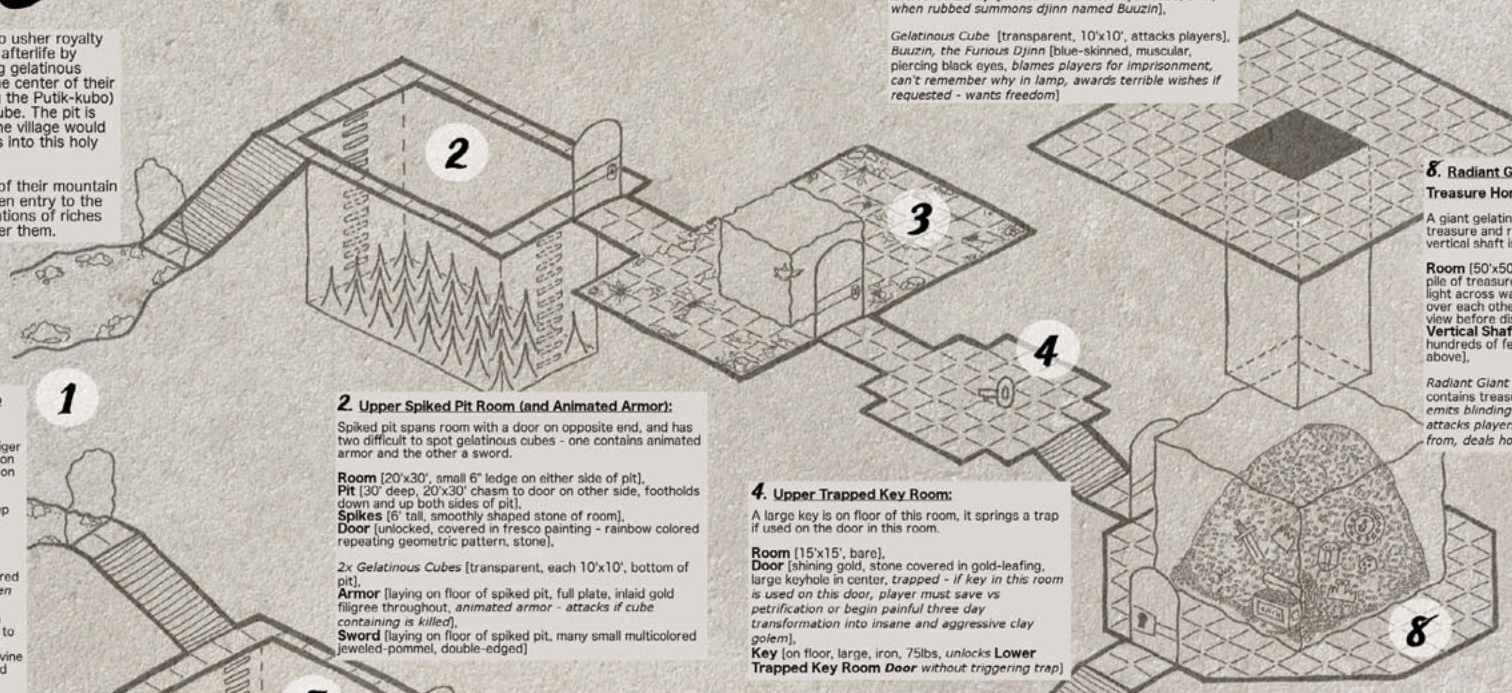
Description: The Putik-kubo usher royalty and their possessions to the afterlife by feeding the deceased to a big gelatinous cube in a bottomless pit in the center of their village, but nobody (including the Putik-kubo) know about the gelatinous cube. The pit is hundreds of feet deep and the village would never peacefully allow access into this holy place.

However, a cave at the foot of their mountain home contains a long-forsaken entry to the burial chamber where generations of riches can be stolen right from under them.



1. A Cave, a Weretiger, and Two Paths into Dungeon:

A feral and fiercely territorial weretiger has made this cave its home. Dungeon entries lead down or up, depending on path chosen.

Stalactites and Stalagmites [deep parallel line marks, *used for claw scratching by weretiger*],
Smell [eye-watering, ammonia, cat urine],
Bone Pile [animal and human, tattered cloth, torn backpack - *contains rotten rations and torches*],
Diverging Path [rocky, both end in archways, rough-hewn arches, lead to smooth stone stair - down and up],
Hidden Cave Painting [moss and vine covered, fresco painting of humanoid wearing crown surrounded by repeating geometric cubes - wears Putik-kubo king attire, two flanking humanoids with wide shoulders and large hands - no eyes],

Weretiger [tiger humanoid, matted fur, ripped pants - splashed with blood, *attacks if disturbed, resists communication*]

2. Upper Spiked Pit Room (and Animated Armor):

Spiked pit spans room with a door on opposite end, and has two difficult to spot gelatinous cubes - one contains animated armor and the other a sword.

Room [20'x30', small 6" ledge on either side of pit],
Pit [30' deep, 20'x30' chasm to door on other side, footholds down and up both sides of pit],
Spikes [6' tall, smoothly shaped stone of room],
Door [unlocked, covered in fresco painting - rainbow colored repeating geometric pattern, stone],

2x Gelatinous Cubes [transparent, each 10'x10', bottom of pit],
Armor [laying on floor of spiked pit, full plate, inlaid gold filigree throughout, *animated armor - attacks if cube containing is killed*],
Sword [laying on floor of spiked pit, many small multicolored jeweled-pommel, double-edged]

3. Upper Ruined Room with Cube and Djinni Lamp:

Room was ruined by clay golem guardians that went insane, and died. A single gelatinous cube in this room carries a djinni lamp with an unhappy djinn - looks like its floating.

Room [20'x40', cracked stone floor, rubble from ceiling on floor, otherwise bare],
Door [stone, unlocked, covered in fresco painting - humanoids with wide shoulders joining hands and arms outstretched],
Brass Oil Lamp ["floats" in air - actually in cube, unlit, *when rubbed summons djinn named Buuzin*],

Gelatinous Cube [transparent, 10'x10', attacks players],
Buuzin, the Furious Djinn [blue-skinned, muscular, piercing black eyes, *blames players for imprisonment, can't remember why in lamp, awards terrible wishes if requested - wants freedom*]

4. Upper Trapped Key Room:

A large key is on floor of this room, it springs a trap if used on the door in this room.

Room [15'x15', bare],
Door [shining gold, stone covered in gold-leafing, large keyhole in center, *trapped - if key in this room is used on this door, player must save vs petrification or begin painful three day transformation into insane and aggressive clay golem*],
Key [on floor, large, iron, 75lbs, *unlocks* **Lower Trapped Key Room** ***Door*** *without triggering trap*]

5. Lower Spiked Pit Room (and Dancing Sword):

Spiked pit spans room with a door on opposite end, and has two difficult to spot gelatinous cubes - one contains armor and the other a dancing sword.

Room [20'x30', small 6" ledge on either side of pit],
Pit [30' deep, 20'x30' chasm to door on other side, footholds down and up both sides of pit],
Spikes [6' tall, smoothly shaped stone of room],
Door [unlocked, covered in fresco painting - rainbow colored repeating geometric pattern, stone],

2x Gelatinous Cubes [transparent, each 10'x10', bottom of pit],
Armor [laying on floor of spiked pit, full plate, inlaid gold filigree throughout],
Sword [laying on floor of spiked pit, many small multicolored jeweled-pommel, double-edged, *dancing sword - attacks if cube containing is killed*]

6. Lower Clay Golems and Cube Room:

Two clay golems in far corners of room come to life and a gelatinous cube attack players that enter this room; the cube can freely pass over golems and heal them with its acid.

Room [20'x40', bare],
Door [stone, unlocked, covered in fresco painting - humanoids with wide shoulders joining hands and arms outstretched],
Two Crude Humanoid Statues [far corners of room, flank far door, misshapen, wide shoulders, large hands, eyeless, *clay golems - attack players that enter room*],

Gelatinous Cube [transparent, 10'x10', *attacks players and unintentionally heals clay golems*]

7. Lower Trapped Key Room:

A large key is on floor of this room, it springs a trap if used on the door in this room.

Room [15'x15', bare],
Door [shining gold, stone covered in gold-leafing, large keyhole in center, *trapped - if key in this room is used on this door, player must save vs petrification or begin painful three day transformation into insane and aggressive clay golem*],
Key [on floor, large, iron, 75lbs, *unlocks* **Upper Trapped Key Room** ***Door*** *without triggering trap*]

8. Radiant Giant Gelatinous Cube and Treasure Horde:

A giant gelatinous cube that is filled with treasure and radiates light from it's core; vertical shaft is to village far above.

Room [50'x50' hexagonal chamber, 30'x30' pile of treasure in center, occasionally emits light across walls, treasure moves slowly over each other, bones rarely appear in view before disappearing into pile again],
Vertical Shaft [above center of room, hundreds of feet high, hint of daylight far above],

Radiant Giant Gelatinous Cube [30'x30', contains treasure, a few human bones, *emits blinding light as treasure removed, attacks players as they remove treasure from, deals holy/radiant damage*]

Distill The Blackest Gold

by Garrett Norman
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The device spins gold from nothing, so long as the candles on each of the 4 altars remain lit. But the place crawls with monsters that can't simply be cleared out. Keeping the candles lit, the dripping gold safe, and your insides on the inside will require nimbleness of thought and foot in this time-management challenge.

One- The device is here, as is a mold to make 4 different giant keys out of the molten gold. If you want spicier loot, perhaps it can fuse items, people, spells, etc, into a single thing, or it can just spit out random treasures. 10 minutes per cycle, plus 1d10 per previous cycle.

The Narrow Hall- Once entered, there's not even enough room to turn around. Bad news if something is chasing you.

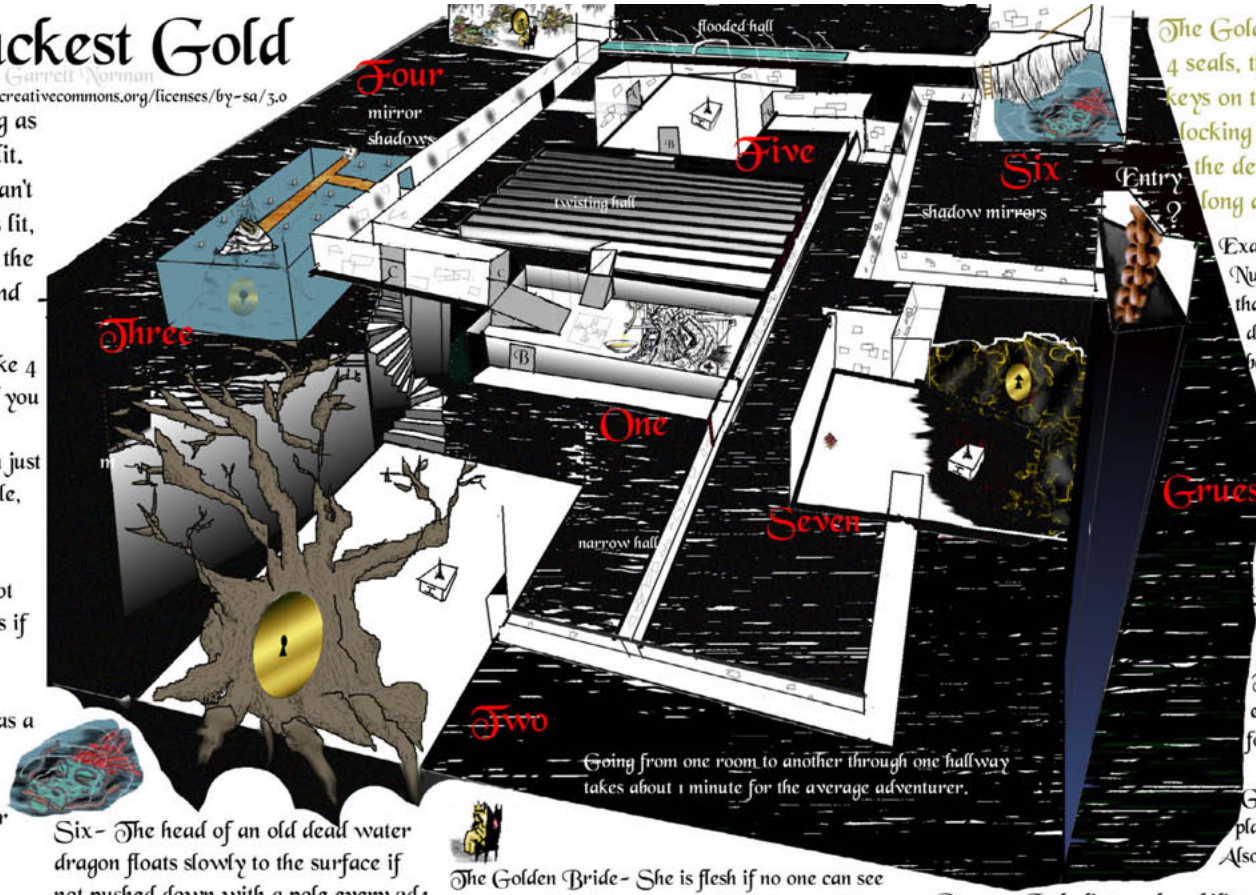
Two- An altar with candle is here, as well as a massive tree the size of a cottage.

Three- A flooded room with burnt out paper lanterns in the water. A walkway goes to another candle altar, and to an island with a coffin bleeding dark smoke- this is the resting place of the restless Father Darkness.

Four- Rotting finery in the corners, and a seated gold statue of a girl looking at herself in a golden mirror of sorts. Her chair is of black iron.

Flooded Hall- lined with the skeleton of a serpent, narrow ledges on either side, fallen rib as bridge in middle. The jump across is 20 feet.

Five- 3 doors and one altar.
The winding hall takes 1d3 minutes to traverse, determined per entry. Space is convoluted within



Six- The head of an old dead water dragon floats slowly to the surface if not pushed down with a pole every 2d4 minutes. If it surfaces, its roar is a soundwave that is also water, extinguishing all fire in the dungeon

Seven- Veins of gold in a flame-blackened wall, and a candle altar. A bloodstained diary of past adventurers details some of the threats of this place.

Grues- An elevator shaft with a huge chain slowly bringing something up from below. Grues crawl up from the depths if not warded off by light. You enter this place by climbing the chain.

The Golden Bride- She is flesh if no one can see her, otherwise she is a statue. Made immortal by drinking liquid gold from the device, she seeks to drink more, and her immortality heals all ills when returning to statue form. Statue weighs 800 pounds. She will brace open doors for Father Darkness. She seeks to enter One to drink gold and mess with door configuration

Father Darkness- A Jiang Shi vampire clad in 15' of impenetrable darkness that radiates from a tattoo on his forehead. He is blinded by it, but can detect the living by their breathing and footsteps. Too stiff to operate door mechanisms, he will noisily hop around in search of adventurers to eat and to use his cloak of darkness to hide his daughter from the gazes of of those seeking to deny her her gold. Grues will hide in his darkness to escape light sources if need be.

The Golden Seals
4 seals, the mold to their keys on the floor of One. Un locking one doubles the rate the device produces loot so long as the peril is loose

Example Extra Perils
Nurikabe- A spirit that enjoys blocking off doors and halls by becoming a wall

Sneaking Slime
Drips on candles, paralyzes on touch, squeezes under doors
Deals no damage.

Methane Elemental-
Sneaks about, smells bad, invisible. Flame causes it to explode with lethal force, then reform.

Good Boy- Wants to play fetch & lick yer face. Also, is a dog made of lava.

Grues- Lethality and mobility as ninja tigers. Instantly killed if within illumination radius of light source. No thumbs. Check to see if a new one shows up every minute their shaft is unlit.

Shadow Reflections- Cast from people passing the shadows of mirrors, which only exist if lit. They hunt whoever they duplicate if they can find them, and otherwise try to put out lights. Can only attack those they duplicate.

Stone Doors- takes 1/2 minute to open from either side by winding a crank. Opening one automatically closes the correspondingly lettered door unless blocked open by, say, the bride, and they can only be closed by opening their counterpart.

~ ~ ~ The Rippling Tower ~ ~ ~

by George Cassie

Venture into the shimmering reflection of a tower cast upon a body of water and reach the uppermost chamber. The reflection is:

1: Of a friendly sage's tower, full of murderous servant simulacra.
2: A vision of a ruin which appears under a moon phase, specters of servants going about their duties.
3: An illusion cast upon the waves as a challenge, full of semi-real threats.
4: An odd incursion by a marine race onto the surface.
5: An omen reversing an ancient tower that strove for heaven, full of demons.
6: Of a fisherman's dream of an old lighthouse, carefully guarded.

- - - - - - - - -

The further into the tower's reflection, the more it ripples in the water. Roll d6 per level on each exploration turn, each combat round, and when a character uses stairs.

5 or less: Nothing.
6-11: Save or fall prone.
12-17: Save or be nauseated.
18 or more: Save or fall down a level.

This assumes the water is being stirred by light breezes and currents, causing gentle ripples. If stilled somehow (*control weather*, *control water*, friendly beavers construct a quick dam), drop one or two dice. If aggravated (boats, tossed rocks), add one or two dice.

Creatures "native" to the tower ripple with it. They are immune to ripple effects. If they would take damage or fail a saving throw, roll a d6 per tower level (with the stilled/aggravated considerations). If any such die comes up 6, they're not there to be affected.

Anything taken out of the tower has a similar chance to just cease existing, based on the level it was taken from.

Stats are presented as [HD; Armor; Intelligence; Morale; Attacks].

Courtyard: The party climbs out of the well. 4 **servants** [1 HD; no armor; average; cowardly; knives] mill about. Large gates do not open.

Storage: Beneath the balcony. Easy to find almost any common item in an exploration turn.

Balcony: 2 **guards** [2 HD; leather plus shield; average; brave; sword or crossbow] challenge intruders.

Barracks: 2 **guards** wait to respond to disturbances.

Guest Room: 1 minor treasure. Possibly one very confused **NPC**.

Dining Room: The cutlery and candlesticks each count as a minor treasure.

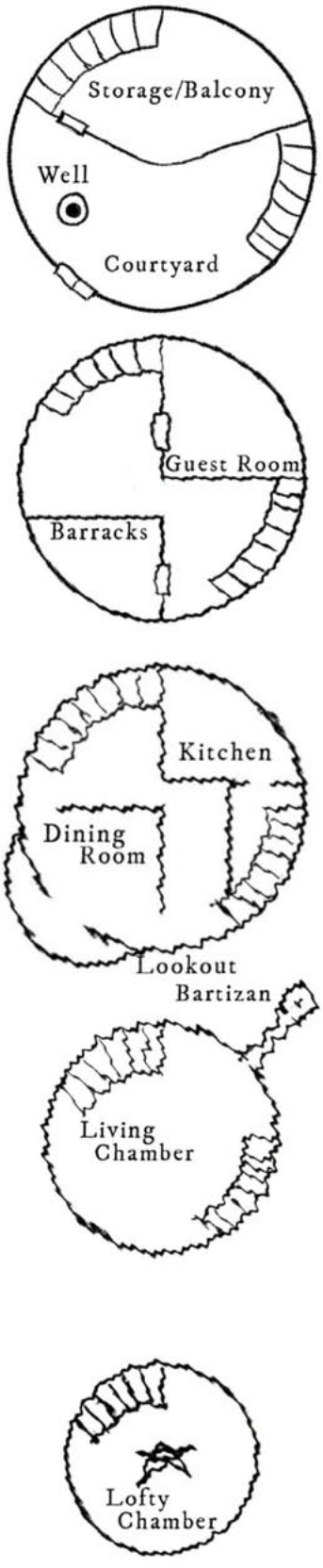
Lookout: 1 **guard** with crossbow at ready. Each round spent here requires a saving throw to avoid nausea.

Kitchen: 2 **servants**, the **cook** [1 HD; leather; average; furious; cleaver] brokers no interruption. 100 days of rations in the pantry, but subject to vanishing after eating.

Living Chamber: The **tower master** [4 HD; leather; high; brave; dagger or spells] will cast a controlling spell, then attempt to flee up the stairs to the lofty chamber's guardian.

Bartizan: A fine treasure related to the tower master's pursuits. Passing the narrow bridge causes a roll on the ripples effects. Any falls down a level from this room lead all the way to the first level instead.

Lofty Chamber: The aim of the party's climb is here, as is a **guardian beast** [3 HD; plate; low; fanatic; claws].



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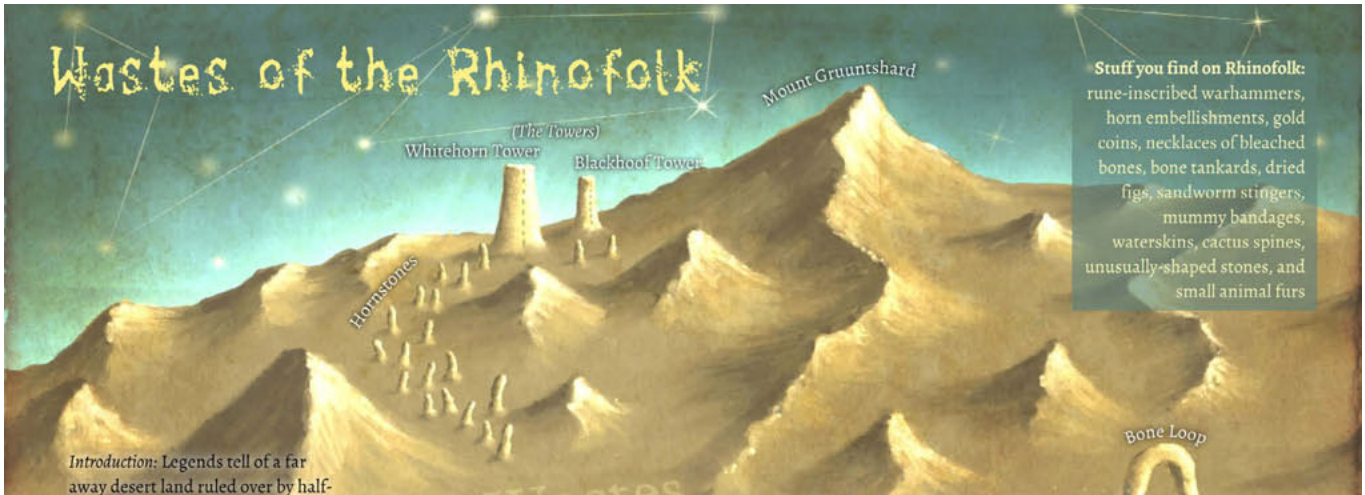
Wastes of the Rhinofolk



Stuff you find on Rhinofolk: rune-inscribed warhammers, horn embellishments, gold coins, necklaces of bleached bones, bone tankards, dried figs, sandworm stingers, mummy bandages, waterskins, cactus spines, unusually-shaped stones, and small animal furs

Introduction: Legends tell of a far away desert land ruled over by half-man, half-rhinoceros tribes. However, these legends are in fact truth. The landscape is ancient and shifting, as wind and sand scour its surface and dwindle its peaks.
In the north of these lands — known as The Wastes — can be found the Gruunt tribe. Living like nomads, they hunt buried sandworms, and protect the contents of The Towers.
These towers are said to hold great danger and fabulous riches, and those clever and strong enough to gain access to Blackhoof Tower can have it in abundance.

The Wastes - Whilst wandering The Wastes, there are always risks to life from the following:

Dehydration: For each hour in The Wastes you lose health unless you drink a pint of water.
Sandworms: Twenty feet long with a gaping maw at one end, and a stinger on the other. On a successful hit, the stinger delivers a poison causing additional damage each round for 1d6 rounds. Save each round.
Rhinofolk: One-third man, one-third rhino, and one-third brutality. Attacking foes with their rune-inscribed warhammers, or headbutting them with their horns. They do double damage with their horns when they charge.

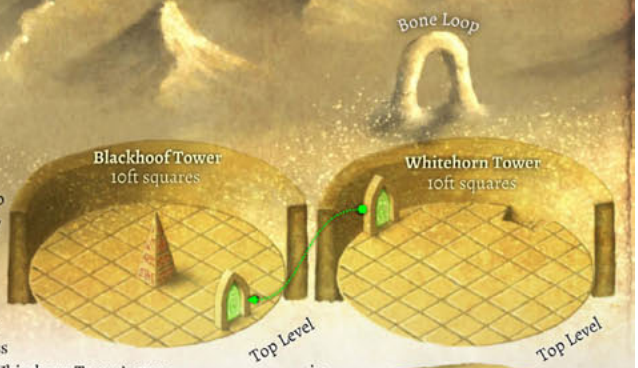
Bone Loop - A massive loop of sandstone on the edge of the Dead Sand Sea. The gap in the loop is 100 feet high and 60 feet wide.

Hornstones - Twenty three pinnacles of sandstone — up to 100 feet high — worn smooth over time. The faint outline of a single large humanoid hand print is carved into the face of each stone. The position on the stone varies. Some high up, some just below the sands surface.

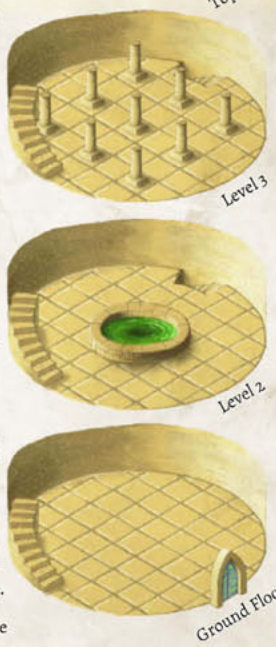
Mount Gruuntshard - Nothing provides a view of The Wastes like standing upon the summit of Mount Gruuntshard. Climbing the mountain is dangerous and falls are common - roll three successful saving throws to ascend. Each failure causes 3d6 damage from a fall. The easiest ascent (avoiding saving throws) is to climb up the long sinuous ridge, but the Rhinofolk watch and protect it. The summit is the only place in The Wastes where you can see the tops of both of The Towers. Anyone observing the top of Blackhoof Tower with a looking glass can make out vague details of a parapet wall with a central, tall pyramid and the large white bulk of a rhinofolk.

Whitehorn Tower - The worn-smooth sides are unscalable. There are no windows, only occasional niches. A pair of rune-inscribed double doors at the foot of the tower bar entry - see *Accessing Blackhoof Tower*. They are immovable and the walls cannot be passed with magic. The top of Whitehorn Tower is barren. Five-hundred feet away, the top of Blackhoof Tower can be seen, but not its summit.

Blackhoof Tower - There is no visible entry into Blackhoof Tower. It has no doors or windows. Around the bottom of the tower — in the worn runes of an old dialect — is the following inscription: *"Twenty three palms through the loop become Enlightened".*
At its very top, open to the sky but protected with a dome of force, is a floor surrounded by a 15ft high parapet. This level holds riches and danger. To gain entry to the tower, players must first gain access through Whitehorn Tower's rune-scribed doors. These can be passed through like a ghost in by anyone that has completed the ritual to become Enlightened.



The Ritual: Place a hand in the hand-shaped carving on all twenty-three Hornstones (any order). Then walk through the Bone Loop twenty-three times. The individual is now Enlightened, glows with a green hue, and is allowed to pass through the tower doors.



Inside Whitehorn Tower: There are four levels, each circular. A spiral stair winds up against the external wall between levels. The tower levels are protected by Rhinofolk and all manner of desert-dwelling minions. A portal at the top level allows an Enlightened individual to pass one-way across to a portal in the top level of Blackhoof Tower.

Whitehorn Tower Ground Floor: Six Rhinofolk guard the stairwell.

Whitehorn Tower Level 2: As player characters enter, a Sand Golem leaps from a central 30ft diameter well of green swirling sand. The Sand Golem will fight and continue to chase player characters up to Level 3 above.

Whitehorn Tower Level 3: Hall of pillars with no visible stairwell up. Each pillar must be smashed for stairway to appear.

Whitehorn Tower Top Level: Open to the sky, but protected with an impenetrable dome of force. Contains a one way portal to Blackhoof Tower. Only Enlightened player characters can enter. Two Rhinofolk guard the portal.

Blackhoof Tower Top Level: Open to the sky, but protected with an impenetrable force dome. Room is empty except for a central pyramid covered in runes known as the Gruuntshard, and an albino Rhinofolk warlock called Ungul Atay. All spells that Ungul casts have the desert as a component. For example; whirlwinds of sand, sand missiles, blinding sand, scorching sunlight, dehydration damage, etc.

The Gruuntshard takes all damage dealt to Ungul Atay. It can take a lot of damage before shattering, which then allows the warlock to be harmed.

Once Ungul Atay is killed, the treasures of the Blackhoof Tower can be revealed. These are left to the Game Master to determine.

Escaping the Tower: With the Gruuntshard destroyed, the force domes disintegrate allowing the player characters to descend the outside of the tower.

r2

One Page Dungeon Contest 2018 - Title: Wastes of the Rhinofolk
Author: Glynn Seal (http://www.monkeyblooddesign.co.uk) http://creativecommons.org/licenses/by-sa/3.0

TIMMY (MY CAT) FELL IN THE WELL!

A one page dungeon by **GM Lily**—for kids 4 to 10 (and grownups too)

On your way home from training, as the sun starts to set, you run into Ranee Dosnav*. Once the most famous warrior in your town, Ranee is now a little old man. Upon seeing you Ranee shouts, "Help, please help. My cat Timmy fell in the old well!"

1. The Old Well. The well has not been used for many years. Two strong posts on opposite sides of the well are all that remain of the pulley. Ranee says, "the wooden lid. The lid must have rotted. Timmy jumped on it like he always does and the lid broke and fell in—along with poor Timmy." As Ranee says "Timmy," you hear a faint meow from the well. Looking down into the well, you can see the gray stone walls of the well and darkness below.

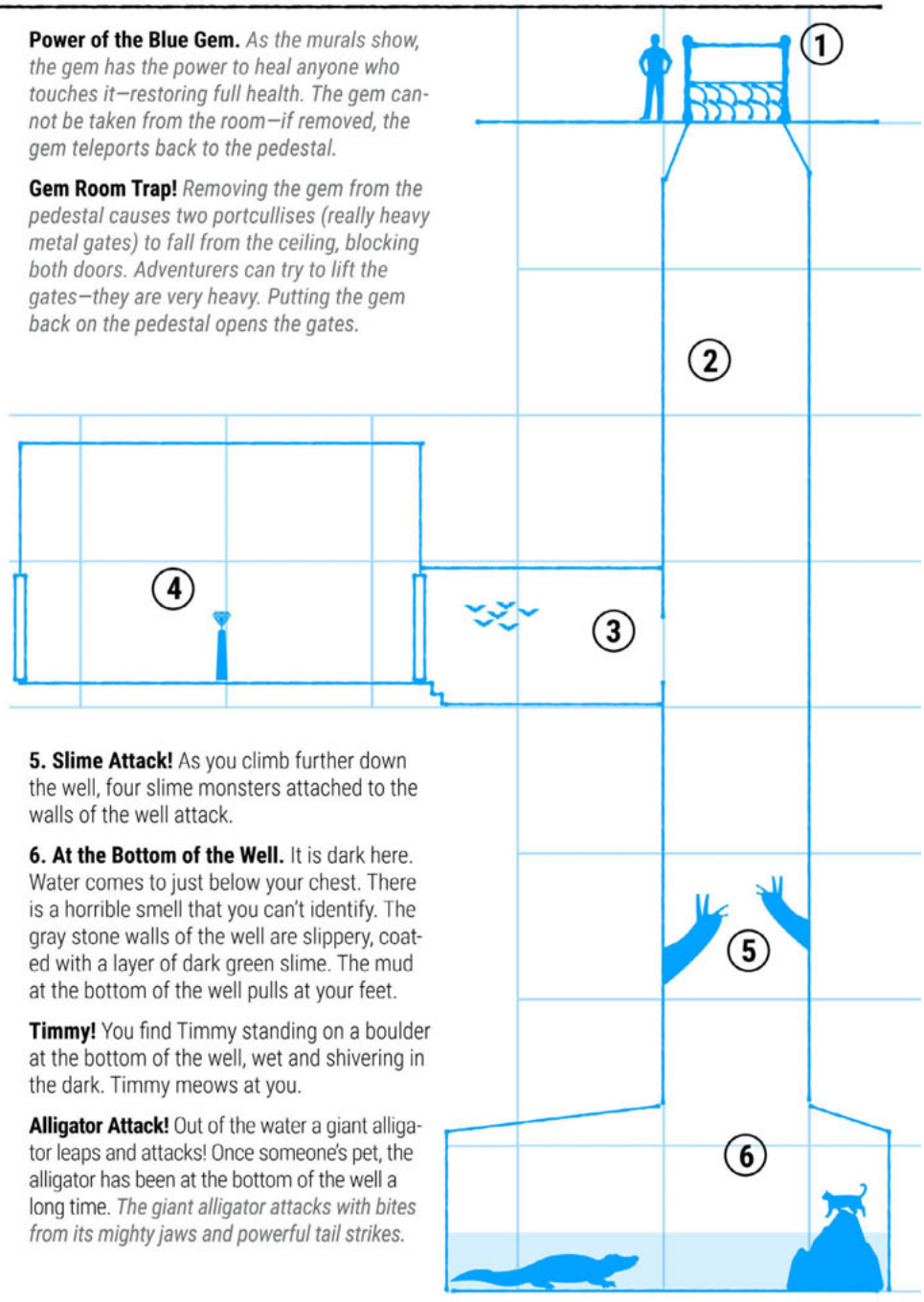
2. Bat Attack! While climbing down you hear a soft noise that slowly grows until it becomes very loud. You soon find out the sound is the flapping of many wings. Bats! A swarm of bats attack. *If attacked, the bats will fly up and out of the well.*

3. Bat Room. An opening in the wall of the well leads into a small windowless empty room. The floor is covered in bat poop—the smell is really bad. The walls, rough ceiling, and floor are yellow limestone. There is a wooden door on the opposite side of the room *(door opens into the room)*.

4. Gem Room. In the center of this large limestone room is a low pedestal with a very large glowing blue gem. On the opposite wall is a door. This door will not open and if broken down reveals a dirt and stone wall. The walls are covered with painted murals. One mural is of a battle, another of a fallen warrior nearing death, the next of a priestess holding a large blue gem to the warrior, and the last of the warrior standing again, healed. The doorway the party enters from has a small carved sign, "Rectory." *A rectory is a place where holy people from a temple live.*

Power of the Blue Gem. *As the murals show, the gem has the power to heal anyone who touches it—restoring full health. The gem cannot be taken from the room—if removed, the gem teleports back to the pedestal.*

Gem Room Trap! *Removing the gem from the pedestal causes two portcullises (really heavy metal gates) to fall from the ceiling, blocking both doors. Adventurers can try to lift the gates—they are very heavy. Putting the gem back on the pedestal opens the gates.*



5. Slime Attack! As you climb further down the well, four slime monsters attached to the walls of the well attack.

6. At the Bottom of the Well. It is dark here. Water comes to just below your chest. There is a horrible smell that you can't identify. The gray stone walls of the well are slippery, coated with a layer of dark green slime. The mud at the bottom of the well pulls at your feet.

Timmy! You find Timmy standing on a boulder at the bottom of the well, wet and shivering in the dark. Timmy meows at you.

Alligator Attack! Out of the water a giant alligator leaps and attacks! Once someone's pet, the alligator has been at the bottom of the well a long time. *The giant alligator attacks with bites from its mighty jaws and powerful tail strikes.*

Challenges

- *Climbing a rope is not super hard, but takes some skill. See if the adventurers can do it or fall.***
- *Getting hit while holding onto a rope can cause a fall, check if the adventurers falls.***
- *Fighting while climbing a rope is hard! Make it more difficult than usual and remember each adventurer only has one free hand.*

*** If an adventurer falls down the well, they fall into the water with a splash and take a little damage.*

*Ranee Dosnav is an anagram for a famous RPG designer, can you figure out who? **Answer:** Dave Arneson

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Lost in the Coldbless Caves

by Gregorius21778 # www.gregorius21778.wordpress.com

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*In a cave system far away from the Dwarf settlement of **Kar Narruk** runs an underground river. The river is known as **Coldbless**, and its water is an ingredient for local healing potions. **Troglodytes** have recently been reported in the area, and a Dwarf named **Horgast Truebelt** has not returned from a journey to gather the water. His wife and family promise a reward to those that return him, or his shiny belt buckle as a proof of his demise.*

[E] marks the passage through which the PC will enter the area.

[O] are tunnels and passages to other, unexplored areas

The river is ice cold (and in fact mostly fueled by melting ice in the mountains in spring and summer). The current is strong, but not unmanageable. In the north a number of large rocks allows to cross it in relative safety. The icy waters are from a region that is ripe with magical energies. Anybody who drinks the raw water will have minor wounds heal immediately, but at least one quart of water needs to be consumed. After doing so three times the effect of the water on the character is lost for about three days.

The mushroom fields (m) grow on gravel banks at the river. They are mostly edible and harmless, but house many deep cave insects. PC may startle a large kind of poisonous centipede that preys on those: (doubles on 2d6 whenever they cross a field; the bite may leave a grown human shivery for 1d6 hours).

The crevasses (c) on the map are deep enough that a fall will hurt, but not kill. They are wide enough that a jump is a small risk. PC may pass them by climbing down and up again, but doing so costs time and may be strenuous.

The ascends/descends (a) are not steep enough to make climbing gear mandatory, but may be bothersome for unskilled climbers.

The narrows (n) are impossible to pass for a character that wears plate armor, is heavily packed or the size of a troll. Everyone else may squeeze through. It takes a moment and some help to pull or shove those free that became stuck.

Random Encounters may occur every hour (d12):

[1-2]: 1d6 troglodytes [3]: One giant cave spider [4+]: none.

Troglodytes are a little larger than Halflings, but scrawny and with longer limps. Their skin is gray, next to hairless and they have large black eyes, teeth and nails. Troglodytes are feral, don´t speak the common language and are equal in culture to early stone-age people. They see heat signatures and have a 2-out-of 6 chance to attack without provocation when encountered. Most of the troglodytes in this area come here through the **[o]ther tunnels**, as their tribe begins to seize these caves. Their base camp is at **[5]**.

Giant cave spiders come to this area through the sink in **[3]**. Their body is the size of a man, and the legs are about the same size again. They are cunning, absolutely silent, see heat signatures and are able to walk on walls and the ceiling. A spider will not attack a group of PC but rather follow them to single one out later, or to wait till the PC are engaged by a different enemy. In a fight it attacks two times with its legs, and if both were successful a bite attack follows. Its venom is paralyzing. It may create webbing, but only uses it to "tow" a paralyzed victim away (to feed on it undisturbed).

The Undine is a hand-sized water pixie that lives in the river, and spends most of its time there. It will emerge out of the Coldbless´ surface when the PC disturb it for the second time (cross it, drink from it, etc.). She is appears as a slender nymph purely made of river water. The pixie speaks with a voice like a a river running in a narrow over an assortment of stones. It will demand to know who the PC are. When they introduce themselves by names it will demand to be named by them as well, and reject the first name given utterly because it is "BORING!". It don´t cares for questions and considers most of them "BORING!", but wants the PC to tell her things. The Undine is especially intrigued by everything shiny, and sometimes rummages through the carcass slope **[7]**. It thereby found **Horgast´s shiny belt buckle** and took it with her into the river, where it now lies somewhere at the bottom. She claims it to be "MINE!", but may trade it for more shiny objects.

[1] The flat cavern has a low ceiling (penalties for those taller than a dwarf) and is dotted with stalagmites and rubble. All exits but the passage to the south may be missed unless the cave is explored thoroughly.

[2] The tilted cave has a steep ascend to the west, but a comfortable ceiling. Very small deposits of quartz glitter in the light.

[3] The vast cavern is a dome-sized space with a large, flat rock formation at its center and a huge sink hole in its northern third. A dangerously small ledge along its edge connects it to **[1]**. The rock formation is used as look-out by a **troglodyte**. When it sees the PC move past the ledge, it will try to sneak away to **[5]** to warn the others.

[4] The stalagmite forests are large caves filled with stalagmites. Any encounters here may lead to an ambush.

[5] The troglodyte lair is a large, unlit cave that is occupied by 1d6+6 **troglodytes**. They rest together near the northeast wall unless they have been alarmed. Stalagmites in the cave give the PC a chance to sneak by. An old pick-ax, 10+2d7 rations of roasted meat and two large water skins from may be found here, which they have looted from **[7]**. The water skins once belonged to Horgast.

[6] Unstable areas are littered with rubble. Any loud noises (e.g. a fight) here will have large boulders come lose and drop from the ceiling.

[7] The carcass slope is used by the troll **[T]** to depose of the remains of its prey. Rats skitter around here, which may shriek and perhaps alarm the troll when the PC disturb them. The remains of **Horgast Truebelt** (and other detritus) are here, but not his belt buckle.

[8] The stinking cave reeks of urine and something worse (troll). It leads to the cave of a two-headed, three armed **chaos troll** that lairs there **[T]**. The chaos troll killed Horgast at the river, ate him and cast the remains off at **[7]**. It has two attacks, is immune to all forms of control magic and regenerates wounds. The monster is raving mad and talks to itself most of the time.

Snow Stills

During the "First war with the south" the frequent occurrence of drunken soldiers called for general prohibition. An unacceptable measure to the Northlings who responded by building "snow stills". Ingenious moonshine installations yielding illegal yet legendary spirits. When authorities abandoned prohibition, the Dwarven abandoned their snow stills causing legendary recipes to go lost.

Rooms:

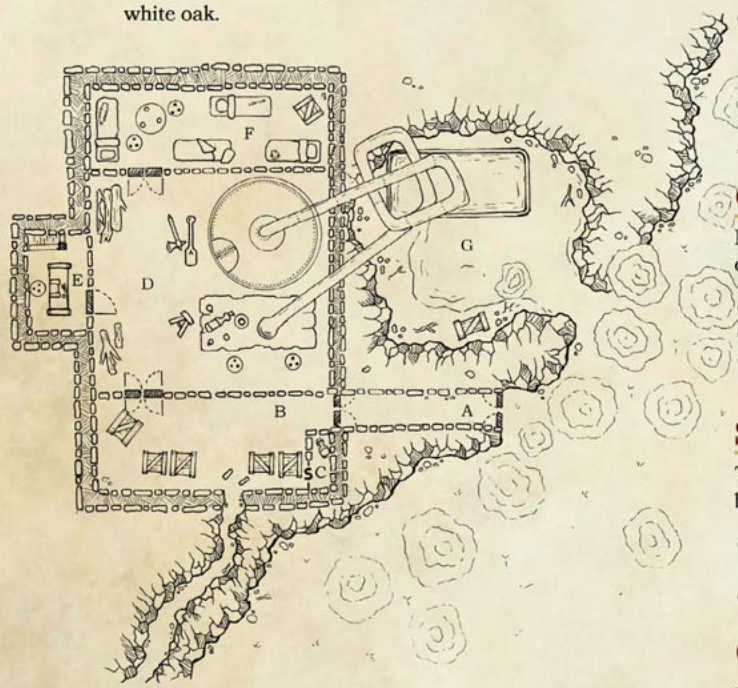
A. Entrance

When Dwarven build a door to remain hidden, and closed to those who finally find it, it isn't easily walked through. Especially when nature had time to reclaim it and winter to cover it with a blanket of snow.

B. Storage

Open, emptied boxes labelled rye, wheat and chips of white oak show gnaw marks on the edges.

- **DM-Note:** Originally lured by the food dire rats now permanently house here. Allow the the "gnaw marks" hint to settle in. If not they're surprised by dire rats.
- **Encounter:** Dire rats.
- **Trap:** Some storage boxes are rigged with explosives to punish thieves.
- **Story:** Lost recipe ingredients; rye, wheat and chips of white oak.



C. Storage cache.

A secret cache built to hide and disappear finished product.

- **Challenge:** Search, add a bonus if they found *"the letter home"*.
- **Treasure:** 9 bottles of Dwarven Moonshine.

D. Boiler room

An ingenuous design leading the boiled mixture's vapor via copper pipes through the snow. Returning both vapor and snow to their liquid form yielding the legendary liquor and crystal clear fresh water for the next brew.

- **Treasure:** Glass flasks, vials, timber, flint and steel.
- **Trap:** Starting the still will spread a toxic gas in the room causing visitors to hallucinate.

E. Desk

Find a part of the recipe and a diary in the desk.

- **Story:** Lost recipe ingredients; Mashed barley, corn and rye.
- **Story:** A diary "24th day of high winter: I suspect Grayback of stealing bottles or at least secretly finishing them way too quickly. Which would explain him hearing and seeing things. I'll fire him tonight."

F. Sleeping quarters.

Find a letter searching the beds.

- **The letter home**: "I had it with Windcoat. He thinks himself a real head brewer. Keeping mint in the water to brew moonshine. Simply ridiculous! Luckily I'm only one bottle short. All neatly stored behind the storage crates as you proposed. Love, Grayback"
- **Story:** Lost recipe ingredient; mint water.

G. Water recovery cave

Mint leaves (part of the lost recipe) and expensive brewing equipment held firmly in its icy grasp.

- **Treasure:** A crystal tasters glass.
- **Story:** Lost recipe ingredient; mint water.
- **Story:** Restarting the still will cause it to melt, yielding its secrets.

Solution: The long lost recipe

The solution/solvent: Distill minted water with mashed barley, corn, rye, wheat and chips of white oak.

- **Foreshadowing:** Talk of a legendary beverage produced illegally.
- **Bait:** Recovering a long lost legendary recipe.

Credits:

Worldbuilding.io Twitter, Instagram Website
Tooling: Home brewery - Natural Crit

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The Seaglass Isle

by Harrison Swift

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A fragment of a flying pleasure-palace built by salamanders.

The **salamandroids**, robots in their makers' likeness, still roam the halls, maintaining the palace as best they can.

The **wobbegong-men** hunt and forage, using indestructible crystal effigies of the salamanders as currency.

The **upside-down hermit**, a human castaway exposed to antigravity particles, believes human flesh is the only way to restore him to normalcy.

Doors — hinged circles of glass with waterproof rubber gaskets. 1 in 6 chance of being locked.

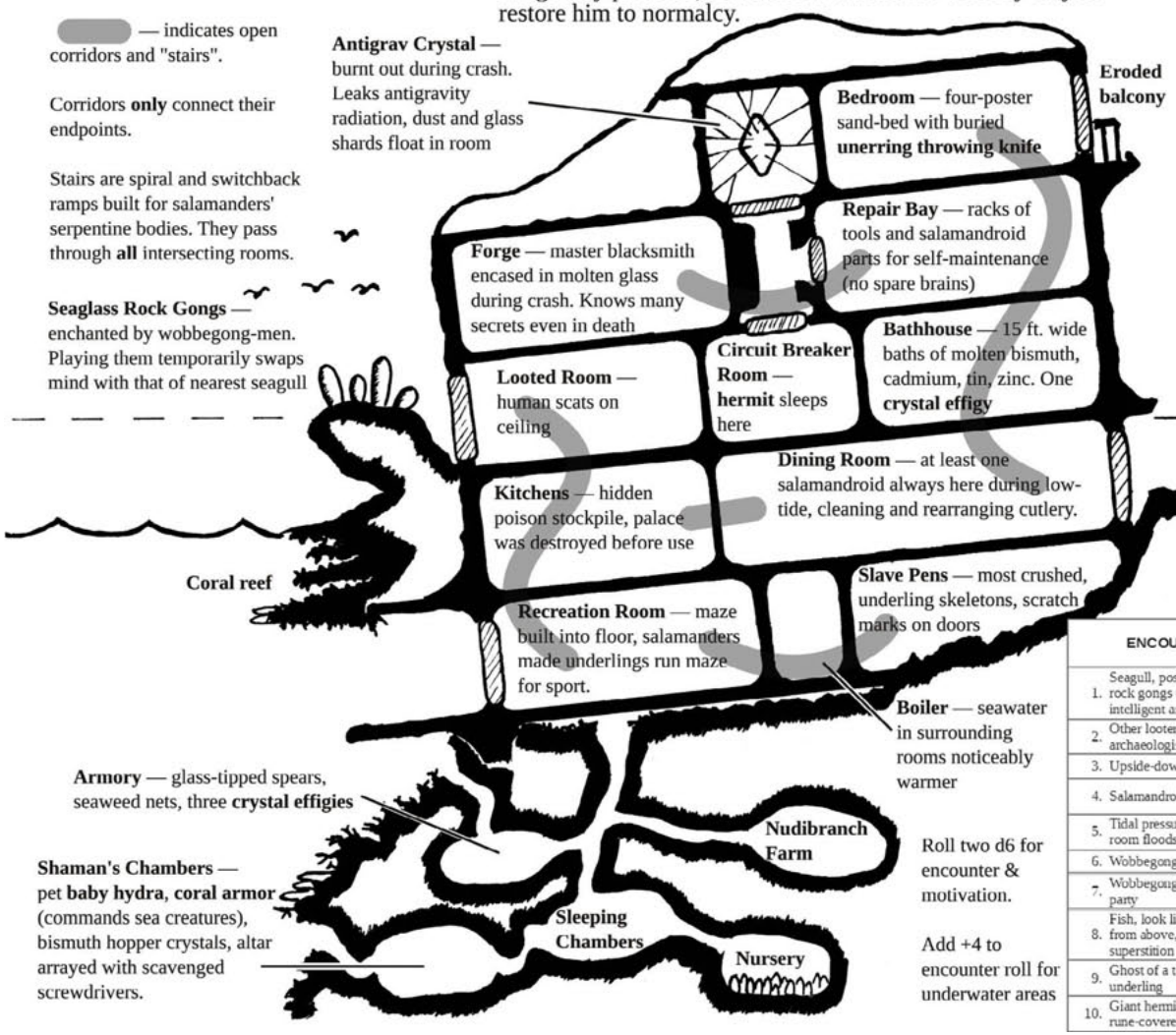
Translucent Walls — Light and movement can be discerned in adjacent rooms, but no fine detail.

Breaking the Glass — Walls, floors and ceilings are alchemically strengthened but will fall to concerted effort. When one breaks, roll 1d6 for every adjacent glass surface. On a 5 or 6, that surface will also shatter. This is recursive.

Electricity — carried in wires embedded in the glass. Damaged areas usually trip circuit-breakers, but these can be reset.

Salamandroids — 4 metre long brass and glass constructs. Have heating implements in hands, constrict with tail, can interface with wall ports to control lighting, doors, and communicate with each other. Brain is a valuable, but radioactive, platinum alloy.

Wobbegong-Men — 3 ft. high, good camouflage, latch on after biting. Have shaggy beardlike dermal lobes, so most outsiders call them "men" regardless of gender.



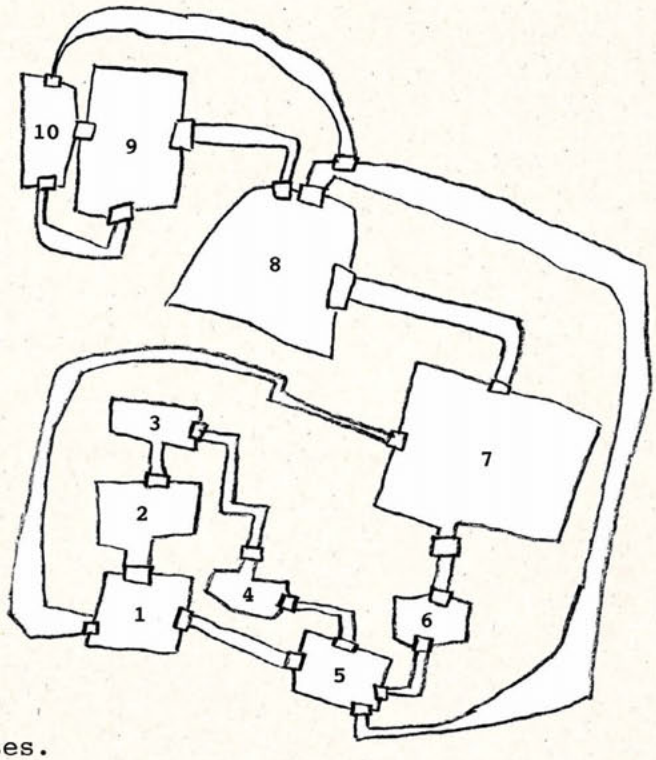
Roll two d6 for encounter & motivation.

Add +4 to encounter roll for underwater areas

ENCOUNTER	BEHAVIOUR / MOTIVATION					
	1	2	3	4	5	6
1. Seagull, possessed by the rock gongs too many times, intelligent and telepathic	hungry		thieving	looking for aid		
2. Other looters / Hapless archaeologist	suspicious		looking for aid			fleeing for their lives
3. Upside-down hermit	murderous			suspicious	flighty	
4. Salamandroid	chasing intruder	recharging	patrolling	mopping & polishing	welding cracks	rearranging objects
5. Tidal pressure pops door, room floods/drains	—					
6. Wobbegong-man scout	threatening	flighty		curious		distracted
7. Wobbegong-man hunting party	threatening			curious	carrying kills/crystal effigy	
8. Fish, look like human faces from above, local human superstition against eating	gormless					
9. Ghost of a tormented underling	rage		terror		grief	
10. Giant hermit crab, shell is a rune-covered brass cauldron	scrounging for baubles		hungry	flighty		

Lina (9), Hendrik (7) and Joaquín (5) Wrote Another Dungeon

1 You fall through a hole
into this room. For example,
if you go for a walk in Berlin
and don't respect certain
signposts around construction
sites or while watering flowers
in your garden.



2 Eerie black and white
photographs hang on the walls.
A man with a hat. Four children.
A doll. When it is dark,
the pictures look like ghosts.
In a corner of the room
is a rocking chair.

3 An empty room with trap doors.

4 A window is painted on
the wall. You can see a street
and a field. If you stand there
and look out of the window,
it gives you the creeps.
Because of the street. And the noises.

5 A monster with two heads. It destroys everything that comes close.
Stones are scattered on the floor. The monster throws them at you.

6 A little animal with green fur. It looks harmless,
but if you try to feed it, it bites and you might catch the rabies
and die a couple of months later.

7 A mirror maze. It's hard to get out without banging against the glass.
If you take the wrong door, you return to room 1.

8 There are goblins and ghosts in this room who destroy furniture
with knives and try to summon a giant by piling up the pieces.
You have to prevent this.

9 Schleimi is evil. He can turn you into slime.
Because he has slime powers.

10 There is a hole in the ceiling. A rope lies on the floor.
A book shelf stands next to the wall.

Herr Zinnling, April 2018
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The Dungeon of the Hidden Stairs: A Pull and Play Scenario for Any Setting by HillbillyDM.

Starting Instructions: Remove the map, bookmarks, and icons and separate them. Select a Minor, Medium, and Major enemy from your list of enemies and note how many of that enemy make a fight of ordinary difficulty on the bookmark. Use that many enemies unless otherwise specified. If the number is odd, round down. The Major enemy's 1 is already marked for you. All ordinary doors can be knocked down automatically but doing so alerts all enemies in the room. Unless otherwise noted, CC is always a decorative carving.

Level 1 prep: Place a down arrow to represent stairs down on D. Place black locks on b and d to represent ordinary closed doors. The doors are weathered and can be opened quietly with an easy test. The party enters through A

Floor 1, Room B: 2 Minor enemies guard a cell with a prisoner. If rescued, they teach rhyme "If you would seek this treasure fair, find in each room the hidden stair."

1,D: Minor enemies are playing some sort of dice game. If the door is opened quietly, they are surprised.

Level 2 Prep: Place a down arrow on B. Place the red lock on top of it. Place the red key on A. When the party moves, place an up arrow on D.

2,H: Medium enemies are on patrol and cannot be surprised.

2,B: Empty, but the stairwell is blocked by a grate that can only be opened from this side with the red key.

2,A: Half a bookmark number of Medium enemies are teaching half a bookmark of Minor enemies a fighting technique. One of the Medium enemies has the red key on a necklace.

3 prep: Move a down arrow to A, the red lock to as, and the red key to D. Place an up arrow on B when possible. Place a lock on b.

3,B: Minor enemies are eating. Either side can be surprised. The door is closed but not locked

3,H: Medium enemies are patrolling and cannot be surprised.

3,C: The screen at ss is closed but not locked. The carving is covered with gold leafing and a small amount of jewels.

3, D: The key is hanging on a peg. The space above D is a dart trap.

4 prep: Remove a down arrow from the map, place the red lock on the left s and the blue lock on the right s. Place the red key on B and the blue key on D. Place ordinary doors on b and d.

4,C: Instead of a carving, the locked screen hides the downward stairs. Do not remove the screen or reveal this fact until both locks are removed, then place a down arrow between both Cs.

4,B: Minor enemies guard a small cache of healing items

4,D: Medium enemies guard a small cache of single-use weapons or spell items

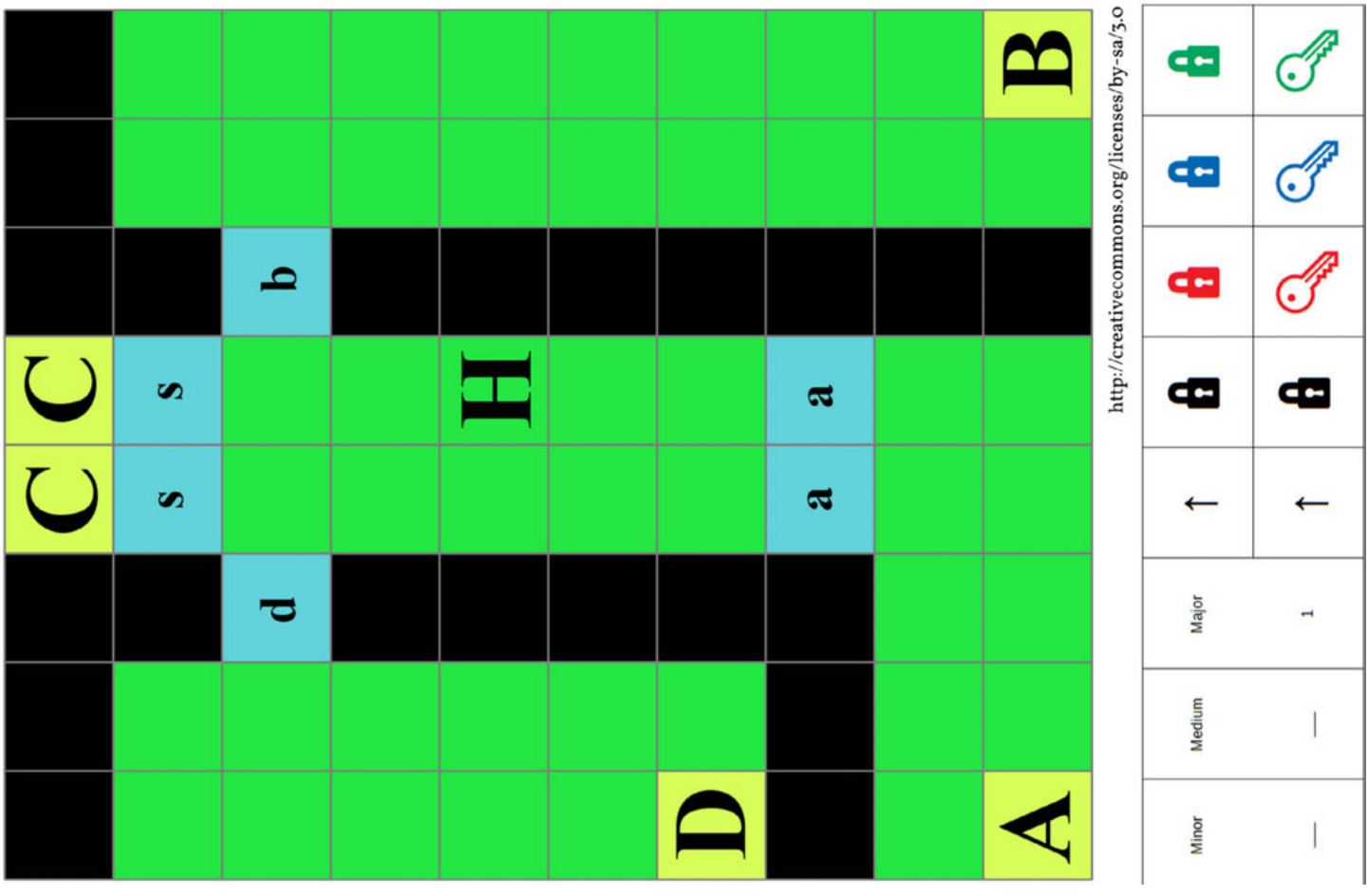
4 prep: Up arrow on C when possible. Ordinary door on d. Red key on D, red lock on b. Blue key on B, blue lock between as. Green key on A, do not place the green lock or down stairs.

4,D: Minor enemies with a Medium one. Medium has the key.

4,B: Medium monsters bullying a Minor one. Minor has the key.

4,A: Major monster with 2 Minor ones. Major monster has "key to nowhere" and is frustrated by lack of treasure.

4,H: Treasure room is hidden beneath flooring at H. Grant full treasure for dungeon now.



"Fane of the Fossilmancer"

By Ian R Zebarah Shears; osrsepulcher.blogspot.com

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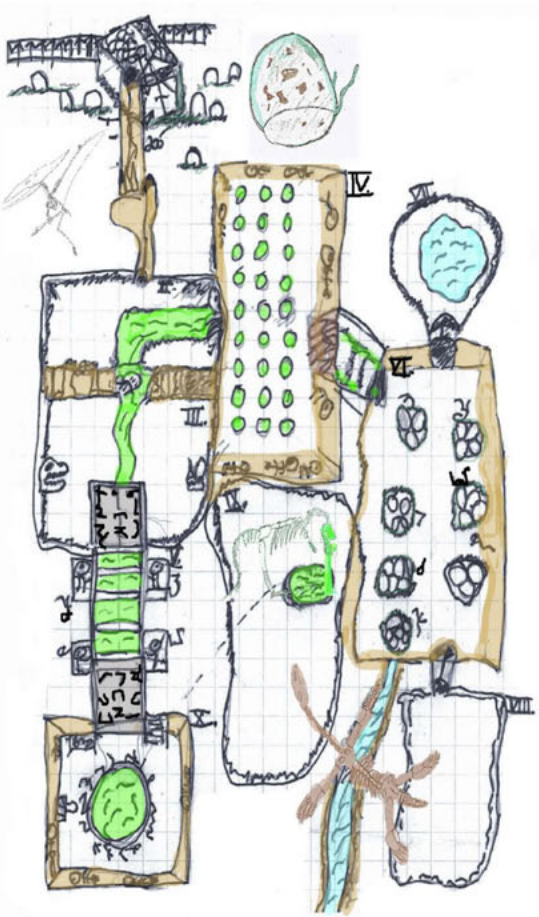
"Under a tomb in an ordinary sepulcher, the gravedigger found a chute leading to a land of glowing ooze and living dragon bones. An alchemist has hired the party to investigate and retrieve any samples."

I. A 200' chute leading to a limestone cavern. As pc's descend, 4 pteragoyles fly up to harass them. They are vulnerable to crushing and try to knock pcs onto the stalactites below. There is a 3' hole that leads to II.



II. A glowing river of ooze flows from beneath the dimetrodon statue to the south. The ooze bends and flows beneath the ribs of a therapod entombed in the east doorway. Pcs can smash the statue to go south, or duck under the ribs (agility check to avoid damage) to go west. Contact with the ooze deals acid damage and affected area glows.

III. The river leads to a door with arcane sigils. It's locked. Each skull has a lever. A Pc must climb inside. Right is correct, Left has an ooze that drops down and chokes its victim and deals moderate acid damage. (Contact with dead beings reanimates them, ooze glowing and seeping out of wounds and orifices)

IV. Fossil skeletons of all kinds line the walls. A series of 'tites and 'mites has formed over the east doorway. 27 pits containing ooze and tiny fossils. 5D4 skele-gels form and attack en-masse. Atks: Acid spit and fire bones. (Acid spit creates more skele-gels if it comes in contact with a pit.)

V. Below the bridge of ribs, the bright ooze river flows, its source, probably through the sealed door north. In 4 alcoves sit statues of reptoids, they clawed hands cradling a missing object. (eggs from Vi must be placed and match the symbols to open the door.)

VI. A dissolved stair covered in slime serves as a dangerous slide (save dc 18 or take heavy damage.) depositing players into a petrified nesting ground. A sigil is carved in front of each unique nest. (each weighs 10lbs and can be sold for 400gp. *Fragile!

VII. A quiet pool with docile, blind catfish. Safe to rest, catfish are filling and worth 25gp each to a specialist.

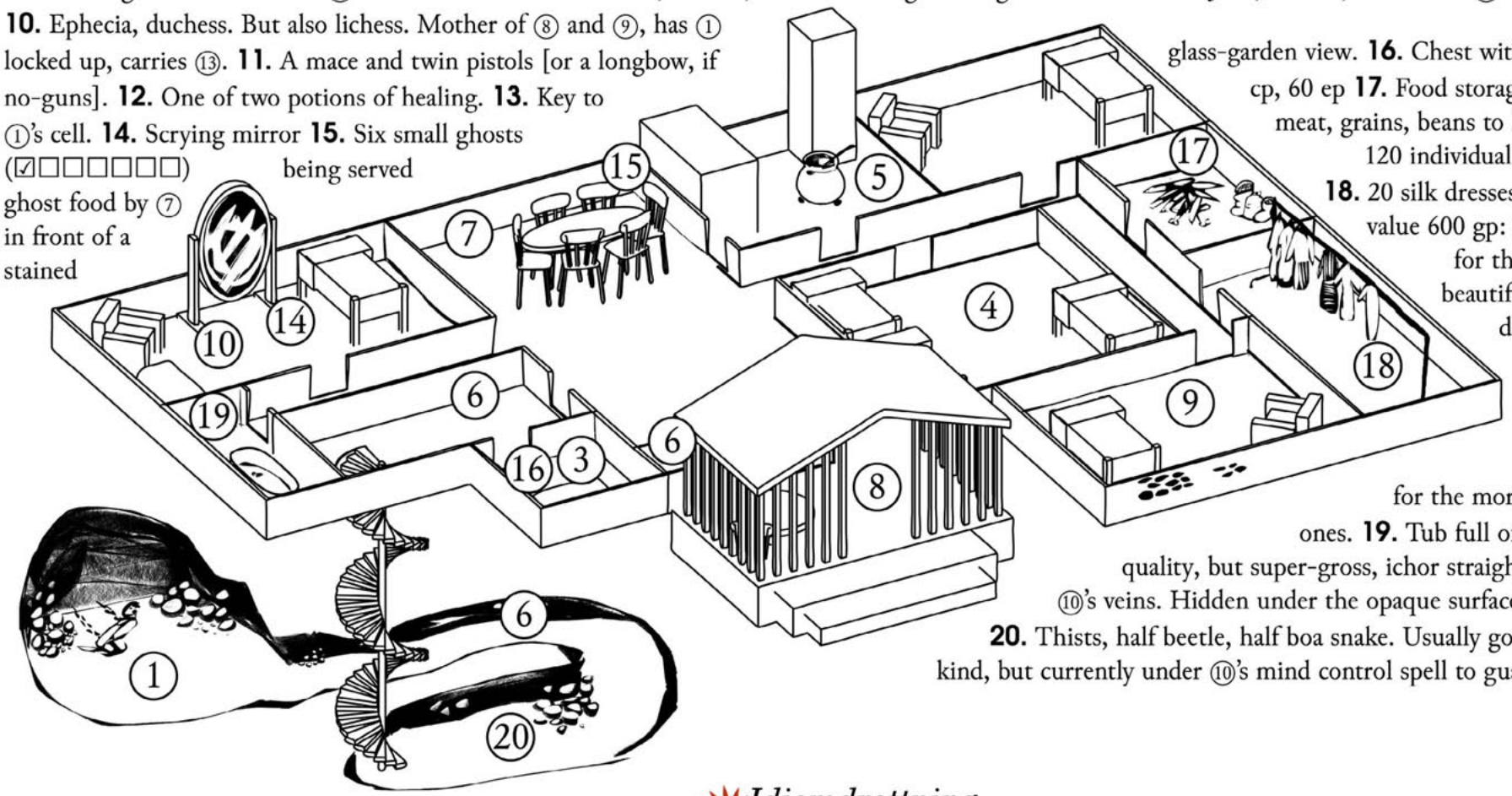
VIII. An embedded elasmosaur skeleton serves as a bridge across the chasm. It is brittle, awkward to climb, and falling pc's must save or plummet 350' the river below. Wall may be scaled and if the river isfollowed to its source, a strange, tropical land beneath the earth can be found where these titans still live and the reptoids were never a rumor, but grim reality.

IX. A massive, partially preserved trex corpse spews a torrent of ooze into a floor grate. It animates and attacks doing severe damage , undead/ooze traits, can spew ooze in a line, which can animate the "bridge". A passage leads back to V. Once destroyed, the source of the ooze is stopped.

X. An arcane library, An arcane well of necro-ooze surrounded by runes. (dry if trex destroyed) Books' detail ooze properties, how to take a skele-gel as a familiar, and many spells. The fossilmancer was researching how to save his dying race. labgear can be sold and spells learned. Surviving reptoids will not forgive the intrusion and will hunt pcs down, doubly so if they disperse info about the necro-ooze!

DUCHESS/LICHESS

New England, 1957. Only awesome, because there's feudalism and necromancy. I mean, more than usual. Every hour there's a 3/20 chance of an encounter, and if so it's 1d4+1d6 to get a number from ② to ⑩. Ignore numbers that have already been taken out of action. Some numbers can be rolled, some are only map key, many are both. **1.** Oakenlash, husband of ⑨, has legal deed to manor tattooed. Will starve to death in 1d4 days unless fed. **2.** Theseela, lich-hunting cleric. Wants to put ⑩ in her grave. Carries ⑪ and ⑫. Doesn't trust adventurers. **3.** Seronica, a petrifying pet. Half cat, half hound, all gorgon. **4.** Lissbeth, human handmaiden to ⑧, also has cleaning duties. **5.** Sha Ar, reanimated mummy cook to the family **6.** One of five (☑☐☐☐☐☐) pairs of trained guard skeletons. **7.** Silence, specter handmaiden to ⑨, also has food serving duties and assists ⑤ in the kitchen **8.** Marbareth, human, loves gardening. Carries a rake. **9.** Jean, human, married to ①. **10.** Ephecia, duchess. But also lichess. Mother of ⑧ and ⑨, has ① locked up, carries ⑬. **11.** A mace and twin pistols [or a longbow, if no-guns]. **12.** One of two potions of healing. **13.** Key to ①'s cell. **14.** Scrying mirror **15.** Six small ghosts (☑☐☐☐☐☐☐) being served ghost food by ⑦ in front of a stained glass-garden view. **16.** Chest with 1700 cp, 60 ep **17.** Food storage. Has meat, grains, beans to last for 120 individual meals. **18.** 20 silk dresses. Total value 600 gp: 200 gp for the most beautiful one, down to 15 gp for the more plain ones. **19.** Tub full of high-quality, but super-gross, ichor straight from ⑩'s veins. Hidden under the opaque surface is ⑫. **20.** Thists, half beetle, half boa snake. Usually good and kind, but currently under ⑩'s mind control spell to guard ①.



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ANCIENT EMERALD EYES

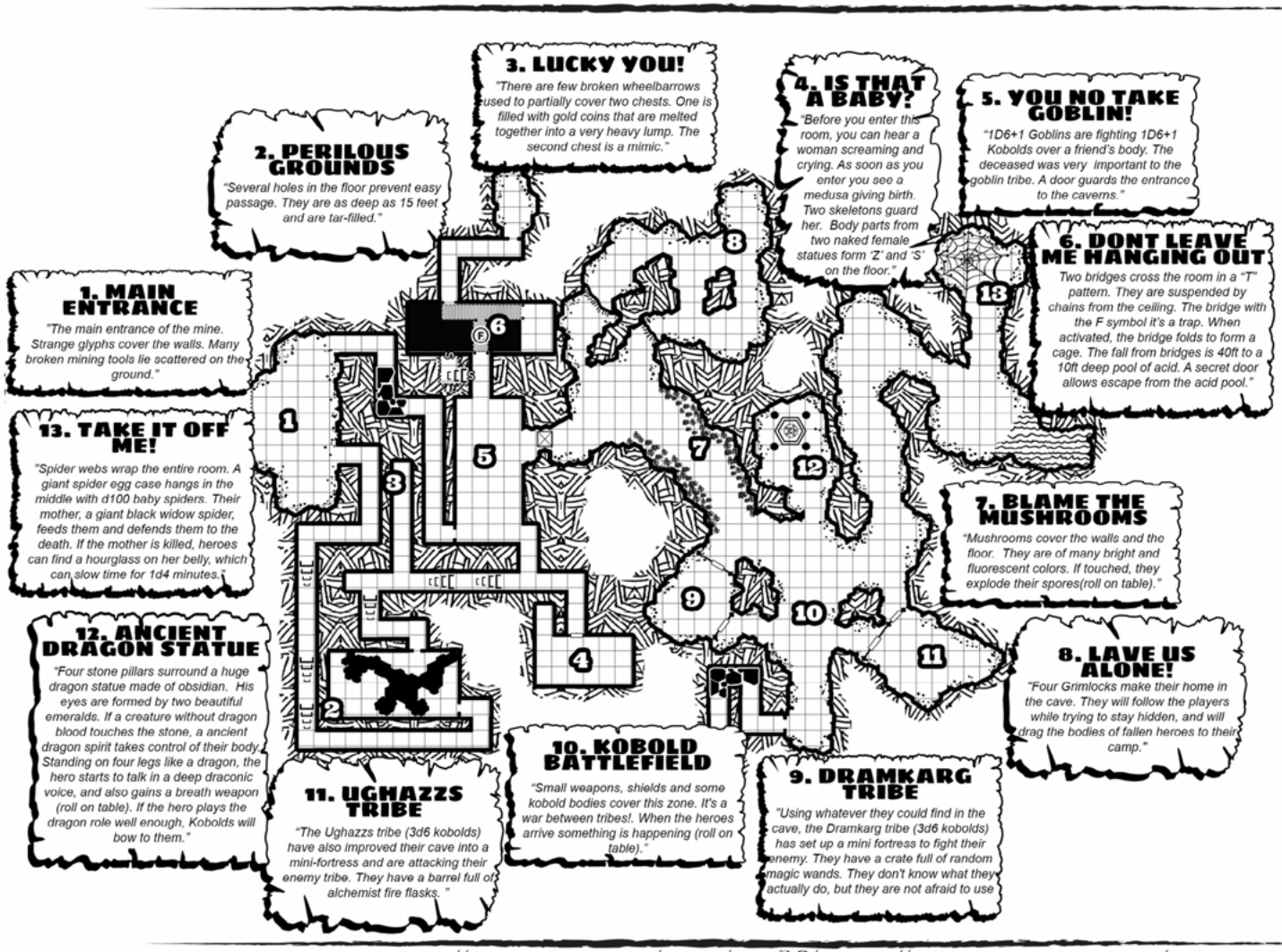
V2.0

An Adventure Location Writen And Drawn By Irvin J. Morales Esqueda And Editorial Assistance By Vance Atkins

Rumors tell of the wealth of the emerald mines. Greedy, the dwarves continued to dig, seeking even deeper veins, until one day they broke from the mine into a natural cavern! The dwarves believed that many precious stones waited to be found in the mysterious caves. For many, that was their final thought...

Ancient Emerald Eyes is a great classic adventure for low level characters with some OSR fun in it. here, Kobolds tribes battle each other for the privilege of worshiping an ancient dragon statue that contains great power, dangers lurk around every corner, and a nightmarish giant black widow hides a secret on her belly.

So grab your gear and friends and get ready to go deep into the dark...



D4 MUSHROOM TABLE

1	Uncontrollable itch, you cant wear anything. After a few minutes you will turn orange for 1D6 days.
2	You take 3 dmg, holes start to open in your skin, from which mini mushrooms start growing. You will die if you don't stop this in 1d4 days.
3	The spores are blocking your respiratory tract!, find a way to breath again or you will die.
4	After a few minutes you start sweating profusely , to the point where you start looking like a prune. You will have a penalty to any physical actions, until you drink at least 1gal of water.

D4 BATTLEFIELD TABLE

1	Kobold charge to the battle mounted in a basilisk
2	Dragon blood seems to run more powerful on a big and muscle Kobold, he is using breath weapon and swinging a big axe.
3	One of the tribes is losing, they decide to flee to the dragon statue for a last stand.
4	The battle draws the attention of the giant black widow on zone 13.

Determine the tribe with odd and evens

D4 DRAGON TYPE TABLE

1	Red Dragon / Fire.
2	Blue Dragon / Lightning.
3	Black Dragon / Acid.
4	White Dragon / Cold.

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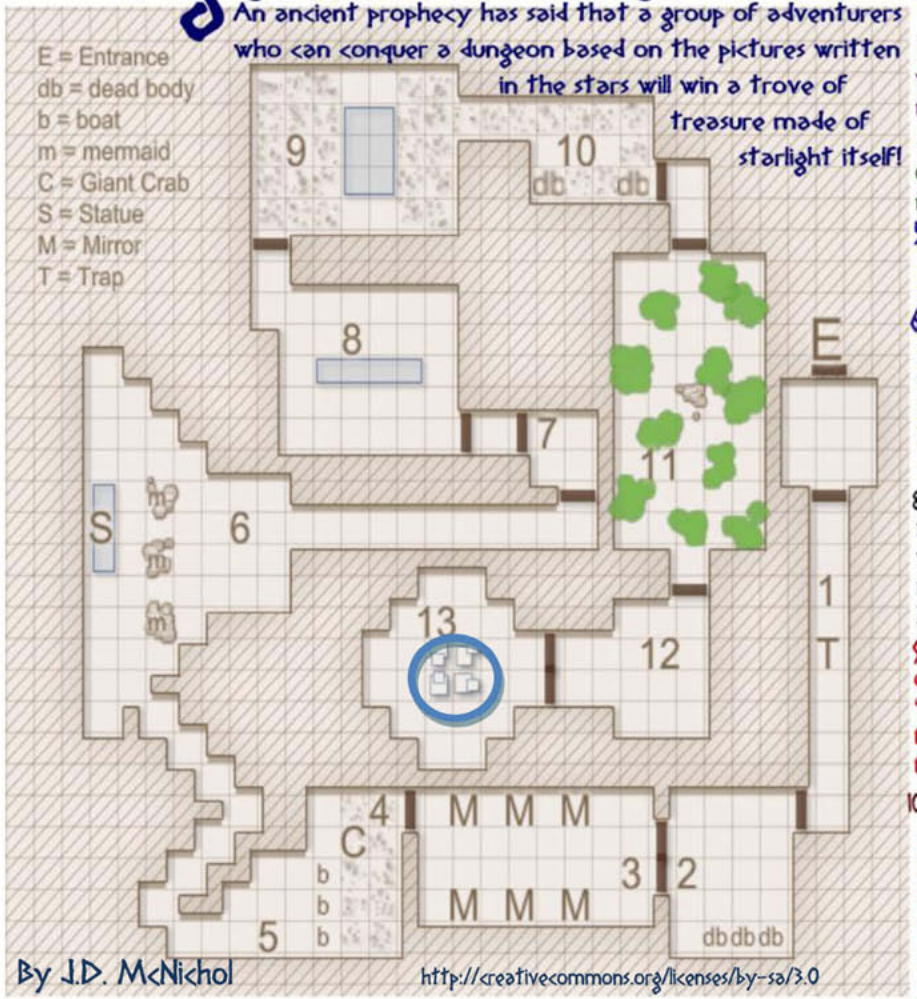
Dungeon of the Stars

An ancient prophecy has said that a group of adventurers who can conquer a dungeon based on the pictures written in the stars will win a trove of treasure made of starlight itself!



1) ARIES: This long corridor is a TRAP. A huge beam with a ram's head swings down on a chain at the characters, who have one chance to dodge or suffer damage.

2) TARUS: a MINOTAUR guards this room, with the bodies of a dead wizard, thief and paladin in the center.Each body has loot appropriate to their class.

3) GEMINI: This room has a full-length mirror for each character. A DOPPLEGANGER will spring out of each mirror with the stats, skills and non-magic weapons of characters they have copied, and enter combat. No magic spells or effects of items are copied.

4) CANCER: There is a beach and underground lake/river in this room, along with three canoes. Each canoe has paddles and can hold 3 characters. A GIANT CRAB will erupt out of the sand if the characters approach the seashore.

5) PISCES: Taking the boats down the river leads to rapids. At least one character in each boat must pass a Dexterity test or all passengers fall in the water. Those with metal armor have one turn to remove it or drown. After the rapids, two TRITONS attack.

6) AQUARIUS: The river ends at a small pool. A GIANT STATUE of a large man in a loincloth pours water into the pool from a jar. Three MERMAIDS are sitting on rocks at the pool, singing. Listening to the mermaids sing has a minor healing effect. Attacking the mermaids will cause the STATUE to, attack.

7) LEO: There is a SPHINX in the room. It will ask a riddle of each character. A correct answer earns the character a small bag of 1-10 gold pieces. If any character answers incorrectly, the Sphinx will attack.

8) VIRGO: There are VALKYRIES in this room, equal to the number of characters plus one. They are feasting at a long table, celebrating a recent victory.Evil characters are attacked instantly. Otherwise, they will wait for the party to speak first. Polite and respectful characters will be invited to join the feast. If any party members are children, the Valkyries will insist on giving the child a hug (count as a cleric's blessing). Noble-type fighters may attempt to romance a Valkyrie. A success gains a Valkyrie as a travelling companion.

9) LIBRA: This is a TRAP in the shape of a giant set of scales over a chasm with lava below. It consists of two discs, each 20 feet across. One disk will present itself to the players, and then another. The 'scales' will then move across the chasm. If the two discs are not balanced (same number of characters, about the same weight, etc) , both discs will turn sideways over the lava river below. The scales will then return to the original shore, and the players may try again to 'balance the scales'before they try to cross the lava river.

10) SCORPIO: Two GIANT SCORPIONS guard this room. There are the bodies of two fighters and a cleric here, with loot appropriate for their class.

11) SAGITTARIUS: This room is like a small underground forest glen, with trees, shrubs and rocks. There are three CENTAURS here, armed with bows which attack the characters on sight. They are always moving, giving the characters a penalty to hit them with any non-magical weapons. If two of the Centaurs are killed, the third will offer a magic arrow in exchange for its freedom (it's under the large rock in the center of the room.)

12) CAPRICORN: Four SATYRS are here, keeping three jugs of wine and three maidens captive. Three of the satyrs have daggers, but the fourth will stay back from combat, using his pipes to hypnotize a character each round of combat. The wine is magical; a jug of it will heal all wounds if consumed, add to the character's strength and subtract from their agility and intelligence.The maidens are grateful if saved. They will give a token to each character who fought to save them. Tokens add to reputation/charisma.

13) STAR FIRE ROOM: This final room is dome shaped, with beautiful artistic renditions of the zodiac star pictures drawn on the ceiling. There is an ornately painted circle in the center of the room with several items inside the ring. Intelligent characters will notice that the floor outside the ring is smooth 'like glass,' though not slippery, and inside the ring they will see sand on the floor.
The 'stars' in the pictures begin the glow white and hum 1 turn after the characters enter the room.
On the 2nd turn, the hum is louder and the 'stars' turn red. On the 3rd turn, the TRAP springs. Hot white fire fills the room for two turns, though characters who are inside the circle are not affected.
After the trap is finished, the characters may take the loot: Each item shines in the darkness, being made of solidified starlight:
1)a MAGIC SWORD, with the star-pattern of Orion the Hunter drawn on the blade, 2)a MAGIC SHIELD, with the star-pattern of Scutum (pronounced "Scoo-toom") the Shield drawn on it.
3)a MAGIC HARP, with the star-pattern of Lyra the Harp drawn on its frame, 4)a MAGIC CROWN which improves charisma, with the constellation Corona Borealis etches on it.
5)a MAGIC DAGGER, which has the constellation Ara the Stingray etched on the blade. PLUS: 1 bag of gold pieces for each character.

River Gorge Gauntlet

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A low-level, system-neutral, One-Page Dungeon

Created by
JD Thornton

The River Gorge Gang has claimed this narrow waterway as their own, and now demand an extortive toll from anyone wishing to pass. Downriver are Redshank's Runners, a band of smugglers who have made a deal with the gang for unfettered passage. Baron Lusario, high society grifter and charismatic narcissist, has it in for the smugglers after they out-scammed him in a crooked transaction. He has put a hefty bounty out for the capture of their leader, Captain Redshank.

Most of the River Gorge Gang are an uncultured, vulgar lot, but this cannot be said of their clever and erudite leader, Naz. While his thugs employ unsophisticated methods of combat and capture, Naz looks for cunning and unconventional ways to get the upper hand.

This scenario can be inserted into any journey down a small river.

1: As soon as PCs reach this corner, they are potentially visible from the *platform* at Area **2**. On both sides of this *narrow gorge* are dangerously steep, jagged, rocky mountain *cliffs*.

2: Raised platform. 1d4 **Bandits** on watch. One will run to ring the *bell* at the *bridge* and start prepping the *net trap*. Any others will order the PCs to stop at the *dock* [3] to pay the river toll.

3: Two small *rowboats* moored here. 1d4+1 **Bandits** coming down the *stairs* to the *dock*. Will demand an inspection of the PC's goods and a toll for safe passage (nearly everything of value the PCs have).

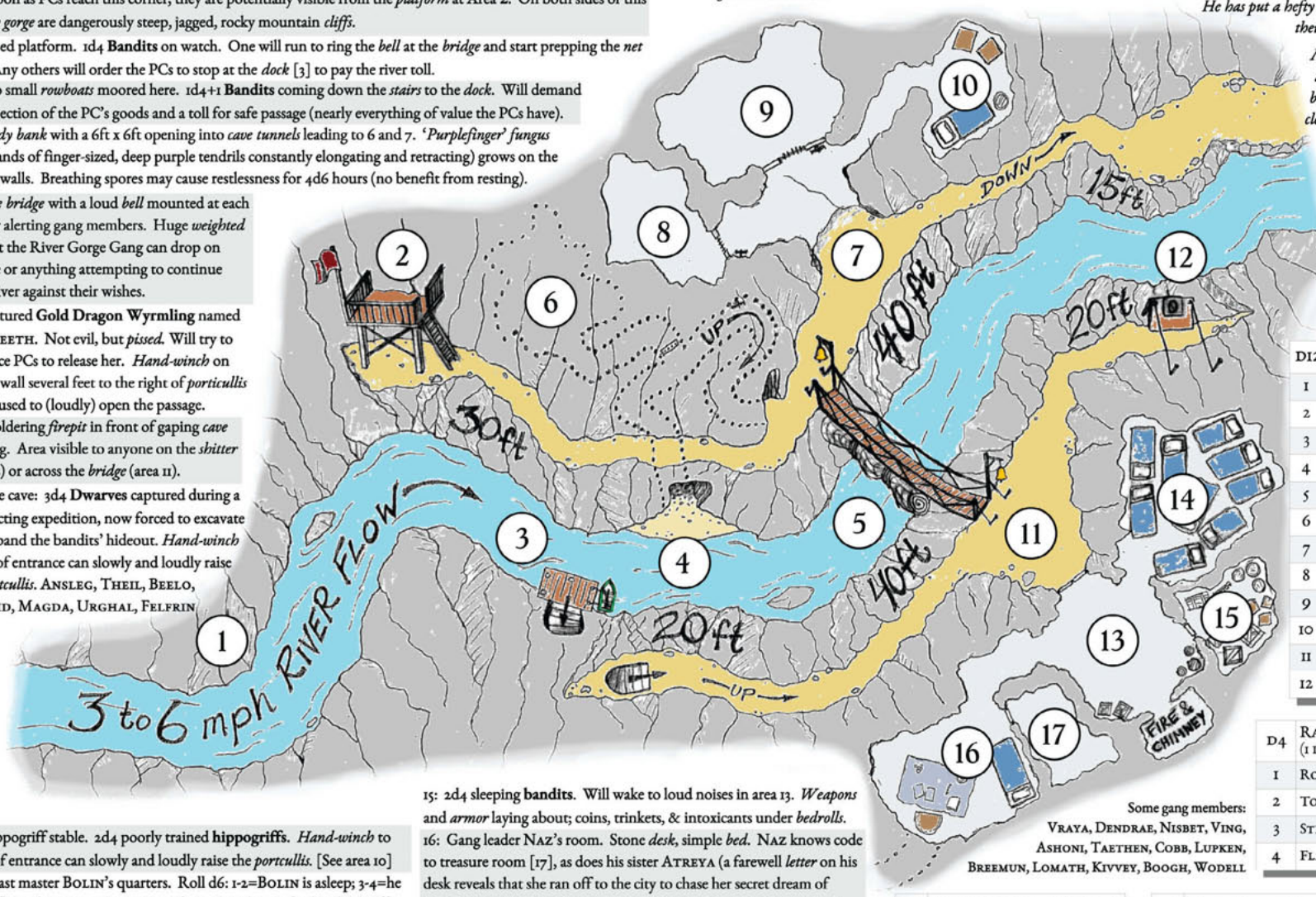
4: *Sandy bank* with a 6ft x 6ft opening into *cave tunnels* leading to 6 and 7. '*Purplefinger*' *fungus* (thousands of finger-sized, deep purple tendrils constantly elongating and retracting) grows on the tunnel walls. Breathing spores may cause restlessness for 4d6 hours (no benefit from resting).

5: *Rope bridge* with a loud *bell* mounted at each end for alerting gang members. Huge *weighted net* that the River Gorge Gang can drop on anyone or anything attempting to continue downriver against their wishes.

6: Captured **Gold Dragon Wyrmling** named Mawleeth. Not evil, but *pissed*. Will try to convince PCs to release her. *Hand-winch* on tunnel wall several feet to the right of *porticullis* can be used to (loudly) open the passage.

7: Smoldering *firepit* in front of gaping *cave* opening. Area visible to anyone on the *shitter* (area 12) or across the *bridge* (area 11).

8: Slave cave: 3d4 **Dwarves** captured during a prospecting expedition, now forced to excavate and expand the bandits' hideout. *Hand-winch* to left of entrance can slowly and loudly raise the *portcullis*. Ansleg, Theil, Beelo, Horvid, Magda, Urghal, Felfrin



9: Hippogriff stable. 2d4 poorly trained **hippogriffs**. *Hand-winch* to right of entrance can slowly and loudly raise the *portcullis*. [See area 10]

10: Beast master Bolin's quarters. Roll d6: 1-2=Bolin is asleep; 3-4=he is out flying (may spot shenanigans from above); 5-6=feeding his 'griffs.

11: 1 in 6 chance per minute of **1d4 bandits** emerging from area 12.

12: The Shitter. Sturdy wooden *platform* and *bench* extending ~6 ft out from ledge. 2 in 6 chance of being in use at any given time.

13: Dining hall/meeting room/gambling den. **2d4 Bandits**. *Huge table.* Roll 1d4: 1=Gambling (*bone dice*); 2=playing drinking games (drunk); 3=Planning ambush tactics (sober); 4=Feasting (sumptuous *wild game*)

14: Storage room. *Crates* of dry food, *kegs* of moonshine, some simple *weaponry*, stoneworking *tools*, and a myriad of other *basic supplies*.

15: 2d4 sleeping **bandits**. Will wake to loud noises in area 13. *Weapons* and *armor* laying about; coins, trinkets, & intoxicants under *bedrolls*.

16: Gang leader Naz's room. Stone *desk*, simple *bed*. Naz knows code to treasure room [17], as does his sister Atreya (a farewell *letter* on his desk reveals that she ran off to the city to chase her secret dream of joining an acting troupe). If PCs have not presented themselves as a threat, Naz may enlist their help to track her down. Behind the desk is an incomplete escape *tunnel* (15ft) with two captive **dwarves** currently excavating. The rhytmic striking of their *pickaxes* will prevent Naz from hearing all but the loudest shenanigans occuring elsewhere.

17: Magically locked *iron door*. Opens with a specific knocking pattern (known to Naz, above). 1147 GP worth of *gems* and *coins*. Stolen *artwork*. *Contraband* of GM's choice. Blood-crusted *spellbook*. Rare *Spices*. *Necklace of Fogballs* (4d4 remaining; throw 20ft, 15ft radius).

Some gang members:
Vraya, Dendrae, Nisbet, Ving, Ashoni, Taethen, Cobb, Lupken, Breemun, Lomath, Kivvey, Boogh, Wodell

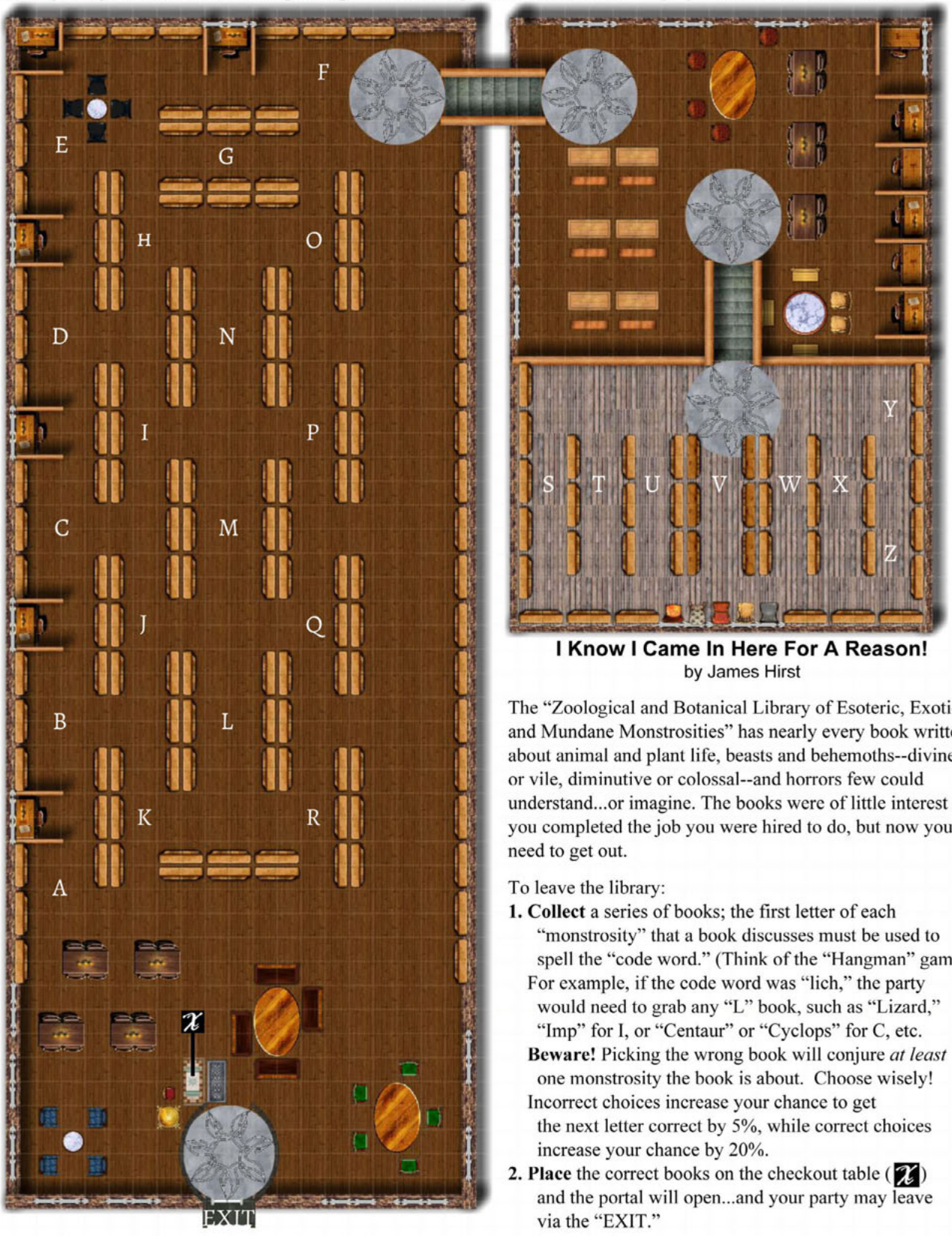
D12	Search the Body
1	Worthless trinket
2	1d6 Gold Teeth
3	Small mirror
4	Fishing lures & hooks
5	Flask of Rum
6	Flask of lamp oil
7	Vial of poison
8	Bag of d4x10 caltrops
9	polyhedral bone dice
10	2d8 gold coins
11	Potion of healing
12	Map of: [GM's choice]

D4	Random Complications (1 in 20 chance per area)
1	Rockslide!
2	Torrential Downpour!
3	Stirge Swarm! (4d4)
4	Flash Flood! (4d4ft rise)

D6	What's in the Water?
1	4d4 Red-Bellied Piranhas
2	Sunken Rowboat
3	1d4 Water Imps
4	Mica Dust (at bottom)
5	Giant Lightning Eel
6	Anaconda

D6	What Else is Coming Down the River?
1	Floating Corpse ('Search the Body')
2	3d4 Dwarves (seeking lost colleagues)
3	6 Smugglers (in cahoots with river gang)
4	Rival Adventuring Party (d4+2 members)
5	A Hungry Plesiosaurus
6	d4+3 Bandits Returning from the City

The job was simple enough: Exterminate the library's vermin and supernatural infestations, preferably with minimal damage. (You only destroyed three chairs, two tables, and a study cubicle--that's "minimal," right?) Exiting the library is easy; it's just a matter of choosing the right books that spell out a code word. Only...you can't remember what it is.



I Know I Came In Here For A Reason!

by James Hirst

The "Zoological and Botanical Library of Esoteric, Exotic, and Mundane Monstrosities" has nearly every book written about animal and plant life, beasts and behemoths--divine or vile, diminutive or colossal--and horrors few could understand...or imagine. The books were of little interest as you completed the job you were hired to do, but now you need to get out.

To leave the library:

1. **Collect** a series of books; the first letter of each "monstrosity" that a book discusses must be used to spell the "code word." (Think of the "Hangman" game.) For example, if the code word was "lich," the party would need to grab any "L" book, such as "Lizard," "Imp" for I, or "Centaur" or "Cyclops" for C, etc. **Beware!** Picking the wrong book will conjure *at least* one monstrosity the book is about. Choose wisely! Incorrect choices increase your chance to get the next letter correct by 5%, while correct choices increase your chance by 20%.
2. **Place** the correct books on the checkout table ( ) and the portal will open...and your party may leave via the "EXIT."

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Map created using http://pyromancers.com/

ROS - IN - ROS

A small palace with many a sordid secret.

Ros-in-Ros used to be one Prince Peu-á-Peu's summer residence and home to his lavish, braggard, decadent court. Several days ago, however, his palace fell. Fleeing guards and knights tell tales of black magic, tiny trolls and unguarded gold... For dungeon-crawling fantasy. Assuming Silver Standard.

Concept by Jan Rippstein - jan.rippstein@web.de
Layout / Illustration by Tobias Böttger - bttgert@gmail.com

1: ENTRANCE.

Obvious: High ceiling. Outer gate is battered. Corridor shows traces of battle. No corpses. Wall paintings of hunts and animals. Door to ROOM 2 adorned with 24 goldwork leaves: 250 SP if carefully removed. ***Less obvious:*** Paintings prominently feature snake like in ROOM 2 being killed by a dog. 1d4 usable weapons among debris. Wooden ceiling beams can be walked on: which is ROOM 5.

2: MAIN HALL.

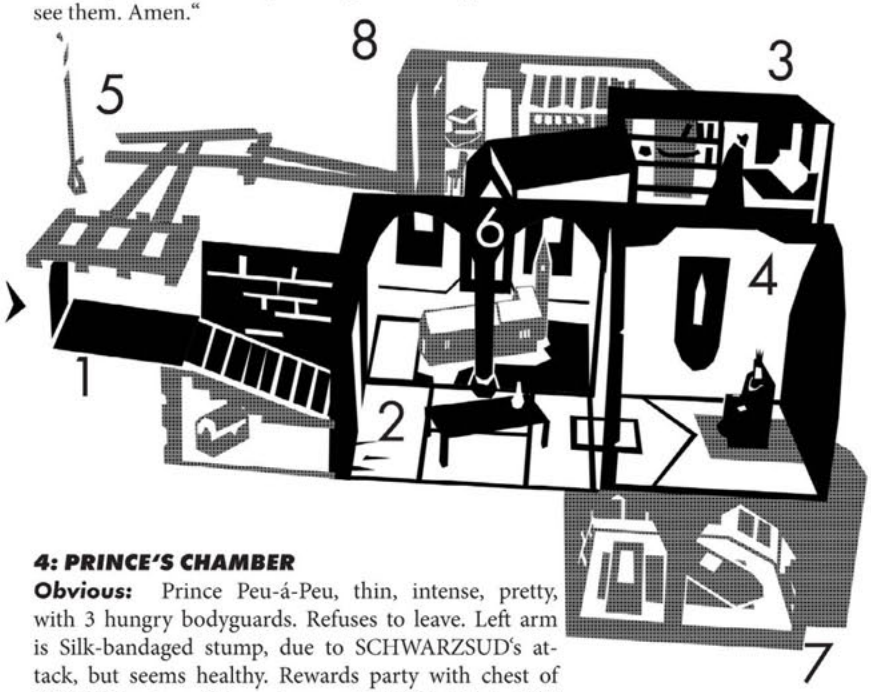
Obvious: Smashed porcelain. 3 MANY-VOICED WARRIORS (6 DOLL TROLLS steering empty armor) are bullying 16 USELESS NOBLES. 1000 SP in assorted goblets. Silver hound statuette on ground. Door to ROOM 3 tightly locked. Door to ROOM 4 is pair of intertwined metal snakes. Dollhouse in a corner. Less obvious: Door to ROOM 4 uncoils when silver hound touches it. 10 DOLL TROLLS feast under tables, might retreat to the dollhouse. Dollhouse is ROOM 6. In the carpet: a tiny silver key and a tiny gold key. fingernail-sized.

3: CHANCELLORY.

Obvious: Stuffy. Riffling through papers is BAKKALAR SCHWARZSUD, dread magic-user, mistress of the DOLL TROLLS. Hates to be interrupted. Is after loathed wordsmith FABULUS, also curios what's up with the prince. Hundreds of documents (600 SP to forgers). 2 bottles of spirits (100sp). Wrinkled note from Prince Peu-á-peu in bin: „I'm OUT." ***Less obvious:*** 26 boring ledgers on shelf, one letter on each's back. Taking out O, U, and T swivels the wall, opening ROOM 8.

5: ON THE BEAMS

Obvious: 6 BROTHERS OF THE ROPE, unemployed marauding executioners with nooses and knives. Not visible from below. Plan to strangulate from above anybody carrying riches through ROOM 1. Easily cowed by lawpersons. It's possible to climb onto ROOM 2's ceiling beams undetected.
Less obvious: Tattered prayer book wedged between beams. Admonishes prince to recite the prayers while sitting on the throne, judiciously. One prayer has been violently crossed out, may be deciphered: „May the sinners before me see me as I will see them. Amen."



4: PRINCE'S CHAMBER

Obvious: Prince Peu-á-Peu, thin, intense, pretty, with 3 hungry bodyguards. Refuses to leave. Left arm is Silk-bandaged stump, due to SCHWARZSUD's attack, but seems healthy. Rewards party with chest of 2000 SP in rings if they clean out ROOM 1-3+5. 2000 sp in jewelry on his person. 4 paintings, each 500 SP. ***Less obvious:*** Prince Peu-á-Peu is a painted automaton made from the bones of his ancestors. Throne moves aside to reveal hole to ROOM 7 by sitting on it and reciting the expunged prayer from the book (ROOM 5).

6: THE DOLLHOUSE

Obvious: On a table in the main hall: A diminuished replica of Ros-in-Ros. Opening by hinges. Hidden areas (ROOM 5-9) are folded into space until they are found by the players. ***Less obvious:*** If the Tiny Gold Key is used to unlock the front door, the door opener and everybody in a 2 meter radius is shrunk down and placed inside the dollhouse (in ROOM 1). The dollhouse works exactly like the fullsized Ros-in-Ros, with 3 exceptions: Door to 3 can be opened with the tiny silver key. Touching the tiny dollhouse inside the dollhouse will restore them to their former size and position. And DOLL TROLLS from ROOM 2 are live-sized trolls here.

7: THE CRYPT

Obvious: All graves have been openened. 3 SWEATY COURTIERS, dabblers in dark arts all, are working on Peu-á-Peu's arm with spare bones and glue. They are masterful bluffers and backstabbers. The real Prince, an ugly melancholic thing, is imprisoned in a coffin and lotos dreams. ***Less obvious:*** 3 rings (300 SP), 4 shirts of silk (800 SP), Heavy copper bell with reliquary-clapper(a minute of ringing works like turn undead but forces the undead prone to the floor)

8: THE LIBRARY

Obvious: Between books and scrolls sits FABULUS THE BACTRIAN at the light of a single candle and frantically writes his play about an ugly and a handsome, fake prince. In the past, his comedies have killed kings. Can be allowed to finish this one?

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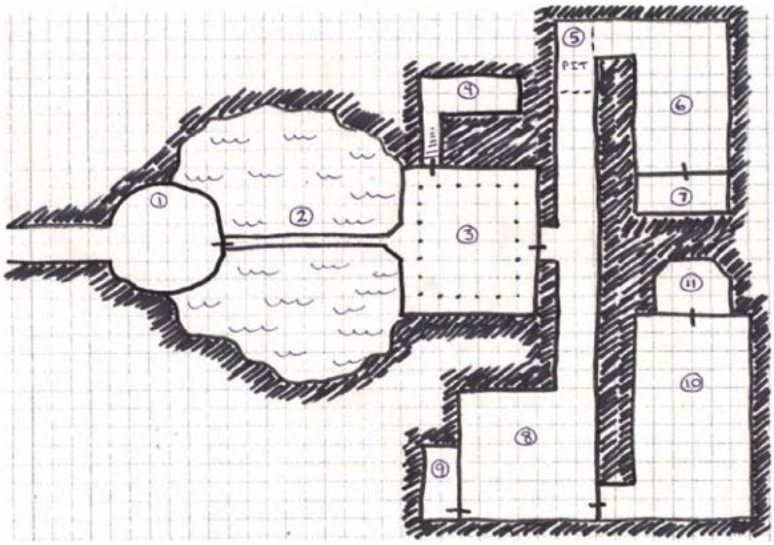
Tome of Horrors/Book of the Darned

Set Up: Curiosa Binder, a mage/bibliophile, checked out an ancient tome from the Wizards' Guild District Library and it is now overdue. By one week! The book, The Tome of Horrors, can be used to summon nasty, foul-tempered beasts from other realms. The book (along with a 7 cp fine) must be retrieved from her underground lair before Curiosa summons an army of nasty, foul-tempered beasts from other realms.



1. Tunnel leads underground to Entrance Cave. A bloodied man in battered armor is gasping his last breath against a stone door at the back of the cave. The man will grasp at a nearby PC, saying, "are you library police too?.. fool thief…she ran ahead… has a copy of the key" About to collapse and die, the man pauses for dramatic effect and says "oh…and beware of the rock trolls." At that moment three rock trolls break away from the cave walls and attack. Tucked in the fighter's belt is a scroll case. The case holds a rolled piece of parchment closed with green sealing wax.. The scroll says "When faced with sinister choices, choose the sinister choice."

2. Narrow Bridge: Door opens to a natural cavern and pool. A 1' wide slime-covered (and slippery) stone bridge about 3' above the water leads to an opening on the other side of cavern 30' away. The water is 40' deep and contains 4 kapoacinth (who try to knock or pull the PCs into the water) and a siren (who will attempt to lure PCs into the water.) An underwater tunnel leads to a nearby lake.

3. Red Dragon/Hellhound Hybrids: A gray-metal cage (25'x30'x8') holding 4 red dragon/hellhound hybrids (head of a red dragon with fire breath-weapon attack, body of a hellhound) occupies all but the 5' perimeter of the room. One hell hound has a collar with a black key on it. The door to the cage is closed but unlocked. The metal cage will reflect any spell cast towards the hounds back to the caster (Spell Turning). The black key is to the black door in the E wall. The door is currently unlocked.

4. Meat Locker: Stone stairs lead down to a cool room containing butchered animal carcasses hanging from ceiling hooks. A patch of brown mold on the ceiling helps keep this room cool.

5. Pit Trap: An open pit 20' across and 30' deep is in this passageway. The bottom half of the pit is filled with a dense, acrid yellow gas. A body and a skeleton can be seen on the floor of the pit through the swirling gas. The gas is poisonous and is continually maintained at 15 'level, the skeleton is normal human (not animated) and the body is a woman in scorched leather armor. If the woman is searched, a small wooden case containing a bronze quill and a scrap of vellum saying "SCRIPTORIUM KEY: BONE" will be found.

6. Creature Hybrid Lab: In this medieval surgery/barber area, four hunchbacked-imps are gathered around an operating table stitching together a gnoll-giant spider hybrid. A humanoid female lies bound and unconscious but alive on a second operating table. Once the imps notice the PCs, one will say "Here to make a donation?" Three imps will then attack and one will move to release the 2 rust monster/umber hulk hybrids from their wooden cages in the S part of the room. One imp has a Wand of Defibrillation (7 charges). The female is an injured dryad. She has will try to persuade (using charm person if necessary) the PCs to help her escape.

7. Surgical Supply Room: Contains supplies and equipment needed for making hybrid creatures, including jars of spare organs, bones and body parts, bottles of vital fluids, lots of needles and thread, and several jars of Healing Ointment.

8. Living/Bedroom Area: Wood-paneled living area with a bed, wardrobe, desk, comfy chair, pictures on the walls and fireplace. Behind a picture beside the E door are 5 buttons in a d6 5-pip pattern (top, bottom, right, left, and center) embedded in the wall. Each button has an identical green devil face on it. Pushing the far left button (and only the far left button, the sinister choice) opens the door. Pushing any other button will summon an Invisible Stalker, which attacks the PCs.

9. Pantry: Small storage room with a variety of food stuffs in sacks, cupboards, and boxes. Barrels contain water, wine and ale.

10. Library: Books on shelves line the E and W walls. Books are all non-magical. Most of the books are original copies while some appear to be recent copies of older works. Shelves on the S wall hold sheets of parchment, clothe, vellum and leather, quills, bottles of various inks, pigments and glues, thin wooden boards, spools of thick thread and sewing needles.

11. Scriptorium: The bronze door to the scriptorium is covered with a jumble of embossed letters (A-Z) and digits (0-9). To unlock the door, PCs must touch the letter B and the number 1 (B ONE) with the brass quill from area 4. Any incorrect combination results in all PCs in the area suffering moderate electrical damage. In the room, a woman (Curiosa, an upper level mage) sits at a large well-lit desk behind two nearly identical books. She appears to have just finished writing on the last page of the book on her right. She will close both books and slide the book on her left toward the PCs, saying "I am finished. You may have the original. I believe the fine is 7cp" She will pay the fine and give back the original Tome, but will not part with her copy. If attacked or just overly irritated by the PCs, she will teleport back to area 8 and summon nasty foul-tempered beasts from other realms to fight the PCs.

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GOLEM LIKE YOU SEE 'EM

ONE PAGE DUNGEON
BY JENNEVIEVE SCHLEMMER

DWARF WIZARD GERTRUDIS HAS DISAPPEARED! THE VILLAGE OF GRAVANA, HIGH IN THE COLD & SNOWY MOUNTAINS, RELY ON HER GOLEMS TO KEEP THE DIRE RACCOON POPULATION AT BAY. THEY ARE BEING OVERRUN BY DIRE RACCOONS AND NEED TRUSTY ADVENTURERS TO TRAVEL TO GERTRUDIS' GOLEM WORKSHOP AND UNRAVEL THE MYSTERY OF THE MISSING WIZARD.....

1) APPROACH TO THE MAIN ENTRANCE. WINDING SWITCHBACKS LEAD UP STEEP CLIFF SIDE. THE ENTIRE PATH IS OBSCURED IN UNNATURAL SNOW FLURRIES MAKING VISIBILITY 10 FT. PORTAL OBELISKS KEEP PLACING TRAVELLERS BACK AT THE BASE OF THE MOUNTAIN!

2) IF ADVENTURERS CLIMB AROUND OBELISKS, 2 LARGE ICE GOLEMS ROLL 8 STONE HEADS DOWN THE STAIRS AT THEM! DC22 REFLEX FOR 1/2 DAMAGE. 1D4 DAMAGE PER STONE HEAD. MUST FIGHT ICE GOLEMS TO GET TO ENTRANCE. IF ADVENTURERS RETREAT, GOLEMS DO NOT FOLLOW.

3) MAIN ENTRANCE BARRED FROM INSIDE PLUS ARCANE ENERGY TRAP. 200 HIT POINTS TO BREAK OPEN BEAUTIFUL CARVED DOORS AND 2D6 ELECTRIC DAMAGE.

4) FOUNTAIN ROOM. WATER GIVES OFF AURA OF GOOD. IF YOU DRINK FROM THE SPARKLING CLEAR WATERS, YOU GET +10 ON NEXT PERCEPTION CHECK.

5) GODDESS ROOM. 20 FT SCULPTURE W RED GLOWING GEM EYES DOMINATES THE ROOM. HER EYES ARE NEEDED TO OPEN PLANAR SCULPTURE GERTRUDIS IS IN. CLEANING GOLEM REMOVED THEM FROM SCULPTURE IN STUDY AND PUT THEM BACK IN GODDESS' EYES, TRAPPING GERTRUDIS ON THE ETHEREAL PLANE.

6) STUDY. ONE LARGE STAINED GLASS WINDOW DOMINATES THE ROOM. FILLED W/ BOOKS, 3 SCROLLS OF STONE SHAPE, 1 WAND OF HEALING, DRAWINGS. GERTRUDIS DOES HER PLANE SHIFTING WORK HERE AND IS TRAPPED INSIDE THE PORTAL (STONE HEAD SCULPTURE) THAT SITS IN OPEN CASE IN MIDDLE OF ROOM. ADVENTURERS NEED PLANAR BOOK FROM WORKSHOP TO FIGURE OUT HOW TO GET HER OUT.

7) BEDROOM. SMALL SCULPTURES AND SIMPLE FURNISHINGS AND CLOTHING. STONE DUST COVERS MOST EVERYTHING. DC20 REVEALS HIDDEN UNLOCKED SPIRAL STAIRCASE TO STUDIO.

8) DIRE RACCOONS HAVE INVADED THE LANDING! 2D4 DIRE RACCOONS ATTACK!

9) GALLERY. SPOOKY YET ELEGANT GOLEMS OF DIFFERING MATERIALS STAND AT ATTENTION. THEIR GAZE FOLLOWS THE ADVENTURERS BUT DO NOTHING UNLESS HIDDEN DOOR TO TREASURE ROOM IS OPENED.

10) TREASURE ROOM. DC21 TO FIND DOOR. IF OPENED, 1D4 STATUES ATTACK! TRAPPED CHEST FULL OF 25 RUBIES. (DC22 UNLOCK/DISABLE OR 1D4 ACID DART) PLUS MISC SCULPTURES WORTH 200 GP.

11) STUDIO. CAVERNOUS AND FULL OF SCULPTURES IN PROGRESS. STONE HEADS LINE GIANT SHELF. SMALL CLOCKWORK BIRD SOUNDS ALARM. IF NOT QUIETED IN 10 SECONDS, LARGE CLAY GOLEM ATTACKS. TREASURE: +1 HAMMER, MASTERWORK SCULPTOR'S TOOLS. PLANAR BOOK ON TABLE DESCRIBES SCULPTURE IN HER STUDY AND HOW TO USE IT. (LADDER CAN BE USED TO REACH GEM EYES NEEDED IN GODDESS SCULPTURE.)

12) DIRE RACCOON HOLE AND NEST. THOSE PESKY RACCOONS HAVE MADE A WAY INTO THE WORKSHOP. IF DAYTIME, 4D4 DIRE RACCOONS PRESENT. IF NIGHTTIME, 1D4 PRESENT.

13) STUDIO ENTRANCE. HIDDEN WITH MAGIC TERRAIN SPELL, CAN BE DISCOVERED JUST BY WALKING INTO SPACE. 2 STONE GOLEMS ATTACK IF ADVENTURES CLIMB STAIRS BUT NOT IF THEY OPEN DOOR FROM INSIDE.

1D4 WANDERING MONSTERS
1 – 2 CLAY CLEANING GOLEMS
2 – 1 STONE GUARDIAN GOLEM
3 – 1 SWARM TINY JADE TOY GOLEMS
4 – 1 GIANT SPIDER

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Lost Lair of Lorethain Shaar

A One-Page Dungeon by Jeremy DS Marshall

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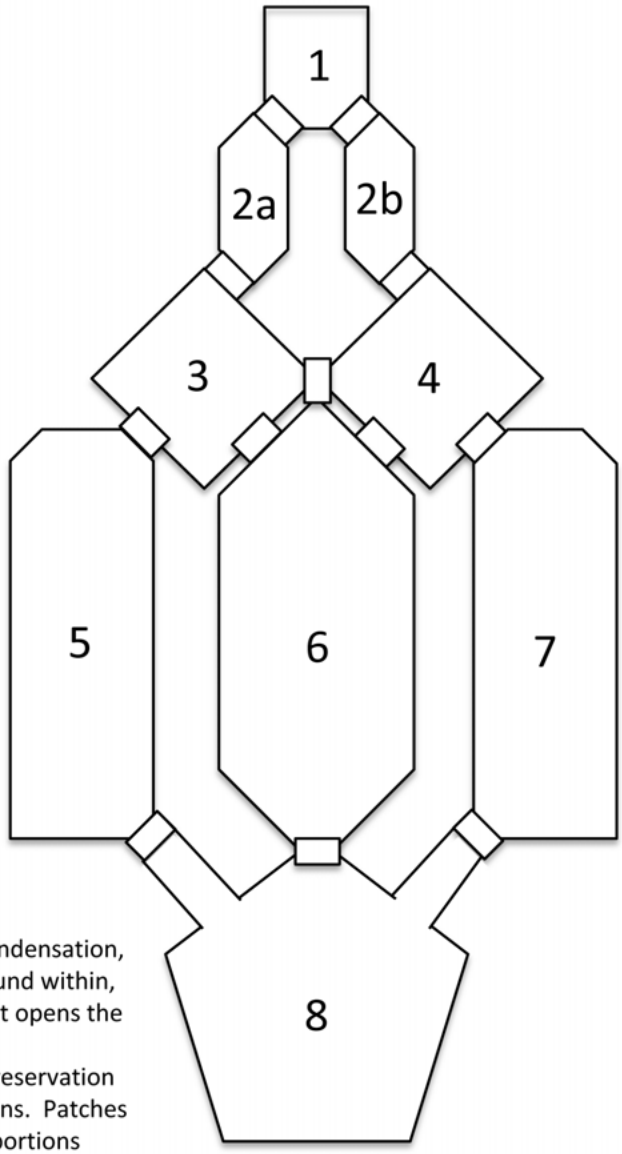
Outside the city of Dreaming Tears, a tall waterfall casts a fine mist over the surroundings. However, the flow of water recently slowed to reveal an intricately crafted stone cavern. Several adventurers have gone to investigate, but none have returned. As the number of lost adventurers increased the people of Dreaming Tears vowed to not disturb the structure further.

Unfortunately of late a dark energy has begun to pour from the structure into the waterfall. This has lead to crops beginning to wither, livestock collapsing dead in their fields, and citizens falling ill with no known means to help them recover.

Now the people of Dreaming Tears need adventurers brave and strong enough to delve into the lair behind the waterfall and uncover the cause of the darkness within.

The one that constructed the structure behind the waterfall was the powerful **elven wizard Lorethain Shaar**. Obsessed with beauty, he spent his entire lifetime trying to discover a means of ensuring true and flawless beauty in himself and all things that he came into contact with. However, his narcissism eventually drove himself mad, isolating himself from the rest of the world and trying to find a means of granting himself immortality while maintaining his physically attractive form. Unfortunately his experiments failed, tearing his soul from his body and leaving him an insane wraith that hates all things more beautiful than himself.



- **1-Waterlogged Entrance:** Tiles of this stone room are covered in condensation, mold, and green slime. The bodies of **two dead adventurers** are found within, looking like they were fleeing towards the exit. One holds a **key** that opens the door between **Area 5 and Area 8**.
- **2-Aged Hallways:** These twinned hallways show the failing of the preservation magics that was supposed to preserve the stonework and decorations. Patches of broken stone, dust and spider webs, with sheared runes. Other portions have beautifully glowing runes and those areas are perfectly preserved with warm light illuminating the space. These halls are guarded by **a) a Lightning Bolt Trap** or **b) the ghost of a dead adventurer**.
- **3-Guests' Gallery:** This room is richly lit, decorated with carpets, tapestries, and paintings that all show a strikingly handsome elf in robes. Crystal decanters of alcohol rest on a table, while a massive pile of food (magically generated) has spilled onto the floor surrounding another table. There is lots of other furniture and bookshelves as well. A **magic mouth** greets all that enter for the privilege of getting to meet Lorethain Shaar.
- **4-Overgrown Greenhouse:** The ceiling of this room shines with sunlight, and it is entirely overgrown with exotic plants of all sizes and shapes. The corrupting energy of Lorethain's madness has generated **2 Vine Blights** and **4 Needle Blights** to kill intruders. Plants can be harvested to make **3 healing potions**.
- **5-Maze of Mirrors:** This room is filled with winding corridors made up of crystalline mirrors. Every mirror will show the reflection of anyone that looks at it with the handsome form of Lorethain Shaar looking over their shoulder, with a **magic mouth** judging the other figure's appearance. Breaking a mirror causes the shards to assault the breaker as **3 magic missiles**. The key to open the door between **Area 6 and Area 8** is found in the center of the maze.
- **6-Narcissist's Museum:** This massive room is filled with statues, paintings, metallic sculptures, and all other forms of art that show Lorethain Shaar in various heroic and striking positions and actions. The key to open the door between **Area 7 and Area 8** is guarded by **4 Animated Statues**.
- **7-Arcane Laboratory:** This room is filled with tools, crystals, and materials for the crafting of a number of magical items. These can be worth quite a bit of gold to those that acquire them. These valuable materials are protected by **1 Animated Suit of Armour** and **1 Hell Hound**.
- **8-Domain of Lorethain Shaar:** All the doors to this room are locked, with keys present in the dungeon or that can be bypassed by picking the locks. Inside the room is filled with opulent furniture, and a natural breeze that smells of fresh ocean air. A massive mirror behind the bed is shattered, with shards of silvered glass strewn all around. There are also gems and jewelry tucked away in unlocked chests. The **mad wraith of Lorethain Shaar**, armed with a **Staff of Fireballs** will rise from the floor, threaten intruders for daring to violate his beautiful world by looking upon him, and attack. Slaying him cures the dark energy.

1: The Boathouse, the player's point of entry

2: The Aqua Dome, an interesting viewpoint . Waterlevel controls here

3: The Botanist Lab, a place where the players can inspect plants in more detail

4: Overhydrated Thorns, this room is rather prickly. Something shiny is hanging nearby.

5: Flytrap Hall, this room has some mean plants with an important item in their mouths

6: The Study, this room appears to contain many books and trinkets

7: The Dancing Plants, the plants in this room have a very strange behavior

8: The Gloom Tree, unusual magic flows from this tree, something about it makes you uneasy

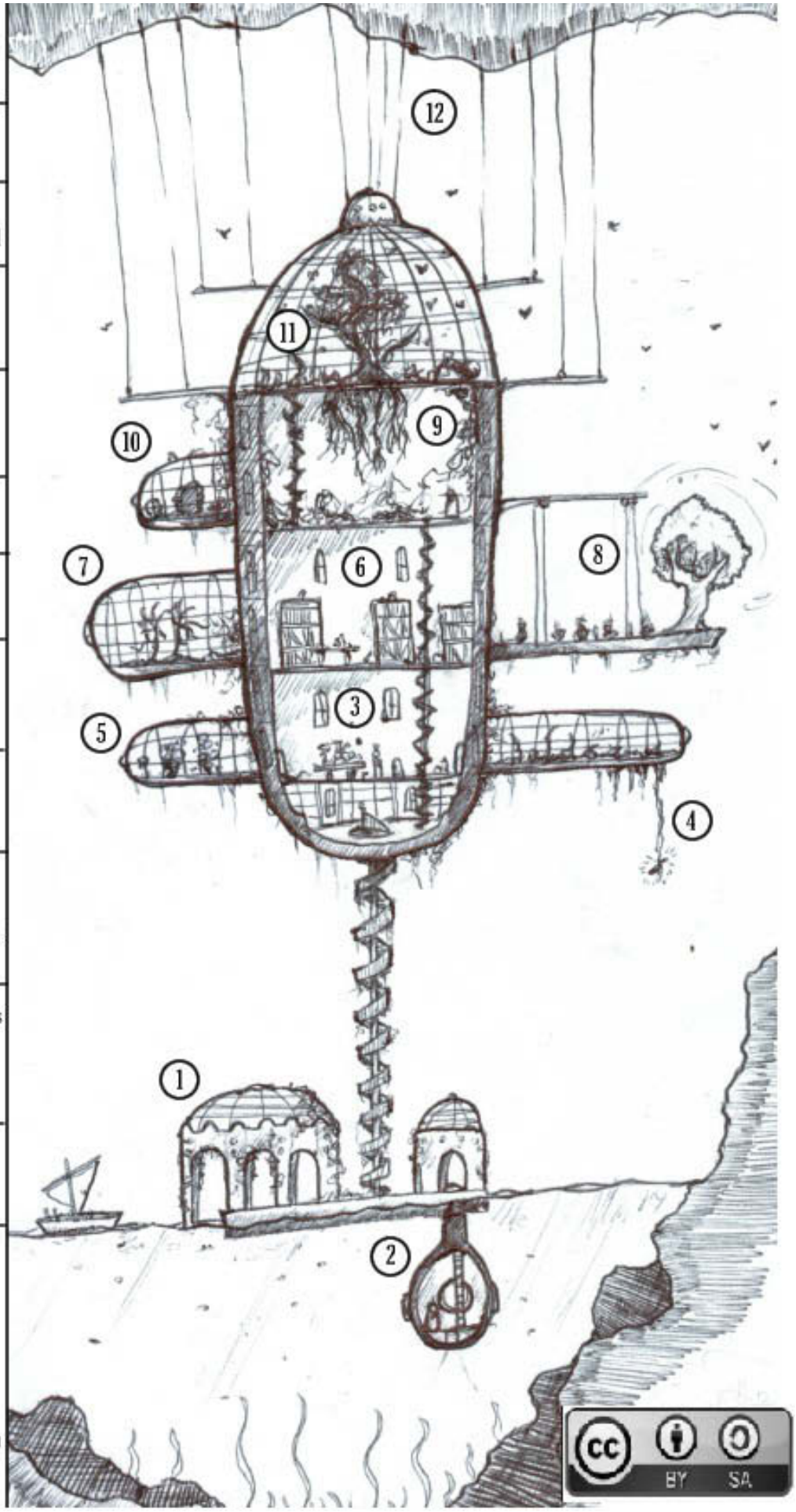
9: The Shambles, this room is in a complete mess with overgrown plants and destroyed furniture

10: The Howl, the door to this room is securely locked. Odd moans come from the other side. Once inside, the warnings begin.

11: The Great Willow, moths of all kinds flood this room. The roots of the tree will begin to seek water once someone opens the hatch up to it.

12: The wires which hold the conservatory up. They have seen better days.

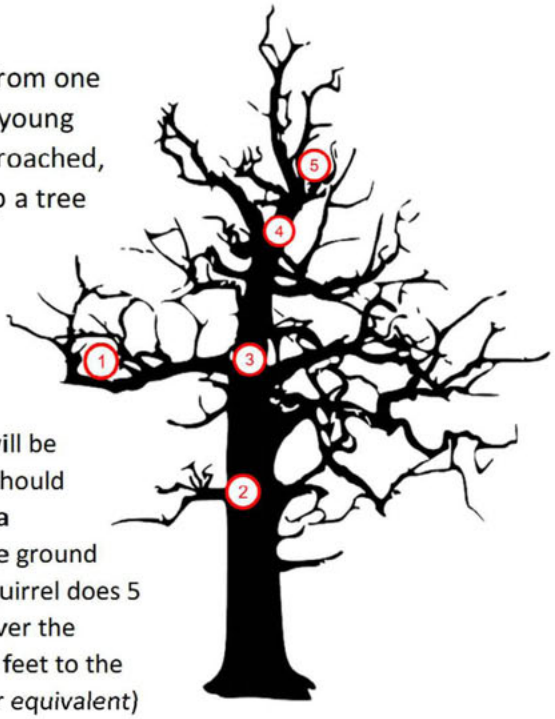
The players will explore this curious conservatory . Studying plants will give them valuable insight to their behavior. The great willow at the top does tries to seep through the ceiling to rearch the water. While other plants seek to cause all kinds of disturbances. The magic that fills this place is not one of happiness. Can you find out what strange ailment is possessing the plants?



Here Kitty Kitty Kitty…

This encounter in memory of Bruce.
19 Years of Love.

While walking down a country lane, on the way from one place to another, your aventures happen apon a young boy crying in a field not far from the road. If approached, the boy will explain that his cat, Bruce, is stuck up a tree and he can't get him down.



1. Location of Bruce. Looks friendly enough. If the characters attempt to toss things to scare him out of the tree, or attempt to toss a rope over this branch, Bruce will quickly climb to location 5.
2. If your characters have someone climb the tree, here they will be attacked by 5 fire ants. Damage is only on the surface, but should character attempt to slap them off without first climbing to a higher spot, they suffer a 25% chance of falling 10 feet to the ground
3. Character is attacked by an until now unnoticed squirrel. Squirrel does 5 points of damage each round as it claws, bites, and crawls over the character. Character has 25% chance of falling from tree 20 feet to the ground. This increases to 50% if character fails a surprise (or *equivalent*) check. If character falls to the ground, Bruce climbs to location 5.
4. If Character has to climb to location 5 to retrieve Bruce, here they will encounter some bark rot. As character starts to pull himself/herself up, the bark gives way. Roll an Acrobatics (or equivalent) check to see if character catches themselves. On a failure there is a 20% chance they will hit a branch on the 30 foot fall to the ground.

Rescuing Bruce:

Once character reaches Bruce, now they must rescue him.

A. If character reaches Bruce, they can attempt an Animal Handling (or equivalent) check to coax Bruce into their arms. If successful, they are able to climb down out of the tree with Bruce and return him to the boy. Reward: the boy doesn't have much to offer in the way of coin, but invites you to his farm where he's sure his parents will give you a hot meal and let you sleep in their barn. Character gets +2 on their next Charisma save. (RP Opportunity: Have the players act out calling to the cat for a bonus of your chosing on the check)
B. If the character reaches Bruce, they can attempt to grab him and toss him down. If the character takes this action, the boy collects the cat and runs away yelling his thanks behind him. Character gets a +1 on their next Charisma check.
C. If the character reaches Bruce, they can simply grab him and man handle him down the tree. There is a 20% chance of falling for every 10 feet of tree climbed. Bruce climbs back into the tree to location 5 upon a fall. Once Bruce is out of the tree the boy collects his cat, says a curt 'Thank you' and runs away. Character gets -2 on his next Charisma check.

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The Town of Rydell

Plot

In a world mixed between 1950's America and fantasy
Players are seniors, three days away from graduation
They accidently discover a cult at a classmate's party
Cult is planning to reawaken the dead at graduation.

Travel

Roll the number of times stated next to each S and E.
See Student Table and Enemy Tables for results.
Use clues from classmates to help guide the players.

Cult Final Fight

Sacrificial ceremony commences at graduation.
Fight = Police Chief + 4x Cultists + 8x Zombies
Players can only hope to weaken the cult before.
For each:
- Corrupted Blood destroyed, remove one cultist
- Artifact stolen, remove one zombie
- Classmate befriended, they help fight

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A. House Party (Starting Location) 10 S 0 E
Friday night at William Walter's House.
Tome belonging to family in basement
Plans for a mass blood sacrifice at graduation
William's Father is leader of vampire worshiping cult.

B. Marty's Diner 1 S 4 E
Great breakfast and warm pots of coffee
Closes early yet cars still fill its parking lot.
Meeting space for cultists at night.
Stores some of the Corrupted Blood in glass bottles.

C. Ice Cream Parlor 0 S 4 E
Populated with children. Dating hub for high schoolers.
Corrupted Blood in the bottom of a freezer

D. Barber 0 S 3 E
Single large room with chairs, mirrors, and an office.
"Death's Fang" is in the office next to a set of scissors.

E. Library 2 S 3 E
Books about ancient Cult and gives rumors of:
Death's Fang (dagger) - 2x Dmg against cultists
Moon's Lantern - light amplifies magic spell dmg by 2x

F. Movie Theater 4 S 4 E
Popular for dating and hanging out with friends.
Stockpiled Corrupted Blood in an unused theater room.

G. Bowling Alley 3 S 0 E
Owned by a Halfling known as Gary, Vince's Father.
Their family used to take the players camping.
He believes everything they say and will help them.

H. Drive In Restaurant 3 S 0 E
Opened late with carhops who rollerblade to customers.
Staffed by Pink Pixies.
Popular with Zeppelins and their hot rods.
Thomas (Half Elf / Zeppelin) will race for info on William

I. Drive Inn Theater 2 S 4 E
Single screen. Popular with zeppelins in their cars.
The source of light in the theater box is "Moon's Lantern".

J. Thrift Store 0 S 0 E
Wide variety and an immense selection of junk.
Some may find weapons jumbled in the pile of items.

K. Football Field 0 S 2 E
The newly designated location for graduation on Monday.
Built on top of an old graveyard only known to the Chief.
Hidden in the turf lies cultist tokens assembled in a circle.

L. Police Headquarters 0 S 8 E
A small station with several officers posted.
Bulletin board from the Chief gives orders.
Demands regular patrolling of locations B, C, F, M

M. Middle School 1 S 4 E
Hosts a dance in the gym Friday night.
Corrupted Blood is labeled Punch in the cafeteria fridge.

N. Gas Station/Mechanic 2 S 0 E
Mechanic can repair crashed cars.
Gas station sells students foods, beverages, and items.

O. High School 2 S 4 E
Principal's letter addressed to the Chief lies on his desk.
It thanks him for his advice of moving graduation.

Racing & Car Chases

Larger Sum Wins
Roll D4 + D6 + D8
Players add a stat
Repeat 3 times

Enemy Table D6

1	Police Officer (Medium)	4	Cultist (Medium)
2	Officer with a Hound (Medium)	5	Swarm of Bats (Easy)
3	Zeppelin Gangster (Easy)	6	Inquisitor (Hard)

Student Table D20

1	Dennis	Elf	Actively trying to work up the courage to ask out Margaret.
2	Mary	Half Elf	Dropped her brother off at the middle school dance so she could come visit David.
3	David	Half Orc	Upset they lost their last football game. Claims something in the dirt tripped him.
4	Donna	Human	Upset at Thomas who stood her up to go racing.
5	Kenneth	Human	Got lost while trying to visit the ice cream parlor.
6	Betty	Elf	Obsessed with William, mostly because of his family's wealth.
7	Mark	Dwarf	Angry that the diner closed unusually early tonight. Looking for a meal.
8	Elizabeth	Tiefling	Has been asking Sonny to take her to the Drive In Theater all week.
9	Frank	Half Orc	Happy he got tonight off from working at the movies to come see Debbie.
10	Margaret	Half Elf	Recently broke up with David but secretly still has feelings for him.
11	Scott	Half Elf	Son of the mechanic. Works when he's not practicing.
12	Patty	Elf	Was on her way to the library but got distracted and wondered around.
13	William	Dragonborn	Cocky tough and a bully. Commands the Zeppelins as his father asks.
14	Linda	Halfling	Visits the thrift store everyday and is constantly bragging about her finds.
15	Raymond	Dwarf	Holds a crush on Elizabeth. Has been saving money to take her to the movies.
16	Kathy	Human	Daughter of the Pink Pixies Founder. Feels obligated to lead them.
17	Sonny	Tiefling	Doesn't trust William but is bound to him by the gang's creed.
18	Connie	Tiefling	New to town. Has a crush on one of the players. Suggests dates for them to go on.
19	Vince	Halfling	Close friend of the players. His father, Gary, used to take them all camping.
20	Debbie	Dragonborn	Started dating Frank a week ago in secret. Terrified for anyone to find out.

THE FAMILY

A **One Page Dungeon** about a lost Family and an abandoned house by **Joakim Andersson**. Gone Home and Moominvaley in November are my two major sources of inspiration for this OPD 2018 entry.

Player Background
You came to this remote valley to seek **The Family** in their mansion home. However the family is nowhere to be found and the house has fallen into disarray. You cannot connect your memories of the house with the estate in front of you and decide to investigate. Where did the family go? Are they coming back? Will they have the answers you seek and can they provide the security your heart desire?

GM Background
The family is gone and the valley is haunted by spirits that will change shape and purpose as the players explore the abandoned house.

Building the House
Take a map of a house with at least 7 rooms from an old RPG adventure. Preferably one that your players have played a long time ago. Key five of the rooms 1-5 in **red ink**. These are the **Key rooms**, use key below for description. Remaining rooms are assigned a letter, a-z in **pencil**. These are **Spare Rooms**.

Exploring a Key Room: each key room allow one player set a Flashback Scene, where the PC encounters the Family incorporating the theme of the room. To decide who will set the Flashback Scene the PC's will have to sacrifice something. Hit points, gold, memories or similar things of value. The player with the most significant sacrifice sets the Flashback Scene.

Exploring a Spare Room: roll the spare room table and use the original room key to create an abandoned room.

Spirits of the valley
The family are gone forever and the spirits that live in the valley will take their shape and start to haunt the PCs. The spirits will be shy at first but as the players spend more time in the house and establish more and more facts about the Family the spirits power will grow. The spirits will show themselves as twisted and bleak versions of things established in the Flashback Scenes.

Key Rooms

1 - Parents room. The parents are in Control and all things in this room are versions on that theme. Bondage gear. Clocks. Spreadsheets. Rules and regulations. The Flashback Scene is about the PC's joy of being controlled by the Parents.

2 - Kids Room. Sparkling of innocence and Wonder items in the kids room are tied to magic, exploration and discovery. The Flashback Scene focus on the PC being saved from a mortal danger by one of the Kids.

3 - Sitting Room. The siting room was a safe space. It is not possible to use violence in this room. A feeling of calmness dulls the minds of the PC's. The Flashback Scene is a situation where the Family made the PC feel loved and completely safe.

4 - The Church. The church is a room of faith and purpose. Wooden carved figures sit on the benches in place of the absent perish. The Flashback Scene is the PC holding sermon.

5 - The Study. A library and workshop. Everything in here is damaged in some way. The Flashback Scene is about mending what can be mended and evolving to make do with things that cannot.

Spare Room Table
Roll two separate D6s.

1. Broken	1. Abandoned Campfire
2. Dry	2. Spores, molds and fungus.
3. Inverted	3. Odd paintings
4. Ancient	4. Wasp Nests
5. Overgrown	5. Rotten foodstuffs
6. Flooded	6. Broken china

Final Words
Moominvaley in November ends with the characters having developed so far that they don't need to see the Moomin Family again. At that time the family returned from the Island where they stayed in Moominpappa at Sea. Gone Home ends with the main character realizing something important about her sister. You will know in your hearts and minds how The Family ends.

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The Lost Mage's Keep

A One Page Dungeon by Joel Russ

Adventurers are sent to explore a keep after hearing of monsters vanishing and rumors of a dark power gathering inside it.
In fact, a mage took up residence in the keep, but an imp familiar betrayed the spellcaster to summon its true master. The mage's defenses still hold, so characters must navigate these hazards to even reach the imp and the summoning site. If the characters can discern it, a poem foreshadows their trials.

1. Path – A shell keep overlooks a bridge. Cudgels, troll footprints, and a burlap bag containing a few dozen silver coins rest on the bank near the bridge, along with an old astrolabe. [*This foreshadows the superstitious astrologer trolls within the keep.*] Four pedestals overshadow the door, but only two still have gargoyles [*inert*] perched atop them.

2. Narthex – A welcoming entry room has cloak hooks and an enchanted rug that cleans boots treading across it. The ceiling has a mirror finish, stone polished to reflect the room below. Before the far door is a pedestal with a page of parchment bearing a poem. [*The lines only fill half the page, a clue the poem should continue, and the mirrored ceiling is another clue. The poem foreshadows the encounters in the tower. It can be read both forwards and backwards, almost a palindrome, with spaces rearranged for the reverse.*]

3. Now are we not drawn onward? [*hall 4*]
Do good's deeds live on? [*room 5*]
No, I save no evil [*room 7*]
No evil star deliver [*room 8*]
Was it a rat I saw? [*room 9*]

[*Poem inverted - Starting at the end, going backwards, the lines would read as follows*]
Was it a rat I saw? [*room 9*]
Reviled rats live [*room 9*]
live on evasion [*room 10*]
No evils deeds do, O God. [*courtyard 10*]
Drawn onward to new era, won. [*exit*]

4. Rolling Ball – A trap that must be reset to escape. The door leads to a curved corridor sloping upward. The door locks after the Narthex is empty, requiring a key to open. Partway up the corridor lies a hidden pressure plate set in the floor, next to a tapestry covering an illusory wall hiding an alcove. Farther ahead, the exit is locked and barred with a grate, with the lock almost inaccessible behind the grate. The floor continues to slope upward, and the last 10 feet have a series of small pegs set into the floor [*part of the mechanism to access the door*] At the end of the corridor, atop of the slope, rests a boulder. Pegs hold it back until anyone steps on the plate. Two can hide in the alcove, but anyone outside the alcove risks injury. Stepping on the pressure plate releases the boulder. As it thunders down the ramp (depressing the pegs), the bars in front of the door rattle. A spare door key lies behind the boulder. The boulder must roll down (top to bottom) to engage the mechanism, then be pushed back up to withdraw the bars. [*Pressing the pegs in order, through trial and error, though difficult, can also work*] The mechanism resets when the door out closes. The mage already had a key and could press the pegs from a distance using magic, but in case of emergencies, there remains a way to access the door that resets the trap. The hall behind the room has a slot to deposit the key.

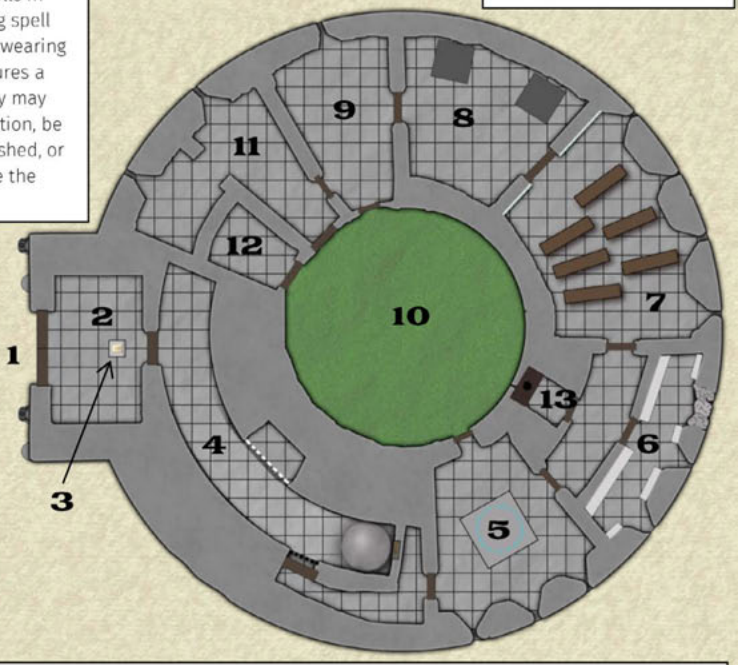
5. Coins – Glowing runes etched in a metal plate form a circle 10 ft. across, with clusters of coins piled inside the circle. A character entering the circle disappears, and a handful of gold, silver, and copper coins fall to the plate, clattering loudly. [*The illusion serves as both alarm and delaying trap. The character is invisible for a brief time, and can observe, but not interact.*] The coins bear the likeness of the person who disappeared. Other characters can add their own coins to the circle to end this illusion, provided the value is more than that of the illusory coins that appeared. After 10 minutes, the invisibility fades, as do the "personalized" coins. [*Observant characters may notice signs of an invisible imp. It acts to vex the characters, trying to ward them off without arousing suspicion. The imp trapped the mage in the mage's own enchantments, between planes, in order to free its master, a demon.*]

6. Gargoyles – Two gargoyles from the entrance recently broke free and smashed through a storeroom window. They consume the clay, glass, and stone containers of the components and scrolls in the room. The binding spell to guard the tower is wearing off, making the creatures a potential hazard. They may provide aid and direction, be a threat to be vanquished, or be convinced to leave the intruders alone.

9. Rats – The imp has given form to the mage's illusions. Rats swarm in the master bedroom, fighting the characters. They try to prevent the characters from discovering the mage is imprisoned within an illusion, unable to interact with the world.

10. Imp – The imp ostensibly served as a familiar, biding time until it could use the mage's magic to release its true master, a demon. The imp attempts to delay the characters until the demon appears. The characters may be in time to fight a weakened demon still forming on this plane, or may have to fight the creature at full strength. They must either kill the demon in the courtyard or disrupt the ritual (blocking the demon) and kill the imp to bring back the mage. [*It does not manifest if they explore the courtyard before it thinks itself ready.*] The mage rewards the characters with spell scrolls and cleansed artifacts [*room 7*] if the characters succeed.

11. Kitchen and storeroom
12. Guestroom
13. Garderobe



7. Mirror Room – A workshop/study contains items waiting to have curses dispelled. One wall is reflective, and shows an illusion to indicate what the curse would do if activated by removing it from the table. The mirrored surface makes the room appear larger. The exit is set opposite the entrance, and a mirror image of a character with a cursed item looks and feels like it reaches out and stops anyone with a cursed item from leaving the room. If they do not have a cursed item, they appear to be prevented, but can depart by closing their eyes as they reach for the door, backing into it, or other means of blocking line of sight to break the illusion.

8. Trolls – A study with a work table and shelves bearing scrolls and reagents along one wall, and a pair of cages near another, with sleeping trolls inside. The cage doors creak ajar as characters enter [*the work of the imp*]. The trolls have crude constellation tattoos. They fall asleep due to a safeguard enchantment on the cages when the invisible imp opens the doors. The mage held them while seeking a humane way to release them, away from populations they could endanger. The imp continues to try to thwart the players, waking the trolls if necessary.
Notes on the table depict illusions and incantations to access a pocket dimension. [*A keen observer can detect changes overwriting the glyphs, the imp's handiwork. The imp has successfully warped the mage's spell to trap the mage between planes.*]

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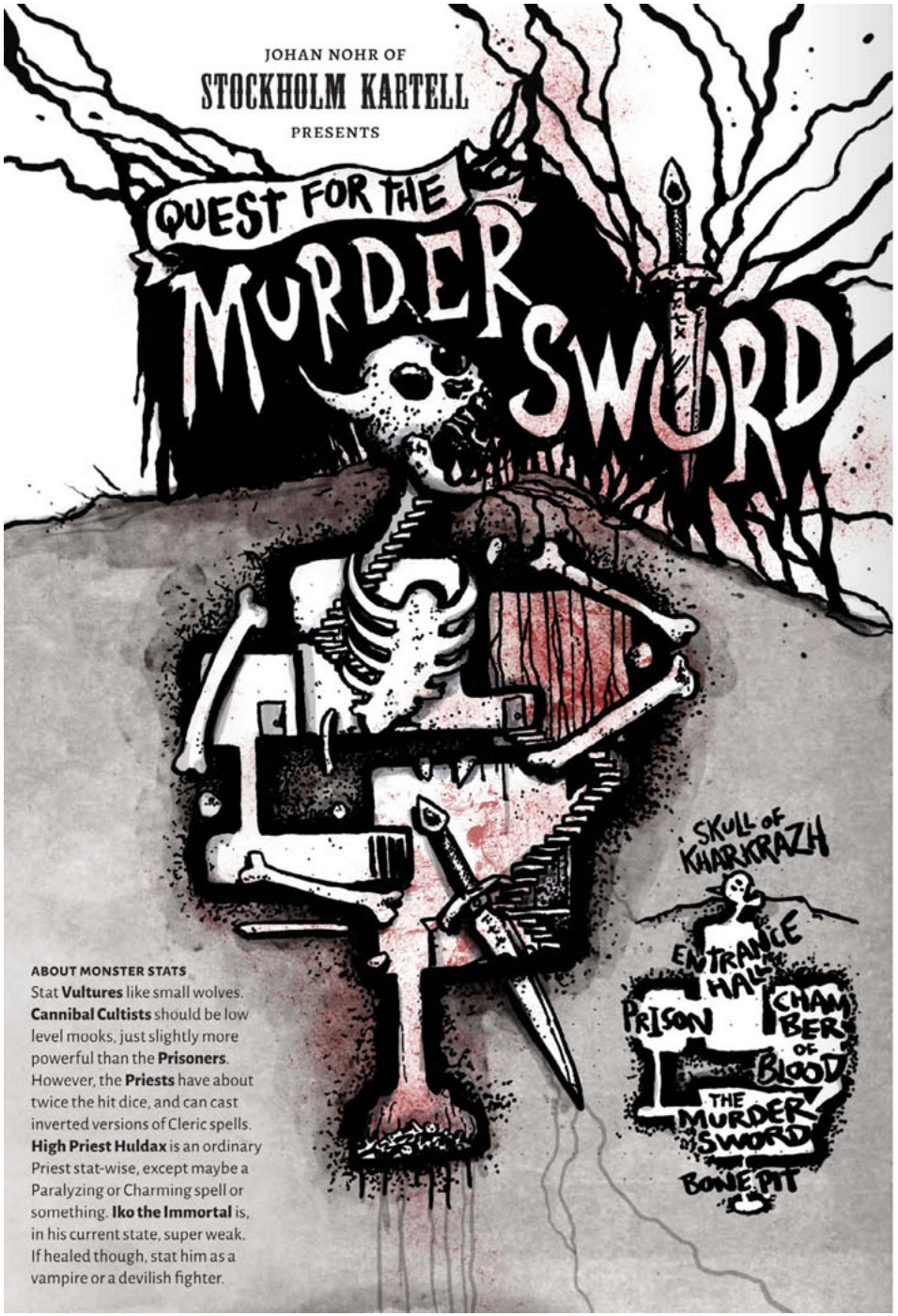

ABOUT MONSTER STATS
Stat **Vultures** like small wolves. **Cannibal Cultists** should be low level mooks, just slightly more powerful than the **Prisoners**. However, the **Priests** have about twice the hit dice, and can cast inverted versions of Cleric spells. **High Priest Huldax** is an ordinary Priest stat-wise, except maybe a Paralyzing or Charming spell or something. **Iko the Immortal** is, in his current state, super weak. If healed though, stat him as a vampire or a devilish fighter.

The infernal Kill-Giant **Kharkrazh the Dying** finally fell, and around his withering bones cultists and cannibals dug, carved halls and altars beneath the ground in search of a blade most foul. And one night – down there in the blood soaked soil and stone they found His infamous **Murder Sword**, fully intact in its unholy glory.

Send the PC's to the site of Kharkrazh's demise to investigate, either because they too desire the Sword, or on a holy mission to stop whoever is digging for it. The way there is long and perilous, but will get worse.

THE CULT AND THE SWORD
After the giant died, cannibal cultists came and excavated the carcass, found the Sword and started using it as a conduit in their rituals. Their goal is to reanimate Kharkrazh – and gain control over him. And boy are they close: Only 3 sacrifices remain. Best be quick!

The skull

Deep in the Rancid Wastes, the skull of Kharkrazh the Dying lies gaping. **2D6 vultures** sick with MURDER FEVER circle the skull. Anyone contracting the disease will enter a murderous frenzy the next full moon.

Entrance Hall

Steep stairs wind down into the depths, chanting and wailing echoes from below. Protruding from the walls are enormous ribs, decorated with blasphemous runes and arcane symbols. The **Cannibal Priests** can use these symbols as teleportation beacons, instantly blinking into this room should they need to escape.

The door to the Prison is solid iron, and stained with blood. However, the other door (which is wooden), is absolutely *soaked* with blood. Soft, red and moist.

Prison

A simple cell with a circular pit leading down into a second cell. A huge bone breaks out from the wall and goes through the ceiling. **1D3 prisoners** are chained here, drugged and sick with MURDER FEVER. The drugs keep them dozy and servile, for now.

The prisoners know about **Iko the Immortal** and the teleporting runes in the Entrance Hall.

Anyone climbing down into the pit ends up in a corridor covered in blood and gore, with a cage (like a gated balcony) leading into the ritual chamber. The floor of the cage is a **trap door**, which can be opened by pulling a chain in the ritual chamber. It *can* be picked from within the cage.

The Chamber of Blood

This room is covered in blood. The stuff pours down from cracks in the ceiling, runs down the walls like rain. The floor is soft and wet.

Anyone lingering here will begin to bleed from eyes and mouth, until they die, drained and dried out, like flesh raisins. The cultists use this to feed blood to the Sword. At all times, **1D3 Cannibal Priests** will be here, donating their blood to Kharkrazh. They will probably want to capture and/or question the PC's, but roll for the reaction!

The Ritual Chamber

A long flight of stone steps wet with blood lead down to the hall where the unholy **Murder Sword** sits buried in the ground, like a demonic Excalibur. **2D8 Cannibal Cultists** are here, and they are (D6):

1–2 Eating and resting.
3–5 Meditating and praying.
6 Sacrificing a prisoner!

1D8 Cannibal Priests (minus any Priests currently in the Chamber of Blood) will also be present.

The Murder Sword

The Murder Sword will magically compel any metal weapon in the area to attack it's wielder until either is destroyed. Cultists use wooden weapons for this reason.

When the third sacrifice is made, all the blood soaked in the Chamber of Blood will pour down from the ceiling onto the Sword. This will awaken Kharkrazh who will be under the spell of whoever gave the most blood to the Sword. At the moment, the **Cannibal High Priest Huldax** is in the lead with 20 hit points worth of blood donated. That could change.

Bone Pit

This is where the cultists dispose the drained corpses of the people they sacrifice. In total there are 23 bodies down here, 24 if you count **Iko the Immortal**. And you should.

Iko is a half-devil, and the *long lost half-son of Kharkrazh*. He has found the light, and is on a holy quest to destroy the Sword, to which he is spiritually bound. He was captured and sacrificed*, but cannot truly die as long as the Sword is intact. He is weak and basically a dry husk at this point.

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*No, it didn't count.

ASCENT OF THE ROBOT GOD

ORIGINALLY A VEHICLE OF INTERSTELLAR CONQUEST, THE ROBOT WAS HEAVILY INJURED IN BATTLE AND CRASH LANDED. AFTER EONS, THE INTERNAL DEFENSES AND REPAIR MECHANISMS ARE MOSTLY STILL WORKING AS INTENDED, BUT SOME OF THE DRONES HAVE ACHIEVED SENTIENCE AND NOW HAVE MOTIVATIONS OF THEIR OWN.

FUEL DISTILLERY: PRESSURED VATS FILLED WITH BONES. DISCARDED SKINS. UNREFINED FUEL: HIGHLY COMBUSTIBLE. BARRELS OF REFINED FUEL.

FUEL TANK: INCH OF FUEL. TOXIC, FLAMMABLE.

MIDDLE BODY: MAZE OF TUBES LEADING UPWARD, EASTWARD, WESTWARD. CONNECTS TO **FUEL TANK, ARMS,** AND **UPPER BODY.**

PELVIS: PILES OF PVC-BOUND OBJECTS LITTER THE FLOOR. MOST ARE DEAD ADVENTURERS. SEARCHING THE PILE MIGHT TURN UP USEFUL OBJECTS. ROLL FOR DRONES AFTER EACH SEARCH.
1. – **BROKEN BONES**
2. – **50 FEET OF ROPE**
3. – **FOX CARCASS**
4. – **MAGIC SHIELD/HELMET**
5. – **RANDOM WEAPON**
6. – **HEALING POTION**

RIGHT LEG: MASSIVE HOLE IN HEEL. WIRES AND CONDUITS SURROUNDING JET ENGINE. GREASY AND CRAMPED PASSAGEWAYS.

AN **ENERGY FIELD** AROUND THE GOD PREVENTS ANYTHING FROM TOUCHING IT DIRECTLY OTHER THEN AT THE **HEEL OF THE RIGHT FOOT.** OBJECTS THAT TOUCH THE FIELD ARE **EJECTED 1D20 X 10 FEET AWAY.** THE ONLY LIGHT SOURCES IN THE GOD ARE THE PANEL LIGHTS IN THE **COCKPIT** AND THE **DRONES'** EYES. EVERY LOCATION HAS **1D8 DRONES.** THEY INFEST THE GOD. **ROLL ON THE REACTION AND FUNCTION TABLE EACH TIME A NAMED AREA IS ENTERED** BY THE PARTY.

COCKPIT: A FOUR-ARMED SKELETAL PILOT SITS IN A CHAIR IN THE CENTER. HIS JUMPSUIT IS SHREDDED AND STAINED WITH PURPLE BLOOD. MULTIPLE WARNING LIGHTS ARE AROUND LARGE BUTTONS ON CONSOLES. MULTIPLE BUTTONS CAN BE PRESSED IF PLAYERS WISH TO TAKE THE RISK. ROLL ONCE FOR EACH BUTTON:
1. – **CHAIR EJECTS** AFTER 3 ROUND COUNTDOWN.
2. – **CANNON FIRES,** OBLITERATING VILLAGE BELOW.
3. – **INCOMING DRONES!** ROLL REACTION/FUNCTION.
4. – COOL REFRESHING, **JUICE BOX** APPEARS. **HEALS 2D8.**
5. – **CRYSTAL VORPAL SWORD** DISPENSED FROM ARMREST.
6. – **LASER NUNCHAKU** DISPENSED FROM ARMREST.

NECK: HATCH TO HEAD IS SECURE. CLEAR PANEL BESIDE HATCH DISPLAYS ALIEN WRITING, IF TRANSLATED SAYS "LOCKDOWN UNDERWAY: CLEARANCE REQUIRED." IF FOREIGN ENTITY ATTEMPTS TO OPEN, METAL TENDRILS WILL FORCEFULLY EXTRACT.

CANNONS: FILLED WITH MISSILE TUBES. SOME ARE FILLED WITH DEAD THIEVES WHOSE HEADS HAVE BEEN TWISTED BACKWARDS. OTHERS HAVE ACTIVE WARHEADS. CONVEYER BELTS ARE RUNNING AT DOUBLE SPEED IN THIS AREA, MAKING MOVEMENT QUITE TREACHEROUS.

LEFT ARM: RELEASE OF LATCHES HERE WILL CAUSE THE HAND TO STAY ATTACHED TO THE SWORD HILT AND WILL DROP WRIST TO THE GROUND, PROVIDING A HARROWING ESCAPE ROUTE IF NEEDED.

LEFT LEG: THIEF WELDED TO BULKHEAD. BACKPACK LEFT UNTOUCHED.

RIGHT ARM: METAL TUBES LEAD TO FIST. **1D4 EXPLOSIVE WARHEADS** IN FINGERS. LIGHTS FLASHING ON LATCHES AT WRIST. IF RELEASED, WILL LAUNCH FIST 2D4 MILES AWAY. ANYONE INSIDE NEEDS TO MAKE A SAVING THROW OR BECOME PARAPLEGIC.

VILLAGE: HAS YEARLY FESTIVAL CELEBRATING THE GOD. CHAMPIONS ARE CHOSEN TO ATTEMPT RETRIEVAL OF GIFTS FROM WITHIN.

DRONE REACTION TABLE
2 – **HOSTILE.** DRONE WILL ATTACK ON SITE
3-5 – **INVASIVE.** INVESTIGATE FORCEFULLY.
6-8 – **CURIOUS.** INVESTIGATE CASUALLY.
9-11 – **BUSY.** IGNORES PARTY.
12 – **FRIENDLY.** WILL JOIN PARTY AND HELP.

DRONE FUNCTION TABLE
1 – **REMOVAL.** BIND WASTE, TRANSPORT TO BOTTOM BODY.
2 – **WELD.** MELT ANY FOERIGN MATERIAL TO DAMAGED AREAS.
3 – **TEST.** APPLY ELECTRIC CURRENT. ALERT OF ABNORMALITIES.
4 – **HARVEST.** SUBDUE, EXTRACT RESOURCES AT **MIDDLE BODY.**
5 – **HAMMER.** POUND DENTS. ALL OBJECTS MUST BE SMOOTH.
6 – **MALFUNCTION!** DRONE MISTAKES PARTY FOR OBJECT:
- 1 – **MISSILE.** ARM AND LOAD IN TUBE.
- 2 – **DAMAGED ROBOT.** REPAIR OR SALVAGE.
- 3 – **PILOT.** ESCORT TO COCKPIT.
- 4 – **MOP.** ENTHUSIASTICALLY CLEAN FLOOR

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Caldera: Land of Heroes and Legends

I. Traveling home

Landor, female healer has been bragging about her mother's cooking and has asked three of her friends home to sample it.

With her are Here Symas, male warlock, Celi Elborn, a beautiful female elven scout, and Arin Khori, a dwarf fighter. They met in Heagate, a human town where they went seeking employment.

II. Sounds of screams

As they are taking Landor's shortcut, they all hear screams and shout. Celi tells her friends to wait while she checks it out. She blends into the woods but returns quickly telling her friends what she has seen. Bandits have attacked farmers on the way to market and there are wounded and dying there.

III. The party moves to help.

This is what they see:

Bandits have one farmer on his knee with a sword at his neck while a second one is attempting to kick her way free from being mounted on a horse. Three other bandits are pulling family possessions out looking for any treasures.

IV. Surprise round for party

The Party can move into attack position. After first attack, Speed determines order.

V. Bandits

Man holding farmer with sword is 3rd level Bandit. His melee is 56, his defense is 32, and his stamina is 36 with leather armor which absorbs 4 hits per attack. Move is 15.

Bandits 1 and 3 have Melee of 50, Defense of 31, Stamina of 20(+4) leather armor. They move at 12.

Bandits 2 and 4 have Melees of 45, Defenses of 31, Stamina of 20 (+4 LA) They move at 12.

Total experience is 1041 points plus 100 points per family member divided among party members. Landor will heal party members. She will also heal any injured farmers. Landor will then invite the family to her Mother's house.

-John R. Capps

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Beyond Relative Safety, furthest refuge of the Lantern Keepers, lies the Darkness, an alien landscape of stygian ruins untouched by Celestial light for eons. Within this Dark, beyond the shifting sails of the Nlot Stones, with its siren song of pulsing light drawing in explorers like moths to the flame, stands...

THE CIRCADIAN TOWER

The Caretaker

A monstrous automaton of clockwork and flesh that resembles a giant arthropod. Three scything mechanical limbs sprout from each of its dozen body segments. A huge industrial claw sits in place of a tail. It's armoured head is adorned with six glowing emerald orbs beneath which a vicious array of articulated cutting and prying tools click and clatter.

The Caretaker will attempt to dismantle any entity that enters the upper chambers of the tower, placing removed parts in either the glass tanks for organic matter or in to large bins of mechanical parts.

The clicking chittering noises made by the Caretaker are a type of echolocation. Loud noises may confuse its senses, but will also make it furiously attack the source of the noise. Any entities emitting the same clicking noises made by the other automata in the tower may pass as friendly.

The Caretaker is powered by the energy of the Beacon itself and nearly impossible to kill while the Beacon is active and material is available in the tower. It will actively repair damaged portions of itself with the material found through the chamber effectively regenerating damage. If its current physical form is fully crippled or destroyed then the victors will have 10 - 20 minutes before a newly formed Caretaker appears (albeit without the precious emerald orbs).

The Climb

Vertical climb, sections of heavy cabling have been jury rigged to provide a makeshift climbing system.

Ruined Level

Whatever purpose these rooms had is hard to discern. Walls are buckled, the floor is scorched and burned. A heap of rubble is all that remains of the staircase. Human remains lie next to stranger mangled forms of automata. Tracks lead to a semi-collapsed archway, a strong breeze blows with a tang of ozone.

Engine Room

Huge machines protrude from floor and ceiling, power feeding off to other parts of the tower. Though parts of it are inactive, the room is still filled with a fearsome clockwork din. Machine and flesh fused humanoid automata will react to any new notes in the mechanical chorus aggressively.

Entrance Chamber

A large chamber with a vaulted ceiling. Storage racks adorn the walls and pillars, though much is looted or destroyed by time. A colony of carnivorous night-razor wings cling to the ceiling, stirring at any light brought into the chamber.

The Entrance

A pair of ancient metal doors, pitted and scarred by time, stand slightly ajar on shrieking hinges.

Beacon Array

A lightning shrouded orb as wide as a man and formed from sheets of rare crystal

Celestial Engine Chamber

The largest chamber of the tower houses an abundance of active machinery, giant pipes, turning cogs, arcing power coils, dangling cables. It's scattered with dozens of large glass tanks with ravaged bodies glimpsed in the murky liquid contained within.

A great vaulted glass ceiling crowns the chamber and allows the full light of the Beacon Array to flood the room. This is painfully bright to those who have become accustomed to the darkness below, although it also keeps the effects of The Dark at bay.

Observation Deck

Shattered windows and the ravages of time mar what was once an opulent reception area. Lying in the remains of soft furnishings an explorer clings to life. They have a variable mental state: 1) Happy, 2) Depressed, 3) Romantic, 4) Paranoid, 5) Aggressive, 6) Gibbering.

Anechoic Chamber

The Silence is deafening, you can hear your own pulse. The effect strengthens nearer the stone seat at the centre, atop which skeletal remains and a strange helm rest. The chamber induces madness for those who linger over long.

Debris Filled Stairs

The staircase is filled with the remains of strange machinery. Shards of a glass-like material protrude from the wreckage.

Automata Graveyard

Twisted pylons loom around the tower, cables snaking between them. Black Lightning arcs menacingly above, dimming all light sources. Underneath is a sprawling junkyard of discarded parts and mangled machinery. Hulking humanoid shapes turn out to be long dead machines, entwined with bones.

Corpse Pits

The foul stench of decaying flesh is masked, to a degree, with a damp acrid smell. The area contains five large pits filled with body parts. Inside them slimes can be seen moving over the remains. A glint of something metallic can be seen in two of the pits.

The Dark that surrounds the Circadian Tower is supernatural in nature and will actively seek to extinguish light sources, seeking them out with amorphous, gaseous tendrils from the shadows. Any light source or low light vision used here is greatly reduced in effect and duration. Those who linger over long in this Dark find themselves getting increasingly more and more tired until they eventually fall into the

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The Tomb of the Timekeeper

by Joran Heimering of Windmill Slam Games

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Alone they were great, together they were legendary. *Ever since she first visited the watchmaker's workshop, Hera had been obsessed with time. Marcus came from a long line of master craftsmen. When they completed their apprenticeships, she became the court vizier, he became one of the land's most renowned architects. They met during a royal gala and they married the year next. With their combined talents they built the kingdom's largest clock tower, that would tick for many generations. They worked tirelessly, enriching the land with their creations, until one day, when Hera's time unexpectedly ran out. An unknown disease took her so suddenly that Marcus didn't even get to say farewell to his wife of more than twenty years. Stricken with grief, he erected for her one of the most elaborate tombs ever built. He laid his wife to rest together with her dearest possession: a magical watch that allows its owner to see glimpses of the past.*

Two months ago, a private collector came into possession of a strange brass key and a map leading to the entrance of Hera's final resting place. You have been hired to find her watch. Do you have what it takes, or will you meet your untimely demise?

General info: The rooms in the dungeon are not lit. Walls are made of smooth stone, unless the description states otherwise. Explorers that fall in chasms in the tomb will forever be lost in a void between space and time.

H. Navigating the dungeon is possible by the rotation of the marble rings and the separate rotation of the central hub. To rotate the hub, the explorers must turn the silver keys in area 4 & 5. Unlike the marble rings, the hub will rotate either clockwise or counter-clockwise, depending on the final key that the explorers turn.

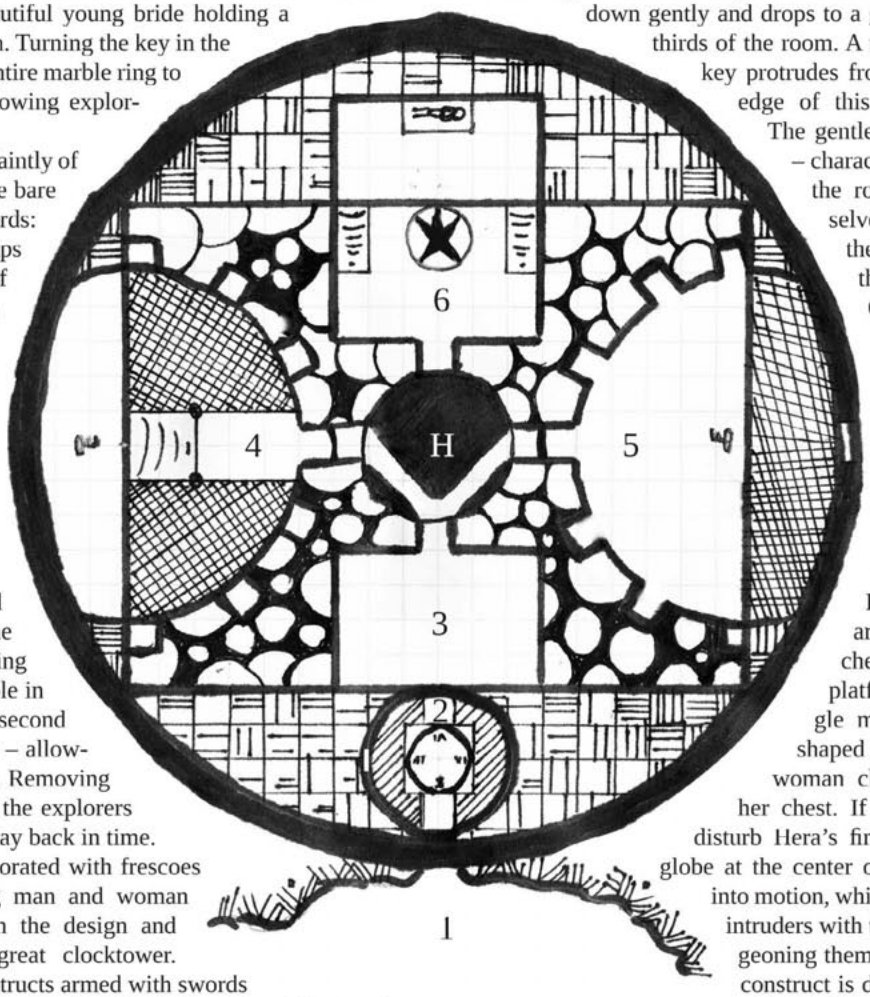
1. A keyhole sits in the unworked stone besides a smooth arch blocked by a slate of worked marble. It's decorated with a depiction of a beautiful young bride holding a smiling young groom. Turning the key in the keyhole causes the entire marble ring to rotate clockwise, allowing explorers entry to area 2.

2. This room smells faintly of vanilla. The walls are bare except for the words: "We are but tiny ships on the vast stream of time. We trace each line and find our destiny." Hundreds of keys dangle from the ceiling on silk-thin chains. A single key-hole sits in the center of the opposite wall. A vague outline of a heart is traced around the keyhole. Using the key with the matching symbol on the keyhole in the wall rotates the second stone ring clockwise – allowing access to area 3. Removing any other key sends the explorers in the chamber one day back in time.

3. The walls are decorated with frescoes that depict a young man and woman working together on the design and construction of a great clocktower. Two tall marble constructs armed with swords and shields guard this chamber. They have the ability to slow their opponents in battle.

4. This impressive domed chamber is made of black marble set with pearls to represent the night sky. Brass stairs lead up to a raised balcony that makes up over half the room. Two golden clockwork gargoyles with eyes of green gems perch on pedestals at the chamber's center. A three-feet long silver key protrudes from a dais at the top of the stairs. When an explorer sets foot on the stairs or touches the gargoyles, the creatures come to life and attack, attempting to drag opponents into the timeless depths below. Turning the key is one of two requirements for the central hub to rotate, allowing explorers access to area 6.

5. Frescoes depicting joyful events in the life of a married couple decorate the walls near the entrance. Further along the wall, the images fade until they vanish. The floor seems to slope down gently and drops to a gaping abyss at two-thirds of the room. A three-feet long silver key protrudes from a dais just at the edge of this black nothingness. The gentle slope is an illusion – characters that set foot into the room will find themselves sliding down into the darkness unless they thread with care.



6. The pleasant scent of roses lingers in this solemn chamber. A huge globe made up of wires and metal spheres that represent the movement of stars and planets dominates its center. Brass stairways, the armrests held aloft by cherubs, lead to a raised platform. On it sits a single marble coffin, its lid shaped like a sleeping young woman clutching a watch to her chest. If anyone attempts to disturb Hera's final resting place the globe at the center of the chamber jerks into motion, whipping and slashing at intruders with the wires while bludgeoning them with the orbs. If the construct is defeated, all becomes quiet. Inside the grave the explorers will find the mummified remains of a young woman with a watch hanging around her neck.

RAMPAGING ROBOT!

A post apocalyptic adventure inside a giant, sleeping robot!
Written and illustrated by **Karl Stjernberg**.
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"HEY! SHUT UP AND LISTEN WHILE THE VILLAGE ELDER SPEAKS!"

"Aaaah yes... As you might be aware of by now, our poor and defenseless village was attacked last night, by none other than the vile **Gathoraxx** and his gang of blood-drunk cannibals. He managed to kidnap **Mox,** our **Tech-Whisperer**, and was last seen heading south towards the **Lair of the Steel Crawler.** I fear that **Gathoraxx** will force **Mox** to wake the **Steel Crawler** from its deep slumber and bring a new reign of terror upon us all! (And I had just managed to get over the horrors from last years acid storm...) You there "points at player characters" are the only capable warriors left in our once great tribe. You must track **Gathoraxx** down and stop him, before it's too late!"

"WAIT! TAKE THIS ON YOUR WAY!" (D8)

1. **"The Boom-sphere!"** Grenade. High damage
2. **"The Incredible Light-Slinger!"** Laser Rifle, 3 charges
3. **"My most beloved pet! *sob*"** Mutant Dog, loyal, tough
4. **"The Climbing Claw!"** Grappling gun, pulls you up 50 ft
5. **"The Ghost Machine!"** Holographic Decoy. 1 h to recharge
6. **"The Wingless Flyer"** Jump-pack. 100 ft, fuel for 3 jumps
7. **"Heal-All!"** Miracle cure. Heals all damage, 1 dose left
8. **"My personal stash!"** Extreme hallucinations. 5 doses

TRAVELING THE WASTELAND

1 Hex = 1/2 day of travel. Roll **D6** for every hex entered:
1-2 = Random Encounter. Roll **D6** on the corresponding table:

A. Home Sweet Home. Village built on old airfield. Villagers are mostly farmers and hunters
1. Children, cowering inside old helicopter wreck
2. Stray dog, becomes friend for life if fed
3. Village Guard, severely injured from raid, sobbing
4. Village Elder, performing burial ceremony for the dead
5. Cannibal, hurt and hiding. Has valuable info
6. Woman, wanting to avenge dead husband at all costs

B. Overgrown Mega-Highway. A thick and humid jungle covers everything. Home to strange beasts and weird plants.
1. Trader-Caravan, attacked by strangler vines
2. Neon-Tiger, stalking prey. (50% chance the prey is you!)
3. Huge Leeches drop down from archway to suck blood
4. Many-Eyed Mutant skitters forth, convinced she's a spider
5. Spore-Bear, covered in fungi. Cares for 4 **Cap-Cubs**
6. Shieking Pterodactyl, attempts to grab random person

C. City of Night. Old ruins inside strange darkness-bubble People tend to stay far away from this place.
1. Creeping Shades, follows party. Harmless but ominous
2. Giant Spider, waiting for prey to walk into massive web
3. Tremor. Distant but strong. Random building collapses
4. A light! Ghastly figure in window, high up in skyscraper
5. The sound of Strange Flutes is heard from afar
6. Black Puddle, lovesick slime, starts following party

D. Lair of the Steel Crawler. The Steel Crawler stands here, surrounded by craters and the charred remains of buildings.
1. Cannibals, cooking mystery meat over campfire
2. Escaped prisoner, hiding inside crater
3. Cannibal, passed out from too much partying
4. Rabid Dogs, fighting over scraps
5. Heads impaled on wooden spikes. They look familiar
6. The Death-Spitter shoots short burst into the sky, followed by howling screams and mad laughter.

THE STEEL CRAWLER

Guarded at all times by blood-crazed cannibal mutants. They are celebrating their last successful raid with blood-booze and extreme violence. All cannibals are armed with knives, machetes and such, unless otherwise indicated.

GETTING INSIDE

The exterior of the **Steel Crawler** has been reinforced by scrap, wood and rope, making it possible (but not easy) to climb. Poorly built scaffolding runs along the sides of the giant robot, and a crank operated winch-elevator hangs from the top.

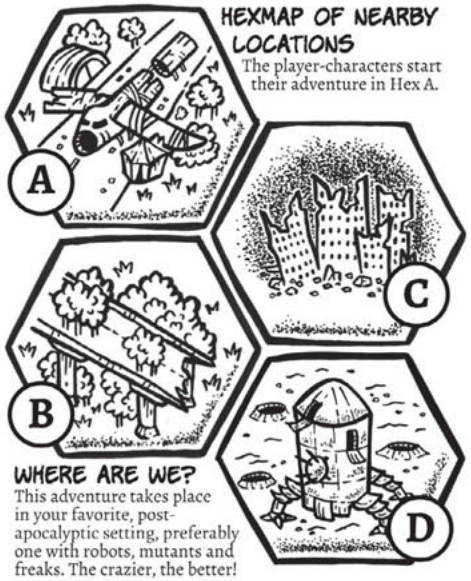
1. A Rope-ladder, guarded by 2 cannibal freaks drunk on blood. Violent, noisy, and about to start fighting each other.

2. The Death-Spitter, a Four-barreled machine gun from before the Final War. Manned by **Bokk the Bloody**, two-headed mutant with a constant migraine. **Bokk** suffers from alcohol induced double vision and extreme paranoia, and will fire at anything she thinks even remotely looks like an intruder. The turret can be rotated in all directions and fires volleys of super-charged plasma-slugs. Needs to wind up for 10 seconds before firing and is prone to overheating.

3. Entrance to B1. The 2 slave-operators are busy "getting to know each other", resulting in the elevator being stuck at the top. They will be angry if interrupted, but will resume normal operations in 10-15 minutes.

4. Entrance to A1. The guard is fast asleep, and will probably not notice anyone climbing the ladder. The lookout (5) will scream his lungs off if he sees anything suspicious though, which will eventually wake the guard.

5. Crow's Nest. The cannibal in the top of the tower is forced to be sober, and is obviously pretty upset about that. He's currently distracted by the elevator operators "getting it on", and isn't 100% focused on his duties. Armed with a high powered sniper rifle and a pair of cracked binoculars.

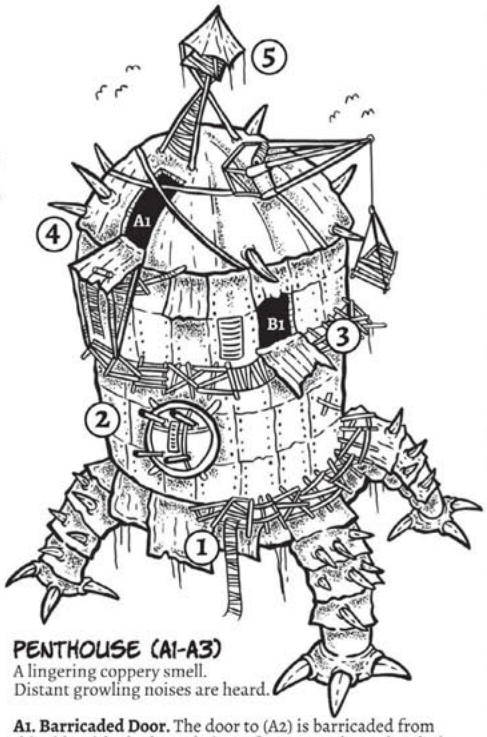


HEXMAP OF NEARBY LOCATIONS

The player-characters start their adventure in Hex A.

WHERE ARE WE?

This adventure takes place in your favorite, post-apocalyptic setting, preferably one with robots, mutants and freaks. The crazier, the better!



PENTHOUSE (A1-A3)

A lingering coppery smell.
Distant growling noises are heard.

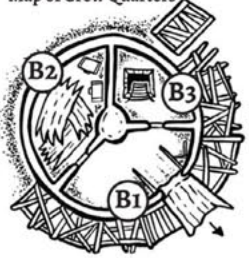
A1. Barricaded Door. The door to (A2) is barricaded from this side with planks and pices of corrugated metal. A dark, red liquid pools out from underneath the door. Someone has written **"OPEN DOOR AT OWN RISK!"** on one of the walls.

A2. Killer-Kennel. Inhabited by a massive growling beast, made out of sinew, bone and black spikes. Can shoot spikes from its back and bite through bone. Only obeys **Gathoraxx** but is very susceptible to belly rubs and playing "catch".

A3. Hoard of Gathoraxx. Door is locked, key in chain around **Gathoraxx's** neck. Crates filled with with ammo, canned food & fuel stand on the floor, making this a veritable goldmine. A hidden letter at the bottom of a crate reads: **"Mox** can wake the Machine. Attack our village in the night and claim him!" A grenade-trap had been rigged to blow if anyone steps into the tripwire hidden in the doorway.

Map of Penthouse

Map of Crew Quarters



CREW QUARTERS (B1-B3)

Filthy and unkempt. A loud snoring makes the walls shake.

B1. Rickety Walkway. The outside walkway is riddled with gaps and is hard to traverse safely. 3 Cannibals are inside, drawing straws to see who will have to try stealing booze from **Big-Barney** (B2).

B2. Big-Barney's Room. The humongous **Big-Barney** sleeps on a pile of dirty rags, holding his four arms around a huge kegger of blood-booze. If awakened, he will go berzerk and attack anyone he sees for 5 minutes, before passing out from the exhaustion. 2 briefcases lie in a corner, filled with teeth, ears and other grisly souvenirs.

B3. A Rope Ladder hangs down to the floor below (C1). It's in poor condition and will only support one person at a time.

METAL INNARDS (C1-C4)

Filled with sensitive mechanics and strange machines.

C1. Dark Hole. A terrible smell comes from below (D1)
A flimsy barricade separates this room from (C2). The door in the barricade is locked from the inside, and has a peep-hole in the middle of it.

C2. Strange Lights illuminate this otherwise dark room. Cords lie on the floor, connected to 2 huge batteries in the end of the room. They power the **Death-Spitter.**

C3. Bokk's Gunroom. Bokk sits lazily in her gunner seat, taking huge gulps of booze from a metal container. She only ever leaves this room to check on the batteries (C2).

C4. Gathoraxx is throwing a tantrum, trying to get **Mox** to wake the **Steel Crawler**. **Gathoraxx** is a shark-like mutant, armed with an uzi and really, really sharp teeth. Shortly after the party enter this room, the **Steel Crawler** will wake to life, and start going on a rampage. A map on the screen in the back of the room shows a familiar location and a text that reads: "Target: Airfield, North." **Mox** will lament over how "All is lost!" and that the controls can't be overridden.

Looks like you'll have to come up with a way of stopping the rampaging robot, and fast! Let the players be creative!

Map of Metal Innards

Map of Slime Pit

SLIME PIT (D1)

Filled with a radioactive, glowing sludge. **Gathoraxx** and the rest of the cannibal gang use the pit as a sort of waste-disposal area, dumping everything (and everyone) they deem useless down here. Unbeknownst to all of them, something vile stirs in the depths, waiting for the right time to spill out and devour everything it can...

ASSAULT ON MORDAK'S PALACE

The conjurer Mordak has created a permanent portal to the Abyss! We fear it leaks demonic radiation that corrupts our world. Fortunately a spy has come forth & revealed that Mordak will enter his portal tonight! We must take this opportunity to assault his palace, destroy the portal & trap him on the other side. The spy has provided a key word that will unlock the front gate, "Silvera". You will have the element of surprise, but tread carefully brave adventurers for surely the palace will be well defended !

1. The key word does open the gate, but beware of the tripwire that rings the loud bell above.

2. Hidden behind one of the statues is a lever [a] which will deactivate the pit trap [b] .

3. Pressure plates in the floor will initiate attacks from the nearest iron statue. If the guards from 4 are alerted they will blow the horn and engage the party as well.

4. Only Big Dronke is strong enough to play the Horn of Storms, its wind blast can push the party back past room 3. Toast the half goblin loves to toss objects into the wind blast too, causing the party even more distress.

5. This storage room is also the den for Mordak's pet panthers. The black one can teleport between shadows, the other can change her color to hide anywhere.

6. This cadaver is where Mordak's mind will escape to upon his demise.

7. Pitch black and the smell of rot hide a tenticled horror lurking below the water, a demonic beast not of this world.

8. Mako the cook will not be kind to those that disrespect his kitchen ! A dumb waiter [c] provides access to 9 & 10, but be wary of someone dumping a pot of hot soup from above.

9. The hall is heavily defended by the veteran warrior Duke, his cousin Remi and Baltron; Mordaks skilled apprentice; who will summon the cats from room 5 to aid them as well.

10. A formal dining room. The servant Rool will surely throw left over food at the intruders before retreating.

11. The spy La'Nora dwells here. If persuaded she may reveal how Mordak's daughter Silvera was taken by a demon lord. But why does she betray him ? Why not ask the hussies in room 14 !

12. Things seen in this scrying pool cannot be unseen!

13. Baltron's & Duke's bedroom.

14. Mordok's locked bedroom. Two scared young madens are hiding inside. The chest hides a note about an astrological position for an orrery.

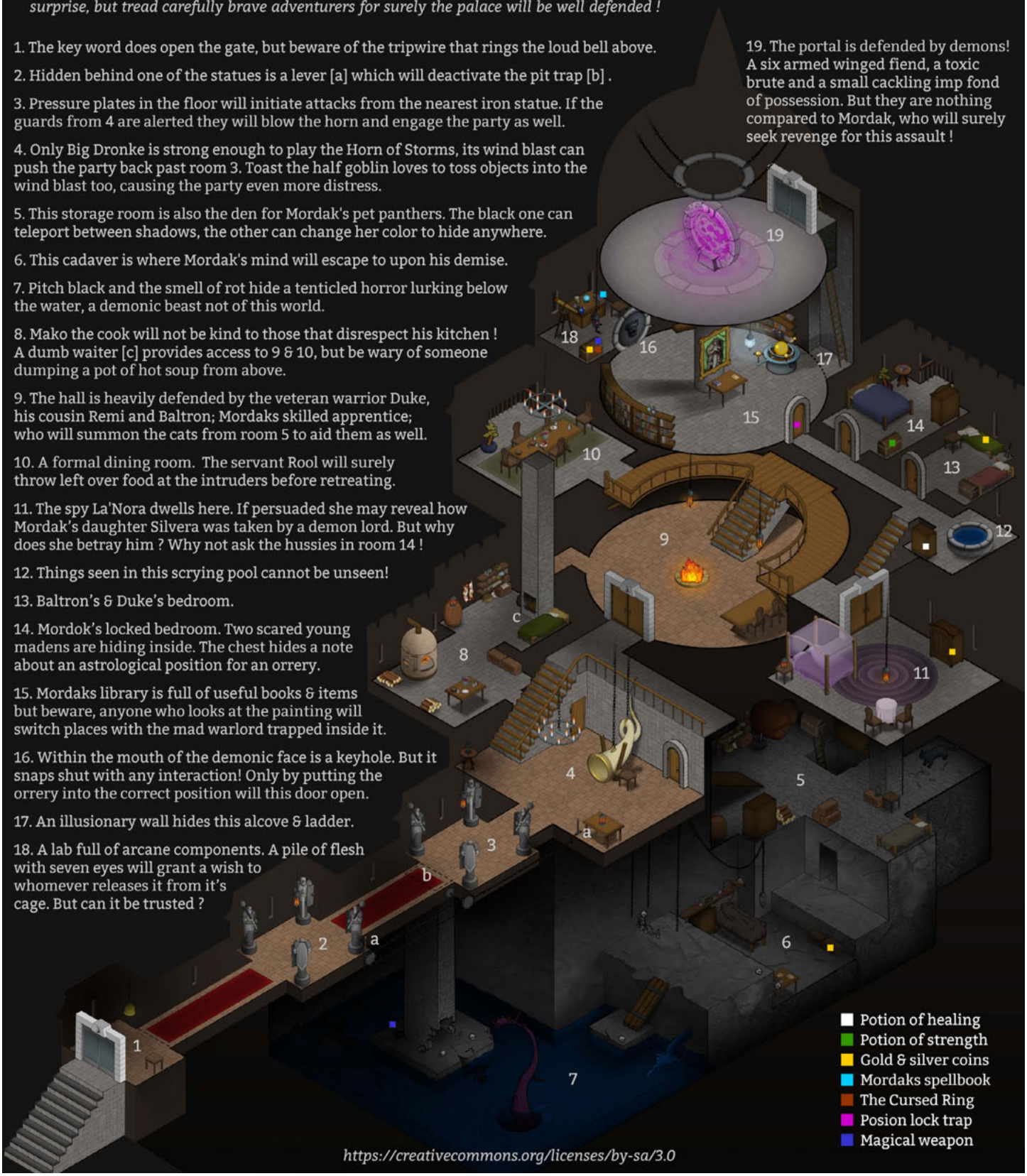
15. Mordaks library is full of useful books & items but beware, anyone who looks at the painting will switch places with the mad warlord trapped inside it.

16. Within the mouth of the demonic face is a keyhole. But it snaps shut with any interaction! Only by putting the orrery into the correct position will this door open.

17. An illusionary wall hides this alcove & ladder.

18. A lab full of arcane components. A pile of flesh with seven eyes will grant a wish to whomever releases it from it's cage. But can it be trusted ?

19. The portal is defended by demons! A six armed winged fiend, a toxic brute and a small cackling imp fond of possession. But they are nothing compared to Mordak, who will surely seek revenge for this assault !



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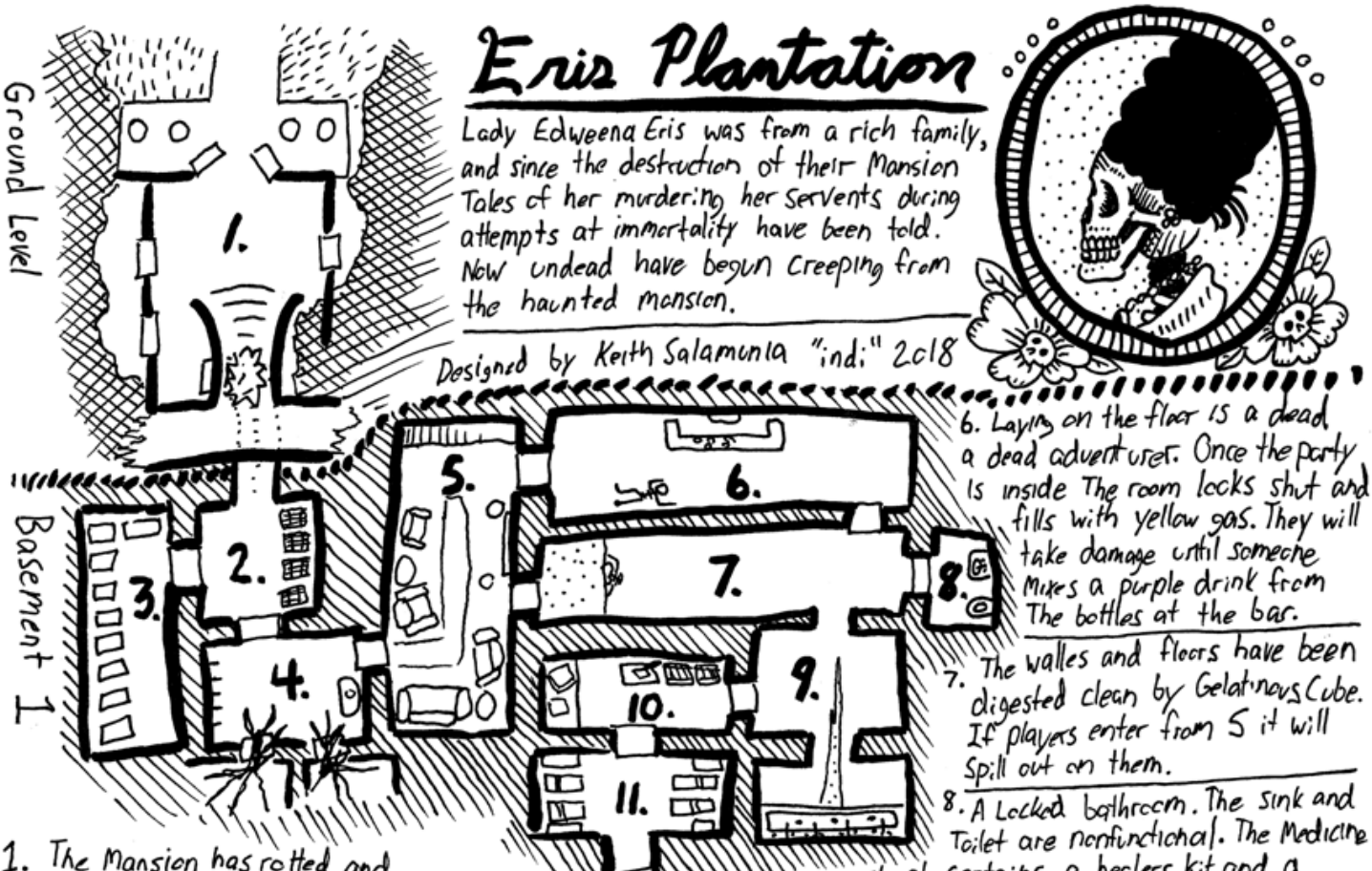
Eris Plantation

Lady Edweena Eris was from a rich family, and since the destruction of their Mansion Tales of her murdering her servents during attempts at immortality have been told. Now undead have begun creeping from the haunted mansion.

Designed by Keith Salamunia "indi" 2018



1. The Mansion has rotted and been reclaimed by Swamp. All of the side doors are rusted shut and even if opened lead nowhere but destroyed rooms with trees growing in them. If the stairs are climbed they will give under the Players weight, landing them in a Passage to the basement, which can also be reached from the side door.

2. Wine cellar. Room is damp, dirty and basically empty. Wine barrels are empty and dusty.

3. Family Crypt full of coffins. When door is open Zombies will arise. If they are defeated a modest amount of treasure is in the coffins.

4. After unlocking the door in, players find an old coatroom. a couple of old coats hang on hooks, The wallpaper is peeling, and everything smells damp. Tree roots are growing through the raimenents of the destroyed bathrooms.

5. Armored Skeletons gaurd an old sitting room. The furniture is ruined from disuse, age, and water damage. Bookshelves filled with ruined books are surrounded by curling old wallpaper. A few small Silver statues are sitting on the grimy end tables next to centerpeices of dead flowers.

6. Laying on the floor is a dead a dead adventurer. Once the party is inside the room locks shut and fills with yellow gas. They will take damage until someone mixes a purple drink from the bottles at the bar.

7. The walles and floors have been digested clean by Gelatinous Cube. If players enter from 5 it will spill out on them.

8. A Locked bathroom. The sink and Toilet are nonfunctional. The Medicine chest contains a healers kit and a scroll of Magic Missle.

9. The kitchen has been digested clean by the gelatinous cube in 7. Another one is slowly pouring out of the filled sinks.

10. A Ghast has taken residence in the remains of a former pantry. All the food there has rotted with age. Laying on a butchers block is a Silvered Carving knife.

11. A Gaurd Chamber contains old beds for for warriors. Two Ghouls still gaurd the room even in death. Nothing useable is in the room except for a small bag of coin under a bed.

12. The ghost of Lady Eris continues her experiments in necromancy in death. If the players defeat her, they find her Spellbook (ruined), her philosopher's Stone (failed and broken), and the Deck of Many Things (Real).

* additionally a few Shadows patrol the mansion.

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Retaking Mt. Goff Brewery

An adventure for 3-5 characters level 4-6 (~20 levels total) by Ken Demarest

BACKGROUND

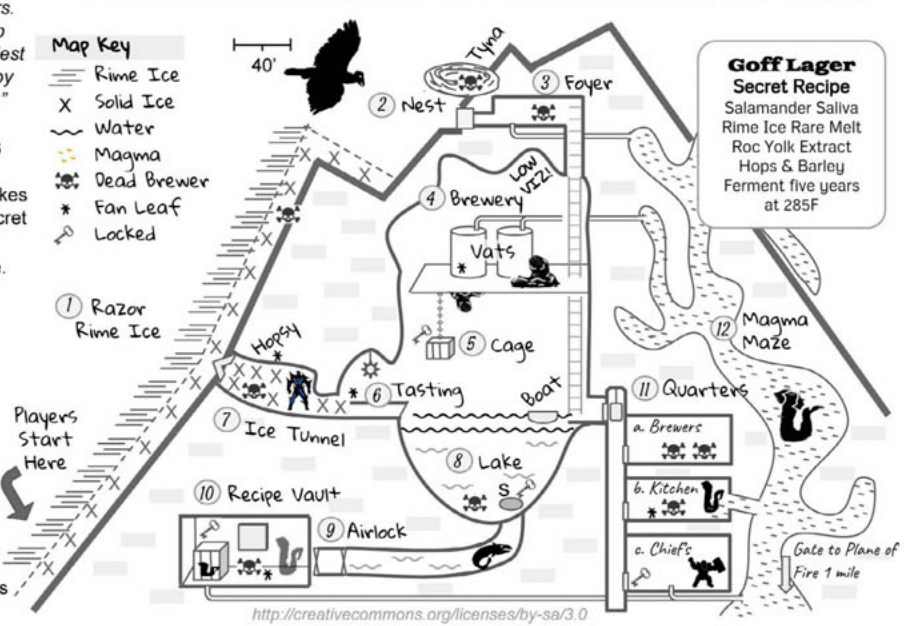
Alkhee the jolly dwarf, famous chief brewer of Mt. Goff Lager, has lost his brewery to Salamanders. "Re-take it please! Gold and brew for you! Keep any loot you find, like the Frost Fan. Enter by Nest Gate. Oh! Uh. Keymaster Tyna was devoured by Goff as we escaped. Best check the droppings."

GM NOTES: Alkhee lets players keep any loot marked **#**. After players win he fetes them at #6 before "awarding them gold". Betrays! Attacks drunk players with 8 Brewmars, cages them, takes back his loot. "My loot! And you've seen the secret recipe! I know it!"

P.S. Locket is must-find to succeed. So sue me.

RULES CONVENTIONS

Effect vs STAT - test that stat or suffer the Effect. DEX/INT lets player choose which stat.
Suffocate - CON rounds of breath holding (½ if casting, ¼ if fighting) then die in 5 rounds.
***Critter** - Short people wearing Brewer's Sash will not be attacked by brewery guardians Golem, Ooze or Invizeel unless they attack.
#Item - Brewery Property owned by Alhkee.
1d4/r means a d4 of damage per round.



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CREATURES

H is Health. **A** is Armor.
P is Power, eg Hit Dice, Attack Bonus
Use **½P** for Saving and Skill Checks

Brewmar: Undead dwarf sweats beer. Touch intoxicates -2 WIS vs WIS until pass out. 1d6 club. "Drunk Stumble" absorbs 50% physical damage.

Goff: House-sized Roc. In nest fights to drive off, not kill, intruders. Tosses you 30'. Swallows persistent enemies whole. On mountain side picks up players vs DEX to drop in sludge at #2. **Chicks** are 90hp, AC14, peck 2d8 in self-defense. If wounded Goff will carry them away.

***Psionic Ooze**: Attacks lowest INT vs drop weapons/clothes/jump in lake. Touch 2d4 acid. Cold slows. Cut, stab, bludgeon, acid immune. Travels on walls. Beer pacifies.

***Invizeel**: Ten feet long. On hit wraps victim vs DEX and constricts 1hp/round. Escape using DEX. Invisible until bleeding. Magic hurts double. Attack smelly enemies last!

***Rime Golem:** Two *Rime Shard* attacks. Heat and bludgeon hurt double, immune to cold. So sharp, yet so fragile! They keep repeating "The recipe is not for you."

Salamanders: Fire blast, d8 scimitar. Wall crawl. Magma swim. Cold double, heat immune. Whiskers not vision. **Soldier**: 2d6 blast. Fight as a unit. **Zuuzr:** 12hp, 1d6 blast. Just a baby!

Capt. Brzuth: Cha 18 Salamander with 3 heads. #1=3d6 blast #2=*Tiger Eye Circlet* #3=*Opal Crown*. Two scimitars also, so 5 attacks. Angry yet shrewd. If given Zuuzr she gives *Fire Gate Knife* and offers "honor combat" (loser forfeits all items) for the brewery. If Zuuzr dead fights at +2.

LOCATIONS

1. Razor Rime Ice spikes. Dress warm or suffer 1d4/r cold vs CON while on the mountain. Use rope or DEX to climb each 40'. Metal gloves or suffer 1d4 vs DEX each 40'. Loud noise draws Goff.

2. Roc Nest huge. **Goff** & **3 Chicks**. Fecal sludge pool paralyzes vs CHA-5 for 10 mins. Stuck in place vs STR-5. The stink clings! After victim rots alive in 20 hours hatchlings feed. Gate is magic locked. Two *Roc Eggs*. Mage bones with *Locket of Melding*, *Ring of Survival*. Tyna, half-eaten, has *Gate Key*.

3. Foyer. So much hotter in here! Rotten egg smell. Scorch marks. Ostentatious furnishings pervade the brewery. *2x Ghillie Suits* for egg collection. *4 Lagers*. Burnt corpse *Brewer's Sash, Ring of Survival.*

4. Brewing Cavern. Dark! Eery bubbling echoes. Flooded with 5' viz sulfer gas. 1d4/r acid & loud coughing unless holding breath. Trap doors drop non-dwarves to lake vs DEX/INT. **2 psionic oozes**, one hides *under* the floor. They wait patiently! Malignant aura. Huge **vats** of boiling *Goff Lager*. Opaque. A note: "Final brewing week, or it's ruined!" *Fan Leaf* in one vat. *Hermetic Stein* set nearby.

5. Hanging Cage. Slip off slimy 12hp chain vs. DEX. Dead elf Thera with *Tiaramid*, which tells: Thera stole the recipe! Tortured. Salamanders broke in 11b, gassed this chamber. If befriended hints at secret lake door. As Tiaramid talks **2 Salamaders** from #11 fire blast the chain. 2nd ooze may attack now.

6. Tasting Platform. A bar. Swanky accoutrements. A note: "To Barl! Dropped his leaf, but we'll wait three years, not risk the brew!" *4 Lagers*, *Brewer's Sash*, *3 Chill Silks*, *Fan Leaf*, *Crystal Chandelier*

7. Ice Tunnel with valve to collect Rime Melt. **3 Rime Golems** guard an airspace. *6 Rime Shards*. **Hopsy** is a Brewmar, frozen but not dead. If thawed attacks weakly at first. *Brewer's Sash*, *Fan Leaf*.

8. Meltwater Lake. Clear but magically dark vis 0'. Suffer d4/r cold vs CON. Brewer body has nothing. Secret door has concussion trap 2d4+deaf+stun in 20' radius. When opened **8 Invizeels** emerge. Surprise!

9. Steam Power Airlock. Scorched. 2 minute cycle. Enchanted to forget/erase copies of the recipe! *Gears*.

10. Recipe Vault. Huge stone tablets on wall have *Lager Recipe* in Dwarven script. **Zuuzr** (tame) mews pitifully in glass cage. **4 Soldiers** at ½ health from the lake angry they can't free her. Recipes: *Invizeel Sushi*, *Poached Roc Egg*. Corpse with *Fan Leaf*. Elevator password is here: *"Alkhee my overlord"*

11. Brewer's Quarters. POSH! Steam powered elevator requires password. Has *Gears*.
- **Brewers Area**. 3 corpses. Scrawled in blood "They're so powerful! Be ready." *A Note*: "Hopsy had a leaf!? Arg! We'll get it come thaw!" *2 Lagers, Brewer's Sash, 3x Scrolls of Greasing.*
- **Kitchen**, dining and storage. Magma oozes where the Salamanders breached. **3 Salamanders**. Will flee out the breach if losing. *2 Lagers*, Corpse with *Fan Leaf. Platinum cutlery.*
- **Chief** Alkhee's locked, ultra-posh room. Heated floor/bed. **2 Brewmars** turn away intruders. *Brewery books* show massive profit & underpaid staff, *Brew Table, Water Breathing Ring, Rich Furnishings*

12. Magma Maze. Inflicts 3d8/r damage, speed zero. **Brzuth** & **2 soldiers** await Zuuzr's safe return.

TREASURE

#Brewer's Sash: A glance tells accurate volume and temp. +2 potion brewing. +1 on DEX tests. Looks good!

#Hermetic Stein: Holds a cubic foot of anything, keeping its temperature steady. (Zuuzr fits within)

#Goff Lager: Heals 2d4 HP. Temp loss d4 WIS for 10 minutes. At zero WIS turn to Brewmar! 100 coin/pint.

#Ghillie Suit: Hide +5 among natural flora or +10 if still.

#Gears: Plundering (thus disabling) steam powered mechanisms yields valuable gears. Magically greased.

#Chill Silk: Yeti skin cloth wraps 1 quart in size to keep contents cold. Big enough for Rime Shard. Goff brand.

#Fan Leaf: 1d4 cold ray. Five make Frost Fan. Deflects 3hp/r fire in 20' cube, or 2d6+3 cold ray vs one target.

#Roc Egg: 75lbs. Keep 99°F or rots. Sought by gourmets and rare animal trainers. 3,000 coins.

Locket of Melding: Put a substance in this diamond locket. May levitate through, breathe within, resist damage of, that substance. But Blind and Suffocate in any other substance including air. 20 charges.

Material	Move	Visibiity	Effect
Water	med	40'	No harm
Sludge	med	10'	No harm, but you stink!
Ice	slow	15'	1hp cold dmg vs CON
Magma	slow	30'	2hp heat damage/round
Beer	med	20'	d4 DEX/WIS loss awhile
Sulf Gas	fast	10'	No levitate. Just walk.

Ring of Survival: Deflects 3/r heat or cold damage.

Tiaramid: An INT 8 talking tiara. 50% any mental attack targets it instead. Its gem pierces magic dark.

Rime Shard: Magic ice blade +1 does 1d4 slash+1d4 cold+1. Melts at room temp. Use as dagger or spear tip.

Invizeel Sushi: Invisibility 2d4+2 rounds. Keep at 38°F.

Tiger Eye Circlet: Mental ray charms 2 rounds vs WIS.

Opal Crown: Ray disables a metal weapon 1-2 rounds by melting vs. CHA+weaponBonus. Floppy weapon.

Fire Gate Knife: Slash air to open 10 round Fire Plane gate 1/week. If Salamanders owe you, one may come.

Brew Table: Brews potions in half the time, +1d4 effect.

THE RED CORN HORROR

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PWFicelles font courtesy http://www.peax-webdesign.com/

The grain around Gansvelt grows exceptionally tall, with plump, reddish heads. Each year brings a rich harvest, but this abundance doesn't translate into wealth for the Gansvelters. The grain has a bitter taste, and this bitterness even carries over to the flesh of livestock fed on it. The villagers use a lot of salt to mask the taste, and the saltiness of the food as well as rumors of disappearances among travelers staying there make Gansvelt an unpopular stopping place. While they never go hungry, their only source of coin to buy the things they can't make themselves is salted meat, packed in barrels and carted to market each fall.

In centuries past, the elders of the village of Gansvelt made a pact to save the village from famine. The dark powers they pacted with provide plentiful grain, in spite of droughts, blights, or other mishaps that plague farmers, and in exchange demand the sacrifice of a child at the spring equinox and an adult in the prime of life at the fall equinox. The cultists prefer to sneak sacrifices from travelers rather than permanent residents, for obvious reasons, but occasionally must grab a villager if no strangers present themselves at a convenient time. The party can get involved by either being targeted for kidnapping and sacrifice, witnessing an attempt, or being asked by a distraught mother of a missing child.

Hidden in the fields is a small structure that looks like a well with a movable lid/cover. A narrow, ladder-like stairway leads to a cavern where the semi-annual rituals take place. This area is known by all the locals, although not all are members of the cult that maintains the rites. PCs might track cultists to the area after seeing them snatch a suitable sacrifice, or might find a sympathetic informer among the villagers who is willing to forgo the assurance of a full belly to end the abominable sacrifices.

Once, many years ago, the villagers missed a sacrifice – no suitable travelers happened along, and no one had the heart to sacrifice a local child. The devil emerged from the cave, enraged at the breach of the pact, and took every child under the age of five; since then, the cultists have never missed an offering, and non-cultist villagers have been reluctant to interfere.

There are actually two devils, Agarex and Xeraga. Agarex receives the spring offering and ensure the crops grow lush; Xeraga takes the fall offering and causes the stubble to rot into fertile compost as well as ensuring crop-eating pests die out. Not even birds, rodents, or deer remain in the area to steal grain.

The combat statistics of the devils should be chosen by the referee to provide a challenge to the player characters, with the standard strengths and weaknesses of devils. Additionally, when the devils successfully hit, the target must make an appropriate saving throw to avoid contracting a disease that drains 1 Constitution (or similar characteristic) per week, only healed with magic, which kills the character when 0 is reached. Xeraga inflicts a wasting disease, whereas Agarex inflicts tumors and bloating. On a critical hit (or 3/day if your system does not use crits) Xeraga drains an energy level as a wight; Agarex inflicts a pregnancy on the target (gender of the target is immaterial) which progresses as normal until the birth, when the imp in the character's body claws its way out. A Remove Curse will end this parasitic pregnancy.

The two devils are linked in such a way that even if one is destroyed, a successful ritual at the opposite equinox will allow it to regenerate its material form the next year. The only way to permanently banish the devils and end their influence on Gansvelt is to prevent the cultists from performing the rituals at both equinoxes and defeat each devil. If the ritual is interrupted in the fall, but not in the spring, Xeraga will appear the next fall in a fury. If one devil is slain but the other is not, the curse remains in full effect. The devils have never met effective opposition in Gansvelt, so the villagers know nothing of this. Scholarly PCs or those with an interest in lore might be able to piece this information together over time, for example, after defeating Xeraga, but (hopefully) before Agarex appears in the spring.

Once the curse is lifted, the crops of Gansvelt will fail spectacularly; nothing edible grows in the cursed fields that year. The PCs can earn the undying goodwill of the village if they assist in some way in staving off famine. The following year, crops will grow normally, subject to natural hazards, but without the bitterness or reddish tinge, and Gansvelt will be free.

The Lost City of Krehar

by Kevin D. Lintz

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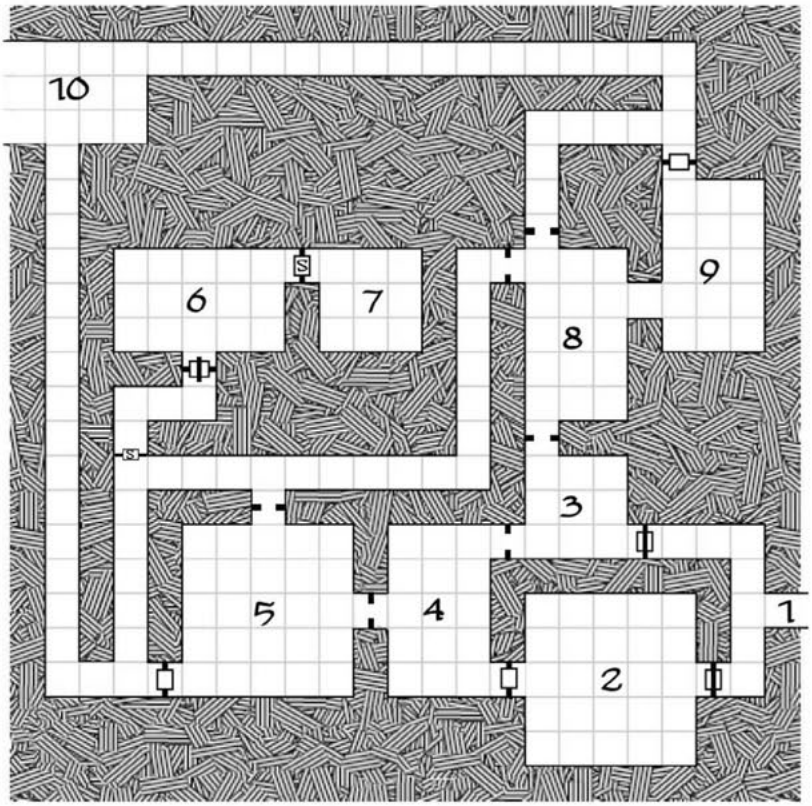
OPENING: While trading with a merchant, the PCs are offered a stone tablet inscribed with ancient kobold writing. The merchant explains he got the tablet from a woodcutter who found it in an abandoned kobold village near town. A visiting scholar offers to purchase the tablet and all other kobold artifacts the PCs find in the kobold village.



TRAVEL: On the journey to the Woodcutter's Hut PCs encounter 1d4 black wolves in the forest. The woodcutter tells PCs where the ruins are and asks them to retrieve his axe which fell down a dry well in the ruins. The woodcutter will not accompany PCs but will give food and supplies if asked politely.

ABANDONED KOBOLD VILLAGE: Several small stone houses ring the village square. PCs can find a kobold tooth necklace, two stone tablets, and old pottery. The old well at the center of the town square is secretly an airshaft leading down to the kobold's Lost City of Krehar. If the full party stands around the well, it collapses, drops the PCs into the underground city, and causes damage to each PC. Air shaft is not climable and PCs must proceed into the lost city.

1) AIR SHAFT BOTTOM: A damaged iron grate opens into a tunnel that leads inward to the lost city. Animal droppings litter the grate and floor; PCs with Nature skill can identify droppings as harpy; All hallways have metal sconces with oil which can be lit; SIGN ON WALL: "**C**lan Tribe of Oretak"; LOOT: bola, torn map of half of the city, torch, rusty repair tools

2) STOREROOM: Locked wooden door; Storeroom has barrels, crates, sacks, etc.; Eggshells on floor from kobolds and harpys; Harpy nest in rafters; SIGN ON WALL: "**S**toreroom of of Oretak"; ENCOUNTER: 1d4 harpies; LOOT: Torches, rope, 1d4 gp in harpy nest; TRAP: Pressure plate on floor in front of door fires darts from the walls

3) ALCOVE: Locked wooden door; Stools, table, oil sconces; SIGN ON WALL: "**K**itchen of Oretak"; ENCOUNTER: One harpy

4) FOYER: Oil sconces, tapestries on wall, empty pots framing N. archway; SIGN ON WALL: "**G**reat Hall of Oretak"

5) MAIN HALL: Large room with long tables, wall brackets with unlit torches; tables and floor are covered with harpy droppings; dim light comes in from holes in ceiling; Large chair in N. of room flanked by two statues of kobolds with spears; ENCOUNTER: 1d4+1 harpys; LOOT: secret panel behind large chair contains random treasure; Harpy nests in rafters each contain 1d8+4 gp and random items

6) CHIEF ORETAK'S BEDCHAMBERS: Hallway to bedchambers is behind secret door in main hallway; Two wall rings must be pulled simultaneously to open door to bedchamber hallway; door will trap PCs inside if not propped open well; Door to bedchambers is sturdy, wooden, and trapped with a poison cloud trap; SIGN ON WALL: "**B**edchambers of Oretak"; Large, well-furnished room with bed, table, wardrobe; Secret panel to room 7 is behind wardrobe; LOOT: bag with 2d10 gp under mattress

7) CHIEF ORETAK'S SECRET CLOSET: PUZZLE: Panel in wall has buttons with letters; PCs must push the buttons that start each Sign on Wall to open closet (C,S,K,G,B); Failure triggers poison dart trap; LOOT: Smoking Bottle, random loot, kobold history tome; History tome describes how Lost City of Krehar was overrun with harpies and how the kobolds abandoned the city, fled out of the docks, and sailed downriver to find a new home

8) KITCHEN: Empty larders and cupboards; Damaged east wall with rubble pile leading to the Giant Centipede's Lair; LOOT: rusty kitchen knife, saucepan, flint and steel

9) STOREROOM: Centipede Lair: A Giant Centipede has taken over the storeroom and keeps stolen loot there; it travels through the damaged west wall into into the kitchen; ENCOUNTER: Giant Centipede with acid spray and grapple; LOOT: Efficient Quiver, woodcutter's axe, two sets of kobold weapons & armor, random loot

10) DOCK: North-south tunnel to dock is partially flooded, east-west tunnel to dock is open; Dock leads out to daylight; Rocky overhang hides opening from view above, path slopes down to beach where kobolds fled; PCs can climb cliffs or row a boat to return to town; LOOT: skiff, rope, oar, kobold earring

SALT OF THE EARTH

A ONE PAGE DUNGEON OF SALT, A SENILE LICH, AND CARNIVOROUS EYEBALLS BY KEZLE

The salt mines of the Tenochztl Empire were as famous as the splendorous wealth displayed in their great stone pyramids. Gonzalo de Soro and his conquistadors dismantled that legacy. They would have fled with the wealth too if not for the final stand of the Tenochztl in the mines below their ruined city. But salt doesn't bury the past, it preserves it.

INSTRUCTIONS - Cut out map and cover in salt. Clear a patch at entrance (**1**). Players may then trace their path. With a **Borer**, they may carve new paths, ignoring walls. Can trap or funnel Eyes and denizens this way (or open up new routes for Eyes to pursue!).

1. SACRIFICE PIT (ENTRANCE) - 100ft deep. Pyramid of shattered skeletons of former sacrifical victims piled up to 60ft. Corpses become better preserved as you descend. 1 in 3 chance of victims from bottom becoming Salted and crawling out, toppling pile.

2. SUN COLLECTION - A salt crystal 'chandelier' hacked out of ceiling reflects light from a funnel to the surface to illuminate a glittering cavern. De Soro plans to channel light from solar eclipse through crystal to complete ritual to transport mines and treasure to his homeland. Has miscalculated and will actually flip heaven and earth: landing the surface underground.

3. DRAINAGE PIT - 16ft deep. A Colossal Gelatinous Cube glides through the maze of impaling spears at the bottom, splitting and reforming. Lich Coin glitters in a skeletal hand inside the Cube.

4. BATTLEFIELD - Corpses locked in conflict. Fleeing conquistadors preserved as they fled with their treasures. Each is missing an eye. Bodies of pursing Tenochztl warriors are unscathed, snuffed out in an instant when De Soro transformed.

5. CONQUISTADOR SHIP (OCEAN ENTRANCE) - Half a calcified ship battered through the cliff cave. An Ahuizotl lairs here, blindly feeling its way with the hand on its tail. Its collection of fingernails and teeth chatter in a hull awash with brine, Temple Treasures, and a Lich Coin.

6. CARVING FLOOR (BLOCKED ENTRANCE) - Scattered with stone grinders, carts, and remains of mine equipment. Crank leather belt travels up to blocked entrance to pyramid ruins where Lich Coin is stuck along with explorer's corpse.

7. PREPARATION ROOM - Stone operation table where Salted toil to create Guardians. With no preserved bodies left, they will stuff anything into the throat of those they catch. Buried in an eroding chest, the shrunken Body of a Godling remains. Can communicate if host found and delusion of divinity preserved.

8. SERPENT'S TAIL - Primordial Serpent caught in cave in. Its ribcage created a tunnel back to its nest where 6ft eggs lie dormant. 1 in 6 chance of hatching with heat.

9. HEAVENS BELOW - 30ft stone calendar of heavens carved into floor. If deciphered, reveals solar eclipse is approaching. De Soro lairs here, studying chart and arranging Lich Coins for ritual.

S. SALTED STORAGE - Rows of Salted: preserved bodies, sacrificed in pit (**1.**) to become workers in mine. Resemble beef jerky on legs.

M. MINES - Salted still work the mines, expanding it with bare hands and broken bones. 1 in 3 chance of striking gold or mineral vein.

E. EVAPORATION CHAMBERS - Once used to turn excess brine into salt. No longer functioning. NW chamber is calcified solid. Can restart pump and **flood drainage pit (3)** from there.

GONZALO DE SORO - Conquistador captain turned lich. Growing senile without Lich Coins. Alternates between using the **Eyes** to find coins and eating them if he forgets.

LICH COINS - 27 pieces of Tenochztl gold making up de Soro's phylactery. Without them he is weaker but cannot be killed. Needs them to complete ritual. Their curse draws holders (potentially PCs) to the mines.

BORER - Ancient digger carts for moving and push through salt. Slow. Fragile.

WANDERING EYES - Eyes of conquistadors cursed as part of de Soro's lich ritual. **Giant, immortal eyes**, they roll through mines driven by the sight of treasure (especially Lich Coins) despite the sting of the salt. Pursue persistently but cannot cross salt barriers. Can hypnotise and eat with 'pupil'.

GUARDIANS - Preserved Gator Men with the shrunken bodies of **Tenochztl godlings** embedded in their throat, speaking for their hosts. Protect **Salted** from **Eyes**.

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CATCH 22

a onepage matrix dungeon
by khelren

This is the final run. That damn corp is finally at hand. They wanted the world and you messed with some of their darker projects. But as a retaliation, they messed with you too. They killed some of your loved ones. They force you into hiding.

Now, you have planned an operation on their main secret server. The goal is to find some dirt that will bring down the almighty. And you had a useful intel just about that.

Ready your smartgun and load the lastest programs in your cyberdeck. It's time for payback!

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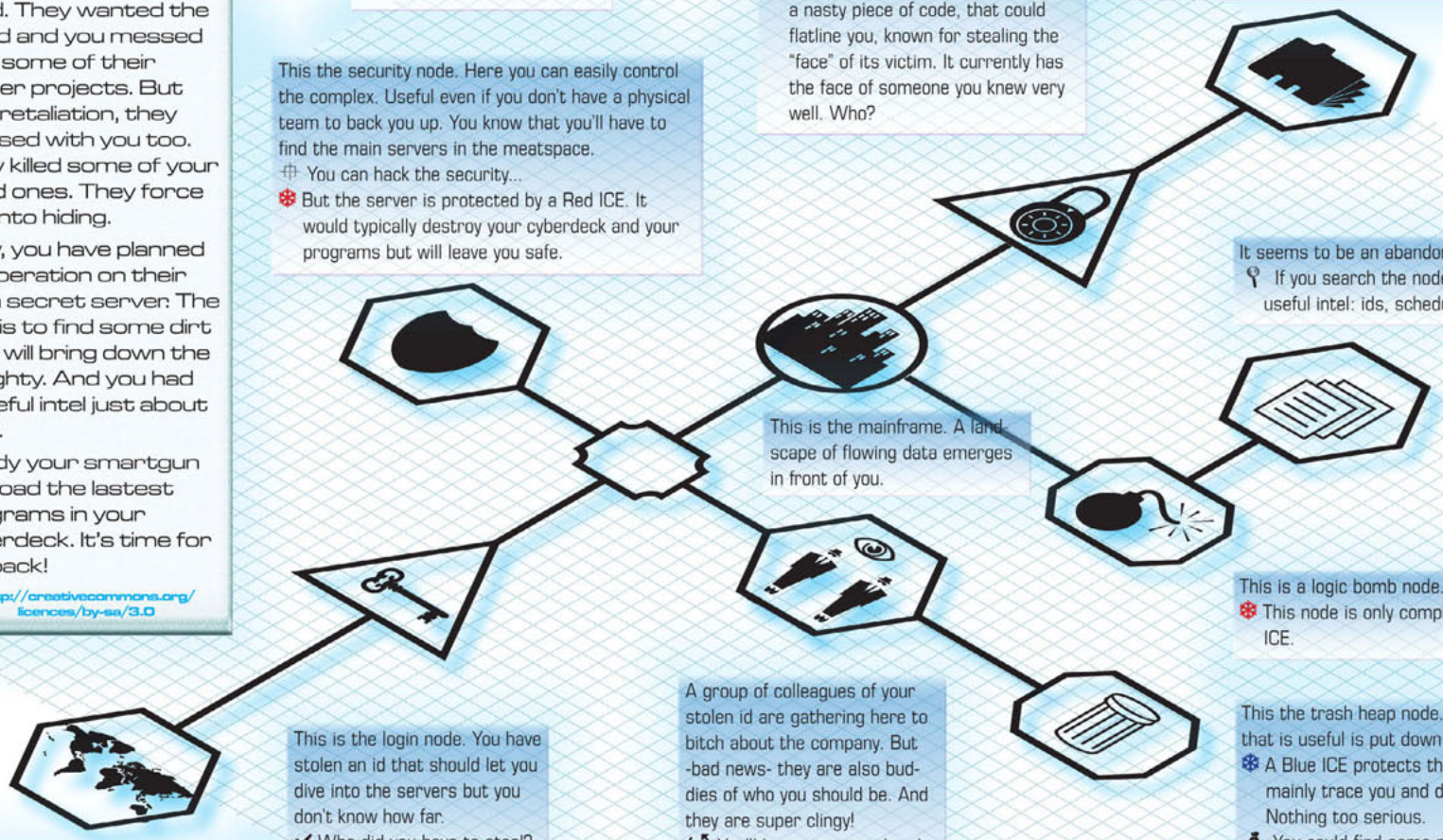


This is your entry point. Expect the worst!

This is the login node. You have stolen an id that should let you dive into the servers but you don't know how far.
- ✔ Who did you have to steal?
- ✔ How did it go? Did you have to kill the guy?

Another team is trying to infiltrate the complex. They want the same data as you.
- ❖ Will you help them or will you interfere? Can you agree to a deal with them?

This the security node. Here you can easily control the complex. Useful even if you don't have a physical team to back you up. You know that you'll have to find the main servers in the meatspace.
- You can hack the security...
- But the server is protected by a Red ICE. It would typically destroy your cyberdeck and your programs but will leave you safe.

This is a high security login node.
- You can try to hack the security but it will be really hard...
- The best you'd be to acquire an authorized id.
- A Black ICE protects this node. It's a nasty piece of code, that could flatline you, known for stealing the "face" of its victim. It currently has the face of someone you knew very well. Who?

This is the date node you're looking for. But the data isn't here. Insted, there is an "IA". They say to be a virtualized conciousness. And they have a juicy offer for you. If you free them, they could severely harm the cop. Right now, they can't. In fact, they even have to alert the security.
- ❖ Will you free them?
- ❖ Can you trust them?

It seems to be an abandoned node.
- If you search the node, you may find useful intel: ids, schedules, etc.

This is the mainframe. A landscape of flowing data emerges in front of you.

This is a logic bomb node. It's a trap!
- This node is only comprised of a Red ICE.

A group of colleagues of your stolen id are gathering here to bitch about the company. But -bad news- they are also buddies of who you should be. And they are super clingy!
- You'll have to pretend and fake an excuse to get out of there.

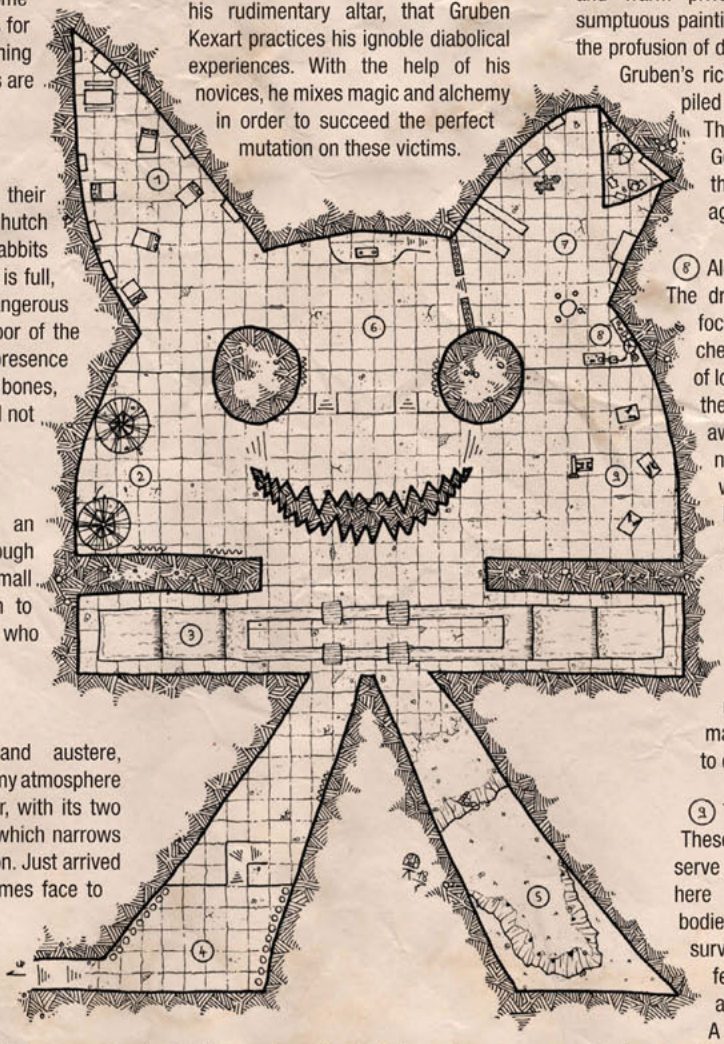
This the trash heap node. Every data that is useful is put down here.
- A Blue ICE protects the node. It will mainly trace you and disconnect you. Nothing too serious.
- You could find some paydata. Wanna try to download them? You'll have to search, which may take some time. And they sure take a lot of storage.
- ❖ What kind of data is this?

Bungeon of Fear!

By Kosmic Dungeon

The action takes place in the village of Brundusk. Usually so peaceful, the small village is shaken by an unprecedented agricultural crisis. The peasants roar with anger. For some time now they found their crops partially eaten at dawn. Despite all their efforts to protect the precious parcels, the products of choice, tender and juicy, are conscientiously attacked. Since the local militia is made up entirely of farmers and artisans, no one wants to venture out of Brundusk to resolve this situation. The wise men of the grand council are actively seeking a troop of strong heads to find and eradicate the source of these nuisances. Many clues will easily lead the Pj group to the entrance to the Bungeon of Fear. The adventurers will quickly understand that this case is not a simple question of ordinary vermins.

It all started a few years ago when the Druid, Gruben Kexart, settled in the dungeon. Gruben is a well-built man, he has a sharp look, a face marked by hatred. Dressed in a deep green mage dress, with his traditional black scarf with a silver rim, his hood on his forehead letting out only a few curly brown locks of hair, big of stature and strong as a beast, Gruben is an imposing figure. Formerly, before his banishment from the druidic order, he was respected and adulated by the novices. Gruben has always had serious bent for the occult sciences. He had tried to be discreet, but his secrets had been discovered by one of his colleagues. Once settled in this remote place, the druid could finally indulge in his experiences in peace. His motivation to create a mutant resembling to his abominable animal form was getting bigger and bigger over the time. After several failures, Gruben had finaly managed to obtain a demonic human-rabbit hybrid, unfortunately the subject had succumbed after a few minutes. The druid uses Jaïden rabbits for his experiments, which he transforms into demonic rabbits. The fields are ravaged by demonic rabbits who managed to escape on a full moon night. Gruben has succeed to capture or kill most of the fugitives, but it's still lacks a handful. They may have found refuge in a burrow, hidden among the other rabbits, unless they are lapping somewhere in a corner.



① Novices' Dormitory.
The dormitory is modestly equipped with five rustic beds, some wardrobes, and the necessities for the novices' daily living. Nothing more, nothing less. Two novices are resting.

② Hutch.
The two large cages, with their thick steel bars, serve as a hutch for an unknown species of rabbits but very fierce. The first cage is full, it contains demonic rabbits, dangerous and leathery creatures. The door of the second cage is ajar, but the presence of dirty litter, and still bloody bones, proves that it was still occupied not long ago.

③ Retention basins.
The brackish water of an underground river flows through retention ponds thanks to small waterfalls. It's not uncommon to meet here a Jaïden rabbit, who come to drink from the river.

④ Entrance.
The entrance, lugubrious and austere, immediately make feel the gloomy atmosphere of the place. The wide corridor, with its two rows of black stone columns, which narrows further increases this impression. Just arrived down the stairs, the group comes face to face with a random meeting.
D6 => 1: Demonic Rabbit; 4-5: Novices; 6: Jaïden Rabbits.

⑤ Burrow.
A multitude of medium-sized holes are clearly visible on the side of this rocky escarpment. A group of Jaïden rabbit lives in this little corner of greenery. This species of rabbit produces very pretty specimens, from 15 to 30 inches height, and weighing up to 100 pounds. Rabbits are harmless as long as they are not threatened.

⑥ Room of mutations.
It's in this room, standing behind his rudimentary altar, that Gruben Kexart practices his ignoble diabolical experiences. With the help of his novices, he mixes magic and alchemy in order to succeed the perfect mutation on these victims.

⑦ Gruben Kexart's apartment.
The druid has stored his belongings in this beautiful and warm private apartment. Numerous books, sumptuous paintings adorning the walls, as well as the profusion of delicacies in the pantry, demonstrate Gruben's richness. His most precious stuff are piled up in the little storage room upstairs. The PCs can get their hands on a Holy-Gernade if they meticulously search the room. A formidable weapon against demonic rabbits.

⑧ Alchemy laboratory.
The druid, accompanied by a novice, is focused on preparing one of these alchemical recipes. Unless there is a lot of loud noize, or if the alarm is sounded, there is no reason for Gruben to move away from these earthenware containers and other glass bottles filled with colorful liquids.
If his life is in danger, Gruben begins a series of incantations before transforming himself into a demonic human-rabbit hybrid. The grunts he makes when he is in this form has an immediate effect on the monstrosities held captive. The demonic rabbits become enraged and manage to break the lock of the cage to come help the druid.

⑨ Torture tables.
These ancient instruments of torture now serve to keep captive beggars, kidnaped here and there, while preparing their bodies for hybridization. At best the subject survives and remains unconscious for a few days. But most of time, he dies after sustain these various surgeries. A simple look at these tables smeared with traces of brownish dried blood and pieces of putrefied flesh is enough to give nausea.

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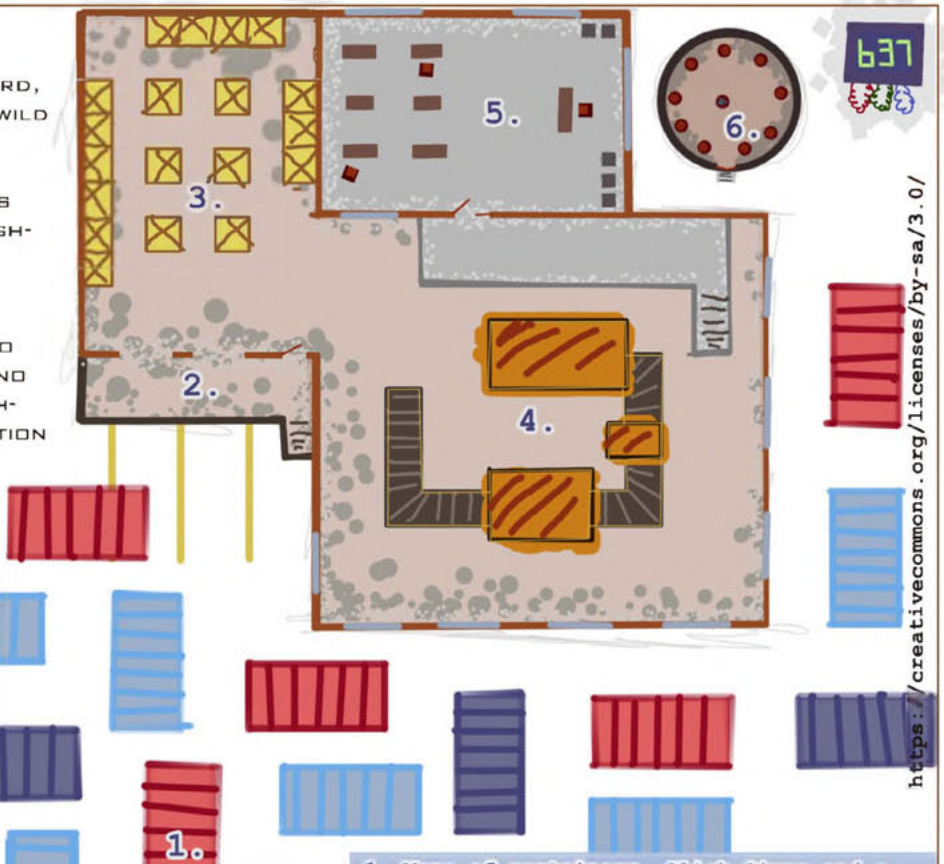
Raid on Complex 43

Needle Nose Bruno was always a ruthless crime lord, but drugs has turned him wild and paranoid.
Knowing that the cops are after him, he and his goons kidnapped the mayor's daughter and barricaded themselves in an abandoned twinkie factory.
A SWAT team has one day to plan the raid, arrest Bruno and save the mayor's daughter. After all, it's an election year.



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Police Characters?

Have you only ever played fantasy RPGs and don't know how to make a SWAT police officer?
Just make a simple fighter character and use a melee sword attack as a ranged gun attack.

Crooked Cop

Secretly tell one random player that his character used to be a mole for Bruno.
Bruno had everything taped and the video is stored in one of the filing cabinets. The crooked cop has to silence Bruno and destroy the evidence, maybe pocket some money while at it.
Anybody that suspects him has to be eliminated too, because you don't want to know what they do to crooked cops in jail.

1. Maze of containers. Slick Simon and a group of goons are patrolling the maze but only Simon takes it serious.

2. Loading dock. Although this is the only entrance, it's not guarded, except for the one or two goons that just happen to smoke a cigarette there.

3. Storage. This is where most goons sleep and shoot up. There are about five of them.

4. Factory floor. Rat-Tat-Tat is hanging out here, admiring his gun, but always ready for action. He'll turn on the conveyer belt as a distraction and shoot from the walkway.

5. Office. Bruno is alone and unarmed, but there is a gun on his desk. He'll start ranting and raving manically, trying to convince the officers that he's the victim and that they should let him go.
If someone hurts him or is trying to hurt him, he'll press a remote control button in his pocket and tell that the mayor's daughter is inside the grain silo, and it will blow up in ten minutes. He can disarm it but only if they let him go.

6. Grain silo. Inside is the mayor's daughter gagged and chained to one of the barrels with explosives. There are enough explosives to level the building.
In the middle is a bomb with three wires sticking out. The red wire (637 in mirror image) has to be cut to disable the bomb. Opening the bomb, cutting any other wire or waiting too long will set the bomb off.

Needle Nose Bruno:
Once a shrewd businessman, he's now nothing but a shell of his former self, seeing ghosts behind every corner. He goes on these crazy rants, blaming everything but himself.
He pays his boys well, though, and hands out drugs like candy.

Slick Simon:
Although he carries a revolver, Simon prefers to sneak and hide in the shadows, then wait patiently to make a sneak attack with his machete.

Rat-Tat-Tat:
The biggest and buffed guy on Bruno's payroll, there is nothing subtle about Rat-Tat-Tat. He likes to shoot his custom painted M60 machine gun one handed while roaring like a lion.

Crispin's Rave Cave

A dungeon for only the hippest mid-level (6-10) adventurers.

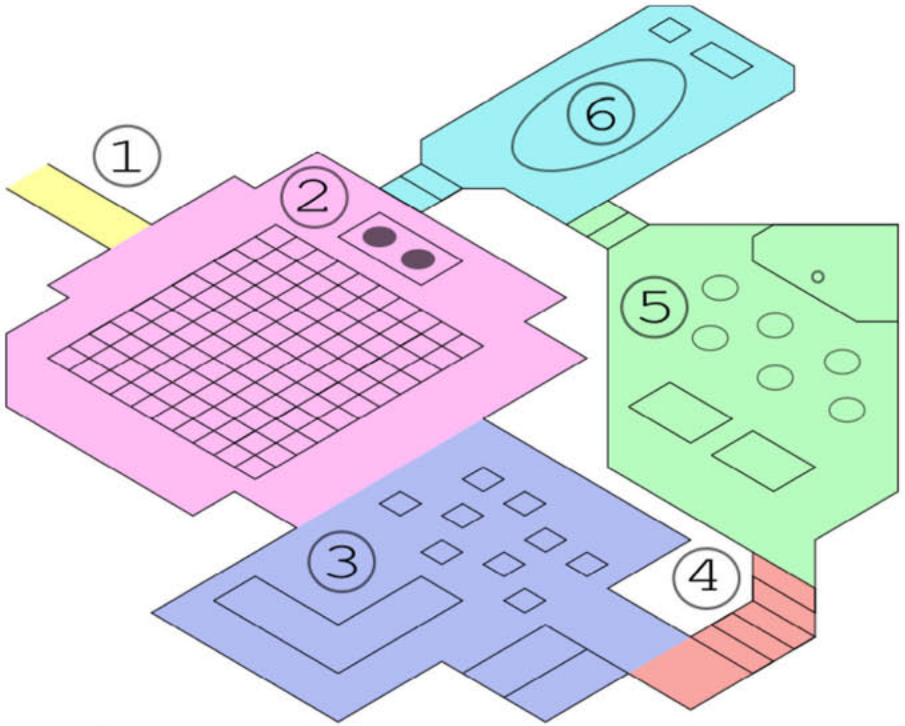
Desperate to reclaim his favorite hot-spot, Crispin the pink demon will pay a pretty penny to any adventurers who will venture into the Rave Cave to boot the tacky party-crashers.

1. Entry Hall - *You got ID?*

Two ogres and a hobgoblin ominously guard the cave's entrance. They can be persuaded to give you neon pink club wristbands – for a hefty price. Otherwise, prepare for an epic beat down if you don't pay up.

Bouncer Ogres. Both of these big fellas have magical glowstick necklaces that light darkness up to 30' with a gaudy yellow light. They can attempt to blind the party with their gear.

Bouncer Hobgoblin. Someone brought a Never-emptying Flask to work. He takes a swig and flies into a rage for an extra 1d6 melee damage per strike.



Lauren Neuburger *[http://creativecommons.org/licenses/by-sa/3.0]*

2. Dance Floor - *Let the rhythm move you.*

A trendy vampire DJ spins those records right round. If he or any of the 1d12 wight ravers notice the lack of a wristband, all party members must roll a 1d20 to see if they *Feel the Beat*. Those who roll a 10 or lower have two left feet and are attacked by all enemies for being so uncool. Only the most discerning adventurers will notice the locked, secret door obscured by strobe lights and fog behind the DJ's table that leads to area 6.

Vampire DJ. When the trendy vampire is dropped to half health or lower, he invokes *All the Way to Eleven* and the party is deafened by the pulsing music until he's defeated. Once his musical career is turned to ash, the vampire's Sweet Goggles are all that remain. These purple shades can detect magical objects once per day.

3. Bar & Bathroom – *This line is atrocious.*

Square high-top tables fill the room as a long line of 2d10 goblins and wights wait to place their drink orders and use the bathroom. Two orc bartenders are keeping busy with their devious cocktails, but if they hear a disturbance or notice the party's lack of wristbands, they scream for a full-blown hoard attack.

Orc Bartenders. The ladies make a mean cocktail. Literally. In addition to their normal attacks, they throw bottles of acid worth 1d4 damage until they're defeated or party members are out of range.

4. Upstairs Corridor - *High rollers only.*

A magical detector is automatically triggered because these players are just not rich enough to enter the lounge, no matter how much cash they have. All players take 2d8 psychic damage from enchanted speakers reminding them that they are not famous or cool enough to be here.

5. Siren's Lounge - *For a low key vibe.*

A well-dressed cave troll and 1d6 of his bodyguard goblins are entranced by a siren singing on the stage. Though her song is magnificent, she is miserable and chained to the stone wall to prevent her escape. She stops singing as soon as the players enter, surprised and hopeful that they might rescue her.

Fancy Cave Troll. You interrupted his only evening out, so he is going to beat you with a comically small table. His lackeys attack with slings and clubs, and are looking for any opportunity to cut and run. But don't despair if the troll bellows and they stay to battle: those Ruby Cufflinks on his meaty wrists look expensive.

6. VIP Suite - *How did you even get in here?*

The highest point of the cave is bubbling natural hot spring-- currently occupied by a chic, displeased conjuration wizard named Mathilde, Crispin's arch-enemy.

Mathilde the Malignant. She lazily summons a massive water elemental and watches from her cushy chair as it attacks, only growing interested when it's defeated. Mathilde herself can cast *Hustle*, allowing her to teleport at will. She also casts *Slowky Pokey* at half health, summoning shooting ice blades that deal 2d10 damage to their targets. Once the powerful conjurer is trounced, her locked chest in the corner is free to grab. It contains Thigh High Boots, stilettos that suddenly make the wearer much nimbler on their feet and the best dancer in the realm, and a Sapphire Ring, which allows the wearer to breath under water.

Dance-off of the century

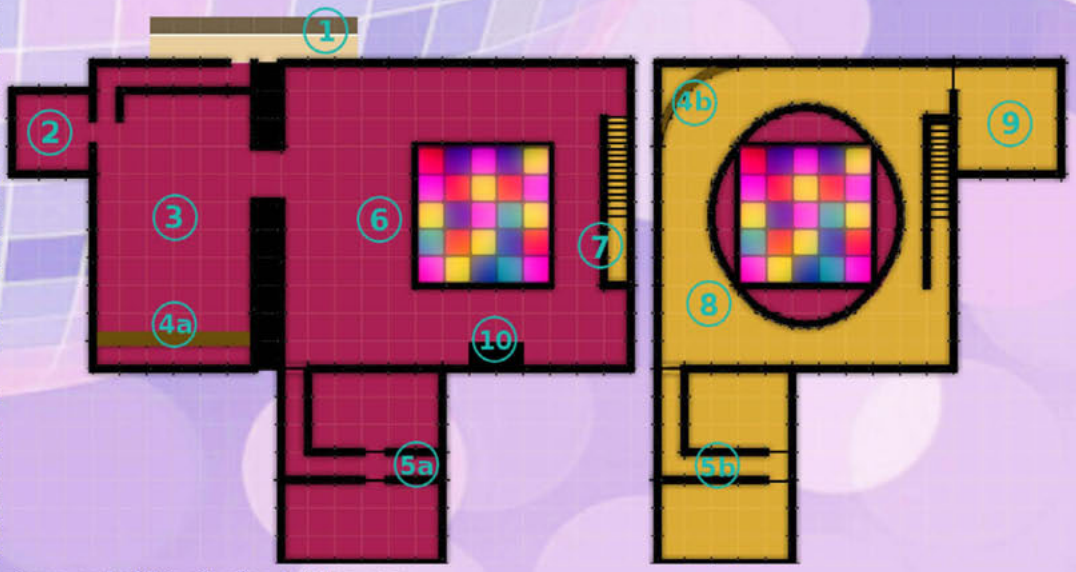
by Lowlama https://twitter.com/lowlama

In the neon-lighted nights of the 80's a shady figure in trench coat offers a great deal of money for some documents. These can be obtained in the City's best club, the Disco.
Every few weeks a dancing competition takes place in the Disco. This gives the perfect opportunity to our heroes

1 - street/entrance
As the characters arrive to the Disco they got trapped in a long line. If they want their business get done tonight they should come up with some methods to get in as soon as possible.
The *bouncer* (the first guardian of the dungeon) can be persauded, bribed or even intimidated.

2 - cloakroom
The first – and the last - stop in the dungeon. Characters should check their coats and they receive a *tag* in return. As they want to leave, they should have their tags otherwise they won't get their precious coats back.

3 - lobby
The crowd is quite big already. People are chatting and drinking here, some of them are standing or sitting on the couches by the walls as they are getting ready for tonight's biggest event, the dance competition. At the far end characters can buy drinks and ask the *bartenders* some questions.
They will face tonight's first real challenge in this area:
***Trap*:** As the characters are moving through the crowd they have to make several dexterity checks. On a failed test they spill the drinks of others. The characters should be able to talk their way out of this situation but they may be suffering minor injuries from the owners.



4 - bars
To get to the bar characters need to pass a low dc strength based check.
The *bartenders* don't have time to chat around but for higher tip they will answer one or more questions about the competation or the building itself. They don't have any information about the *owner's* night schedule or the documents characters are looking for.

5 - restrooms
Both floors have restrooms. Characters can enter the building through the windows of these areas but the guests may warn the bouncers about them.
They are able to eavesdrop others talking about the *DJ*: her taste in both drink and men and the fact that she can manipulate the competition unobserved giving the egde to the dancers in her favor.

6 - dancehall
In the center of the area characters can see the multicolored dancefloor. Above it people looking down from the VIP through a hole on the ceiling designed for this purpose and the inevitable disco ball hanging from the upper ceiling.
They have time to talk to the *DJ* before the contest.
As the crowd starts to move to this area, *pickpokets* begin to operate. Characters can lose their cloakroom-tags very quickly.
Dancing competition: If more than one characters would like to compete they should form a group dancing against similar sized groups. The rules are the same as in any common fight. Players may use their traits or even spells described as particular dance moves. Dancers falling to below 1 hp don't die but got exhausted and give up the contest.

7 - stairs
At the far end of the dancehall are the stairs to the upper floor. At least one *bouncer* should be here at any given time who stop people, only allowing up those who are invited. Characters can find out fairly easily that the winner of the competition will be invited.

8 - VIP section
Extravagant and rich guests greets the winners in this area. Their patron invites the characters to their table forcing them to drink with them. Anyone who refuses should come up with serius reasons or pass a medium/high charisma based skill test. Drinkers need to make a constitution based checks, failing this they become tipsy, getting them some sort of disadvantage to further rolls.
The Disco's *owner* is here as well, giving the chance to talk to him but he is concered about his office. Characters can distract the owner by challenging him to a dance-off but he is a most skilled dancer with two backupdancers. Only defeating him gives the characters the best chance to get into his office.

9 - office
This room is heavily decorated, with a desk in the middle and a safe on the wall. The owner keeps there the documents the players are looking for. Any character skilled with some kind of security device is able open it.

10- DJ's desk

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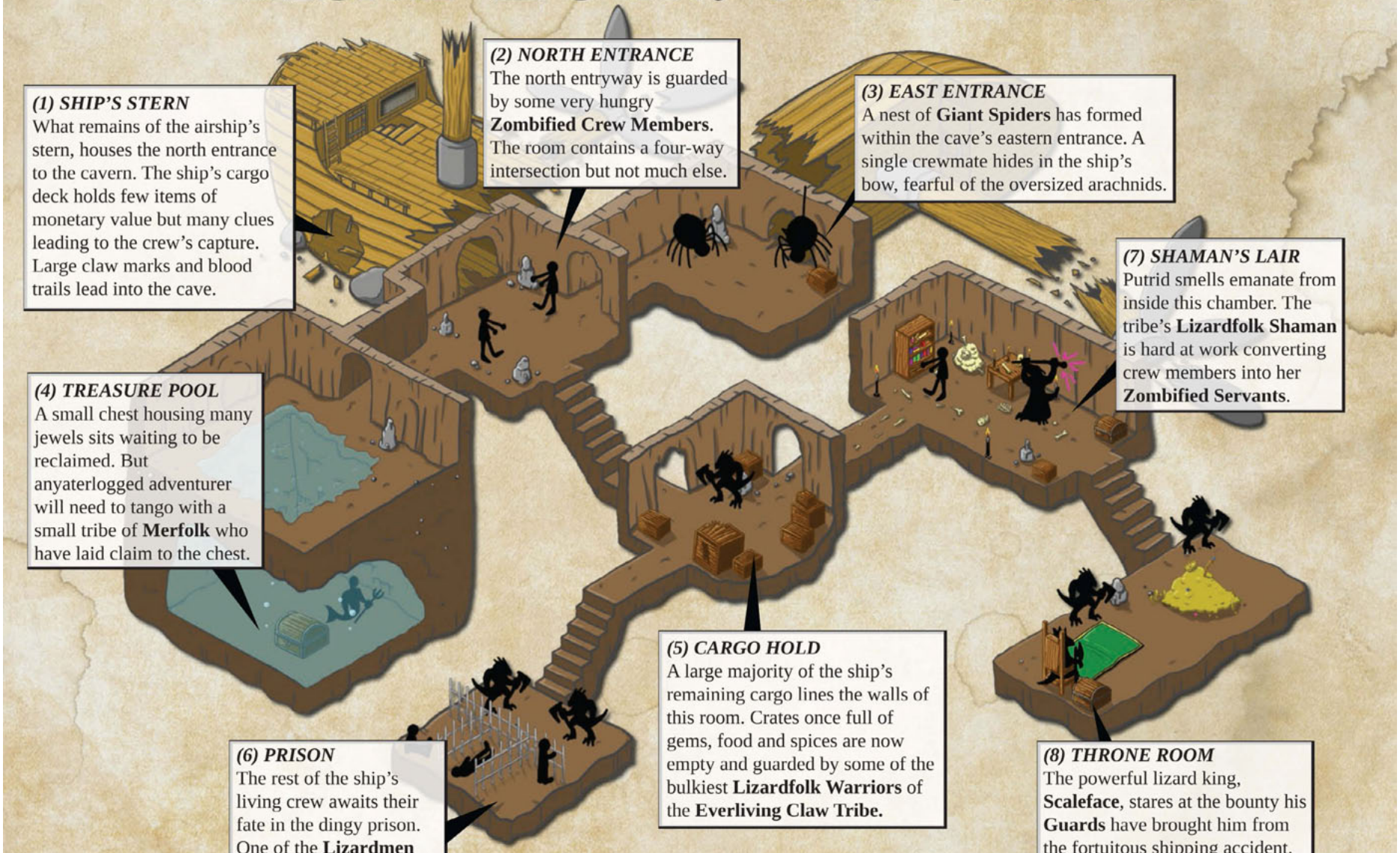
A party of bold adventurers is hired to discover what happened to a missing airship that was carrying a large shipment of gold and jewelry. Their search leads them to a remote island in...

Airship Down! by Luiz Comassetto



(1) SHIP'S STERN
What remains of the airship's stern, houses the north entrance to the cavern. The ship's cargo deck holds few items of monetary value but many clues leading to the crew's capture. Large claw marks and blood trails lead into the cave.

(2) NORTH ENTRANCE
The north entryway is guarded by some very hungry **Zombified Crew Members**. The room contains a four-way intersection but not much else.

(3) EAST ENTRANCE
A nest of **Giant Spiders** has formed within the cave's eastern entrance. A single crewmate hides in the ship's bow, fearful of the oversized arachnids.

(4) TREASURE POOL
A small chest housing many jewels sits waiting to be reclaimed. But anyaterlogged adventurer will need to tango with a small tribe of **Merfolk** who have laid claim to the chest.

(5) CARGO HOLD
A large majority of the ship's remaining cargo lines the walls of this room. Crates once full of gems, food and spices are now empty and guarded by some of the bulkiest **Lizardfolk Warriors** of the **Everliving Claw Tribe.**

(6) PRISON
The rest of the ship's living crew awaits their fate in the dingy prison. One of the **Lizardmen** guarding them carries the cells' rusted metal key.

(7) SHAMAN'S LAIR
Putrid smells emanate from inside this chamber. The tribe's **Lizardfolk Shaman** is hard at work converting crew members into her **Zombified Servants**.

(8) THRONE ROOM
The powerful lizard king, **Scaleface**, stares at the bounty his **Guards** have brought him from the fortuitous shipping accident.

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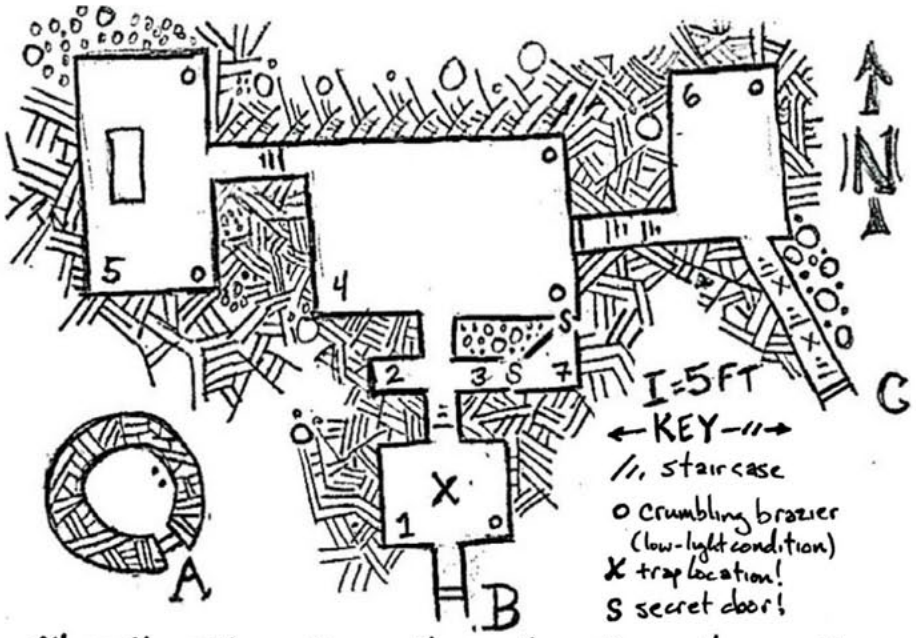
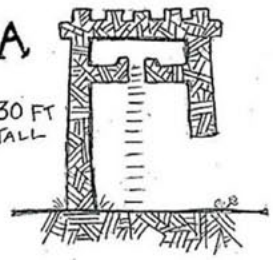
Into The Lair of the Slobbertooth Kobolds

A Low-Level Adventure
By Luke E. Dodd



Once a trading outpost of the Fardigger Dwarves, this subterranean site has been overtaken by the Slobbertooth Clan of Kobolds!

A. The Watchtower holds 2D4 Kobold Archers. ½ are on parapet, ½ are inside tower. Only 1 is on active watch, the rest are hidden. The parapet is deteriorating, with risk of collapse. Upon sieges, archers will use flaming oil!



B. The Main Entrance is barred by a worm wooden door. If surreptitious, perhaps the adventurers do not disturb the monsters in...

1. The Antechamber. This room holds 2D4 kobolds that will try to push the adventurers into the pitfall trap in the center of the room! If progressing deeper into the dungeon, the party might notice the spiderwebs overhead? If so, plucking the correct code might permit free passage beyond the arachnid guards ahead...

2&3. Each sideroom holds a giant spider! A secret door is hidden behind the nest in room 3, but searching might reveal a drafty clue?

4. The Main Hall holds 3D4 Kobolds. Unless the party is sneaky, the kobolds have overturned 2 long tables. Behind these barricades the kobolds will hurl flaming oil! Perhaps the party hears commands from western doorway? Perhaps the flames from the southeast brazier belay the secret door? Finally, beware the giant weasel guarding the kobolds!

5. The Chieftain's Quarters holds the chief & 2 guards. These kobolds will seek to barter for their lives, perhaps for the chest of gold in the corner, or perhaps a kidnapped dandy that brought the party there to begin with?

6. The Storeroom holds the Kobolds' spoils, as well as casks of oil that perhaps brought the adventurers here?

7. The Hidden Treasure Room is unknown to the Kobolds! It holds unexpected wealth, st magic weapons... Perhaps a Hammer of Thunder or Axe of Cleaving?!

C. The Other Entrance is direct, leading down stairs. The tripwire trap near the entrance will trigger bells in Room 4 (leading to barricading of Room 6). The trap of tanglefoot glue near Room 6 will slow or impede the party!!!

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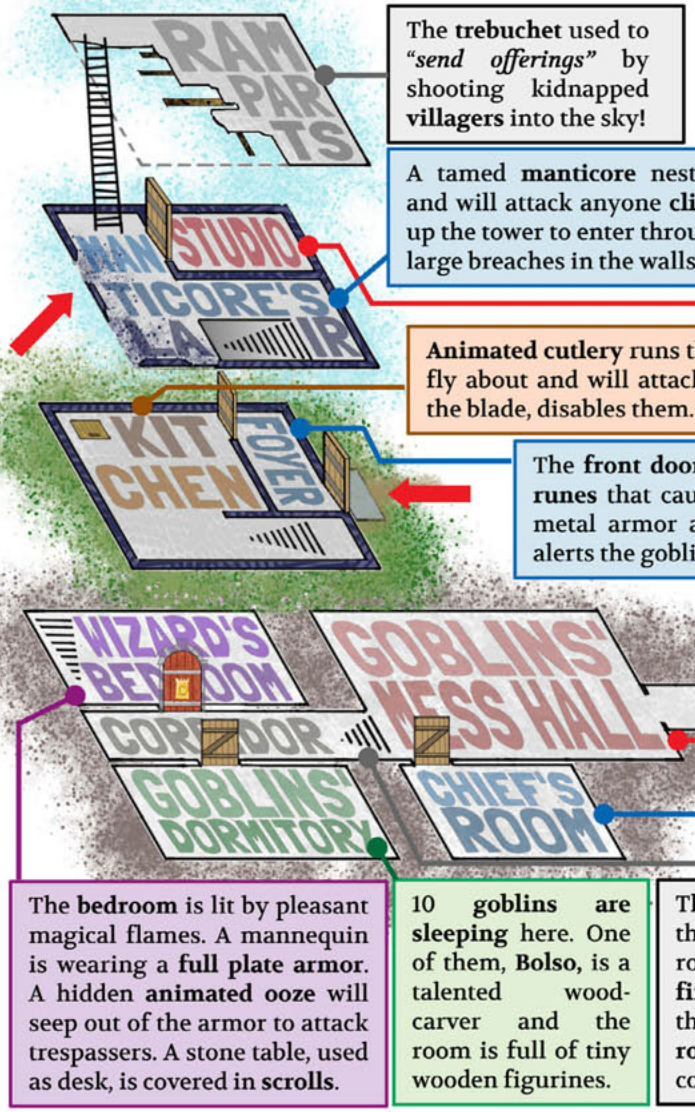
Flying Offerings

Gralizard the Mage found the **Eye of Cryd,** a legendary scrying sphere, in a ruined tower. But the artifact is tainted by the dreams of the slumbering demon-god **Ylzor**, and nightmarish visions drove the mage to **madness**.

Filled by delusion and paranoia, the mage fears the demon's wrath and offers it **sacrifices** – shooting them into the sky with a **trebuchet**! Gralizard hired a local **goblin tribe** to provide victims, and the **nearby villages** are in dire need of some heroes to **stop the kidnappings**.

But **where is the mage now**? Surely scrying the sphere somewhere in the tower! The exact location is up to you – for a thrilling climax, place him in the last room to be explored by the heroes.



The **trebuchet** used to *"send offerings"* by shooting kidnapped **villagers** into the sky!

A tamed **manticore** nests here and will attack anyone **climbing** up the tower to enter through the large breaches in the walls.

The **studio** contains astral maps. The **descent into madness** of the mage is documented by **notes about the coming of the demon-god** covering every inch of paper. **Spell scrolls** are lost in the chaos.

Animated cutlery runs the kitchen. A carving knife, a serving fork and a ladle fly about and will attack intruders. Speaking **the word** *Rustproof*, etched on the blade, disables them. The knife can then be used as a magical weapon.

The **front door** is always locked. In the foyer, a **rug** covers **arcane runes** that cause **strong magnetism**. If stepped on, those wearing metal armor are **pulled against the ceiling**, while a loud alarm alerts the goblins downstairs.

The Goblins

Babaku, a fat goblin chief, rules the **"Bad Fangs"** tribe. **Pulo**, a smarter-than-average goblin, knows *"mad wizards never good for goblins"* and was **cast out** for speaking against Babaku's decision to join the wizard. **Pulo** is resentful and roaming the area alone with his **pet wolf cub**, and if met in the wilderness, could **point the heroes to the tower**.

The **basement of this collapsed building** has no ceiling anymore and is accessible via a **stone staircase**. The tribe's **wolves** spend most of the time here **loudly fighting** over carcasses.

10 goblins are **carousing** at this large dining table drinking and **betting** on Grugg, currently **climbing the chandelier rope** with a knife between her teeth, and Marak, who took refuge up there after **stealing Grugg's goblet**.

The **bedroom** is lit by pleasant magical flames. A mannequin is wearing a **full plate armor**. A hidden **animated ooze** will seep out of the armor to attack trespassers. A stone table, used as desk, is covered in **scrolls**.

10 **goblins are sleeping** here. One of them, **Bolso,** is a talented wood-carver and the room is full of tiny wooden figurines.

The corridor ends with a **large bronze lion head** that radiates magic. The sturdy door to the wizard's room is decorated with a **bronze tower**. Pressing the **first rampart** of the tower opens the door. Forcing the door in any other way releases a **thundering roar** from the lion head that **stuns** those in the corridor and **alerts the goblins** in the dormitory.

Babaku the goblin chief is deep asleep with his two lovers, **Opp and Mul**. But the pet **wolf Fang** will wake up everyone if someone opens the door. Mul is **a spy from another tribe** and might backstab Babaku to save her own life. **Gold** is hidden under the mattress.

Written & Illustrated by Marco Conti – Kindly proofread by Chris Ward - http://creativecommons.org/licenses/by-sa/3.0

CREATION: INFECTED

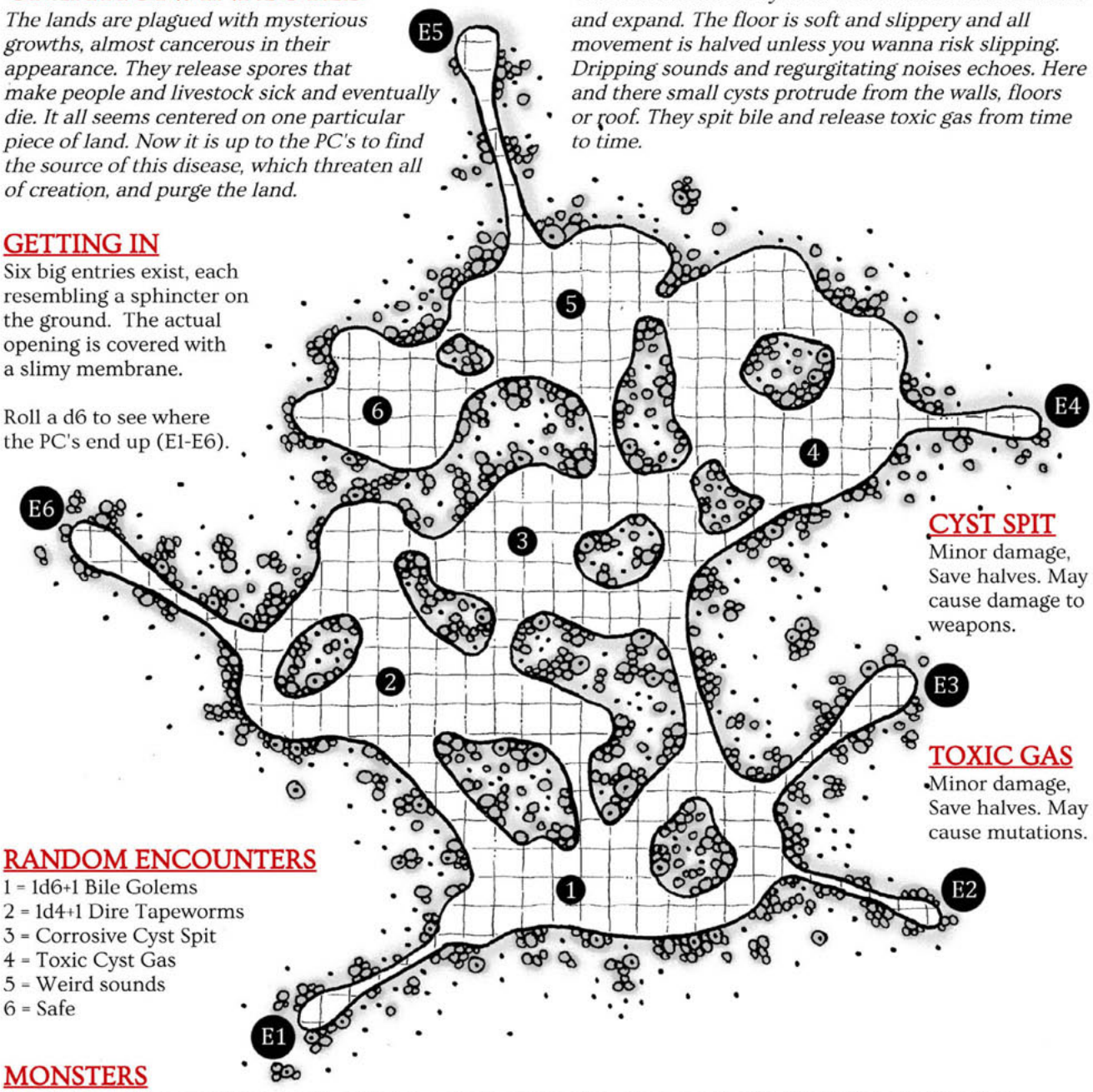
The lands are plagued with mysterious growths, almost cancerous in their appearance. They release spores that make people and livestock sick and eventually die. It all seems centered on one particular piece of land. Now it is up to the PC's to find the source of this disease, which threaten all of creation, and purge the land.

The caverns are slimy with walls that seem to contract and expand. The floor is soft and slippery and all movement is halved unless you wanna risk slipping. Dripping sounds and regurgitating noises echoes. Here and there small cysts protrude from the walls, floors or roof. They spit bile and release toxic gas from time to time.

GETTING IN

Six big entries exist, each resembling a sphincter on the ground. The actual opening is covered with a slimy membrane.

Roll a d6 to see where the PC's end up (E1-E6).



CYST SPIT

Minor damage, Save halves. May cause damage to weapons.

TOXIC GAS

Minor damage, Save halves. May cause mutations.

RANDOM ENCOUNTERS

1 = 1d6+1 Bile Golems
2 = 1d4+1 Dire Tapeworms
3 = Corrosive Cyst Spit
4 = Toxic Cyst Gas
5 = Weird sounds
6 = Safe

MONSTERS

Bile Golem – *Humanoid but smaller. Weakness to fire. Two claw attacks with risk of infection. Easily killed.*
Dire Tapeworms – *Long, thin, transparent worms. Bite attack. If PC is prone it can attack rectum and force entry.*
Patogenus (boss) – *Big humanoid covered in cysts. Attacks with Sword of Rot as last resort. Corrosive blood. Cowardous. Hard to kill. Can grab enemy and teleport to his putrid dimension.*

ROOMS

1 *Stinking cesspool where Bile Golems are born. Toxic fumes. Easy Save to avoid turning into a Bile Golem.*

2 *In a cyst on the wall something shimmers. Pebble of Fertility. If buried in a field it guarantees good crops for three years. If swallowed during conception it guarantees a strong and healthy child, destined for greatness.*

3 *Patogenus lair. Hell bent on spreading his cysts across the land. Retreats to room 1 or 6, relying on minions.*

4 *This is where the Mother Cyst is located. It must be destroyed. Succesful attack provokes Cyst Spit.*

5 *Three dead adventurers with random loot and a crude, homemade gas mask. Advantage against Cyst Gas.*

6 *A huge growth where Dire Tapeworms are born. Destroying it removes them from random encounters.*

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THE FIRST RULE

WRITING BY MATT SANDERS & LAYOUT BY ANH SANDERS
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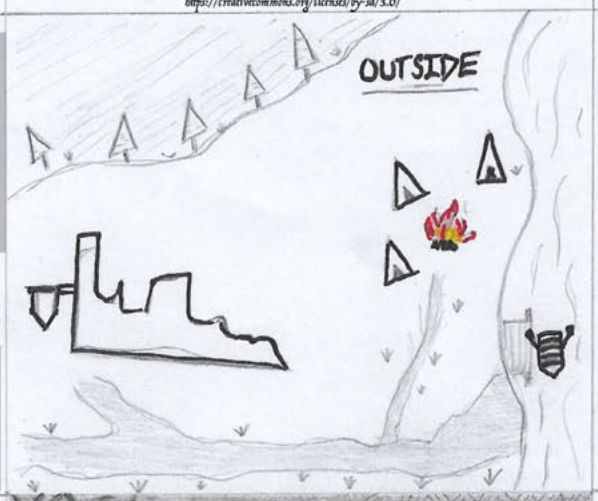
IN ↓ BLACK MAP SECTIONS ONLY (NO FLAMES)

A. The party arrive at the river crossing and boatman is passed out drunk.
A campfire flickers nearby.
Next to the campfire, local hunters talk of the old tavern where fighters could go to prove their worth.
It burnt down and its ruins stand nearby, fueling firesides ghost stories.

On investigation the burnt out tavern opens up into a big pit in a basement. Nothing of note or values survives.

B. A smoke-blackened tavern sign swings slowly in the breeze. How it survived the blaze is a mystery.

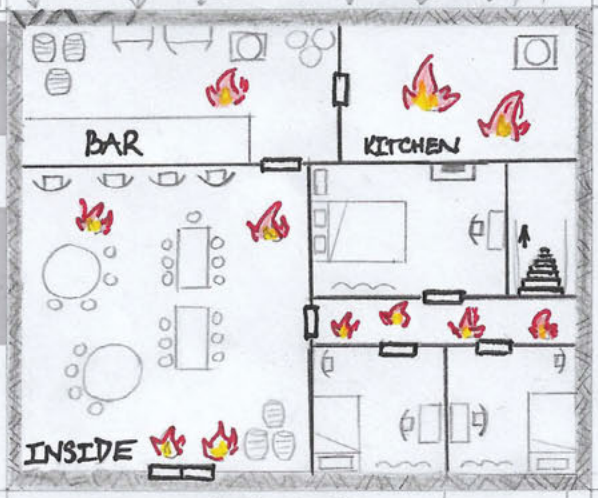


C. The party awake in the middle of the night to see shimmering blue spirits pass through them and head into the restored tavern, now a translucent blue.

The spirits and tavern are intangible until the party enter the tavern.

D. The bar sits silent and empty, the stench of stale beer and sweat hang in the air.
A faint echo of shouting reaches your ears from down the hall.

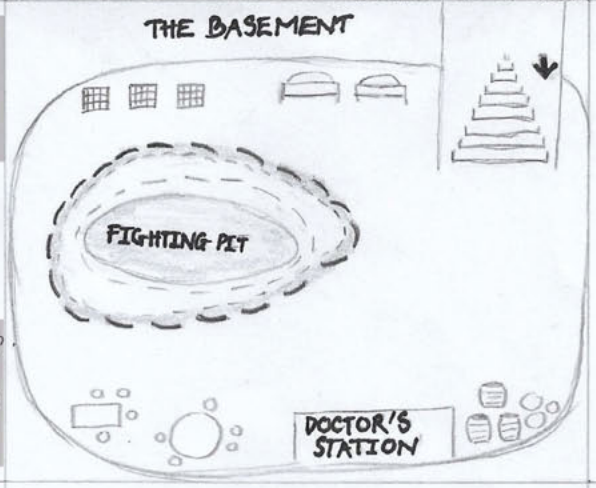
The tavern and every object in it have become tangible now.
Searching reveals supplies of food and drink but the place is otherwise deserted. Suspiciously so.



E. Empty bedrooms with beds unslept in line the corridor.
The trails from two blue spirits disappear down some stairs at the far end of the corridor. Shouting echoes up the stairs.

Searching the rooms reveals some bag of dirty travelling clothes and some rolls of bandages.
A pair of boxing gloves, heavily used lie on one of the bedside tables.

F. A gloomy basement is lit by torches, deep long shadows flicker in every corner.
A large pit is dug in the middle of the room, Sawdust is scattered on the floor, patches of it are stained with blood.



G. You catch glimpses of figures standing at the edge of the pitch cheering and bellowing.

The party can explore the room freely. Periodically, they see glimpses of the ghost crowd and fighting in the pit.

H. A blood-soaked man in the pit holds his fist aloft in victory.
Another lies on the floor, breathing heavily with blood streaming down his face .

Triggering the trap:
As soon as one of the party steps into the middle of the pit, the ghost crowd and fighters appear clearly.
They become solid and take notice of the party.

The Benches:
Clothes and two gold signet rings found in the pockets. They both show a gold fist.

The Barrels and Tables:
Cheap strong beer fills the barrels. Dirty tankards cover the tables, one contains a gold tooth.

The Doctor's Station:
Bandages, needles and thread. Salve for wounds.

The Cages:
Locked and empty except for a few chewed-up bones.

OUT ↑ FLAMES APPEAR ON THE WAY OUT

O. As morning breaks, the burnt skeletons of the tavern appear unchanged except for your footprints in the ashes and a glittering steel knuckleduster lying on the floor.

This knuckleduster gives its uses great prowess in unarmed combat.

N. A chef wielding two huge cleavers bursts from the kitchen and the one-eyed barman rushes towards, you club in hand. The patrons of the bar seem to side with them.

Fires rage throughout the tavern blocking the exits. Add thugs to the bar fight to adjust the difficulty.

M. Burning beams lie on the floor of the corridor, the flames are now several feet high. The heat coming off them is oppressive.

The party must jump through the flames or find the way to put them out.

L. As you come up the stairs you hear screams from the below.
A dislodged torch has caught the sawdust. A burning man runs across the ring igniting others. Flames begin to lick at the beams of the building.

The door at the top of the stairs has been locked and barred from the other side. It will take some effort to open. Meanwhile the fire grows and spreads.

K. As you try to escape up the stairs the greedy hands of the crowd pull at your bags and reach into your pockets.

As the party push towards the stairs the crowd will try to rifle through their pockets and pull off their bags to steal coins and trinkets. Let the party hold onto key items.

J. Ferocious barking cuts through the noise of the crowd and you see a man open the cages unleashing four vicious dogs. He points a finger and they bound towards you.

The crowd back off to watch the fight unfold and the dogs attack the party.

I. The crowd surrounds you pushing you towards the pit. In the pit the winning fighter cracks his knuckles ready for another bout.

The crowd push the party towards the pit to fight. They will fight if attacked, but pushing is their priority.

The fighter in the pit will attack whoever is currently in there with. More fighters will emerge from the crowd if more of the party are pushed into the pit.

Dungeon of Deceit! By Matthew Ficken & Nathan Schmitz http://creativecommons.org/licenses/by-sa/3.0

In this adventure one player must play the role of the Wiley Old Wizard. He has kidnapped the party and wishes to relive his previous adventures. He is the sole survivor of his previous adventuring party and has constructed a labyrinth filled with traps and trials for his new party. Occasionally reveal a clue to the characters kidnapping via a memory or hint about the environment. If the wizard is found out, he too has erased his own memory of the dungeon layout and urges the party on to victory. If necessary he can use deceit to push the party forward with claims of kidnapped loved ones or an impending time limit, increasing the need/want to escape. The DM may choose to fill the player in on how he wishes the adventure to end.

Areas:

1.) The players awaken in a tavern, as if from a long night of celebration. Heads cloudy, they don't remember how they arrived here. Investigating the room they find that the tavern is empty, and upon further investigation the tavern is a single room with one door, no staff, even the taps are fake.

2.) A long hallway, with painted stalls line the corridor. Looking back you see the sign above the door you just left says tavern. Other signs read, Black Smith, City Hall, and General Store all above fake doors. The hallway twists and turns and as you walk through, you appear to leave a town, winding down the street and out the city gate and leading to another door at the end of far hall. A painted wooden arrow sign reads "The deep dark woods."

3.) Entering this room, A full forest springs forth as if conjured through magic. Beasts and Pitfall traps with all numbers of surprises compose the maze of pathways through this magic forest. After wandering through the deep dark woods, One of two exits are found, the Creepy Caverns or the Fearsome Fortress. A secret door attached to a wizard's tower can be found with good investigative practices.

4.) The secret door to the wizard's tower leads to a single room filled to the brim with books and laboratory equipment used for studying and practicing magic. Potions, spellbooks and other magical items can be found here.

5.) The Creepy Cave system spirals downward with interlacing underground waterways all emptying into an underground lake where a large aquatic beast awaits. The path down to the lake is fraught with trip wires, and cave beasts.

6.) The underground lake has a tiny island in the middle of it where a magic blade rests. If the party obtains the blade, they can recognize that the wizard carries the same blade.

7.) The fearsome fortress opens to a large opening hall with room to battle or train, the room opens up to a corridor to a barracks area on one side, a set of stairs in the middle leading to the second floor, and third set of doors opposite the barracks corridor, boasts 2 levers just outside it and a portcullis above the doors. This area is large enough to hold a battle in.

8.) The Barracks offers supplies and a magic item or two. After investigation, a secret teleportation circle can be found here under one of the beds that would allow the party to escape. The wizard should not be interested in this room, and will leave earlier than anyone else in the party, he claims no interest in the mundane lives of soldiers and suggests nothing of interest is here.

9.) The 2nd floor of the fortress boasts a location for a boss battle, if successful the wizard will reveal, and an appropriate ending should be given.

10.) This is the final area in the fortress, and it's a final trap, the room is meant to recapture or defeat the party if the wizard hasn't done so already. One leaver outside is meant to seal the portcullis behind the party and the second is to activate the trap this room is to hold.

Adventure endings:

1.) The Wizard attempts to murder the party, never letting them out of his dungeon.

2.) If the party reaches the exit, with party poppers and confetti the wizard congratulates them and releases them into world.

3.) If discovered, the Wizard could try to trap the players either in a death trap or a gas trap to render them unconscious and wipe their memories again.

4.) The Wizard could transform himself into a final boss for the adventure and upon defeat, leave his dungeon and all its contents to the party for fulling his last wishes.

5.) The wizard could decide to leave his ways and venture on with this party if they convince him to want to have new adventures.

Silks and Subterfuge

A social intrigue adventure for use in your favourite RPG system. Created for the One Page Dungeon contest 2018.

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By Matthew H, Sylvia G, and Katie L

Overview:

The PCs have learned of an artefact with powerful defensive capabilities. They know the description (but not the name) of the young woman holding this item and her plans to pass it to an unknown contact at an upcoming high-society function.

Armed with forged invitations, the PCs plan to infiltrate the function and intercept the hand-off. Danger awaits: high society can be a tangled web, and they're not the only ones after the artefact...

This scenario is designed to be setting-neutral – elven nobles could easily become suburban socialites or Italian mobsters. The defensive artefact (whether wand, prototype shield generator or Soviet tech) forces the PCs to prioritise social methods over combat.

Factions:

The Hosts (the Mirleths; Soran Mirleth; guards and servants) want the party to run smoothly. Will react swiftly to minimise disruptions.

The Smugglers (Mala Eranis; Lemall Wirsen; Mr Kurshal) want to secretly pass the artefact from Mala to Kurshal and on to the foreign embassy. There is little trust between them. This function is their first chance to perform the hand-off in a supervised way.

The Competitors (Taria Galvey; Rell; thugs) want to intercept the artefact. They know the identity of the artefact's recipient (Mr Kurshal), but not who currently holds it. They plan to intervene as Kurshal leaves the premises.

The Telleins (Dame Tellein; Warrel Tellein; other Telleins) want to provoke Soran into intemperate actions against Lemall Wirsen. Their motives are petty. They know nothing of the artefact plots.

Locations:

A: Main Hall: Big ballroom, lots of guests. Contains a large **Fancy Art** centrepiece and a grand staircase to the rest of the building.

B: Foyer: Guards/Security on duty. Servants take coats and bags into cloakroom

C: Cloakroom: Everyone's things, and only two guards.

D: Fancy Garden: Good for a bit of private conversation, or an ambush.

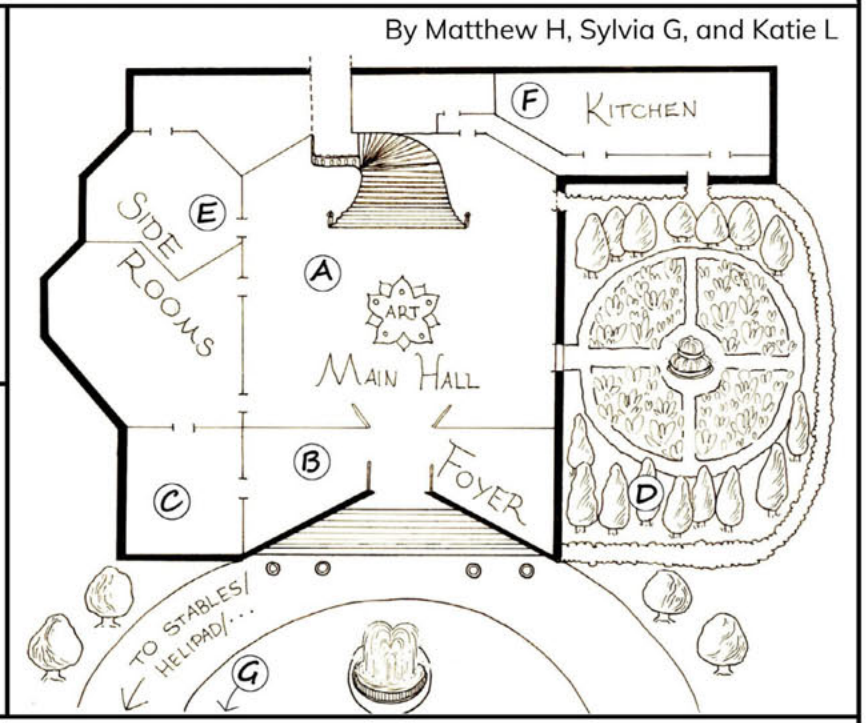
E: Side Rooms: Contain buffet tables and intrigue.

F: Servant's area: Kitchen, storeroom, and service corridor. Like all RPG servants, can be bribed.

G: Stables/Garage/Helipad: As appropriate for setting.

Complications (Optional; Pick one):

- A **fight breaks out** between two factions
- Someone sets the **building on fire**.
- Someone destroys the **Fancy Art**
- The party is attacked by a group **hostile to all guests** (Mercenaries, demons, pirates ect.)
- The PCs' **forged invitations** are discovered and called out.
- The PCs' **personal rival** is attending the function.



Characters:

The Mirleths are the charming and sociable hosts. Will clamp down hard on disturbances. Have servants and security on hand.

Soran Mirleth is the son of the hosts. Mostly cares about horses and duelling, or equivalent rich kid stuff. Surrounds himself with like-minded cronies. Easily provoked.

Mala Eranis is the young woman holding the artefact. Plans to hand it off to Kurshal to repay a considerable social favour owed to Lemall Wirsen. Clever, resourceful, but pressured. Can use artefact's powers.

Lemall Wirsen is a local politician orchestrating the artefact's transferral in return for a generous foreign donation. Provides a social distraction while Mala completes the transfer.

Mr Kurshal is Ambassador Xanlar's manservant, and the intended recipient of the artefact. Will take advantage of the distraction provided by his allies to receive the artefact, then exit the area via the gardens. Trained in unarmed combat, but cannot use the artefact's powers.

Ambassador Xanlar arrives late and is very foreign, flashy and distracting. Oblivious to all the plots, including his own manservant's.

Taria Galvey is a gossipy heiress who is attempting to compete for the artefact. Provides a social distraction for Rell's movements. May pretend to know passer-by to escape boring conversations. Occasionally too loose-lipped. Shares a passing physical resemblance to Mala.

Rell is a guard in the Mirleths' employ, but has been bribed by Taria to intercept the artefact. She plans to gather thugs and waylay Mr Kurshal in the gardens. Relies on Taria to keep their deal secret.

Dame Tellein is a grand, distinguished lady who is masterminding the Telleins' plot to discredit Soran and Lemall. Holds court in a visible position of the main room and sends younger family members to do her bidding. Great-aunt of Warrel.

Warrel Tellein, at his great-aunt's bidding, is attempting to provoke Soran into fighting Lemall. Has insinuated himself into Soran's circle. Effective at persuasion, but may take ill-considered risks such as planting evidence or rifling Soran's possessions in the cloakroom.

"You seek to free this village from its cursed affliction? Hear me out young one, to free the Lord from his demonic possession, you need to seek out Lady Lydia and fetch her five artifacts. Do you have what it takes to cross the drawbridge, step into the timeless void and enter..."

The Cursed Ruins of Graxx Inxomnitrix

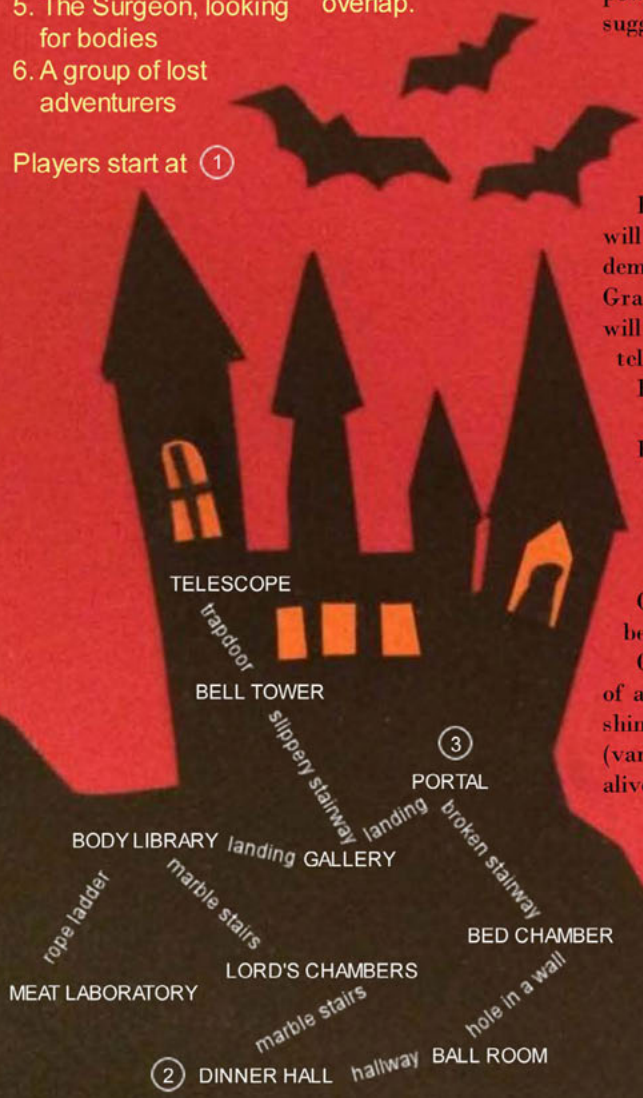
What might pass (1d6):

1. Craven gargoyles
2. A room shifts place
3. Laughing leprechaun with invisibility powder
4. Mad ghost, knows of hidden treasure
5. The Surgeon, looking for bodies
6. A group of lost adventurers

Inhabitants are evil but will act in self-interest and keep their word.

Castle doesn't comply with space-time rules, and areas may well overlap.

Players start at ①



ARCHERY RANGE Straw men impaled by (magic) arrows. PCs that hit the targets will get [the phantom emerald]. Pulsating purple berries grow on bushes here, healing effect if eaten.

BALL ROOM Majestic ballroom with frescoes. Princess dances by herself. She has strong psionic powers (telekinesis, illusions, suggestion) and has the [ivory comb].

BATH HOUSE Wooden building. Hot fumes inside, like a sauna. Metal will corrode fast. On a shelf is two jade statues and a [jade bowl of salt].

BED CHAMBER Lady Lydia will ask the PCs to destroy the demon that has possessed Lord Graxx's body. If they accept, she will grant them all spells back, and tell them five [artifacts] are needed.

BELL TOWER Gargoyles live here, guarding sacks of coin.

BODY LIBRARY Several androgynous bodies with books in cavities. Some of them move. Books contain lots of spells. [The book of stains] is here.

CASTLE DOORS Stuck, but can be picked or forced.

COUNT OLAF STATUE Statue of an old bearded nobleman with shining sword. Sword is magic (vampiric), but the statue will come alive and fight for it.

COURTYARD A fog shrouded place where dire wolves and killer birds roam.

DINNER HALL Seven ghouls dressed as staff, setting tables and feeding on half a human body. Lots of fine silverware

FOUNTAIN Tentacles will lash out and slam anyone getting near. Anyone hit risks being dragged into the water and eventually drown.

GALLERY Lined with silver candelabra. The Housekeeper, an ancient ghoul, keeps the place clean. Five beautiful gloomy paintings showing the archery range, ball room, bath house, body library and the lord's chambers.

LORD'S CHAMBERS Lord Graxx will talk, eventually attack. After he is slain, the demon Inxomnitrix will show its true form and flee to the Portal. [The Lord's carpet] is here.

MEAT LAB - home of The Surgeon, a tall gaunt man who treats bodies with ailments, sometimes successfully.

OUTHOUSE The Gardener lives here. He is a bloated ogre, twice as tough but stupid, and moves really slow. Explodes in green nauseous cloud upon death. He has keys to all rooms on a hook in his house.

PORTAL A rip in space time, surrounded by thorny algae, making loud growling noise. Three of the five [artifacts] are needed to close the gate. The demon Inxomnitrix fights with barbed whip/fiery breath.

TELESCOPE First PC to gaze into the timeless void will earn one level of experience, but be forever changed by it.

Players exit at ③

Words by Mattias Lejbrink
Image by Ann-Mari Karlsson
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BARTIZAN of the BLOOD EGG

By Max White https://creativecommons.org/licenses/by-sa/3.0

3:

(h) 10ft skylight. (i) 6 stained glass windows depict evolutionary scenes (a fish crawls from the sea; a neanderthal). (j) Stone statue with 4 faceless heads & 4 arms, inscribed *Quatralopithecus*. 4 hands grasp **the Blood Egg**. (k) Crate bears a spider icon; contains burlap sacks and 1 dusty cashew (walk on walls for 1 hr if consumed). Mahogany chair & table set. Wardrobe displays 4 masks: amber ape, lapis bird, jade lizard, & coral shrimp. (l) Hammock of woven hemp fixed to the wall by the door.

For each mask placed on the statue in the reverse order that they are listed above, 1 granite hand moves from the jewel - but the final mask (or any mistake before that) triggers ***a trap!***

2:

(e) Evervescent green acid gouts from a pipe into a 10ft pool (scalds flesh if touched). An emerald is wedged in the drain among the grit. (f) 4 skeletons dangle from chains (**T2**). (g) 4 levers raise or lower the skeletons. If one reaches the pool floor their chain falls loose from the winch.

T2: Skeleton Trinkets (roll 1d6/skeleton)

1-3	nothing
4	silver arrowhead in eye socket
5	gold tooth worth 1 coin
6	gold ring on finger stub (cursed! constricts finger until it rots)

1:

(a) Pickled curios in glass jars (**T1**) line steel shelves. (b) A deadly snake coils in a tropical terrarium. (c) 2 brass levers. (d) Fine red carpet conceals a trapdoor under the terrarium (leads to grimy cellar & 3ft sewage shaft draining into the open air above the sea).

The shelves are magnetized - any metal that touches must be pried away (including jars and the floor itself). Demagnetizes if either lever (or both) is thrown. The ceiling falls 2ft/second if exactly 1 lever is thrown. Reversing the levers reverses these effects.

T1: Pickled Oddities (roll 3d6/jar)

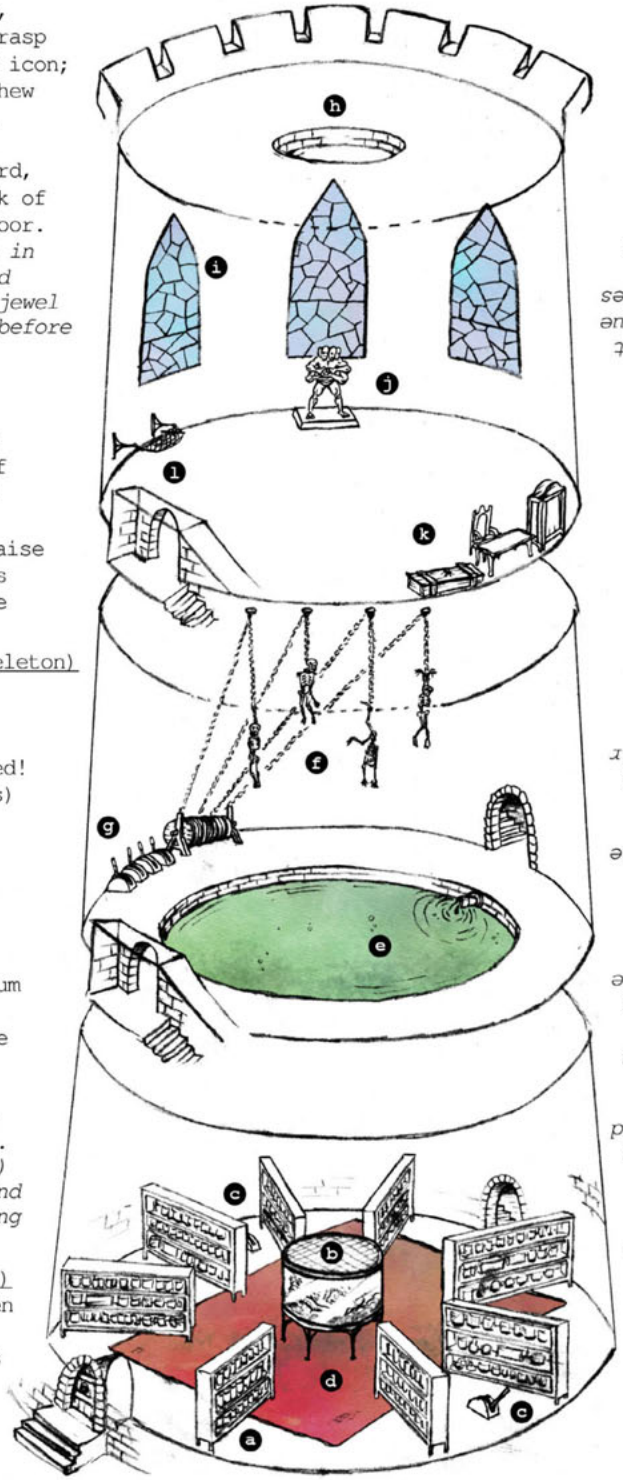
1 human	eyes	+ health if eaten
2 newt	skin	poison if eaten
3 horse	ears	worth 1d20 coins
4 rat	lips	worthless
5 hyena	bladder	worthless
6 ???	tongues	worthless

0:

The tower of Volutia the Vivimancer perches on a lonely lip of rock jutting from the Great Cliffs, 500 feet above the crashing sea. It is rumored that the Blood Egg, a ruby the size of a melon, is kept here. The sorceress seems to be away & the secret password you acquired has unlocked the front door without a hitch...

3.5:

A trap! *The entire tower shudders violently & flips upside down in an instant. Anything not secured falls 30ft. The doorways are now over 20ft up! (Flip sheet over to continue.)*



Epilogue:

A short climb through the grimy sewer leads to freedom. Much has been plundered but the right buyer may be hard to find & Volutia will be looking for the burglars. In fact, she may be waiting outside...

6:

The front door now leads to solid rock. Everything in this room remains fixed to the ceiling unless demagnetized. If that happens, bewware shattered glass, heavy shelves, a tangled carpet & an angry snake. The trapdoor to the sewer shaft is also revealed...

5:

Acid showers down from the pipe, filling the room 1 ft/5 minutes. The skeletons have animated & will attack anything their chains can reach.

4:

*The inverted tower now dangles from the overhanging lip of the cliff. The furniture crashes to the ground (but does not break). The statue grinds to life (**S1**) & tries to throw PCs through the skylight to their certain doom. It wields the ruby like a bludgeon.*

S1: *Quatralopithicus*
Massive stony body of great strength. Resists blades & arrows. Grabs with 3 hands, bashes with the 4th.

THE PIT! THE PIT! - an adventure by McGravin

@UnrealMcGravin mcgravin@gmail.com dice.camp/@McGravin

Three weeks ago, a falling star slammed into the base of a hillside, shattering stone and blasting a hole deep into the earth. Now wind moans over the mouth of the pit, sounding strangely like voices. Voices calling for you to descend into... THE PIT!

At the top of the hill, the soldiers evacuated the hill fort when the falling star struck, but it has been occupied by the cultists who summoned the Starheart. Now they prepare for a ritual to use the Starheart to destroy the world!

Below the hill fort, the old mines are full of undead, the miners who were trapped there long ago when the main entrance collapsed.

Under the old mines, the caves are full of troglodytes who feast upon any meat that comes within reach.

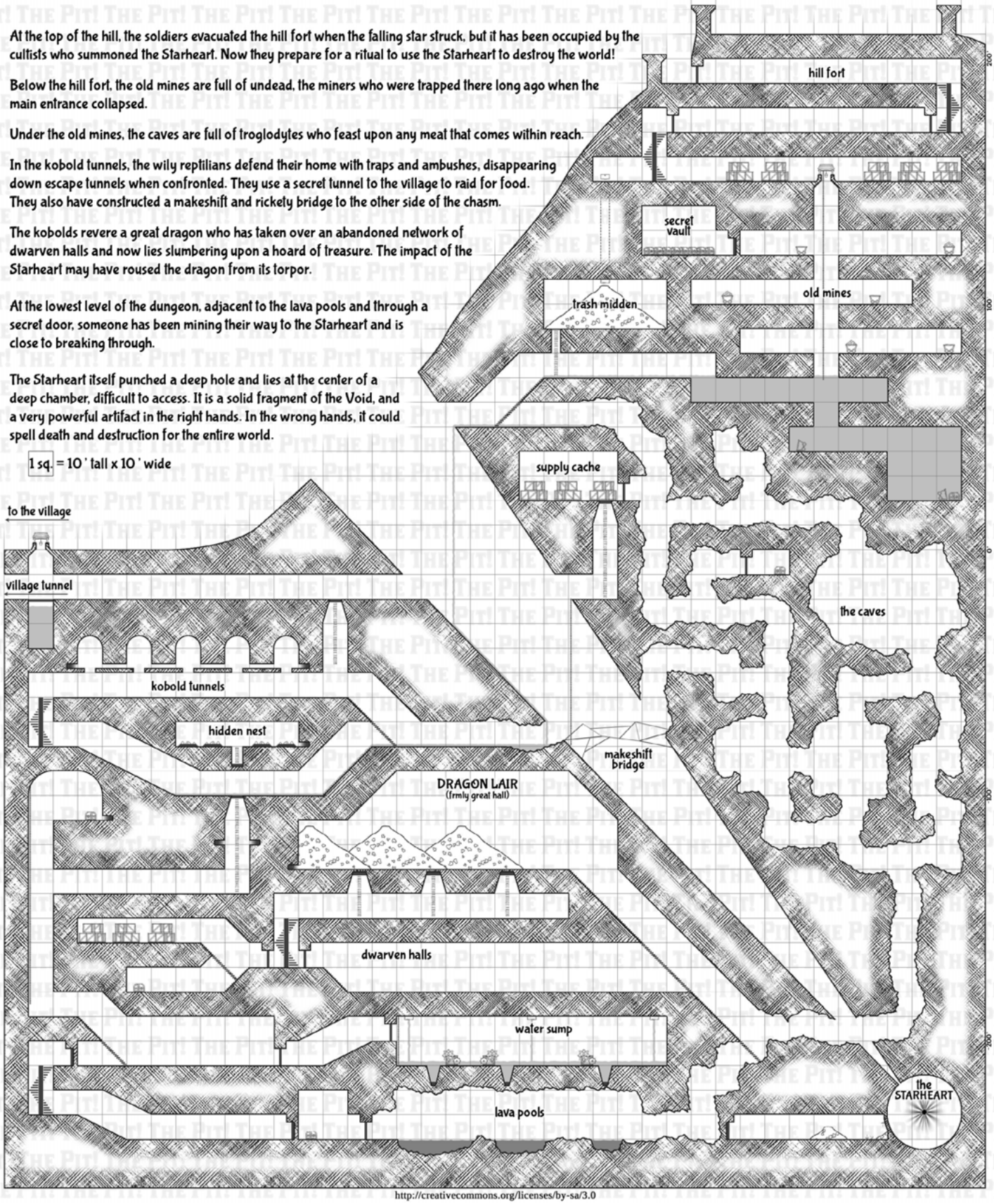
In the kobold tunnels, the wily reptilians defend their home with traps and ambushes, disappearing down escape tunnels when confronted. They use a secret tunnel to the village to raid for food. They also have constructed a makeshift and rickety bridge to the other side of the chasm.

The kobolds revere a great dragon who has taken over an abandoned network of dwarven halls and now lies slumbering upon a hoard of treasure. The impact of the Starheart may have roused the dragon from its torpor.

At the lowest level of the dungeon, adjacent to the lava pools and through a secret door, someone has been mining their way to the Starheart and is close to breaking through.

The Starheart itself punched a deep hole and lies at the center of a deep chamber, difficult to access. It is a solid fragment of the Void, and a very powerful artifact in the right hands. In the wrong hands, it could spell death and destruction for the entire world.

1 sq. = 10 ' tall x 10 ' wide



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Claudia's Taphouse

The Tavern that Time Forgot

Scenario: The adventurers are returning from a victory when they notice a tavern in the middle of the wilderness. The warm smell of roast chicken and the thought of a cold beer is enticing. They enter and are greeted warmly, but something feels strange. Every time they or one of the occupants eat chicken they are brought back in time. The scene resets; they enter the tavern again. Only they know they just did this over & over & over.....

A: The friendly and snappily dressed bartender Claudia. She greets the players warmly.

B: 2 patrons playing cards. 1 eats chicken after 1 minute unless prevented.

C: 1 young lad runs in the tavern after 1 minute with a potion that crashes on the ground. This occurs with B and creates a red herring.

D: 8 chickens lined in a row. From left to right they are labeled C D E F G A B C and a chicken will ring with the corresponding note when hit.

E: 1 Ogre playing a piano in a messy room. He is infurated by the smell of chicken and will attack on sight. His sheet music shows 3 sphinxs followed by 1 serpent then they're repeated 1 line lower.

F: 1 sphinx who asks a riddle: "I drive men mad for the love of me; easily beaten never free" The answer is Gold. When answered correctly the players see a golden G hovering above them.

G: A swamp-filled room that contains 1 serpent who surfaces when the players enter. It is not overly hostile and is completely disinterested. If the players get a scale from the serpent they notice a large letter E distinctly marked on it.

Goal: The players must play the notes below on the chickens.

G G G E F F F D

this is the opening to Beetoven's 5th Symphony. See below for keyboard notation. With this the magic of the time loop is broken and the occupants and tavern fade from reality and memory.

Created by Michael Perry
http://lonelygoblin.com
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This dungeon is the answer to the question:

"What is in that large, abandoned and decrepit building?"

It is a floor of semi-inhabited, rotted urban decay, pulled from a plane of roiling never ending cityscape. It is probably infecting and polluting your campaign's own city. Any forgotten alleyway door, or too long abandoned storefront could lead here. Roll on the random doors, traps, hallways and monsters as required (d, t, h and m on map) reroll as desired as the encroaching midden is possibly sentient.

(By Michael Raston)

Monsters (referred to as m 1 - 6 elsewhere), d6:
m1: 1 x Gibbering man, filth robe, large tome of ravings, AC11, 2HD, basic weapon: d6, mind blast: automatically cause d6 damage to self and target, Wants: someone to talk to.
m2: d4 x Sleeping, frozen giant grey mantis, awakens and attacks with noise, AC12, 2HD, Claw: d8, Wants: utter silence.
m3: 1 x Drooling bear, clumps of fur gone, green translucent skin, AC11, 3HD, claw: d8, fetid claw; test CON after attack or suffer disadvantaged plague, Wants: rotten things to eat.
m4: d6 x Fat giant rock skin mosquito, blind but can detect heat AC9, 1HD, proboscis: d6, can suck blood automatically after a successful attack, d4 per round, Wants: warm blood.
m5: d4 x Naked, blubbery, slimey half-man-refuse-worm, AC12, 2HD, basic weapon: d6, Wants: interesting rubbish.
m6: d4 x Trash armoured, clambering and shambling hoarder man, AC15, 2HD, basic weapon: d6, Wants: anything that can add to ever assembling armour.

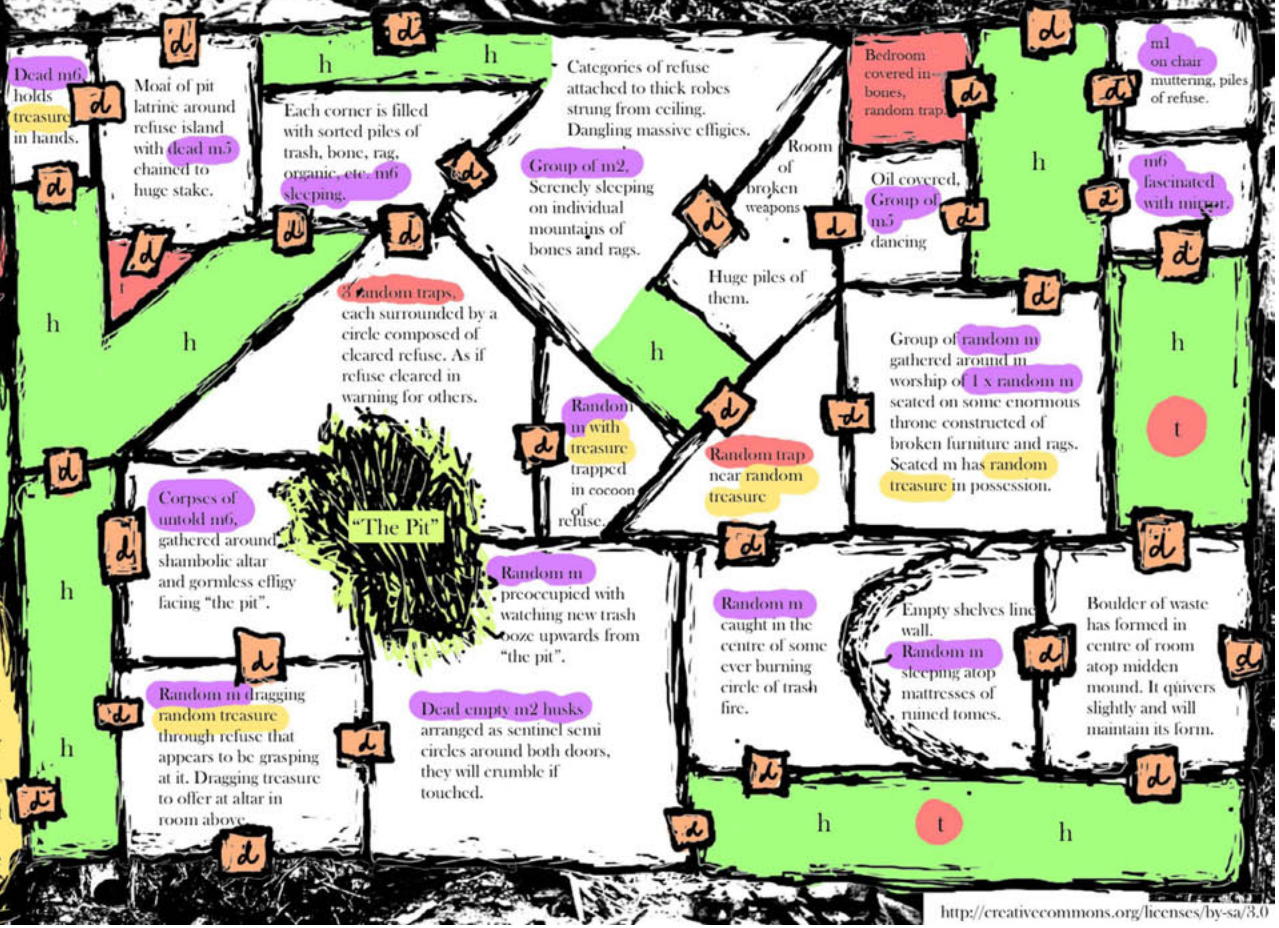
Doors, all wooden and slightly soggy, d8:
d1: Crusted with glistening, growing fungal filth.
d2: A rude red glyph which curses, next action rolled with disadvantage.
d3: "Sickness, death, disease, stay out", etc crude carved.
d4: Opens on approach, tiny stone hands operate hinges.
d5: Rotted wood is gilded, stones pried out already.
d6: Midden of insect husks semi blocks door.
d7: Streamers of stained brownyellow cloth nailed to.
d8: Nigh shattered and smashed, easy to look through.

Traps, most likely hidden by piles of detritus, d4:
t1: Black fungal lotus bloom, belches neurotoxin, test CON or paralysed d4 days.
t2: Poison covered blade, hanging from ceiling string, if pricked test CON or die.
t3: Hidden cage unleashes feral, diseased pigeons, test CON or suffer disadvantaged plague (everything rolled with disadvantage until healed).
t4: Rotted refuse pile so foul stench hurts, test CON or roll with disadvantage for next hour.

Hallways, d6:
h1: Refuse piled about central, vandalised wooden statues.
h2: Random monsters slurping black puddle which brown vines erupt to cover walls from.
h3: A campfire burns purple, fuelled by refuse, Random monsters at camp.
h4: Detritus mounds heaped against wall vibrate and skitter when approached.
h5: Dead body of random monster, wooden pikes poked through.
h6: Outbreak of fungal filth erupts with clouds of winged maggot, high stench.

Treasure, cross off as discovered by party, d8:
tr1: d6 biting gnat cloud potions, d6 damage to all in cloud for d10 rounds.
tr2: Gnarled clawlike wood wand, summons an operable hand for a round, which can conduct menial tasks at STR 10, d100 charges.
tr3: Gilded corpse cart, in shape of giant maggot, holds d6 random monsters corpses.
tr4: Large black pot of golden vision inducing tincture, d30 doses.
tr5: Caged morphlet, follows commands with CHA test, can morph into any small creature, will run away if mistreated, generally wants affection and food.
tr6: Very expensive looking gilded chair, shaped as serpent.
tr7: Map inked on furry leather, ink swirls and always shows direction to exit from any dungeon.
tr8: Scribbled scrap book, next M1 encountered will offer fealty in exchange for book.

"The Pit": The central, bubbling, ever growing, receding and gurgling kipple geyser. All of the trash infection and denizens of this dungeon seem to spew forth from it. A vast plane of refuse can be seen below. Setting fire to the pit will spread flame throughout the building quickly and the dungeon will be destroyed. It may well reappear in some other disused quadrant of the infected city though.



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The Chrono-Labyrinth of the Shattered Aeon

For a minute, at the stroke of midnight on the winter solstice, the portal opens and the Chrono-Labyrinth beckons,

This dungeon plays out in real time. Either use a clock or a stopwatch when it is used, the clock never stops while the adventurers are in the labyrinth.

Regardless of the time when the exploration begins, adventurers start at the stairwell in the middle of section 1. At any time when a character leaves a map section, they move into the map section with a number matching the final minute digit in the time, regardless of what section they entered *(eg. At 11.57, a character moves into map section 7; at 12.03 they move into map section 3)*. This means that certain parts of the labyrinth are only accessible at certain times.

If this dungeon is run for a group, the players should map it for themselves, they should not see the clock being used to actively track their time inside (or look at their own watch/clock unless at "time check" point).

Populate with an assortment of undead and mechanical constructs as per the game you are using to run this dungeon. Symbols on the map indicate expected locations and types of encounters.

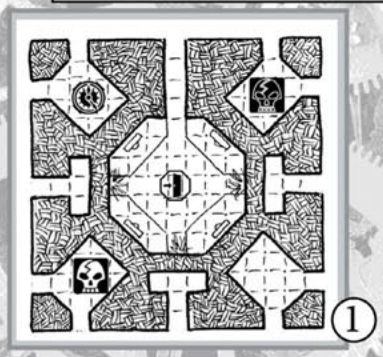
- *Easily overcome undead*
- *Easily overcome construct(s)*
- *Challenging undead*
- *Challenging construct(s)*
- *Potentially deadly undead(s)*

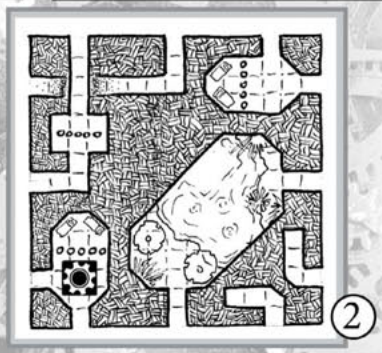
Regardless of how much time passes for the characters in the dungeon, no time passes in the game world outside. The characters return to the world moments after they entered the Chrono-Labyrinth.

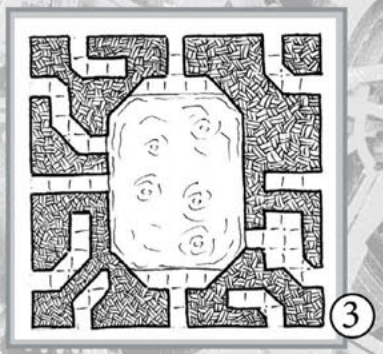
When they leave, it is one minute past midnight.

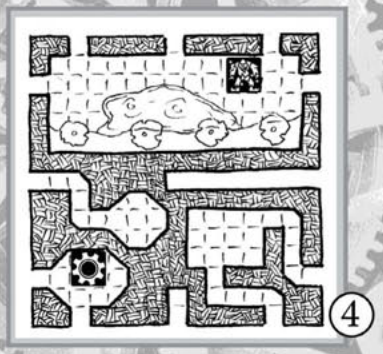
Why are the characters here?
Choose at least one of the following, or make up your own...
(Different characters may have different reasons for being here)

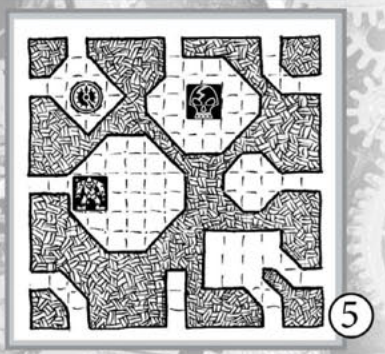
- You lost a relative who came to explore the labyrinth several years ago, and hope to find out what happened to them.
- You heard that there is a mysterious clockwork treasure within that local scholars will pay a small fortune for.
- Every year when the labyrinth appears, a local child goes missing, you have been paid to find out what happens to them.
- The immortal Queen of the Shattered Aeon lives in a treasury at the centre of the labyrinth, ensuring the passage of seasons each year. Any who best her in riddlecraft are granted strength and power for until the next solstice.

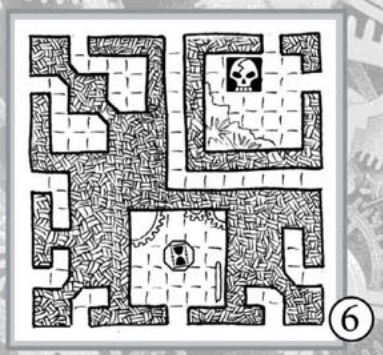


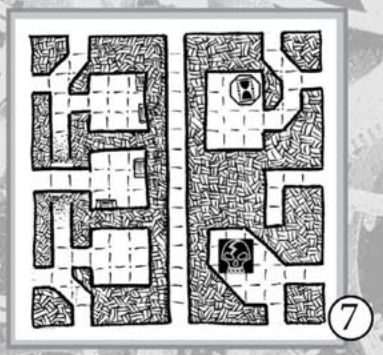


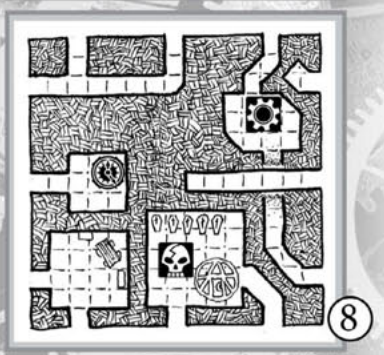


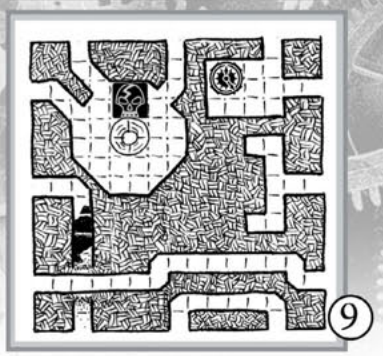


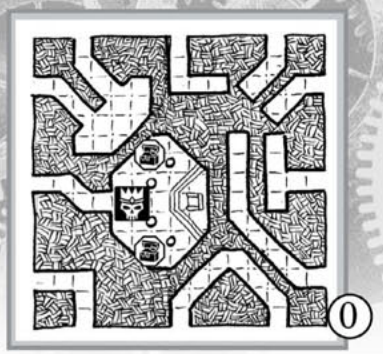












Additional Symbols

- *Entrance/Exit to the Labyrinth (upon exit, no re-entry allowed)*
- *Time Check (while here, allow characters to see current time)*
- *Map Pedestal (show players a map of their current map section)*
- *Chrono-Labyrinth Treasure (as appropriate to game system)*

The Chrono-Labyrinth of the Shattered Aeon

http://creativecommons.org/licenses/by-sa/3.0
By Michael Wenman / Vulpinoid Studios April 2018
for the 2018 One Page Dungeon Contest

Lost in the desert our heroes stumble across an uncharted oasis, dominated by a foreboding pyramid. There is a small tattered tent.

The tent has clearly been abandonded for years. Inside are a bed roll, a small bottle containing a healing potion and a faded letter.

Lakam,

If you are reading this you must have escaped somehow. We are going for help and will be back soon for you and the treasure.

OASIS RANDOM ENCOUNTERS

Fish in the water and Crocodiles to eat them. Wild Camels come at sunset and a Male Lion with a burnt muzzle to hunt them. Giant scorpions come at night and death brings Vultures.

BURIAL CHAMBER

When the column is down, a secret room can be accessed. It contains a sarcophagus holding riches beyond all dreams. And a mummy. Of course.

STATUE OF ANUBIS

Careful examination will reveal that his staff acts as a lever. When pulled it releases the column, which falls into the pit making a sound loud enough to wake the dead!

UPPER CHAMBER

The upper chamber contains the undead remains of Lakam. There is also a minor amount of silverware plates and coins, but no treasure worth killing or dying for.

LOWER CHAMBER

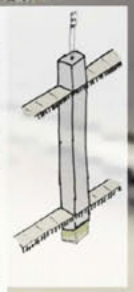
The lower chamber was plundered long ago. Now open to the elements it has become the lair of Giant Scorpions. Use one scorpion for every two characters. At the back of the room amongst scattered debris, lie the remains of many previous victims of the scorpions, including a small amount of scattered gold and silver coins.

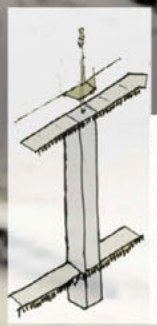
ENTRANCE

A 5 foot wide and 5 foot high stairway descends into the darkness. A lifeless feeling emanates from below.

THE WINCH

The column can be raised back up by turning the winch. It is hard work and takes all a person's strength. It is too stiff for most magical effects to turn. When the column gets back to the top, Anubis's staff clicks and the column is held again. The two openings are never open at the same time, even for a moment. When the column is half way up, both exits are blocked.





WHEN THE COLUMN IS DOWN

When the column comes down, there is no longer an exit from the pyramid. The upper chamber can now be accessed and anything in there can come out. The first time it falls, when the echoes have died down a disembodied voice whispers: "At last!"

WHEN SHADOWS FALL

Anyone left alone in the pyramid will start to hear whispering. Then torches and lanterns flicker and undead shadows emerge. There are too many to fight and anyone they slay takes Lakam's place if he has been destroyed.

LAKAM

Abandoned by his friends and overcome by the shadows, Lakam is a powerful undead wight who seeks vengence on the living and then escape from the pyramid. Play him real mean. For me. Anyone he kills turns into a shadow and joins the others in the cracks in the walls.

THE PYRAMID SCHEME

A moral test for a low level party by

Mike O'Regan

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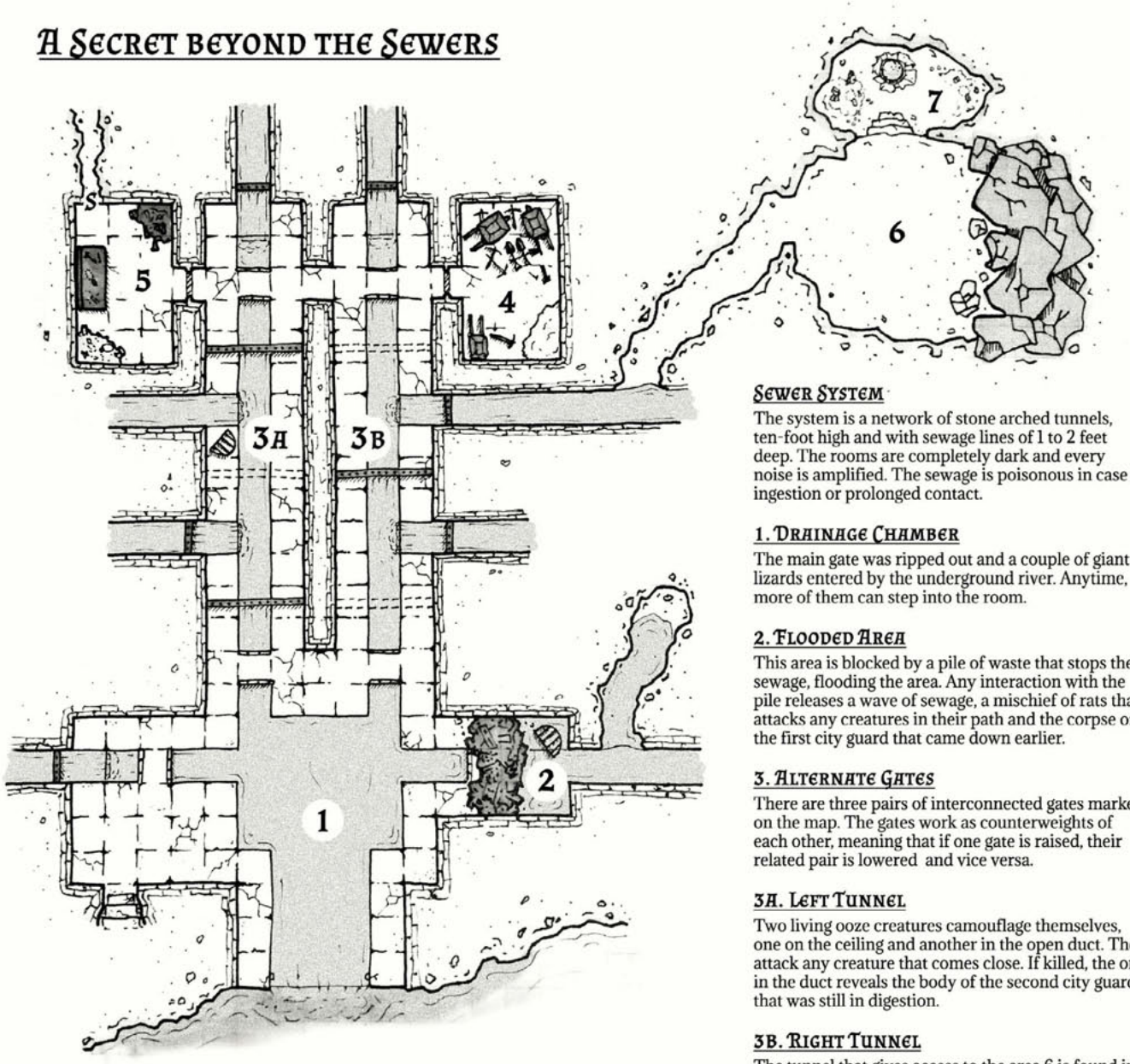
A Secret beyond the Sewers



Background

Long ago a small city was destroyed by a dragon that lived in a cave below. Time has passed and today nobody remembers the dragon or what really happened. The city is now rebuilt and progress can be seen everywhere. However most citizens don't know that some small dragon-dog like creatures called kobolds inhabit the old sewer system, they run it in return for being left alone. In truth, they are searching the old dragon's lair and have just found it! Inside the cave an unhatched egg was found and now their destiny is clear, they need to hatch it and hoard a treasure to honor their future master.

With the sewer maintenance neglected, the city is in trouble. Guards were sent to check it and never came back. What is happening down there?

Sewer System

The system is a network of stone arched tunnels, ten-foot high and with sewage lines of 1 to 2 feet deep. The rooms are completely dark and every noise is amplified. The sewage is poisonous in case of ingestion or prolonged contact.

1. Drainage Chamber

The main gate was ripped out and a couple of giant lizards entered by the underground river. Anytime, more of them can step into the room.

2. Flooded Area

This area is blocked by a pile of waste that stops the sewage, flooding the area. Any interaction with the pile releases a wave of sewage, a mischief of rats that attacks any creatures in their path and the corpse of the first city guard that came down earlier.

3. Alternate Gates

There are three pairs of interconnected gates marked on the map. The gates work as counterweights of each other, meaning that if one gate is raised, their related pair is lowered and vice versa.

3A. Left Tunnel

Two living ooze creatures camouflage themselves, one on the ceiling and another in the open duct. They attack any creature that comes close. If killed, the one in the duct reveals the body of the second city guard that was still in digestion.

3B. Right Tunnel

The tunnel that gives access to the area 6 is found in a sewage duct that has their bars put loosely only to give no clue about the existence of the tunnel.

4. Storage Room

Picks, shovels and pushcarts are stored in this room. Dragon themes are painted with red mud on the walls. A map of the sewer complex can be found here, the kobolds marked the two points where they dig in it (the ducts at area 2 and 3).

5. Loot Room

There is a small secret passage in this room that the kobolds have been using to pillage the city and bring the loot here to be analyzed and separated into piles of treasure or junk. Three to four kobolds are usually working there and regularly, one of them carries a bucket of treasure to the area 7 and comes back later for one more round. Any change in the interconnected gates draws attention of the kobold that calls for reinforcement to investigate the area. If combat unfolds, the kobolds tries to run to the area 6 at any sign of defeat.

6. Collapsed Cave

A four-feet high tunnel link a sewage duct to a cave that's part of the old dragon's lair. The cave is partially collapsed and became an isolated underground chamber. There is a kobold sorcerer overseeing a bunch of kobold workers painting dragon themes on the cave walls.

7. Dragon Hatchery

A depression in the cave is being used to hatch the dragon egg. Two piles of treasure lay on each side of the bowl-like chamber. In the center, some kobolds are scrubbing the egg with their bodies. If combat unfolds in the area 6 the egg soon hatches and the newborn dragon join the fray after feed himself of a few surrounding kobolds.

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One Page Dungeon-The Angstloch- By Moritz Fornoff

This is a short dungeon written for the One Page Dungeon Contest 2018. It is released under the "Creative Commons Attribution-Share Alike 3.0 Unported" license (http://creativecommons.org/license/by-sa/3.0).

This dungeon is meant to invoke a feeling of suspense and fear in your players. It features no combat encounters, though the opportunity for death and harm is still present. It relies on you, the GM, to invoke an atmosphere of uncertainty and fear. The following material will help you in doing so.

Upon starting this adventure, read: *"You've fought your way through the ruined keep, clearing a path to its innermost tower, the Bergfried. Mere steps away from your reward, the magical sword, the floor gives way beneath you and you plummet into the darkness of the Angstloch."*

The characters' goal is to escape the Angstloch and get their reward, the fabled magical sword. To do so, they must traverse the dungeon laid out before them with cunning and skill.

Only one "monster" dwells in this dungeon, a former prisoner now turned undead. They are intentionally not labelled or stated, to ensure that characters cannot align them with a pre-existing trope of a creature. "The Thing" is not alive. It does not require food, water, sleep, or air, driven only by an unending hunger for the living.

1st Room: Angstloch chamber: The characters plummet into this chamber, landing on heaps of debris, bones, and dust. The chamber is dark, except for a single shaft of light coming from where they fell through the floor. The walls are crumbling and slick and cannot be climbed. One side of this Angstloch has completely fallen away, revealing a small space inside, in which a human skeleton is immured. A character must push through this crack to advance in the dungeon.

2nd Room: Dungeon chambers: Upon leaving the Angstloch, the characters find themselves in a small prison. Four 5-foot wide cells are parceled off with rusty iron bars. The crack in the 1st room's wall deposits the characters into one of these cells. The prison is utterly dark, clammy, and eerily quiet.

The iron bars to the characters' cell must be overcome to advance. They can be broken down by force, magic or unlocked with appropriate tools.

Two of the other cells hold moldy skeletons, while one had its bars clawed and gnawed at from the inside until they finally gave in and could be bent away. Footprints of someone or something moving on all fours start from this cell, and lead to the 3rd Room.

3rd Room: Guard Chamber: Formerly the prison wardens' chamber, this room is now cluttered with dust and debris. It is utterly dark. Broken remains of furniture lie about the floor, and two doors lead off into separate directions. Both doors are waterlogged, and stuck in their frame. However, they can be forced open with brute strength or magic.

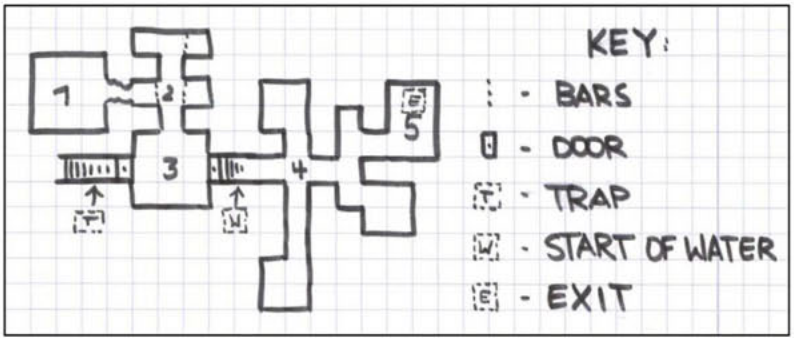
One door opens to an ascending staircase at the end of which faint light shimmers. A character who sets a foot on the steps becomes aware that they are not structurally sound and will likely collapse. They absolutely collapse on anyone trying to walk further.

The other door opens to a descending staircase that is flooded up to the landing with brackish, ice-cold water.

4th Room: Flooded Hallway: This staircase, and the hallway and rooms beyond it, is completely flooded. They are dark, narrow, and lead downward to a munitions depot through which escape is possible. However, there is a very real chance of getting lost in this area. Describe every corner shown on the map and track squares traveled. Characters start with a Breath of 4 + their vigor as established by the fiction. Every 4 squares, they lose a point of Breath. When a character's Breath reaches 0, they are suffocating. They become panicked and unfocused, represented by a penalty at everything they attempt to do. Keep marking Breath into the negatives. When a character reaches -3 Breath, they run out and drown.

Hidden in the water is "The Thing". It waits for anyone to brush by it, at which point it reaches out to grab them and hold them down. Characters are not able to completely discern its form, but it appears to be a gaunt, emaciated humanoid. It will pursue characters at half their speed, trying to corner them. It tests versus a character's strength to hold them down. It is as strong as the first character it encounters.

5th Room: Munitions Depot: This room offers the only way out of the Angstloch. It is completely flooded and pitch black, but its ceiling hides a double door hatch through which munitions were lifted up or lowered down. It can be pried open by force, magic or picked with appropriate tools. Opening this hatch leads to an unflooded room in the keep, and marks the end of the Angstloch.



MOUNT ZORGOTH

by Nate Treme

After centuries in cold clouded darkness, brave adventurers climb the mountains to bring sunlight back to their people. Unless PCs can fly, mountains must be traveled in numerical order.

#1 The adventurers break through the perma clouds. Zorgoth, the Cyclops godling rules from the highest peak. His star magic keeps the world below shrouded in darkness! Can the spell be broken?

Random Encounters for areas 1 & 2.
1) Slug Shepherd who is only hostile if his flock of very hostile 2d4 spider goats are attacked.
2) 1d6 jelly hawks drop poison poops and swoop down with sharp talons (the only non jelly part of them).
3) Rusty Merchant Bot*
4) Landslide! Dodge or fall off the mountain!

***Rusty Merchant Bot Inventory**
Magic Bean: $20, grows into impenetrable sleep pod that withers after 8 hours, 1 time use.
Vial of Jelly Hawk Scent: $5.
50' Goat Spider Sticky Rope: $10.

#2 The earth spirit living in this mountain will grant luck (a free reroll) to all party members if they revert the boiling licorice flow from The Blue Volcano(**#4**) to its previous cool temperature.

#3 Ancient workbot remains litter this area. A still working voice chip with attached speaker tells PCs that Zorgoth destroyed them centuries ago for attempting to journey below the permacloud to find their human creators.

#4 Bubbling licorice flows from the Blue Volcano. A Fuego Fiend bathes in the black liquid, his fire excretions bringing it to a boil. He will try to devour anyone who ruins his vacation.

#5a A crazy bovine hermit lives in the abandoned ruby temple atop this mountain. She moos an ancient song and offers milk to travelers. If a PC drinks the milk she'll show them the secret tunnel leading to Neptuna's Castle.

#5b: Neptuna's Castle
4d6 Fishfolk guard Queen Neptuna's fab pearl encrusted castle. Neptuna offers a helmet of waterbreathing to a champion who brings her a goldfish from the pet store in Mog(**#7b**).

Random Encounters for areas 6 & 7a
1) 2d4 Shock Boars!
2) 1d6 Outcast Fishfolk Bandits
3) Angry Sponge Ogre! Easily distracted by riddles but gets extra angry if they're too hard.
4) An ancient hidden landmine. Hard to spot, hard to disarm once stepped on.

#7b: Mog
Mog is a city of Batfolk. Must fly or climb to get around. There are restaurants that sell beetle pies, a barber shop that only does pompadours, and a pet store with a sentient goldfish that costs $1000! The batfolk are friendly but loyal to Zorgoth so PCs should watch what they say.

#8 An earth spirit inhabits this mountain. Zorgoth's space magic gives it migraines. It will heal the PCs wounds if they make a joke at Zorgoth's expense.

#9 Winding slippery stairs lead to the peak. 2 Chalk Goblins at the top of the stairs snipe at anyone coming up. At the peak, Zorgoth sits in his dome muttering incantations. He thought everyone under the permacloud had frozen to death. He's not happy to see survivors. He summons 2d6 Gladiator Slugs to attack the PCs. If PCs win he promises to cast a spell to remove the clouds but really he tries to cast a spell to turn the PCs into pigeons for 1d4 days. He is gelatinous and easily killed, even by pigeons. If he dies the clouds dissolve.

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Marvin's Magical Menagerie

Created By: Nathan Byrd and Buddy Caperton

The Great Wizard Marvin is urgently needed in the 12th dimension for an extended period of time. He happens upon your party where he hurriedly request thier assistance with a most urgent quest that he needs completed in his absesnce. Before there is time to respond Marvin teleports the party to the interior of his magical menagerie. Upon arriving Marvin sumons a scroll that he says will provide further instuctions and then vanishes. Reading the scroll the party learns that within the menagerie there are five tasks of utmost importance that must be completed in order for their reward and the way out to be revealed. With further inspection the party finds that they are stuck inside a room with 5 sides each containg a single door. At the center of the room is a staircase that leads to a door locked by magic. When all five tasks are compled the magic door will unlock revealing a reward and the exit.

Your party finds themself in a dessert. The group must find and collect 5 suspiously steamy and maliable golden nuggets burried throughout the sand. It wont be an easy task as too much movment causes large hostile sandworms to rise out of the sand. Perched on rock is also a large Golden lynx that lays sleeping and will only attack if provoked.

This room apears to be a magical aviary. The party must collect one egg of ice/lightning/fire. The eggs are spread in three separate nest, one under each bird spread equally in the room. The birds who protect these eggs are asleep and calm, until you touch their egg, then you're toast, or fried, or a meatsicile . The party must collect the three eggs and then make it out alive.

This room houses a magical garden and the All Tree which can grow anything and everything. Impossibly large Insulting Weeds (they do throw insults) that are covered in thorns surround and lash against the base of the tree. Your party must destroy all the weeds. The weeds will throw horrible insults and attacks at the party.

This room has a stone platform at the front and back with a large pond inbetween. The pond is full of giant magical koi fish. The party must get to the back platform where isthere is food for the fish. The only way to get to the back platform without becoming a meal for the fish is to jump on the large stones spread throughout the water.

Your party walks into a dark damp dungeon that has a large pool of water in the center. Out of the shaddows steps a large three headed dog. The party must work together using thier strength, wisdom, and agility to force the giant beast into taking a much needed bath.

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The COLONY

Ned Hugar
twitter: @nedhugar

A new mountain? No!
This lumbering colossus is quickly crossing the wilds, eating herds of oxen and boars in its path. Your party is summoned to stop the earthen titan before it crushes a humble mountain village in its path!

BEASTIARY

Worker Ants: Completely blind and the size of small dogs, these ants link their bodies together to form a network of muscles and nerves. If provoked they emit a purple cloud of panic pheremones that summon nearby soldier ants.

Cargo Ants: Carry nectar or other liquids in their abdomens to feed and tend to the workers. They ignore adventurers but will emit panic pheremones if attacked.

Soldier Ants: Bulky ants the size of wolves. Attack anything that smells like panic pheremones but cannot emit more to call for backup. Otherwise, they rest in the heart chamber or patrol along scent trail lines.

Flying Drones: Soldier ants with wings. All males.

The Jets: A rival gang stuck in the Colony, and a love triangle.
Ace- human fighter, leader of the jets. Amazing hair.
Valerie- half elf sorcerer from wealthy upbringing.
Steph- human ranger, sweet and tomboyish girl next door.
Bottleneck- elf rogue. Broke his leg.

Professor Roderick Brinkley: A halfling druid entomologist studying the Colony. His position inside is always changing. He has vials of ant pheremone he freely hands out. Its been a while since he's interacted with another person.

The Colony is a mobile anthill that functions as a giant body. Instead of muscles, worker ants form massive chains that pull its arms and legs. Cargo ants and soldier ants skitter through its hallways like red and white blood cells. Mysterious beings live inside it and fight over resources like parasites. Who is really in charge here?

1. The Mouth: the destination of many adventurer's caught in the Colony's grip. A straight shot to the stomach.

2. The Stomach: a catwalk path circles a vat of gastric juices. A vast dire tapeworm swims the depths looking for live prey. Cargo ants hang on the edges, lapping up the acid broth. Captain Spode is fishing out pieces of debris with a pitchfork and retreats to his secret chamber.

3. Spode's Chamber: a hammock hangs over his various treasures (all junk.) Spode is an alchoholic sea captain who only wants to live in peace in the Colony. He has several vials of pheremone that hide your scent from the soldier ants, unless you happen to get sprayed by panic pheromones.

4. Great Chest Cavity: One side has a four chambered barracks that houses an army of sleeping soldier ants. The other side lives a great balloon fungus that symbiotically lives on the roots of the tree and provides air to the Colony. A member of the Jets broke his leg trying to climb up to the head and wants to be reunited with his friends.

5. Head: the eyes are two camera obscuras that project onto a wall of worker ants linked together in a tight web that connects to the chains of worker ants below. The eye sockets are large enough to climb out through.

6. Tree: A huge sentient tree lives on the shoulder and pretends to be the brain of the Colony, but all it can really do is guide the Colony's direction by making shadow puppets in front of the eyes with its branches. The tree can see through and speak from any part of its body, which is handy because its roots permiate the chest cavity and brood chambers. It is unaware of the Professor. It thinks the Jets are here to destroy the Colony and wants them killed.

7. Royal Brood Chamber: The walls are lined with cells of maturing pupae. An immense queen lays eggs, cleaned and protected by several winged drones. A massive brood cell is growing a new Queen.

8. Storage Room: Cargo ants, abdomens stuffed with nectar, hang from the walls. Undigestible materials are scattered around the floor. The Jets are debating which tunnel to take.

9. Arm Socket: chains of Worker ants form long muscles around a straight tunnel down and out the arm socket

10. The Womb: Worker ants slap mud and wax together to build a new Colony. Once the new queen hatches it will be complete. The Colony is seeking a safe place to give birth.

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Ei'yeu-dousum

Characters Monsters places others

Background

We met a storm while we were on a boat, so we decided to land on a small islet. However, that was not a very good decision...

The crews

The captain was so scared that he refused to land on this islet. According to our guide, he insisted that we should leave this islet immediately after the storm weakened.

The basic crews (You may add more crews.)

Captain - He knows the legend of this islet.
Captain's cousin - She can sail a ship, too.
Captain's son - He is just a young coward.
Guide - He can speak the language of PCs.

The Boat

The boat seemed to have been dainaged. When I asked a crew what the dainage was, the crew said...

choose one or more

* The ship's ripped sails must be replaced.
* The boat's bottom was covered with seaweed.
* The boat's helm is broken. So crew must fix it.

Landscape

We had to climb about 3 meters along the narrow road between the rocks. No trees grew on top of the islet, but only strange mushrooms and mosses grew there. Also, we could find a small well and a House.

Map(It may be not important.)

Folklore

When we asked why the captain was not going to land to this islet, he told us about the legend of this islet, 'Ei'yeu-dousum' through the guide. So what he told is...

choose one or more

* This islet is a very scaly sea monster's lair.
* If we aren't lucky, we will stay here forever.
* This islet is the passage to the underworld.

The Well

Someone of our party pulled up the kibble from the bottom. The kibble was filled with...

choose one

* A pile of children's bone.
* A lot of seawater that salty taste.
* A lot of blood and a rotten arm of a woman.

The Shrine

The building we thought a house was a very old shrine. In that one-room shrine, we saw a large jar full of water and...

choose one

* A feast table, but its largest plate was empty.
* Portraits of the weird old people.
* An illusion of Hungry people gnawing bones.

Weird Mushrooms

Most plants were the moss and mushrooms we had never seen. And some large mushrooms often sprinkle their spores around and the spores...

choose one

* They are just very poisonous.
* The spores Grow up in human skin.
* They are very delicious but addictive.

Strange Things

A Lost crew

When we returned to the boat, a crew was missing. And others in the boat did not even know that one of them had disappeared!

The dead of the disappeared crew will be found on somewhere. If PCs do not know how to sail the ship, either of the captain or his cousin has to survive.

Living Saltwater

Suddenly the seawater moved like a living, swallowing a poor bird that sit down on the shore! How could that be possible?

Living Saltwater is an amorphous monster that can not be distinguished from the seawater by the eyes. This monster is similar to the slime, but PCs can not kill this monster. Though fire or magic may drive it out for a while, but it will come back later. The water in the jar of the temple may also be another living saltwater, and the well may be used as their nest.

Unconscious sabotage

We stopped a crew who tried to wreck the boat. However, the crew didn't explain why he did and even he didn't know what he tried!

Some of the crews start to do strange behaviors (trying to wreck the boat or to hurt others). Once a crew has become strange, he does not return to normal before he leaves the islet.

Seaweed Imitator

Someone who was next to me struck the stones was hurt, and green mucus began to flow out of his wound. It was not human!

One of the crews was replaced by a monster made of seaweed. However, this seaweed imitator has the character's memory, so this monster tries to behave just like the character that it imitates.

When PCs unveil its true identity, the monster collapses and its collapsed body becomes a mindless seaweed lump monster and it tries to eat everyone near it.

A voice in the air

My colleagues say they heard a voice. So we searched the islet, and we found that the voice was...

choose one

* The Sound of weird birds mimicking human speech.
* Real human voice, but we couldn't find anyone.
* Our auditory hallucination.

"Bring the offering!"

Mysterious scribbles began to emerge on the boat. We can not read the text, but according to our guide, these scribbles mean 'If you do not bring the offering to me, I eat you all.' in the ancient language.

There is an invisible being on this island. If PCs leave someone or something on the islet, nothing will happen. But if they don't, it may call a magical mist or try to kill everyone.

After The Storm Weakens

Unfortunately, it is impossible to leave the islet until the storm weakens. However, once the storm weakens, PCs will have to leave this islet.

Sinking of the Islet

The islet starts to sink slowly. As the sea level rises, the living seawater becomes more aggressive. PCs must leave the islet before they are caught by the monster or drowned at the sea.

Lost in the Mist

When the storm calms down, the magical mist begin to cover the ocean. If PCs leave the islet too late, they will wander in the magical mist forever.

A strange jar

After leaving the islet, PCs find an unseen large jar on the boat. Of course, this jar contains the living seawater. If PCs do not notice the monster, it will come out of the jar and try to kill everyone. But if PCs drive this monster out of the boat, the monster will not return.

A replaced crew

An undiscovered seaweed imitator will begin to collapse when it leaves the islet. Its collapsed body becomes a mindless seaweed lump monster and it tries to eat everyone on the boat.

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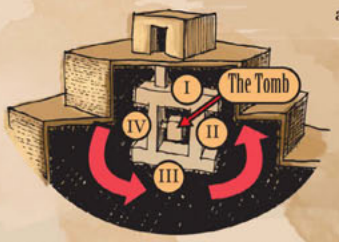
Vault of the Witch-Queen

by Noah Lloyd
and Matt Ryan



Legend tells of an ancient Witch-Queen with the power to raise the dead without restriction. The adventurers have either come to raise a compatriot, or have come on behalf of a powerful noble to gain the Witch-Queen's magic.

Located deep within an ancient ziggurat, the *Vault of the Witch-Queen* is a megalithic tomb comprised of four rotating levels, attached at their corners, that turn around a central tomb chamber. ***Whenever*** a magical spell is cast, by either a wayward adve nturer or by the dungeon itself, the levels rotate so that the next level takes the place of the previous. Parties which cast no magic will still face some of these troubles, as they trigger the dungeon's magical traps. The only way for the adventurers to escape the Vault of the Witch-Queen is to return level 1 to its original position, once again aligning the entrance tunnel with the ziggurat's tower.

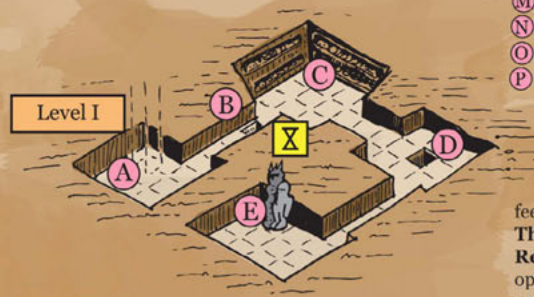
Example: When the adventurers enter level 1, their wizard casts *Light*, causing the dungeon to turn, with level 2 now on top. The adventurers must now explore the rest of level 1 by climbing on its walls, the pit trap from level 1 to level 3 is now a horizontal hallway, etc.

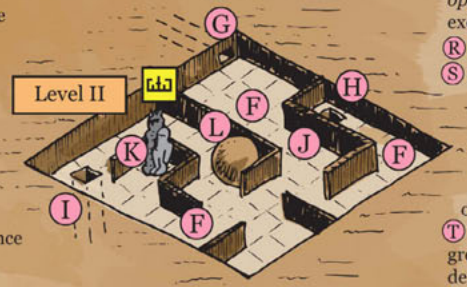
Level 1

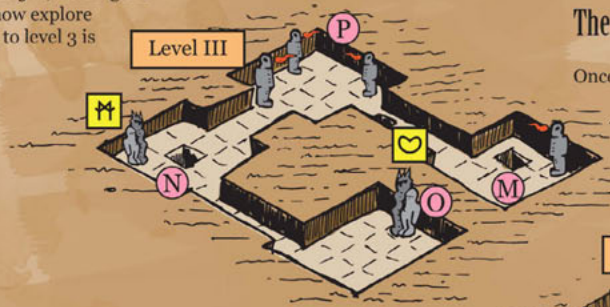
Ⓐ Entrance tunnel leading from the top of the ziggurat to **B**.
Ⓑ Pit trap to **Level 2**.
Ⓒ Catacomb room, full of 2D8 self-assembling **Skeletons**.
Ⓓ Pit trap to **Level 3**.
Ⓔ Clay statue of the Witch-Queen and her first Husband.

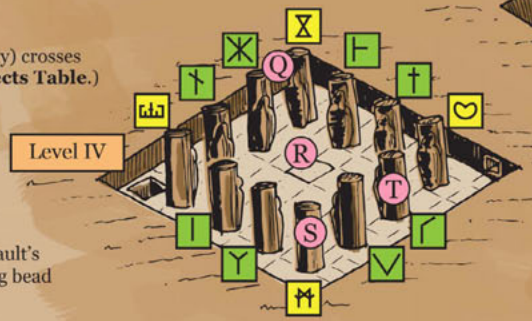
Level 2

Ⓕ Three wards set off magical effects whenever the boulder (or an entity) crosses them, once more setting the levels rotating. (See **Random Ward Effects Table**.)
Ⓖ Entrance from **Level 1**.
Ⓗ Pit trap to **Level 3**.
Ⓘ Pit trap to **Level 4**.
Ⓙ Each round, adventurers have a 1-in-6 chance of encountering 1D3 **Shadows**, which stalk the maze looking for prey.
Ⓚ Clay statue of the Witch-Queen and her second Husband.
Ⓛ **Boulder** that rolls chaotically around the level, set moving by the Vault's rotation. You can track the boulder's movement with a standard gaming bead on the illustration of the level.









Level 3

Ⓜ Pit trap to **Level 1.**
Ⓝ Pit Trap to **Level 4**.
Ⓞ Two statues of the Witch-Queen, with her third and fourth Husbands.
Ⓟ Four **Statues** with flaming eyes that animate and attack intruders.

Level 4

Ⓠ The Burial Hall is a single 50' by 50' room, with twelve columns, five feet from the inner walls, forming a square around a large trapdoor. To open **The Tomb**, the adventurers must open the four columns holding the **Revenant** husbands. The other eight columns don't matter, and can be open or shut in any arrangement. None of the undead on this level attack *until* ***The Tomb*** *opens*. Once **The Tomb** opens the undead from *every open column* animate and attack (the **Revenant** husbands are a possible exception, see below).
Ⓡ The trapdoor with the glyph of Regeneration.
Ⓢ Each column contains a corpse—four of the columns (color-coded yellow) hold the Witch-Queen's husbands, now **Revenants**, who will side with and aid the adventurers if they have defaced the clay statue of the Witch-Queen paired with each husband's respective statue. If they have left the statues alone, the **Revenants** attack when **The Tomb** opens. The correct columns are labeled with the four runes on each of the statues peppered around the Vault.
Ⓣ The other eight columns—marked with eight *different* runes (color-coded green)—hold **Mummies**, the Witch-Queen's personal guard in life and in death.

The Tomb

Once **The Tomb** has opened, it is a relatively simple matter to enter it. Climbing down the access ladder, the adventurers reach the central room of the entire dungeon—and a room without gravity. Call for appropriate skill checks as they push themselves around the room to access the sarcophagus that hovers fixedly in the center. Inside the sarcophagus, the Witch-Queen's corpse has been cut into 16 pieces, each in its own canopic jar. Bringing the pieces together would regenerate the queen to her former powers, but if any of the internal organs are "fed" to a corpse, no matter how decayed, that corpse is resurrected from death.

Random Ward Effects Table

1 Tiny rain cloud pops into existence that follows the adventurer around
2 Darkness spell that puts out all light sources
3 Scent of rotten meat that calls nearby undead
4 Teleportation to another random ward
5 Very confused Elder Thing appears
6 10' by 10' Fireball

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The Isle of Splinters

A one page adventure by Olobosk rigourandreverie.blogspot.co.uk/

Summary

Esmeralda the Harpy Witch Queen roosts amid the Isle of Splinters, a scattering of spire-like crags protruding from the sea. She guards her hoard, that her flock steal from ships that venture too close to her domain. Misfortunate sailors are kidnapped for sacrifice to appease the Tempest that resides here.

Esmeralda

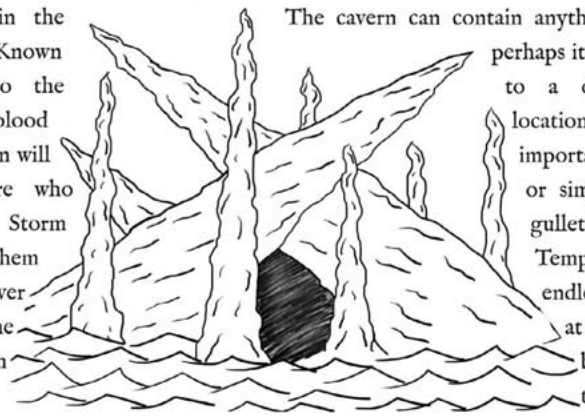
d3 [1: Taunting prisoners; 2: Communing with the Storm Stones; 3: Roosting amid the Rookery] is Esmeralda; Matriarch, Witch and Oracle to the Tempest. Frequent communion has unnaturally elongated her life, and she has ancient and valuable knowledge, though her body is weak and frail. Selfish and Spiteful as she is, she is also fiercely protective of her brood, and will seek vengeance on anyone she suspects of harming her children.

If Attacked, she will fly up high, and surround herself with a swarm of sea birds for protection. At will she can cast any of the following spells:

- Grease
- Command Birds
- Thunderous Scraw (Deafen)
- Ensorcelling Song (Save Vs Magic)
- Lightning Strike
- Forceful Winds
- Flesh to Stone (Touch)

The Tempest

The true evil on this island, is an ancient primal spirit residing within the caverns beneath it. Known as the Tempest to the Harpies, it demands blood sacrifice, and in return will possess a creature who communes with the Storm Stones, granting them temporary control over the weather. The Tempest's possession lasts for d8 days.



The Splinters

For Esmerelda to maintain her dominion of the weather, regular sacrifice must be made to the Tempest. To appease the spirit, Esmeralda has her brood pluck sailors from trading ships nearby, and posit them atop the Splinters. Here they grasp to slick wind beaten rock for days before succumbing to weariness and dropping into the blood stained brine that brews beneath them. At any time, there are d4 prisoners still clutching on, one of which is Milton Locke-Heart, captain of Fortune's Glory.

The Cavern

The cavern can contain anything you wish, perhaps it's the entrance to a dungeon, the location of an important quest item, or simply the open gullet of the Tempest itself, endlessly lapping at the bloody brine beneath the Splinters.

Surrounding Seas

D6	Encounters At Sea
1	Violent Storm
2	D6 + 2 Harpy Warriors Attack
3	Violent swarms of sea birds
4	Waterspout
5	Thick Mists
6	Flotsam from Fortune's Glory

Captain Locke-Heart

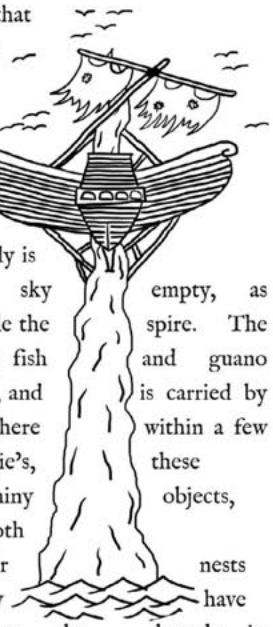
Scourge of the sea, and a fiercely stubborn gentlemen, Locke-Heart has been holding himself aloft on a Splinter for two straight days. With the weariness finally getting to him, he will soon fall to his death. He carries on him a flintlock pistol loaded with a single shot, though he is too proud to use it. He also carries a map to nearby buried treasure which he would trade in exchange for his life. He has good eyesight, and if he spies anyone he will scream and shout at the top of his lungs for help.

Wreck of Fortune's Glory

Amid the rocks is the wreckage of the infamous pirate ship Fortune's Glory. Lost in a freak storm only a few days prior, the ship crashed into the rocks here, drowning near all her crew, the rest were snatched by the Harpies. The last remaining crewmember is the cabin boy, who has been stuck on the wreck for the past few days, surviving on the few remaining rations in a portion of the ship's hull. The boy is desperate and terrified. He knows the captain was carrying a treasure map.

The Rookery

A huge nesting structure built from the wreckage of ships that hit the rocky coast. Its sits, jagged, jutting and hanging precariously from the top-most splinter. Rarely is the surrounding sky empty, as flocks of birds circle the spire. The stench of rotting fish and guano stews in the sea air, and is carried by the winds everywhere within a few miles. Like magpie's, these Harpies crave shiny objects, and adorn both themselves and their nests with the riches they have pillaged. Amongst the hoards is:



D6	Treasure
1	Gloves of Climbing and Swimming
2	Scroll of Mending
3	Crown of Commune with Fish
4	Ring of Alter Winds
5	Periapt of Unbreathing
6	Belt of the Merperson

Storm Stones

Hidden atop one of island's spire is a circle of ancient stones with patterns of lightning scared across their surface. Esmeralda uses these to commune with the Tempest, but only she knows the ritual. Performing the ceremony causes lightning to strike all those within the circle, harming all but the creature possesed.

The Green Colossus by Pasquale Camuso

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Hills outside Red Cross, a green, lush forested area known for beign, centuries ago, home for a great battle between two magical armies, holds now what is known to be a monument of that great war, which can be seen even from a far distance. The green, metallic structure similar to a titanic statue, with the face of a man with a long, curly beard and a big nose, still stands over the time and weather, undisturbed...maybe. It's time to go there trough the Murmuring Forest and check the monolith for possible treasures!

The statue is incredibly large, more than 110 feet high, made probably from bronze, which took a greenish color and is covered in dirt, moss and vines going down from the beard and arms. The construction is in fact buried inside a small hill of dirt that clearly cover the statue legs, a feet of that protruding outside, while the arms still stand outside, one straight at the shoulder height, a tree partially covering the hand, the other makes a L shape, with the forearm parallel to the torso, the fist too buried a bit into the ground.

Some wooden platforms are built on the tree that hides the right hand of the statue, running all over the arm and around the statue neck, and few rudimentary tents made with animal pelts and boughs, stinking like hell, have been built around the statue feet, which is a good 7 feet high. This monolith is in fact a half steam, half magic titan made by gnomes, a walking fortress which now is home of a Kobold tribe. The tribe is composed of a total of 47 kobolds, of which 30% are children: males and females will fight fiercely for their home alike, and the tribe have also a kobold sage and two acolytes, 10 kobold hunters, 13 warriors, 6 king guards and the king.

The kobolds have shaped their society around this green God, taking place in the structure as their social status let them,, from the lower rooms, which contains the lowly hunters and wives, then the warriors, then the sage and the king guards, and the king that takes the head of the statue; around the monolith is possible to find fulgurites, a form of glass made by lightnings that struck the ground: semi-precious and good for spells, they are made by the statue during storms, and the kobolds in fact believe the statue itself is a lightning God.

1) kobold tents and feet entrance.

2) left titan leg/corridor.

3) right titan leg/ prison, holds some captive animals and, maybe, an npc, can be a child or short humanoid.

4) storage room: once this place was full of coal, water and food, along with a large opening that could be used to load the goods. Here is possible to find, by searching among the kobolds trash, some small treasures like curious trinkets and various coinage.

5) a small repairing workshop, on one wall there is a compartment built into the metal, which can be unlocked, containing a wand that produces 5 gallons of water per charge, 15 charges left, reads on it "in case of fire".

6) boiler room: two cylindrical containers large as a wine barrels fills half of this room. Magically treated coal was used to fire the boiler and pump magically charged water inside the colossus, giving the construct the energy needed to move it. The boilers still works, and if filled with some coal which can be found in the room, and water, will bring light into all the, otherwise dark, rooms inside the construct, also will let to operate some commands where power is required.

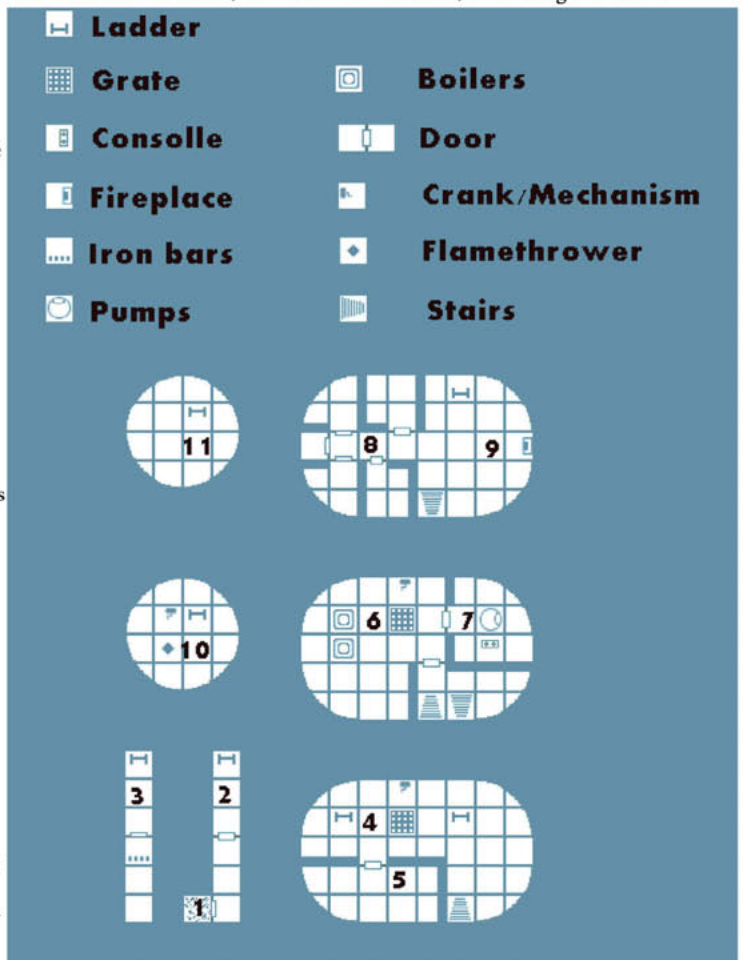
7) Pump room: contains some pumps and valves to let the magical water bring energy around. If power is running, this room fills with vapor in around 3 minutes as some conducts are broken.

8) old gnome quarters: apparently gnomes operating the colossus could live and sleep inside it, as there are 4 small cells with metal double beds inside them and a bathroom at the end of the corridor too.

9) kitchen and refectory: here gnomes could cook and eat some food, kobolds have their "temple" here, king guards and sage stays at this floor.

10) this room is the titan "mouth", which have a device that can breath a large fire cone outside if power is running, burning a lot of the platforms outside and the tents at the feet.

11) the head have most of the titan commands, power lets player move the arm with platform on it, destroying them and some kobolds in the process, this room is also the place in which the king stays and will confront the PC's with his honor guard and an acolyte helping.



The Mollusk of Madness

BY PATRICK KELLY & IAN ANDREWS

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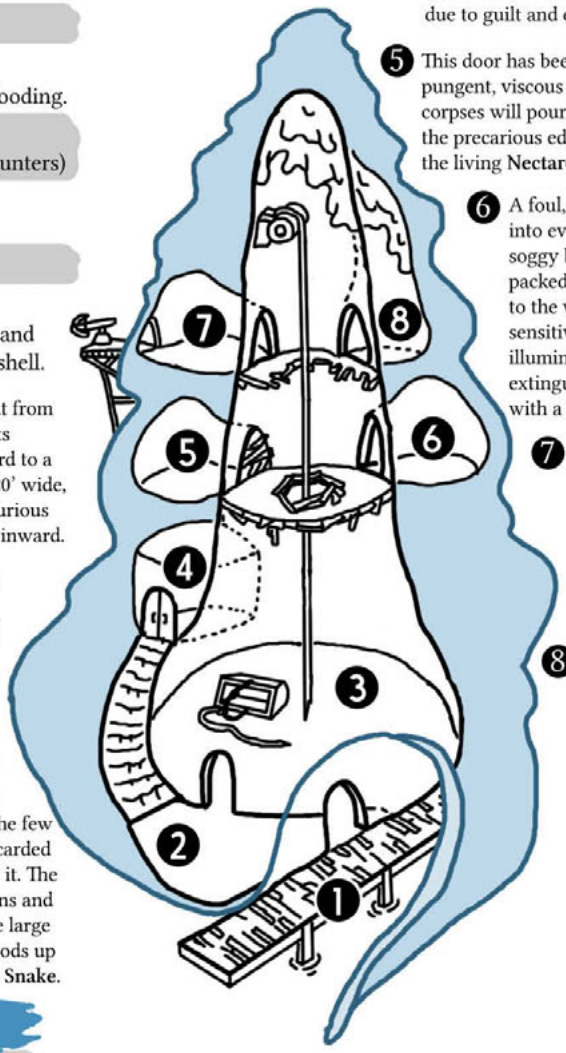
Ten miles from an exotic shoreline, a colossal shell extends several stories above the stormy seas below. It was once the home of a behemoth crab, but has since come to rest in the sand and is currently being used as a mine. The interior of the shell is coated with a thick creamy white substance flecked with maroon known as Siren's Nectar. The substance is extraordinarily valuable, as finding a vacant shell this close to the surface is a rarity. Siren's Nectar is prized among coastal monarchs, and alchemists seek it due to the arcane power it is rumored to have over the sea. Most commonly it is used to create intricate reliefs and sculptures. The area surrounding the shell has been fought over since its discovery. In the past few weeks it has recently come under the control of a brutal corsair crew aboard the Southborn Gale, who have been using slave labor to mine out the core at an extraordinary rate. The captain of these bandits is protective of his recently acquired prize and will patrol the vicinity attacking anyone in the area of the shell on sight. Unsure of what to do with the current status of the mine, he will spare the players if they are able to cleanse the mine of its infestation.

FLUCTUATING WEATHER

Waters surrounding the shell are notoriously stormy and unpredictable. Roll every three hours.

1d20	Result
1-3	Severe Storm 50% chance dock will crumble. Flooding.
4-7	Stormy Seas Flood Rooms 2 & 3 (use Sea Encounters)
8-12	Rough Waters Difficult sailing conditions.
13-16	Calm Seas
17-20	Tide Receded Dock is 30' above dry land. Use Land Encounters half mile around the shell.



1. Choked with barnacles, the dock extrudes out from the mouth of the large shell, braced against its interior wall. The smooth walls extend upward to a 30' high curved ceiling. The mouth is about 20' wide, the dock is 5' wide. The stench of rot and a curious sickly sweetness emanate from the doorway inward.

2. Debris from *Room 3* is often washed out into this foyer area during the occasional flood. Navigating around bits of broken timber and mining tools is difficult, but searching the refuse for a turn will yield 1d6 bits of *Siren's Nectar* worth 5 gold each. The curved staircase is slick with algae and will slide the uncautious into the dangerous rubble below.

3. The interior of the shell is a precarious shaft extending upwards 120'. The floor beneath the few inches of flooding is slightly spongy, and discarded tools and bits of scaffolding are strewn about it. The sides of the shaft are lined sparsely with pitons and ropes. The lift in the center is broken, and the large bucket used to carry guards, workers, and goods up and down the shaft is now the home of a **Sea Snake**.

4. The overseer of the mining operation, the portly Buffar, cowers behind a barricade of furniture. He fires his crossbow at anything that tries to enter the room. He has information regarding the infestation of the Nectaroids, but is reluctant to reveal much due to guilt and embarrassment over his inability to stop it.

5. This door has been hastily barred shut. If forced, a deluge of pungent, viscous material and a half dozen starved Nectaroid corpses will pour out, forcing a Save to avoid being forced over the precarious edge to Room 3 below. The noise will also attract the living **Nectaroids** in Room 6.

6. A foul, yet strangely alluring rotten smell is soaked into every pore of this worker's dormitory. Heavy, soggy breathing eminates from among the densely packed bunk beds. **2d4 Nectaroids** are loosely affixed to the wall with a thick layer of spongy secretion. The sensitive parasites will react in a frenzy to any who illuminate this area until the light source is extinguished. One Nectaroid wields a *golden cutlass* with a falcon-shaped handguard.

7. This guard station lies abandoned, and has been ransacked of all but the most battered of weapons. A small balcony protrudes 10' out of a large jagged hole in the in the exterior of the shell. The *ballista* is affixed to the edge has a clear vantage point of the **Southborn Gale**. 1d6 harpoons can be found at the base of it.

8. This dark room is the source of infection inside the shell. The walls and ceiling are caked with a thick layer of Siren's Nectar. Heavy sharp scooping implements and large buckets are scattered about. Small stairs have been carved into the lairs of nectar, as they wind deeper into the core. Several hands and feet of unfortunate workers prod out from the hastily-dug piles of Nectar. **2d6 Nectaroids** stand near a concentrated chunk of the maroon substance typically found sparsely inside Siren's Nectar. They hum in unison and will attack anyone who disturbs them. Coming in contact with the *maroon chunk* in this room has a 50% chance of transferring the infection.

SEA ENCOUNTERS

1d6	Result
1	School of harmless fish
2	Glowing Jellyfish Swarm
3	1d6 Giant Eels
4	1d12 Barracuda
5	1d4 Dire Squid
6	*BlackBack*

LAND ENCOUNTERS

1d6	Result
1	Lone Pelican
2	Swarm of Sea Urchins
3	Giant Hermit Crab
4	1d6 Nectaroids

BLACKBACK

An infamous and ferocious Giant Shark that patrols the shallows around the shell. If an encounter is rolled while sailing a small vessel, BlackBack will be the first to attack them. His unique coloration makes him twice as hard to see in the water at night.

Hamish McIntyre: twitter@zombieham
Elphia H-V: twitter@elphia_hv

The Clocktower

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This large clock tower was built nearly a century ago, and is greatly in need of repairs, but the ratfolk make it too dangerous for anyone to enter. They've been scavenging the area for years, using a grate under the tower to enter the sewers which run beneath the city. Flocks of pigeons made the top of the tower their home, and the ratfolk took a liking to them, feeding and taking care of them until after many generations of the short-lived ratfolk, the local pigeons grew larger. The ratfolk now worship the three very biggest pigeons, known as The Council.

The Ratfolk:

A race of scavengers, living under cities and usually only going to the surface to steal food and supplies. They take whatever they can get, but prefer function over beauty and wealth. A ratfolk will eagerly drop a sack of coins so they can grab a toolbox instead. They're very resourceful, making weapons and armour out of whatever they can get, and are experts at improvising when in a tight spot. They share their supplies and skills fairly equally amongst each other, and rarely fight amongst themselves. Adult ratfolk stand roughly half as tall as an adult human. While bipedal, they usually drop to all-fours for travel.

The Council:

A trio of pigeons larger than most bears, worshipped by the ratfolk who bring them twice-daily offerings. If the ratfolks have questions or arguments, they bring them before The Council and interpret their cooing and preening as guidance. They fly in from separate locations, roosting in the three now-empty clock faces of the tower.

Floor One:

The door into the tower is sealed and barricaded, as the ratfolk enter and exit through a sewer grate in the floor. They use this area for storage after their raids, and regularly emerge from the sewers to grab some things to share around. If the ratfolk sound the alarm, reinforcements will swarm from below.

Floor Two

A pair of ratfolk guards are stationed at the top of the stairs to this floor, which has been converted into a makeshift barracks, complete with training arena and mess hall (though piles of empty crates take the place of walls). The equipment is made from scavenged junk and is more effective than it looks. The stolen food at the tables varies in quality, some is mostly rot while some is fresh and expensive-looking. Ratfolk don't discriminate, food is food. If the guards are given the chance, they'll alert the rest of the tower that they're under attack.

Floor Three

A huge archway opens up to a balcony outside, where flocks of pigeons like to roost. If startled, they'll fly off and alert the ratfolk. This part of the tower is a constantly shifting mass of cogs and gears, which can easily crush a careless adventurer. While there is a safe path through, the ratfolk have littered it with traps and broken glass, aiming to knock invaders down into the clockwork below. The ratfolk themselves use their claws to safely climb up and down the bricks.

Floor Four

In this area the clockwork parts are centred around the middle. The surrounding empty space is utilised by ratfolk pigeon-riders who will attack from above, throwing crude javelins or just dropping heavy objects in their attempts to knock the adventurers down.

Floor Five

The final floor of the tower is considered a holy place by the ratfolk, and only their priests and top soldiers are allowed there. Offerings to The Council are left in the very middle of the floor, and they are summoned when the bell chimes, every day at noon and midnight. The ratfolk can also manually ring the bell to call them if required. While ratfolk typically have an overpowering sense of self-preservation, the priests will fight to the death to protect The Council and their home.

ISLAND X

by Pyry Qvick

Inspired by The Southern Reach Trilogy by Jeff VanderMeer

Rumors tell that unnatural creatures have recently fled the desolate Island X.

Above the thick mist that swallows the isle, one can see a mountaintop lifting its pale gaze. Through unknown means, it seems to emanate a strange aura, like a cold breeze blowing on ones' skin.

If one ought to plunge into the mist, strange anomalies will most certainly occur. Again and again, one may think that the terrain stays constant, only for the next step to reveal a scenery, that should not quite be there. Unnatural creatures puff their heavy breaths, filling their shallow lungs with unfamiliar scent of a friend, an enemy or perhaps, their prey.

In the middle of the way to the mountain, one might find remains of once flourished village. Since then those souls have, presumably, merged with the nature, some in peace, some in agony.

To those glimmering in the unseen aura of the island, aimless mutations pierce through ones' bones.

Expected from the creatures roaming in the island
- Changed appearance (color, skin, size) - Blended features from different creature types - Animals are more intelligent - Mutations amplify closer to the mountain

At the mountain (d4)
1. Non-hostile alien observing
2. Giant tree pollinating mist
3. Chimera infused by an orb
4. Child molding a flower at will

Mutations (d12)
1. Horns
2. Whiskers
3. Gain/lose height
4. Blood turns blue
5. Additional toe
6. Sharper teeth
7. Woody skin
8. Tail
9. Smell of rotten honey
10. Snake tongue
11. Familiar tattoo
12. Hallucination of familiar NPC

At the mountain (d6)
1. Gills
2. Resistance to element (eye color changes)
3. Learn a new language
4. Magnetoreception
5. Echolocation
6. Lizards handprint

Non-combat encounters (d10)
1. Invisible tree
2. Rabbit with human eyes
3. Leaf feathered eagle
4. Crystal moss
5. Rat with human skin
6. Egg, pawn has cracked it open from the inside
7. Squirrel with horns
8. Color changing flowers
9. Hedgehog with wings
10. Molded dead deer

Terrain (d10)	
1. Forest	6. Jungle
2. Plateau	7. Cave
3. Lake	8. Dune
4. Cliff	9. Swamp
5. Hot spring	10. River

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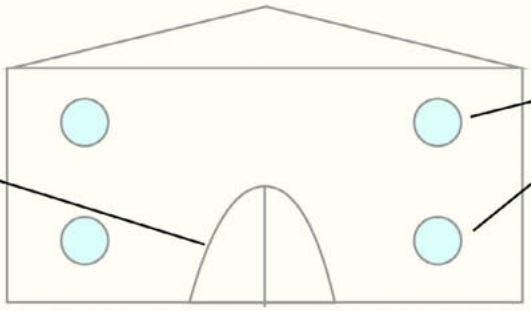
Backstage Pass

The evil bard known as Sidewinder has stolen a powerful Gitaur of Charming from the party. They've tracked him down to his concert, where they have once chance to corner him and take back the gitaur before he escapes forever.

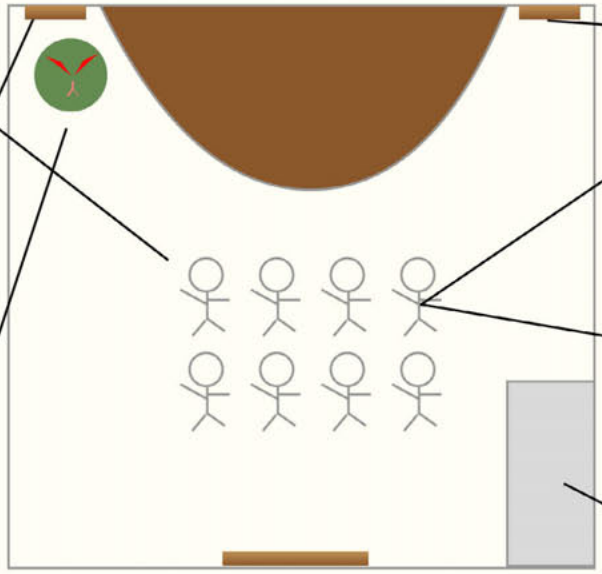


Two Bouncers guard the door, and refuse to let the party in without tickets. If threatened, they put up a tough fight, but are unwilling to fight to the death, fleeing if they are in mortal danger.

Windows, 30 and 70 feet off of the ground.

Partygoers who are coming and going carry tickets with them.

The show is absolutely packed, and everyone is trying to push their way to the front, making it difficult to simply walk up to the stage.



Dressing room. Hidden inside is a cloak as light as silk and as tough as steel.

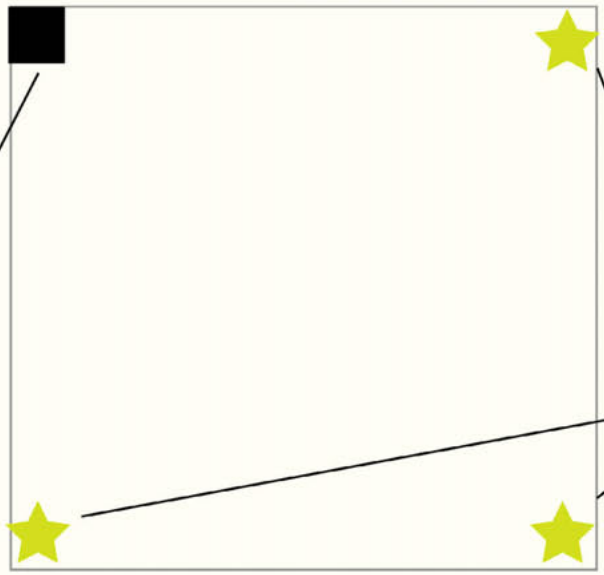
Bouncers patrol to break up fights.

When the party arrives at the stage, Sidewinder sets off a blinding pyrotechnic display, slipping through a trapdoor on the stage. He then taunts the party from the roof access, before climbing to wait for his escape helicopter.

Sidewinder's minions disguised as regular concert goers attempt to waylay the party, offering drinks spiked with cobra venom, starting fights, and trying to steal equipment.

The bartender is a former adventurer; if the party tells them of their quest he will lend them his flying boots.

A giant cobra, big enough to swallow someone whole. It can be charmed with a song.



When the party finally corners Sidewinder on the roof, the battle begins in earnest. Sidewinder unleashes small poisonous snakes, and attacks using his guitar to hypnotize, and sonic blasts to knock adventurers away from him.

A deadly fireworks display adds an additional element of danger.

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"We're all trapped in this cave together"

by Rebecca S.

We have here a cramped series of tunnels and caves, twisting back on themselves, easy to get turned around in. A perfect place perhaps to set up a nest or hide one's stolen treasure.

There's thieves' loot to be found but no thieves around… that's what happens when you don't check a cave before locking the entrance behind you. A crew more concerned about double crossers amongst themselves than pre-existing dangers have left behind an elaborate three-keyed magic gate blocking the exit.

The mother beak-bear who set up her nest in one of the chambers has long since dealt with those intruders. She doesn't care about the loot strewn about, she's just wants to get out and make sure her young are fed. It's been a while now and she and her brood are hungry and trapped and desperate…

Our adventures run across the sad remains of this story. The interconnectivity of these cave is best modeled via the surface of a D10 though each room need not be a kite shape. The obvious paths should be obvious but the smaller connective tunnels would probably take some effort to find. Remember, falling rocks can be quite dangerous…

Room ⓪: The **start** location. A cave in blocks the way they came in, or they fell, or they've simply lost their way and reached this point… There's an obvious path ⑦③ and an almost buried passageway to ④

Room ①: There's the lower half of a cleanly picked over **corpse**, snagged on a stalagmite in the passage running between ⑦ and ⑥. Coins and cheap jewels can be found here and there between the rocks, along with dried blood and drag marks. There's a hard to find passage to ④

Room ②: The main corridor runs between ⑤ and ⑥ with a slightly smaller offshoot towards ⑧ and an hard-to-find passage to ⑨. The floor has been torn up and there's dried splashes of blood everywhere. A scorch blast marks the wall and there's a **somewhat shredded spellbook** and dropped **sack of supplies** to be found.

Room ③: The main passageway runs from ⓪ to ⑤. The floor is crawling with ***vicious, oversized rats***! They are bitey! A narrow passage leads to ⑦

Room ④: There's a **dead thief** propped up against against a wall in this small chamber. Though severely gnawed on by rats, they appear to have been mauled. Their pockets are filled with jewelry, a harmonica, coins, and a **key**. There are very narrow crawl ways to ⓪①⑦⑥

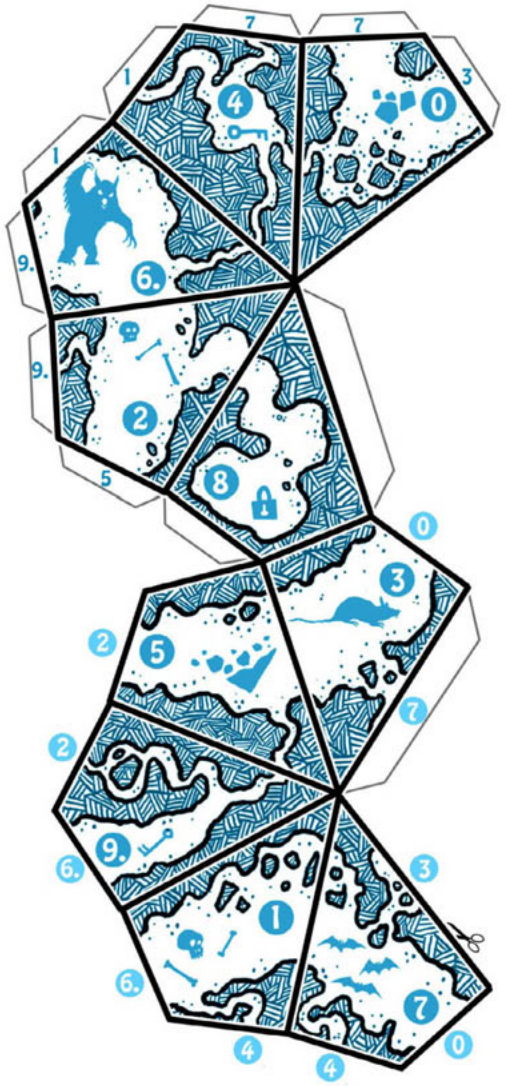
Room ⑤: A crumbly, damp passage between ② & ③. If players aren't careful there may be a **cave-in**, which would block the hard-to-spot passage to ⑨.

Room ⑥: There's a ravenous **mama beak-bear**! She's angry, hungry, and will chase anyone who runs out via the obvious exists of ①,②, or ⑨. There's a narrow passage to ④ that has been heavily clawed at, but she cannot fit through. Dried blood is everywhere and a curved dagger lays on the floor

Room ⑦: The tunnel runs from ⓪ to ①. A colony of **cranky bats** hang from the ceiling. Rocks are loose here and if things get heated, the easy-to-miss passages to ③ and/or ④ might **cave in**.

Room ⑧: There is a **magical gate** with slots for three keys that need to be turned simultaneously in order or it to open. One key still in the lock but two are missing. There's thieves loot strewn about (silks, a busted chest of fine china, a slashed painting, etc) and the sweet sweet breeze of freedom drifts in from the other side… The only exit is a tunnel to ②

Room ⑨: The main passage leading to ⑥ quickly tapers down into a small and cozy nest space. There's twigs and bits of cloth (most bloodied) and two tiny, **malnourished cublets**. They mewl and chirp weakly in hunger. There's a couple very gnawed on corpse bits lying about the room, along with weapons, some coins, an a **key**. Far behind the nest, there are two very narrow passages to ② and ⑤



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Golden Peak Spire

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Golden Peak Spire is the fourth highest peak in all the land. So named for the golden glow of both the rising and falling sun. What makes it so spectacular is the shear slope and point of the mountain. Only one survivor has ever hit the summit and there left a banner of great power to honor a long forgotten god. It is said to be a banner that could improve the moral and power of an entire army. So it was brought to a place no other could capture and use for their own purpose. To keep all lands equal.

The Summit

1 - The Banner or Omanrai, a long forgotten god or goddess. A banner carrier can bestow upon his party or army +1 to strike and +2 to damage to his forces in addition to any other benefits that these heroes already have that chose to follow the banner carrier. Interestingly enough the banner carrier must be alive for this effect to take place. The banner carrier will not gain this additional benefit.

2 - Not all people survived the original trek to the summit. The cold and altitude of the Golden Peak Spire is a threat all its own. So determined to reach the peak, this one undead being still seeks a way to gain the summit and the banner. It will attack anyone attempting to take the prize from it. You'll find him just before the final summit.

3 - Stone and hill giants roam the lower mountains but this one giant has been cursed to hold the trail. A guardian to ensure none may pass. It is possessed by a demon long banished from this land. It will not be an easy fight. It might be best to sneak around if one can. Unlike other giants, this one can seek in pitch darkness. Moving at night will not allow you to avoid this giant.

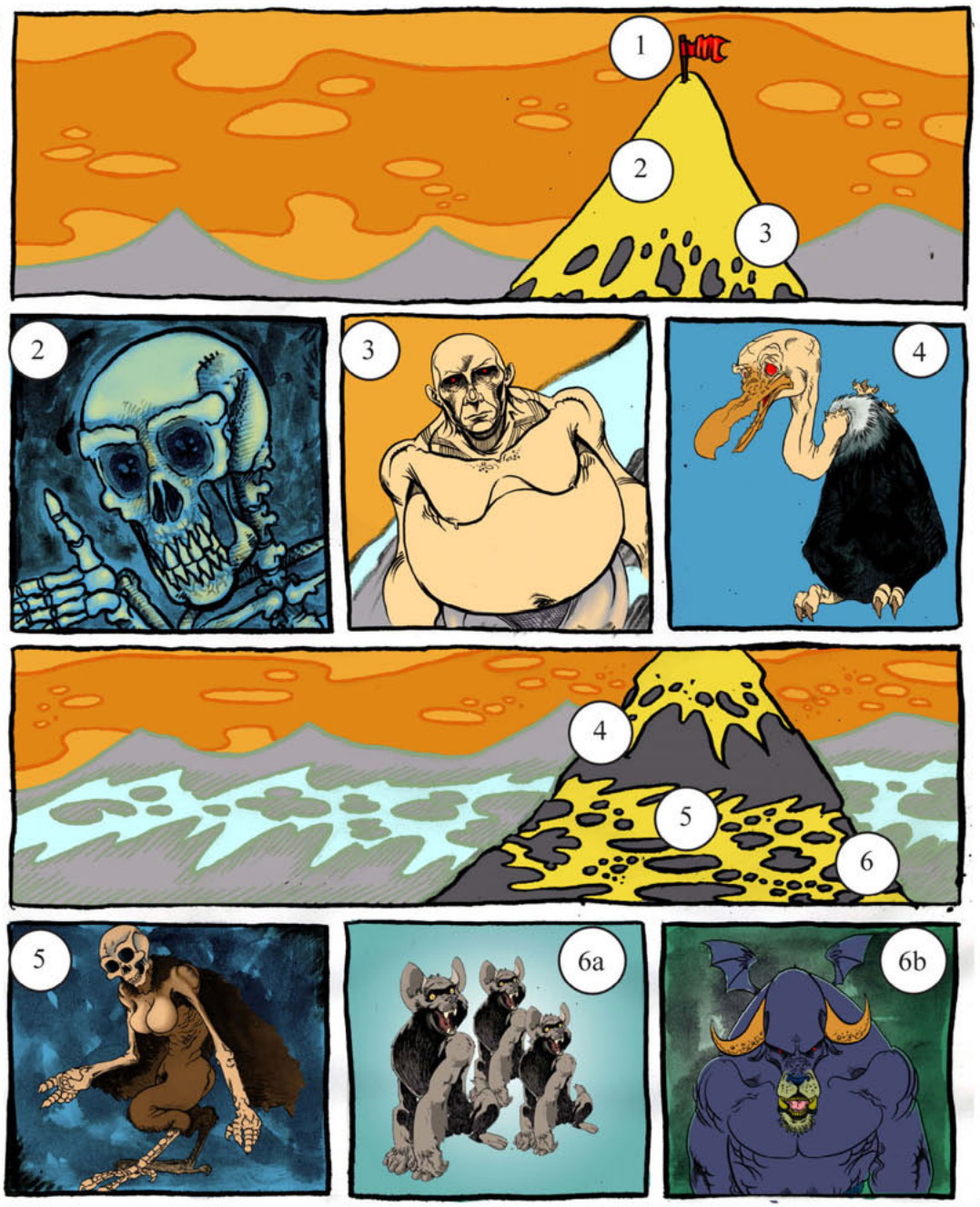
Mountain Base

4 - Giant demon bird searches day and night for the banner. The forces of evil would love any advantage to lay waste of the mountain and the living. This one is dangerous and will eat what ever it can catch. It loves to knock climbers off the mountain is a game of chase. You'll find him before the summit climb.

5 - Golden Peak Spire is filled with life. Most animals live in caves. That is also the case with a band of harpies that are talented illusion casters. Things are never as they appear. These lovely ladies may not be so lovely.

6a - Base caves are net worked to mine tunnels leading to ore. They interconnect and some have been taken up as dens. Take a wrong turn and you'll likely end up as food for wolves, coyotes or worse.

6b - Some tunnels lead deep into the mines. Rumor has it that many who enter never return. Some even say a demon is located in the mountain bowels. Building an army and looking for easy prey to get him his prize at the summit is the demons plans. Beware the mountain.



SIEGE OF KERAMERE

BY ROBERT STANDRIDGE JR.

Decades of war with the tyrannical wizard Cantor has left the once beautiful kingdom of Keramere razed. Now, all that stands between annihilation and salvation is you and your valiant band of heroes.

Backstory: Darkness befell the Kingdom of Keramere when a nomadic wizard named Cantor took up residence in the old obsidian mines. Cantor found a long-forgotten secret to resurrecting those once lost. There's a price to be paid, a life must be given for a life. In order to create an unstoppable army, he needs to sacrifice the children of Lord Keramere.

The people of Keramere have become the fuel for Cantor's engine of war. Currently located outside the keep, thousands of undead warriors await the final signal to begin their onslaught. The siege has begun...

Andres, the eldest son of Lord Keramere's three children dons his father's armor in an attempt to bargain with Cantor, by impersonating Lord Keramere. A few short steps away from the meeting Andres is intercepted by Captain Berim and laughter booms from Cantor. Captain Berim knows the truth there was never to be a bargain, only the death of Andres.

Objective: Save the two remaining children of Lord Keramere and if possible break the Siege.

Game Notes: The castle will fall, that is certain. Lord Keramere only wishes for his children to survive the onslaught. The kings' guards have vowed to get his children to safety no matter their personal cost.

Major NPCs:

- **Thamas Keramere** – Lord of Keramere
  - Booming Baritone voice
  - His presence alone commands respect
  - Fierce protector of his family and subjects
- **Cantor the Wicked**, a wizard whom has learned the secret of the Obsidian Flow. Info:
  - Talks down to those around him
  - Waves arms in grandiose fashion when talking
  - Wears a white cowl with crimson embroidery
- **Berim of Paramor**: Captain of the Keramere knights, he has managed to escape the siege with Andres, the eldest child of Lord Keramere. Info:
  - Lost his hand and sword in the flight from the castle with the child.
  - Infection is setting in and he knows he is not long for this world.
  - Walks slowly now; still carries himself with poise and dignity

Minor NPCs:

- **Jane Keramere** – wife of Lord Keramere
- **Andres Keramere** – 11-year-old son
- **Marget Keramere** – 9-year-old daughter
- **Tanimarie Keramere** – 2-year-old daughter
- Build out your world with your favorite undead; skeletons, zombies, ghosts, wraiths, ghouls, etc. No matter the undead you choose, keep bringing in wave after wave of the undead. Never let your PCs rest.

ACT I – The Hook: You can recruit/bring the PCs into the adventure in several different ways.

- PCs are part of militia sent to break the siege
- PCs hear the rumor of the Captain saving a child but needs help to rescue the 2 others
- PCs are part of the knights, and heard of the success of Berim

ACT II – The Conflict: PCs must take the final two children to safety from within the castle.

- If PCs come from the outside, they are told of a hidden tunnel into the keep found deep in the nearby forest.
- If PCs come from the inside, they are recruited by the king himself, to take his children to safety.

As the PCs begin to leave the castle, they are confronted by Cantor where a final battle ensues. Cantor knows the hidden secret to make his army permanent is to use the bloodline of the King. If even one child survives the final price to be paid for this army is that of Cantor himself. He will fight ruthlessly, killing anyone in his path, to capture the children of Lord Keramere.

ACT III –Resolution: The castle has fallen; the king is dead.

- If PCs saved the children and Cantor is dead: an earth-shaking rumble comes across the land as the price will be paid. Wind whips around the undead surrounding the castle, one by one, the wind rips them apart until none are left on the land.
- If the PCs save the children and Cantor is alive: Clutching his chest Cantor begins to writhe in pain as the undead descend upon his broken body. One by one, they extract a bit of his life to pay the price agreed upon, until there is nothing left of Cantor.
- If the PCs did not survive: a humming sound begins to emanate from the castle, slowly rising in pitch bringing chills to those still alive, signaling death has a new place in the world of man and they shall take their rightful place as leaders of the world.

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EDITED BY JENNIFER STANDRIDGE TWITTER: @GMRB VERSION 1.3

Ленин
и теперь
живее
всех живых

★ BENEATH THE NAMELESS TOWERS OF THE KREMLIN ★

A POST-TRUTH MODERN FANTASY ADVENTURE ★ ROGER S.G. SORDILLA ★ ONE PAGE DUNGEON CONTEST 2018

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Welcome to the secret cellars and tunnels of the Unified Russo-Soviet Secret Services (ЕРССБ), Their portals link many Mother Russias, attracting adventurers from other dimensions (via Reality Portal) and investigators from this one (via secret intel on the above-ground entrances, or through the Time Portal).

Each **LAB** (I-VIII) has random squad of 2d6 guards, 1/6 chance of random Leader.

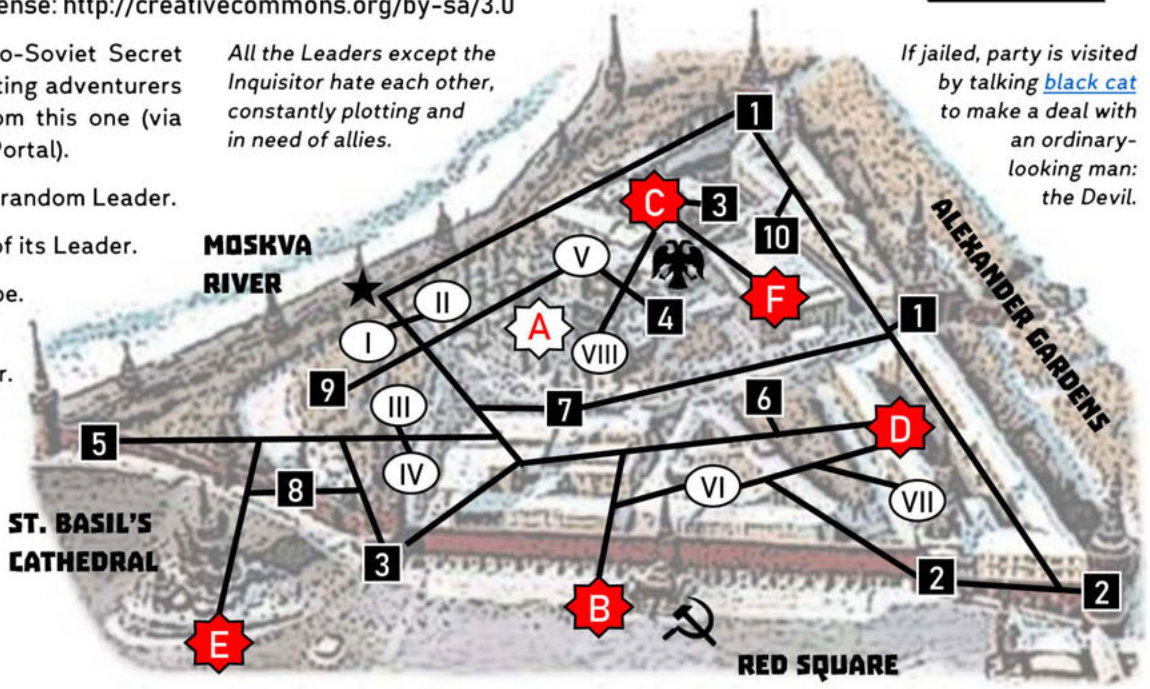
Each **LAIR** (B-F) has 2 squads of appropriate guards, 1/2 chance of its Leader.

Each **BARRACKS** (1-9) has half the (total number) of its guard type.

Tunnels have 1/6 chance of encounter every 5 minutes if moving, 15 minutes if still: d8 random guards, 1/8 chance of random Leader.

All the Leaders except the Inquisitor hate each other, constantly plotting and in need of allies.

If jailed, party is visited by talking black cat to make a deal with an ordinary-looking man: the Devil.



★ ENTRANCES/EXITS ★

★ Forgotten WW2 spy entrance to First Nameless Tower, airlock under river, use mini-sub to enter

☭ Lenin's Tomb: top tier of the ever-guarded pyramid, locked hatch, narrow zigzag stair down

🦅 Elevator to the blood sauna in Putin's palace, second floor: easier to get out than in!

★ UNDERGROUND LABS ★

Chunky equipment, rivets and dials, painted Red Army green. Tunnels are damp, some lockers to hide in, exposed pipes (d4: water, steam, gas, power).

I. Human-ape hybrids
II. Two-headed transplant dogs
III. Sleep deprivation ghoul experiment
IV. Booby-trapped toxin lab, stash of Nazi gold
V. Time Portal lab and cells for enemies of Russia (stoic Mongol Khan, Teutonic Knight asshat paladin, Agent 006, baby Hitler, Napoleon who thinks he's a postman, Trotsky's punctured brain alive in jar)
VI. Reality Portal lab and dimensional trophy room (artifacts from Orwell's Eurasia, Nuked Russia, CyberSoviet 2.0, Red Utopia, Amerikan SSR, Baba Yaga's Mecha-Hut, Airship Tsars, Last Ringbearer world, etc.)
VII. CyberSoviet BlackOps Lab, 400 pound wired-up uber-hacker guarded by a literal *troll* army. Here are kept: names & trigger phrases of 7 celebrity Manchurian agents, secret of 80's "Tetris" productivity attack, Trump pee tape, penis-and-money-obsessed AI born of spam
VIII. Onion dome escape rocket set for secret moon base, only 3 seats

★ GUARDS! GUARDS! ★

1-2: Spetsnaz guards, AK-47 (30 each)
3: FSB agents, 9mm, Kevlar (30 each)
4: Space Soviet armored marines (20)
5: Karelian werebear shamans (12)
6: Super-soldiers, steel bones (24)
7: Mad scientists, sleep syringes (16)
8: Airship Tsars' Okhrana agents, dynamite darts, vitriol phials (20)
9: Kommissar-Bots, lasers, ask socialist doctrine questions, attack if wrong (12)
10. GRUmlins, gnomes in WW2 Red Army uniforms, tech-jinxing magic (8)

★ FEARLESS LEADERS ★

A. Ivan the Terrible (*spectre*) haunts tunnels from the Bell Tower, no lair
B. Lenin, fungoid *mummy*, spores compel political compliance, lies in state by day charging up *pyramid power*, walks by night, psyche-shroom farm in lair
C. Immortal Putin (*vampire*), Reptilian *doppelganger* as daytime stand-in
D. Lyudmila Andropova, augmented CyberSoviet KGB mastermind, laser eye
E. The Magus Rasputin possessing a 17-year-old time-shifted Anastasia
F. Dostoyevsky's Grand Inquisitor, forgettable gray-suited bureaucrat with astounding powers of misdirection, supreme leader of the ЕРССБ

Shannon, the Gold Dragon

Shannon the Dragon accidentally swallowed her girlfriend, Priscilla the Nymph, and hasn't seen her in a few days. She's getting worried and wants you to get in there and see what's going on. She says you can keep any undigested treasure you find, but warns you to be careful in there; her body is a temple, after all.

ENCOUNTERS

Roll when action is low or the party attempts to harm an organ of Shannon.

1. Giant **Tapeworm** (11) that swallows you whole. Causes harm only if you attempt to resist.
2. Obnoxious wizard ex-boyfriend, fishing in the Organic Digester or soaking nude in the bloodbaths of the Heart, etc. Will give directions (if you don't mention Priscilla) in exchange for news of outside world.

3&4. Angry oozes that want to digest you, found usually in the Organic Digester or Antibody Room, but could end up anywhere, really.

5. Two chewed-up goblins fighting over a small trinket.
6. Some rough looking paladin was trying to find Priscilla, but she's on her last legs.
7. A pile of coin mimics tumble in.
8. A gurgle, and muscles start slowly digesting the party into another room.

Rooms

1. **The Mouth**:There's a snapped bungee cable tied to one tooth.

2. **The Sorting Stomach**: Heavy metals (Loot) slowly fall down the slightly slanted floor into the **Metal Digester**.
   a. The Sentient Tube: Hits you around a bit and pulls you up one at a time into the **Organic Digester**. Doesn't fight you crawling back the other way.
   b. Very Tired Goblin: Wearing a gold tiara, running around in circles avoiding the Tube. Tells party "Tube ate friends. Tube ate Nymph. Tube won't eat me!"

3. **The Metal Digester**: Very hot room filled with molten slag. Pipe full of molten hot metal being piped into the **Womb**.

4. **The Organic Digester**: Pond of acidic sludge on the floor, Maw leading to Intestines, two stairs 10' up lead to **Antibody Room** and **Wizard's Room**. Angry antibodies (Oozes) drop from the **Antibody Room** and want to digest you. (Slimy loot)

5. **Antibody Room**: Antibodies (**Oozes**) are born here, walls extrude Morality Juice.

6. **Wizard's Room**: A wizard who used to date Shannon lives here. He won't leave. Used to be another antibody room, walls behind furniture extrude Heat Resist Juice.
   a. Obnoxious wizard ex-boyfriend. Will give directions (if you don't mention Priscilla) in exchange for news of outside world.

7. **Intestines**: A white water rafting adventure with mostly-digested skeletal pirates. They attack for about six rounds of travel before turning back, afraid of the **Liver**.
   a. The skeleton pirates! They ride on a very wet, slimy, and threadbare magic carpet.

8. **Liver**: Purifies things literally and metaphorically. Asks you moral questions. Releases Antibodies (**Oozes**) if you don't pass. Grants bloodbreathing, entrance to **Heart** if you do. No lying!

9. **Heart**: Pumps blood, spalike heat. Pipe full of blood leads to **Womb**; very difficult challenge to get through without proper breathing abilities.

10. **Womb**: A dream-like room, with the following social combat taking place with all parties floating freely in a mix of blood & metal.
    a. Fetal dragons (**Kobolds**) who have been grilling Priscilla about her intentions with Shannon. (Loot: the babies have their own baby hoards.)
    b. Priscilla (a nymph with dragonfly wings), can't escape because she won't hurt the babies. Wants to shrink down and ride in a mouth "for safety", Will Save to resist swallowing.

11. **Tapeworm**: it's a big food bag with sharp teeth and it ate an antibody (**Ooze**) and some loot and a scroll of mass bloodbreathing and a Fetal dragon (**Kobold**) to save.

Blood Vessels: A series of tubes filled with blood which can be seen in the walls of pretty much every organ upon inspection; you can cut to them and they heal up very quickly, pulling you away. Good luck breathing! Dumps you out in the liver or heart after a lot of circuitous pumping; it is a very difficult challenge to avoid drowning without blood/water breathing.

Fetal Dragons often gestate for up to 100 years, and grow by building layers of molten gold & blood over themselves. They're often mercurial, growing their moral compass as well as their bodies. They're very clever, albeit impulsive.

Rose Szabo & Tamora Raze made this.

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The Artifact Staff, The gravel wizard

& the shadow of the scorpion cave

(by @ruunemagick)

AREA 1

the cave entrance has been carved and shaped into a large grimacing demon face. Insider note: Lukas was compelled by the artifact to create this entrance and even though he did as it commanded, Lukas still finds it to be quite tacky. A sense magick will radiate all the rocks surrounding the door to be magickal.

AREA 2

A 20 ft long, 5 ft wide passage leads to a small room. There is nothing exceptional about this room, but if Lukas is hiding here he will summon some "monsters". All monsters are crude rock piles disguised as creatures using illusion magick. Lukas will use his invisibility cloak to cast spells and defend the cave.

AREA 3

Upon entering the larger section of the cave, the PC's will come upon a cliff looking down into a small, still lake. Should they enter the waters, a successful search or perception check will reveal an underground , underwater passage leading to [Area 7]

lukas gravel

(previously lukagrath gravelbeard)

Dwarf Wizard lvl 5

str - 10
dex - 18
con - 13
wis - 13
int - 15
cha - 12

likes: rocks, gemstones
dislikes: being wet, being cold hurting others
does not miss: having "beard" in his last name
misses: his husband

Xag'nar
staff 1d8+2
old magickal intelligent item

likes: eating magickal items
dislikes: not being attuned
does not miss: it's creator
misses: the bandit queen

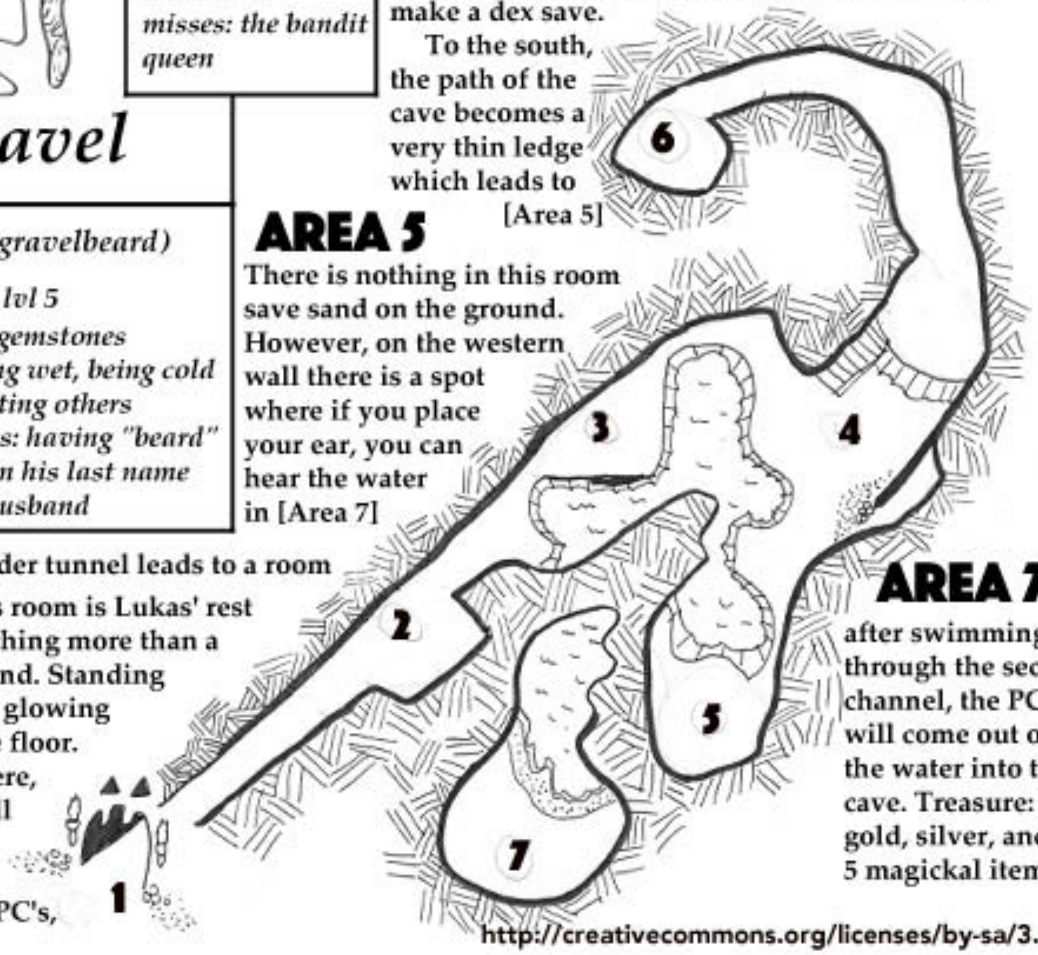
AREA 4

Here the path splits in two: to the north an unnatural staircase leading to a higher level of the cave [Area 6] Insider note: these steps were made of stone, sand, and magickal means by Lukas, and he can unmake them to cause the PC's to fall 10 ft unless they make a dex save.

To the south, the path of the cave becomes a very thin ledge which leads to [Area 5]

AREA 5

There is nothing in this room save sand on the ground. However, on the western wall there is a spot where if you place your ear, you can hear the water in [Area 7]



AREA 6

A long, slender tunnel leads to a room which ends the cave. This room is Lukas' rest chamber, but really is nothing more than a piece of cloth on the ground. Standing out like a sore thumb is a glowing circle of sigils on the cave floor. Xag'nar the Staff floats here, waiting to be fed, and will compell lukas to attack! If Xag'nar is destroyed, Lukas is free, thanks the PC's, and goes home.

AREA 7

after swimming through the secret channel, the PC's will come out of the water into the cave. Treasure: gold, silver, and 5 magickal items.

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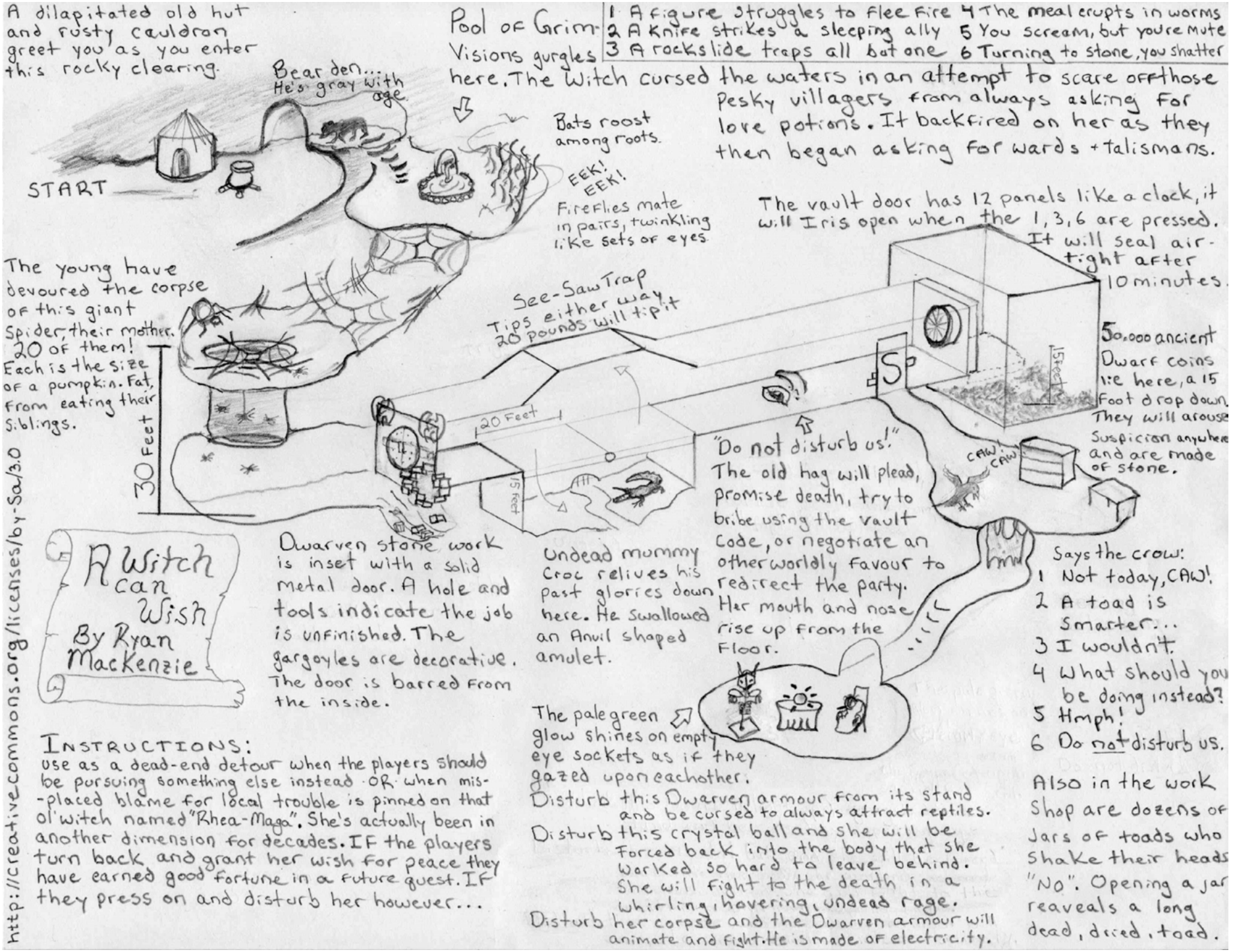

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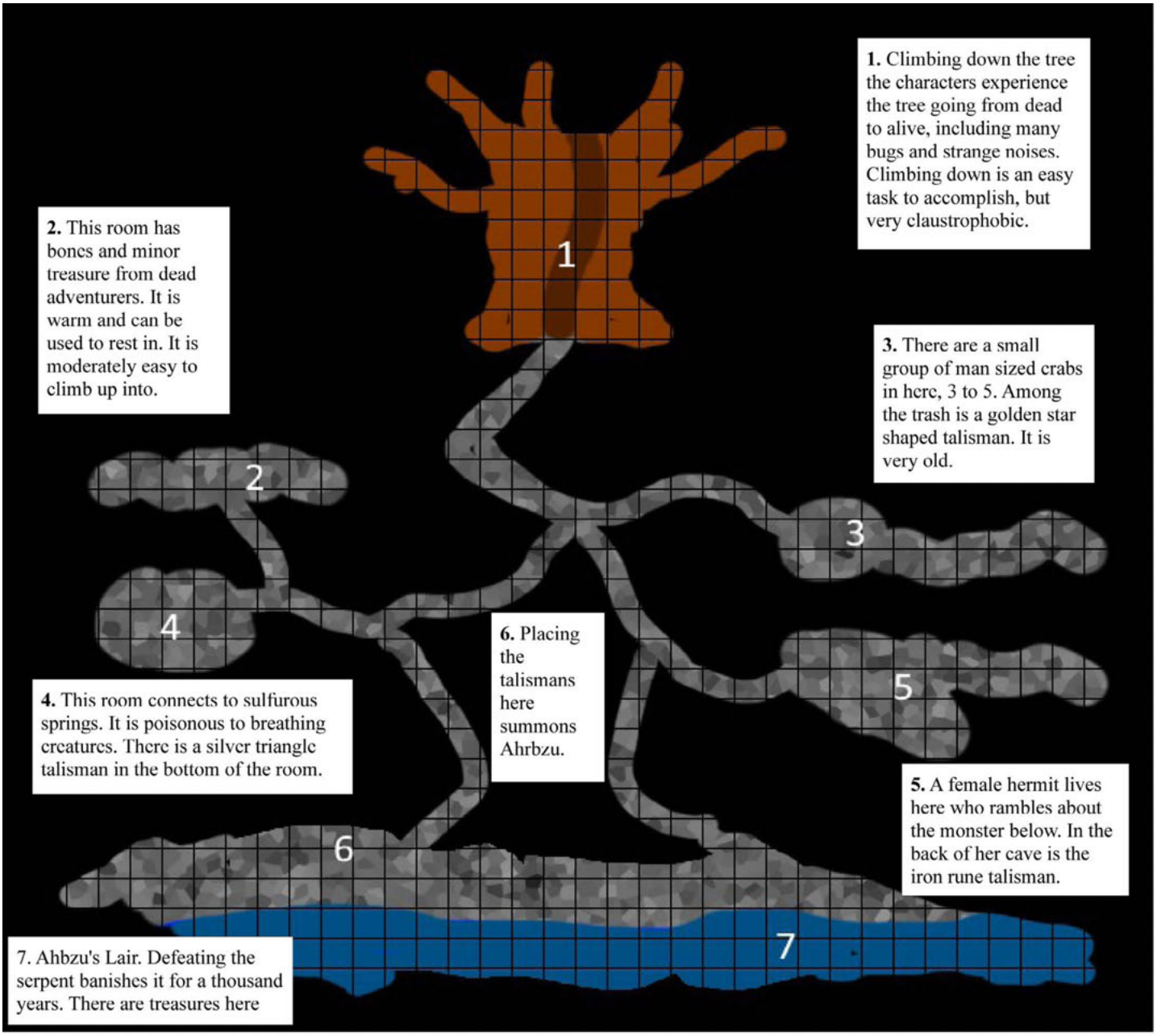

The Tree of Sunken Yesterdays

By SM Hillman

Beneath a small island off the north eastern coast of the Olde Empire lies a primordial beast. The locals call it **Ahbzu**, an ancient sea god that demands regular sacrifice. Ahbzu is in reality the first sea serpent, created from the nightmares of long dead gods and trapped in a dimension with exits to either the ocean or the caverns beneath the island.

In five days the daughter of Garlan is going to be sacrificed to Ahbzu and there is nothing he can do about it. So he is willing to pay well to any adventurers who will kill the beast.

The Dungeon

- All rooms are as wide as they long. The dungeon is vertically align, not horizontal
- The dungeon is made of stone, carved from the earth
- There are no natural light sources
- The climbing surface are wet

Time Waves

The island itself goes backward through time. Waves of time change wash through the entire dungeon. Once every ten minutes the dungeon experiences changes. **Roll 1d6**

1. Characters age 5 years **2.** Characters de-age 5 years **3.** Characters suffer damage. **4.** Characters are all healed. **5 – 6.** Characters must relive their last encounter.

Ahbzu is unaffected by the time waves. If defeated it will disappear for 100 years.

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The Dungon master shoulld know;

Each “window” is actually door into a new room.In the first room there is a fire elmental 8hd. All the other rooms except 4,5,6 and 11 have random monsters inside, As dungeon master you have the power to choose. If the adventurers look for treasure they will find one parachute with a couple of holes in it. Other than that there is a lump of moldy cheese and two weird potions, one is a potion that makes you fly no matter what for exactly one hour, The other one is a laughing potion, the player has to say “I know right” to every question his character is asked and then laughs until the character gets some sleep.In room 4 there is a gaint spider web, The charecter gets caught in it and the spider is coming ...it’s gaint, make a saving throw. In room 6 there is nothing just a room. In room 5 and 11 there is a big pile of gold,100gp each.

The Adventurers should know;

Hey Dungon master, tell the Adventurers this!

They start on the rock and have to roll a 1,2 or a 3 on a d6 to jump on to the plane, if they fail they have to try again next round.The Adventurers get to pick which room they land in,but one person per room. All adventurers are level 2.The adventurers don’t know what type of potions they are until they taste them. If the adventurers are on 1 hit point,then the plane falls down and the adventurs have only a parachute with holes in it.They have to come up with an invention or plan in under 1 minute (in real life time). I hope you enjoy this game.-Sadhbh

Please fold this so that the plane side is only showing. Then put the sheet down so that the adventurers can see.

Sadhbh Brennan
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6. Two Harpies live in this nest high in the branches of the oak. They are prideful and love shiny things, coins and buttons which dangle from their branches by pieces of string. Their nest contains a +1 Dagger and a Potion of Acid Breath. They will never attack the party unless they perceive themselves to be at an advantage. This is until something is stolen from their nest, at which point they will become bloodlusted.
8. Mother Bones (a Green Hag) owns this tree and all of the lands around. She is currently brewing a Pot Garbler (Giant Zombie) in a vat of glue. Six minutes are required until the ritual is completed and the creature is unleashed. She will attempt to delay the party with false promises, offers of pacts and magic items, as well as facetious prophecies. The Garbler spells certain doom and is almost undefeatable by conventional means. If it falls from the tree, it will probably die. Mother Bones owns an abundance of half-cursed magic items and strange artefacts, that only work while she is alive.
5. A Level 2 Human Rogue named Sigurd is imprisoned in a cage above the Hobgoblin camp. He is nearing death, missing several body parts which Mother Bones has used for assorted ritual potions. He claims to know the location of an (entirely fictional) treasure hoarde, which he will lead the party to if they help him escape. He does possess a pair of Sending Stones stowed away, which he guards jealously and will never give up.
4. Four Hobgoblins guard this camp, nestled inside a hollow of the tree. At any time, two will be sleeping and one will be awake. One always guards the route which leads to Zone Two. The other will be cooking, training, or taunting the captive Rogue in Zone 5. Once every two hours (exactly), one of the guards will go and check on the ogres, and likely shout at them for not doing their job properly
7. Suspended from vines, the corpse of a large, carnivorous worm rots slowly. A collection of almost aqueous gems glint from its gaping maw. Closer inspection reveals these gems to be worm larvae. If these are touched with anything sharp or handled carelessly, they will burst and a worm grub will come forth and attack. D3 grubs already feast on the corpse.
3. This thick web of vines seems to be a shortcut up the tree. However the Harpies in Zone 6 will be watching. They will attack any climbing adventurers and drag them to their nest. Characters can only use one hand to fight while climbing.
The Oak Of Mother Bones
facebook.com/SoulMuppet
instagram @artstuffbysash
2. This snaking path leads up the boughs of the tree. It is well hewn and littered by obvious signs of humanoid passage.
1. At the base of the tree, three Ogre-Philosophers sit around a fire, debating the finer points of life over a roast venison. They are not doing a very good job of keeping watch.
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ELF-BANE

A ONE-PAGE ADVENTURE BY SCOTT MARCLEY

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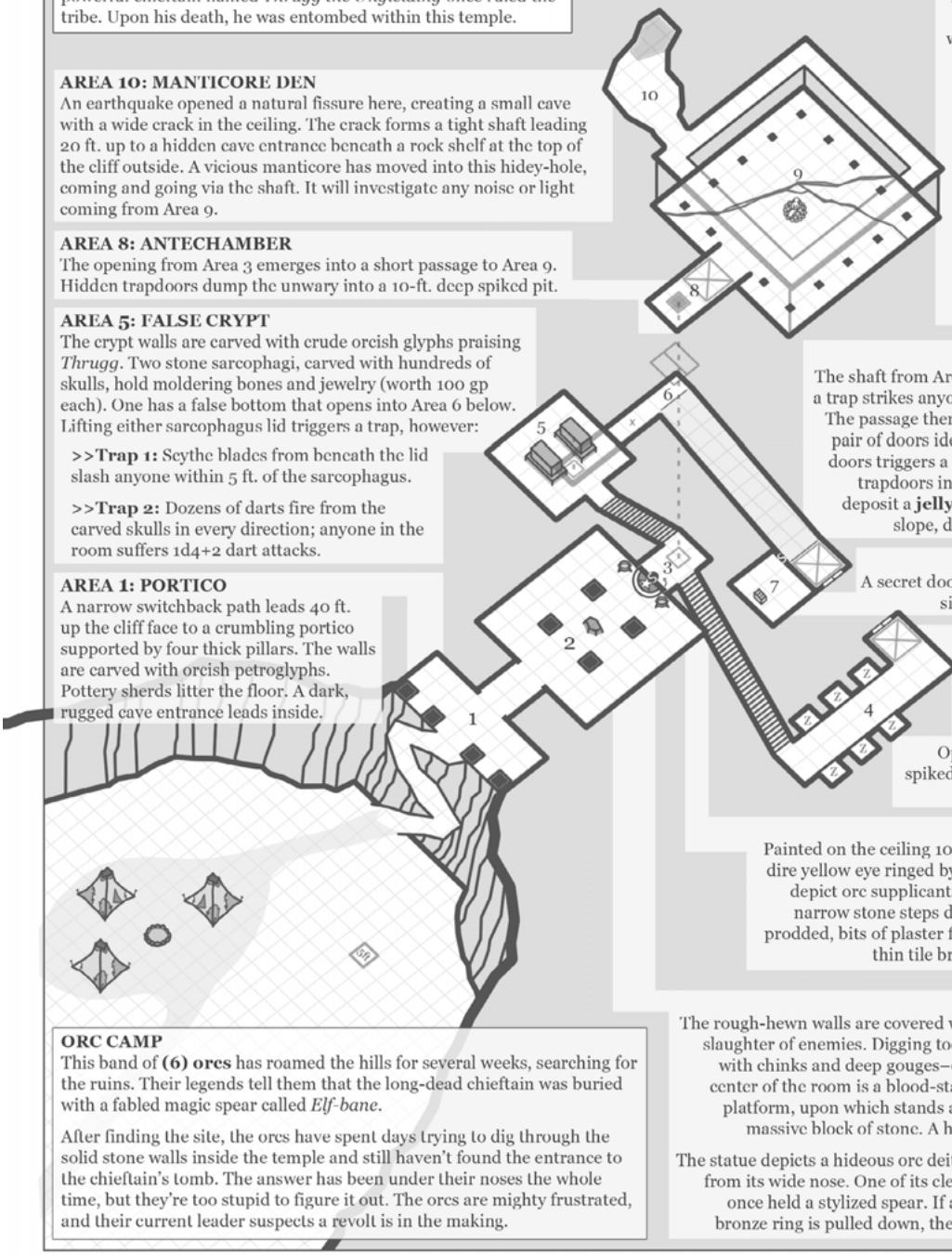
INTRODUCTION

While traveling cross-country, the characters pass through a strip of broken, craggy hills. As the party searches for a good spot to rest, they hear guttural sounds (shouting, cursing, etc.) echoing off the steep gully walls.

If investigated, the party finds an orc camp in a box canyon, at the base of a 100-ft. high cliff. A path climbs halfway up the cliff face, where carved pillars frame the entrance to a ruined orc temple. The remains of other long-demolished orcish structures cling to the canyon walls.

Centuries ago, a tribe of orcs held sway over this region—before clans of elves and humans arrived and drove them out. A powerful chieftain named *Thrugg the Unyielding* once ruled the tribe. Upon his death, he was entombed within this temple.



AREA 1: PORTICO

A narrow switchback path leads 40 ft. up the cliff face to a crumbling portico supported by four thick pillars. The walls are carved with orcish petroglyphs. Pottery sherds litter the floor. A dark, rugged cave entrance leads inside.

AREA 2: TEMPLE CHAMBER

The rough-hewn walls are covered with faded murals of orcish combat and the slaughter of enemies. Digging tools litter the floor and the walls are marked with chinks and deep gouges–evidence of the orcs' fruitless efforts. In the center of the room is a blood-stained altar stone. On the far wall is a raised platform, upon which stands a 10-ft. high statue, crudely sculpted from a massive block of stone. A hammered bronze brazier sits to either side.

The statue depicts a hideous orc deity with a snarling face. A bronze ring hangs from its wide nose. One of its clenched fists bears a 2-in. diameter hole that once held a stylized spear. If a pole or haft is inserted in the hole and the bronze ring is pulled down, the statue and rear wall pivot to reveal Area 3.

AREA 3: STAR CHAMBER

Painted on the ceiling 10 ft. above is a mural of the night sky, with a dire yellow eye ringed by lightning in the center. Crude wall murals depict orc supplicants reaching for the eye. To the right and left, narrow stone steps descend to Areas 4 and 5. If the eye mural is prodded, bits of plaster fall to reveal a square clay tile. If struck, the thin tile breaks, creating a 4-ft. sq. opening to Area 8.

AREA 4: HALL OF THE DEAD

The walls of this cobweb-filled hall are painted with crude murals of orc warriors marching toward the far end, where a pair of timber and bronze doors stand.

Opening the false doors triggers a 10-ft. deep spiked pit trap. In addition, secret panels open in the hall, releasing (6) **orc zombies**.

AREA 5: FALSE CRYPT

The crypt walls are carved with crude orcish glyphs praising *Thrugg*. Two stone sarcophagi, carved with hundreds of skulls, hold moldering bones and jewelry (worth 100 gp each). One has a false bottom that opens into Area 6 below. Lifting either sarcophagus lid triggers a trap, however:

>>**Trap 1:** Scythe blades from beneath the lid slash anyone within 5 ft. of the sarcophagus.

>>**Trap 2:** Dozens of darts fire from the carved skulls in every direction; anyone in the room suffers 1d4+2 dart attacks.

AREA 6: TRAPPED HALL

The shaft from Area 5 drops 10 ft. to a narrow passage. At 'x', a trap strikes anyone crossing the spot with (2) spear attacks. The passage then turns and widens, sloping 10 ft. down to a pair of doors identical to those at Area 4. Opening the false doors triggers a 10-ft. deep spiked pit trap; simultaneously, trapdoors in the ceiling open at the top of the slope and deposit a **jelly-like cube** into the hall. It slides down the slope, dropping into the opposite pit in (3) rounds.

AREA 7: TREASURE VAULT

A secret door reveals a chamber that hides 500 ancient silver coins, 10 gems, and a *horn of bravery*.

AREA 8: ANTECHAMBER

The opening from Area 3 emerges into a short passage to Area 9. Hidden trapdoors dump the unwary into a 10-ft. deep spiked pit.

AREA 9: CHIEFTAIN'S CRYPT

This chamber has a 20-ft. high ceiling. Rough stone pillars support a 12-ft. high ledge surrounding the room. Orcish scrawls cover the walls. A past earthquake has cut a large crack across the walls, floor, and ceiling. Portions of the upper walls and ceiling have collapsed, scattering rubble on the floor.

In the center of the room, *Thrugg's* mummified body sits on a crude throne of rocks and skulls, draped with moldering animal furs. Propped against his shrouded body is an orc-crafted long spear. Arrayed on the floor around the dead chieftain are dozens of skeletons of his concubines and loyal followers.

Lurking among the shadows on the ledge is a **manticore**, which will pepper the party with spikes before dropping down to attack.

If the throne is carefully searched or smashed apart, then a large stone chest is found beneath the pile. It holds 2,000 ancient silver coins, ten gold bars (worth 50 gp each), a jeweled goblet made from a rival chieftain's skull (worth 500 gp), a wolf's fur mantle that acts as a *magical cloak* and a *magic hand axe*.

The long spear is *Ulfbahn* <Elf-bane>. Made of cold iron and inscribed with various orcish curses, this feared *magic weapon* does double damage to elf-kind.

AREA 10: MANTICORE DEN

An earthquake opened a natural fissure here, creating a small cave with a wide crack in the ceiling. The crack forms a tight shaft leading 20 ft. up to a hidden cave entrance beneath a rock shelf at the top of the cliff outside. A vicious manticore has moved into this hidey-hole, coming and going via the shaft. It will investigate any noise or light coming from Area 9.

ORC CAMP

This band of **(6) orcs** has roamed the hills for several weeks, searching for the ruins. Their legends tell them that the long-dead chieftain was buried with a fabled magic spear called *Elf-bane*.

After finding the site, the orcs have spent days trying to dig through the solid stone walls inside the temple and still haven't found the entrance to the chieftain's tomb. The answer has been under their noses the whole time, but they're too stupid to figure it out. The orcs are mighty frustrated, and their current leader suspects a revolt is in the making.

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Tower of The Thunder Wizard

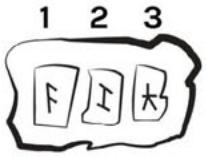
The locals of a nearby farming village have been unable to harvest their crops due to a constant magic storm that they believe is originating from the tower of Nastrodamus, a mad wizard. The adventurers have been asked to visit the tower try and find a way to clear the storm.

Area 1: *Entrance, 20ft walls, dim light;* a thin layer undisturbed of dust coats this room. There are barrels and crates of various common trade goods scattered about. Two healing potions can be found here. A dirty **stone golem** guards the staircase to Area 2. A hidden trapdoor in this room leads to Area 1B. Unless detected by a character, it will collapse once there is weight upon the door.

Area 1B: *Dungeon, 10ft walls, dim light;* a few sets of skeletal remains litter the ground in this others dank and damp basement. One **gelatinous cube** is hiding in this room.

Area 2: *Common Area, 15ft walls, moderate light;* there is a sturdy wooden table and 4 chairs. A brazier burns with an eldritch green glow and two **Will-o'-Wisps** float nearby, flickering with the light of the brazier. Across the room is the stairway to Area 3.

Area 3: *Sleeping quarters, 15ft walls, moderate light;* bedroom furniture is about this room. Dressers and drawers contain common clothing and random basic equipment. There is a door that is locked magically. 3 small panels of stone protrude from the wall, each with a carved, glowing rune. If pushed in the correct order - 2, 3, 1, 1, 3 then the door will unlock.

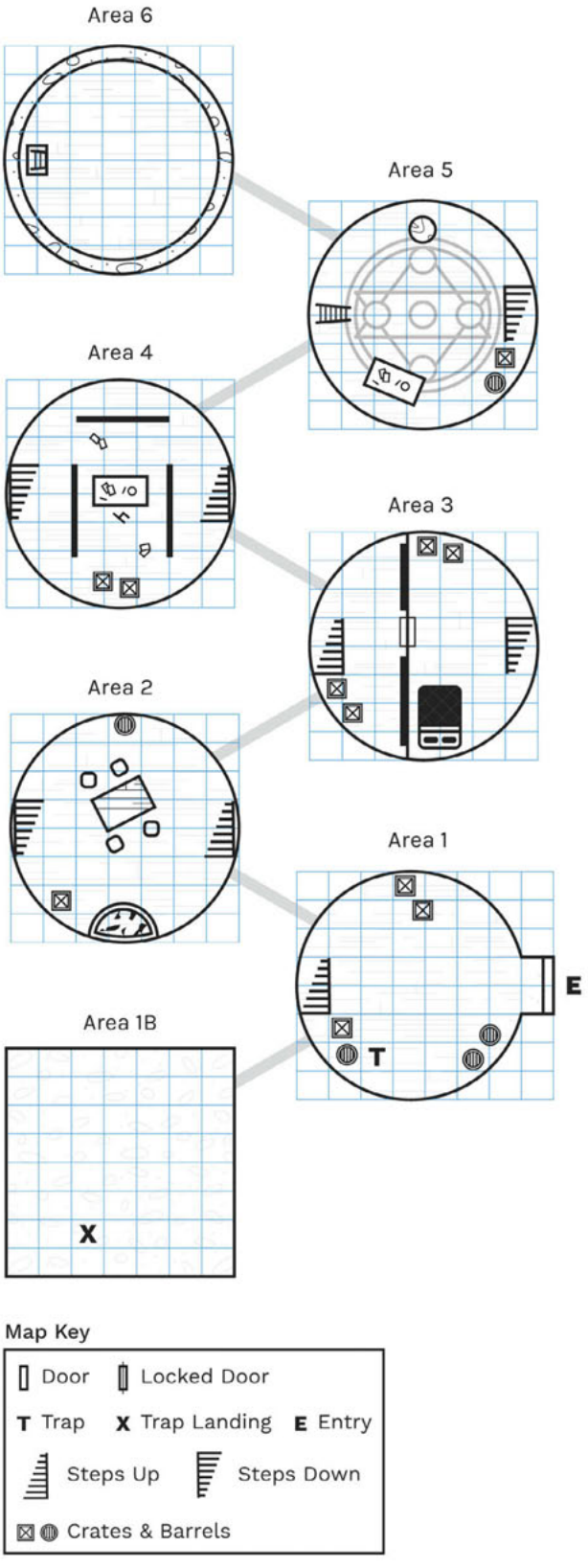


Any failed attempts reset the lock the original position. A **mimic chest** resides in this room, and will remain still unless disturbed. The staircase behind the locked door leads the Area 4.

Area 4: *Library, 15ft walls, bright light;* bookshelves of tomes line the walls, and a single wooden desk in the middle of the room is covered in scrolls and parchments.
A suit of **animated armor**, and two **flying swords** are guarding this room. Stairs behind the farthest bookcase lead to Area 5.

Area 5: *Laboratory, 15ft walls, moderate light;* loud thunderous roars are heard overhead and there is a summoning seal on the floor. On the far side of this room, a basin of crystal clear water shows the surrounding area of the tower, and how far the storm has grown. The wizard **Nastrodamus** is near a ladder to Area 6, and will attack the adventurers.

Area 6: *Tower roof, outdoors;* The roof of the tower is directly under the eye of the storm. There are two **air elementals,** that when defeated will cause the storm to disappear and clear skies to return. Upon returning to the village there will be many thanks and various treasures given to the party!



Created by Sean Ritner & Lisa Healey
2018 One Page Dungeon Contest
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HOVE SOUTH RECYC SITE

a JRPG-inspired SF dungeon
for a few Lv1-3 PCs

HOOK The recyc site has been drawing 155% power over the last two weeks but the vidfeed shows nothing strange. Get some eyes on it.

TRUTH The vermin protocols have been wilfilly turned off: the site is overrun with biomonsters. The camera feed has been elaborately looped. The perpetrator is using this as a distraction.

SITE The building is a squat two storeys without windows. Ceiling vents allow access to the northmost wide room. The lower levels smell strongly of disinfectant and woodpulp and a variety of coloured tubes run through and across the walls. Most of the doors can be opened with a simple press; the locked set require the passkey from a chest.

What's in this chest? (d6)

1. Passkey
2. Diary with terminal code
3. STAR ATOM: heals all PCs
4. MOON ATOM: revives one PC
5. Ceramic knife
6. 1725 credits

The ground floor terminals require a passcode.

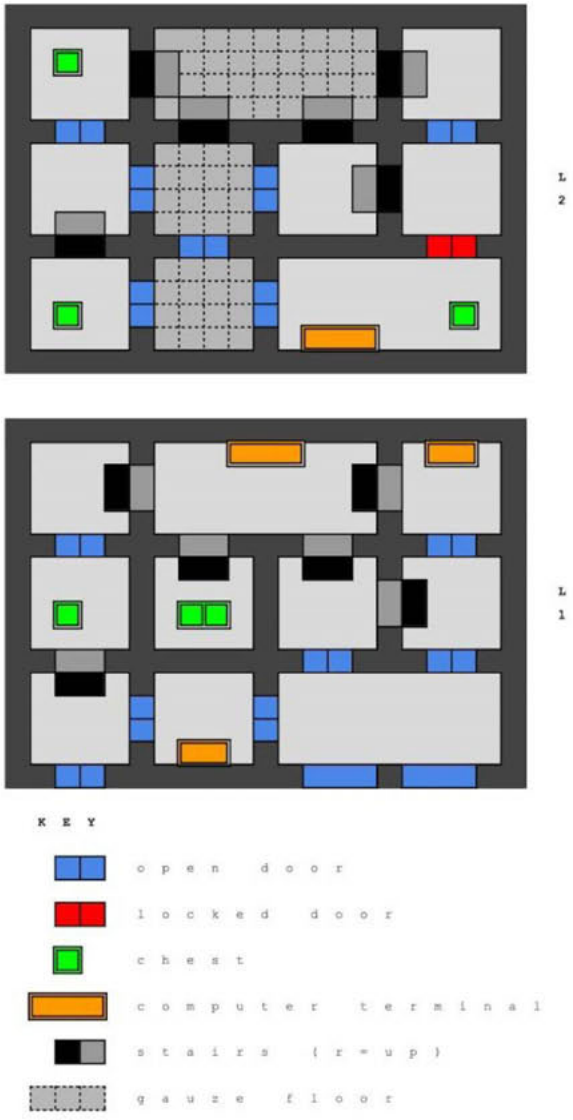
What's on this terminal? (d4)

1. Vermin protocol controls
2. Camera feed & library
3. Power usage data
4. Supervisor staff logs

(Contents of chests and terminals are unique.)

Each wide room contains a difficult fight. Otherwise, roll random encounters every 10 real-world minutes. The upper floor has stronger foes.

- ★ HD1 vermin swarms
- ★ HD2 slime
- ★ HD2 large vermin
- ★ HD2 securobot
- ★ HD4 multiplying slime



Submitted by **Sean Smith** for the **One Page Dungeon Contest 2018**
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INFESTATION

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Overview

A long-abandoned hunting castle known to den a group of Kobolds now festers with unknown creatures. Locals are concerned by the Feral Rats that come from the dilapidated lodge, but as players investigate they find themselves in the trap of the Tunneling Black Maw.

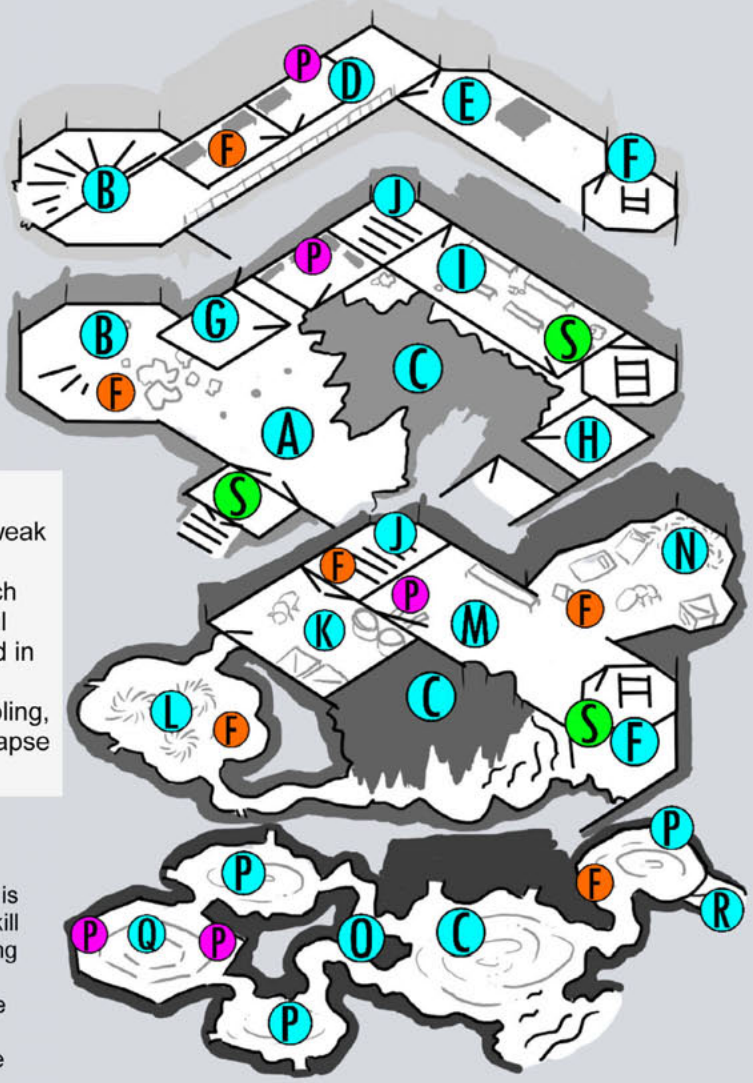
Recurring Mechanics

Ferality Traps - Small gas-filled sacks which cause weak willed creatures to attack until exhaustion

Spike Traps - Tripwire and pressure plates that launch spines or needles; intended for vermin but still harmful

Paralysis Traps - Actually Black Maw larvae encased in a toxin which numbs and immobilizes on contact

Collapsing Terrain - Almost all flooring is rotted or crumbling, all heavy actions have a chance of causing players to collapse into the level below, battering and possibly burying them.



Detail of Map Sections

A) Entrance Hall there is only rubble in this once grand feasting hall **B)** Weathered Tower inaccessible from the main floor, there is a broken window with kobold claw marks climbable with some skill from outside, feral rats wait in the rubble **C)** Sinking Pit this gaping chasm contains deadly falls, slips, and a Female Black Maw far below **D)** Bunk Rooms & Balcony the rickety railing overlooks the sundered hall, rooms are bare but for decrepit cots. **E)** Lord's Bedroom a feral kobold waits mindlessly, there is some evidence of past finery and a hidden box of gold. **F)** Chimney Ladder the kobolds use this to go directly from their den in the lower level to the upper, no access to the main floor **G)** Looted Armory only blood remains **H)** Rotted Library a feral rat makes its home among ancient lore **I)** Kitchen a feral kobold sits at the table awaiting meal time **J)** Cellar Door & Stair the servant's crumbling walkway **K)** Spoiled Larder vinegar and dead maggots line the corners, in the middle is a molted exoskeleton, and there is a hidden and barred door to the Abattoir **L)** Rat's Nest many rats, feral, young, and giant, are ready to ambush. Some gear remains from the last group of adventures to investigate here

M) Abattoir rusted butchers tools lie uselessly. There is a **Band of Kobolds**, they are not immediately hostile and only want to deal with the Black Maw that drove them from their home **N)** Kobold Den No corpses but some recent blood and a larger molt of the exoskeleton **O)** Tunnels larger twisting passages the Male Black Maw will hunt through **P)** Minor Pits potential sand traps for the Female Black Maw **Q)** Brood filled with half-eaten vermin and larvae Black Maw who will be fiercely defended by the Male Black Maw **R)** To the Underhive following this leads to a vast cavern with an unending hive of Black Maw

Tunneling Black Maw

Tunnels - True to its name the Male Black Maw digs paths to hunt and travel by. They are smooth walled, only as wide as necessary and are prone to collapse.

Trapping & Tracking - Male Black Maws place traps that exhaust prey in areas of high traffic and hunt by ambush or tracking blood until the prey is no longer a direct threat.

Male & Female - Female Black Maws have smaller claws and larger jaws. They stay in softer sand pits digging deeper into the earth and producing eggs while the male lures & drags prey into the pits.

Brood & Life Cycle - Once the female Black Maw lays a clutch of eggs the male stashes them in a safe location where prey will be plentiful, they molt & grow after feeding.

Long ago, the Cortahn Empire founded Kourpol Bay, claiming it as their own, & building artificial islands among the natural. But the bay contains many secrets, one of which has recently been discovered by the criminal underworld...

City on a Coin
by Seth Piercey

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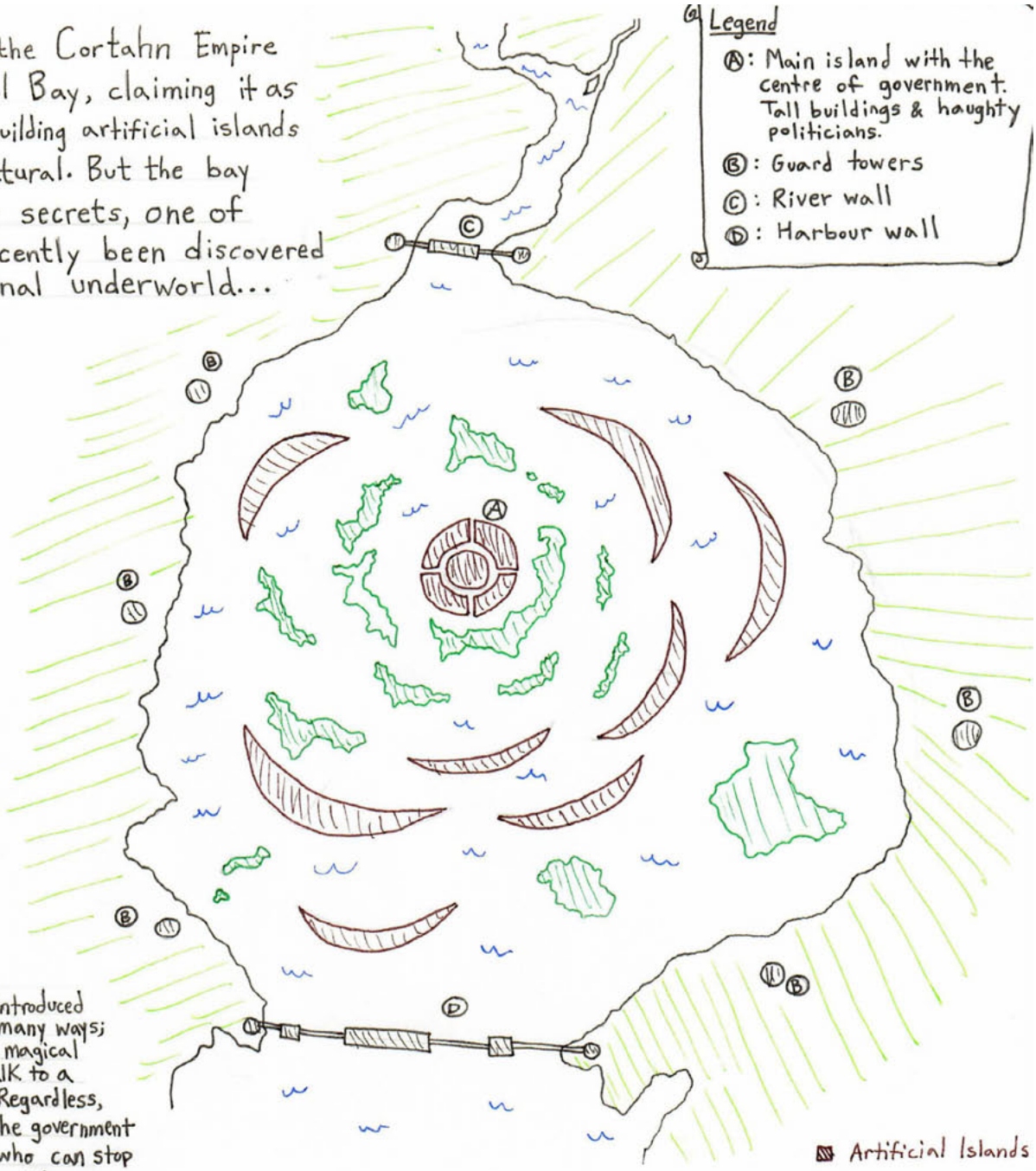


Using this Map

Players may be introduced to Kourpol Bay in many ways; maybe they need a magical item, or need to talk to a certain individual. Regardless, they hear that the government will reward those who can stop the increase in gang violence. When investigating gang violence, players should eventually see a level one gang member emerging from a canal, giving them the hint that something magical is going on.

The situation:

Kourpol Bay is unique because the streets on each island are made of water, similar to real-Venice. It is an economic gem, being a major trading hub, and houses millions of residents.

The trick 🃏:

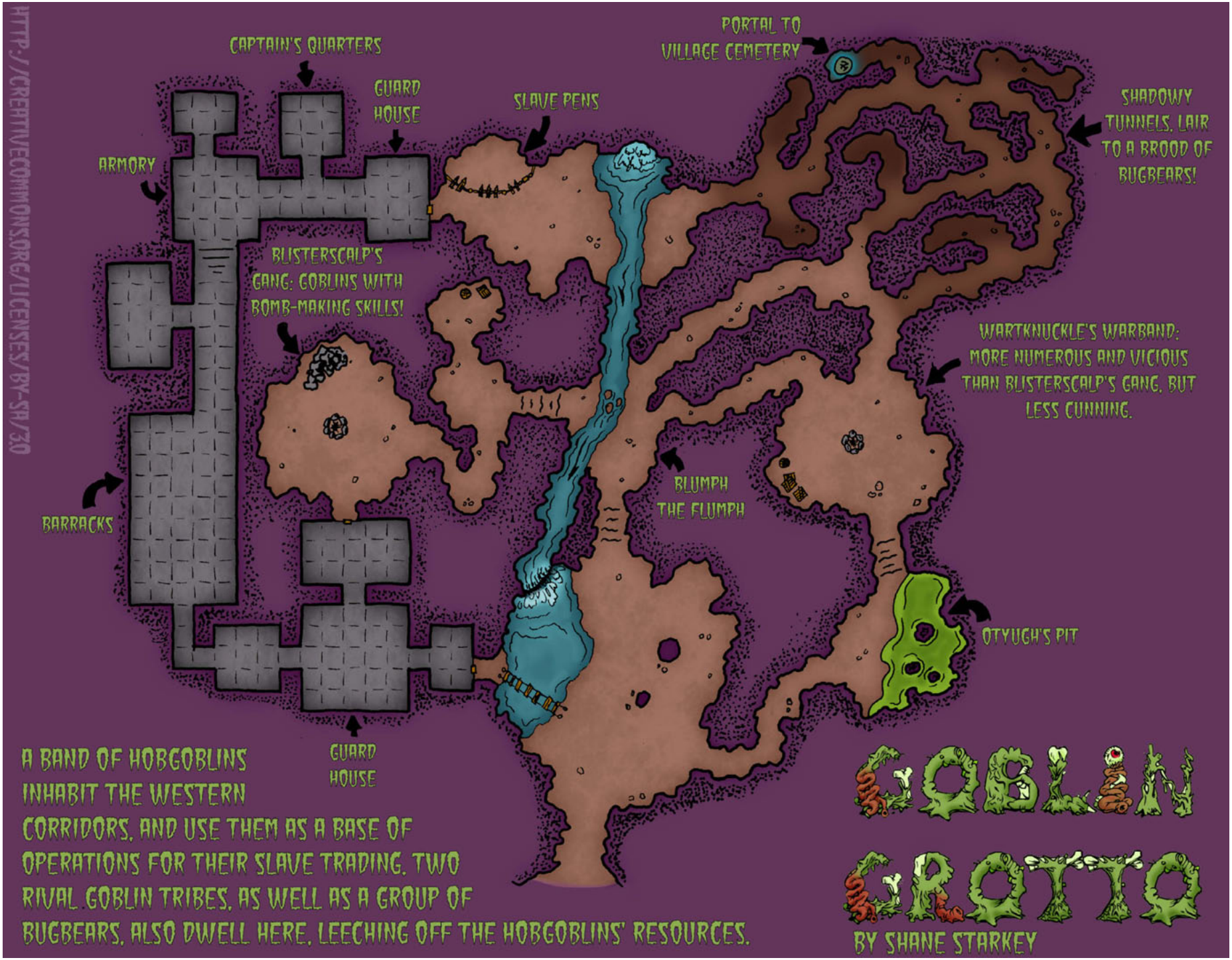
If you dive far enough in the canals of the natural islands, you will resurface in the same location and city, but in a different universe. Diving back into the canals brings you back to the original universe.

The teeth 👄:

Gangs from the two parallel cities have discovered the trick & are fighting for control of the canals in order to "conduct business" in both cities.

The treasure 💰:

The magistrates reward anyone able stop the re uptick in gang violence...


HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-SA/3.0
CAPTAIN'S QUARTERS
GUARD HOUSE
ARMORY
BLISTERSCALP'S GANG: GOBLINS WITH BOMB-MAKING SKILLS!
BARRACKS
GUARD HOUSE
SLAVE PENS
PORTAL TO VILLAGE CEMETERY
SHADOWY TUNNELS. LAIR TO A BROOD OF BUGBEARS!
WARTKNUCKLE'S WARBAND: MORE NUMEROUS AND VICIOUS THAN BLISTERSCALP'S GANG, BUT LESS CUNNING.
BLUMPH THE FLUMPH
OTYUGH'S PIT
A BAND OF HOBGOBLINS INHABIT THE WESTERN CORRIDORS, AND USE THEM AS A BASE OF OPERATIONS FOR THEIR SLAVE TRADING. TWO RIVAL GOBLIN TRIBES, AS WELL AS A GROUP OF BUGBEARS, ALSO DWELL HERE, LEECHING OFF THE HOBGOBLINS' RESOURCES.
GOBLIN GROTTO
BY SHANE STARKEY

Lair of the Oneirovore

by Sharang Biswas and Ben Morgan

@SharangBiswas https://sharangbiswas.myportfolio.com/ http://www.ad1066.com/

Welcome to My Parlor...

The oneirovore traps stray dreams in its web, pickling them into nightmares. Once nicely fermented, the dreams and any unfortunate dreamers trapped within are consumed by the monstrous creature.

The web is difficult to traverse and studded with captured dreams, debris, and a few other denizens.

Vigorous movement along the web or searching for any particular item, person, or dream risks:

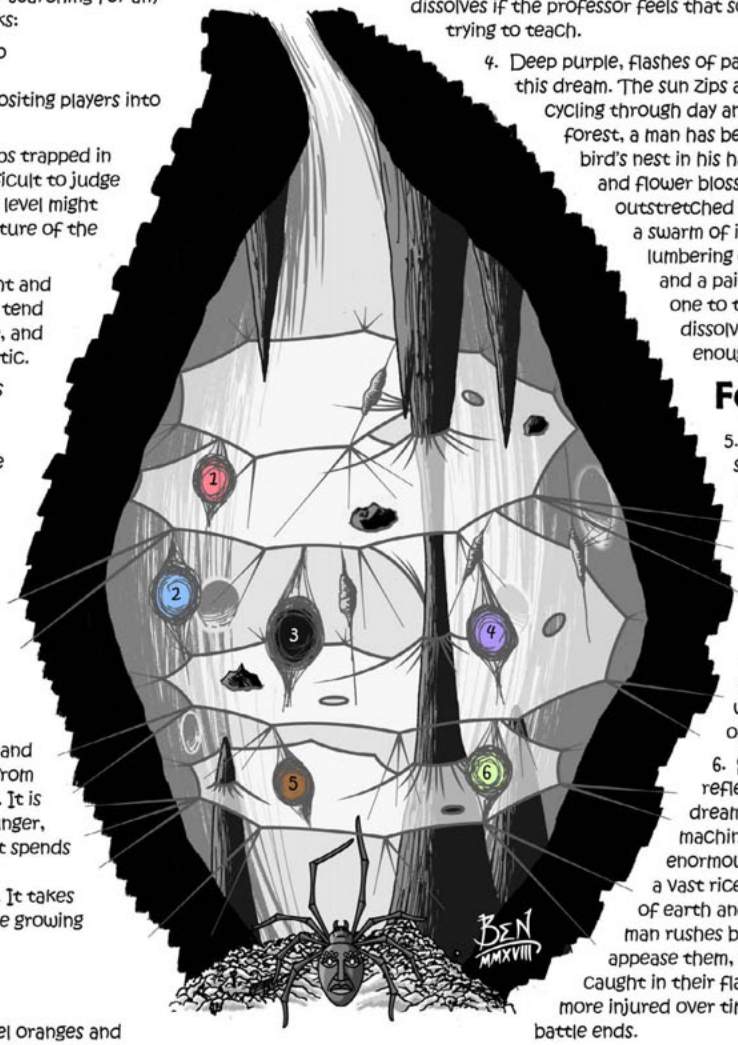
A) Attracting a denizen of the web
B) Attracting the oneirovore
C) Breaking a few strands and depositing players into a dream.

Dreams appear as large, coloured orbs trapped in the webbing. Their contents are difficult to judge from the outside. A dream's pickling level might be determined by its smell or the texture of the membrane encasing it.

- Fresh dreams are recently caught and their contents are benign. They tend to be odorless from the outside, and their membranes a firm and elastic.
- Pickling dreams are a few weeks old, and their contents have ripened into something more unsettling or uncanny. They give off a vinegary smell and are encased by a soft membrane.
- Fermented dreams have been trapped a month or more, and have transformed into nightmares. A complex, spicy aroma wafts out of their gelatinous membranes.

The Oneirovore

The oneirovore is a highly intelligent and coldly rational creature that learns from the dreams (and people) it consumes. It is driven by survival and an immense hunger, but holds no real cruelty or malice. It spends its days feeding, building its web and ruminating on matters of philosophy. It takes the form of a giant spider with a face growing out of its abdomen.



Fresh

1. The colors of this dream are pastel oranges and pinks. A woman sits in a pottery shop filled with vessels of different sizes, shapes, and colors. People are entering and leaving, taking pots with them. The woman sings to herself and throws pots made of strange materials: butter, honey, rose petals, cotton wool... It's difficult to distract her from her work, but if she is made to get up and leave her wheel, the dream dissolves.

2. This dream is coloured a vivid blue, green, and yellow, like painted wagons at a carnival. A young man, handsome enough to hurt your eyes, laughs joyously while leaping from rooftop to rooftop, in a city festooned with streamers. Another teenage boy, with plain features and longing painted on his face, is attempting to catch the handsome youth, calling for him to wait. The dream dissolves when the plain boy stops chasing the object of his affection.

Pickling

3. The colors of this dream are chalk white and cruel black. Raucous laughter, cursing, and chatter fill an enormous university classroom housing an army of rowdy students. A harassed professor desperately tries to direct their attention to a set of equations on the board, but the students are too busy squabbling, playing dice, drinking, and occasionally hurling small, hard objects towards the front of the classroom. The dream dissolves if the professor feels that someone has learned what they're trying to teach.

4. Deep purple, flashes of pale blue, and a deep red dominate this dream. The sun zips across the sky at a surreal pace, cycling through day and night every few moments. In a forest, a man has been planted into the earth, a bird's nest in his hair, a squirrel in his open mouth, and flower blossoms weighing down his outstretched arms. A beast with two mouths, a swarm of insects in the shape of a lumbering cow, a miniature thunderstorm, and a pair of lumberjacks arrive one-by-one to threaten the tree. The dream dissolves if the tree is protected long enough to bear fruit.

Fermented

5. The colors of this dream are a sickly brown, scarlet, and a painful magenta. A woman desperately struggles to scale a massive wall made of chittering mouths, which bite and tear at her hands and feet. A flock of winged insults, sharp and hurtful, continually swoop down and attempt to tear her off the wall. The dream dissolves when the woman reaches the top of the wall.

6. Slimy green, off-white, and reflective silver are the colors of this dream. A giant, animated sewing machine and a slightly smaller (but still enormous) typewriter are doing battle in a vast rice paddy, kicking up water, clods of earth and clumps of vegetation. An old man rushes between them attempting to appease them, even as he gets repeatedly caught in their flailing limbs and grows more and more injured over time. The dream dissolves when the battle ends.

Other Denizens of the Web

- Hypnophages: grubs nibbling on dream essence
- Unbound Night-Terrors: dream-creatures birthed in nightmares
- Troubled Dreamers: insane dreamers escaped from fermented dreams
- Reverie Flies: insects that incubate their eggs within stray thoughts
- Minerva: a mysterious witch who knits using the webbing
- Exoskeleta: animated pieces of the dead husk of another huge arachnid

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Welcome to the **D4 dungeon**, to start you need only: two sheets of paper, one for ***character sheet*** (CS), one for ***dungeon map*** (MA), a pen and a **four-sided die** (d4).

Game Goal

To recover the **MacGuffin** and **Kill the Dungeon Boss**.

Normal mode: the Boss has the MacGuffin.

Hard mode: you need to find the MacGuffin as magic item treasure

Nightmare mode: as hard plus you need to return to dungeon entry killing or evading again evaded enemies. You win a test when you roll **higher than the difficulty**.

Character creation

1. Write base abilities on your CS: Attack (A) 0, Evade (E) 0, Hit Points (HP) 4, Luck (L) 4, Gold (G) 0.
2. Then roll 1d4 or choose a class
    1. **Barbarian** - A+1, HP+1 - **Power**: +2 attack per luck point spent on combat, instead of +1.
    2. **Mage** - A+1, E+1 - **Power**: +1 Magic items roll
    3. **Thief** - E+1, L+1 - **Power**: +1 Normal Items roll
    4. **Cleric** - L+1, HP+1 - **Power**: cure 1 HP each time you spend luck (no more than max)
3. Add **one free point** to A, E, HP or L or add another class power (yes, you can multi-class!).
4. Draw on MA the first room (Depth 0)
5. Start exploring (check Exploration time box)

Encounters

Tests: When you Attack or Evade you succeed if you roll **higher or equal** than the difficulty.

Luck: spend to have +1 combat or evade rolls, can be used **after** the roll, max one point per roll.

Damage: Traps or Monsters deal damage to your HP total. If it reaches 0 you're dead. Game Over.

Combat a Monster/Dungeon Boss:

1. Roll **1d4 +A +1 for normal weapons** (or +2 magic weapons) **vs Room Level +3**. Each attack inflicts 1 damage to the monster (+weapon bonus, only if successful). **Each monster has HP equal to room level + room depth / 2**, round down. If still alive, it inflicts 1 damage back per 2 room levels, round up. **Dungeon Boss is Level 5 in combat**.
2. Re-roll to Attack or Evade (to previous room only). Monsters never recover HP. If you roll an 1 and you are using a weapon it breaks. You can keep with you no more than 2 weapons, using only one, at a time.

Evade a monster: Roll 1d4 + E vs Room Level +1. If failed get 1 damage per 2 room levels round down, and continue fighting. **You cannot evade again the monster if you fail the roll.** If the monster has been evaded you can move in any adjacent room. If the monster has not been defeated it must be fought (or evaded) to pass again through the room. **You get no treasures after evading a monster of level 3 or more.**

Rest: Only in Empty rooms. Roll 1d4+Room level on GT. Recover all HP (or 2 HP +1 L) if no Random Monster is encountered. Recover 1 HP if monster has been encountered, then fight it. You can't evade the monster. You can't rest more than once in each empty room.

Rooms table (RT)

Roll	Level	Content	Exits
1	0	Monster	+0
2	1	Empty	+0
3	1	Monster	+1
4	1	Trap	+1
5	2	Monster	+1
6	2	Monster	+2
7	2	Empty	+2
8	2	Monster	+2
9	3	Monster	+2
10	3	Empty	+3
11	3	Trap	+3
12	3	Monster	+3
13	4	Trap	+4
14	4	Monster	+4
15+	4	Dungeon Boss	none

Evade a trap: Roll 1d4 + E vs Room Level +3 - if failed get Room Level damage. Roll for treasure then the room is now **Empty**.

Treasure: Roll 1d4 + Room level on GT. Then re-roll 1d4 + Room Level on normal or magic column, first time in room only. **In empty rooms do not add room level**.

Items

You can use one item per type, getting only the highest bonus.

- **Weapons**: see combat
- **Potions:** You can drink an healing potion to recover 4 HP
- **Rope, Magic Boots, Magic Ring**: Get a bonus to Evade Traps rolls (from 1 to 3)

Quests

Complete one of these quests to level up and gain one point in A, E or L.

- Kill your first 4 monsters
- Kill your first level 4 monster
- Gain your first 25 golds

Exploration time!

1. Enter a room.
2. Roll for exits on RT (1d4 + exits), connect to the new rooms with a corridor.
3. Add the rooms to MA and roll for new contents on RT (1d4 + new depth)
4. Resolve the encounter (Combat Monster, Evade Monster, Evade Trap)
5. Roll for treasure on GT (1d4 + Room level), take treasure.
6. Move to another connected room or Rest if needed

Generic Table (GT)

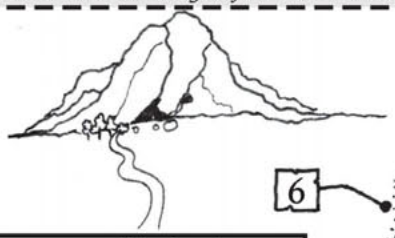
Roll	Exits	Treasure	Rest	Normal Item	Magic Item	Random Monster
1	3	Normal Item	-	Gold (1d4)	-	-
2	2	None	Rest Ok	Gold (1d4)	Healing potion	Monster 1
3	2	Normal Item	Rest Ok	Gold (2d4)	Healing potion	Monster 1
4	1	None	Rest Ok	Weapon 1	Magic weapon 1	Monster 1
5	1	Magic Item	Random Monster	Rope 1	Magic weapon 2	Monster 2
6	1	Normal Item	Rest Ok	Gold (2d4)	Magic Boots 2	Monster 2
7	1	Magic Item	Random Monster	Weapon 2	Magic weapon 3	Monster 3
8	0*	Magic Item	Random Monster	Gold (4d4)	MacGuffin or Magic Ring 3	Monster 3

* Treat as a 1 if the Boss has not been encountered and there are no more rooms.

Hook

Silas boasts that he stole from the dragon Actrish's lair, just by sneaking in while she slumbered after gorging on a nearby town. Can bold adventurers do the same, and not wake the dragon from her slumber?

The Dragon slumbers on a bed of coins, gemstones and fabulous jewells piled higher than a mounted knight. A pair of large chests, a statue, two barrels and a keg are part of this vast hoard. Taking from the hoard automatically counts as a 'poke' as the dragon, even in deepest hibernation, is aware of her treasure being taken.



6

Dragon-worshipping lepers dwell here, living off giant mushrooms. They have an uneasy alliance with the dragon, using spiked barricades to dissuade it from eating them. They wear bells to warn it of intruders.

3

5

4

A pack of mountain wolves have their den here, using the dragon's presence to keep their lair safe. They are content to be left alone, but will cause a commotion if threatened or attacked.

Bones 1

Don't Wake the Dragon!

Mushroom farm

Bones 1

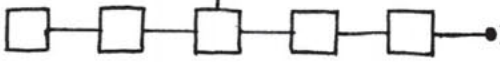
2

Grotto, source of stream, rich in smelly minerals.

Waking the Dragon!

At each numbered area tick off a box below unless suitable precautions are taken (stealth, diplomacy, magic, etc.) Each 'pokes' the slumbering dragon: five pokes, and the dragon wakes up!

Dragon Stirs: ground shakes, coins clatter.



Dragon Awakens: it is very, very angry!

S.f.

Pokes

1. Piles of bones, waist-deep, crunchy.
2. Musky water, splashes, smelly.
3. Lepers, bells, commotion in battle.
4. Mountain wolves, howls, growls.
5. Chasm, difficult to cross, falling rocks.
6. Dragon's hoard, clattering coins.

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by Simon Forster

THE MAGE IN HIS TOWER
By Spaghetti Quester
THE ROOF IS MADE OF GREEN DRAGON SCALES
THE ATTIC IS STUFFED WITH EXOTIC AND WEIRD ARTIFACTS. MADAS IS NOT VERY INCLINED TO ADMIT VISITORS HERE. (A GREAT ASSORTMENT OF MAGICAL ITEMS CAN BE FOUND HERE)
MADAS' BEDROOM. THERE IS A MAGIC PORTAL TO EVERYWHERE IN THE CLOSET.
MADAS THE MAGE.
HE IS A GOOD FRIEND OF THE BURGRAVE BUT HE TENDS TO ISOLATE HIMSELF A BIT IN HIS TOWER FAR FROM THE BURG. NOW THE BURGRAVE NEEDS HIS HELP, HE SENT A MESSENGER BEFORE YOU, BUT MADAS SEEMS TO BE TOO FOCUSED ON HIS STUDIES AND THE MESSENGER NEVER COME BACK.
YOU REACHED MADAS' TOWER AND NOW IS UP TO YOU TO FIND A WAY TO SPEAK WITH HIM.
YOU MAY ALSO INVESTIGATE THE DISAPPEARANCE OF THE 1ST MESSENGER.
MADAS' LIBRARY. THE MAGE IS VERY ABSORBED BY HIS STUDY AND IT WILL BE HARD TO GET HIS ATTENTION. HOWEVER, ONCE HIS CONSIDERATION HAS BEEN GAINED MADAS WILL LISTEN TO EVERYBODY, EVEN ANY POSSIBLE DOPPELGANGER (SEE NEXT ROOM!)
MADAS IS A TRUE NEUTRAL
THERE'S A MIRROR IN THIS ROOM. IT IS COVERED BY A BLUE VELVET DRAPE, IF SOMEBODY LOOKS AT THEIR REFLECTED IMAGE THEN A DOPPELGANGER OF THEIR DIAMETRICALLY OPPOSITE ALLIGNMENT WILL COME OF THE MIRROR.
IF THE ONE WHO LOOKS IS A TRUE NEUTRAL THE IMAGE WILL JUST SMILE WITHOUT COMING OUT OF THE MIRROR.
A FRIEND OF THE MAGE GAVE HIM AN ELECTRIC GIANT EEL FOR HIS LAST BIRTHDAY. MADAS THOUGHT IT WAS A GOOD IDEA TO MAGICALLY FLOOD A ROOM TO HOUSE THIS AGGRESSIVE ELECTRIC GIGANTIC AQUATIC BEAST.
AN OLD FASHIONED, TWO HEADED, SKIRT WEARING, BRASS GOLEM GUARDS THIS TALL ROOM.
THIS CHEST SAYS "I'M A MIMIC" BUT IT'S NOT. IT CONTAINS 10 mts ROPE, TWO DUST OF DRYNESS BAGS, AND A VERY FASHIONABLE PAIR OF LEATHER BOOTS OF AN INTENSE BLUE. THEY'RE NOT MAGICAL BUT THEY'RE SO COOL THEY GIVE A +1 CHARISMA.
THE ARMOUR IN THIS ROOM IS JUST DECORATIVE.
THIS DOOR CAN ONLY BE OPENED FROM THE INSIDE. SOMEBODY SHOULD PERSUADE PIP THE TALKING MICE TO DO THE JOB
WINE
PIP
SOMEBODY/THING EXPLODED HERE. AMONG THE DEBRIS THERE'S A HELM OF UNDERWATER ACTION
UH! AN ANGRY OWLBEAR MADE HIS DEN HERE
A GIANT SLEEPING TOAD. → IT IS ACTUALLY THE 1ST MESSENGER TRANSMUTED IN A TOAD BY MADAS BECAUSE HE KEPT SHOUTING AT HIM FOR HOURS FROM THE TOWER GATE
AS YOU NOTICED THERE IS A SATYR PLAYING HIS FLUTE BY THE TOWER GATE, WELL HE IS IN LOVE WITH THIS YOUNG SWAIN AND HE WILL PLAY THE SECRET MELODY THAT OPENS THE GATE ONLY IF SOMEBODY WILL BRING TO HIM HIS (UNREQUITED) LOVED ONE. OTHERWISE THE ONLY WAY IS THROUGH THE OWLBEAR CAVE.
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Summoned in the dreams of Nobles, the Scinn descended from the night sky to this world on crystalline threads. For centuries they have lurked in their tombs, snaring wandering minds and hapless explorers. You wake...

1. There is a man in rags. He is raving, weakened from lack of food and water. When you walk, the room moves around you. At the center of this room is a perfect glass sphere and on the other side is you with friends from another life...

2. You are standing in a room. At the center is a large cage and atop it is a crow. It cocks it's head as you take in the details of the new environment. Then a voice echoes in the back of your mind, "You, again?"

3. The room is white and colorless. Light seems to come from all around the room. Suddenly a short woman appears. She seems oddly familiar but the moment of déjá vu passes when a giant arachnid drops atop her. Before the horror of the moment truly registers, the same short woman bounds into the room again. That's when you notice movement all around you.

You are trapped in the shared memories of you and the conscious minds trapped with you. Each place you wake is a vague memory from the perspective of one character in each place. To move from memory to memory you must mentally connect with its source or destroy it. Each memory will naturally degrade with time and the characters within it possessed by the Scinn as it feeds on your distress and fear. There may be more than one way to escape but the one sure method is to connect with a mind within the dreams, one that is strong and grounded in reality (at least partially). In these dream sequences the crow is a once-man and telepath. He is your way out, but kill it and you are doomed to continue the loop.

4. You are standing at a table. In front of you is a boy, filleted opened as if operated on. There is a man across from you. He is tall and incredibly slender. When you squint his appearance changes into a creature covered in innumerable eyes. He calmly explains to you that he was summoned here by Lord Silver and you have been unconscious for some time.

5. You are in a room that is shaking. There is shouting all around you as the room crumbles. A huge manlike creature crouches before you. His massive hands cover a crack in the ground as he chants, 'It's only stone, it's only stone.'

6. The room is dark as pitch and wet. When you move the mud squishes beneath your boots. Then you hear the breathing and snarls. Eyes glint deeper into the tunnel. As your eyes adjust the flickers of a distant torch reveal a man, mouth covered in blood and holding an emaciated woman, missing half a neck. Eckehard?

The Scinn by Spencer Hudson and Devin Carey
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Fireheart

Wyrmkind once again fill the skies with shadow and terror. The beasts are ravenous after centuries of hibernation and sate their hunger on villages throughout the realm. Whispered rumors tell of an ancient relic hidden deep within the Chillbone Mountains—Fireheart. The petrified heart of the Dracolich Zeraxoberyl allows its master to control Wyrmkind. After many moons you have finally located a secret chamber at the core of a volcano and the power to save the realm is within your grasp...

Main Chamber

A smoldering lake of lava sits at the bottom of the volcano's core. Several rooms float along the molten surface and a large clock hand sits at the center of the chamber. With a screech, the clock hand grinds into motion. You watch in awe as a destructive wave of lava races around the room causing explosive gouts of lava rain down fiery doom.

Randomly determine which room the clock hand is pointing toward. Every 10 minutes, the hand moves clockwise stopping at the door of the next room. The movement creates a wave of lava that travels around the chamber, setting off several *Molten Rock Explosions*, attacking any character that does not have full cover. A character who does not have some form of heat protection while in the main chamber suffers ongoing damage from the **Scalding Heat**.

Platform (1)

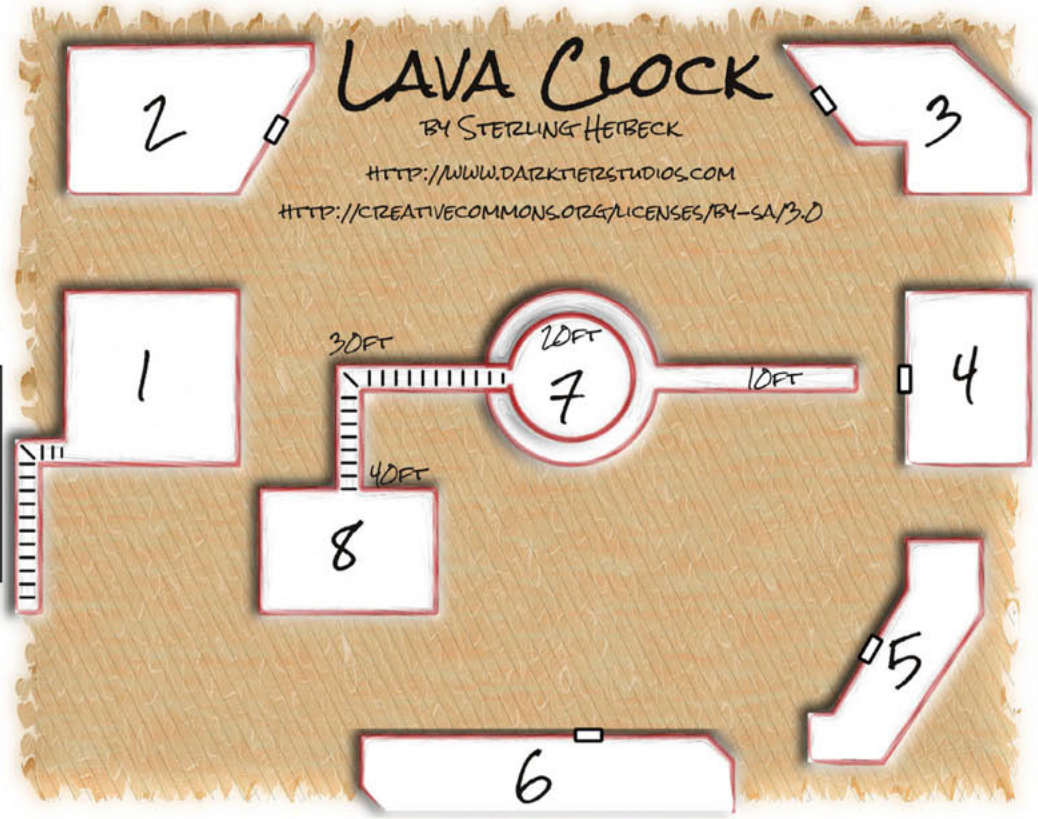
*A long staircase descends onto a floating platform that shifts under your feet as you step upon it. Circling above, masked by shimmering heat and smoke, you make out the shapes of 5 **Firebats** as they descend upon you and attack.*

Moving at greater than half speed causes the entire platform to shift and anyone standing on the platform must maintain their balance or fall prone. The platform has no walls or ceiling and its occupants are in danger of the explosive lava when the clock hand moves as well as the ongoing scalding heat damage.

Forge (2)

This room is filled with various tools, workbenches and weapons. At its center sits a large, glowing forge. Aside from the active forge, the dusty layers in this room reveal that it has not been used in a long time.

If a character nears the forge a **Fire Elemental** emerges and attacks. A long-forgotten coin purse filled with **Gold** is stashed inside a toolbox on one workbench. The weapons in this room are well-crafted, but nothing more than ordinary weapons.



Ritual Chamber (3)

The smell of death, enhanced by the terrible heat, assaults you as you enter. In the center of this dimly lit room is a pile of decaying corpses, and a large pentagram drawn in blood encircles a stone altar.

A **Succubus** has made this room her lair, she skulks in the shadows and ambushes the party when the opportunity is best. Characters in this room suffer **Nausea** because of the horrible stench of death.

Gear Chamber (4)

Entering this room, you are greeted with the sound of whirling and whirring gears. The pungent smell of grease hangs heavy in the air and the faint click-click of tiny feet can be heard throughout the room. Resting along the east wall you see a hammer laying atop a panel with several buttons and levers.

This is the control room for the lava clock and it is maintained by **5 Clockwork Giant Spiders**. Anyone who ventures deeper into the gears causes the spiders to go into defense mode and attack the characters. One spider attempts to reach the control panel, and upon doing so, will activate an electric defense grid that electrifies the floor causing ongoing electrical damage to anyone standing on it. The hammer is a **Magical Lightning Hammer**.

Treasury (5)

This dim chamber is filled with piles of gold, jewels and gems. Sleeping atop the largest mound of coins is a Red Dragon Wyrmling. Its nostrils exude puffs of long-tendriled smoke with each exhale and the creature almost appears to smile. Its scaley head is resting protectively on a massive red gem with a fiery center.

If any treasure leaves the room, the Wyrmling is immediately alerted and attacks, giving chase until the treasure is returned to its hoard. All the treasure in this room is completely worthless, even the massive gem, masquerading as Fireheart, is false. Only two items found among the false wealth are real items: a *Healing Potion* and a *Cursed Helm of Intellect*. Anyone who attempts to recall any knowledge or history while wearing the helm always recalls some false piece of information, but they believe it to be true.

Hall of History (6)

*You are immediately struck by the strange coolness of this room. The entire length of the room is filled with statues, banners and reliefs portraying the vast history of a bygone era. War, peacetime, kings, marriages and even the story of gods is told through the various art found throughout. Along the south wall, sitting on a pillar of light, floats a **Key**, and embedded in the south wall is a large **Magical Mouth** standing guard over it.*

A character who approaches the key activates the mouth which immediately recites a **Riddle**. Correctly answering the riddle causes the light to fade around the key and allows it to be taken. Anyone who tries to take the key without first solving the riddle, or anyone who attempts to solve the riddle and fails is struck by a **Magical Beam of Light** that shoots out from the pillar.

Clock Arm (7)

*A large gear sits in the center of the volcanic chamber and surrounding the gear is a shimmering **Magical Shield**. Standing sentinel, on a platform above the gear, is a **Giant Statue** wielding a double-bladed axe. In place of the giant's eyes are two flame-red **Fire Opals**. A stair case leads up from the platform into a chamber that rises 40 feet above the lake of lava.*

The magical shield is impenetrable unless someone holding the key from the Hall of History (6) attempts to pass through it. In this case, the shield is dispelled and the Giant statue, the clock's guardian, stirs to life and attacks. Once the shield dissipates, the clock hand moves causing **Explosive Magma** to rain down onto the platform. The hand will continue to move until the guardian is defeated.

Chamber of Flame (8)

*A **Cloud of Smoke** blurs your vision as you enter this room, you can barely see your own feet because of its thickness. A shadow darkens the already dim light as two **Iron Guardians** part the smoke with their wicked, spiked maces.*

The door to this chamber is magically locked and requires the key from the Hall of History (6) to open it. Sitting in an alcove, along the south wall, is the real **Fireheart** and it is guarded by an **Earthquake Trap**. If the trap is sprung, the seismic activity is enough to bring the volcano to life. A full eruption is immanent and the characters have only a short time to make their escape before meeting a fiery end.

One Page: A Dungeon

Viziel Kresk, mad calligrapher, scribe to the Ninth Caliphate, and Imperial Steward of Thaumaturgic Diagrams, dabbled in **forbidden scriptomancy** while parlaying with wizards of the Outworlds. His error-riddled translations often resulted in toxic texts and symbols. Unfortunately, he was a prolific transcriber, and loose sheets of his work pollute more reputable efforts - either by mistake or with **malicious purpose** to punish unauthorized readers. It is through such a circumstance that the party finds itself transported to the surface of one such **cursed page** of Kresk's tainted oeuvre....

General features of the folio:
The black inked lines block movement and sight.

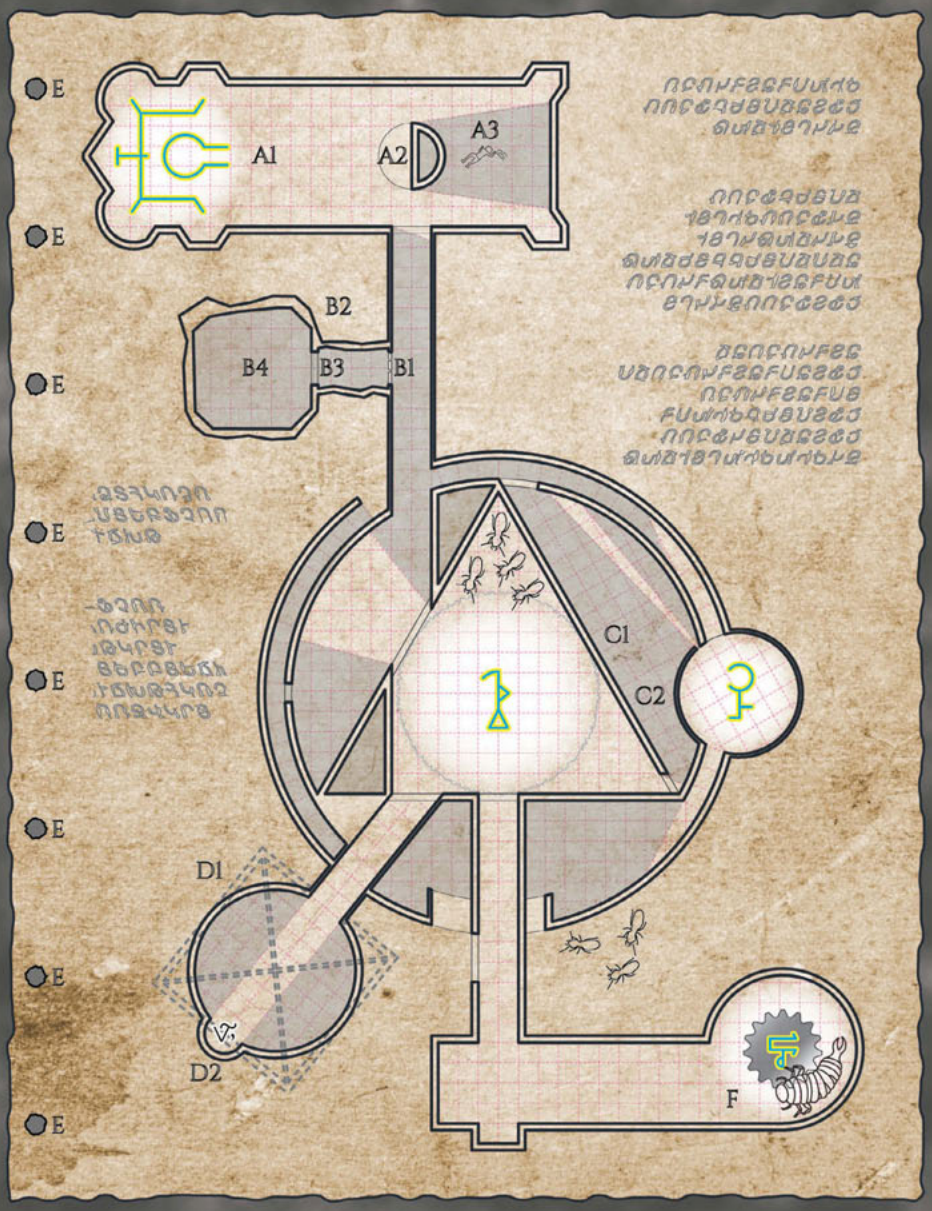
Illumination: Elaborate glyphs shed light on the page. When entering the glyph's radius, save or be dazzled.

Inklings: Time spent in shadow has a 25% chance per round of attracting 1-2 Inklings (slime-pudding) from the substance of darkness.

Fire: Fire attracts 2-5 Kirigamen - folded and cut paper warriors (resistant to blunt weapons; can cut the page to excise burning sections, if character is on excised paper they fall away into the void), and may ignite the page (normal 1 in 6, magical 2 in 6, roll each round). Unextinguished fire grows in a 1-square radius per round.

Marginalia. Distracting thoughts require a save vs. <Mind stat> or wander in a random direction and distance - if off the page, then into the void.

Book Lice: Chitinous horrors! May be a wandering monster. Will pursue.



A1: Arrival point.

A2: Shiny graphite surface, can be rotated to reflect light down corridor.

A3: Lifelike drawing on page of dead body holding a lump of graphite, writing on floor, "The passage back is sealed in foil. My comrades languish in halfdeath. I cannot return."

B1: Wall of corridor has been erased to allow passage.

B2: Side passage and chamber with crudely drawn walls, created by a trapped party long ago.

B3: Locked door.

B4: Trapped party, now papery husk-men, still wearing armor and weapons. They attack mindlessly and will pursue. Their leader (now dead, "body" at A3) left behind a diary with an account of their last days, including his spell research - see Spells below.

C1: Mold! Light from Glyph to the right destroys it, as does fire.

C2: Thin wall is relatively easy to "erase."

D1: Palimpsest! Incomplete erasure means each character/creature has a 50/50 chance of being in either the circular chamber or divided square on any given turn. Save vs. <Mind Stat> to stay in current geometry if desired. Alternate geometries cannot interact.

D2: Diacriticus: A collection of accents, circumflexes, graves, and other symbols suspended in air -- a punctuation elemental activated by crossing the midline of the room. Critical hits leave tattoos of diacritical marks on skin with lingering effects. Any spells with verbal/written components are 50% likely to misfire.

E: Binding holes: allow access to the other side of page, where walls can be traversed. Magical weapons can cut through, giving access to the front.

F: Bookwyrm! Can spray venomous ink. Glyph in this area is embossed on platinum foil. If pulled up it reveals a portal back to the party's place of origin. Platinum can be brought with the party back to their reality.

Spells: Magical writing/erasing is equivalent to making/destroying walls. Comprehending language is akin to scrying/true sight.

Steve Kilian

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the One that Got Away

by Stephen Thompson
stevestillstanding.com

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The *party has been magically transported to an unknown level of the Abyss. The air is clouded with sulphurous, but breathable, fumes, preventing vision beyond 50 feet. Demonic cries echo through the canyon...*
Roll 1d6 every 10 minutes for encounters: 1-2: no encounter. **3:** 3d10 Larval Demon Spawn. **4:** 2d6 Flaming Demonic Horses. **5:** 2 Harpy Demons. **6:** 1 Poisonous Toad Demon. The canyon walls are 200 feet high and can be scaled with some difficulty or using **climbing equipment.** Climbing the walls or any flying attracts the attention of 1d2+1 Harpy Demons. At the top of the canyon, 1d2 Toad Demons are attracted every 10 minutes.

Exit Portal

The party must have the **blue crystals** from the entry portal to activate this one - there are open plugs in each pillar that match the crystals. Once inserted the portal will activate.
A large Flying, Teleporting Gorilla Demon guards it and 4 Firebreathing Demonic Hounds, prowl the tiers. If **Norbert** assists, there are also 3 Ape-like Demon Guards.

Lakes of Acid

Anything immersed in this acid pool takes **6d6 damage per turn.**

Bright and Shiny

The walls here are coated with raw diamonds, which can be dug out. **Ten minutes produces 5000gp worth,** but attracts 1 Poisonous Toad Demon for every 10 minutes of mining.

Arrival Portal

This is a one-way arrival portal only, between two stone pillars. Each pillar has a pulsating **blue crystal** that can be jimmied out. The party must take these crystals to the next portal to return home. The ledge is guarded by 2 Ape-like Demon Guards.

The One that Got Away

Eliza, a female Four-armed Dogface Demon, wanders this part of the canyon top. If the party persuade her to accept **Norbert's** overtures, she will join him in his cave.
She would love some diamonds - **5000gp worth** will give the party an advantage when talking to her (maybe have **Norbert** suggest they get some diamonds first).

Lakes of Acid

Anything immersed in this acid pool takes **6d6 damage per turn.**

Cavern floor

12 Larval Demon Spawn mingle around the pillars and across the floor of the cavern.

River of lava

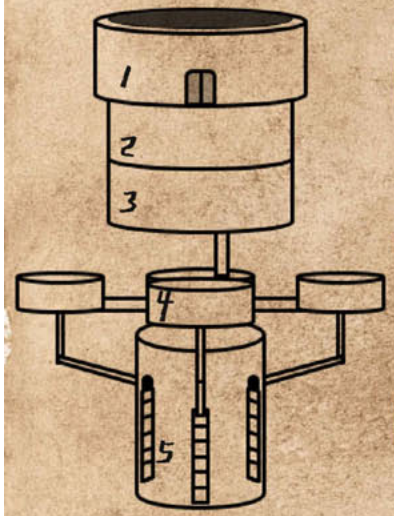
The river can be crossed relatively safely at the fjord. Anything immersed in the lava takes **10d6 damage per turn.** 2 Flying, Sleep-inducing Bug Demons attack anyone crossing the fjord.

Starstruck lover

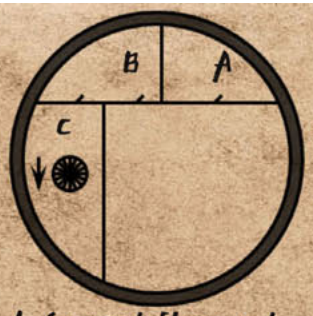
Norbert the Four-armed Dogface Demon rarely ventures out of his cave but will if there's a commotion outside. He's depressed because **Eliza**, a female **Dogface Demon** doesn't love him. If the party can persuade **Eliza** to visit him he will assist them to escape. As demons go, he's a nice one.

Crimson Rock Prison

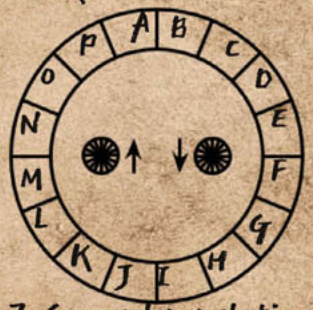
This is a truly awful place to get yourself locked up, and I need you to get locked up, savvy? Here's everything I know about the place, it might get you in and out without dying. Once you're in, the buyer needs the bill of ownership from the vault. It's up to you to find your own way out.



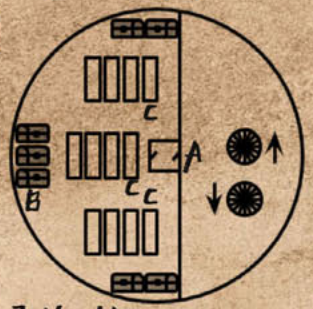
5. Sewerage System



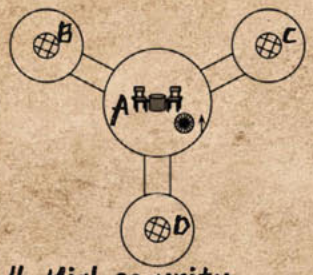
1. Ground floor and intake



2. General population



3. Vault



4. High security

General Notes

-Theres one spiral staircase between each level. Both ends of the stairs are inside a locked iron cage. Only guards on that level have a key for that door.

- Prisoner relationships are constantly shifting, whenever one prisoner mentions or meets another for the first time they're relationship could be friendly, hostile or indifferent.

1. Ground Floor

- A: Govenor's office, has a safe, very hard to crack, has a copy of all keys. Governor is a hard case half-fieng mage, lineage isn't general knowledge.
- B: Guards' barracks, mix of dwarves and humans, all tough, there's at least 30 altogether. They hotbunk here on night shift.
- C: Intake, always at least 4 guards at all times.

3. Vault

- A: Self locking doors, only one can open at a time. Very hard to pick.
- B: Mimic guards. Other chests contain a few magic items important to some political bigwigs.
- C: Shelves are a depository for documents and scrolls important to powerful people.

4. High Security

- Each pit is a dug out bowl about 30 feet across. Grate leading to sewers in middle of each. General population waste feeds here.
- A: Guard station, always at least 4.
- B: Heirun Bloodrime, Frost Giant, destroyed a village in her madness.
- C: Zephial, Seraphim, imprisoned and gagged with iron for what he knows.
- D: Urgot, Hag, imprisoned for last 200 years for a death curse upon a royal child.

5. Sewerage System

- Eventually feeds out to an underground lake.
- Weight on the ladders triggers the room's defenses unless you have a passphrase from the Governor.
- Room is 60 ft tall and has the following defenses:
  - Iron doors drop 20 ft into each sewer, one over the central grate, could be forced or picked?
  - Sluice gates open in each sewer, each fills the room with 5 ft of acid every round, burning anyone touched by it. Could be blocked?
  - Anyone in a sewer or on a ladder must muscle past the acid flow.

2. General Population

A	Adund Fallenhelm, Half-Celestial (grand theft, guilty) (capricious, charismatic)
B	Aldbeorht Summersoar, Gnome (regicide, political prisoner) (scheming, skulking)
C	Behrtio Hardreaver, Dwarf (grand theft, terrorism, guilty) (manipulative, skulking)
D	Bruna Mossvaler, Half-Orc (manslaughter, guilty) (ravenous, backstabbing)
E	Cyne Crestblood, Human (blasphemy, regicide, manslaughter, political prisoner) (craven)
F	Kater Ravenglory, Hafling (murder, desertion, guilty) (skulking, hallucinates)
G	Empty
H	Lila Horsedreamer, Elf (assassination, guilty) (intimidating, charismatic)
I	Mera-Atligh , Celestial (terrorism, manslaughter, guilty) (intimidating, explosive)
J	Migo Lighthell, Dwarf (blasphemy, innocent) (skulking, craven)
K	Empty
L	Vepar Greatglade, Hafling (desertion, guilty) (vicious)
M	Empty
N	Vyncis Flamehand, Human (murder, guilty) (brutal)
O	Waru Pridearm, Dwarf (assassination, terrorism, guilty) (psychotic, capricious)
P	Empty

Relationship between two prioners (including PCs) (d6)

1-2	Friendly
3-4	Indifferent
5-6	Hostile

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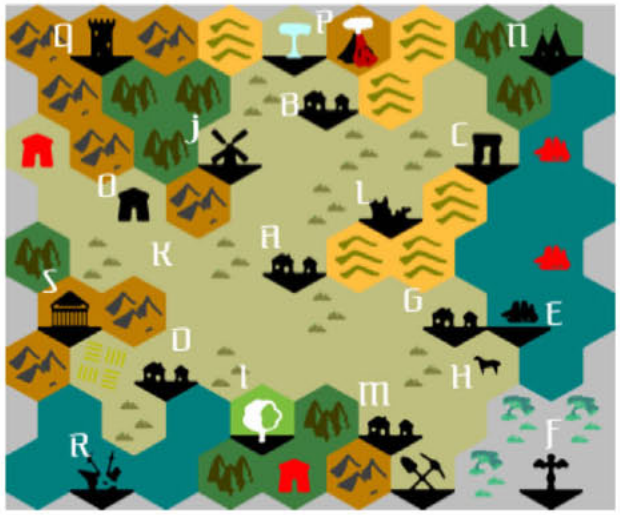
theinfamousmrmeow's one-page hexcrawl(dungeon?) released as "Creative Commons Attribution-Share Alike 3.0 Unported (http://creativecommons.org.licenses/by-sa/3.0)

THE GREEN KING'S WAR



An invading goblinoid army, gathered under the mysterious Green King, marches on the sparsely-defended border regions, reclaiming ancestral lands. Your Queen is away on campaign. No aid is coming. The horde will arrive in 20 days, and the village elder begs you to organize a defense. They saddle a good horse, and scrape together 100 Gold...

THE GREEN HORDE: 100 Goblins, 100 Hobgoblins, 60 Wolf-Riders, 40 Spider-Riders, 40 Bugbear Heavies.

Your Army: Any Unit you gather travels with you. You can tell units to leave your side and head to Vanorm to move more quickly.

TRAVELING: Hex = 20 miles. Alone/All Mounted/Flying, you can travel 2 hexes per day, else just 1. Mountains take 1 day to cross unless flying. Ships can move 5 water hexes per day.

LOCATIONS

A. VANORM: Start here. Be here on the dawn of the 21st day, or the town is burned to the ground. 20 Light Inf. stand ready.

B. WIZARD WELLS(Town): Dragon has nested nearby , and is eating livestock. Stop the Dragon's attacks and they provide 40 Heavy Infantry.

SPRINGS: The famous hot springs with various medicinal properties. Soaking overnight cures most wounds.

C. CAIRN OF HERMOD: Burial Mound of a conqueror-king. Contains 20 Skeletons, and 5d6*10 Gold. Hermod's Head is a chaotic demilich, espousing military advice and archaic vulgarities. Add 3 dice to any one roll during the final battle.

D. ELGIN: The farmers of Elgin are under assault by a pack of great wolves, their sheep and horses eaten in the night. If you drive the wolves out, their 20 Lt. Cavalry will join you.

FARMLANDS: 20 Great Wolves and a Warg stalk the farmlands. All Units fight as Infantry in the thick crops.

E. MERCHANT VESSEL: Will ferry you and 5 units across the Sea of Sharks for 10 Gold. Cavalry fight as Infantry on the water.

F. ADVENTURERS: Adventurers have a map to treasure in the swamps. Fight them to steal the map, help them for ½ the take, or hire them for 50 Gold for 20 Hvy. Inf. and 20 Hvy. Archers. Takes one day to find. Treasure is 2d6 x 10 Gold.

G. PIDCOKE: Local Cleric caught a Hobgoblin arrow with his chest. The villagers here make up 40 lt. Inf, and want your help taking him to the Springs. They only move if it is closer to Springs until he's healed. Cleric adds D6 against undead.

H.LOST HERD: Takes day to capture, turn one Inf. into Cav.

I. WHITEWOOD: A Faery has eloped with a woodcutter, and a fey mob are after his head. Stop them with bribery (30 Gold), fighting the 40 Lt. Inf., or exquisite persuasion. If it goes well, get Faery's kin of 20 Magic-Armed Heavy Archers.

J. MORGAN'S MILL: Sir Morgan retired here to live in peace. If you can convince his family ,½ chance per day, grants 20 Lt. Cavalry, otherwise he will give you 20 horses.

K. SNAKES' PASS: ½ chance to encounter bandits when passing. Can be bribed to let you pass for 10 Gold, with persuasion and 25 Gold will join you in the battle as 20 Light Archers.

L. RAVENSWATCH: An ancient, crumbling fortress. The dungeons beneath are ruled by 40 skeletons. All units fight as infantry. Clear to find a Magic Sword, hero rolls an extra D6 in combat, and D6*10 gold.

M. POTOSI: Driven out of their mines by a pack of Giant Spiders. 20 Lt. Infantry join you as you show up.

IRON MINE: Infested with Giant Spiders, no doubt aligned with the Green King. Delve in and clear 20 Giant Spiders, and Potosi will forge weapons. Units fight as infantry in the mines. Allows you to pay 10 Gold to upgrade a unit to Heavy once cleared.

N.BEAR-CLAN: The Bear-Clan are no friends to the Frontier-folk, but have a strict code of honor. If you defeat their leader(Lv. 5) in single combat, you get 40 Berserker Heavy Infantry.

O.MERCENARY CAMP: Reptile-Men mercenary camp. Can be hired for 25 Gold per unit. If you don't buy them, there's a ½ chance they join the Green King! You can fight them. Up to 40 Heavy Infantry.

P.THE RED MOUNTAIN: Red dragon lives here. Will stop attacks for 50 Gold. Will fight for you for 100 more. Hoard of 500 Gold.

Q.**SHARGOTH'S TOWER:** Cursed Wizard, also quite mad. If you can subdue him(Lv. 5 Wizard), he will help you. He and his apprentices act as 20 Magic Heavy Archers. Either way, he can teleport you to any hex from here for 10 Gold per head.

R.**THE *SEAHAWK*:** The last ship large enough to ferry people out was scuttled by a Giant Squid. There were 5d6x10 Gold on board, but the squid may still be near...

S.**CRUMBLED TEMPLE:** A clan of Gargoyles is squatting here, wanting to restore the temple and form a village. If you give them 50 Gold towards this, join as 20 Heavy Infantry. Or you can ransack the temple and fight them for 2d6*10 gold.

GOBLIN JUNKSHIPS: Crew of 40 Goblins is traveling to the battlefield. Sink to remove 40 Goblins from Horde.

HOBGOBLIN ENCAMPMENTS: Party of 20 Hobgoblins scouts. Defeat for 1d6*5 Gold, remove 20 Hobgoblins from horde.

BATTLE MECHANICS

Each battle hour has two phases:

VOLLEY - Ranged units in each army pick any targets, roll Ranged Attack Dice. Any 5-6 eliminates Light Units, 6's all others.

MELEE - Roll all melee dice for both sides. Any 6's eliminate weakest unit. If no 6's, highest roll eliminates one target, tie is nothing.

Can't eliminate Ranged with melee until all melee are gone.

Your hero can fight alongside a Unit to add 1D6 to rolls, but has a ⅛ chance to be wounded. Takes 3 days to be able to fight again, or 1 whole day resting in a town.

Units of 20	Attack Dice
Heavy Infantry/Hobgoblins/Bugbear	2M
Light Infantry/Goblins/Skeletons	1M
Light Archers/Bow-Goblins	1R
Heavy Archers	2R
Light Cavalry/Wolf-Riders/Wolves	2M
Heavy Cavalry/Spiders	3M
Dragon	4M,2R

SOUL FIRM

The town of Greenbury has become tangled in demon bureaucracy and is bound by contract to sacrfice one child per month. They want out and will give anything for someone to stop by the local soul firm and knock some demons around.

The manager of the facility is a goat headed monstrosity with 4 arms and hooved feat. He wears reading glasses and has a baby skull mug on his table. Will explain that he is actually doing the villagers a favor by eating their children, if he didn't provide protection then their town would be overrun by trolls.

The Assistant Manager of the facility is a fanged woman with the lower body of a snake who makes sure each department is doing it's job.

Red three horned demon is looking to get hired as security... and build it's resume with dead adventurers.

The heavily runed door protects 340 souls and can be opened by a key kept in the manager's desk.

Cultist with a tentacle coming out of his mouth and wrapped around his neck who represents the old god Ohaogest and is trying to trade ogre souls for human souls.

A demon with huge tattered wings is looking to hire a security team who accepts 2 souls/month as payment.

Demon adorned with spikes will trade souls for magic items.

3 swordsman who gambled their souls and bodies away stand guard.

Succubus receptionist will calmly give directions to any office.

2 merfolk are transferring a 10ft sea serpent to the manager's office.

A demon covered in erratic eyes is calculating the value of souls gained minus assets traded or lost.

Demon smoking a pipe will gamble souls for magic items.

5 demon interns are trying to calculate how long it takes a soul to leave a body, and need some adventurers to experiment on.

MAGIC ITEMS

Soul Steal Potion
Gold Staff
Demon Drink
Servitude Crown

If the liquid enters an enitiy's body their soul will be transferred into the vial.
Can turn spilt blood into gold.
Those that drink this will grow demonic wings.
Wearer has a chance to make one entity at a time serve them.

3 outsourced goblins are cleaning up acidic blue blood.

Unmoving elf with blank eyes next to a bottle containing it's soul.
3 potions of soul steal are here.

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Requiem of a Hag

By Tim Shorts

Background

Lady Agatha, a woman who stood in the court of five kings serving as advisor and companion. She retired with a healthy stipend from the last king she advised. When he passed, his spiteful heir, ceased paying her stipend.

Lady Agatha arranged to have the heir's child kidnapped. The reaction was swift and violent. Her home invaded, her servants killed, and she was tortured. Lady Agatha never told them where the child was. She only said, "I have my deal. My future...your future is now secure."

After killing Lady Agatha they left her within the manor to rot, a small stone fortress structure. All the windows and entrances were walled in.

Twenty years have passed. People around the region are terrified. An old woman with long white hair has appeared at various villages at sunset. She targets families with children and in the morning she and the children are gone. They believe it is the curse of Lady Agatha.

1. Hell Awaits

A shattered stone wall is the entrance. Within is a well filled with a dark murky water. The surface of the water moves and churns. In the back is a knocked over pyramid like stone statue. There are words written in demonic script at the base. Those that can decipher the words, *abandon all hope, ye who enter here.* Upon reading those words that PC is cursed.

The well is a gate to Avernus. Anyone who enters the well emerges from the River Styx. Anyone who dares to drink the water must make a save or lose one level of experience due to memory loss.

2. Family Heirloom

The door is intact and open. A large table with a throne like chair at one end and long benches on the sides. Lady Agatha ate her dinner and took company in this room.

A search of the throne chair finds a small charm attached to the base. Lady Agatha received this charm from her grandmother. It will protect the wearer from poisons.

3. Arbalest

The door is broken, a section of wall and ceiling have fallen. There is a arbalest in the room that is triggered by a trip wire stretched across the stones. The door behind the arbalest has blood-stains splashed across it.

4. Where They Are Dragged

The stone floor is black with old blood. Fresh blood pulses from beneath the rusted iron door and runs along the walls.

5. Shattered

The door is stuck due to debris. A stone altar is shattered. There is a large cushion chair and a small table next to it. Beyond the southern door screams are heard. This is where Quintin stays when he visits. He likes to defecate on the altar.

6. Into the Sewers of Dis

There is no floor in here, just a big hole. Horrible screams and moans are faint and constant. This tunnel is burrowed into the sewers beneath the City of Dis. Quintin, an agent from the Dispater, is a barbed devil with a sense of style and crude humor. He is recruiting Agatha to join his crew. He is here 30% of the time.

8. Blood Bath

Blood pulsates through the walls and floor. There are sections on the floor with gooey adhesive, oval outlines. After a few rounds, blood tentacles stretch out and try to drag the PCs into the blood. There is a secret door to the north, it is magically locked.

9. Song of the Children

Anyone who sees the horrific scene must make a save or flee. Inside is a writhing mass of children's spirits contained within a green membrane, their mouths wide in grotesque screams. Their chorus of suffering, teethers Agatha to this plane of existence. If destroyed she can be banished.

10. Larvae Stash

Three larvae rest in a massive pool of blood. Tentacles made of blood caress the surface of the larvae. Something inside moves, the tentacles smack at it. This is Agatha's wealth. What she uses to barter a better position within Dis.

11. Sister of Agatha

This room is strangely normal. A beautiful rug, a bookshelf full of tomes, a small writing desk and a small comfortable bed with a desiccated corpse. This is Samantha, Agatha's sister. She murdered his years ago, but keeps her around to talk to. When Agatha gets into conversations with her sister they often end in an argument. Agatha speaks in her sister's voice when she is talking to Samantha. Agatha will be found here discussing plans to better her station, but knowing Quinten is only going to betray her. Like everyone has. The rug is trapper.

12. Forgotten Treasure

The secret door is difficult to find, it's been unused for decades. Within are two chests, one is filled is coins organized in pouches of 100. The other chest has various household valuables like silver candelabras and goblets. A large customized shelving unit that holds her jewelry. Within the jewelry stash is a cursed ring. A gold ring with a blood stone in the setting. The ring causes an endless thirst for power and recognition.

White Mesa Waterworks

by Dark Realm Maps

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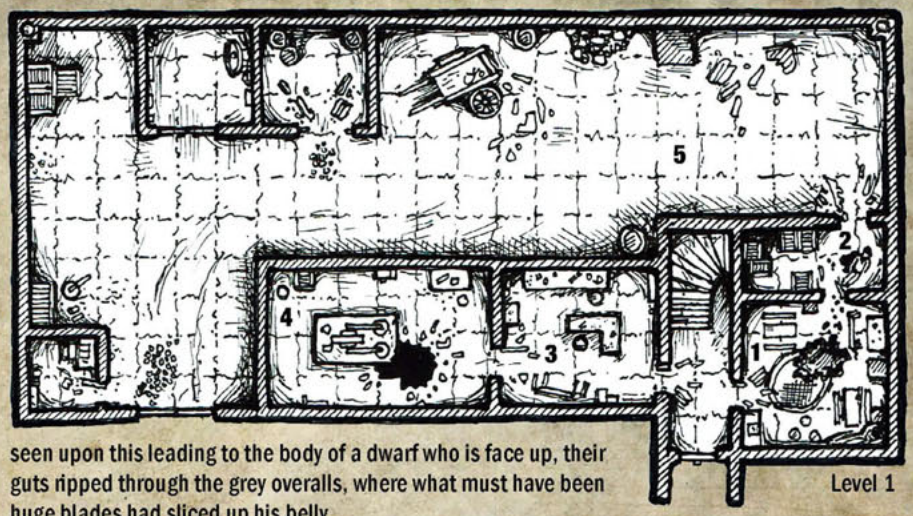
created by Toby Lancaster

You picture the ragged note nailed to the inn notice board, "Exterminators needed," was the bold title and beneath some dwarven scrawl. You had passed it to the Keeper behind the low bar, a rotund Dwarf wearing a leather apron. His fat fingers traced across the text as he read, "We need a group of capable persons to rid the White Mesa Waterworks of an unpleasant infestation." The dwarf peered up at you from beneath a raised eyebrow, "This explains a lot. We're having trouble with the water supply in these parts. It says to meet the landowner at the waterworks at 6 o'clock on an evening." You glance at the tall clock by the door and see you have a few hours.



Level 1

Now you stand before the imposing red brick structure, having spoken to Glendal Pogman who hurriedly disappeared after explaining something about giant bugs and dead bodies but not before holding out a golden watch. "This is all I have I'm afraid, but it is very valuable. Will it be enough? You can also take what you want from the cash box in the office." He forces a smile and says, "They're trapped in the building and yard." He handed you a large key and was gone.

The sturdy wooden door is obviously an impressive barrier, huge thick hinges and iron slats have kept in whatever is inside the building. You slide the key in and turn, a loud click signals the precision dwarven metal work. It opens as if floating on air, silent and perfect. Beyond the light of the day streams into a hallway. There is a flurry of wooden splinters and debris on the floor. A flight or plain wooden stairs curving up to the next level. There is the smell of death here.

1) This is the messroom. The door has been smashed in from the hallway. There are a number of low benches and long tables, with plates and forks scattered across their surfaces. The detail that draws your eye first is a large pool of drying blood splattered on a hessian mat. It is as if meal time had been fatality interrupted. The blood trails across the room to another smashed in door.

2) This small store room is stacked with crates and debris for the door has been blasted inwards. A trail of blood can be seen upon this leading to the body of a dwarf who is face up, their guts ripped through the grey overalls, where what must have been huge blades had sliced up his belly.

3) This is obviously a workshop with dwarf high tables and stools scattered around the well-lit space. Large windows with lead frames have been smashed but not broken through, the metal having been bent by a mighty club. There are hundreds of iron and wooden tools lining the walls and a fair few scattered across the deserted tables. One of these is smashed on its side. The remains of a door at the far end of the room are disarray on the floor.

Level 2

4) It's obvious this is the pump room for in its centre stands a wooden box frame, open sided, to expose two large pistons, entering tubes and a wheel sat between them, on its side, and connected by smooth rotary arms, a feat of dwarven engineering. This is where the dwarves had driven down long shafts into the chalk hills or mesa, plunging into the underground aquafer. The pistons were then used to bring up the water. There is a large smashed whole at the foot of the machine and as you enter a creature emerges its antenna probing the air. This is a Ankheg which looks very much like a Praying Mantas, it swings its mighty forelimbs, huge serrated blades, in your direction. You must defend yourself. There is one Ankheg here, but you can add more if you feel the group can handle it. The creatures are coming up from the borehole where their nest had been disturbed by the digging.

5) The enclosed court yard is a mess. It has a sturdy cobblestone floor which is littered with rubble. Near the east wall an axe sticks in a chopping block and an old cart has a dislodged wheel, the side splintered from a fresh impact. There are crates, barrels, piles of coal and a guard room by the gates on the south wall. There are two sheds, one is smashed open and is dark inside, the other is closed. Place Ankhegs here as you see fit. The guard post is empty but for a few stray coins.

6) Upstairs they find the place untouched. The first door at the top of a plain landing opens into an annex room with a small desk and chair. The door immediately to the right goes through to a main office. Here the short desk and chairs clearly say dwarven and the bookcase to the left is full of leather tombs. These appear to be about engineering. The floor is carpeted, the walls titled in glossy green and a floral screen to the right obscures a wall set basin. Beyond is a small storage room.

This the crucial moment for here in the small room is a dwarf slumped against the wall. His eyes are clouded with death, his hair braided into tight plaits. Beneath a think beard his neck has been slit, the now dry blood having stained his smart shirt and waistcoat. A broken chain hangs from a pocket. He has been murdered. The watch that was given to them outside matches the chain. This is the set up. There is a noise outside, a group of men waiting to apprehend the adventures for the murder of Glendal Pogman, the man laying dead before them. What will the party do?

The Hoard of Odemus

What lies beneath...

Journal - Day 42

After surviving a week of the worst storms any sailor has seen, we were greeted this morning by the foretold "pocket of calm waters, amongst the raging sea." The captain's compass is spinning wildly here and we drift along a circular, windless current. It's just as the mariner described in his journal.

Damn all those who called us fools and said we were following the ravings of a madman. We found it. We found the sea-dragon's lair.

The last words of the journal were: "The hoard of Odemus, lies one mile below."

The Descent

The water in this area is dangerously cold at all levels and the water pressure quickly increases to dangerous levels during the descent.
The sea floor is covered with luminescent algae that glow dimly in the dark waters. The wreckage of countless ships litters the area. A rock formation juts out to the east, rising sharply into a mountainous peak. The alluring light from a shimmering rift in the rocks beckons like a siren's call.

The Lair Basics

The rift does not move the party into the rock formation, it sends them to a demiplane created by Odemus as his lair - The trapped soul of a former adventurer acts as the overseer of the lair and has developed a split personality. In its deep, booming voice it warns of avoiding its own fate. In its manical voice, it lures the party forward, wanting release from its prison - Magical attempts to leave the lair, send the affected to Entry Hall A - Magical attempts to summon/contact anything outside/inside the lair are answered by the maniacal overseer. Have fun with that! - All doorways are covered by a shifting, opaque liquid and are portals to areas within the lair - Going back into a doorway doesn't always lead to the same room

1 Entry Hall (A&B)

A) Passing through the rift, reveals a long, dry room, with walls of blue quartz and a flawless moonstone floor. Each wall pulses with a dim blue light that softly illuminates the room. The floor glows in time with each pulse of the light. Large pentagonal doorways, made of black quartz, can be seen to the left and far end, their destinations are obscured by a shifting, opaque, liquid.
The portal that brought the party (and the only exit from the lair) exists for exactly 30 seconds (of real time) after a deep voice bellows out from everywhere: "Only death awaits you here. Turn back now." After 30 seconds the portal disappears. A maniacal voice cackles "Thank you! Thank you!!! Now just don't die!" Robed figures step through through the shifting liquid at the far end.
B) The same exact room, only the left doorway here leads to "Bone Room B". The far doorway is not changed. Reachable only from the center pool in "The Pools" room.

2 The Bone Room (A&B)

A) The moonstone floor of this pentagonal shaped room is barely visible through piles of armor and bone. The blue glow from the walls of the make-shift mausoleum gives it an improper peaceful feeling. A cursory check of the piles reveals little of interest, other than a piece of an obscured mural on the floor. Clearing the piles away, the mural is of armored skeletons circling a locked chest. Using the trident key (see below) to unlock the chest, causes the central pool in room 3 to glow gold and the mural's skeletons to rise and attack.
B) The same shape/walls of the Bone Room above, however, the floor is a covered in an animated mural of a thriving, ocean floor. An open chest at its center has a small, trident-shaped key in its keyhole. A player can reach into the mural and remove the key. Large, clear cubes of a gelatinous substance emerge from the waters of the mural.

3 The Pools

Three pentagonal pools, with steps leading up to all sides, simmer with a familiar shifting, opaque liquid. A booming voice bellows out "Take your death now. Do not follow your greed." The maniacal voice follows "Hurry! Hurry! Take the middle one!" If the party lags in determining what to do, robed followers appear on the steps of each pool.

4 The Library

Outlined with shelves that appear to be made from the remnants of ship wreckage, this long, narrow room is an overflowing, colorful, menagerie of oddly shaped books. Reading tables fill the center of the room, each with a seated, emaciated human, dressed in rags and shackled by a chain to the moonstone floor. They appear to be carefully transcribing a document into leather bound journals. They take no interest in the party even if released from their chains and without tongues, cannot speak. Inspection of their writings shows that each man is transcribing a copy of the "Mad Mariner's Journal" into different languages. Searching the shelves, reveals the myriad books are captain's journals, ships logs and various accounts of a mighty sea dragon who destroyed the ships of any who came in search of his riches. The maniacal voice laughs uncontrollably.

5 The Hatchery

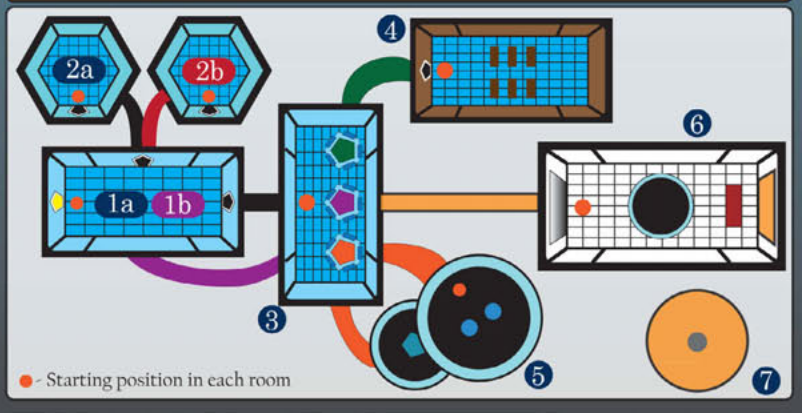
This large circular, domed, room is filled with 3 feet of frigid, black, opaque water. Large, aqua colored, dragon eggs sit partially submerged in the center of the room. The pulsing, blue light from the domed ceiling, gives the water a luminescent glow. Several carved runes sit in small alcoves along the walls, giving off a pulsing, sequence of glowing lights. Touching one of the runes turns another rune dark. A toy for playful wyrmlings and a red-herring for everyone else. Pieces of dragon shell float just below the surface. Large holes, within the submerged floor, lead to an underwater chamber where sea-dragon wyrmlings lie in wait, guarding the exit to the room.

6 The Temple of Odemus

The party is standing in the immense, ornately designed temple of Odemus. The walls and floor are made of a white opal gemstone that becomes iridescent when it catches the light of one of the many coral chandeliers. A giant circular pool of black water shifts and stirs at the center of the room, surrounded by a group of chanting, robed figures. Behind the party, a wide animated mural shows 4 ships sailing across a stormy ocean. The far end of the temple has a blood-stained coral altar and a massive mural that depicts a water-less, rocky, sea-floor. The High Priest of Odemus, in a dragon mask, stands at the ready behind the altar, wielding a huge trident. The booming voice shouts "Your greed has led you this far, allow your sanity to remain and die at peace within this temple." The maniacal voice follows "Almost here lovelies! So close!" The masked figure shifts his trident and the liquid within the pool rises to the ceiling.
Through his trident, the High Priest controls the liquid within the pool. He can use it to summon creatures from the depths, as an opaque bubble to shield himself and grapple/pull players into the opaque liquid.
When the room is cleared, the pool is again full of the black liquid. Moving into the pool reveals nothing but laughter from the maniacal voice. To proceed, the players must use the trident to pull the water from the mural with the ships to the mural behind the altar. The ships will flow across the stream of water and animated Odemus attacks from the rocks, destroying them all. Satisfied with the destruction, Odemus then disappears into the rocks. The water falls out of the mural, creating a staircase into a glittering, golden portal.

7 The Dragon's Hoard

The party stands on a stone platform, in the center of an immense circular, domed room filled with a vast sea of gemstones, gold, and plunder. The radiant light of a massive, pulsing gem hanging from the ceiling creates a dazzling display of prismatic splendor. Weapons, shields, artifacts, and armor from every age stand out in the brilliant piles. This truly is a dragon's hoard. Unfortunately, it's also a dead-magic zone. No magic exists here at all. No spells can be cast, no gods can be called. No items, potions, artifacts or scrolls work.
The booming voice says: "Your greed has drawn you here and now for the others to live, one of you must suffer my fate." The maniacal voice cackles loudly "We are FREE! Thank you all! Take what you can carry on the way out, except the dead guy. Don't forget to take a journal as well! Freeeeeeeeeee..."
You can't say you didn't warn them. The only way out of this is for one of the adventures to die (willingly, eventually or stabbingly) with their soul becoming the new overseer. Once their soul is trapped, a permanent planar portal is revealed on the platform and the rest of the party are free to leave, taking whatever they can carry. They are transported to a remote island cave, littered with decaying journals.



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The Stitcher in the Woods

A Weeknight One-Shot
by Travis Cook & Bryan Wuest
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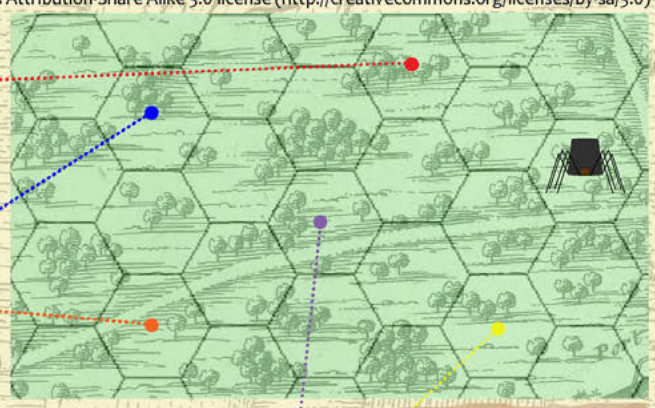
Elven seamstress Edithia Loom's passion for needlepoint has turned evil. Her frankensteined monstrosities are wreaking havoc around the Broderie Woods, and many innocent creatures and passersby have fallen victim to her sinister stitching. Word has spread that Edithia's workshop, last seen wandering in the eastern Broderie Woods, has amassed a cache of fortune and wonders. Your help is desperately needed and may be richly rewarded.

A friendly dog with a treasure chest mimic head takes a liking to you. It eats anything it can find.

You are beset by a hungry herd of small yet acidic gelatinous cubes with rabbit legs, bunny ears, and cottontails.

A shark fin drifts through a murky pond. If the shark-headed ogre underwater senses you, it emerges to feed.

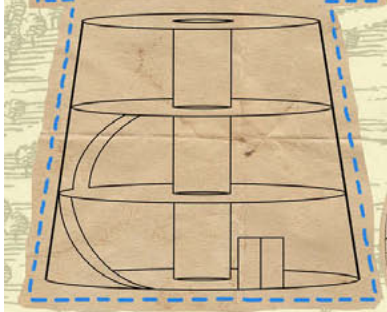


Once peaceful, the Broderie Woods now brim with Edithia's creations and present many dangers.

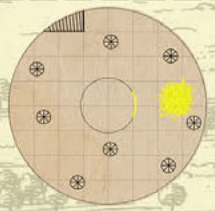
A pony with the head of a mind flayer has a legless rider attached on its back. This former adventurer can't control her mount, and she's awfully sorry to attack you.

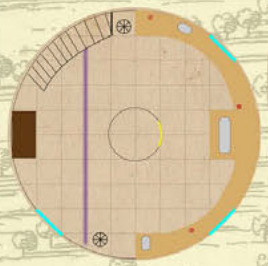
A giant winged ape patrols the forest. Using its crab claw arms, it whisks victims away to Edithia's workshop.

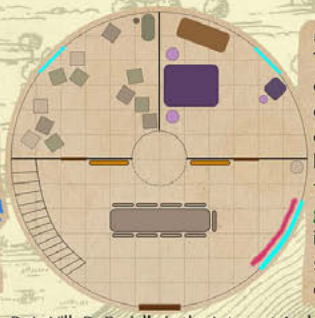
A three-story thimble ambles through the forest mounted on the back of a 20-foot-tall spider that Edithia keeps docile through a combination of magic and food. Those unfortunate enough to be spotted by Edithia's winged ape may find themselves snatched and dropped through a large one-way trapdoor in the tower's roof to await their turn as the next subject of her artistry. The tower's front doors have skittish rooster heads as doorknobs, who may alert Edithia if you are unable to placate them.



Monster illustrations by Kevin Goins
etsy.com/shop/GoinsGraphics







Third Floor:
Refuse, piles of bones, and many hanging cages fill the thimble's windowless top chamber. Here lurks a beautiful man-monster hybrid, Edithia's true love and most terrifying masterpiece. This creature will defend Edithia with his life.

Second Floor:
A heavy trapdoor covers the stairs between the first and second floor. A thick curtain sections off Edithia's workspace, and within the party will find an enormous work table littered with books, diagrams, sewing supplies, and body parts. Sketches of her projects are pinned to the central column, which features a hatch she uses to access the dumbwaiter. Another staircase continues up to a dark threshold on the third floor.

First Floor:
The large fuschia curtain in the parlor is enchanted to attack intruders. A cage in the center of the room holds Edithia's newest capture. A dumbwaiter system controlled from her workroom brings the captive up to her, or up to the third floor as a gift. Edithia's overworked goblin assistant, Tad, is performing menial tasks in his quarters. The party might attempt to subdue him before he alerts Edithia, or could convince him to turn on his mistress.

"They say I am a monster making monsters. No! I am an artiste. They will see. They all will see."

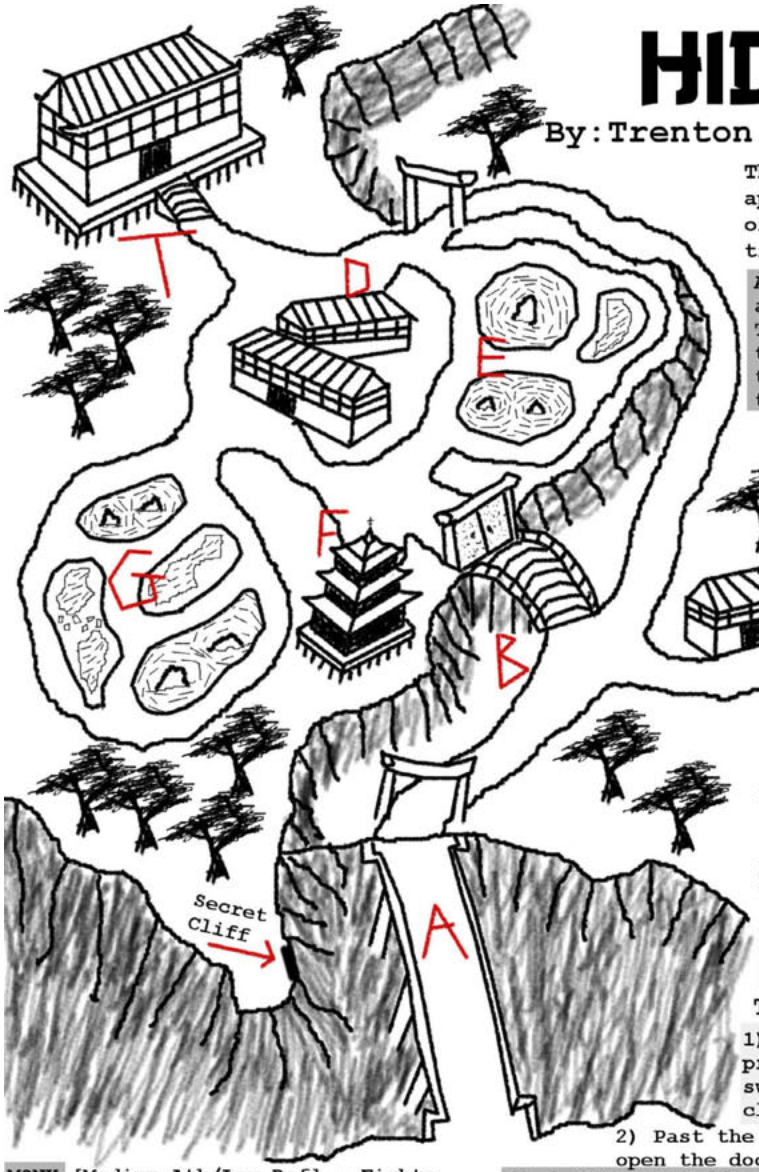
Edithia's bodice is made of a stylish, magically-repellant flail snail shell. Her flowing dress can grapple multiple enemies at once, or allow Edithia to scale walls with ease. Wand-wielding arms sewn into her waistline obey her commands. Edithia's animated giant scissors are her fiercest (and sharpest) protector. Unlucky enemies may lose an arm, leg, or even their head.

Upon Edithia's defeat, besides having a real yarn to spin at the tavern, your party could retake treasure stolen from abducted travelers. You may find a spool of her magical thread, with which a skilled artisan might reattach a severed limb, or even try some Edithian experimentation. Her dress could be worn by someone familiar with magic, although its long bond with its maker may render it unruly. Once rid of its mistress, the thimble-toting spider will likely wander off unless you find a way to control such an enormous creature. Good luck!

Background map derived from "TroisiemePlanDeLaVilleDeParis" via the Internet Archive, licensed under CC BY 1.0 (https://archive.org/details/PublicDomainMapsDealingWithAncientHistory)

HIDEOUT AT THE TEMPLE

By:Trenton Anderson http://creativecommons.org/licenses/by-sa/3.0



The party has been sent by their master / friend / employer (whichever is most appropriate) to seek out and bring back the traitorous noble Kobayashi Makoto, dead or alive. Whether Kobayashi is a villain plotting the realm's downfall, or a hero trying to save it, very much depends on the party's morals or lack thereof...

A: 2 MONKS are guarding the front gate. They attempt to find out why the party is visiting. They will not allow the party in with weapons though if they give them up 2 MONKS will follow the party around outside but try to dissuade them from visiting the main building.

B: 2 MONKS watch over the gate at the bridge. If there is any violence the monks will shut the gate. It is difficult to break open from the outside but is possible with SOME EFFORT from 2 STRONG CHARACTERS.

C: 1 MONK is cleaning the outside dormitories. There are several old monks who will berate and plead with the party to leave in case of violence but will put up no fight. The monks live a rather Ascetic lifestyle however there are RELIGIOUS SYMBOLS worth a SMALL SUM.

D: A young monk boy is practicing his calligraphy near the small side ramp overlooking the cliffside. He will stay focused to his studies if the party's entrance is peaceful otherwise he will run to the Temple to alert them but put up no fight himself. The homes are spartan and ascetic in build though they seem comfortable enough to survive. Inside are RELIGIOUS SYMBOLS that can be stolen and sold for a SMALL SUM. If the party surrendered their WEAPONS they are present.

E: Wandering the small garden is an old monk. If peaceful and out of earshot of any other monks he will divulge that Kobayashi Makoto is hiding out in the temple as he dislikes the lord. If the party is hostile he will not give this information, even if tortured, unless the lives of other monks are at risk.

F: Though the entirety of the temple grounds could be described as beautiful it is only the Temple proper and this Pagoda that posses any real level of awe or splendor. The structure is 5 stories tall and on the first floor there is a small shrine as well as RELIGIOUS SYMBOLS that could be pawned for a SMALL SUM. If the party ventures higher they will find the 2nd, 3rd, and 4th floors empty. The 5th floor is devoid of any decoration save for a small pedestal upon whcih sits a large SACRED JADE STONE worth a MODERATE SUM.

G: 3 MONKS wander the garden, 2 of them on a stroll and one raking the rock garden. Though not on alert they may notice players sneaking in from the cliffs.

T - The Temple

1) The main entrance and public shrine of the temple is guarded by 4 MONKS who will die preventing hostile intruders from entering. If friendly they will attempt to distract and sway the players from entering further into the temple as it is "too sacred" or so they will claim.

2) Past the monks is a Puzzle. 3 STATUE'S PIECES are scatter across the room. Arranged correctly they open the door though arranged incorrectly it could be rather dangerous in the enclosed room...

3) 4 BODYGUARDS block the hallway that leads to the central sanctuary of the temple, they will attempt to scare the party off but will fight to the death if necessary.

4) KOBAYASHI MAKOTO & 2 BODYGUARDS are sitting peacefully inside the inner sanctum room of the temple. They will attempt to dissuade the players from fighting/capturing them with words, bribes of a LARGE SUM, and finally with violence if it comes to it. If possible they will attempt to bring the party over to their side. The party may ally or fight Kobayashi. If defeated KOBAYASHI'S SACRED BLADE is a very prestigious weapon which will make its wielder MORE INFLUENTIAL though it would also likely fetch a LARGE SUM if sold to the right people.

MONK [Medium Atk/Low Def] - Fights Defensively, Aims to Incapacitate
BODYGUARD [Medium Atk/ High Def] - Fights Defensively, Aims to Kill
KOBAYASHI MAKOTO [High Atk/Medium Def] - Fights Defensively, Attempts to Parlay

A strange letter was left underneath the door of your room at the inn. The content of the letter guided you to this forgotten place, only with the promise of riches and glory.

The Trickster Hideout

Room 0

"After going down a set of stairs for what seams like an ethernity the group find themselves in a large room, completly empty except for three sealed doors and a raised bowl full of ashes. Each door is made of different materials and has a slot in the middle for a coin of some kind."

Door - a
The door is made of stone.
Door - b
The door is larger and made of wood.
Door - c
The door is made of metal.

The Raised bowl
The raised bowl is full of ashes and bones but after a careful search, the group is able to find three strange coins inside of it.

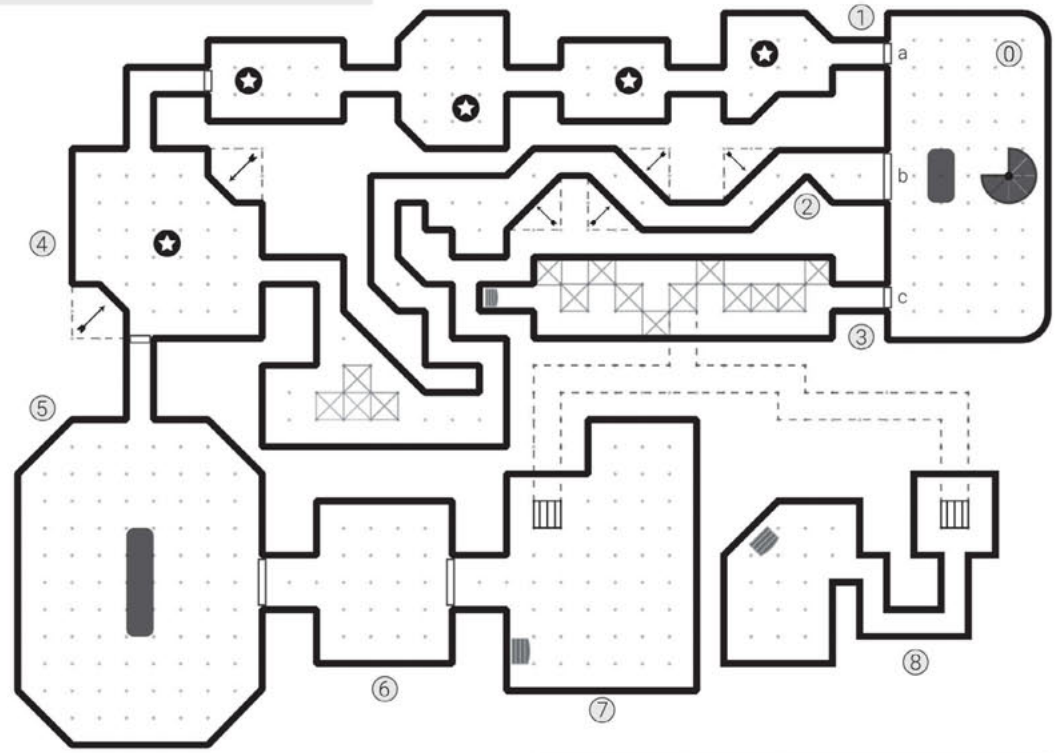
The Coins
The first coin has a **Mountain** engraved on one side.

The second coin has a **Diamond** encrusted in to it.

The last coin has a **Leaf** embossed onto it.

If the players insert all of the three coins in the correct doors, they will open automatically.

The right combination is:
Door a = **Mountain Coin**
Door b = **Leaf Coin**
Door c = **Diamond Coin**



Mountain Coin

Diamond Coin

Leaf Coin

Legend
Arrow traps · Pit Trap · Secret Tunnel
Statue · Hatch Door · Door · Chest

Room 1

"Behind the stone door there is a series of small room connected to each other by small corridors. The rooms are empty except for the statue of a knight in every one. The statues are exceptionally sculpted and made of different materials."

The statue in the first room is **dark grey** and made of **Soapstone**.
The statue in the second room is **red** and made of **Sandstone**.
The statue in the third room is **green** and made of **Serpentine**.
The statue in the fourth room is **light grey** and made of **Marble**.

If on the statue is touched or a character gets too close for comfort it becomes alive and start to attack the closest enemy.

The **Soapstone** statue is the easiest to defeat, it crumbles after a couple of good strikes, the **Sandstone** statue is a bit harder to defeat but is able to do great damage, the **Serpentine** statue likes to strangle its enemy and the **Marble** statue is very hard to defeat.

Once each statue is defeated, it crumbles to dust, leaving 1/4 of a key in its place

Once all 4 key pieces are acquired they can be combined to form a complete key that can be used to open the door in the last room.

Room 2

"Behind the wooden door there is a corridor that weaves left and right again and again, the walls are covered in vegetation and the smell of decay is unnerving."

The corridor is full of roots and vegetation slowing the movement and it is filled with dangerous arrow traps and pit traps.

Room 3

"Behind the metal door there is a small corridor followed by a thin and long room covered in mirrors and at the end of it there is a large wooden chest."

The floor of this room is covered with a series of Pit Traps that will spring open if a medium sized or larger creature steps on it. If someone falls inside one of the pit traps they will sustain a huge amount of damage.

The wooden chest at the end of the room is an illusion.

The center pit trap is an illusion, if someone falls into it they will find a secret passage that leads into **Room 7** and **Room 8**.

Room 4

"The room is fairly big and in the middle of it there is a tall statue of a jester dancing towards you. The jester has a large ruby in its left hand and an emerald in its right. In the room there is a stone door that is closed."

If someone moves around the room the statue of the jester will keep turning to face them.

Every time the statue completes a full turn, the stone door will slightly open. After tree turns the door will open completly.

If someone tries to remove the gems from the statue's hands, a bolt from the arrow trap will be released, causing heavy damage.

Room 5

"The room is extremly big and empty except for the large stone table in the middle of the room and a large metal door.
The room is filled with the undeniable smell of roasted meat, pastry and stewed vegetables and the stone table is filled with a meal."

As soon as everybody enters the room the door behind them will close shut and the large metal door will open.

Entering the room is a ghostly chef bringing in a large plate with a roasted boar. Seeing that his master has not returned, he will challenge the party to a tasting contest.

Each member of the party will have to eat a full meal before the ghostly chef will disappear and let them go.

If someone tries to attack the ghost he will retaliate summoning a cadre of animal that was used to create the food on the table.

Room 6

"The kitchen is fairly big and full of tables, cooking pots, plates and all you ever need to prepare a feast for a king. The old wooden door is ajar and leads to the pantry."

Searching the room the group will find a set of valuable knife, forks and spoons, a set of copper pan, a set of 12 golden plates and a set of 12 silver chalices.

After the group is able to retrieve everything they want from this room. 10 healthy rat will attack them.

Room 7

"The pantry is filled with barrels of beer, bottles of wine, jugs of water and everything is rotting away."

Searching the room nothing of value will be found exept for 10 portion of salted meat still eadible, a jar of clear and purified water that refils itself when it becomes empty and a hatch door unlocked.

Room 8

"After moving through a dusty and smelly tunnel you emerge in to a small room connected to a bigger one full of treasure."

The room is full of gold and treasure.

Displayed upon a diagonal wall there is a longsword with a hilt made of solid diamonds, more of an art piece than a functional weapon.

A large necklace of gold and silver is displayed on the wall, probably fashioned for a giant to wear.

A large chest sits underneath the necklace displaying an enormous amount of gold pieces.

A letter is left close on the ground, is content unknown...

THE END.

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The Dragon's Lantern

By Vance Atkins (leicestersramble.blogspot.com)

The scorched remains of the adventuring party lie scattered about you. The dragon holds your patron, a formerly formidable warrior, under his claws. His gaze turns to you, the cowering porters and torchbearers... "What ho, little bugs," he rasps, "Following these doomed fools for a few shinies? They have sated my amusement for now. But you chumps are innocents in this fray. I'll provide you safe passage from my maze. Not so fast! There is a condition. I am a dragon, after all. Some skittering thing took a trinket of mine, and I'd like it back. It's in a warren that I can't reach. Return it within the day, and I'll even send this scrapper out with you (The fighter squeaks...)."

The dragon herds you from his lair to a small hole behind some rubble, requiring crawling to enter. "Off you go.... Find my magic lantern... it shows me pretty pictures."

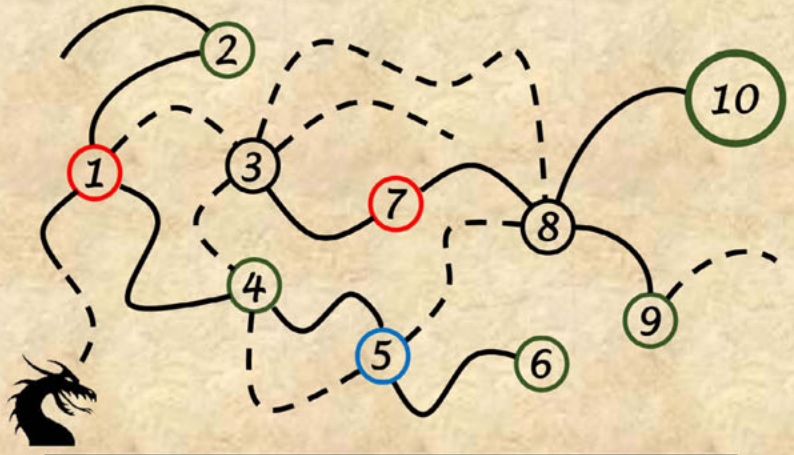
You're 0-level mooks. You got no class or classes. 1d4+1hp. Roll prime attributes (STR, INT, WIS, DEX) as needed to determine proficiency/action success.

Armor		Potentially Useful Items, Roll 2x			
1-3	none	1	large sack	7	flask wine
4	gambeson [AC7/12]	2	chalk	8	holy symbol
Weapon		3	torches, 3	9	ointment (heals 1d2hp, 2 doses)
1-2	dagger	4	waterskin	10	hammer; 4 spikes
3	club	5	mirror	11	vial of holy water
4	sling, 12 stones	6	flask oil	12	50' rope; grappling hook

The tunnels, carved by prehistoric rock-worms, are tortuous and rough. Some dead-end. They vary from crawling height (dotted lines, 1/3 movement rate) to walking height (solid lines). Encounters in low tunnels are restricted to the 1st PC. Larger tunnels are 5 to 6' wide. Numbered rooms/features are 50'+1d6x10' apart.

1. After 25' the tunnel opens to walking height. Torchlight soon reveals a 12' wide **chasm**. 15' past the chasm, a ladder leans against the cavern wall (Leaping chasm [1d6 fall dmg if failure] or grappling the ladder with rope requires DEX >12). Three tunnels open past the chasm.
2. Four **skeletons** rise from broken, rotted coffins to attack (spear or rusty short sword (breaks on 1 or 20); -1 dmg from stabby weapons, 1d8 dmg from holy water; a devout PC [WIS >12 + holy symbol] may attempt to "pray them away" (turn as 1st level cleric)); 25gp, 60sp, arcane scrolls (*magic missile, protection from evil*). A PC may attempt to use the scrolls: 10% chance success+5% per INT pt >12. Failure: 1-3: no effect; 4: scroll explodes, 1d4 dmg.
3. Empty cavern. Petrified worm poo scattered about (makes good sling stones).
4. Two **ratlings** (humanoid rat, 1-1HD, AC7/12, shield, short sword, 5% chance of disease; 13sp, glass beads (5gp), wedge of cheese) torment a bound **kobold**. If freed, the **kobold** tells the PCs in broken Common that he is a scout for his tribe seeking the dragon to serve. If allowed, he will join the PCs for mutual protection. Otherwise he flees, tossing the ladder into the chasm (Room 1) as he retreats.
5. A **pool** of *sulfurous*, stinking water fills the room. The **ratlings** avoid it. Drinking from the pool will heal 1d4hp. Up to 4 doses may be carried in a waterskin.
6. Desiccated rat corpses and webs are scattered in the tunnel. An **aranea** (humpbacked intelligent giant spider, 4HD, AC 6/13; bite (1d6 + poison); casts spells as 3rd level MU) hangs out on the ceiling of the cavern. She doesn't have the lantern and will defend herself if attacked. She will provide general info on the **Ratling Queen** in exchange for food (rat, centipede, etc.)
7. The tunnel here is protected by a **pit trap** (1d4 fall dmg to 1st PC); 1 in 6 chance to find, 2 in 6 if searching or WIS ***or*** DEX >12.
8. Empty cavern. Harmless glowing fungus on walls smells of old socks and mint.
9. Door secured with a rudimentary lock; 1 in 6 chance to pick if DEX >12 or 2 in 6 to break down if STR >12. **Ratlings** dragged the body of an adventurer here. It is being fed on by 3 **giant rats**. Chainmail, *dagger+1*, pouch with potion of *speed*, 40gp.
10. Large cavern with the **Ratling Queen** (3HD, AC6/13, *club+1*, spells: *scare, protection from good*) and 3 **ratlings** watching strange moving pictures projected from the dragon's "magic lantern." Among the scraps in her chambers are: 14gp, 100sp, several gems (5, 10, 20, 50, 60gp), and the deed to a ruined tower....

Once the lantern is returned to the dragon, he provides a map and a glowing gem that obscures the group from dungeon patrols. Upon reaching the surface, the gem reverts to a mundane ruby (500gp). Surviving PCs gain 1st level classes based on actions/rolls.



Wandering critters (check every 2 turns)			
1-2	1d3 giant rats	6	lost kobold (as per Room 4)
3	1d2 ratlings	7	spider (large, lethal, +2 save)
4	mini gray ooze (1HD)	8-9	1d2 centipedes (small, non-lethal)
5	skeleton (see Room 2)	10	barking spiders (harmless, stinky)

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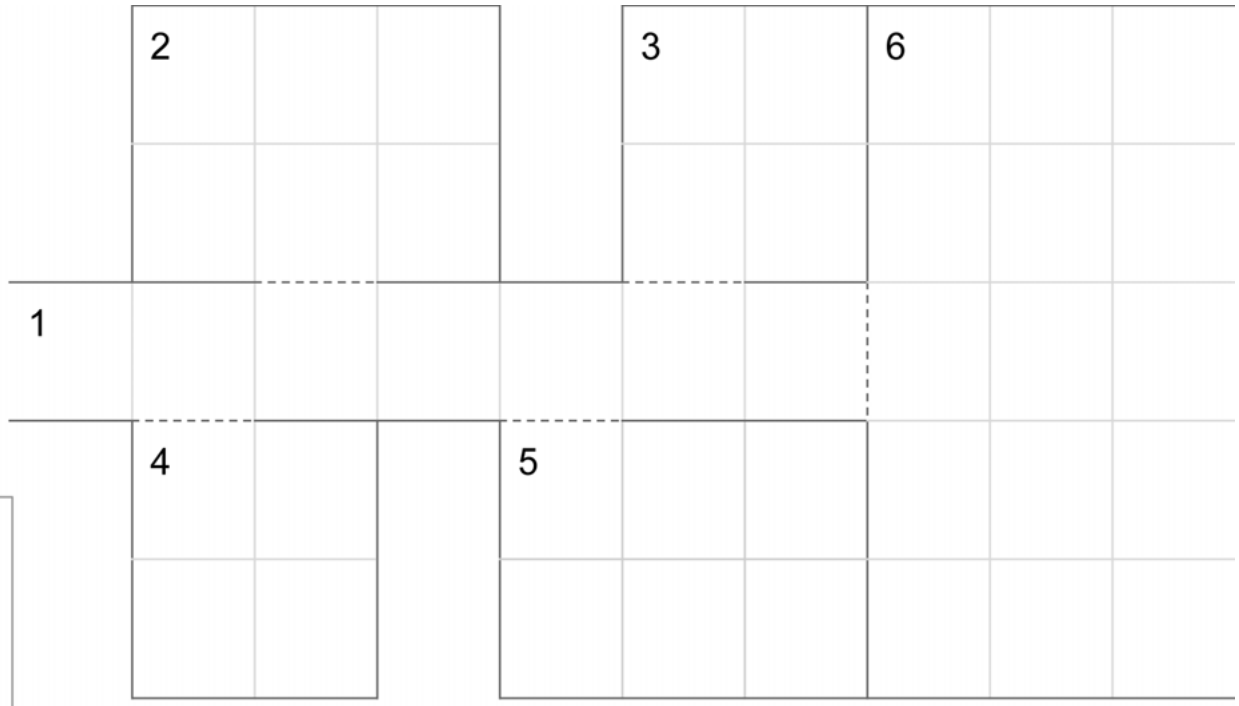
The Controlled Goblins

Door

Wall



1 -The walls are covered in mosaics of the ancient warriors buried in this tomb.

2 - In the Back middle room is an alter with bones, ancient gold coins, and other offerings. In this room are 3 goblins.

3. The walls of this room are filled with recessed shelves that store Urns. The goblins have turned this room into a prison, with rudimentary cages. There is 1 gobin in the room and 3 in one cage. If the 3 cages goblins are set loose, they quickly run away.

4 - This room is where the remains are cremated before taken to room 2. There are big ovens built into the east wall. There are 2 goblins.

5 - Lesser warriors are buried here. There are many coffins built into the floor. There are also 2 goblins.

6 - This room is where the greater warriors are buried. There are 6 above ground coffins, and the walls are covered with mosaics of the deeds of these warriors and their artifacts adorn the spaces in between. In this room is a Cult Fanatic, the one who as been controlling the goblins. When he is attacked and survives, the goblins from the pervious rooms that haven't been killed rush into this room to defend him. When he is killed, the goblins that haven't been killed become dazed, and don't attack unless one of them is attacked.

Goblin(MM 166), Cult Fanatic (MM 345)

Hook: The players are approached in a small town by an old man who says that a troop of goblins have been terrorizing the village, and that they are abnormally coordinated.. He directs the players to their lair, an ancient warrior tomb.

On the map, each square is 10ft by 10 ft;

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A dungeon appropriate for a clever and prudent party of any level, possibly deadly for a sloppy party of any level.

Author: **Wilmer Dahl**

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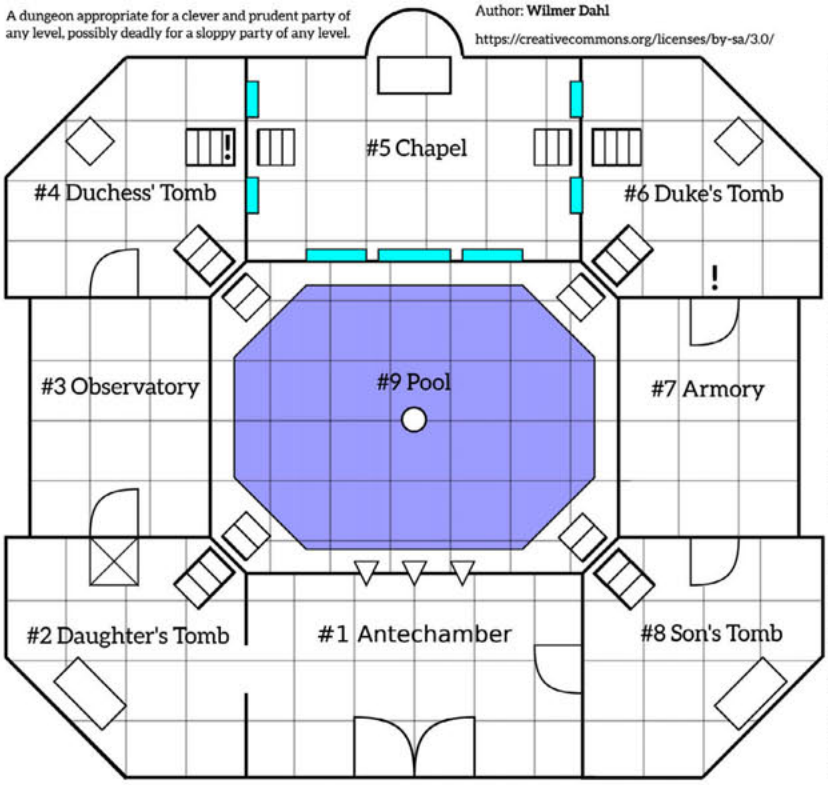

Light of the Lifeless

Doors open easily
Stairs go down 6' to ***#5*** and ***#9***
Light is visible from adjacent rooms, open doors
LOUD sounds heard in all rooms
Grid 5' squares

THE TOMB MAID carries the ***Light of the Lifeless***
Reveals *Invisible* things.
Dim light 30' Save vs Paralysis or be Paralyzed
Bright light 15' automatically Paralyzed
The Tomb Maid moves 60' per round, does not see in the dark, fights as **Stone Giant**, immune to poison, sleep, hold, charm, non-magic weapons. Slays one paralyzed victim per round. Levitates 1' off ground, long dress drags along floor.
The lantern: 7 hit points, armor as plate, immune to non-magic weapons and elemental damage.

Tomb Maid visits each tomb with **intact corpse** following shortest path clockwise. Spends 1 turn in each room. Will investigate **light sources** and **LOUD** sounds and slay intruders. **LOUD** wail finding disintegrated corpse. If no corpse left will guard ***#1 Antechamber***. During first visit **The Tomb Maid** is in ***#5 Chapel,*** light visible through stained glass windows and triangular windows.

#1 Antechamber
Dead tomb robber
Brain spilling from right eye
Well preserved
Touching causes swift decay
Necklace with wolf tooth (2gp)
Triangular windows no panes
Broken door
Kicked off hinges
Boot print
Marble panels
Red stone inlay
"Here lies the great family Albret
Laid low by a Cursed Comet
Begone robber, Death cometh"

"The conundrum over the lake is set for your sake"

#5 Chapel
Stone altar cloth
Crystal cup (15gp) dried wine
Dry bread, disintegrates
Crucifix (125gp) bulky
Cabinet locked
3 bottles wine (15gp each)
cherub engraved chalice (250gp)
Stained glass windows (300gp)
The Madonna
St. George
Angels

Research

History of Noble Families Albret family of 4 gone /w ducal jewels worth 12,000gp after being cursed.

Shaken Tomb Robber tall shining monster paralyzed and killed his colleagues. Willing to sell partial map **(#1, #2, #9)** for 300gp.

Astrology or **Soothsaying** *"A cold star holds vigil over those slain by the Comet. The light keeps their grace and their grace keeps the light bound."*

#2 Daughter's Tomb
Open glass tomb (no lid)
Corpse disintegrates if touched
Silver coronet (600gp)
fastened /w silver needle (1gp)
Shattered glass (lid) **LOUD**
Three dead tomb robbers
Brains spilling from right eye
Well preserved
Touching causes swift decay
Tomb robbing equipment
Pit trap
20' deep
Water puddle outlining edge
Empty wineskin

#6 Duke's Tomb
High backed throne
Corpse disintegrates if touched
Golden chain of office (4,000gp)
Magic dagger *"Python's Fang"*
4 gold rings set with emeralds (200gp each)
Ceiling trap
Save vs Wands (or similar) or suffer 3d6 damage pinned under spears **LOUD**
Stained glass windows (300gp)
St. George

Python's Fang (dagger+1)
Blood congests in hand gripping handle, +3 to throws when wrestling

#3 Observatory
Painted night sky
Accurate
Silver text *"Beware the stars, they look back at you"*
Frame quadrant
Dark wood
Podiums
Book of Fixed Stars (200gp)
Book of Planets (160gp)
Missing 1 page

#7 Armory
Glass case locked
3 skulls *"Beloved retainers Josse, Roul and Pierre"*
War horse stuffed
Armor rack
Man and child sized armor
High quality (x4 value)
Wall mounted weapons
3 Lances, 2 Swords, 4 shields /w Albret coat of arms

Cursed Comet
Astronomer can find a 13 tailed comet looking back with a hateful eye. The astronomer and closest family falls under ***curse*** causing death in 13 weeks (the comet counts down hiding one tail per week) unless 13 curses are removed in one day.

Light of the Lifeless
A sickly cold light emanating from a cast iron lantern. The light freezes water and keeps corpses from deteriorating. The paralyzing effect of the light lasts as long as the creature is in the light. It penetrates clothes and thin barriers of wood and metal, such as a shield. It is a powerful treasure but difficult to handle.

#4 Duchess' Tomb
High backed throne
Corpse disintegrates if touched
Opal studded crown (1,150gp)
Pearl necklace (800gp)
4 silver rings set with amethyst (100gp each)
Stained glass windows (300gp)
The Madonna
Stair trap
Save vs Wands (or similar) or suffer 2d6 damage transfixed between spears **LOUD**

#8 Son's Tomb
Closed glass tomb
Dropping lid **LOUD**
Corpse disintegrates if touched
Ruby studded coronet (800gp)
Dagger /w silver scabbard (200gp)

#9 Pool
Pool
15' deep
Tepid water
Thin mist rising
Column
Vase with gems (3,000gp) and fragile paper with coordinates to the *Cursed Comet*

Light of the Lifeless freezes the surface of the pool. Barely strong enough to carry an unarmored man. Melts after 2 turns.

Grave robbing with finesse
Stealing the crowns without touching corpse is easy, other valuables requires a roll to Pick Pockets (+4 bonus) or similar.

THE TOWER OF THE GREAT ERUPTION

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Wind Lothamer
@dragonstabber

Gnome Sweet Gnome
The housing level of he Gnome tower. It's nice and warm here due to the steam works. Each of the 66 Gnomish families has their own simple dwelling--living rooms, kitchen, bedroom and a handful of gold and silver. The Main Gnome lives in the Temple of the Great Eruption in the center of the level. The Temple always has 2-5 guards outside and another 2-8 guards inside.

The Main Gnome's treasure includes a box of gold, a diamond ring and the Wand of Eruption (2-8 charges, shoots lava up to 10 feet).

This floor features 5 balconies with access to the outside.

An elevator to the Flight Deck is located near the Temple of the Great Eruption.

The Metrognome
This is the nerve center of the Gnomes' steam works. The Metrognome keeps everything synced, pumping water and lava at regular intervals to get the perfect mix into the boilers on each level. If its perfect rhythm is interrupted, catastrophe will surely ensue! The metrognome can only be reached through the steam exhaust in the top of the chamber, 30 feet above the floor.

Flight Deck
This is the only way that the Gnomes enter or leave the tower--taking gliders out through the open runways. Their gliders will carry two gnome-sized or one human-sized passengers. Piloting these is tricky and they will crash on a 1 in 6. An intact glider would fetch a handsome price.

There will be 3-18 Gnomes on this floor at any time.

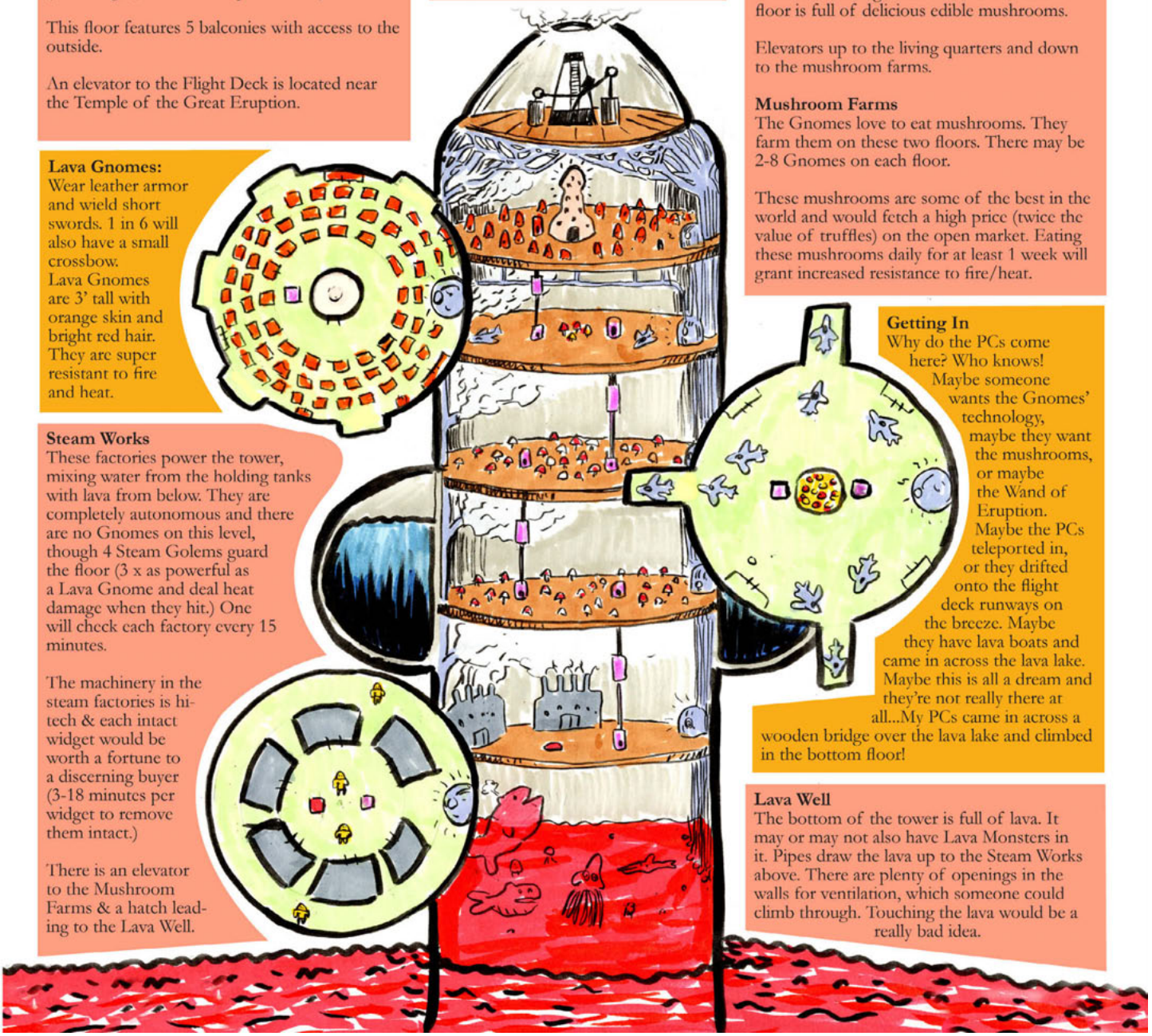
The mushroom garden in the center of the floor is full of delicious edible mushrooms.

Elevators up to the living quarters and down to the mushroom farms.

Mushroom Farms
The Gnomes love to eat mushrooms. They farm them on these two floors. There may be 2-8 Gnomes on each floor.

These mushrooms are some of the best in the world and would fetch a high price (twice the value of truffles) on the open market. Eating these mushrooms daily for at least 1 week will grant increased resistance to fire/heat.

Lava Gnomes:
Wear leather armor and wield short swords. 1 in 6 will also have a small crossbow. Lava Gnomes are 3' tall with orange skin and bright red hair. They are super resistant to fire and heat.



Steam Works
These factories power the tower, mixing water from the holding tanks with lava from below. They are completely autonomous and there are no Gnomes on this level, though 4 Steam Golems guard the floor (3 x as powerful as a Lava Gnome and deal heat damage when they hit.) One will check each factory every 15 minutes.

The machinery in the steam factories is hi-tech & each intact widget would be worth a fortune to a discerning buyer (3-18 minutes per widget to remove them intact.)

There is an elevator to the Mushroom Farms & a hatch leading to the Lava Well.

Getting In
Why do the PCs come here? Who knows! Maybe someone wants the Gnomes' technology, maybe they want the mushrooms, or maybe the Wand of Eruption. Maybe the PCs teleported in, or they drifted onto the flight deck runways on the breeze. Maybe they have lava boats and came in across the lava lake. Maybe this is all a dream and they're not really there at all...My PCs came in across a wooden bridge over the lava lake and climbed in the bottom floor!

Lava Well
The bottom of the tower is full of lava. It may or may not also have Lava Monsters in it. Pipes draw the lava up to the Steam Works above. There are plenty of openings in the walls for ventilation, which someone could climb through. Touching the lava would be a really bad idea.