

ONE PAGE DUNGEON COMPENDIUM



2012 EDITION

compiled by
Random Wizard

One Page Dungeon Compendium 2012
Compiled By Random Wizard

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HERE WE STAND, AGAIN

The power of a forgotten artefact has disturbed the rest of the dead in the Necropolis of Huurash. Kings, Priests and Generals have risen from the graves and now they want their old power again, among them are also our PCs. Everyone is willing to do anything to succeed and be the true Undead Ruler ...

PCs and NPCs

D6	Rank and Bonus
1	King (+3 Diplomacy, +1 Bribe)
2	High Priest (1D6 Magic Items, +1 Diplomacy)
3	Chancellor (2D6 Gold Ingots, +1 Diplomacy)
4	General (1D6 Loyal Warriors)
5	Hero (1 Magic Item)
6	Noble (1D6 Gold Ingots)

Encounters

D6	A GREEN	B RED	C BLUE
1	Empty	Empty	Empty
2	Treasure	Treasure	Treasure
3	Friendly Faction	Friendly Faction	Orcs
4	Friendly Faction	Hostile Faction	Orcs
5	Friendly Faction	Hostile Faction	Orcs
6	Hostile Faction	Hostile Faction	Monsters

Treasure: 1D6 Gold Ingots.

Friendly Faction: 1D6 Loyal Warriors join your cause.

Hostile Faction: 3D6 Warriors attack you.

Monsters: 1D6 Living Horrors, they hate undead ...

Orc Clan: 3D6 Orcs, they will not surrender.

Rooms Description

D6	Description
1	Royal Tomb +2D6 Gold Ingots
2	Hero's Tomb 1D6 Magic Items
3	Shrine Offers: 5 Gold Ingots = mass heal 20 Magic Items = raise a new Friendly NPC
4-6	Common Crypt

Treasures and Magic Items occur only the first time you visit the room.

Special Rooms

- 1: PCs start here.
- 2: Hostile Faction Den, Hostile Faction and 1D6 NPCs.
- 3: Hall of Heroes. Huurd the Judge sits here with his dreadful Guards, this is a neutral area where factions meet and discuss.
- 4: The Temple of Warthak The Shaman. His personal guard of 4D6 Black Orcs is defending the Artefact, they fight to the death. Will the Artefact give you back your life?

Turns

Every turn every party can enter a close room. Roll for Encounter and Room Description. In a single turn you can roll both for Diplomacy and Bribe.

Respawn

After 3 turns that a Red/Blue room has been visited it respawns, an encounter roll is required if you back there. Green and Yellow rooms don't respawn.

Controlled Rooms

If you assign at least 5 Loyal Warriors to a room it is considered Controlled, and no respawn will occur. Every 5 turns roll 1D6 for

each Controlled Room, on 1 it has been attacked by 2D6 Warriors of an Hostile Faction.

Party

Kings, Priests, Chancellors and Nobles can control 1 Loyal Warrior in battle. Generals and Heroes 5, a party can have up to 10 members, including PCs, and must be lead by a PC. Diplomacy and Bribe bonus are cumulative in a party. No more than 2 parties can enter the same room in the same turn.

Diplomacy

Everytime you meet an Hostile Faction you can roll 1D10, if the result is equal or lower the number of your Controlled Rooms they are considered neutral and let you pass (it is possible to Bribe after a failure). NPCs can be affected by Diplomacy.

Bribe

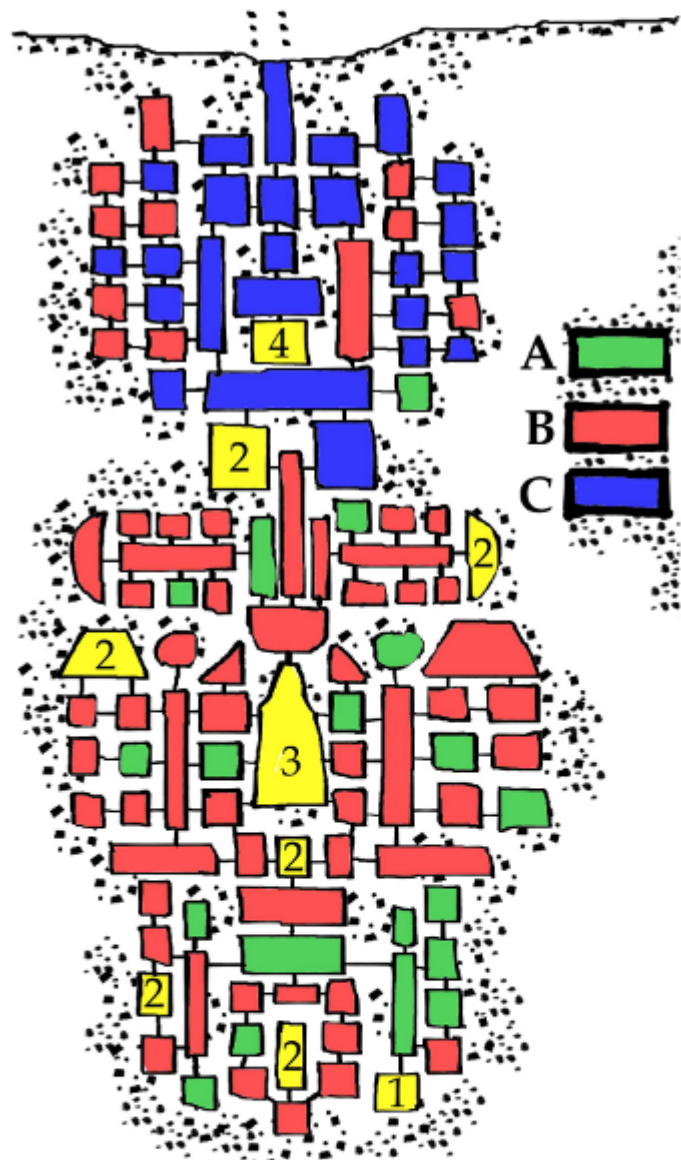
You can use Gold Ingots to bribe Hostile Faction encounters. Pay 10 Gold Ingots and roll 1D6, if the result is 5+ they are considered Friendly Faction. NPCs are immune to Bribe.

Magic Items

Every Magic Item counts as 1 Loyal Warriors and can be equipped by PCs and Loyal Warriors, 1 Item for every party member.

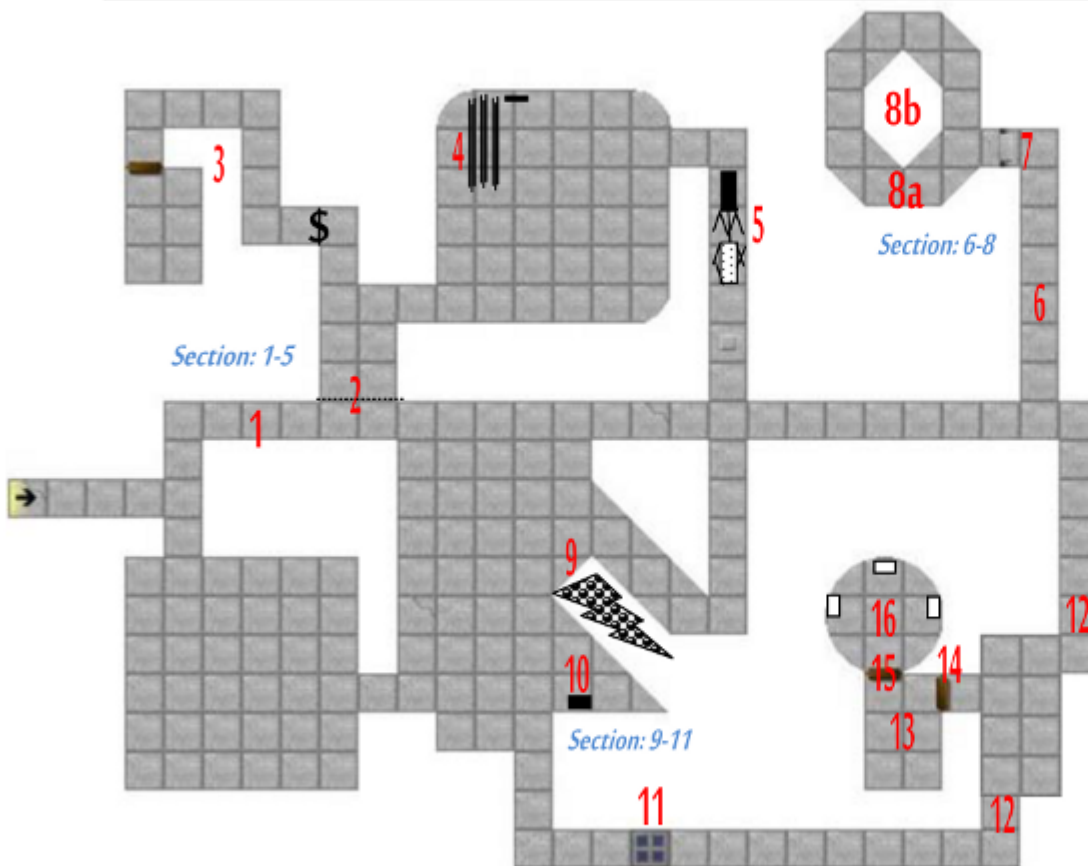
Combat

Use the rules of your favourite RPG for stats and combat.



'Relaxx' Spa– By Aaron Bianco

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Wandering Monsters: 2-4 Hobgoblins coming in to start their 12-24 hour shift

- 14. Guard Room Door:** The door is a heavy door, but is spring loaded so that it can 'burst' open. The Hobgoblins have 'trained' for quick exit and attack. There are slots in the door where acid can be sprayed. Acid sprayer is a special weapon connected to the back of the door, and sprays 2 vials at once. When shock team leaves the room to ('surprise') attack, 2 Hobgoblins will stay behind in the room to fight 'through' the sliding windows in the door. Additional bags and flasks (and refill bottles of acid) are a part of their personal loot. There are also two thunderstones, with one loaded in a special crossbow at the top of the door to be launched into a crevice in the ceiling 10' away from the door.
- 15. Hidden Door:** Behind a Tapestry is a locked and trapped door. If the trap is sprung, then caltrops stored behind the door (on the top half) flood the 5' area before and behind the door. The door swings over the caltrops and does not sweep them.
- 16. Administrators Office:** In the center of the room is a cloth with 3 stones with small glowing glyphs and faint 'transmutation' magic. 3 chests, each with the same glowing glyphs can be found. Two are 'fear' glyphs, but will not go off when the chest is opened IF the proper one stone is within brought within 3', but **WILL GO OFF** if one of the other two stones is within 5'. The glyph on the third chest will only flash a bright light, but it has a blade trap and nothing inside. The other two contain the treasure appropriate for a major score in your campaign.
- (NOTE: The fear trap should have them running across caltrops AND possibly heading down the corridor with the spike pit trap.)

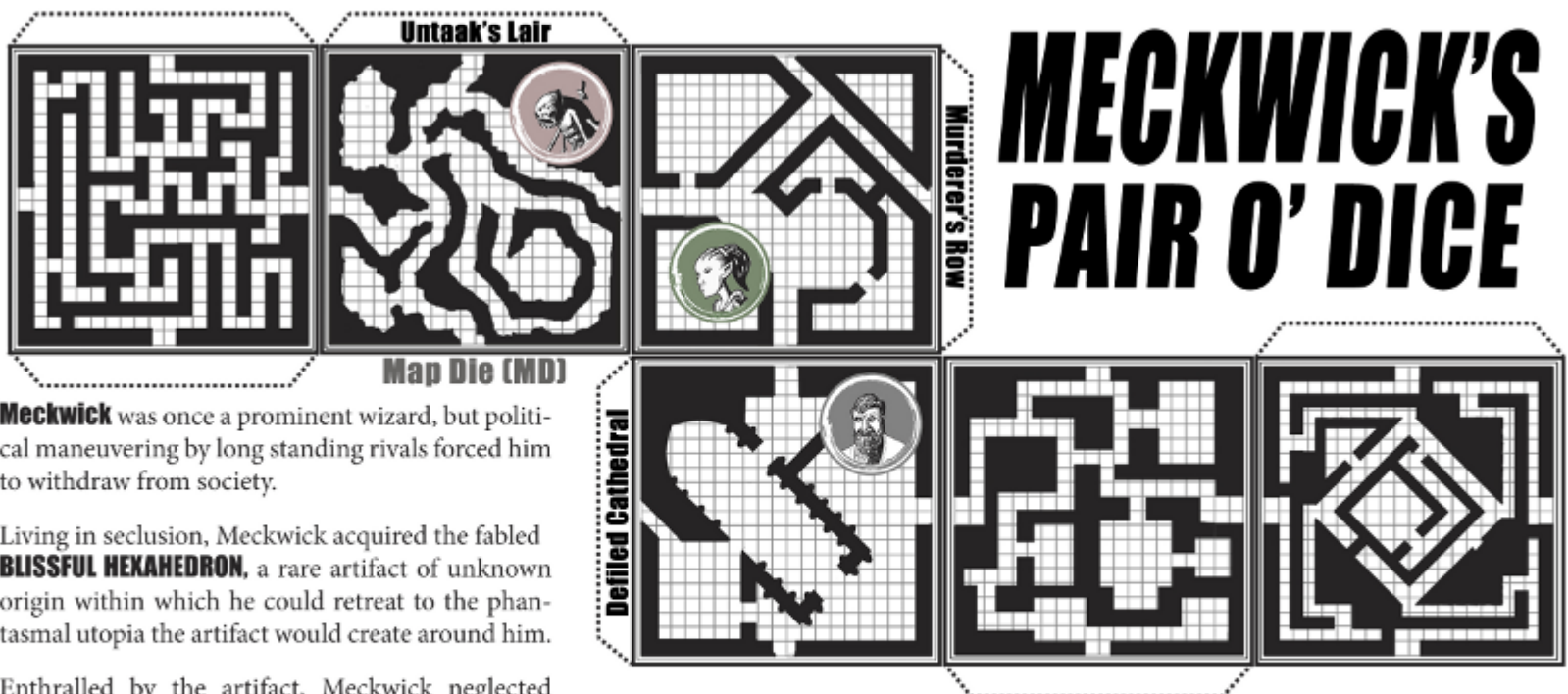
Room Key to "Relaxx Spa," an old, abandoned, underground 'spa complex.'

- 1. Spider Threads:** Thick sticky threads hang 1ft-2ft down from ceiling. Birds and Bats have clearly been caught in them as they only trap 'tiny' flying creatures. Otherwise the spiders are not aggressive.
- 2. Traces of a Wall:** A permanent wooden wall was once stood here, but it is now long gone and only traces remain along the tiled floor and stone brick walls.
- 3. Living Space (small humanoid):** Behind a secret door, at the end of a twisting passageway, is a full sized door with a small 'door' built into the bottom half. Inside is a two floor 'loft' (with tables, chairs, eating knives, sacks, beds, etc) with indications that there were at least two probably humanoid inhabitants about 1.5'-2' tall, and with a thorough search, it might appear that at one time there were as many as four (i.e. two younglings). There are crudely made tools of natural materials, some of which have very 'fine' edges to make them more effective than their crude appearance would seem. Dried herbal ingredients are all that should be of interest. A thin layer of dust has accumulated on everything. A VERY HIGH search roll will turn up a few valuable and particularly shiny coins.
- 4. Poles:** Three piles of 10' long poles, 8 poles/pile. Other items next to the poles: waterskin (leaky), empty ration containers that have been chewed on by rats. In a small frame, there is a broken shield set up as a 'gong'; it is located next to the wall. Words are also scrawled on the nearby wall: "Main Staircase leads to a large room with side chambers, each leading off to other areas. Only searched the ones on the right side before ceiling collapsed over stairs. Wait til the damn things dies of starvation before we go down there again. If it has another exit, well then if you you're reading this - DON'T GO DOWN."
- 5. Animal Trap:** Easily avoided and spotted. A 'spiked wall' swings down from one part of the ceiling while a heavy log comes from the opposite direction to smash any medium animal that might wander in through the pitch black hallway. Both part of the trap are held aloft by 12' poles that rest upon unstable rollers on the ground, such that a brush-by from something larger than a rat will drop the suspended pieces and more than likely kill any dog sized animal are larger.
- 6. Debris Covered Floor:** High humidity area with plenty of fungus growing in patches on the wall and floor. Some fungi have been eaten by rats, while other fungi types have been ignored by them. Floor is "a bit squishy" in some areas.
- 7. Stone Pressure Plate:** Buried under a thin layer of debris, is a small 'step-on' trigger. After activation, (30s), trickling water can be heard (from room 8a)
- 8a. Contemplation Room:** There is a raised (meditation) platform (See 8b), with a large carved 'stone' chandelier above it. If the hallway trap (7) is activated, water will begin to flow down the 4 walls which are covered in small tiles to create a nice shimmering pattern in the water. The walls are designed for a nearly continuous sheet of water, but age and moss/fungi have taken their toll and now clog/block certain areas where the water would flow. Although the water goes into a drain system, there is some leaking due to lack of 'maintenance,' so the room is very humid. In certain areas, under a light layer of fungi, glowing runes can be found that give 'lowlight' conditions if the fungi covering is scraped away; otherwise the room will be completely dark.
- 8b. Raised Platform:** Below a stone 'Chandelier' is a sitting/contemplating area. The multilevel 'chandelier' above is designed so that water flows down to each progressively wider level until the water falls onto the corners of the platform (drains). There are more 'stone' pressure plates on the floor to turn on/off the flow.
- 9. Wide Stairway Down:** Roof has collapsed onto stairs (Blocked). (Two Grell live down there and have another exit out of the lower chambers.)
- 10. Small Table (with 3 jars):** One standing clearly says "Salt", two others are on their sides; of those two, one has its lid off while the other smells slightly of oregano inside. A small wooden plank lying face down on the table has crudely carving into it, "Please Season Yourself: Your help is greatly appreciated."
- 11. Obvious Pit trap:** The floor was once covered in boards, but now just the supporting frame remains. While it seems that the floor is no longer positioned to 'fall', it will take an acrobatics check to cross the 'frame.' Due to the condition of the wood, only one medium PC can come across safely at a time. Major failure in 'acrobatics' means that PC has lost his feet and is holding onto a main 2x4 at waist or chest height. A climb/acrobatics check is needed to get to his feet again. There are two old (normal) humanoid skeletons at the bottom among the spikes and other debris; one has a wide, thick belt and what appears to be remnants of clothing. Attempts to search the pit bottom can trigger two 'light' crossbow traps; each will set off a thunderstone or bell in addition to firing an arrow.
- 12. Barrier:** A 'junk' barrier with lots breakable pieces, thin glass, and loose hollow parts that can potentially cause noise if clumsily disturbed or disassembled.
- 13. Quiet Guard Room:** 8 Hobgoblins (Trained Specialist Shock Team of 6, + 2 Room Defenders)
These Lawful Evil Hobgoblins are very well organized and very well trained to work cooperatively; they are employed to guard a treasure and have high morale/determination. They are absolutely silent at all times while in this room and use hand signals to communicate inside when the guard room door is closed. Half of the Shock Team uses tower shields and employ "Full Defense" (no attacks) to provide a defensive wall to cover the other 3 (who first throw alchemical weapons and then use reach weapons (Masterwork Ranseurs) from behind the Hobgoblins using tower shields and "Full Defense" tactics). The three with Masterwork Ranseurs have: Tanglefoot Bag, Alchemist Fire Bag, Flask of Acid. (Tactics: 1-Tanglefoot, 2-Alchemist, 3-Acid, 4-Ranseur)
All the Hobgoblins have the Feats of Toughness and the Weapon.Focus(Ranseur).
The room has beds, lockers, chamber pots, playing cards, and quiet dice games using soft mats. The walls are covered in hanging tapestries (some of which have minor treasure value) that help absorb sound.

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A ONE PAGE DUNGEON WRITTEN AND DESIGNED BY AARON FROST AND MUNDI KING

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Meckwick was once a prominent wizard, but political maneuvering by long standing rivals forced him to withdraw from society.

Living in seclusion, Meckwick acquired the fabled **BLISSFUL HEXAHEDRON**, a rare artifact of unknown origin within which he could retreat to the phantasmal utopia the artifact would create around him.

Enthralled by the artifact, Meckwick neglected matters in the real world, and was soon discovered by agents of his enemies. In desperation, Meckwick began trapping enemies within the Hexahedron itself. Now he finds the artifact unusable as it has become twisted to the wants and desires of those imprisoned within.

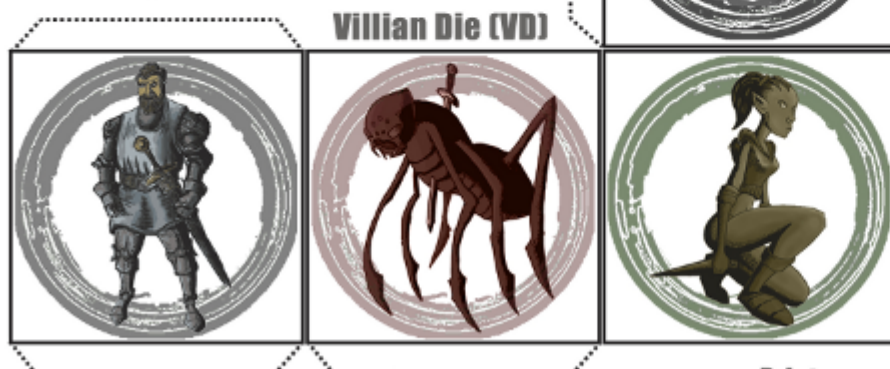
Meckwick is looking for seasoned adventurers to enter the Hexahedron and dispatch his foes so that he may once again escape the reality of his personal failings.

The objective of this adventure can be scaled by requiring the party to defeat 1, 2, or all 3 of the villains within the Hexahedron.

Each villain has a coveted item, and gaining possession of it (or them) will allow the players to exit the Hexahedron.

Each time the player characters enter a new section of the dungeon, roll the **Map Die (MD)** and the **Villain Die (VD)**. The **MD** determines the terrain, and the **VD** shapes the setting. If the image on the **VD** matches a portrait on the **MD**, then a villain has been encountered.

Use the Undead, Goblin, and Beast tables to populate rooms and generate random monsters.



 SIR ROLAND When encountered, the Fallen Paladin stands amid piles of dead elves. The Hexahedron seeks to grant his twisted vision of purity... Use the Undead table below if Roland is rolled anywhere but the Cathedral.	 IITHENA The Half Orc Assassin is trapped reliving a most personal act of revenge. Iithena perceives all who enter her domain as a most hated enemy. Use the Goblin table below if Iithena is rolled anywhere but Murderer's Row.	 UNTAAK This Abomination was summoned forth quite by accident and quickly entombed within the Hexahedron. Untaak will defend his lair to the death. Use the Beasts table below if Untaak is rolled anywhere but his lair.
 UNDEAD TERROR 1 Skeleton (1-8) 2 Ghoul (1-6) 3 Zombie (2-8) 4 Shadow (1-4) 5 Whight (1-2) 6 Spectral Child * * Will lead the players directly to Sir Roland.	 GOBLIN HORDE 1 Goblin (2-12) 2 Hobgoblin (2-8) 3 Gnoll (2-8) 4 Orc (1-8) 5 Bugbear (1-3) 6 Goblin Beggar * * Will lure the players directly to Iithena.	 DREAD BEASTS 1 Giant centipede 2 Minotaur 3 Owl Bear 4 Rust Monster 5 Huge Spider 6 Sacrificial Priestess * * Will lead the players directly to Untaak.

COVETED ITEMS

"Purity": Sir Rolands enchanted blade inflicts greater damage to elves.
"Woe & Sorrow": Iithena's twin daggers were forged using a highly toxic alloy.
"OakeShatter": The armor crushing greatsword that is lodged in Untaak's thorax.

Print a copy of the dungeon on card stock. Cut out each of the die templates, INCLUDING THE TABS. Fold into a cube and secure.

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Aaron Kavli - The Return of the Hecate Rose

*** ATTENTION: INCOMING COMSPAFLT TRAFFIC—PRIORITY 1***

Sending: Single Page A.I. Analysis of Mission (aka "S.P.A.A.M." report; parenthetical items may or may not be shared with PCs)

Mission Target: *SS Hecate Rose*; medium range bulk transport registered to Misko Shipping Inc. Reported missing 3.8 solar years ago; detected on system traffic control sensor 72.15 solar hours ago. Will not reply to Standard Comms, Navigation Relay Instructions, or IFF signals; ID provided by visual recognition and EM profile recognition protocols. Identity 100% confirmed.

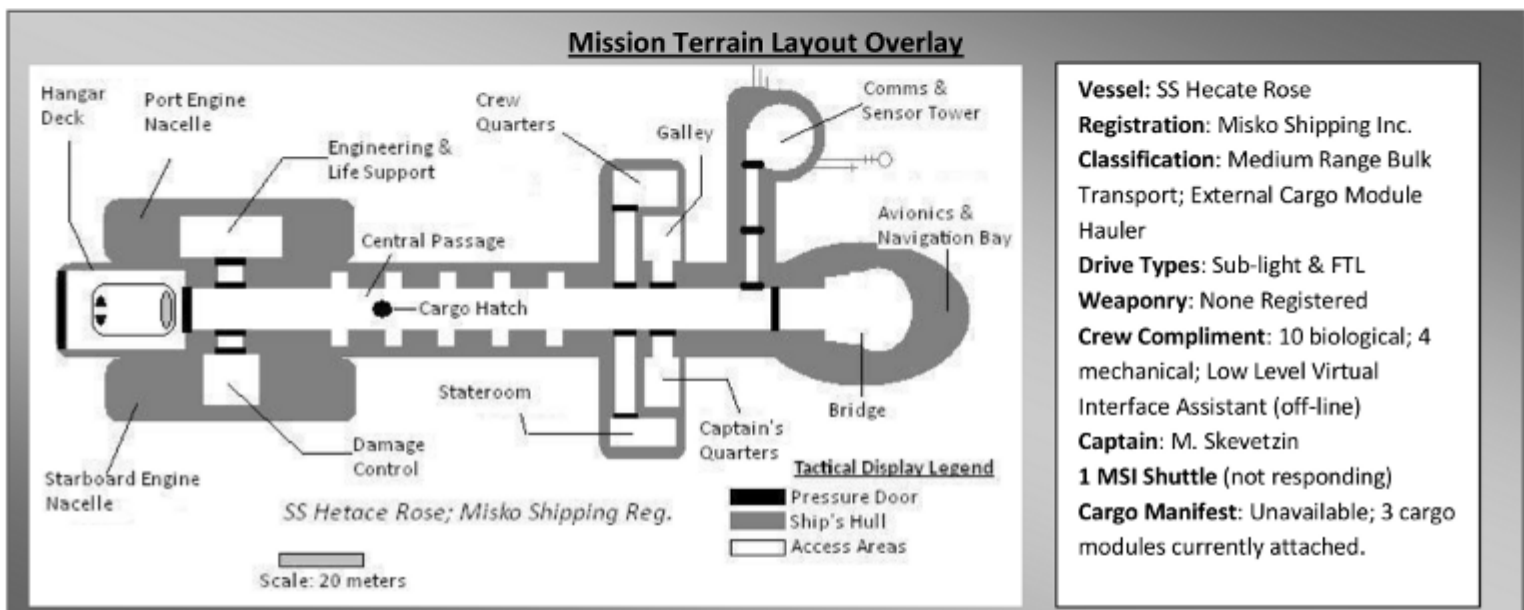
Mission Type: Boarding action to perform recon, rescue, and removal of navigational threat presented by vessel. Investigate vessel's disappearance as mission allows. Below are initial Remote Scout Drone (RSD) scans from 33rd Space Wing / 2nd Recon Squadron:

As per **COMSPAFLTINT** SOP, all mission threat and value assessments are assigned a level (TL) of 1-5, 5 being the highest. Estimations are based on all available HUMINT, SIGINT, A.I.ANAL, and PSYINT sources. *****WARNING: High Levels of Psionic Spectrum Disturbance Detected! Use Extreme Caution!*****

Note to Commander Alpha Team: All local intel was gathered from the on-file registry data (almost 4 years out of date) and a single internal and external sensor pass from RSDs from 33rd / 2nd Recon. The drones have not replied to any signals nor sent any updates since accessing the bridge 6.23 solar hours ago. Intelligence Reliability Assessment: Moderate Accuracy.

Scans indicate that there is currently no internal access to cargo modules; the cargo hatch has been turbo-bonded shut by parties unknown, requiring dock level maintenance to correct. Bravo team will search for external access via EVA operations and recon cargo module if access is found. Bravo team S.P.A.A.M. sent in separate transmission to team commander.

Alpha Team insertion will be via EVA ops through aft hangar door. Airlock functionality confirmed. Disabled shuttle in bay prevents the unit's lander from entering; tether to external load bearing structure and enter via hangar. **Access Code: TT-590-KH.**



Hangar Deck: Ship's shuttle disabled; see insertion operation notes. (Shuttle controls destroyed, interior covered with dried blood.)

Galley: 3-4 armed crewmen, strong psionic emissions consistent with psionic control detected. Disposition: hostile. **TL-4**

Damage Control Locker: CAUTION—armed illegal explosive ordinance detected. **TL-5.** Analysis: high probability of use against boarding parties or to use as self-destruct mechanism. Suggest disarming device before proceeding. Requisition a "bomb-bot" before departure if team lacks demolitions skill-set.

Engineering / Life Support Station: Status: gravity compensators offline but functional. Atmosphere: normal. **Access Code: A-33-T-5.**

Crew Quarters: Three corpses hanged and mutilated. Bodies in advanced decomposition; air filtration suggested.

Stateroom: Multiple remains of organics, each seated in stateroom chairs. Residual psionic energy detected. Active terminal detected; attempt access to company files / logs to help determine ship's recent status; target of opportunity.

Central Passage: Large amounts of cover. Two heavily modified maintenance bots with laser weapons destroyed 1 RSD before evading; still considered hostile. **TL-3.** (Bots will hide in maintenance panels until party investigates Cargo Hatch, then ambush.)

Bridge: Status: unknown. Status of RSD's: unknown. Strong Psionic emissions detected. All ship's systems accessed via Bridge.

Captain's Quarters: Unidentified woman dancing, no audio detected; observed skill: high. Dance genre: erotic. No psionics detected. Schizophrenia or severe PTSD suspected. **TL 1.** Nonresponsive to RSD standard questioning; attempt interrogation.

Comms / Sensor Tower: Status: unknown due to EM and psionic interference. (A large, alien looking bio-mechanical matrix can be seen out portals winding around tower. Bravo team is also seen, floating limply in space until party observes them. Then they start clawing madly at portals before disappearing out of view towards the rear of the *Hecate Rose*. Assessment: Bravo team is under control and coming for you. Strong PSIONIC emissions detected from outer hull. Subdue Bravo team if possible. **TL 5.**)

Top Secret Ultra Golf Mike (GM) Level Clearance Only: *SS Hecate Rose* was purposefully jumped into deepest space by a computer virus installed by Misko Corporate Office, to remove all trace of an illegal bio-chemical experiment being investigated by the authorities. Insurance claim has also been collected. The ship ended up in a system with a stranded, powerful psionic alien of great intelligence and age. It controls surviving crew and bots and used their knowledge and ship databases to figure out how to jump back. It is now seeking to capture a powerful warship in order to find the race that stranded / banished it ages ago and get revenge. Will a controlled boarding party lead it to the very warship it seeks? Tech levels can be altered to match settings without greatly affecting the adventure. I hope you enjoy playing...

The Return of the Hecate Rose

1 Page Dungeon by Aaron Kavli

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QUARENTINE! by: Aaron Webb <http://steamtunnel.blogspot.com>
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Years ago the areas beyond the crypts and the cistern that fed the well were put under quarantine. No one remembers why. Characters enter at 2 and 9. Doors marked QUARENTINE! are locked.

Wandering Monsters:

Wandering Monsters:	Number Appearing:
1: Gibbering Zombies	10G
2: Gargoyle (1 of 5)	1
3-6: None	-

8a, 8b, 8c 8c is on same level as 2, 14, +4b
 8b is 30' above 8c, 8a is 10' above 8c and 20' below 8b. The chasm is guarded by 3 gargoyles - the former maintenance staff guard these 3 bridges as part of Quarantine enforcement. They lock their captives in cages at 8d below.

14 Cistern Access Area: 8 Iron doors. Each is labeled w/ a Roman numeral:
 13: XIII 9: IX 5: V 7: VII 11: XI Eastern doors are II IV VI.

① **Crypts:** These are patrolled by 2d6 skeletons. There is a statue of a saint to the right of the steps.
 ② **The Deadhouse Door:** 2 Gargoyles guard this door. They do not attack anyone exiting from the crypts, only those entering from the Temple Area beyond. Crudely stamped into the iron door in large capital letters is the word "QUARENTINE!"
 ③ **Dam Control:** 4 buttons are on the north wall: Red, Blue, Brown, and Yellow. Bolt on west wall. Wrench hanging on east wall. White orb on ceiling. Red: Turns on light, Blue: Jammed (Shuts door + floods room; door opens inward so once flooded cannot be opened) Brown: Permits very large bolt to turn using very large wrench (clockwise) Yellow: Permits Bolt to turn counter clockwise (already in this position). Pressing brown closes the floodgates and floods whole dungeon in 2d20 turns, if the bolt is turned.
 ④a **Sanctuary:** Stone Altar w/ candles. On the altar, between the candles, is an insane psionic Bag of Debasing 1d6 Gibbering Zombies. Getting killed by Gibbering Zombies or the Bag of Debasing's psionic attacks causes the dead person to become a Gibbering Zombie immediately. ④b **Nav:** 3d6 Gibbering Zombies 4a is 10ft above, no wall.
 ④c **Gallery:** 2d6 Gibbering Zombies the Gallery (4c) is 30feet above 4b.
 ⑤ **Dry Cistern:** Shows signs of recent occupation 30'deep w/ ledge around door level. Ladder down. Formerly occupied - appears to be a prisoner. ⑥ **Penrose Stairs:** all these stairs go up. ⑦ **Moldy Cistern:** Empty of water yellow mold on underside of 2' walkway, walls + floor below walkway covered w/ Green Slime ⑧ 3 cages w/ bodies in them. Any weight will cause cage to fall on a link. Bodies are adventurers; contain random treasure. ⑨ **Entry Cistern:** Mole in ceiling leads to well in courtyard of Keep. Cistern full of potable water. Door stamped w/ QUARENTINE!
 ⑩ **Overfilled Cistern:** Water leaking through door cracks. Opening causes a blowback of water to pour forth. Floods 14 w/ 10' of water for 2 Turns. ⑪ **Tentacle Cistern:** Haron Guard of the Seaking Octopus w/ swords: treat as 8 headed Hydra.

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The Corrupted Catacombs

Years ago, after The Great Battle, the dead were laid to rest in a series of catacombs near a baron's keep. Now the necromancer Lusk has made the catacombs his fortress and sends undead to terrorize the area. The baron offers a reward to anyone that can stop him. Above ground is a sturdy, squat mausoleum with a long staircase inside that leads to the crypts below. All rooms in the catacombs are unlit unless otherwise noted. Pit Traps are 4m deep with spikes at the bottom; the 2x3m floor section will pivot to drop trespassers down and then return to its original position.

Welcome Hall: This long, cluttered room is lined with skulls and other bones. The first pillar is fallen causing the ceiling to sag. The 8 skeletons here will attack anyone not giving the password. Once combat starts, two other skeletons will step out of niches at either end of the room to lock and bar the doors from the outside. Then poison gas will pour into the room from the mouths of two of the wall-mounted skulls. The gas is heavier than air, so the first turn covers the floor to 1m depth, the second to 2m, and by the third turn the gas will fill the room. The gas can be stopped by plugging the mouths of the skulls, but the skeletons will fight until destroyed.

Ghoul Vault: This sunken area holds 12 ghouls and has water percolating through it so only a meter wide ledge along one side is dry, the rest is slimy mud and smells overpoweringly of rot; anyone failing a constitution check will retch uncontrollably.

Blood Vault: This room has several dried humanoid husks in it and a large pool of blood in the center. The pool is an atavistic monster spawned in The Great Battle; it is not unlike a murderous water-elemental composed of blood. A Ring of Protection lies in the middle of the pool.

Husk Hall: The hall is full of desiccated corpses stacked like cord-wood. They are highly flammable being so dry; any fire here will suck the oxygen out of this and the two adjoining rooms. The husks crawl with beetles that will swarm over any intruder; they are irritating but harmless. A scroll with 3 Healing spells lies hidden in here.

Statue Hall: A magic chandelier illuminates statues of war heroes. One statue at each end is a golem that will attack defilers.

Flickering Hall: A pair of will-o-wisps and 4 undead shadows play a game together of taunting victims before killing them, with the help of the 4 pit traps in this hall.

Deserted Hall: The ceiling sags dangerously as two of the pillars are fallen. If another pillar is damaged, the ceiling will collapse. A specter unafraid of being buried roams this hall. The magic hammer Pile-Driver is wedged in place to support one of the pillars.

Crypt Hall: Piles of bones in open sarcophagi line the floor and walls. A tripwire 5m into the room will drop a portcullis across the entrance. At the far end are 6 skeleton archers who will fire on anyone not giving the password; one has a +1 magic bow. Any living creature trying to cross will be grappled by skeleton parts coming from the sarcophagi and walls – treat these as half-strength skeletons with limited movement.

Moldering Hall: The 6 zombies here are infected with yellow mold so that any blow will cause the mold to explode with spores.

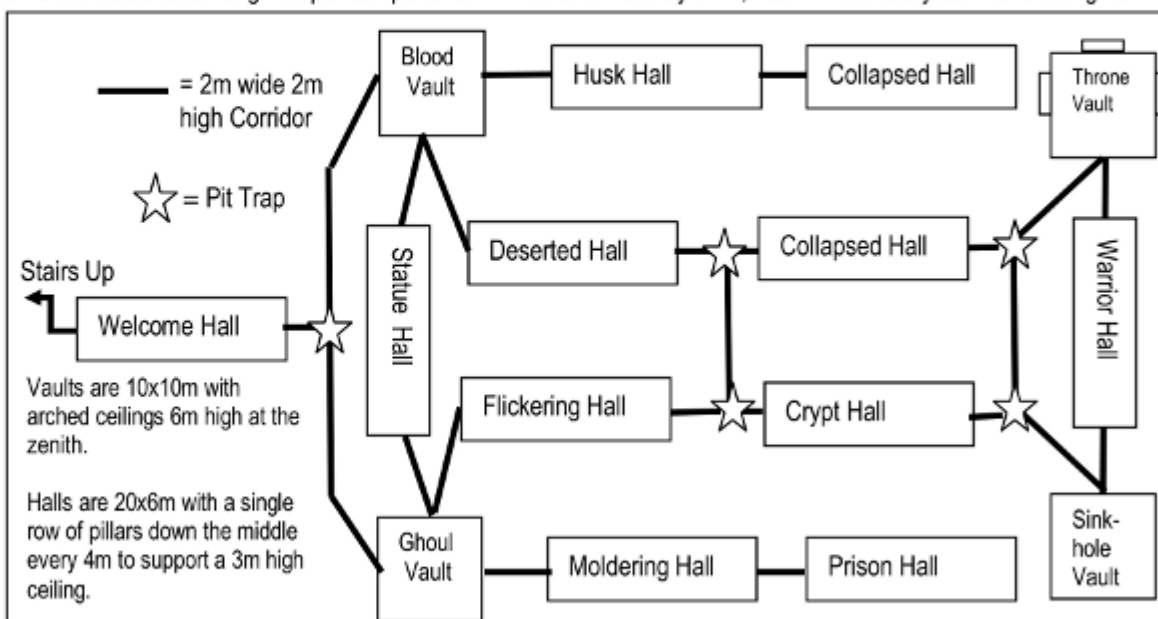
Prisoner Hall: Guarded by 4 skeletons in this filthy hall are shackled peasants and livestock used for food and sport.

Warrior Hall: Part undead barracks, part armory. There are 6 zombies and 24 skeleton warriors in here. One zombie has a corroded looking magic sword, the Blade of Rusty Doom that destroys metal armor on contact. Lusk will keep his warriors near to defend himself rather than send them into the catacombs after intruders. If the heroes arrive in this room before facing Lusk, one of the zombies will motion the heroes to follow so they can meet him. If the heroes attack, the warriors will retaliate.

Collapsed Halls: These halls have caved in and are impassable. At the front of one lies an abandoned pile of excavation tools.

Sinkhole: The floor of this room is dominated by a sinkhole down into some subterranean caves. Few creatures venture up from the caves, but there is a giant spider and a dozen just hatched babies that will go after any fresh meat. Who knows what lies in the caverns below...

Throne Vault: Lusk has his lair in the furthest crypt, originally used for dead titled knights and such. The room is and is ornately carved and decorated. It is lit by will-o-wisps trapped inside skulls mounted on a chandelier. Lusk has a throne made of bones in the center of the room. It is enchanted so that anyone sitting in it takes only ¼ damage from attacks. Along two of the walls are tables with various necromantic spell components. When the heroes arrive Lusk is sitting in his throne and will have a table laid out with food and wine and invite them to dine with him, as he so rarely has company. He has a bone golem bodyguard with 6 arms (3 attacks per action). The undead from the Warrior Hall will be lined up just outside the door waiting for his command if they are still around. Lusk will try to recruit the heroes against the baron, promising riches and claiming the baron is corrupt, but mostly he just wants to get them to drink the poisoned wine realizing that anyone who has made it through the catacombs is dangerous so he is hedging his bets. Lusk will take the first drink since has already taken an antidote; there is more antidote left among his spell components. Whether or not they drink, Lusk will ultimately command the lights to douse and they will fight in the dark (he wears a ring of IR Vision). He will attack with spells and his Wand of Bone Rending, staying on the throne as long as possible although it is a simple matter to pull him from it. The 3 alcoves off this room serve as Lusk's bed chamber, larder, and treasure room respectively. Having looted the Catacombs and surrounding lands, that treasure must surely be rich...



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SPLASH- DOWN IN FIEND'S FEN

SET UP

A month ago, a strange object plummeted from the sky and crash-landed in the heart of Fiend's Fen. Now it lies partly submerged in the boggy ground: a crystalline cube, 50 feet on a side, pearly white but tinged also with a weird, unearthly hue. At night, it glows softly. A constant, low-pitched hum emanates from the alien spacecraft.

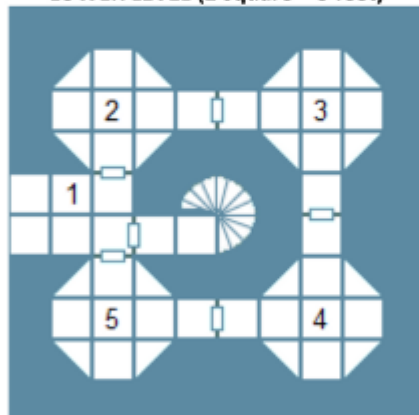
A small tribe of **Frog Folk** native to the fen worships the "Sky Box" and 8 well-camouflaged warriors with barbed spears will attempt to drive intruders from the area. Their leader wears a necklace with a nugget of gold worth 24 gp. Superstitious awe prevents the frog folk from going aboard the craft.

THE CUBE

The craft is made of an unknown crystalline substance, impervious to harm. Even diamond won't scratch the stuff. Inside, the floor, walls and ceilings all radiate a soft light – white with a tinge of that other, alien colour. Ceilings are 15 feet high throughout the craft.

Doors are eight feet high and four feet wide. They may not be forced open. Each door is featureless apart from a complex "handle" resembling a matrix of coloured squares, set into its centre. The matrix must be manipulated correctly to open the door. Rolls to open doors aboard the craft are 2 in 6 as usual, but modified by a character's Intelligence rather than Strength.

LOWER LEVEL (1 square = 5 feet)



1/ Entrance: A lowered ramp leads from the fen to the main hatch, which stands open. Within is an airlock with three doors.

2/ Storage: Shelves support various objects – studded metallic rods, crystal ovoids, coils of stretchy gelatinous tubing, etc. – whose purpose is utterly obscure. A cubic box contains smithereens of crystal and a fist-sized chunk worth 150 gp.

3/ Recreation (?): An octagonal, vat-like bath is filled with **Ochre Jelly**. A coloured matrix on the wall maintains a field that keeps the jelly cool and quiescent. It will fight if attacked or if the field is deactivated (4 in 6 chance) by someone meddling with the matrix.

4/ Control: A lectern-like structure's top surface is covered with a highly complicated matrix of coloured squares. Loops of tubing spill from a burst panel near the floor. Fiddling with the matrix has a 2 in 6 chance of evoking an instance of random strangeititude (see below).

5/ Study: A workbench supports a bulky hemispherical object made of darkly glowing crystal. This alien computer is not designed to interact with earthly biological bodies or brains. Anyone touching it must save vs. wands or fall unconscious for 2d10 minutes. When they awake, they must re-roll their Intelligence score. Their neural pathways have been realigned, for better or worse. Any memorised spells are lost and must be re-memorised. Characters who continue to touch the object must make a new saving throw each round.

UPPER LEVEL (1 square = 5 feet)



6/ Engine Room: A spiral staircase (with risers slightly higher than the human norm) leads up to a space filled with softly glowing panels and absurdly complex matrices. Many of the panels have been opened up, their gelatinous guts spilling out onto the floor. Working at repairing the craft's damaged systems is its lone surviving crew member, a mineral life-form resembling a **Living Crystal Statue** of a humanoid. It does not welcome intruders, especially if they have interfered with the craft or its contents. If

destroyed, it shatters into a million tiny pieces but one fist-sized crystal chunk remains, worth 150 gp.

RANDOM STRANGEITUDE

Roll 1d6 every two turns. A roll of 1 means something weird happens. Roll 1d4:

1/ The background hum changes pitch for 1d10 minutes, then returns to normal.

2/ The light brightens (1-2), dims (3-4), or goes out altogether (5-6) for 1d10 minutes.

3/ Reversal of gravity. Everyone "falls" to the ceiling and takes 1d6 damage. In 1d6 turns, it reverts to normal. Characters and objects fall again.

4/ The damaged hyperdrive unit tries to fire up. The whole craft shudders and whines. Everything and everyone begins to fade from view, becoming slightly transparent for a few alarming moments before returning to normal.

COMPLICATIONS

1/ The craft unleashes an alien plague that turns people's organs into valuable – but sadly non-functioning – crystal.

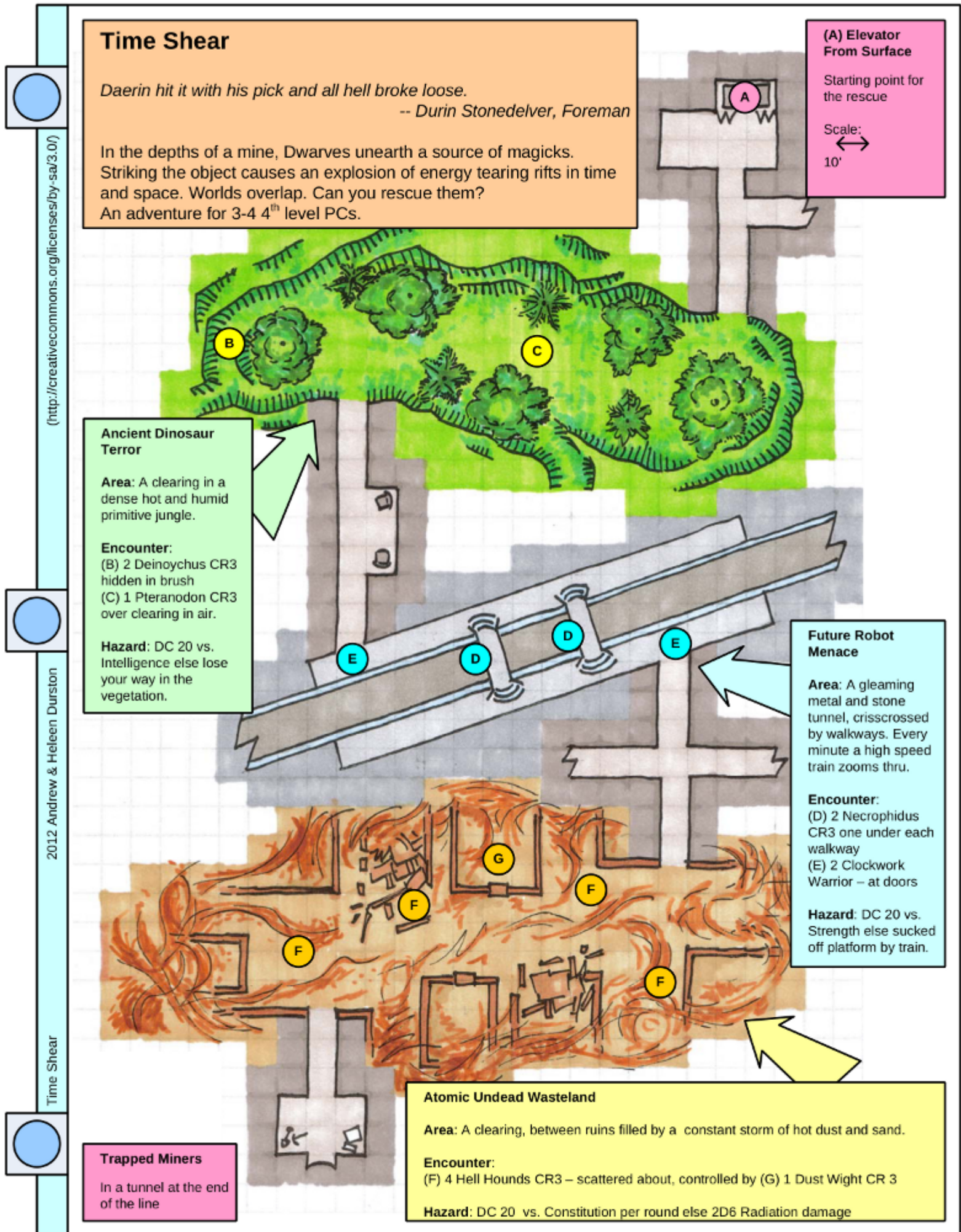
2/ The craft was transporting stasis crystals, which have shattered releasing their xenomorphic contents: **Gelatinous Cubes**, **Rust Monsters**, etc.

3/ The craft is merely a scout for an invading crystaloid army.

Made by Alan Brodie for the One-Page Dungeon Contest 2012
<http://clawcarver.wordpress.com/>

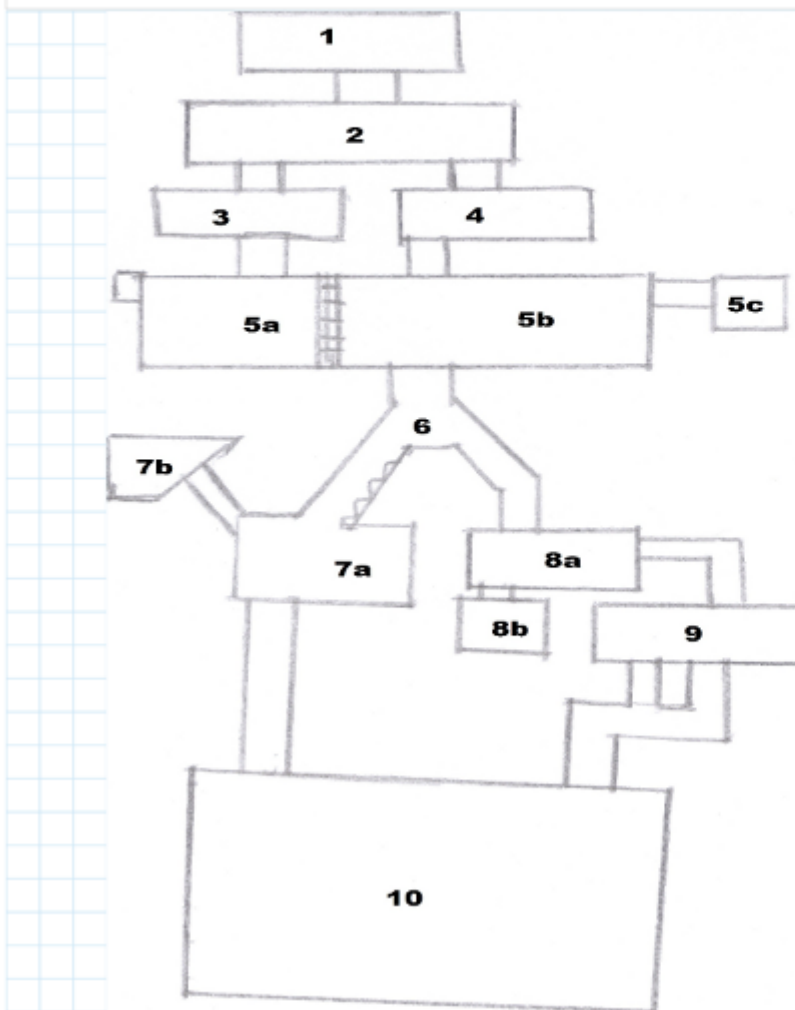
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Temork's Descending Dungeon – Levels 1 to 10 (side view) By André Bogaz e Souza



This is a vertical dungeon. There are no ladders or stairs leading to any room, except where noted.

Wandering Monsters

Anytime the adventurers visit a room they have already explored, there's a 50% chance there will be a new monster there. Roll 1d6.

- 1: A huge spider
- 2: A huge lizard
- 3: Either a huge lizard or a huge spider, and a dark elf riding it, with an unconscious child in a bag
- 4: A rival party of adventurers (every other time this number is rolled, use number 3 instead)
- 5: A basilisk
- 6: 1d6+3 gargoyles, carrying a human or elf for Wanda's lunch

Lighting

There's no sunlight in any room.

Room 1 has 4 torches, one in each wall.

Areas 5a and 5b are lit by an ever burning magic fire in the middle of the room. This fire produces no heat nor smoke.

Room 7a has a torch burning near the tunnel to room 7b.

Room 10 has dozens of candles burning on the walls.

Hook 1: The adventurers learn about missing people, including children. They are told they were taken by orcs. The hamlet's drunk will tell the party, if asked, that they were actually taken by huge spiders.

Hook 2: The party is sent to hunt an evil dwarf mage called Temork, who got his legs cut off in a failed assault against an elven city.

Room Key

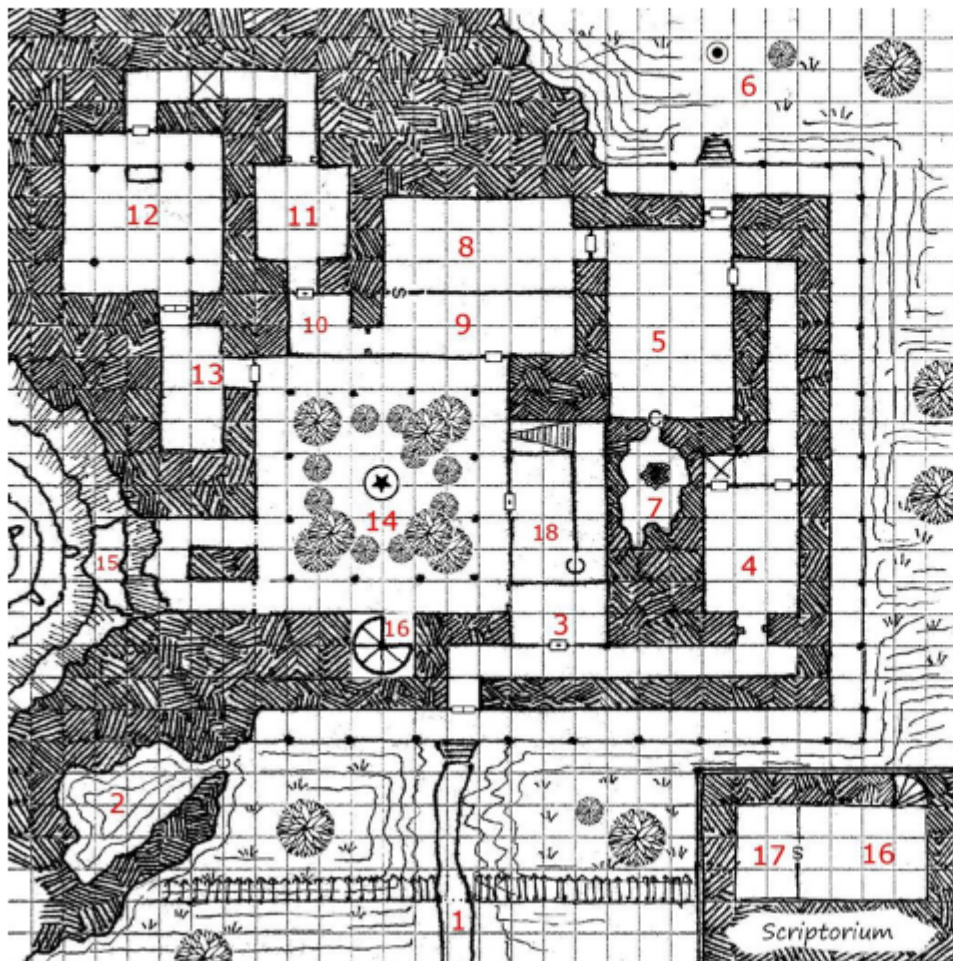
1. A square room just below the ground with a hidden entrance in the ceiling. Five orcs guard this room. One stands in the middle of the room and attacks strangers who venture in here. He wears a heavy plate armor and an amulet that protects him against fire and attacks with a huge two handed axe. Each of the others stand in a corner, behind a small barricade, and throw exploding flasks to burn down intruders.
2. There's nothing but two holes on the ground in this round room. The hole on the right is shut tight and can only be opened by someone very strong. The one on the left is oiled, whoever gets to close has a chance of slipping and falling down through the illusionary floor in room 3 to the ogre's cage in area 5a.
3. There's a hole in this small, square room. The hole leads to area 5a and is hidden by illusionary floor. Lizards the size of a dog often come here to feed from spiders of the same size. There's a 50% chance 1d6+1 such lizards will be here at any time, and a 25% chance there will be 1d4 such spiders aswell.
4. The floor of this square room is a trap. As soon as anything heavier than a cat falls on it, hundreds of small, flesh-eating spiders will be released in room 2. These spiders will eat anything but other spiders and whoever happens to be riding a spider. If the characters don't notice the spiders in their descent, they will find them when they return. This trap does not automatically reset. Any noise in this room will bring the dark elf spider riders from area 5b.
5. This is a very large, square room which is divided in two (5a and 5b) and has a secret door leading to a very small treasure room (5c). 5a. This is a cage where a female ogre called Wanda lives. There are no doors the ogre might be able to walk through anywhere; she was brought here as a baby. Her cage takes about one-third of the room. She is very aggressive and will attack and eat any living thing that enters her cage. If she gets angry enough, she might break through her cage and engage enemies elsewhere. She is too big to leave this room. There are skeletons all over the floor. There's also a secret, tiny chamber behind Wandas bed (which is a comfortable pile of bones) in which the key to area 5c lies on the floor, next to two electrified keys. Anyone who touches one of those keys takes damage equal to being struck by a lightning bolt. 5b. There are three dark elves here and they ride giant spiders. Two are armed with whips, crossbows and lances, while the third is a necromancer. If anyone gets in area 5a, the necromancer will rise the skeletons to help Wanda kill the intruders. The dark elves try to stay away from melee combat by riding their spiders to the walls and the ceiling. They flee downwards to room 8a if any one of them dies. 5c. The secret room's secret door is locked and protected against magic. This is a treasure room with a chest gold and a small box containing 3 amulets just like the one the orc in room 1 has.
6. This is an intersection where the tunnels leading to rooms 7a and 8a lead. The floor is a trap that locks the door to room 5. There's nothing special in the tunnel to room 8a. In the tunnel to room 7a there are stairs. Stepping on the last step causes the entire stairs to crumble.
7. This area is divided in room 7a and room 7b. 7a. This room has a very thin layer of acid on the floor. The acid doesn't damage the stone. Anyone falling or stepping on it will take damage. Also, if anything enters this room, 1d6+9 gargoyles to come flying from room 7b. The gargoyles fight to the death. 7b. This room looks like an artisan's shop. There are many gargoyles of many shapes here, but they weren't animated yet. There are tools and magical components here which might be useful for a mage who wants to craft his own gargoyles or golems.
- 8a. This round room is some sort of pool. It has water up to 5 feet high. A dozen hungry flesh-eating fish with sharp teeth swim in the water. A dark elf armed with poisoned darts rides an acid-spitting lizard on the walls. He will stay away from danger. If the spider riders from room 5b fled, they are here aswell. There's trap-door on the floor that, if opened, will cause all the water in this room to fill room 8b, which is empty and has nothing of interest.
9. This round room has glowing runes all over the walls. The runes are electrified and will damage anyone who touches them. There is a big trapdoor in the middle of the floor and a secret, much smaller trapdoor 6 feet away from it. If anyone tries to open the bigger trapdoor, all water from rooms 8a and 8b is poured in the room and becomes electrified by the runes, causing electricity damage to anyone who touches the water.
10. This huge round room with a very high ceiling is Temork's lab. All his experiments lie on shelves on the walls. On the floor, only a brown carpet. The biggest surprise here is Temork, a dwarf mage who's a spider from his waist down. By speaking a magic word, Temork causes the carpet to erupt in flames, burning anyone on the ground until the magic carpet is deactivated. Temork has tons of potions and magical stuff on the shelves, which he will use against any intruder until he dies. This lab is all for him and he will fight to the death. He attacks from the walls and the ceiling.

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HELLMARSH'S MONASTERY by Andrés Cuesta

1 square = 10 ft



Wandering Monsters

1. Swampfolk (Lizardmen)
2. Goblins
3. Sluggoror the damned
4. Skeletons
5. Giant Spider
6. Bandits
7. Witch, looking for her cat "Merloth"
8. Clueless Ghost. He doesn't remember he's dead.

Legend

- S – Secret Door
C – Concealed Door
X – Pit in floor

History

A former bastion of light, the monastery in the marsh, lies now in ruins. It's unknown why this place succumbed to the darkness, some people say that the last abbot went mad and murdered his brothers while others say that the monks became corrupted by the same abyssal forces they watched over. Anyway the monastery is currently roamed by a degenerated race of swampdwellers, bandits, goblins, the undead, a doomed wizard and, of course, adventurers.

Room Key

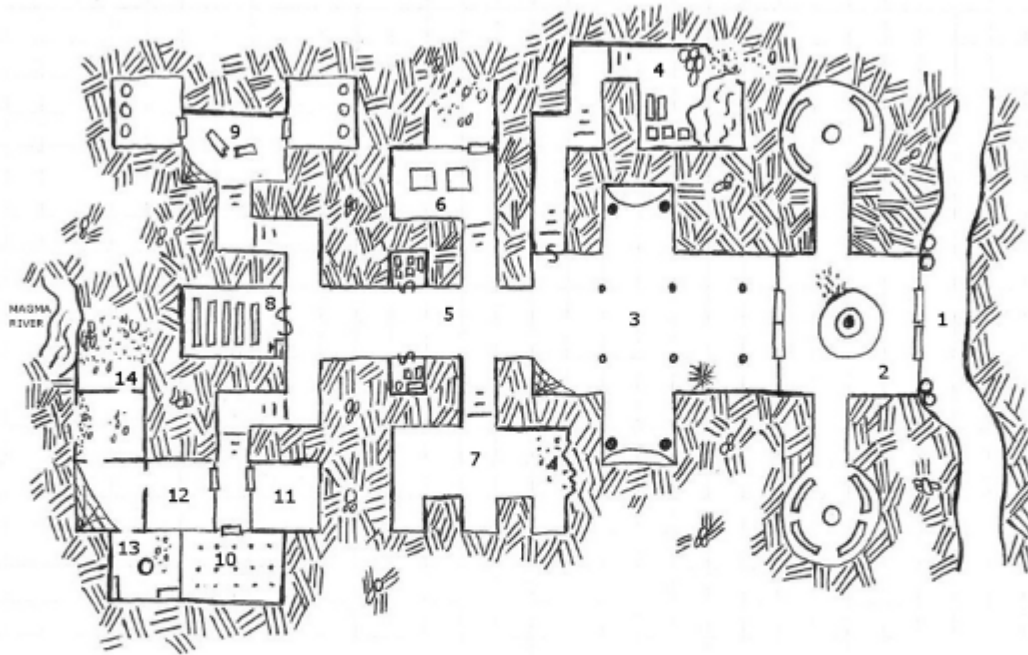
1. **Entrance:** Behind a rusted gate, a muddy path flanked by swamp waters leads to the monastery entrance. 1d3+1 *Swampfolk* roams below the waters waiting for the sigh of intruders.
2. **Cave:** Hidden in the mountain this cave is half flooded. A forgotten treasure lies buried below the waters. 1 Giant Lizard lives there.
3. **Vestibule:** The door is blocked by a pile of rubble. Giant rats
4. **Riddle Room:** There's a graffiti between the doors "Some try to hide, some try to cheat, but time will show, we always will meet. Try as you might to guess my name, I promise you'll know, when you be my guest. Who am I?" In the floor next to the right door lies a skull that hides a small emerald. The pit trap behind the left door ends in a half flooded chamber full of skeletons (1d6+1).
5. **Kitchen:** A dark and gloomy kitchen full of dusty furniture. There's a 2 in 6 chance to encounter 1d6+1 goblins. The oven hides a half burned chopped hand that still holds the key of the scriptorium.
6. **The Well:** The bucket is missing, 30 feet below a pile of skulls rises above the half- flooded chamber in which an ogres lives.
7. **Goblin's Hideout:** The goblins dug this chamber so they could steal food from the kitchen. There's a hole that could lead to a goblin's labyrinth sublevel (1a). 1d3+1 goblins
8. **Fraternity (Dining room):** The body of a former monk, his head cut nose bridge up, lies dead at the end of this large chamber. The corpse is actually an undead. (The creature is blind but can smell living creatures up to 20 ft.)
9. **Chapter House:** Piles of bones and ashes lie scattered through the room. If disturbed the piles start to gather into a mass of bone ashes and rubble, a bone horror creature (HD 3, SA: engulf 1d3 dmg/ round).
10. **Empty Room:** A full plate armor decorates this chamber. Perceptive characters may notice the armor has 2 left hand gauntlets.
11. **Abbot's Room:** A heavy desk hides the abbot's diary.
12. **The Chapel:** The *Swampfolk* turned this chapel into a sacrificial chamber for the demons they worship.
13. **Empty Room**
14. **Cloister:** The vegetation has grown boundless at the courtyard. Two sentient trees live close to the beheaded statue of a champion of old. The trees are malevolent in nature and love to play riddles and pranks with their visitors.
15. **The Pit:** A deep chasm opens at the north of the monastery. Just 10 ft. below the characters can see a ledge with the corpse of a former monk. Deep in the chasm it's possible to see entrances to deeper levels in the dungeon.
16. **Scriptorium:** Books attached with heavy chains to lecterns (reading desks), most of those ruined by time. The north wall of the scriptorium hides the entrances to the relic's room. 2d4+1 Skeletons.
17. **Relic's room:** Among gold and jewels two relics stand apart: A runic lance and a book. The former is a powerful magic weapon associated with law, the latter is a black grimoire called the "The flea at the door knocker".
18. **Dorter (Dormitory):** There's a bookcase hiding the door that leads to the second level. The first time the characters discover this concealed door, they will see the Sluggoror emerging from the stairs at the end of the corridor (HD 4+1 Dmg 3d4). The Sluggoror is the remnant of a powerful Wizard turned into a giant slug like creature. This monster is pretty slow but still dangerous if confronted (HD 4+1 Dmg 3d4). If killed, the Sluggoror will reform at a random location (roll 3d6) in 1d3 weeks.

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The Moriah Museum of Dwarven Artistry

What secrets could a long lost dwarven city hold?



Background:

Deep beneath the jagged peak of the mountain only known as The Ice Titan lies the lost dwarven city of Moriah. It was at one time the center of dwarven mining industry and gem trade. Then, at the very peak of the city's influence, the mountain suddenly exploded in liquid fire. Magma and earthquakes destroyed most of the city in the span of a few hours, and those that escaped were lucky to escape with only their lives. The Ice Titan has long since gone dormant, and the memory of Moriah exists only in the most obscure tomes of history. Though the eruption destroyed large swaths of the underground city, there still exist areas that remain largely untouched since the day the mountain exploded.

Area 1: Entrance

Four columns frame 10' massive stone double doors covered in bas relief carvings. *Museum of Dwarven Artistry* is inscribed in the arch above the doors. The arch is badly damaged and looks lopsided; in fact, the damage to the arch has jammed the doors shut.

Area 2: Foyer

In the center of the foyer stands the statue of a dwarf in ancient artisan garb, hands outstretched in welcome. There are passages leading north and south that terminate in circular rooms. To the south, a sculpture of a mining pick stands atop a pedestal. An inscription around its base in ancient dwarven reads *Respect through Industry*. To the north, a sculpture of a cut jewel stands atop a pedestal. An inscription around its base reads *Peace through Trade*.

Area 3: Entry Hall

Six huge pillars support the vaulted ceiling of this hall. It is decorated in frescoes depicting daily life in the city of Moriah. In the alcoves to the north and south are fountains carved out of the walls in the form of fierce dwarf faces. The fountains are fed by a spring, and still spew fresh water out of the fountain's mouths and into their basins.

Area 4: Basement Storage

The secret door accessing this area was seamlessly integrated into the wall for aesthetic reasons. At the bottom of the stairs lies a storage room whose northeast wall has collapsed. A pool of putrid stagnant water covers most of the floor. There is a stack of crates standing in a puddle of what looks like oily, thick slime. Several bales of straw, used for packing, are stacked along the north wall.

Special Features: Combat (slime); Treasure (mundane supplies)

Area 5: First Floor Hall

This hall continues the frescoes from Area 3. There are two storage closets in this area whose doors have been disguised as part of the frescoes.

Special Features: Treasure (mundane supplies)

Area 6: Room of Gemstones

Perfectly cut gemstones sit on tables, covered in a thick layer of dust. Signs are posted throughout the room in ancient dwarven stating *Please do not touch the gemstones*. Guard statues stand in all four corners of this

room; they will animate and attack anyone who tries to take gems. The statues cannot be destroyed, merely disabled for a short period of time. The room beyond Area 6 is collapsed, blocking access to further rooms.

Special: Optional Combat (Animated statues); Treasure (Gems)

Area 7: Mining Exhibit

The three alcoves in this room each hold a life-sized diorama of dwarves in the various stages of mining, with descriptive placards: cutting a new mine, active mine engineering, and safely closing a mine. Some of the mannequins are toppled, and all are covered in cobwebs.

Area 8: Research Library

The secret door accessing this room was seamlessly integrated into the wall for aesthetic reasons. The library holds a vast amount of historical information about Moriah, as well as maps detailing the locations of several gem mines near the city.

Area 9: Public Restrooms

Two restrooms and a waiting area. Each restroom has 3 chamber pots. Lifting the lid of a pot reveals a small sphere of annihilation. One of the chamber pots lies smashed, and its sphere of annihilation now hovers freely where the pot once stood.

Area 10: Architectural Pillars Exhibit

This room is full of columns displaying different styles of dwarven column work. These columns do not reach the ceiling, and do not support anything.

Area 11: Empty Room

This room is completely empty. The floor has no dust on it, and there are no cobwebs in any of the corners. There are no frescoes or carvings on the walls, nor are there any ornamental pillars. The air is completely still, yet smells fresh somehow.

Area 12: Dwarven Portraits

There are three separate chambers in this area. On the walls of all three of these rooms hang portraits of dwarves. The chambers closer to Area 14 feel much hotter than the rest of the museum. Across the back wall of one of the chambers hangs a giant spider web; a ghostly spider has taken up residence here.

Special Features: Combat (Ghostly or Phasing Spider); Treasure (art)

Area 13: The Empty Pedestal

Benches line the walls of this room. In the center stands an empty pedestal, not unlike the one that stands in the entrance to the museum. There is no evidence that a statue ever stood here.

Area 14: Collapsed Room

This room is unbearably hot because of its proximity to an active lava flow. There is an inscription over the entrance that reads: *DW*****
poncraft througes*. This room has collapsed completely, blocking access to further rooms.

**One Page Dungeon by Benoit: www.RovingBandOfMisfits.com
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The Shimmering Portals

By Berin Kinsman

The player characters enter from the trap door above the center of the room. If they fall, they take damage from the 10' drop. Otherwise, they can climb down normally. It is a plain stone room, 15'x15', with a stone floor and a stone ceiling. There is a doorway in the center of each of the four walls, with no door but a bluish, shimmering light like reflections on water filling the space.

As soon as the first character touches the floor, the first orcs run in from doorways 1 and 3 (north and south), one from each doorway, swing at the character, and keep running out the opposite doorway.

On the second round, one orc runs in from doorways 2 and 4 (the east and west doors), take a swing at a character, and run out the opposite doorway. All of the orcs are identically dressed, making it difficult to determine how many orcs there actually are, and it should be timed to make it appear, at least initially, that there are only the same two orcs running through dimension doors or similar portals.

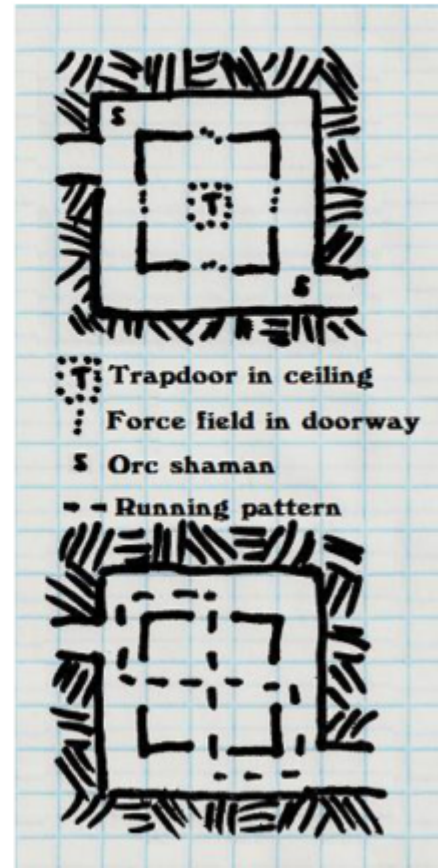
This continues, with orcs running in from the north and south on odd-numbered rounds, and from the east and west on even-numbered rounds.

The doorways have force fields on them, and cannot be passed. Dispel magic will take down the specific force field it is cast upon. The orcs move freely due to special amulets they wear. The stone around the doorways is old, and the doorframes have been poorly installed, so it is possible to punch through the wall around the doorways with a moderately challenging, not-too-hard but not-too-easy Strength check.

There are actually a total of 8 orcs. They queue up in the hallway and take turns running through the room. They always follow the pattern as shown in the diagram. It takes one round to run from the doorway they exited to the next doorway they enter. Any individual orc only runs through the room every 4 rounds, giving them two rounds to catch their breath. If the orc ahead of them in the queue has died, they will keep running so there are always orcs entering and exiting the room every round.

In the northwest and southeast corner of the outside hallway stands an orc shaman, who can heal wounded orcs as they pass. Each has a total of three healing spells. Once all of their healing spells have been cast, the orc shamans leave the area via the nearest passageway. After four of the running orcs have been slain, the other four will stop entering the room and will also leave the area.

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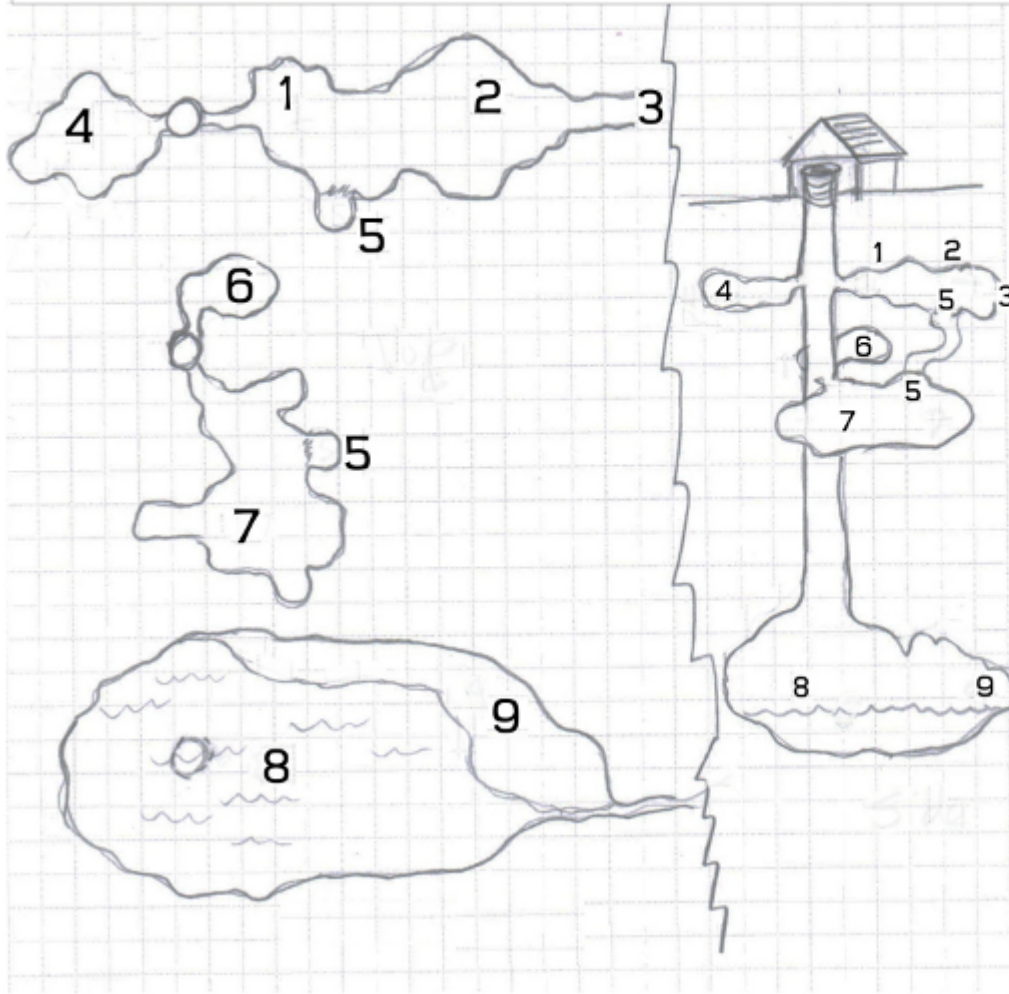


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GOBLIN WELL

For One Page Dungeon Contest 2012

By: Bill De Franza



Setting

On the outskirts of town (any town) lies the old well house, a simple shelter with no walls and a thatched roof. The well is very old, and the wellhead and shelter have been rebuilt several times in the well's history, though the shaft has never been maintained and the stones lining it have begun falling down the shaft into the aquifer below. Unbeknownst to the townsfolk, this reveals several natural caverns that intersect the well shaft. A 10 gallon bucket is raised or lowered by a loop of chain draped over a rounded crossbeam in the roof. The chain loop descends all the way to the bottom of the aquifer in area 8.

Adventure Hooks

- The PCs stumble upon the well while lost, and find the water is fouled with frogs, fish or small bits of human remains. Perhaps they hear a cry for help from below...
- The townsfolk hire the PCs to investigate the well because it's fouled as above, or to find someone who went missing two days ago while fetching water.
- The PCs are sent to see if the well needs repairs and stumble upon the goblins.

Expansion Ideas

- What are the goblins mining for? The GM could expand area 3 or the western hall of area 7 into a dungeon or a gold mine.
- Perhaps some insane patron has sent the goblins to explore the ledge (area 9) and retrieve some eldritch relic...

Background:

A band of goblins (or other small weak monsters) have discovered that the walls of the well shaft have several spots where the stones have fallen loose. Using the chain to descend into the well, the goblins have taken residence in the natural caverns and even expanded them in several places. Now they enjoy the well as a hidden safe haven, emerging at night to raid the town and its environs while they enjoy safety during the day and a plentiful supply of water. Meanwhile, the townsfolk wonder why their pure well has suddenly become foul with mud, muck, even frogs and garbage.

1. Guard dog: as a puppy, the goblins cut its throat so it can't bark. Now full grown, the dog is mean and silent.
2. Goblin lair: 2d12 goblins live in this cavern.
3. Mining shaft: The goblins have begun mining the east wall of this cavern, dumping the rocks and soil they remove down the well shaft to dispose of it, along with their bodily filth and other garbage.
4. Meat: The goblins store food here, mostly buckets of grains and many cuts of lamb, dog, squirrel and fowl and buckets of frog legs, mostly pilfered from the local town or forest. None are fresh, though none is spoiled because the cavern is cool from being underground.
5. A wall of moldy straw and other litter hides a tiny shaft that connects area 1 with area 7 about 20 feet below. An easy search or find check will reveal it, though human-sized characters can't fit through the tunnel.
6. Spider Hole: two or three goblins hide here with bows and arrows and can fire on the PCs in area 7 or anywhere in the well shaft itself, though any missile fire from or at these goblins has ¼ cover. Any missing people/prisoners the goblins have will be bound and gagged in this cave, and the goblin archers will toss the prisoner(s) down the well shaft into the water in area 8 if they are losing a fight.
7. King's cave: The goblin king (thrice as strong as typical goblins) is found here with his concubines (1d3) and guards (2d4) (guards are twice as strong as regular goblins). The king may flee through the tunnel at area 5 up to area 1, then ride the bucket chain up the shaft, and chop it apart to strand the PCs in the well. His concubines will hide in the hall to the west of area 7.
8. Aquifer: the large pool of (once) clean water for which the townsfolk use the well. It is fed by a tiny spring to the east of the cavern. Since the goblins have taken residence, they have fouled the water with filth and mud. The goblins also breed huge mutant frogs and weird little fish in the water. Any fall into the water inflicts damage as only a 10 foot fall because of the watery landing. The GM may allow falling PCs to attempt to grab *both* sides of the chain loop to halt their fall.
9. A natural stone ledge rises above the water level. On it, any prisoners dropped into the water by the goblins may be hiding, or the GM may plant an ancient forgotten shrine to some unspeakable god-thing that dwells in dank darkness. Perhaps the goblin's residence in the well has awakened it?

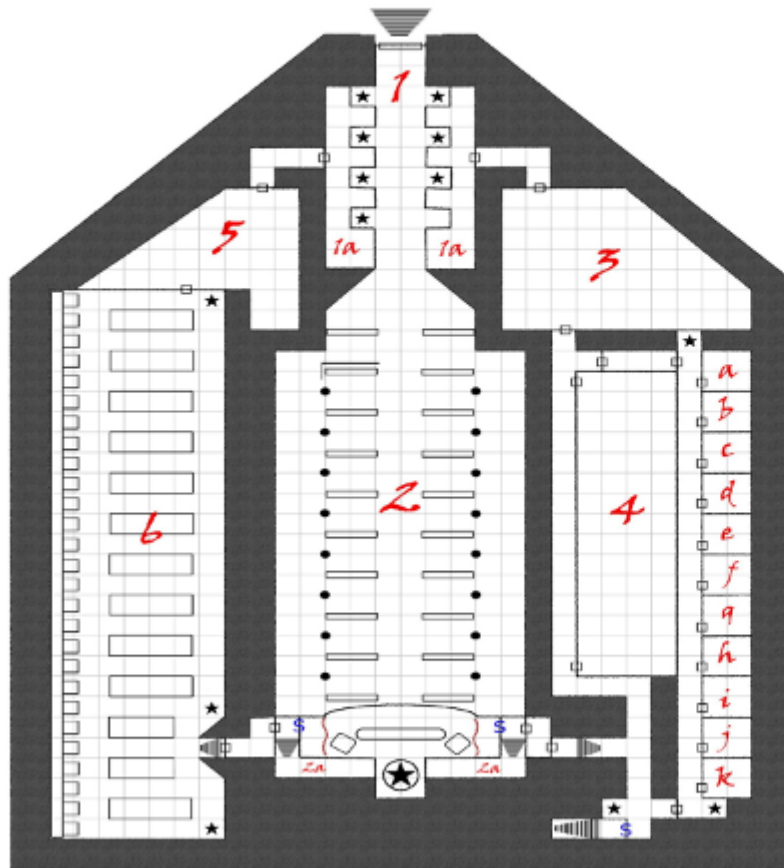
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**Watery Palace of the Ooze Behemoth--Level 2:
The Ebony Obelisk of the Snail Demon**

2012 One Page Dungeon Contest entry by Boric Glanduum

(<http://thedwarvenstronghold.blogspot.com> - boric.glanduum1@gmail.com)



Room Key:

1. Entryway: Damp stone steps lead down from the ruins of a forgotten temple above. Through the heavy iron doors, the entryway is lined by 7 statues in alcoves. The statues represent a humanoid manifestation of the servants of the Snail Demon, Urosh the Magnificent. The 8th alcove is empty because seven is a holy number and the eighth alcove is to house Urosh at his return. Each statue is a humanoid stone golem with a slug in place of feet, each one holding a different melee weapon. They will fight if disturbed or if activated by a Cleric of Urosh. Six other golems sit at various places through the temple. The floor slopes gently downward to the south and is covered with a mucus-like substance. The mucus flows downhill; Wherever present, the mucus reduces travel to 1/2 normal speed for all but the golems, the Urosh Thralls, and the Clerics of Urosh.
 - 1a. Reservoirs: A mucus-like substance oozes constantly from behind the statues from these reservoirs. The ooze collects on the floor of Room 1 and seeps down the floor toward the south end of the temple. If the doors are opened, the mucus will flood the corridors into Rooms 3 and 5, and so far as the doors are open, filling the corridors and rooms to the ceiling within four rounds. Room 6 is warded against mucus; no mucus will flow into this room. The mucus is ever-flowing and ever-replenishing from a small portal in the room; the portal leads to the Plane of Ooze. The mucus is resistant to both flame and ice, but is susceptible to acid and salt. If a creature partakes of the mucus as part of the Urosh Thrall ritual, the creature becomes a Urosh Thrall after 1d6 days; Urosh Clerics have complete control over all Thralls (treat Thralls as zombies). Any creature captured within the temple will be forced by the Underpriests to undergo the Urosh Thrall ritual.
 2. Nave: The nave is lined with pews and pillars, the floor is completely covered with the mucus-like substance. The Chancel is on an elevated platform, approx. 5' higher than the nave. The mucus on the floor collects at the platform and seeps down through the floor into Rooms 2a, draining at the Obelisk. Services are led from two thrones flanking an altar. Two massive hanging curtains conceal secret doors leading to the inner rooms. An enormous ebony and obsidian obelisk has its base on the ceiling behind the altar and plunges into the depths of the earth. The tip of the obelisk lies somewhere deep below; if the inscription on the tip is read aloud, it is said that Urosh, the Snail Demon will appear on the Chancel to lead his followers. Actually, five Huge flail snails will appear and tear through the temple killing all inside. On the altar is a candelabra (50gp), a silver platter (300sp), two small silver knives (200sp), and a snail carved from obsidian (10gp). There is a 10% chance that the High Priest will be leading rites for the Thralls from Rooms 4a-k.
 - 2a. Fonts: The mucus from Room 2 seeps into these areas used for creating new Thralls. The mucus is 4 ft. deep in both rooms. One wall of each room is actually the side of the ebony obelisk; the mucus fills the arcane runes on the obelisk's surface and slowly seeps down the entire length of the structure.
 3. Kitchen: Two level 9 Underpriests of Urosh are here preparing for a meal. With them are three humanoid Urosh Thralls armed with cleavers (treat as humanoid zombies with hand axes). Each Cleric here has 400 sp and 5 gp on his person. Each Thrall will have 10 sp. The room has scattered crates and barrels holding basic food stuffs and water. There are four long tables and numerous tall stools. Fired-clay dishes and cups are stored here, as are various utensils. Foul gruel is bubbling in cauldrons at a large fireplace in the south-east corner. There is no mucus on the floor.
 4. Mess Hall: At any time during the day you can find 1d30 Urosh Thralls here eating. Each one will be armed with either a knife or a chair (treat as daggers and clubs). A level 6 Underpriest of Urosh is here serving the food; he will direct the Thralls to protect him. Among those in this room will be 800 silver, 10 gold, a jeweled belt (400gp), a necklace (1400gp), an anklet (200gp). Battle in this room will draw the Thralls from 4a-k. The floor is clear of mucus.
 - 4a-i. Thrall Rooms: Each room has two sets of bunk beds, occupied by three Urosh Thralls at any given time; each bunk has a filthy blanket. There is a 33% chance that a Thrall will be asleep. Each Thrall carries a dagger. A small chest holds dirty rags and 1d100 silver pieces. The floors are covered with mucus.
 - 4j-k. Underpriests' Rooms: Each room has two sets of bunk beds, occupied by one Underpriest at any given time; the Underpriests are level 8 Clerics. There is a 50% chance that an Underpriest will be asleep. Each Underpriest is armed with a heavy mace. A small chest in each room holds 4 clean robes, 4 ebony snail carvings (10gp), 4 leather belts (10sp), 1d20 gold pieces and a handful of smooth stones. The floors are covered with mucus.
 5. Priest's Quarters: The rooms of the High Priest of Urosh. 90% of the time the High Priest will be found here. He is a 15th-level human cleric and wields a +3 heavy mace. The room holds a large bed, a wardrobe filled with his holy vestments, a desk covered with miscellaneous papers, and a long table filled with potions and scrolls, including a scroll of healing. If he is reduced to 1/2 his total hit points, he will enter a rage, temporarily returning his hit points to normal and increasing his strength. He rages until he is either killed or 10 rounds have passed. Hidden under his bed is 500gp, 200 sp, and a platinum idol of Urosh, the Snail Demon worth 1000 gp. The walls and floor of this room are covered with seeping mucus, draining at the south-east corner.
 6. Library: The library is filled with thousands of ancient tomes, many filled with dark and evil lore and/or rituals. The room is warded against mucus; no mucus will flow into this room from any source. There are 4 level 10 Underpriests in this room armed with heavy maces and carrying 100gp.
- At any given time in any room in the Temple, there is a 15% chance of the presence of a slithering tracker. This increases to 25% where mucus is present.

One Page Dungeon template by Chgowiz (<http://oldguyrpg.blogspot.com>) and modified by ChattyDM (<http://chattydm.net>) released under the Creative Commons Attribution-Share Alike 3.0 United States License (2008) (<http://creativecommons.org/licenses/by-sa/3.0/>)

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The Ichor of Vercingetorix (for 5th-7th level characters)

by C.M. Lebrun (<http://creativecommons.org/licenses/by-sa/3.0/>)

The sages say that ages ago a Demon Lord by the name of Vercingetorix waged war across the realm, bringing all of mankind to its knees before his devastating horde. As Vercingetorix celebrated his victory in the Abyss, the kings of earth offered him sacrifices and gifts of homage, but Yeenoghu, his little brother, saw a chance for glory, attacking him during his revelry. The power of Vercingetorix's essence was too powerful to be destroyed, but Yeenoghu was able to separate his immortal pieces. The pieces were then scattered by Yeenoghu's cultists. Nearly three ages later a rogue Cleric of Yeenoghu, Mefyu, stumbles upon an urn filled with Vercingetorix's ichor...

Situation: The local city has been swelling with refugees due to attacks in the farm country to the south. The local militia and clergy are now looking for a band of adventurers to determine what is causing the attacks and bring it to a stop.

-Rumors reveal that the marauders are humanoid with a host of undead. Many recall the howls, barks, yips, lifeless hisses, and the screams.

Random Encounters

(Wilderness, 1-2 on d10):

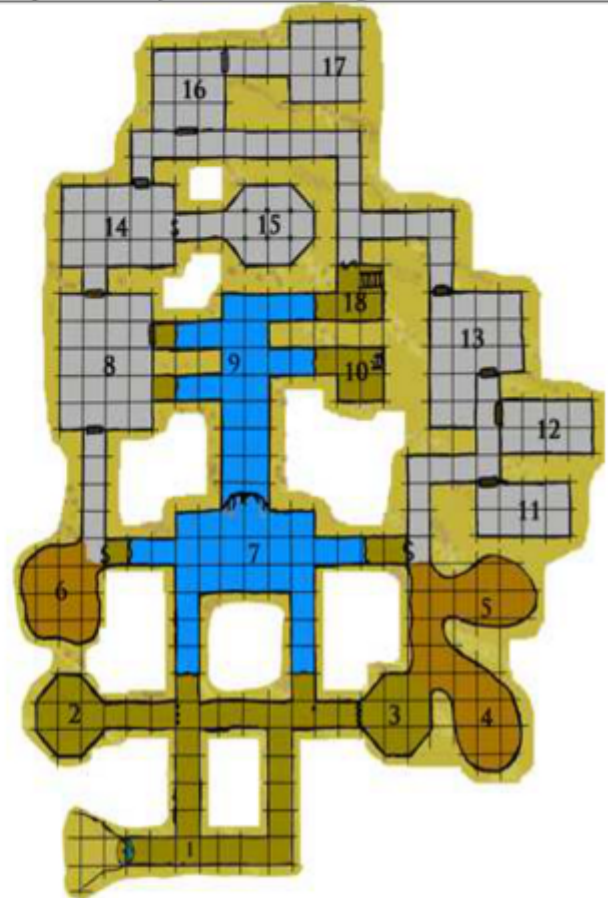
- 1- 2 Ogres
- 2- 2 Owlbears
- 3- 3 Werewolves
- 4- A Huge Monstrous Spider and 2 Medium Monstrous Spiders
- 5- A Wyvern
- 6- A Troll

(Dungeon, 1 on d10):

- 1- 6 Stirges
- 2- 3 Ghouls and a Ghast (from room 9)
- 3- 2 2nd lvl Ranger Gnolls with 2 Hyenorgs (stats as a Worg)(from rooms 11 and 5)
- 4- A Troll (out of room 3)

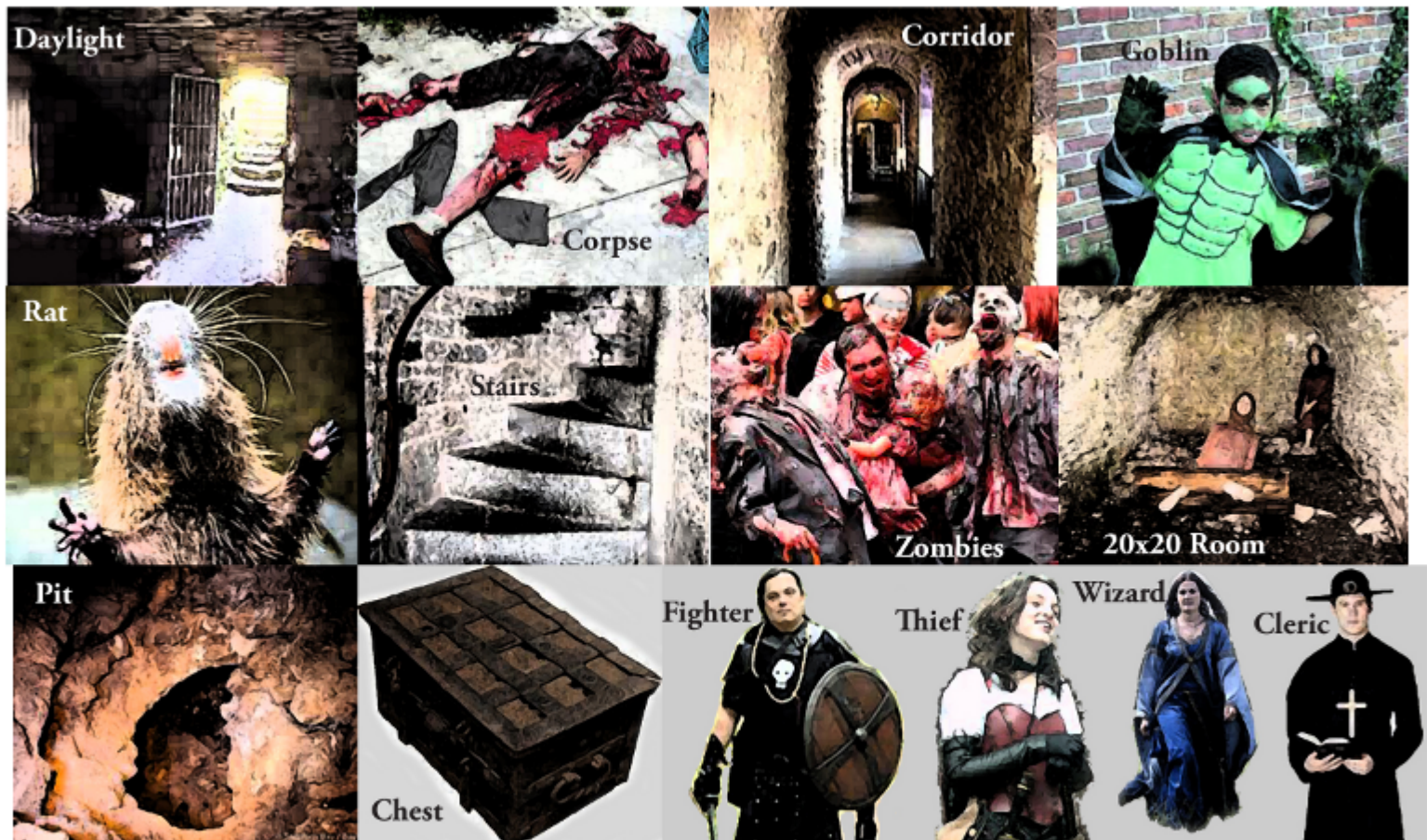
One Square = 10 ft

The dungeon was once an ancient sewer system that Yeenoghu's cultists added on to. The ancient sewer walls and floors (1-3, 7, 9-10, 18) have all yellowed with ancient filth. The additions (8, 11-17) are all of granite that remains quite clean. Rooms 7 and 9 have filled to a depth of 4ft with stagnant rain water.



1	The entrance is easily noticed due to the heavy traffic from it to the pond 100 yards West of it. 6 Stirges wait here for the day to cool enough to hunt.	10	A broken ladder hangs from the ceiling, but looks like it goes to the surface; an earthen plug blocks the hole above.
2	This old sewer collection area has long dried up; a search will discover a skeleton missing its skull. Casting detect magic on it will cause an illusionary skull to appear. "Take anyone of my bones and it will be as a wand of your choice for one day." (3 rd level spells and below) The bone will then disintegrate. After leaving this area the bars mend themselves back into position.	11	Beds line the walls of what was once a barracks for the guild that protected the ichor. 2 2nd level Gnomish Rangers are 50% patrolling on watch (see 4)/ 25% asleep/ 25% awake and eating.
3	A curtain made of mangy hides blocks view into this room. The room reeks of body odor and rotting flesh. Two Trolls call it home one is always patrolling while the other tends to their pets in rooms 4 and 5.	12	This room is the same design as 11; this room is home to a 3rd level Gnomish Cleric tending to a 4th lvl Half-Fiend Gnomish Barbarian , fresh from the metamorphosis.
4	The smell of mangle is pungent in this earthen den of 4 Hyenas and 2 Hyenorgs (stats as a Worg).	13	A Kitchen where 5 Human slaves are held under the watchful eyes of 3 3rd lvl Gnomish Rangers .
5	2 Hyenorgs are 50% patrolling with the watch (see 11)/ 25% asleep/ 25% awake and waiting for a meal.	14	This dark room smells of sulfur and brimstone; it was once used for profane rituals, but now is home to a sly Babau .
6	Earthen walls line what appears to be a freshly dug chamber that smells of mangle and rotting meat. The growls and yips of 3 Hyenadons suggest you are not welcome here.	15	The urn that contained the ichor sits on an altar. The urn acts as a cursed iron flask sucking in whoever opens it. Remove Curse cancels the curse for one day.
7	Dark fetid water gradually comes to a depth of 4ft in the main chamber. Two skeletons lay on the bottom looting those yields 3 Cure Mod. Wounds Potions . 50% chance that Ghouls and Ghosts from room 9 will investigate activities in 7.	16	This room is baroque in its decorations paying homage to Yeenoghu, the images of slaughter and carnage gleam in the eyes of 3 Dretches as they scrub the floors.
8	This room has chair and tables scattered around with sleeping rolls along the walls. A 3rd lvl Gnomish Barbarian and 2 3rd level Gnomish Rangers are gambling over a child tied up in the corner . The child is Mary Ellen daughter of Constable Ellen from three towns over.	17	Mefyu's lavish abode. 4th lvl Half-Fiend Gnomish Cleric the ichor causes anyone slain by him to rise the next round as a Ghoul (HD<3) or a Ghast (HD 3+), which he commands freely. Wields a dire flail +1 evil/+1 flaming .
9	3 Ghosts and 4 Ghouls lie hidden in the 4ft deep water waiting for a meal or orders. Anyone other than the Babau in room 14 or Mefyu will be attacked. They prefer to drag their prey down into the water before eating them.	18	Similar to room 10 except that the ladder is intact while the hole to the surface is plugged with a foot of earth.

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THE PLAGUE YEARS

In the last years of the old century a terrible plague swept the land, a horrible wasting sickness that ended not in death but undeath. The living desperately sought a solution. This game follows the adventures of one small band of heroes on a single day in the plague years.

Everyone is looking for a cure for the plague but pick another reason why the heroes are braving the underworld: True Love, Betrayal, Blind Ambition, Revenge, Hubris, or Refuge. The rest of the game builds on this theme.

Each player picks a hero to champion and decides if they want good or bad things to happen. In this game you don't run a single character, you run all the characters. Good players make good things happen for them. Bad players make the hero's lives harder.

SO HOW DO I PLAY THE GAME?

The Plague Years is not a typical dungeon game. Instead of exploring a dungeon minute by minute, action moves from scene to scene. Each scene is linked to a picture. The first scene is "Daylight". The game ends when the players pick "Daylight" a second time.

One player acts as the game host. Their job is to keep the game moving and make certain everyone has a good time. They pick who takes the first turn.

A turn consists of the player making up a little story about what happens in the scene. This automatically happens unless another player challenges it. Challengers make up what happens instead. The two players do a round of Rock-Paper-Scissors to see which action happens. Everyone gets one challenge per turn. The turn ends if there are no challenges or when all the challenges are resolved. The next player to the left starts the next turn.

The host can end the scene after everyone has had a turn. If they do this, they pick the next scene picture. Alternately any player may end the scene after any turn by picking a new scene picture. This player goes first for that scene.

The joy of this game is in dragging the heroes through their sad miserable lives, all the while tearing them down, making them eat dirt and in the end maybe allowing them to win.

By Chris Engle hamsterpress@gmail.com
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EXAMPLE OF PLAY

Bad: The floor is covered in mud and slime.

Good challenges: No, there is mud but no slime.

Bad picks rock, good picks paper. There is no slime.

Baddie challenges: No, there's slime.

Good picks paper again, baddie picks scissors. There is slime.

There are no more challenges so the turn ends.

Good starts the next turn: The party moves carefully through the slime.

There are no challenges so this turn ends.

Baddie picks the corridor scene picture. This ends the first scene and starts another one.

Baddie goes first: The fighter goes first. The others let him get farther and farther in the lead.

Bad: This is good because he intends to ditch them.

Good: The feelings mutual!

Bad is the game host. He could end the turn here but decides to let it continue.

Baddie: I wonder why they hate him so much?

Bad: Hum... Incompetence, poor hygiene, you name it.

Good: The fighter is now totally out of sight.

The host steps in now and ends the turn. He picks the corpse as the next scene.

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Cult of the Tyrant Kings

Created by Chris Longhurst (potatocubed) - <http://potatocubed.wordpress.com>
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**Wandering Monsters**

10% chance every hour, or if the characters make excessive noise. If the cult is alerted to invaders, roll once every half an hour.

1d6 Encounter

- 1-2 Guard Patrol – 1d3+1 low-level fighters
- 3 Guard Patrol With Friend – 1d3+1 low-level fighters with a savage hound; the dog knows the scents of everyone in the lair.
- 4 Guest – 2 guards escort a guest of the cult. It could be a fiend from the lower planes, an emissary from a new villain working with the cult, or someone the PCs already know – even a pillar of society!
- 5 Eminent Cultist – One of the named characters of the cult arrives on an errand of their own. Choose randomly from those left alive.
- 6 Gavrik – Gavrik used to be a guard but has been driven mad by the labyrinthine warrens. He has acquired a horned helmet and believes that he is a minotaur; such is his mania that his strength is greatly boosted and he can make charge attacks like a minotaur so long as he wears his horned helm.

Legend

- S – Secret door
- C – Concealed door
- X – Pit in floor

The player characters have tracked the insidious, brutal cult of the Tyrant Kings to their lair under the city: it began as several abandoned basements and sewer canals knocked together, but they have had many years to fortify their position and prepare for intruders. The guards are all believers in the cult.

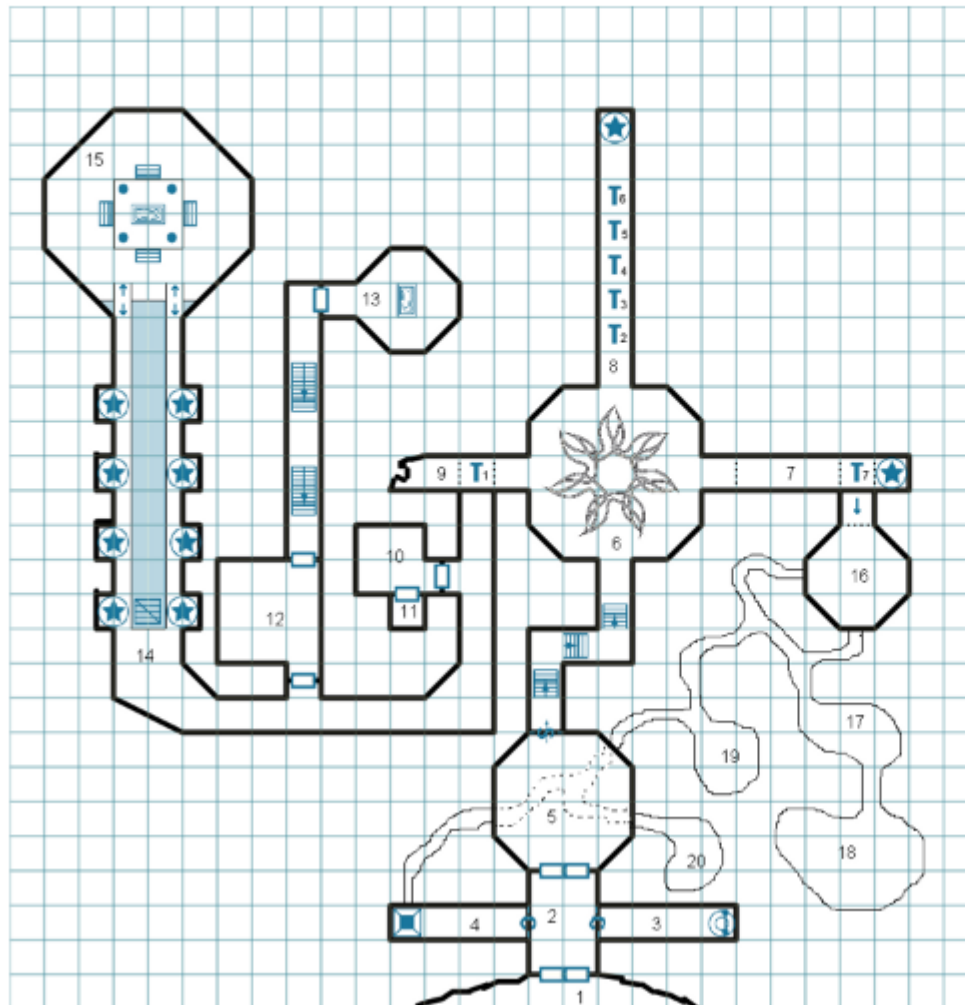
Room Key

- 1. Entry:** Arrival via stairs from a ruined home above. Guard watches from behind concealed door, 50% chance asleep.
- 2. Guard Room:** 5 guards here, 50% chance asleep for each. Wakeful ones gamble for silvers.
- 3. Also a Guard Room:** 3 guards here, only one asleep at any time. Consider themselves 'knights'; elite but honourable.
- 3a. Necro-Pit:** A crawling claw swarm lives at the bottom of this pit. A dead thief is also down there. Thief's equipment is salvageable and 2d10 rings can be found on slain crawling claws.
- 4. Necromancer's Room:** Colbax the necromancer (human male) is here. Finds cult convenient, not a believer. Skulls, scrolls, dribbly candles. Spellbook explodes if tampered with. Skulls can be animated as a flying swarm.
- 5. Shrine:** Statue of the three Tyrant Kings (eye-gems uncursed and valuable), pews, altar, smoking incense burners make it difficult to see/breathe. Two clerical acolytes are here, cleaning the statue.
- 6. Old Torture Chamber:** Rack, various unpleasant implements. Haunted by ghost of last victim; knows only pain, wants to hurt others, laid to rest by proving death of torturer.
- 7. Spymaster:** Door is trapped, doorframe is trapped, lock is trapped, traps are trapped. Secret doors ok. Usebio the spymaster (half-elf male) lives here, but only 20% chance of being here when PCs arrive. Room very nice. Plans and schemes (in code) on desk, all false. Everything trapped with poisons that Usebio is immune to.
- 8. New Torture Chamber:** Well-equipped for causing pain. Argevin the torturer (human male) is here. The more you hurt him, the stronger he gets. His current victim is a noble's child – returning them intact will garner a reward as well as useful contacts.
- 9. Audience Room:** Three stone thrones with gilt decoration. Rugs. Tapestries. All very valuable if it can be removed.
- 10. Meeting Room:** For more intimate chats. Several decanters including valuable spirits, blood (for vampires) and poisons. Comfortable furniture.
- 10a. Assassin's Culvert:** During meetings, Lara waits here in case assassination is needed. The doors are disguised and locked, with spyholes.
- 11. Forgotten Storage:** Ancient, mouldering crates and boxes. A magic amulet lies forgotten here, but the place is infested with diseased rats.
- 12. Guest Room:** Empty, unless the GM would like to put someone/something here.
- 13. Prison/Kennel:** Three hounds are chained to one wall, two prisoners to the other (elf male, human female). The elf is evil and will tell any lie that he thinks will get him freed. The woman is a novice sorcerer.
- 14. Assassin's Room:** The door has three locks. Lara the assassin (human female) lives here, pretending to be a captive of "that awful assassin". On any given day, 50% chance that Lara and Usebio are an item. If not, their arguments may be overheard.
- 15. Weapon Stores:** Racks of weapons, stands of armour, training dummies, etc. Sleekert the goblin is here, polishing the weapons – a treacherous little git who will sell out anybody to keep his own skin intact.
- 16. Well and Stores:** Mundane food and gear. There is a water elemental in the well, bound by the cult to protect them from poison.
- 17. Hidden Guard:** One guard waits here while the Tyrant Kings are in court. In the event of trouble in area 18 he flies into a frothing rage and attacks.
- 18. The Tyrant Kings:** (Or at least, their worldly representatives.) Three powerful warpriests in spiked plate armour. They are well-equipped with magic items, scrolls and potions. As well as their equipment, their considerable monetary treasure is in a chest which the centre priest uses as a footstool while holding court.
- 19. Tyrant's Rest:** When the Tyrant Kings sleep, this is where. Three undead skeletons act as servants and mobile armour stands. A ledger here details just who the priests have under their thumb, and how (blackmail, threats, bribes, etc.).

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Tomb of the Sword of the Vampire Princess

By Chris Olson



Wandering Monsters

Outside (Area 1):

1 in 20 chance of meeting a humanoid patrol (1-2 Orcs and 1-4 Goblins).

Ant hill (Area 16-20):

1 in 6 chance of:

1-4: Ant swarm

5-6: 1d8 Giant Ants

Legend - North is at the top, 10' squares

S - Secret Door

C - Concealed door

T - Trap

Setup

Rumors of a powerful magic item (The Sword of the Vampire Princess) have led our heroes to this tomb. The camp of humanoids (Orcs, Hobgoblins and Goblins) camped outside the door of the tomb reveals that our heroes are not the only ones looking for the sword.

The front door is a hive of activity at night and would require the entire force of humanoids be driven off. During the day, a sneaky group might be able to pick the locks on the front doors and sneak into area 2. In this case the humanoids may notice the tomb is open and come in (or not, depending on the what precautions the heroes take).

Scouting around the hill in which the tomb is buried will reveal another way in: A stone capped well leading into area 3 with a ladder. Booms of battering rams sound constantly if this course is taken.

The Sword

The Sword of the Vampire Princess is a powerful artifact. Capping the pin in the hilt with the ruby awakens the sword. It whispers in the mind of any who hold it, driving them to slay everyone around them and drink their blood. It is a powerful magical aid in combat and was stored in three parts to prevent it from being used against the vampires.

Room Key

- Outside:** A humanoid camp trying to use a battering ram on the tomb doors. 10 Orcs, 30 Hobgoblins, and 150 Goblins are in the camp. Each carries 1d3 silvers.
- Entry Hall:** Walls carved with depictions of a vampire empire. Two vampire faces conceal hidden doors on the walls. There is 1 in 6 chance of an Ant Swarm on returning.
- Hidden entrance:** A dusty, cobweb and root choked hallway. A single Ant Swarm is here. 1 in 6 chance on a re-visit.
- Ant Hill Entrance:** Another cobwebbed, dusty, root choked hallway infested with 2 Ant Swarms with a 1 in 6 chance of 1 on a re-visit. The pit at the far end has a 3' diameter tunnel at the bottom (50' down) leading into the Ant Hill.
- False Tomb:** Carvings on the walls depict humans being fed to vampires. A stone slab rests in the center. If 100 lbs (~45 kg) is placed on it, the secret door to the north slides up revealing a twisting staircase down. Remove the weight and the door closes.
- Symbol Room:** Faint, black lines can be seen through the debris on the floor. Carvings of vampires ruling over human sacrifices adorn the walls. If anyone steps inside the 9 squares in the center, the lines light up (staying lit for 28 days) and all traps in the dungeon arm. Note: this is the only way to gain access to rooms 10-15.
- Ant Hill Trap:** A 60' corridor with a statue holding a metallic sword at the end. If traps armed, when anyone steps on the T₇ square, the middle 40' drops to a slide which dumps the heroes into room 16. The trap then resets. The sword is a stone sword plated in silver.
- Escape Trap:** Appears to be a blank, 80' corridor with an imposing vampire statue at the end holding a metallic sword. If traps armed when a character reaches T₆ then traps T₂-T₅ activate. Each has a 1 in 6 chance to active when a character enters the square. Each resets immediately. T₂: Spear trap. T₃: Scything blade trap. T₄: Poison dart trap. T₅: crushing block trap (only drops halfway down). Again, the sword is stone plated in silver.
- Crushing Block Illusion:** This corridor ends in a false cave-in after only 30'. If traps armed when a character enters the square with T₁, a stone block drops while the floor drops away beneath the character and deposits them safely at the far end of 14 while a block seals the top of the pit, giving the illusion of crushing them flat. When they step into the hallway the trap resets. No remains are shown to those left on top. A lever on the wall also triggers the trap and it resets shortly after. No vampire can use the holy, silver lever, trapping them down there.
- Preparation Area:** A small slab in the center of the room with blood channels carved in it. Skeletons lie around the room. Among the bodies are 300 various coins, and a handful of small gems. Each round spent searching the room (which only gives 1/10 of the treasure) gives a 1 in 10 chance of the Vampire Priest entering the room.
- Storage:** Small empty room, only a shelf at waist high in the back. On it is a small, velvet-lined, locked chest holding a ruby capped pin used to lock together and activate the Sword of the Vampire Princess. The pin radiates a faint magic. A weapon-smith would be able to identify its purpose.
- Vestment Room:** Immaculately kept room. Priestly vestments hang on mannequins. Jeweled necklaces and rings sit on a display case. There is a one 1 in 4 chance the Vampire Priest will enter the room if he has not already been defeated (see room 13).
- Vampire Priest:** When the door opens, the Vampire Priest (if he has not already been defeated) opens his sarcophagus and faces the heroes. He speaks in a language they do not understand. If they fail to answer him, he attacks. In his sarcophagus, hidden in the pillow, is the faintly magical hilt to the Sword of the Vampire Princess.
- Gauntlet of Skeleton Guards:** This hallway has a stream of red liquid running from a doorway carved in the likeness of a vampire's mouth to the north. It exits through a grate in the south end. On each side are statues of vampires. When the characters first turn the corner the closest pair of statues burst, revealing Vampire Skeletons. Each round after the next pair burst and join the combat. Anyone who falls into the stream is dragged to the grate. The stream saps strength and heals the skeletons and they will use this knowledge in combat. There is no treasure here.
- Tomb of the Vampire Princess:** A sarcophagus lies on top of a stone platform, with stairs leading up to it and pillars at each corner. 4 piles of fur and bones are scattered around the room. When the sarcophagus is opened, the Vampire Princess will leap up and scream. The four piles will into 4 Skeletal Wolves under her command. If she begins to lose, she will summon 4 Rat Swarms from small holes about the chamber and flee to the healing stream to the south and continue from there. She is wearing a silk dress, an emerald necklace and a gold belt. The strongly magical blade of the Sword of the Vampire Princess is under the lining in the sarcophagus.
- Ant Feeding Room:** 4 Ant Swarms are here. The only exits are 3' diameter tunnels.
- Ant Guards:** 10 Soldier Ants guard the entrance to the Queen Ant's chamber.
- Queen Ant:** The Queen Ant, 3 ant swarms, and 10 Soldier Ants guard the ant eggs in this room. The eggs might be valuable as treasure. 150 are stacked here.
- Nursery:** 50 small, harmless ant pupae are in here, with 5 Ant Swarms tending and defending them.
- Refuse Room:** Skeletons litter the ground along with the shredded remains of clothes and equipment. 1 in 10 chance to find 1d10 coins, 1 in 20 chance to find a mildly magical weapon, and 1 in 30 chance to find some other appropriate magical item (armor, potion, simple wand, etc). Use this room to possibly seed some magic item into the campaign for later.

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SLIME IN A BOTTLE – A ONE PAGE DUNGEON

Created By [Christian Hollnbuchner](#)

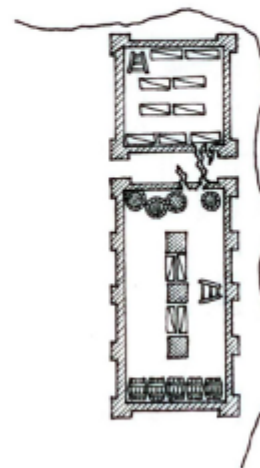
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Background: The Rivercrossing toll station and the bridges crossing the two small rivers merging here has been built not too long ago by the father of Baron Ybswin, the current lord of these lands, to encourage trade while filling his purse with every wagon of trade goods passing through.

Some traders, usually the wealthy ones, pay their tolls in coin while all others pay with a small share of their goods. Goods either used to supply the small inn of the station or sold every once in a while in bulk by the baron's men.

A few days ago a wine merchant passing through paid his debt with a few bottles of his fine wines. Unbeknown to him one of these bottles, only recently recovered from an ancient ruin, contained a terrible menace that would soon wreak havoc on the toll house and it's inn as well as their inhabitants and guests.

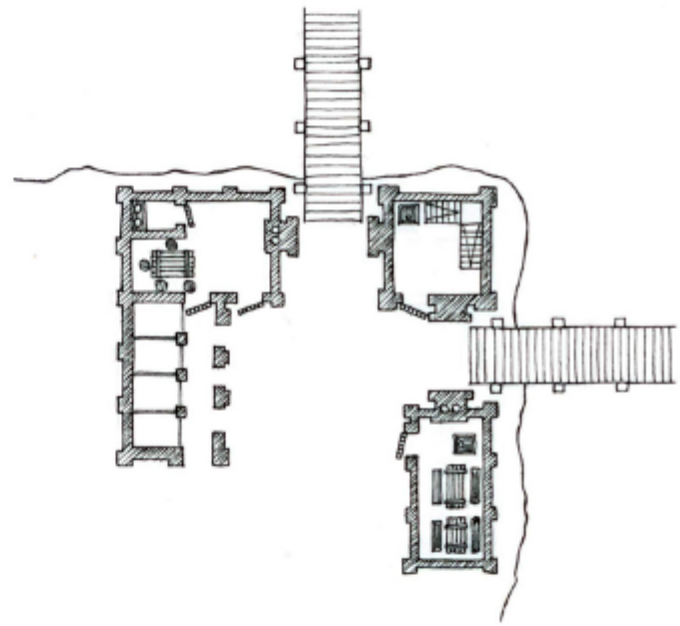
Hook: The heroes arrive late in the day, just as the gates to the bridges are closed and the guards retire. They are the last ones let across the rivers to spend the night together with the guard on night shift and a pelt trader heading in the opposite direction at the inn.



Some time during the night young Elbrecht, the stations stable boy who also serves in the in does not return from the cellars down below after being sent to fetch a new barrel of beer. He has been ambushed by a slime that made its way here through some cracks in the wall from one of the bottles kept in the adjacent storeroom of the toll station.

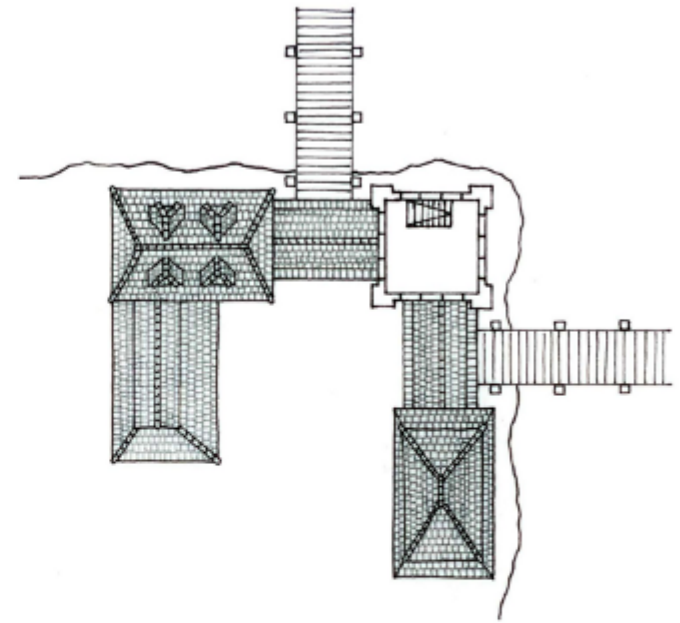
This sets in motion some or all of the events described as follows:

Event I: The heroes clamber down the ladder leading to the ins large cellar, to find out what takes Elbrecht so long. Instead of the young man they find an almost translucent human sized slime, containing Elbrecht's remains, which will promptly attack them.



Event II: The heroes after defeating the slime in the cellar decide to empty a bottle or two in memory of the young stable hand and to celebrate their victory. Unbeknown to them these bottles contain small slime seeds waiting in ambush instead of fine wine.

Event III: If the heroes did not think of checking the toll house's store room and purging it with fire, they will wake to terrified screams from the horses kept in the stables across from the inn. By the time they are ready for combat a slime of gigantic proportions will have devoured the mounts, oozing out of the stables doors towards the inn in search of more sustenance.

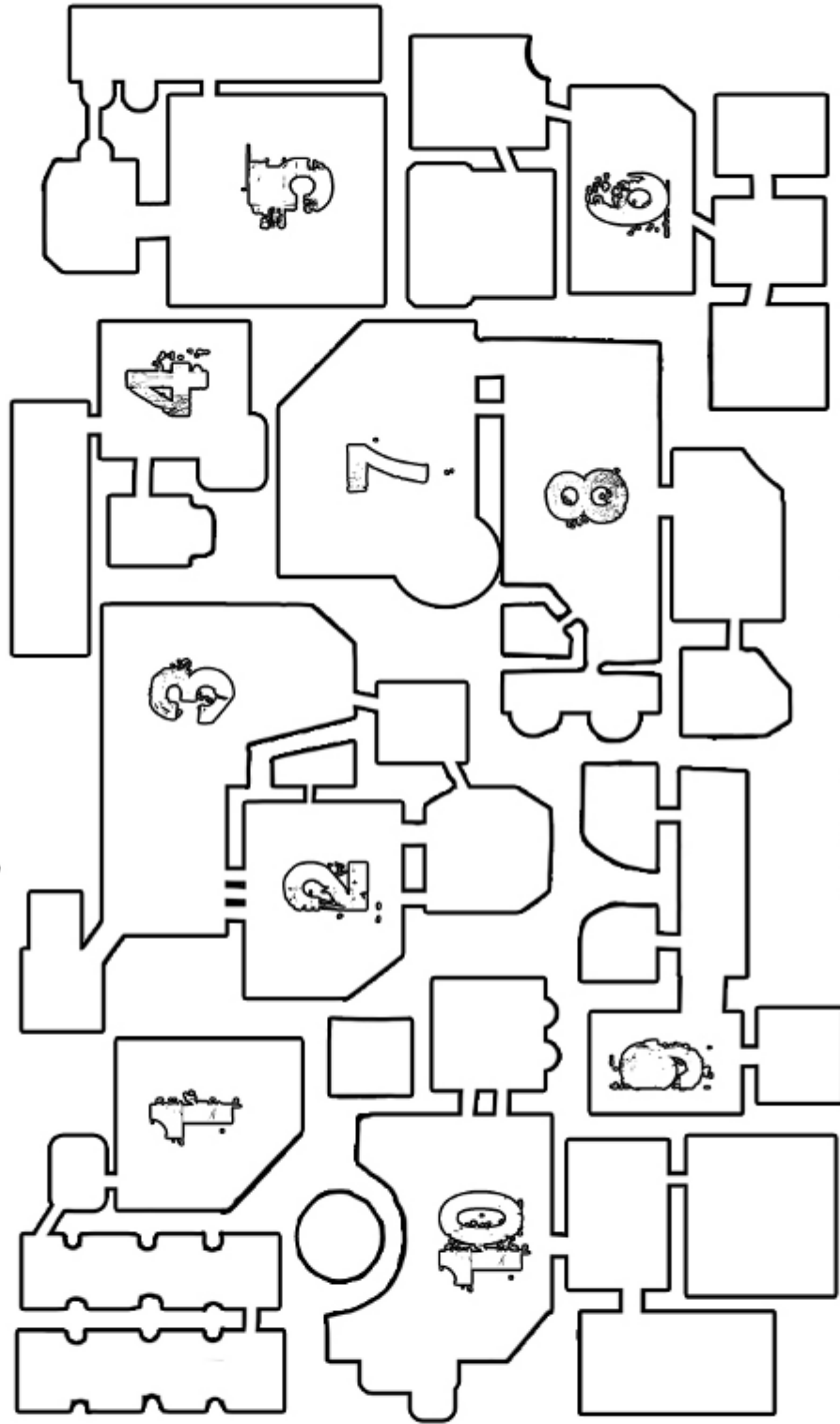


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Whether it's a race or a chase, taking beacons or unlocking that precious safe,
Jump to stay in flight. Hesitate & lose the fight. Because in this rooftop scene,



it's a game of



Roll when needed:

- On a [1-2]: Lose Momentum - You hesitate, lose your nerve, fall or get into a fight
- On a [3-4]: Maintain Momentum - You stay your course, find a safer route or avoid a fight
- On a [5-6]: Gain Momentum - You gain extra ground, achieve the impossible or learn a secret

remove token(s) when you lose momentum, add token(s) when you gain momentum.
when the bar is full, gain reward(s). when bar is empty, suffer penalty. reset to 5.



momentum bar - start with 5

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The Giant Ant Nest

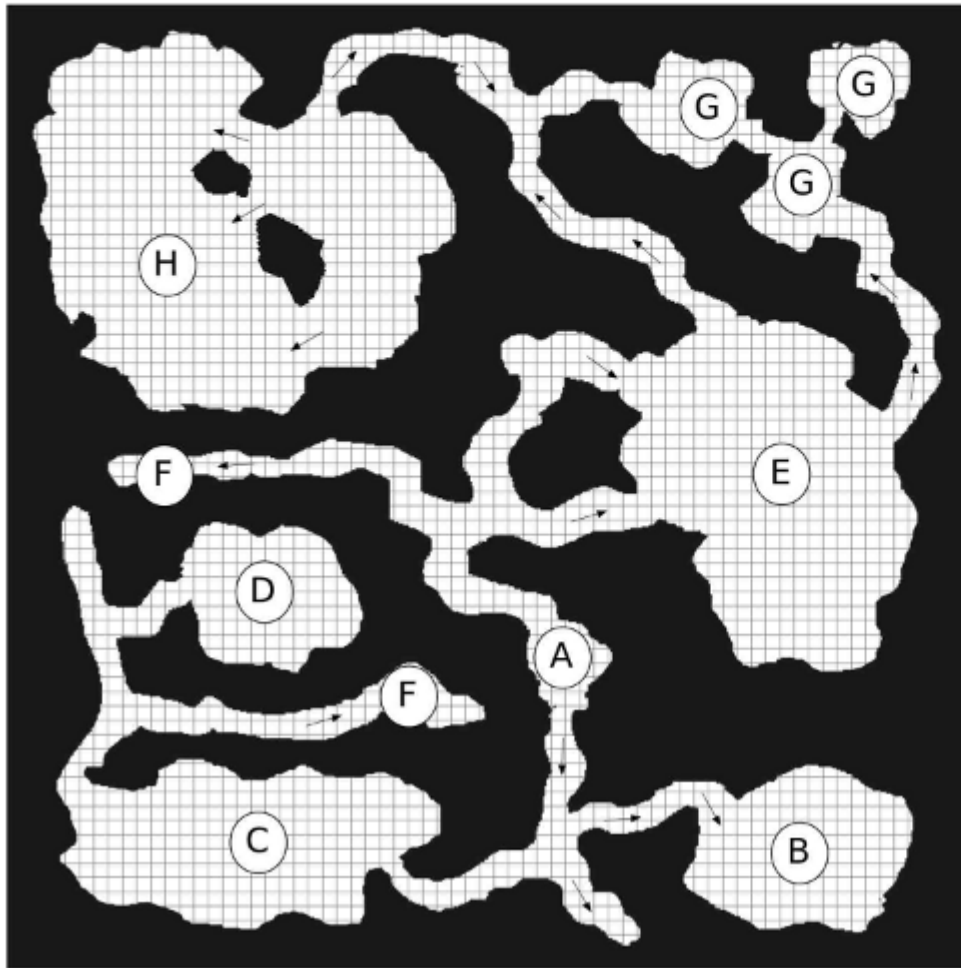
by Clay Thomas McGrew



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"The ants are stripping the land bare. Something must be done!"



Wandering Monsters

(1 in 6 chance each turn)

Roll 1d10

1 - 6 1d4 Giant Ant Workers

(bite, no sting)

7 - 8 1d2 Giant Ant Soldiers

(bite, poisonous sting)

9 Giant Ant Drone

(harmless, if attacked they call 1d4 soldiers)

10 Giant Spider

(on the hunt, otherwise in chamber D)

Slope: Make Dexterity check (or a save of GM's choice) or else slide down the slope in the direction of the arrows. 1d4 damage, alert 1d2 soldiers.

Loot: There is a chance in every chamber and tunnel to find a few rough gems or valuable nuggets.

A) Entrance

A 20' tall, 50' diameter mound of dirt. In the top is a tapered hole going down 60' (rope is required for all but a thief). Opens into small chamber with two other exits. 2d4 workers, 1d4 soldiers here.

B) Flooded Chamber



The floor has a couple inches of standing water and deep mud. Tall purple mushrooms growing on walls, their hallucinogenic spores fill the air. Something glitters in the water.

C) Aphid Ranch Chamber

A herd of giant translucent green aphids contentedly munching on leafy tree boughs. 1d6 workers collecting aphid milk (drinking the milk cures fatigue and satisfies hunger).

D) Storage Chamber

Piles of livestock and ant corpses fill the chamber. A giant spider is hiding under the bodies.



E) Living Chamber

Lots of resting ants. 2d6 workers, 1d6 soldiers.



F) Cave In!

Just walking in here causes a cave in. 1d8 damage, and buried.

G) Storage Chamber

Lots of dead creatures, a few dead humanoids (possible treasure to found on them), branches with fruit on them, and one barely alive gnome. 1d6 workers, 1d2 soldiers.

H) Egg Chamber

d100+50 giant ant eggs (collectors pay good coin for these). 2d10 workers, 1d4+4 soldiers, 10+1d6 drones, giant ant queen.

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A Hole Lot of Goblins

By: Dakota Dornbrack



Hook: On a path near a forest you see a merchant in distress when you stop to see what's wrong he tells you that a bunch a goblins attacked him and stole his wagon along with all his merchandise (weapons) and took off into the forest and that if you are able to retrieve it for him he will repay you with a weapon of your choice

In the forest: if someone in the party has tracking you can find the trail to the Dungeon entrance if not roll on the random encounter chart until it is found

Random encounter chart:

Roll a D6

1, 2,3- nothing

4- Wild animal

5- See a small group of goblins

6- Roll again if you get a 5 or 6 you find entrance if not nothing

Entrance: a hole in the ground that appears to lead into a dungeon

LEVEL 1

1: 2 goblin guards

2: empty

3: food storage room

4: 4 goblins guarding entrance to room 5

5: door locked magically inside is a study room with a goblin studying in it. This goblin is the leader of all the goblins on this level and a magician if he feels threatened and has the chance to a cloud of smoke with appear and when it clears he will be gone (he has really gone down a trap door which is magically hidden)

6: loot room with most of the merchant's items in it and 100 silver

7: empty

8: 5 goblins playing poker

9: 9 fire beetles

10: empty hole leading down to next level

LEVEL 2

1: two tables in the center of the room with what appears to be ants using magic to work on gems. Hobgoblin and three goblins guarding the ants: they attack on site.

2: Ants with wings flying around the room collecting gems. Three goblins guarding them attack when they see you

3: Two long tables with ants using tiny tools to polish and shape gems Three goblins guarding them -they attack when they see you

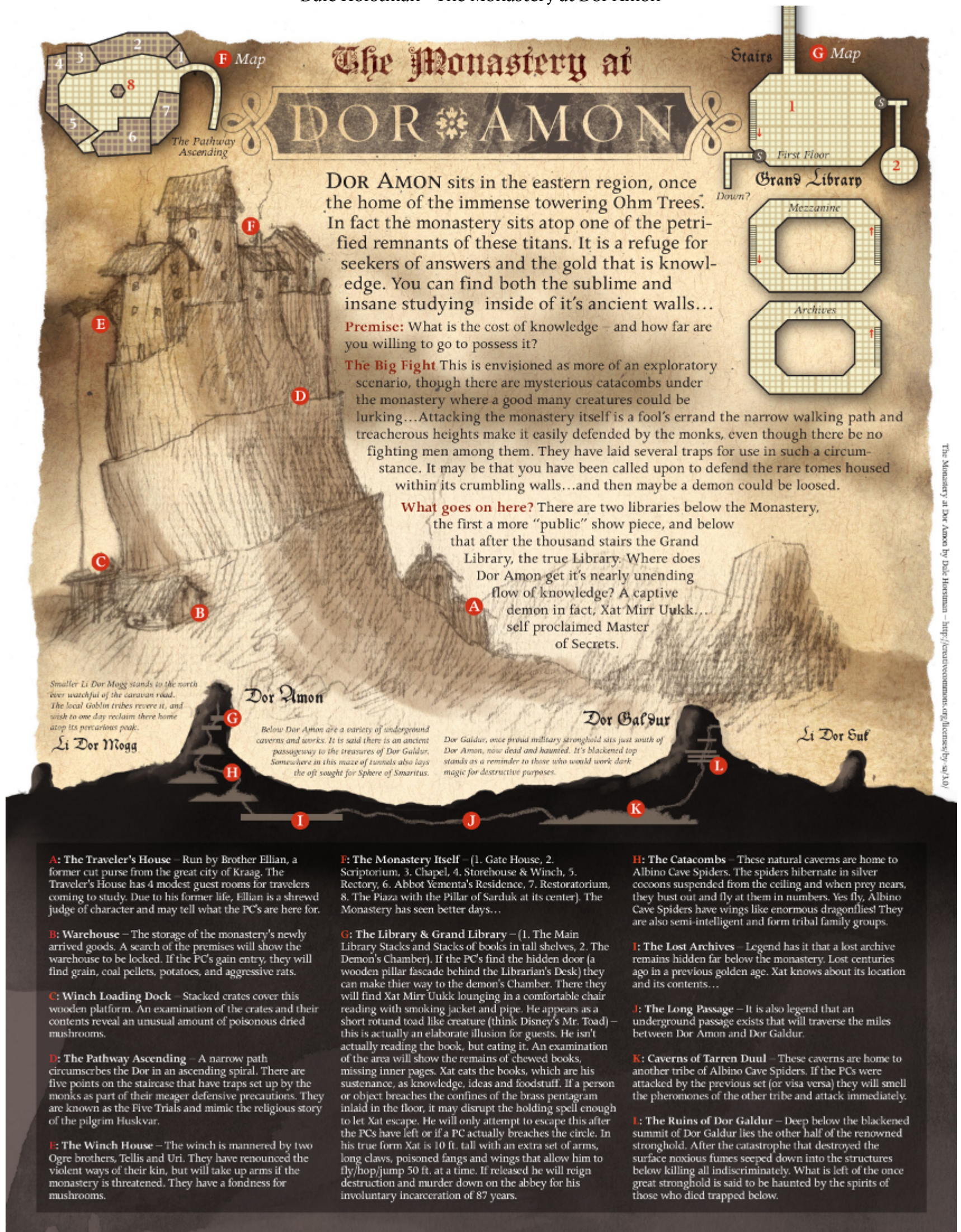
4: DOOR LOCKED. Two goblins are set as guards outside the door and inside there is a large hobgoblin who is the leader

5: empty

GEM ANTS: all the ants on this level are magical ants that speak elven. They secretly live in almost all dungeons and have been caught by these goblins and are being forced to mine and spell gems for them. If you kill all the goblins and hobgoblins on this level they are very grateful and friendly, but will quickly take all the gems and disappear after giving each character one of their choice.

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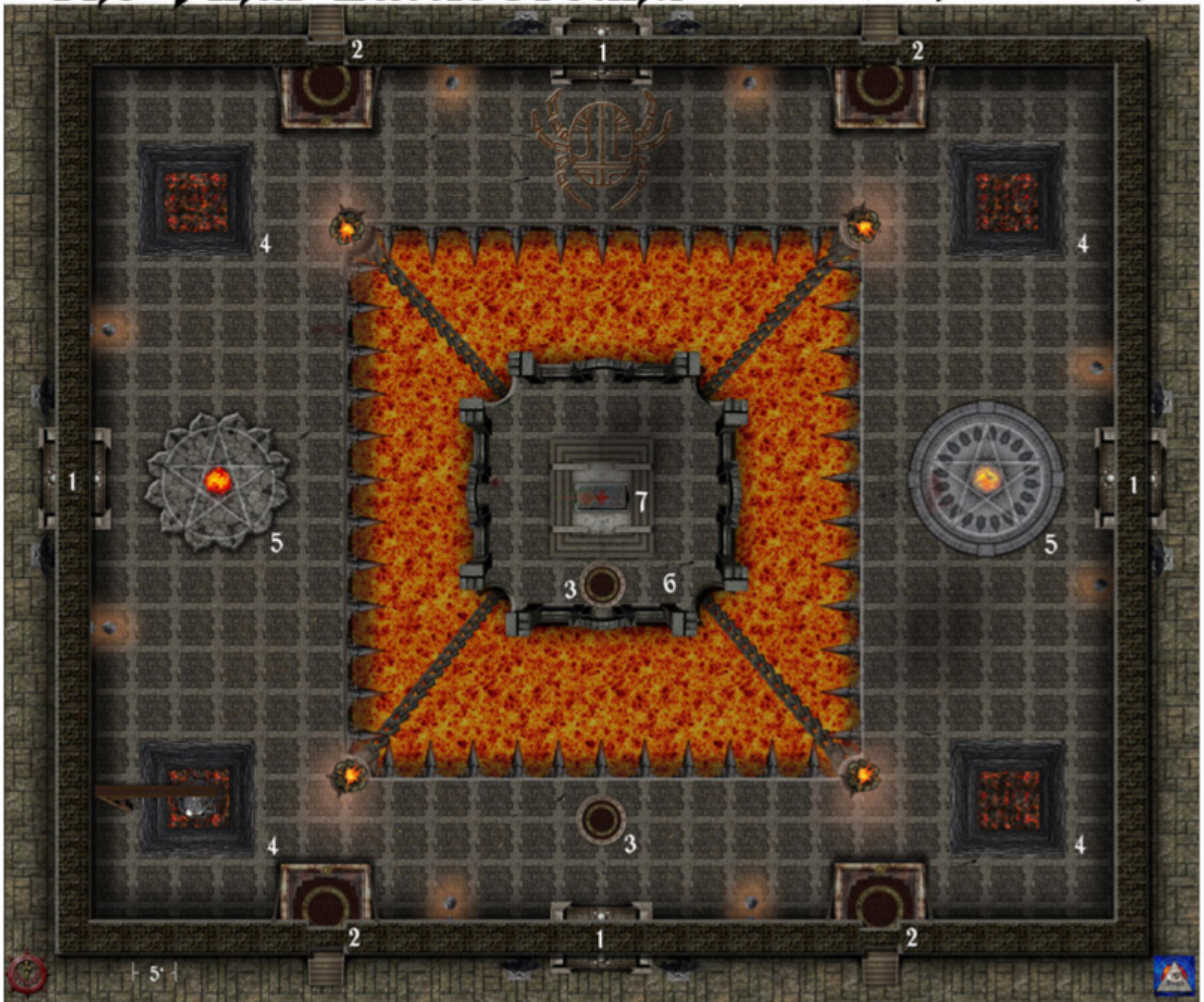
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The Final BattleGround

Dan Roy a.k.a. Boogie



The Cult of Fire is so powerful and feared that they are seldom challenged. When the best barmaid at the Old Goat Tavern is abducted by them, everyone is sad but no one will go after her, not even the local sheriff. When the PC's learn that she is to be sacrificed by the Fire Cult that night, they decide to step up and rescue her.

This adventure can easily be scaled to the level of the PCs. If they are lower level then have less cultists and reduce their levels. The monsters can be Salamanders and Fire Snakes. If the party is powerful increase the number and levels of the cultists and choose powerful monsters like Elementals and Efreetis.

- 1: Arched Entryways (4). Each entry is guarded by 2 Gargoyles. The main floor will have multiple Cultists of assorted levels.
- 2: Balconies (4). Raised viewing areas often used by Cult Leaders. There is usually a high level priest or wizard in each one.
- 3: Teleport Pads (2). Provide transport on and off of the platform.
- 4: Lava Pits (4). 30ft drop into lava. The pit in the lower left corner has a man sized cage suspended over the lava.
- 5: Summoning Pentagrams (2). Cult High Priests and Wizards can summon powerful creatures from the Plane of Fire to these platforms from the safety of their balconies. Suggested creatures would be Fire and Magma Elementals, Salamanders or Efreeti.
- 6: Sacrificial Platform suspended by huge chains. The floor of the platform is about 6 ft below the floor of the main room and 4 ft above the flames. Powerful magic keeps the platform from becoming unbearably hot. If that magic were interrupted, everyone on the platform would suffer and die. There will be 2 High Priests and 4 to 8 guards on the platform.
- 7: Sacrificial Altar. The bodies of those sacrificed here are dumped into the fire pool.
- 8: Fire Pool. The lava below the Fire Pool feeds the flames and keeps it hot in here. There are likely to be fire loving creatures living in here, Elementals, Salamanders, Fire Snakes, whatever the DM wants to challenge his players with.

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Watery Palace of the Ooze Behemoth: Level 5 Pearly Spiral of the Endless Hunger

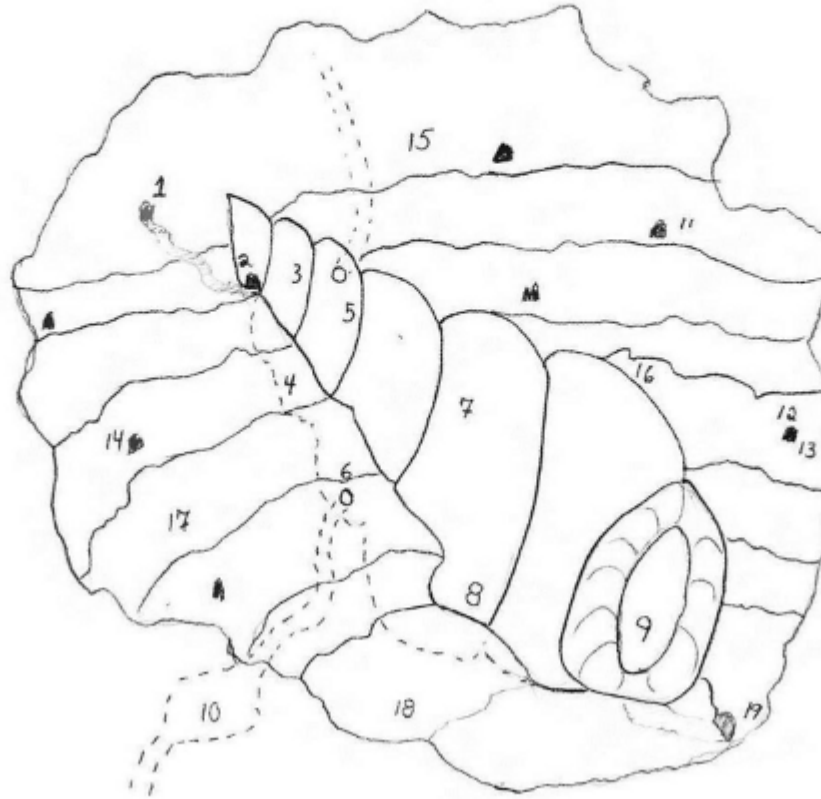
Overview

Within the earth a shelled great creature once crawled. Long ago it died, but its shell remained. Above it, a Hidden Temple was built, and dungeons below it. Upon reaching the cavern that holds the shell they used the hulk of the great beast to aid them in reaching further into the ground, and the horrors below.

The interior of the shell is divided into numerous rounded chambers, and a path spirals through the smooth interior all the way down to the bottom of the shell where the opening points directly at the stairs down to Level 6. The color a soft pink, sometimes dark, sometimes nearly white.

The outer surface of the shell is covered with a variety of bumps, spikes, and folds, but remains smooth and colorful, with vibrant greens, violets, and oranges.

The cave itself has numerous smaller side caves. Most of which are empty



Random Encounters

Check every 2 turns
2/6 chance of encounter

Cave Random Encounters

1. Rockfall (save vs. paralysis or 2d6 damage)
2. Hooked Horror (1d3)
3. Giant Snail
4. Hermit Crab-Man
5. Gray Ooze
6. Giant Bats (1d10)

Shell Random Encounters

1. Giant Snail
2. Ochre Jelly
3. Hooked Horror (1)
4. Crazy injured cultist
5. Sounds of the sea
6. Crashing sound of a rockfall hitting the shell

By David Brawley

towerofthearchmage.blogspot.com

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1. Stairs down from Level 4 open onto a great cave. A giant spiraled shell stretches from the top of the cave to the bottom.
2. Near the top of the shell is a break in the shell allowing entrance.
3. Within the first chamber of the shell is an ochre jelly clinging to the roof of the chamber.
4. A pool of yellowish fluid covers the floor of this chamber. Organic material takes 1d4 damage for every round of exposure.
5. An opening from the pit trap on Level 3 spills into this chamber. Against the interior wall is a marble statue of a finely dressed elf missing its head. Held in its hand is a blood speckled stone tablet. Placing the head (from Level 1) onto the statue will release the hand holding the tablet (see Level 7 for details) and open a secret compartment under the statue revealing a necklace and earring set made of coral (900gp value).
6. On the floor of this chamber is a pink organic iris that can be opened merely by touching it. It reveals a passage down to Level 7.
7. A large brass urn contains a trapped **Lesser Djinn**. The urn is sealed with warnings of doom to any who opens it. Doing so releases it.
8. This large chamber contains a **giant snails** and the exit from the shell.
9. The curled lip of the shell's natural opening is about 10' from the bottom of the cave.
10. Halfway down the twisting organic tube is a section that is very sticky to the touch. Moving across the chamber requires a save vs. poison. Failure results in the character falling and becoming stuck.

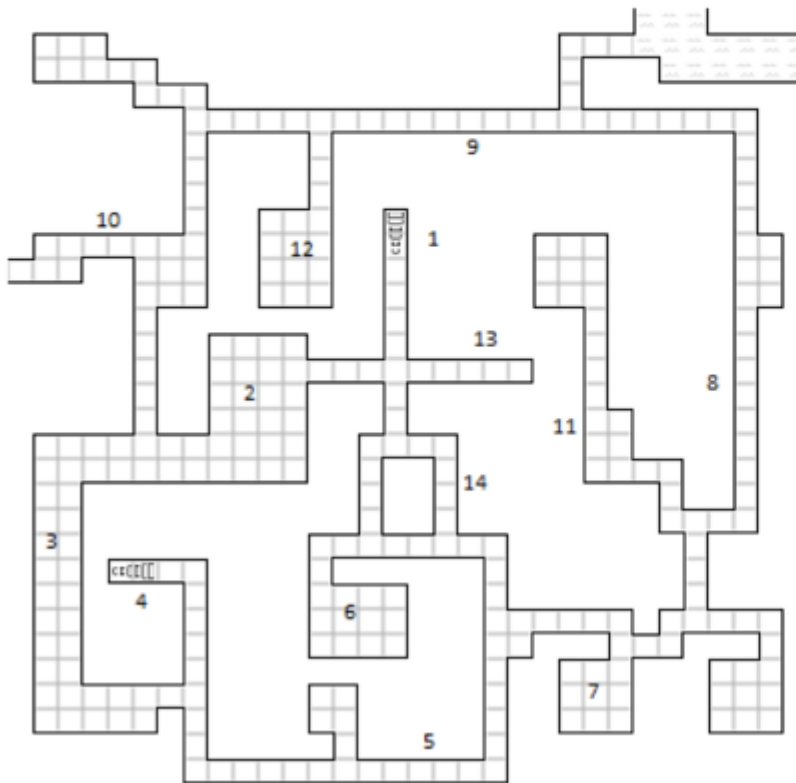
Oil will release the character, or another save vs poison.

11. 7 **Hooked Horrors** call this cave home. In the back of the cave is a pile of loot: 4,000sp, 8,000gp, *Ring of Elemental Adaptation*, *Potion of Climbing*, and a scroll of wizard spells: *Analyze* (lvl 1), *Iron Form* (lvl 7), *Wish* (lvl 9)
12. A **hermit crab-man** lives in this cave and grows mushrooms to eat. His shell is scarred with the attempts of the hook horrors to eat him. +2 bonus to reaction rolls (very friendly)
13. The hermit crab-man has stashed some coin given to him for his mushrooms over the years in this side cave. 2,000sp, 800gp.
14. 4 **Hooked Horrors** inhabit this cave. They feast upon a giant snail.
15. A **giant clam shell** is tucked into the corner of the cave. It is open and a giant pearl is resting in the middle. It will snap shut when the pearl is disturbed.
16. 2 **Tautara** (giant lizards) live on the outer surface of the shell. They eat mushrooms fed to it by the hermit crab-man.
17. **Giant snail**.
18. **Mud Golem** stalks the bottom of the shell to prevent anyone from exiting the cave to Level 6.
19. Stairs to Level 6

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THE CHAOTIC DUNGEON OF MORVANT THE

By: David D. Dornbrack



Background: Morvant was a student of chaos theory and he created plenty of chaos himself. He was eventually forced down into this dungeon where he has thrived.

BYOB: This adventure is a Bring Your Own Beasts. There are very few creatures given. Copy down the stats for some of your favorites and get started.

Description: This is a situational dungeon. Everyone has a copy of the stats but what are the creatures doing. This adventure gives you the beginning of the situation and you finish it. Some DM's thrive on this but if your not sure, feel free to go down the list and finish the situations before starting. By the way Morvant is a

Wandering situations:

1. Drop your weapons and reach for the sky. You lawbreakers murdered...
2. A large rabbit runs into the passage saying I'm Late, I'm Late, for....
3. A group of non human children ask to pass by. What do you say to them...
4. A voice up ahead yells "You're going to pay." A voice from behind you yells "You want it, come and get it." Suddenly ...

Important Note:

You should probably decide what and where Morvant is before you start.

Locations:

1. Entrance
2. A nest of large eggs set in a corner nest. There is no mother in site...
3. Rocks fall, everybody....
4. You stumble upon stairs leading down to a boat....
5. The sounds of a marital argument reaches your ears. Suddenly the fight ends with a loud screech of
6. A weapon is stuck in a stone. When pulled from the stone.....
7. A cool breeze blows through. It has become so cold you can see your breath in the air....
8. A mouse, chased by a cat, chased by a dog, chased by a
9. There is a ruckus up ahead. As you approach an official looking warrior steps out and says Murder scene ahead, please find another way...
10. A portcullis falls behind you blocking your retreat and before you...
11. Something is coming. You can hear the sound of metal scraping along the wall....
12. You walk into what appears to be an underground tavern. A drunken creature yells...
13. A body lies on the floor ahead. As you approach the body sets up and holds out a pan begging coins for the poor...
14. A goblin comes running through yelling their coming, their coming, run for your lives....

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Water Genie vs. Undead Mermaid Gladiator

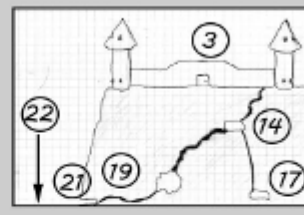
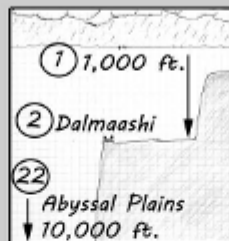
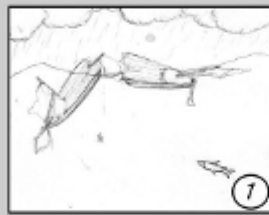
High magic underwater adventure
for powerful PCs and expert GMs

by David Gay
April 2012

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After a mysterious shipwreck
in the open sea, the party
sees a light far below. They
investigate the lit-up palace.

This adventure takes place
1,000 ft. underwater with
all the deadliness that implies.



In the palace of Dalmaashi,
the party meets the marid
King Haymar who wants his
magic scepter that was
stolen by Delva, the lich-like
Undead Mermaid Gladiator.
He offers the party one
wish if they'll return it.

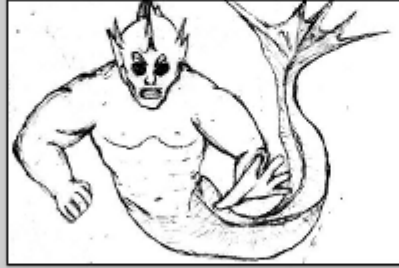
HAYMAR



BAYLYA



NULZUK



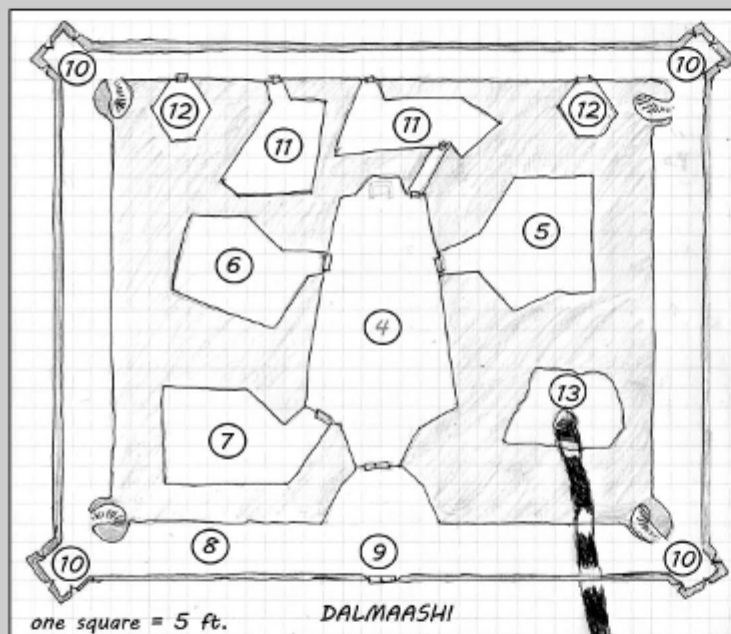
MERMAN & LACEDONS



MICRO-TORPEDO WEAPONS

Haymar's mermen use micro-torpedo guns similar to 9mm pistols. The mermen each have 12 rounds of ammo and carry tridents for melee.

Delva's lacedons use full auto versions of the same micro-torp guns. They each carry 40 rounds of ammo and attack like ghouls.



HAYMAR'S SCEPTER

Haymar's scepter can fuse life forms. Delva wants to fuse herself with the Squizard Gorgo and become ultra-powerful. Haymar intends to use the scepter to "wed" his daughter Baylya to his slave/vizier Nulzuk, a plan he's wisely kept secret from both of them. Delva might try to use it on the party...

DALMAASHI KEY

1. Open sea - A dozen megalodons.
2. Dalmaashi - Three mermen on sea-horses greet the party.
3. Seaweed door in roof - Water pressure jams standard doors.
4. Throne room - Haymar awaits. He's cunning, powerful, and might keep his word if well-pleased.
5. Haymar's room - Ornate seaweed and coral furniture fills the room.
6. Baylya's room - Depressed by her mother's untimely death, Princess Baylya finds solace only in Fluffy, her dog-sized deep water anglerfish.
7. Nulzuk's room - The triton vizier is a giant-sized merman with psi

powers. He obeys Haymar, but hates air-breathers.

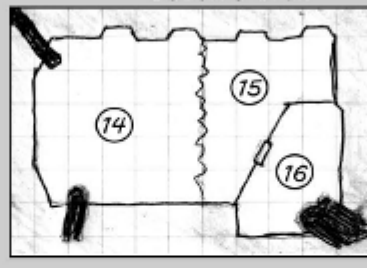
8. Corridor - Nine mermen.
9. Front doors - Verdigris binds these brass doors in place.
10. Guard towers - Three polar ray cannon on each of two levels, crewed by mermen.
11. Merman quarters - Twenty off-duty mermen drink rum.
12. Privies. Gotta go somewhere.
13. Treasury - Screened against divination and keyed so only, Haymar, Baylya, and Nulzuk could teleport here, still the wily Squizard Gorgo tunneled in with the Death Knight Argon.

DELVA'S LAIR KEY

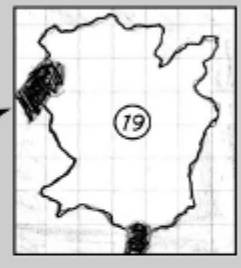
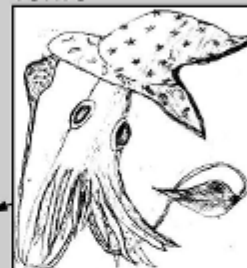
All passages are 200 ft. and filled with inky contact poison.

14. Welcome - Argon the Death Knight and two lacedons. Argon wields a black blade of annihilation that destroys anything it hits.
15. Support - Four more lacedons as backup.
16. Delva's office - She watches what happens and pitches in. She re-spawns in area 20 if defeated, taking a younger appearance.
17. Argon's torture room - Bones, racks, manacles.
18. Secret treasure - Argon keeps 100 bottles filled with rum and potions in a chest, along with four exquisite rubies. The chest has a deadly lightning trap.
19. Gorgo - The Squizard filled this entire room with poisonous ink. He uses force magic and has a hat that lets him cast many extra spells.
20. Delva's crypt - Delva keeps her best trident here in case she re-pawns, along with less powerful weapons. She strives to shove foes through a one-way force wall to area 22.
21. Sarcophagi - Sixteen contain false phylacteries. One holds Delva's true phylactery plus Haymar's scepter, 4,500 platinum, and a cursed dagger.

DELVA'S LAIR

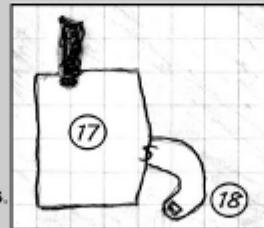


GORGO



one square = 5 ft.

DELVA



22. Abyssal Deep - Anyone who goes down here gets sucked to the depths by the magic of an even deeper, more powerful marid than Haymar who lives on the Plane of Water.

The Ovens of Ar-Gar

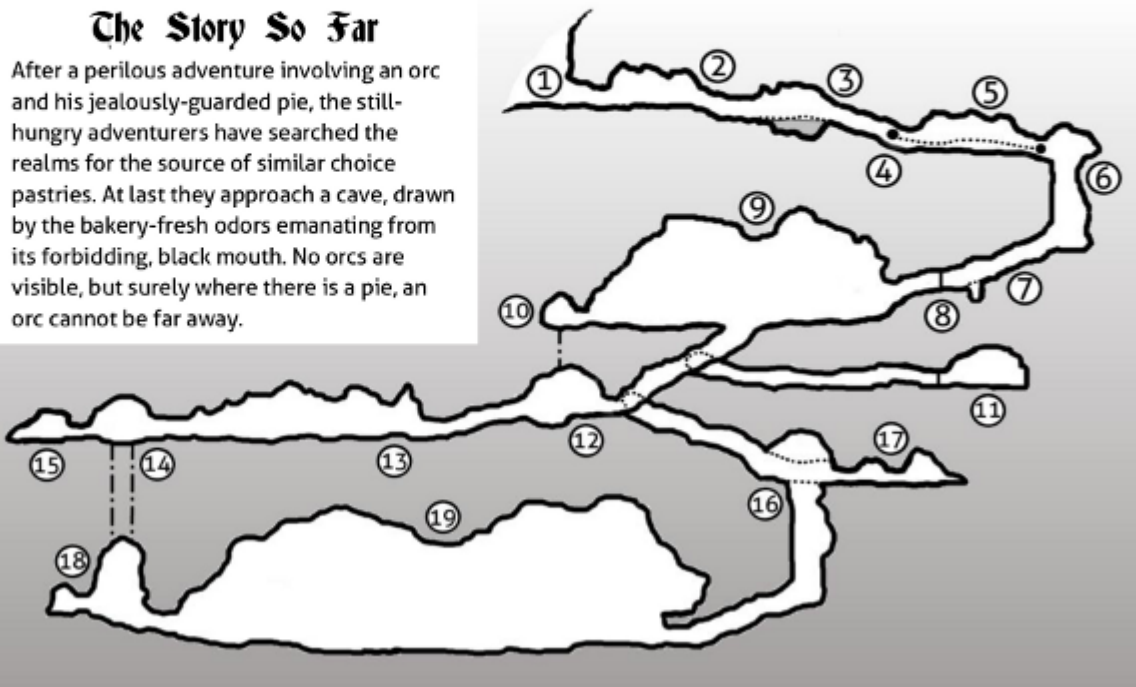
by David Thiel Thielavision.com

Somewhere, there is a bakery making these good pies. Perhaps it's guarded by more orcs.
— Monte Cook

1. **Entrance.** An **Eye Spy**, a distant and benign cousin of the beholder, will emit an ululating cry if it spots enemies within 100'. Though watchful, the Eye Spy is easily distracted.
2. **Guard Post.** **Hobgoblins** and **Orcs** are playing a card game. They are frustrated because several cards have been lost or eaten, and may be easily surprised if not alerted by the Eye Spy. Handfuls of copper coins litter their rocky "table."
3. **Grotto.** A single gold coin lies in the shallow water. A small, non-descript **Angry Fish** welcomes the chance to bite anyone

The Story So Far

After a perilous adventure involving an orc and his jealously-guarded pie, the still-hungry adventurers have searched the realms for the source of similar choice pastries. At last they approach a cave, drawn by the bakery-fresh odors emanating from its forbidding, black mouth. No orcs are visible, but surely where there is a pie, an orc cannot be far away.



- who tries to steal its coin. The real danger is from a mated pair of **Gricks** that emerge from hidden holes.
4. **Squeezeway.** Adventurers must make several ability checks to squeeze through this narrow, lightless side tunnel or become temporarily stuck. A lone **Orc** is coming the other way, but killing him leaves another obstacle. He carries a small amount of silver.
5. **Bell Passage.** Orcish graffiti and broken stalactites mar this once beautiful gallery. Tiny **silver bells** dangle from thin cords throughout the corridor. Jostling any of the bells signals the loathsome **Gelatinous Rats** that nest here.
6. **Pit #1.** Knotted ropes and a block-and-tackle allow a safe descent for creatures and goods.
7. **Slippery Slope.** Running cave water creates a **hazardous slide** that ends in a painfully narrow crevice.
8. **Iron Door.** This **locked door** is set with four dials marked with Orc runes. Above is a riddle written in Orcish: "What am better than orc?" Setting the dials to read "Orcs" unlocks the door.
9. **Orc Barracks.** **Orcs** and **Hobgoblins** are sleeping, cleaning their blades and/or reading goblin porn. Natural stone columns provide cover. Thoroughly looting the chamber nets a moderate amount of random treasure.
10. **Toilet.** A six-inch hole leads to Area 12.
11. **Crypt.** Orcish markings outside the door read "No go here." Beyond is a crypt filled thigh-high with pulpy remains. An ornate sarcophagus depicts a grim necromancer holding a pie. Opening the sarcophagus reveals a rotted body wearing a silver diadem, while **Skeletons** and **Zombies** emerge from the pulpy mass.
12. **Refuse Room.** A **stuck iron portcullis** bars entry to this wretched chamber of filth and feces. Creatures entering the area must make an ability check to avoid vomiting up their iron rations.
13. **Goblin Barracks.** The Orcs have enslaved Goblins to work their "weapons factory" below. Two **Goblins** beg for freedom, and will try to slip away at first chance. Their only treasure is a moldy sock containing a handful of copper coins, plus a pretty rock.

14. **Lift.** A hand-operated wooden lift lowers to the factory floor.
15. **Fnug's Quarters.** A **magical crossbow turret** guards the Goblin sorceress' possessions. The walls are covered in cabalistic scrawls. Hidden within the sleeping furs are valuable scrolls detailing the making of the magical pies in Area 19.
16. **Pit #2.** Similar to Area 6.
17. **Ar-Gar's Quarters.** A vicious **Worg** named Snrlr guards the Orc chieftain's rooms. A gold-inlaid chair can be sold if removed. A moderate amount of random treasure litters the ground.
18. **Ingredient Storage.** Barrels of apples, gooseberries, rhubarb and rocks are stacked here.
19. **The Dread Bakery.** A wonderful smell permeates this cavern. Whips crack as **Orc** overseers punish shirking **Goblin** slaves. The workers sit at wooden tables, making pies to be fed to the great stone ovens. **Ar-Gar**, the two-headed **Orc Mutant** and his accomplice, the **Goblin sorceress Fnug**, stand atop a natural stone overhang. The Goblins will join the Orcs to defend the bakery. An unlimited number of pies are stacked and ready to be hurled as improvised weapons. About half have been enchanted. (See Pie Chart.) On the second round and each round thereafter, each combatant must make an ability check or fall prone in fruit fillings. Defeating all opponents nets a large amount of random treasure, including Ar-Gar's jeweled eyepatches (one for each head), Fnug's magical gear and 1d10 pies (roll for type).

Pie Chart

- | | |
|--------|--|
| 1-50 | Non-magical pie. Pie tastes good. |
| 51-80 | Pie of True Strike. Always hits its target. Contains a rock. Tastes like apple. |
| 81-90 | Pie of Reduction. Target reduced in size by 30% for five minutes. Tastes like gooseberry. |
| 91-100 | Pie of Flame. Bursts into flame when it hits, singeing adjacent creatures. Tastes like rhubarb. |
- Note: Characters may safely taste test a magical pie.

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Hermit Alchemist Tower

by David Van Slyke for the 2012 One Page Dungeon Contest

An explanation of the [NAME](#) map design acrostic is [here](#). The map is a tribute to the *Tor at Hightower* map by Nick Isaacs, which is available in the free PDF 3.5 D&D module *A Dark and Stormy Knight*. My own optional Player's version of the map is [here](#). This adventure is released under the Creative Commons Attribution-Share Alike 3.0 license <http://creativecommons.org/licenses/by-sa/3.0/>

You were given an odd annotated map as part of someone's thanks.

"After an Errant routed bandits from this Isolated Keep the hilltop tower stood empty for a decade until claimed by a hermit alchemist who studied crystal formations. He dug into the hill, excavating basement rooms and a majestic cave to hold his secret garden of crystal stalagmites and stalactites."

Intrigued, you decided to try visiting the tower and its secret cave. Finding the tower on a hill was easy with the map.

As you approach, you are surprised to hear shouts and screams. Kobalts and Ghouls are fighting inside an unexpected cave mouth that darkens the foot of the hill. The only Kobalt wearing armor notices you and shouts, "Whoever you are, please help us!"

Enter/Exit: The wall closest to the hillside has collapsed, creating a "cave mouth" littered with rubble.

Ambush: A large **guard dog** kept by the Kobalts defends the tower's ground floor room, which also contains **food**, **drink**, **rope**, and **candles**.

Broken Science: A vertical shaft connects the tower with this basement workroom. Anyone who stands at the top or bottom of the shaft is gently lowered or raised.

Complicated Combo Combat: Unfortunately, **Ghoul** reinforcements from other rooms arrive until the **Kobalts** are killed. The Kobalt leader is mortally wounded but before dying tells his story to the PC (see K3).

Deadly or Fragile Foe: Several one-hit **Zombies** guard this storeroom. They cannot break down doors.

Exotic Item/Location Causing Permanent Random Changes:

Touching this room's glowing **treasure chest** curses the person's sharpest weapon or item and causes their footwear turn blue.

False Ending Revealed: This **secret door** has not been opened since the alchemist used it.

Grandeur: Behind a secret door lies a steeply descending tunnel to the alchemist's garden of crystals. But the cave and its delightfully colored contents are actually only a few inches tall. The tunnel is full of shrink gas. Anyone living becomes mouse-sized for one hour.

Heights: This room's back wall has a sturdy wooden shelf.

Item that Works Best in Combination #1: In one corner of this ancient storeroom is a desiccated **corpse** of a famous alchemist.

Item that Works Best in Combination #2: The enchanted **table** in this room is large and has a humanoid-shaped depression in the middle. Any humanoid body or skeleton placed upon it will answer one question. Asking another changes the body into a Zombie. (The hermit alchemist would kill other alchemists, transport their corpses here, and then demand their secret alchemical knowledge.)

Joy: This room contains whatever type of challenge, item, clue, or exploration the Player most enjoys.

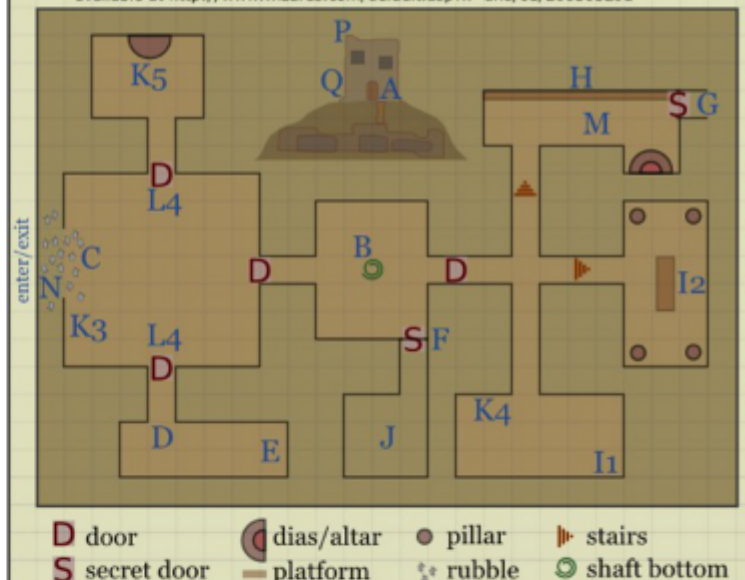
Key #3: The dying **Kobalt leader** tells this story after the battle with the Ghouls. *"Were sent to claim tower. As clan lookout. Two days ago. Tower is safe. Use our supplies...A few minutes ago we opened. Basement inner unlocked door. The Zombies were waiting...Clan will send scouts. Five days. Please. Make our bodies safe. From scavengers. We can be taken home...and buried with honor."*

Key #4: A **key** to doors L4 is hidden on the floor in the corner of this room, covered by dust and rotting rags.

Key #5: A **statue** of the hermit alchemist on the **dias** shows he was an **Ogre**! On his shoulder rides a mouse-sized copy of himself, part of the same stone as the main statue.

Hermit Alchemist Tower

a tribute to the map *The Tor at Hightower* by Nick Isaacs from the PDF module *A Dark and Stormy Knight* available at <http://www.wizards.com/default.asp?x=dnd/oa/20050329a>



Locked Door #4: The key at K4 opens these doors.

Monster: A **Ghoul Cat** guards this room and the evil **altar** in the back. It moves quickly but does little damage and cannot jump well or reach the high shelf that spans the room.

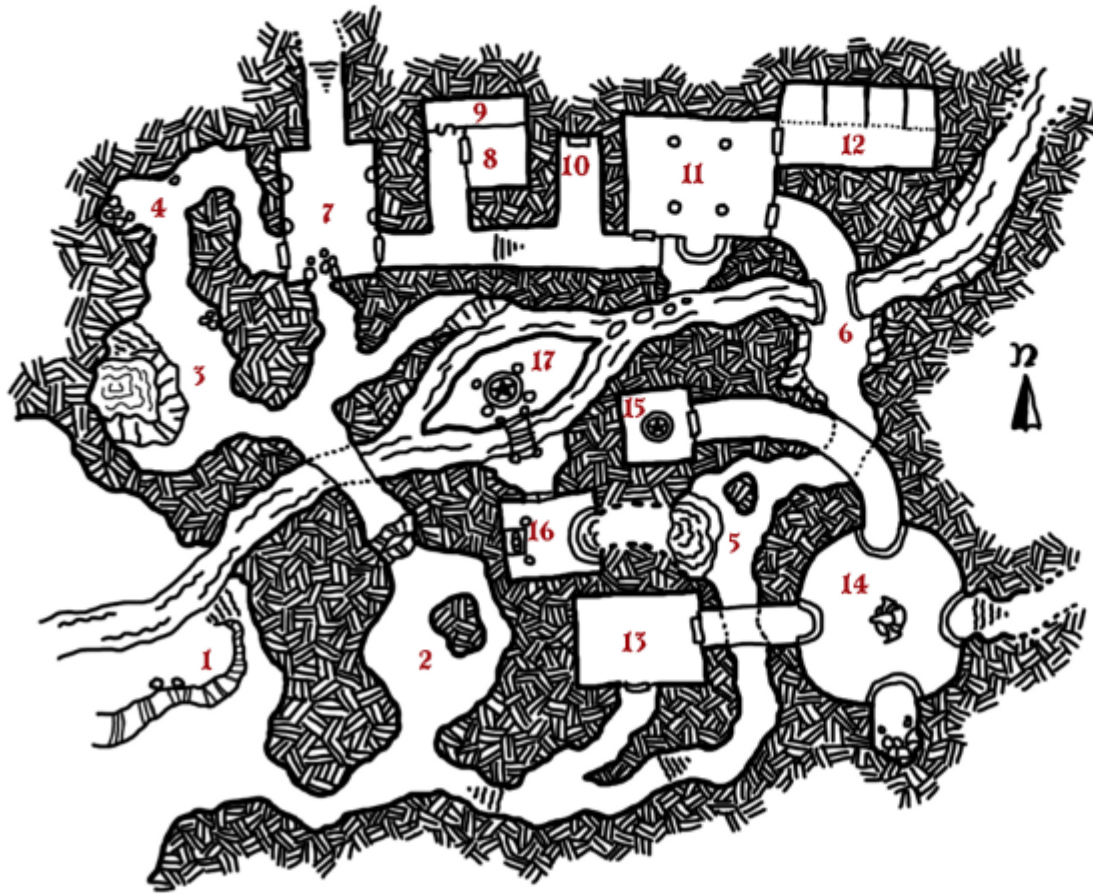
NPC: The **Hermit Alchemist** had moved elsewhere, but his enchantments alerted him when the Kobalts occupied his tower. He arrives to investigate just as the PC attempts to depart.

Problem/Pitfall: The tower's upper story is almost all ruined and rotted. Hidden on the small portion of the floor that remains is a **shrink potion** that makes anyone who drinks it become mouse-sized for one hour. How to retrieve it without causing the floor to collapse and the delicate glass vial to fall?

Quick Heal: The Kobalt supplies on the ground floor include **two healing potions** and one **vial of poison**. All appear identical.

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The Hidden Shrine



A low-level adventure
location by Diogo Nogueira
(pontodeexperiencia.blogspot.com)

RUMORS:

1. The Dead haunt the caverns.
2. A Devil guards a holy item.
3. A Noble Family was captured nearby
4. Aquatic monsters lives in the river.
5. A hero died there with his treasure.
6. There are Portals to other worlds.
7. An evil wizards is conjuring demons.
8. Kobolds ara attacking nearby town.
9. The answer to the riddle is death.
10. The path to the altar is cold.

WANDERING MONSTERS:

1. 1d4 Patrolling Bandits (Humans)
2. 1d6 Kobolds hunting rats to eat.
3. 2d20 bats to confuse adventurers.
4. 1d8 hungry Giant Rats.
5. 1d3 Giant Centipeds.
6. 1d6 Goblins Scouts from outside.

An old dungeon built under an fort, now abandoned and in ruins, that was later connected to natural caverns. Later occupants built a secret shrine upon a island of bones in the river. Now a Necromancer has found the place and kidnapped a family of nobles to sacrifice them to his blood god.

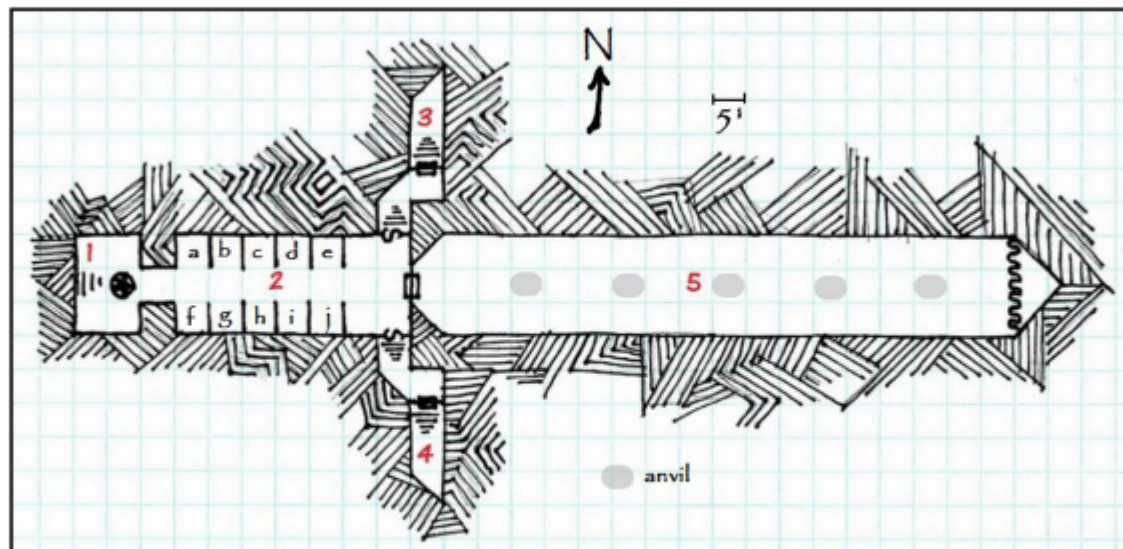
1. 3 kobolds guard this entrance and can cause a small landslide to harass intruders (like a trap).
2. This is the lair of the kobolds. 8 males, 15 females and 20 young kobolds live here. Under a rock in the north there is a bag with a gem worth 250gp, 500cp and 250sp. There is a ravine on the north path that makes it difficult to move this way.
3. This room has a pool of water on the west side where a dead adventurer's body lies with his +1 magic sword. Once getting near the edge of the pool adventurers risk falling there and takign falling damage from 10ft.
4. An insect swarm made residence here and will attack if anyone gets too close.
5. The pool of water on the left side is a hidden passage to area 15.
6. This is where the man-made dungeon connects with the natural caverns. 2 bandits keep watch here.
7. Entrance from the ruined fort. 3 bandits guard this entrance.
8. This is where the bandits rest and live. There is a 50% chance of finding 1d4 sleeping one here. Among their stuff its possible to find in hidden places 1500cp, 700gp and 15 gems (2000gp).
9. A hidden room where older habitants stored old clothes (100gp) and a scroll with a treasure map to another dungeon.

10. False door with a poisoned needle (Save or Die).
11. This hall is usually empty but there is a 50% chance of 3 bandits being here after torturing prisoners in area 12.
12. The noble family is kept here in the cells. There is a father, a mother and 2 boys. The daughter has been taken by the necromancer. They ask for the adventurers help and promise to pay them for their effort.
13. The Kobold Chieftain has taken this room, and lives here with his 3 wives who can fight. He has a small chest with 3000cp and 2000sp.
14. The statue in the middle of the room is of a demon. Whoever touches it must make a save or suffer an effect for a full day (1d8: 1-3 -1 to saves and attacks; 4-6 +1 to saves and attacks; 7-8 no game effect but start hearing evil voices in her head).
15. The door is locked. There is a teleportation circle to the altar in 17 here if the adventurers can decipher the magic writing.
16. The hooded figure statue on the west wall asks a riddle to whoever comes from the water passage: "This thing all things devours, Birds, beasts, trees, and flowers. Gnaws iron bites steel, Grinds hard stones to meal, Slays king, ruins town, And beats high mountain down." (Answer is TIME). If correctly answered the north double doors open, otherwise 8 skeletons rise to attack the adventurers.
17. The necromancer is here performing the ritual. He is quite experienced and has the help of skeletons that can form from the bones of the island as needed. He has a golden bracelet (1000gp) a dagger that function as +1 for chaotic characters and -1 for others, 2 arcane scrolls and 50ep. The noble's daughter is tied to the altar in the middle of the island and will fall in love with one of the heroes if saved.

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The Dutch Oven
Written & Illustrated by Dylan Hartwell



Introduction: The dungeon is a forge and, if completed in order (1-3-5-4), creates either a Lawful or Chaotic +3 longsword. First, the metal chosen in room 1 is heated to white-hot in room 3. Second, the sword must be forged on five anvils in room 5. Third, the sword must be magically inscribed in the column in room 5. Finally, the sword must be quenched and hardened in room 4. Only characters with the same alignment as the sword enjoy the bonus. If a character with an alignment different than the finished sword attempts to leave the dungeon, the statue in room 1 comes to life and attacks the party.

1. Stone steps descend into a rectangular chamber. A 10' statue of a warrior dominates the center of the room. In each hand is a bar of metal, black in his left and silver in his right. Each bar is easily removed. The black bar is infused with Chaotic force; a Lawful character loses 1d4 HP each turn they are touching it. The silver bar is infused with Lawful force; a Chaotic character loses 1d4 HP each turn they are touching it. Neutral characters experience no effect with either metal bar.
2. A powerful odor of brimstone intensifies as the characters progress. Each alcove hosts a single monster statue. If any character touches a statue, that statue comes to life and immediately attacks the party. If any monsters along the North wall (a-e) are killed, the secret door to room 3 opens. If any monsters along the South wall (f-j) are killed, the secret door to room 4 opens. The monsters are: Fire Beetle(a), Giant Centipede(b), Goblin(c), Kobold(d), Orc(e), Giant Rat(f), Spitting Cobra(g), Skeleton(h), Giant Crab Spider(i), Wolf(j).
3. Stairs descend to a small room with a locked door. The air is filled with an overpowering odor of brimstone and a deep rumbling can be heard. A second set of stairs leads to a small room with an open oven along the East wall. There is a pair of iron tongs 2' in length set to the left of the oven. If a character approaches within 3' of the open oven, with or without the tongs, they take 1d4 damage each round. If one of the metal bars is exposed to the fire for four rounds, it will begin to glow white hot.
4. Stairs descend to a small room with a locked door. The air is filled with a powerful odor of mildew and the muted sounds of running water. A second set of stairs lead to a small room with a pool of water covered in a thin layer of mist. The pool is fed by a stream of water pouring from a marble sea dragon's head. If a white-hot metal bar is submerged, it cracks loudly and crumbles apart under the water. If a white-hot sword is submerged, an explosion of toxic steam billows from the pool, filling the room for 5 rounds. All characters take 1d4 HP damage each round until they leave room 4. Because of the thick steam there is a 10% chance of disorientation whereby those within the room cannot successfully exit. The sword is now finished, see introduction.
5. A huge room nearly 100' in length. A series of 5 anvils line the length of the room. If a white-hot metal bar is placed on an anvil, hammers magically appear and pound the bar into the shape of a sword. A floor to ceiling purple curtain obscures the far wall. Behind the curtain are two marble columns 3' in height, one black and one silver. A small opening on the top of each is just large enough for a sword. If a white-hot black metal sword is sheathed in the black marble a thunderclap echoes the length of the room. When the sword is withdrawn, it has a razor sharp edge and a series of unidentifiable runes along the blade. The same occurs if a white-hot silver sword is sheathed in the silver column. If a black is sheathed in silver, or silver sheathed in black, a thunderclap sounds and molten metal explodes from the column. Each character has a 5% chance of taking 1d6 damage. The sword is forever lost.

Edited by L. Shawn Aiken, Robert Morris, David Macauley, and Carter Soles and released under the creative [commons license](#).

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GOBLINVILLE

By Edward Green (edowarsblog.wordpress.com)



1 square = 5 feet

Goblinville is a small goblin community located in the outskirts of a vast ruined city. The goblins scavenge from the ruins, ever vigilant against predatory orcs and opportunistic adventurers. Chief Foz has turned their tiny village into a veritable goblin fortress.

Male goblins wear leather armor and are armed with a mix of spears, short bows, daggers and throwing stones. Goblin females wear no armor, wielding rusty knives or throwing stones. Goblin young just throw stones.

Proficient scavengers, adult goblins are adorned with small bits of crude jewelry made of precious metals and stones (warriors = 2d6 GP; females = 1d6 GP; young = 0 GP).

Barricades (■) block many of the entrances into the goblin village. These are crude barriers, easily smashed, but doing so makes lots of noise, quickly alerting the goblins.

Goblin holes (●), all interconnected via a vast network of goblin-sized tunnels, allow the goblins to easily move about the village, quickly and unseen. The tunnels are also frequented by the goblin's giant rat pets and other, uninvited, 'guests.'

Goblin Tunnel Encounters (Roll 1d6 each turn in tunnels):

- 1-2 = 2d4 Goblin young; they flee, shrieking
- 3-4 = 3d4 Giant rats aggressively attack
- 5 = A hungry giant spider out looking for a meal
- 6 = An irate giant centipede

Pit traps (□, 10'x10'x10') have been dug along the outer perimeter. They are easily spotted, but not so easily circumvented. The pits are

staked, and the stakes coated with a toxic excremental brew. Any poor unfortunate impaled upon a stake must make a save vs. poison or eventually succumb to a nasty flesh-eating disease.

Walls of crumbling mortar and stone stand 5 to 6 feet high. The goblins are adept at scrambling up and running along the walls, from which they fight whenever possible, hurling spears, arrows, stones, even their own feces, down upon invaders. When the alarm is raised, the walls come alive with agitated goblins. If the party attempts to climb the walls and takes no special precautions, there is a 2-in-6 chance (day or night) that a goblin sentry, walking the wall, will notice and raise alarm.

1) Goblin Sentries: Two goblin sentries stand guard at the entrance. They are vigilant, if not proficient, guards.

2) Bachelor's Quarters: Up to 1d6+6 uncoupled male goblins sleep in each room to the left and right of the main entrance (**area 1**), where they can respond quickly to any threats.

3) Inner Guard Post: Two more goblin sentries stand watch near the south barricade. They are less wary than the outer guards.

4) Couples Quarters: Mated goblins live in the middle part of the village, along with their offspring. At any given time each room contains 2d6 males, 3d6 females and 3d6 young.

5) Pantry: The goblin's uneaten captives are imprisoned in this closed-off area. The goblins have installed crude wooden gates on the north and east entrances. Two goblin sentries stand upon the western wall; all the other walls have a single sentry. Presently two orc scouts lay imprisoned within, awaiting their gastronomic fate.

6) Foz's Harem: The northeastern portion of the village is reserved for the chieftan's quarters, and his harem. Chief Foz is attended by six of the choicest goblin females, all of which are armed and fight like warriors. Foz's girls wear various bits of precious adornment worth 1d6x50 GP each.

Along the north wall (**area A**) is a rubbish pit, wherein most of goblin's trash is deposited. The tribe's giant rat pets make their nests here, along with an otyugh hidden beneath the layers of refuse.

The rats like to steal shiny baubles and incorporate them into their nests, which observant adventurers may notice. Each round spent scrounging in the pit yields up 1d6x5 GP worth of gold and silver jewelry, plateware, cutlery and other such valuables. It also prompts repeated attacks by agitated giant rats (1d4 rat attacks each round, per scrounger) and one pissed-off otyugh.

7) Foz's Throneroom: Chief Foz, the 'Firewalker,' is a massive (3 HD), red-hued goblin. A mutant, he is immune to fire and heat, and frequently "walks" the fire pit to prove his potency to the tribe. Foz wears chainmail armor and wields a +1 mace. Jewel encrusted golden chains adorn his shoulders (900 GP value). In his other hand he often wields a jug of noxious 'goblin juice.'

Foz is protected by four hulking goblin bodyguards (2 HD), wearing chainmail, wielding spears, adorned with 1d6x100 GP worth of jewelry and 'shiny bits.'

Should Foz be attacked in his throne room, he and his guards will raise a hue-and-cry, alerting his harem (**area 6**), who come rushing to his aid. Any other goblins close enough to hear the fighting will also join in, hurling missiles from the crumbling wall tops.

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One Last Tribute

A one-page-dungeon (2012) by [Eran Aviram](#)
Map by [Aviv Or](#)

Many years ago two large armies fought over a long lost cause. A brave knight who fell in the combat was buried in a lavish tomb. Over the years, the nearby swamp spread over and conquered the tomb.

The knight's spirit protects the area and the nearby village. His name was Darius but none remembers it, yet for years the villagers regularly brought a tribute of flowers to his grave, in his honor. As the years passed, this custom waned.

Last month, a tribe of goblins moved into the swamp. This infuriated the knight's spirit, which in turn cursed the villagers. The villagers turn to the PCs for help, asking them to venture into the tomb and place a flower bouquet over the knight's grave, deep inside his tomb.

The tomb has half-sunken into the swamp floor, and its two side wings are mostly underground. The floor is dirty and there are several holes in the ceilings.

1. Goblin camp. A heavy fog obscures 5 goblins and their 2 pet giant rats. The goblins are terrified of the tomb and none have entered it. The goblins have several valuable dried mushrooms worth 25 GP or provide a minor bonus for healing.

2. Tomb Entrance. The second floor crumbled into the room and it's full of rubble. The front double-door is unlocked but closed. The grating to the east is held by a powerful magical force. The second time the PCs enter the room, a patrol of 4 sneaky goblins enters through the front door, investigating the death of the ones outside. Each goblin is carrying 1d6 GP.

3. Flooded corridor, up to 1.5 meters of rancid water. 2 bloody swamp ferns (small carnivorous plants) have



grown over the ceiling, and they can move over it. Another one is attached to the door leading to room 4. The big iron door is rusting, and a single hit to the fern will cause it to break, pouring the water (and everyone in the corridor) into room 4.

4. Family Treasures. This room is deeper than the corridor, forming a pool as the water rushes in. There are 3 steel coffins on the floor, unlocked but armed with poison traps. When opened, the poison spreads through the water nearby. 1st chest: 250 GP; 2nd chest: Bronze crown and rings worth 120 GP; 3rd chest: Two ceremonial daggers worth 85 GP each.

5. Adara's tomb. The wife's tomb is desecrated by several small ankhegs with a mother ankheg. Adara's spirit keeps the grating in room 2 closed, and will open it only after being convinced the PCs are of pure intent. She will also grant them the gift of an *amulet of protection*.

6. Heirloom room. A rust monster burrowed its way into the room and it is eating what's left of the cutlery and weapons. A huge ochre jelly is resting against the rubbish pile in the corridor outside, dormant, and will waken at the sound of battle. The rust monster's stomach holds several silver spoons worth 20 GP.

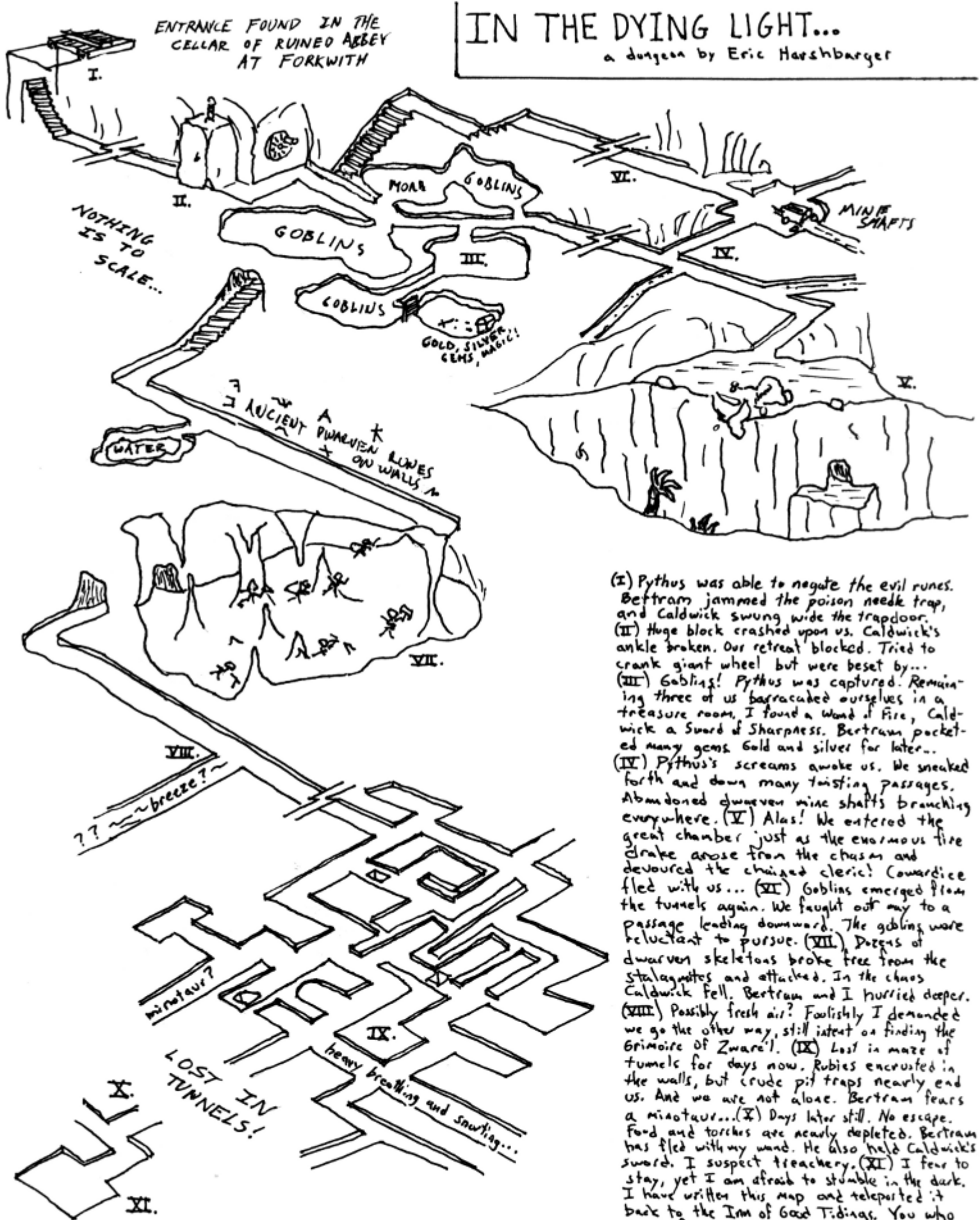
7. Darius's Tomb. The entrance to this room used to be hidden, but the jelly's acid exposed the outline of the secret door. The tomb is guarded by 4 spectral soldiers that demand the PCs leave. The knight's (powerful) spirit only appears if the PCs desecrate his coffin (to attack), or place flowers over it (to thank them). Either way, they'll get his +2 *holy long sword*.

8. Temple Entrance. The well isn't deep but contains a bat swarm that surprises anyone climbing down, and a secret compartment with 4 gems (50 GP each).

9. Ruined Second Floor. (Above room 8) The stairs up are broken at the top, and half the floor crumbled into the room below. A small wood shrine survived. It breaks with the slightest touch, filling the air with poison spores. It contains divine scrolls and a healing potion.

10. Main Temple. 4 magical braziers provide light to this room, illuminating 4 big statues. The large shrine is an illusion, covering a spiked-filled hole with a giant skeletal undead snake and 2 dead Halfling adventurers, carrying a +1 *dagger* and thieves tools.

11. Secret Library. This secret room contains several precious history and religious texts, worth 300 GP, and several spell scrolls.

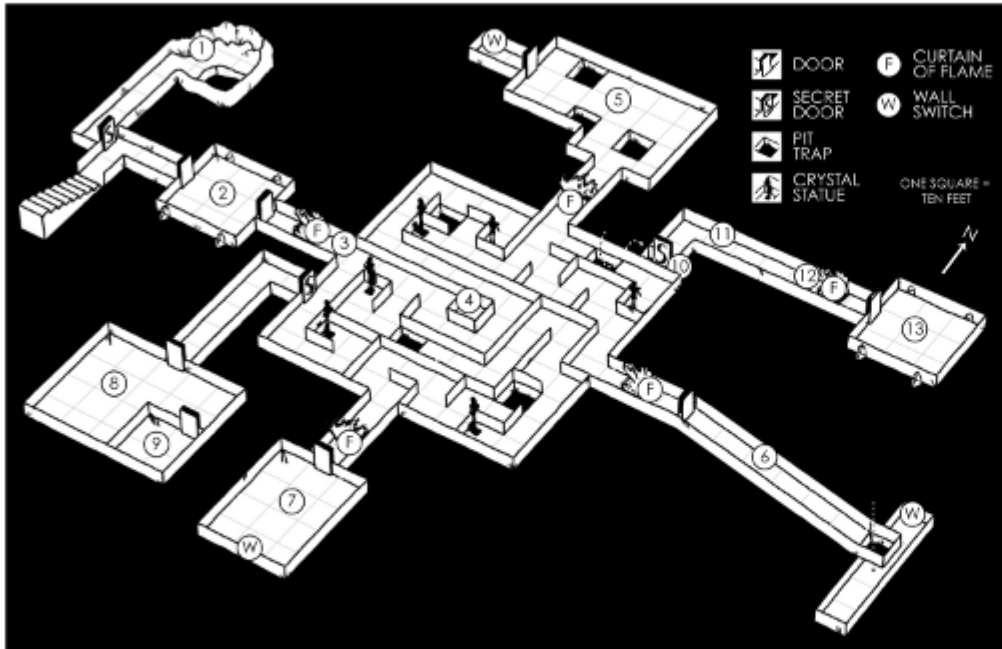


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The Vault of Illusion and the Cube of Power

A dungeon of tricks and traps for lower-level characters



BACKGROUND

Long ago, the illusionist Hilduin constructed an underground vault wherein he practiced and honed his magics. Later, he announced that he'd concealed a potent magical device in the vault—the "Cube of Power"—to be claimed by anyone clever enough to retrieve it. Many adventurers entered the vault, but none emerged with the Cube. Will you be the first to bypass the vault's traps and claim the Cube of Power?

WANDERING MONSTERS

- 1) The party's path is blocked by a phantasmal giant spider in an illusory web.
- 2) 3-6 phantasmal kobolds throw javelins & nets; netted characters at ½ movement until "freed."
- 3) A phantasmal leprechaun "steals" treasure and dances away toward a nearby trap.
- 4) A phantasmal young red dragon roars and breathes illusory fire.
- 5) 2-5 glass skeletons approach and attack.
- 6) 1 living shadow sneaks up and attacks.

ROOM KEY

F: A curtain of illusory flame, with a brass wheel set in the wall so that half sticks out on either side of the curtain. Turning it switches the curtain on and off.

W: A large, dramatic wall switch, enchanted to radiate magic and throws sparks when flipped. The switches are a trick and have no real effect.

1: The Custodian's Workshop. An intelligent, spellcasting living statue of black crystal resides here, tasked by Hilduin with repairing broken tricks, traps and guardians. Bored and chatty, it may choose to guide adventurers past traps only to trick them into worse danger later on. A stone plug covers a trash pit containing an ochre jelly. A large sack hidden in a crack in the north wall is full of treasure retrieved from deceased adventurers, including roughly 500sp & 500gp, an elaborately worked gold bracelet (worth 450gp), a *dagger* +1, two clerical scrolls of *cure light wounds* and a greasy orange *potion of diminution*.

2: Warning Chamber. When a living creature enters, a *magic mouth* appears and intones: "Only the most cunning adventurers will claim my Cube of Power. To the rest of you, I offer this choice: flee to safety, or embrace your inevitable doom!" One minute later, the doors close and lock automatically, and 4 glass skeletons emerge from illusion-shrouded niches and attack. Once all skeletons are defeated, both doors open.

3: The Glass Maze. The stone walls of this maze are as clear as glass. They have a peculiar magical property, in that monsters on the far side of a wall are invisible! Living crystal statues stand guard, ready to attack any intruder who comes near—especially those who're helping companions out of the maze's various pits, which are concealed with illusions of solid flooring. The living statues won't leave the maze area but will otherwise pursue intruders relentlessly.

4: The First Fake. A crystal cube, enchanted to radiate magic, rests on a stone pedestal. It can be seen through the glassy walls but is wholly inaccessible.

5: The Rat Room. Phantasmal rats scurry across the floor. Moments after the party enters, three phantasmal rat-men appear from the west door and fire arrows, trying to lure characters into the room's many illusion-shrouded pit traps. The easternmost pit holds the broken-legged skeleton of a now-deceased adventurer, which swings a *cursed sword of berserking* +2 at anyone who falls in! It still wears a backpack containing thieves' tools, a few coins and an intricate silver key that unlocks the chest in room 9.

6: The Falling Hall. This appears as a horizontal corridor ending in a wall of spikes. It's actually a greased sloping corridor terminating in a spiked pit, but a permanent illusion disguises the grease, makes the corridor look straight and twists the image of the pit 90 degrees. Thus, a character that steps onto the slope seems to skim across the floor, bounce into the air and slam into a 'wall' of spikes. Three cobwebbed skeletons in corroded armor are impaled on the spikes; their bags hold rotted provisions, a few coins and a tattered map marking the location of Hilduin's vault. A giant spider nests in the southern nook.

7: The Rainbow Room. Shimmering colors and darting shadows writhe across the walls and floor of this room. Characters who fail a saving throw versus magic are hypnotized by the patterns until they're injured or a fellow character shakes them back to their senses. A living shadow lurks amid the colors. A pressure plate in front of the wall switch causes a corrosive green slime to dribble down from the ceiling.

8: Hilduin's Laboratory. The Steward—an intelligent, spellcasting living statue of blue crystal—awaits its master's return here. Though unaggressive, it will fight to protect its master's property and is not easily deceived. Shelves contain books of occult lore and jars of weird reagents, sufficient for an illusionist to perform magical research.

9: Hilduin's Bedchamber. Contains fine furnishings, elegant (albeit mildewed) tapestries and clothing, and a locked chest. Opening it without the key from room 5 unleashes a *phantasmal killer*. The chest contains a pouch of pearls (total value 2000gp), a fizzy blue *potion of invisibility*, and Hilduin's spellbooks.

10: The Fourth Way. This secret door is located at the bottom of the northeastern pit in the Glass Maze.

11: The True Cube. Behind a loose stone in the wall, up near the ceiling, there lies hidden a gold-inlaid ivory coffer (worth 500gp) containing the true Cube, a fist-sized crystal block that generates six distinct illusions—*dancing lights*, *hallucinatory forest*, *invisibility*, *light*, *phantasmal lightning* and *phantasmal serpent*—once each per week. When the box is opened, a *magic mouth* appears inside it and says, "Congratulations! My Cube of Power is now yours. Use it as you will, with the knowledge that your newfound power stems from the generosity of Hilduin, Master of Illusions."

12: Real Fire. If the wheel by this curtain of illusory fire is turned, a ceiling nozzle sprays oil past a striking flint, showering a 10' radius with burning oil.

13: The Second Fake. A crystal cube, enchanted to radiate magic, rests on a marble pedestal. When the cube is touched, the door closes and locks (spike holds on 1 in 6). An illusory spiked ceiling descends over the next two rounds; those who fail a saving throw versus magic fall unconscious. Immediately thereafter, four glass skeletons emerge from illusion-masked niches and attack. The door opens once all skeletons are defeated.

Designed by Eric Minton • Map drawn by Joshua Krause • Released under the [Creative Commons Attribution-Share Alike 3.0](https://creativecommons.org/licenses/by-sa/3.0/)

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Zombie Elves

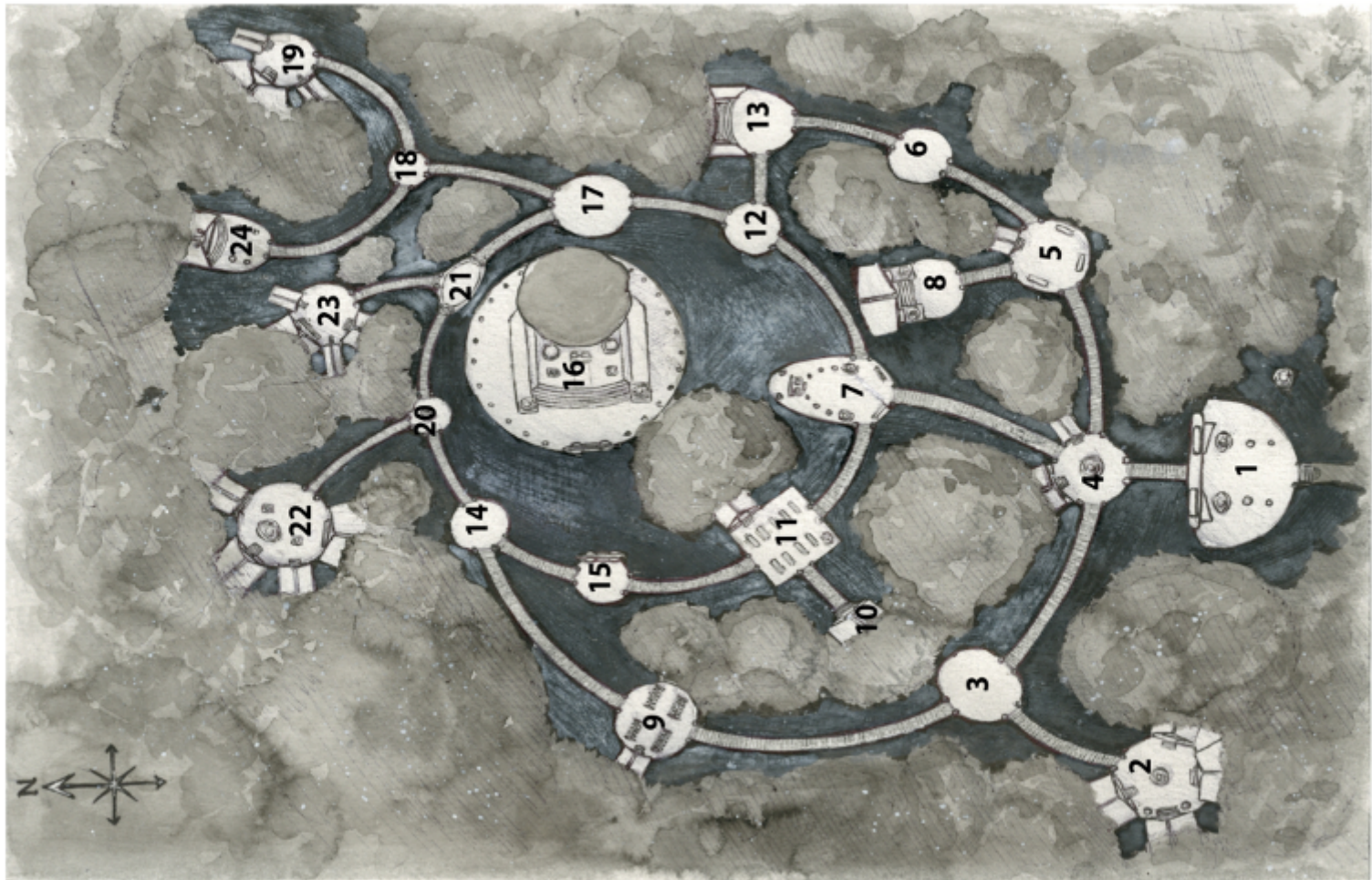
An adventure for justified massacre

by Vangelis Vafeiadis vagva@gmail.com (scenario)
& Nicolas Kabasele nicolas.kabasele@gmail.com (map illustration)
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There are no news from the friendly elven tree-village in the forest after their big summer solstice celebration. Moreover, some concerned and brave human villagers who wne to investigate, have never returned. Something mysterious is happening, as some claim that the village is engulfed in a thick layer of chilly fog and unnatural silence . . .

- 1 - Entrance:** At the top of the platform the atmosphere is foggy and there is a chill in the air coupled with a foul smell. No visibility beyond 15". Silence hangs everywhere.
- 2 - Elven quarters:** Spiderwebs and dust lie everywhere. A number of Giant Spiders which lurk in the trees above are waiting for the right moment to attack. A locked chest contains a green emerald (which activates the bridge at P15).
- 3 -** This platform is completely empty. No signs of battle or destruction.
- 4 - Foyer:** The silence breaks by the the attacking screams of human zombies.
- 5 -** On this platform lie several dead elves. They are mutilated and half-eaten.
- 6 -** An empty platform with a trail of blood and gore leading to P13.
- 7 - Common Hall:** In this platform there is a huge pile of half-eaten body parts and bones scattered all around. Roll for morale; failure means a penalty on attack and damage rolls. Check for morale again after a successful combat
- 8 - Temple:** Two elves lie dead amongst a pile of zombies. Each carries 1 healing potion and 1 flask of holy water.
- 9 - Armory:** Several weapon stands lie broken or turned over. There are 2 longswords, 3 spears and 2 long bows of elven design, as well as 60 arrows in three quivers (GM decides if and how many are magical as well as their abilities).
- 10 - Guestroom:** In this room there are dead bodies of gnomes and half-elves. The bodies are unspoiled. However, they are zombies in the making who will try to surprise the PCs as soon as they turn their backs.
- 11 - Tavern:** This platform is full of tables and chairs filled with spiderwebs and dust. Glasses with wine are still on the tables. Several casks are stacked on the eastern side of the platform. However the wine has turned to **poison**.
- 12 -** Elven Zombies guard this platform and will attack the PCs on sight.
- 13 - Music School:** There are several bodies of young elves lying around among broken musical instruments and torn books.
- 14 -** Elven Zombies guard this platform and will attack the PCs on sight.
- 15 -** Two bridge poles without a bridge stand here, facing the mother tree. Their tops are carved in a way that it seems that they are slots for something (two green emeralds which activate a magical bridge to P16).
- 16 - Throne Room:** The zombie elf king and queen, along with their guards stand in this platform. They are gathered around the trunk of the mother tree, which is rotten black, emanating a green aura. If the PCs restore the tree (see P24) before killing the zombies, then the king and queen will be restored as well, but the guards will not. When the tree is restored the PCs will see a glimpse of a skeletal ghost screaming in agony before retreating in the trunk and feel a strong tremor coming from the roots.
- 17 -** Empty elven platform with a blood trail leading to P18.
- 18 -** Elven Zombies guard this platform and will attack the PCs on sight.
- 19 - Elven Quarters:** There is a young elf hiding here. It will follow the PCs and provide clues about the missing bridge if needed, but will not fight.
- 20 -** This platform contains a fountain with crystal clear water, which if drunk will restore some of the hit points of the players (once for each).
- 21 -** Elven Zombies guard this platform and will attack the PCs on sight. One holds a (spell)book which has a scroll in it (see 24).
- 22 - Elven Quarters:** A trapped and locked chest contains 1 green emerald (which activates the bridge at P15).
- 23 - Elven Quarters:** A hidden spot on the wall contains minor treasure.
- 24 - Wizard's Study:** In this room there is a log of the wizard's research on the problem. According to it someone has to put holy water in the wound of the tree which can be found in the central platform of the mother tree and then speak the words in the scroll that the wizard has prepared.

Aftermath (Optional): The tremor was caused by the opening of a gate on the tree's trunk which leads underground. If alive, the elven king and queen admit that the tree was keeping the tomb of a great evil shut. Obviously something breached into the tomb, letting the spirit free. They urge the PCs to destroy it or seal the tomb again, before the spirit gathers its formal strength and the surrounding lands fall into darkness, fear and misery once again . . .





The River of Stars



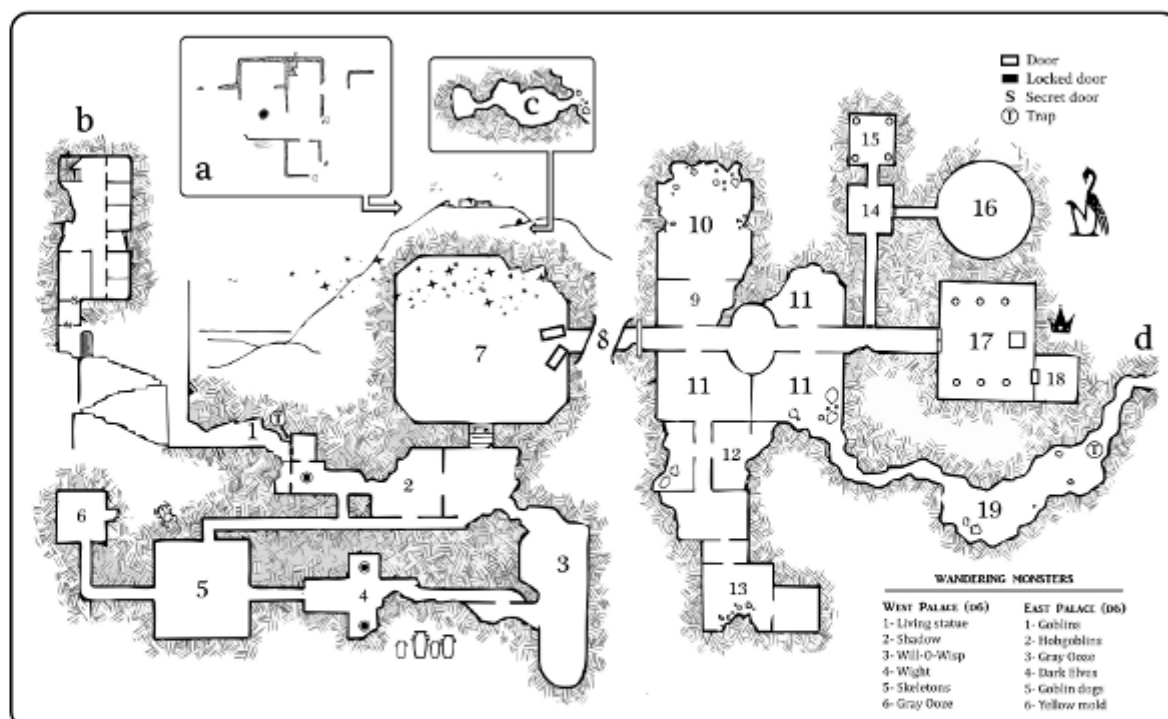
by Fco. Javier Barrera

THE RUINS OF THE PALACE OF THE MUSICIANS

On the top of Mount Urgul, watching over the beautiful city of Ur-Agnès, raise the gaunt ruins of the Palace of the Musicians. Under the ruins, lies buried an underground complex of buildings that formerly were part of an older and mysterious palace of the fallen Sochara Empire.

When the troops of the Infant King of Merarca conquered the island to the giants, the Corumme family, captains of that powerful army of men, built the Palace of the Musicians over the buried palace; perhaps knowing its existence, for the Corumme have been related to the practice of "The Arts" since centuries. There they dwelled until fifty years ago, when a fire turned to ashes the palace and its inhabitants, and it was never rebuilt.

The legends about what happened in the Palace of the Musicians and the lost treasure of the Corumme attracts adventurers from all over the world but none of them has discover the true of its nature.



MAP KEY

Note: Adapt the number of enemies and NPCs levels to the party level.

a- RUINS OF THE PALACE OF THE MUSICIANS. Stairs leading to the basement. For every turn here, throw a d6: 1-3 the **skeletal cave bear** appears.

b- BASEMENT. Two secret doors give access to the passage that leads down to the buried Sochara Palace.

c- DEN OF THE SKELETAL CAVE BEAR. The curse begins to extend beyond the underground palace and has affected the bones of a cave bear that rested on the caves near the ruins. Now, he's spreading the terror in the valley. **Skeletal Cave Bear.**

1- ENTRANCE DOORS. Locked doors. The inner side of the entrance doors has marks of scratches in spiral. **Trap** (1-2 in d6. Damage: 1d12 + paralyzes d10 turns).

2- DEAD GARDEN. Every night dozens of purple flowers sprout and wither in seconds, as a beating. The Dead Garden is home of a **Zombie Plant**.

3- HALL OF MINIATURES. Former dance and events hall. Coloured mosaics cover the walls and the floor. The mosaic on the floor reveals the secret doors and hidden connections of the Palace. Spirits of the dead dance eternally in this room. **Spectres.**

4- THE TWO FOUNTAINS. One cures wounds, the other one recovers from illness. The gem stones in the water keep inside the spells of their creators.

5- THE ALTAR OF THE UNDEINE. In the South wall of the room an altar rises in wich the scale of an Undine has been deposited to purify the underground waters that move under and feed the two fountains of room 4. The statue of an Undine presides the altar and will attack if somebody tries to extract the scale or the gem stones of the fountains. **Living statue of Undine.**

6- THE VAULT. Formerly it led to an underground level, completely closed at present. Now is home of a **Yellow Mold**.

7- THE RIVER OF STARS. The room known as "The Starry Night" or "The River of Stars" is covered by an enormous vault. The vault is decorated with nocturnal sky map, in wich the stars shine with magic light, illuminating the room. A prolonged study of this map would reveal the exact position of the lost capital of the old Sochara Empire. Here lies the corpses of many of the inhabitants who were buried during the earthquakes that destroyed The Starry Palace. **Lost Souls** (wights / skeletons).

8- THE PERGOLA. This shaded passageway connected the public part with the private part of The Starry Palace. The passageway is filled with the corpses of deceased servants and guards of the Sochara. **Skeletons / spectres.**

At the end of the Pergola, the goblins of King Okusani have built a parapet to be protected from the incursions of visitors of the West part of the Palace. **Goblin guards.**

9- LIBRARY. Most of the books here will crumble up at mere contact. A locked secret shelf preserves in good state the personal diaries of the empress and some of her most priced jewels (5.000 GP). **Trap** (venom; 1-4 in d6, Lethal). In this room await the personal guard of Maximilian. **Dark elves.**

RUMOURS (06)

Under the ruins of the Palace of the Musicians, a treasure of incalculable value is hidden but protected by a terrible curse and a guardian that neither the time nor the flames have been able to exile. **(T)**

A ghostlike beast is devastating the farms near Mount Urgul. The hunters talk about a restless spirit that doesn't devour the meat of its victims. **(T)**

Some children of the farms near Ur-agnès have disappeared while they slept in their beds. The people talk of northern enslavers kidnapping the children to sell them in the slave market of the distant Qûr. **(F)**

The Corumme family build the Palace of the Musicians. They were rich and powerful although in the period of the fire that destroyed the Palace only the youngest of the brothers was sane. Some state that he survived to the fire but nobody has saw him again or known anything about him. **(T)**

10- OLD OBSERVATORY. Personal room of Maximilian, Okusani's lieutenant. **Maximilian** (Darkelf; demi-Powerful NPC).

11- GOBLIN ENCAMPMENT. Most of the goblins that serve King Okusani are distributed in these rooms, awaiting his orders. **Goblins.**

12 & 13- PRISON and TORTURE ROOM. The Torture room is illuminated by a milky light of unknown origin. Here works **Mako the jailer** (hobgoblin; NPC).

14 & 15- PRIVATE LIBRARY and CHAMBER OF DOMESTIC RITES. The Sochara put in this room the books related with The Arts. The books only can be manipulated with the Ahrar Gloves (now in Okusani's hands). Any contact without them would submit the mind of the reader to the will of the book.

16- THE ORIGIN OF ALL EVIL. There are seven doors painted on the walls and a golden point that indicates the center of the room. Here rests Quâ-quâ'h, originally a water spirit captured by the Sochara, now, after centuries of captivity, a devil of Grudge. The Corumme didn't free him for they longed for the lost Arts of the Sochara. He corrupted their souls until they turned mad. Only one Corumme escaped his fate and set fire to the Palace. Since then, the grudge of Quâ-quâ'h has corrupted the Palace itself and the entrails of Mount Urgul, and now starts to extent further on, threatening Ur-agnès.

Quâ-quâ'h animated the corpses and throw the spirits against the living. He's trying to cheat Okusani and be released. Only destroying Quâ-quâ'h will finish the curse. **Quâ-quâ'h, Devil of Grudge** (Powerful demon; NPC).

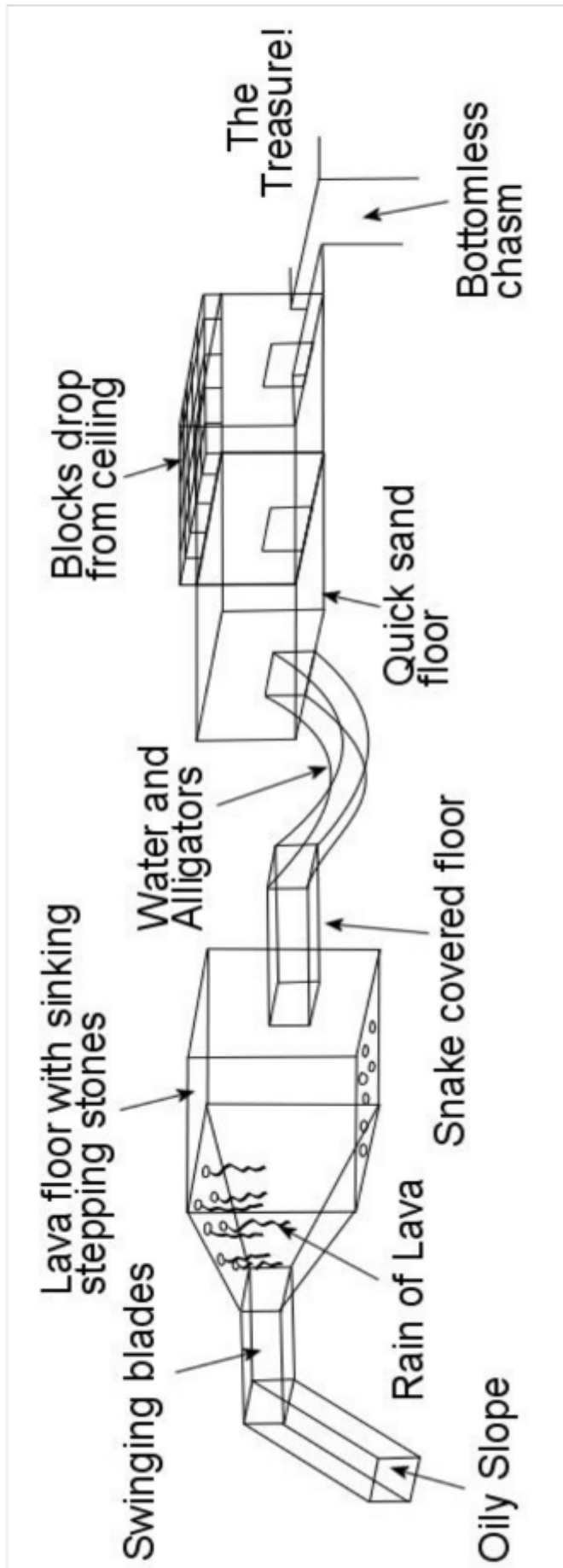
17- THE COURT OF THE OGRE KING. Okusani is an ogre mage who has proclaimed himself king. His goblins discovered the ruins of the Sochara palace by accident, while they were exploring the Underdark. Now he's trying to reveal its secrets. He uses this room as his throne room and is always protected by his personal guard. He keeps the keys of the locked door that leads to rooms 14, 15 and 16, and the one of the Treasure chamber. **Okusani** (Ogre mage; powerful NPC) and **personal guard** (Elite Hobgoblin guard).

18- TREASURE CHAMBER. Okusani keeps in this chamber the treasure recovered from the East part of the Palace, as well as his personal treasure (**Treasure trove**). The treasure is guarded by his pet **Alcoba** (Pseudodragon).

19- TO THE UNDERDARK. An alarm trap and several goblins protects the bastion of the ogre king of non invited visitors. **Alarm Trap** (1-5 in d6. Damage: d6 and deafness) and **Goblins.**

One Page Dungeon

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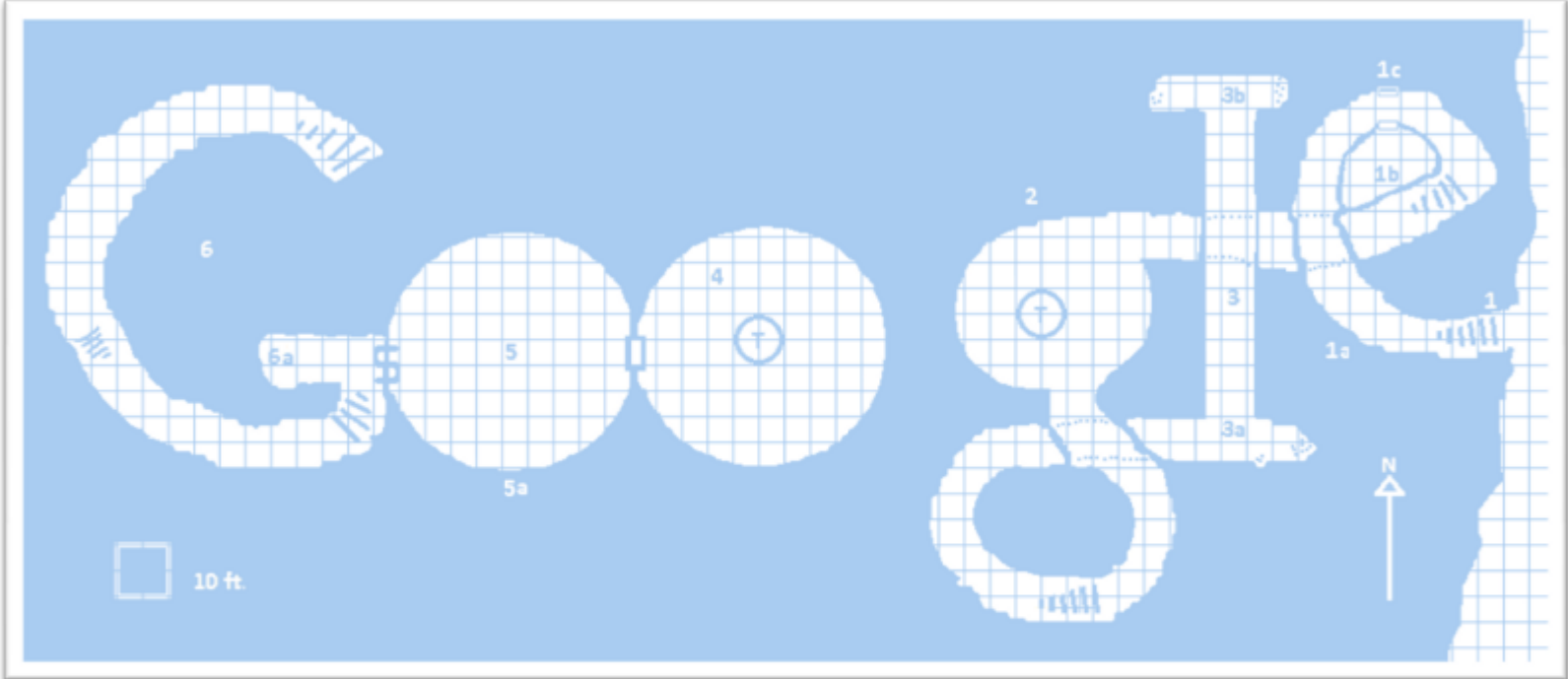
The game is for exactly 3 players. You can match this dungeon to any genre. Your character will be defined during play. **Background:** The "ancients" left behind a great treasure, perhaps the greatest treasure of all time, but they left it guarded by a clever devious trap system. Only three people have a chance to get that treasure. Players take turns in strict rotation each attempting to defeat the next trap in the sequence, see the diagram for the sequence of traps (left to right). **During a turn** a player gives an outline of how they will attempt to defeat the trap. Then roll a D10, if they score 8+ they succeed and can explain the full details of how they defeat the trap and get to the other side(*all players are now assumed to have passed the trap*). If they fail, the player may "burn" one or more resources to increase their score. Other players may assist by burning their own resources to increase the score. If the final score is 8+ the players involved describe the scene and how they used the resources to defeat the trap, the next player starts on the next trap. If the final score is less than 8 the attempt has failed and the player who's turn it is takes a penalty, the next player starts their turn on the same trap. You may not move to the next trap until the current one is defeated.

Resources. Each resource may only be used once during the game. No two players may have the same resource. You do not define the resources before play they are made up during play.**Item of Equipment:** This is a piece of kit., it adds +3 to the die roll.**Training Montage:** In terms of a "Flashback" describe some of the training or history that applies to your current challenge, it adds +2 to the die roll.**Desire or Love:** Your character has a reason to win, describe how it motivates. This adds +1 to the die roll.**Penalties:** Each character may take two penalties, a third penalty kills the character in a heroic manner.**Penalty 1:** The trap is actually defeated successfully, but the any further die rolls involving the character for the rest of the game are at a -1 penalty.**Penalty 2:** the trap is not defeated and any further die rolls for the rest of the game involving the character are at a -1 penalty, this is not cumulative with Penalty 1.**Penalty 3:**Character is dead.

Inspired by the works of Matthew Reilly
(<http://www.matthewreilly.com/>)

Visit my web site at
(<http://blackdogofdoom.blogspot.co.uk/>)

The Oracle of Pagebrin by Gabriel Pérez (urudnd@gmail.com)



Background: Legends tell about a magical place in a mountain range near the coast that houses the all-powerful Oracle of *Pagebrin*. Many adventurers have set forth with promises of untold riches and assurances that the oracle does not serve the darkness. Wary adventurers however reflect upon the implied fact that the oracle does not serve the light either...

1. Entrance: After a flight of worn slippery stairs, a dark tunnel slopes down and to the right into the darkness.

1a. Welcome: As you pass by, a magic mouth on the wall to your left asks: "What are you searching for?" After a pause, and regardless of the answer given (if any), the mouth exclaims: "You came to the right place!".

1b. Playroom: A wooden door (closed but unlocked) leads to an oddly shaped room that has a round green felt covered table and several chairs around it. Several chandeliers and a lamp hanging from the ceiling by a chain light this room. On the table there are different sets of cards, coins and dices. A leprechaun dressed with a blue hat, a red shirt, yellow trousers and green boots is sitting at the table absently toying with them. "Hello! Do you want to play a game?" he cheerfully says when he sees the party as he takes out a deck of cards from his pocket (which is in fact a *Deck of Many Things*).

1c. Portal: This opulently decorated misty archway has a Greek cross sign engraved in its cornerstone. It functions as a *Gate* to a magnificent banquet hall lavishly set with thousands of chairs but with no one in sight.

2. Search Room: A roughly oval cavern houses a rectangular pedestal of grey granite with rounded edges (2 ft. high, engraved with black glyphs) right in the middle. The walls are lined with rows of shelves stacked with books, scrolls, and parchments on random topics. A successful decryption check reveals that the glyphs allude to luck. Whenever an item is removed from the shelves, a similar item can be seen behind. Any items taken from this room disappear when the party leaves the room. There is an exit to the South. The pedestal functions as a *Teleport* to room 4.

3. Abandoned Corridors: Masonry-made dead-end corridors of dubious craftsmanship run North to South. Wavy mosaic patterns adorn the walls. These corridors are dusty with cobwebs and debris.

3a. Trap: There's a 1 in 6 chance of falling masonry and bricks.

3b. Sign: A dusty bronze sign on the North wall reads: "← Beach – Apiary →"

4. Domed Room: The dome in this room appears to be open to the outside, but it's actually an illusion placed over a *Gate* that only allows pigeons to go through. The walls are lined from floor to ceiling as far as the eye can see with nooks. Carrier pigeons come and go constantly from this room; if attacked or captured they all turn into Angry Birds and retaliate. A pedestal identical to the one on room #2 sits in the middle; it's a *Teleport* to room 2. To the West there's a stout wooden door (locked) and reinforced with iron bars.

5. Round room: The walls of this room are pitch black and the only source of light is a 1ft. diameter *Crystal Ball* that sits atop a 5 ft. high red marble column. Bleached bones litter the floor around the column. The crystal ball shows random depictions of strangers in unknown places; a save is required to prevent being enthralled by the images and forego nourishment until natural death occurs.

5a. On the South wall, 5 ft. from the floor, there's a lever. If activated, the crystal ball shows what's happening in the room.

6. Map Room: A tunnel with several sections with steps slopes up into the unknown. The walls are covered in murals of painstakingly detailed maps from faraway places.

6a. Treasure: A bright red X is painted over a loose flag on the floor. Digging beneath for 1 round unearths one broken chain link and one gold piece. This can be repeated indefinitely.

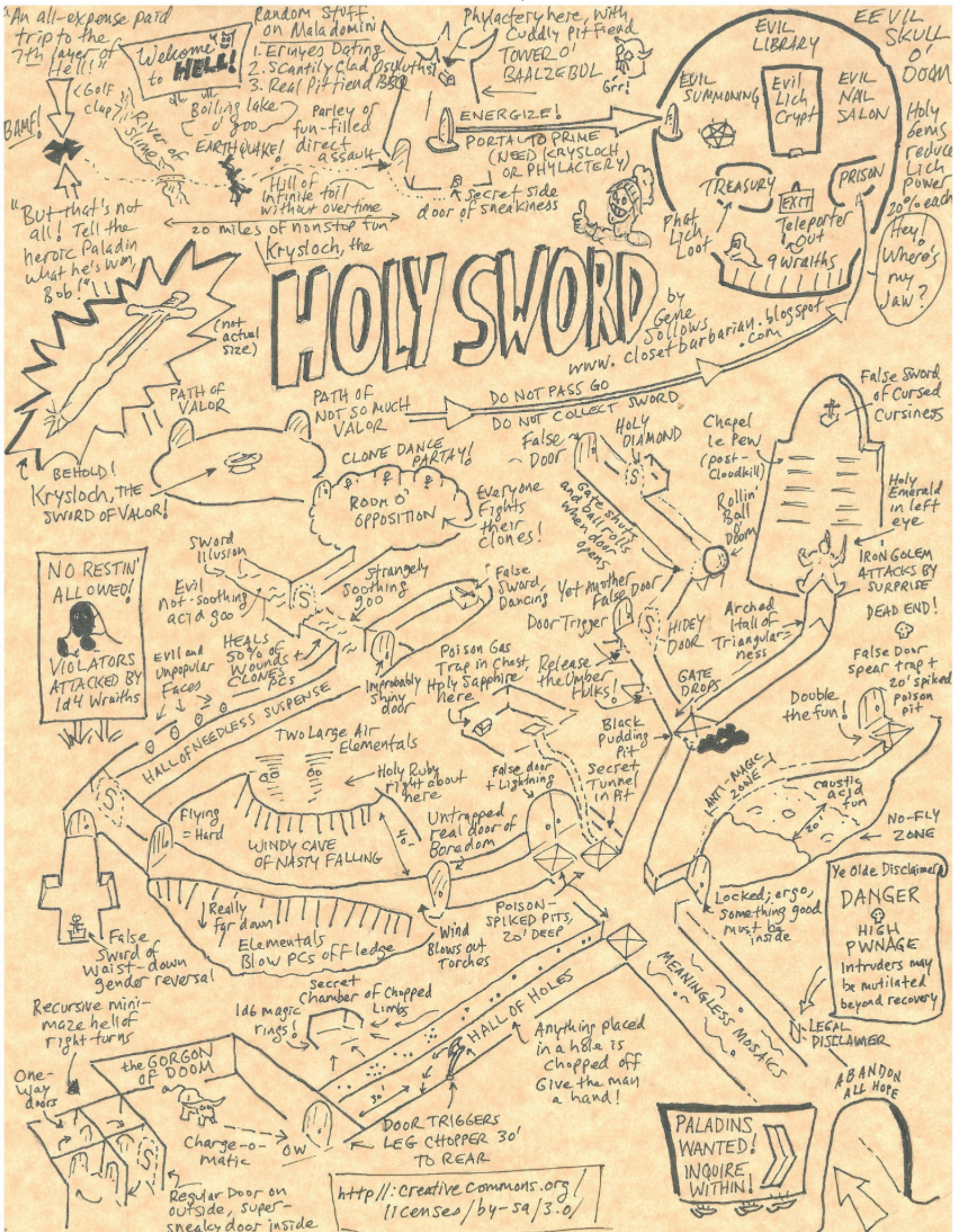
Wandering monsters (1d6):

1. Gang of 2d4 criminals
2. 2d4 pirates
3. Bug swarm
4. 1d3 trolls
5. Travelers to/from a near city/ville
6. 2d4 angry birds

Notes:

- All rooms are dark unless specifically noted.
- Ceiling is 10 ft. high unless specifically noted.

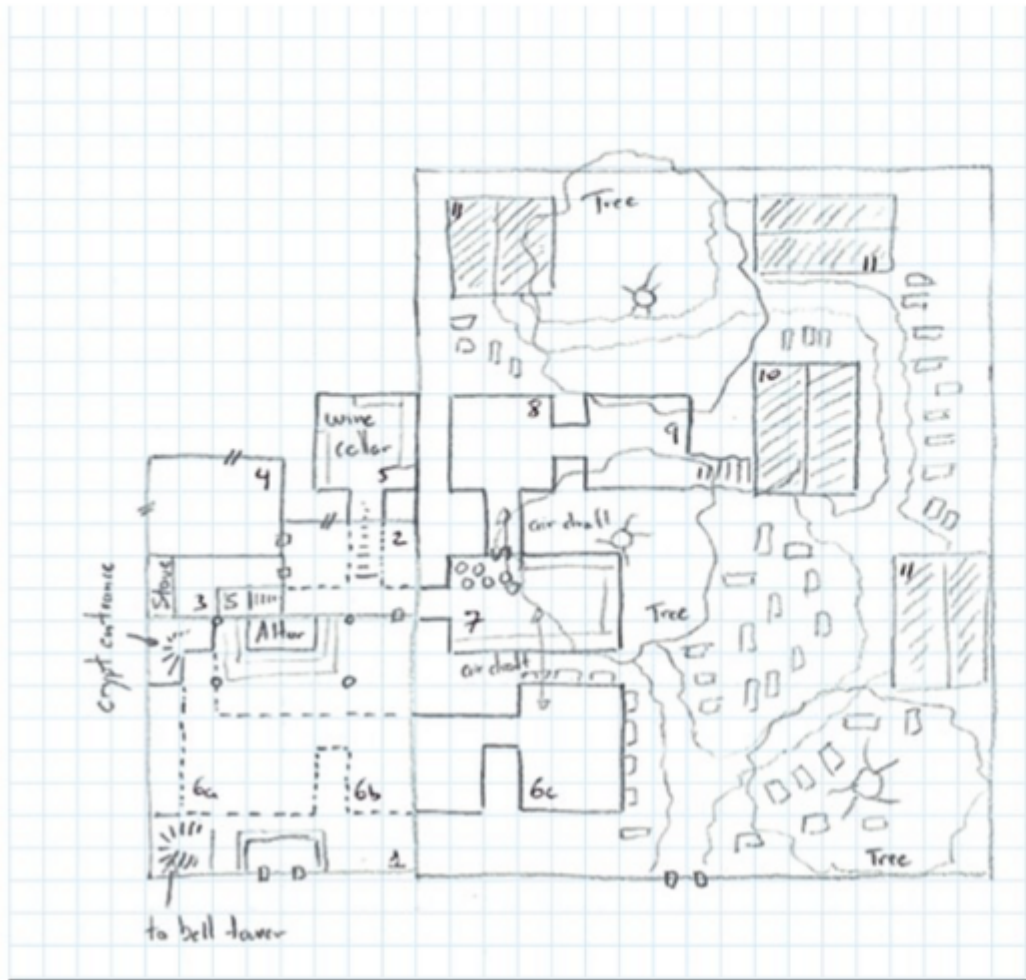
Gene Sollows - Holy Sword



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The Graveyard

A priest falls prey to the dark magics as he tries to bring back his loved one from the grave. His love returns as a wight that attacks and turns him into a wight as well. Now they haunt the chapel and the surrounding countryside with their ever growing flock of undead.



Intro

Possible introductions to the adventure are: hearsay in the nearby village of disappearances in the area; characters happen to stumble upon the ruins (some warning should be given by writing on walls or trees, preferably with blood). Arrival during dusk is preferred. Letting night crawl upon them as they begin to investigate. Create tension by raising zombies and skeletons from the graves and crypts (11). Ghosts may also come out from the hangman's tree on the lower right part of the map (for high level adventures)

Wandering Monsters

Wandering monsters are only found on the cemetery grounds and in the chapel's main gallery. Shortly after sunset and before sunrise wights and ghouls may move around 7, 5, 4, 3, 2 and 10. Consider this as a possible encounter with these creatures outside their assigned areas.

Nighttime (1d8)

1 Giant Spiders
2 Giant Rats
3-5 Zombies
5-6 Skeletons
7-8 Ghouls

Daytime (1d8)

1-3 Giant Rats
3-7 Zombies
8 Ghouls

Monsters

Room 6: Skeletons. 6a 2d8, 6b 2d4, 6c 3d4

Room 8: Wights (2). The wights are the core creatures in the dungeon. They can be two normal wights. The female being stronger than the male given she was called forth from the netherworld. An optional spin is that the male wight is immortal as long as the female wight stands. Killing the male wight will only banish him for 1d4 rounds after which he'll return fully recovered. Only killing the female wight first frees his soul and allows him to die for good.

Room 9: Ghouls. 2d6

Legend

S - Secret Door

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<http://oldguypg.blogspot.com>

Room Key

1 square = 10 feet

1. Chapel's main gallery. The main gallery still stands with a few holes in the roof. The walls are covered with frescoes depicting deities and event in local history. There are backpacks and left over equipment scattered around as well as remains of fires once lit inside this area. Evidence of combat can be seen on the pillars and benches as sword cuts and weapon damage to the structure. Blood stains can also be observed, but no bodies or remains are to be seen anywhere. A stair leads up to the bell tower from which a clear view of the valley can be seen from above the mist that surrounds the area. On the north western corner a staircase leads down to the catacombs. The altar which was once well kept is now deteriorated and stained by soot from fires burned in this area.

2. Cleric's living area. This was the old living room and reception area to the cleric's quarters. A table and some worn out chairs can be found here. There are scattered remains of adventurer equipment in the area.

3. Kitchen. This room is the main cooking area for the chapel. A fire pit with partially burned wood is to the west of the room. Few kitchen appliances can be seen and a close inspection of the floor will reveal a hidden door on the south eastern corner leading down to the cellar.

4. Bedroom / Study room. This is the main quarter for the cleric in the chapel. A bed now eaten away by rats and an old table and chair remain in the room. The window has been blown away and the elements have been eating away at what remains inside.

5. Wine cellar. This old cellar still contains good wine and some vinegar from the times the living frequented these rooms. No creature dwells here although ghouls and the wights might pass in front of it on their way up to the chapel.

6. Catacombs. Three catacomb rooms were built under the chapel. Going from oldest to newest as the distance from the entrance increases.

a) The oldest of the three rooms. The walls are filled with niches. Some are closed and some are opened. In them skeletons lay that will reanimate when the party passes through this room. They will usually wait for the party to enter 6b and trap them inside the catacomb.

b) This middle section contains niches on the walls as well as in the floor. Reading the names and dates of these stones will reveal that important people have been buried here. From high ranking nobles to clerics and military heroes. The skeletons of what appears to be dead warriors line the walls and these will reanimate shortly after the party begins to explore this area and as soon as the skeletons in 6a are covering the exit.

c) This is the newest part of the catacombs. There are a few skeletons here and a great deal many empty niches. The ones on the north wall have cracked under the roots of the trees above and a draft of air will be felt coming from the cellar beyond. Adventurers can easily dig through the dirt to enter the cellar this way.

7. Main cellar. The main cellar once contained a great amount of food that has now gone to waste. Only old wood boxes and barrels remain. No creature dwells here, but ghouls and the wights might go through here on their way to the chapel. There is a secret door behind the old and rotten barrels. It is easy to find due to an air draft that flows through the now poorly sealing door and the marks of repeated usage on the floor. The cellar is collapsing due to the pressure from the tree roots above.

8. Study room. This room is the lair to S'livan's and Lourousee's wights. This old study room was once furnished with great artwork and masterpieces of fine gold and jewels. Only the gold and jewels remain as well as captured treasures from past victims. The room is foul with rotten remains and stench of death.

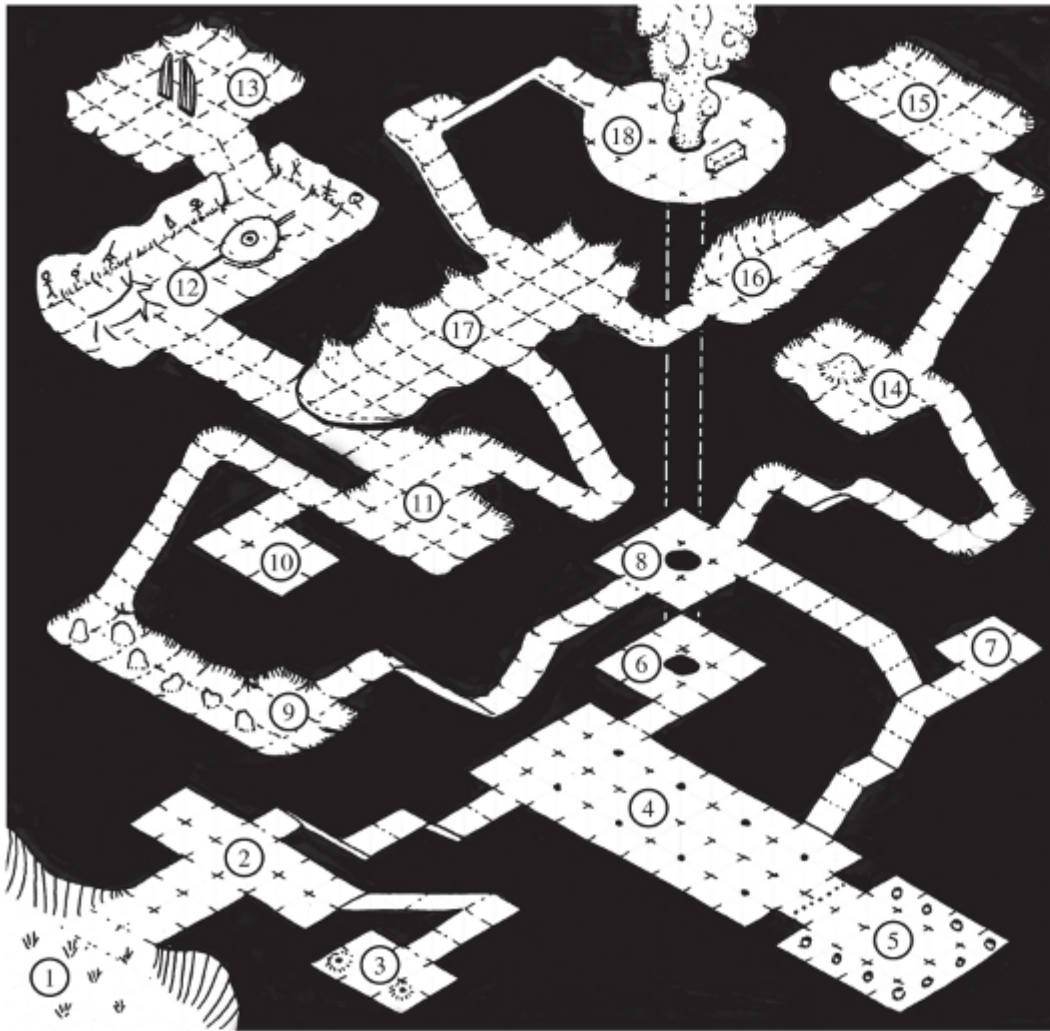
9. Prayer room. This room is the lair to the ghouls the wights use for their dirty work. They rest here during the day and wander out at night. A fight in 8 will draw their attention and they will go help their masters.

10. Crypt of the cleric's family. This is where S'livan's family has been buried. S'livan arranged a secret entrance be made to this crypt from the chapel dungeon. It is now used by the ghouls to go out hunting at night.

11. Other crypts. There are three other crypts in the graveyard. They belong to important families in the area. Since the haunting of the graveyard no other member has been buried here and no one has come to claim the bodies. Some worry about the terrible fate these dead relatives may have met.

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• DEVIL GUT ROCK •



1. Entrance - In a large shallow depression lies the steaming form of Devil Gut Rock. Stinking gasses cloud the ground around the base of the red sandstone and vent from the sides. The face of the stone has no hand holds and is slick to touch. A sandy path leads into an entrance at the base that is choked with scrub plants. The dry vegetation seems to grasp and plead at the adventurers legs as they walk through.

2. Lower Halls - The lower part of the complex is made of square cut stone and mortuary pictographs that have been defaced. Study of the pictographs reveal that the Rock used to be a sacred burial space.

3. Buzzard Nest - Open to the sky, this room contains several buzzard nests. d6 **Buzzards** and several shiny goods like *Jewelry* and *glass*.

4. Mortuary Chamber - Formerly a grand columned hall for burial ceremonies, it is now a large den for d8 **Chupacabras**. 2 *Potions of Healing* are found on a nomad-priest corpse lying among other bodies.

5. Preserved Dead - Beyond a black iron gate is a burial chamber filled with large canopic jars. Each is sealed at the top with a thin gold ring. Several jars are filled with valuable *Persevered Incense* or *Silver*. If any jar seal is broken, d12 pickled **Canopic Zombies** burst forth and attack.

6. Gas Vent - This square room has a perfect circular hole in the floor that vents a column of choking vapor into an identical hole in the ceiling. Yellow sulphur rings the floor. Does the vent go lower?

7. Hiding Villager - A young village woman has escaped her captors and is concealed underneath a pile of rotting maize sacks. She is the mayor of Longfarm's daughter.

8. Vent Mezzanine - This tall domed room has identical holes in the ceiling and floor to let the vapors from below waft upward but the gasses are especially thick in this room. There is glimmering light from far up the shaft that dances in the steam. Save versus hallucination.

9. Upper Passages - The upper passageways through the rock are naturally formed (unworked) and the sensation of moving through the innards of a great beast is disturbing. This ribbed hall is littered with rough stones that remotely look like crouched and sitting devils. A **Cliff Gargoyle** lurks here, blending in with the scenery.

10. Thrall Ambush - d6 **Bandit Thralls** enslaved to the vampire wait in this room to ambush adventurers in the adjacent passage. The nomads are covered in *Silver Bangles*.

11. Caged Villagers - d10 *villagers* are in wooden cages, half of them are drained of blood and dead. They may make noise when they see potential rescuers, possibly alerting the **Harpies** above.

12. Ancient Gallery - Numerous intricate cave paintings in blacks, ochres, and umbers tell a history of a forgotten people and their powerful knowledge. One week's study can give d3 *New Spells*.

13. Chamber of Wind - This high chamber is pierced by many large holes open to outside landscape and strong breezes. The high elevation wind blows through the chamber and whistles through a small *Turquoise Hoop* suspended between two freestanding stone doors. The hoop is simply hung between two hooks, but if it is touched d3 **Dust Devils** are summoned through the magical hoop and attack. The hoop can summon d3 *Dust Devils* per day if held up in the right wind.

Under a harsh blue sky lies a massive red sandstone rock. Venting volcanic vapor, it has the shape and color of a giant mound of steaming guts spilled onto the badlands.

Over several months the town of Longfarm has had cases of bloodless livestock dead in pasture and now several villagers have gone missing recently. Canine and humanoid tracks lead towards the wasteland and Devil Gut Rock.

Area Encounters
1. d6 Wild Dogs
2. Warning Pictographs carved into rock (for study)
3. Ghost in the daylight
4. d6 Giant Rats in burrow
5. d6 Buzzards (hawks)
6. Bad Alter of stone with fresh blood and bones.

Wandering Monsters
1. d6 Chupacabras (hairless vamp dogs, drain strength)
2. d3 Bramble Rattlers (large poisonous snake)
3. Dust Devil (small air elemental)
4. d6 Canopic Zombies (pickled)
5. d4 Bandit Thralls
6. d8 Skeletons

14. Coyote-Headed Jinn - Sitting atop a large pile of fine buffalo hides is a trickster Jinn with the head of a coyote. He is quite friendly and will answer any questions asked if paid a stiff amount of gold or jewels. His answers are all lies. If the adventurers are polite, the lies are obvious, opposite to the truth, and easy to parse. If the party is rude, the lies are unhelpful. If he is attacked, he may fight or vanish in a breeze. His collected treasure is beneath his pile of hides.

15. Trash Room - One **Wandering Monster** patrol.

16. Scrying Hall - Luminescent lichen cover the surface of this cylindrical hall forming light images of sights that are within 100 miles of the Rock by way of telepathic connection with other lichen in the surrounding landscape. An adventurer only has to think of a direction. It only works for one viewer at a time. If more than one occupant is in the hall, the images become a jagged blur of the immediate landscape.

17. The Three Mothers - A trio of old **Harpies** are the body-servants of the vampire. They have been enthralled by him for some time and speak of him maternally. They may hear the party coming and set to sing in this chamber. Each is adorned with ostentatious and mismatched jewelry along with other gear.

18. Observatory - This circular chamber is open to the sky and has a multitude of incised markings to track the stars and the sun around the circumference of the walls. However, the clouds of noxious steam from the gas vent blocks the sun and obscure the stars. (The vent is more active now than it once was.) The **Vampire** audaciously keeps his coffin in this open space with a tattered but fine canopy keeping light and rain off. He is dressed as a nomad noble with a *Fine Cloak of Feathers* and many *Necklaces*. He uses one random *Magic Weapon* and one piece of *Magic Armor*. The steam clouds shield the vampire from sunlight and he may flee down the shaft if his cover is dissipated. He may also harry the adventurers lower in the Rock if they are noisy. His coffin contains a bed of *Gold Coins*, several *Potions*, and *Spell Books*.

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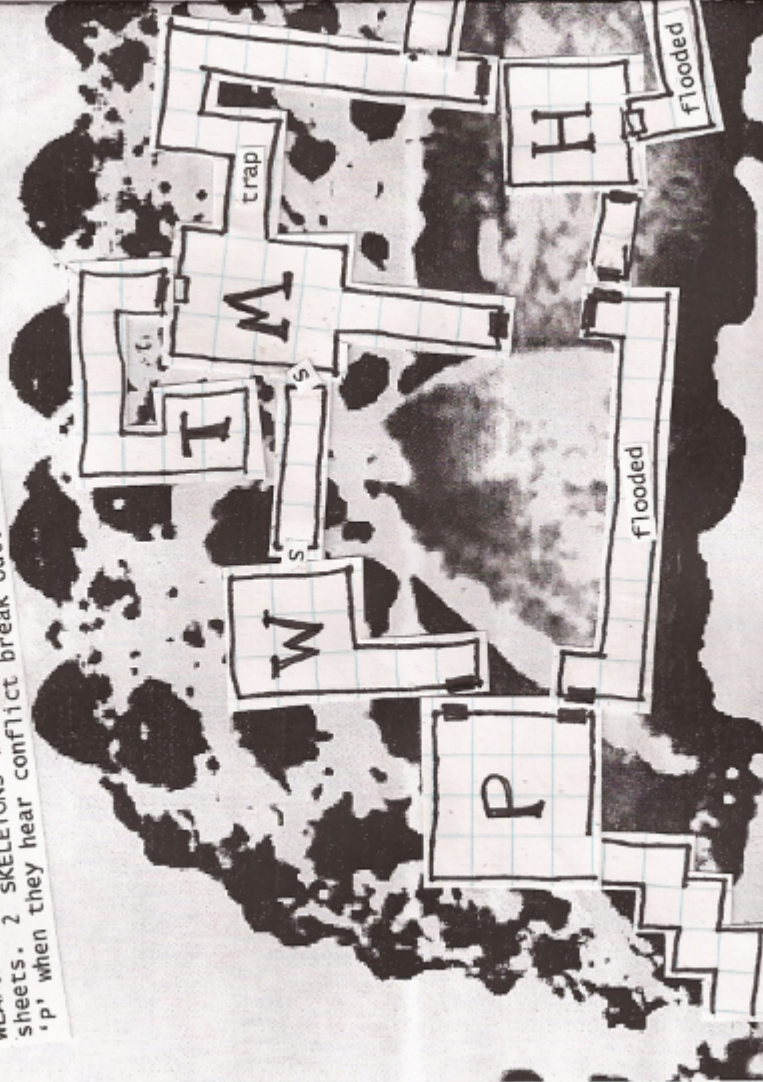
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THE NECROMANCER IN THE

This NINE IVORY KINGS have brought 'back the lost THUNDERING IRON KING! Foul necromancy animates the ANCIENT ELVEN WAR BEETLE and dark magics FUEL ITS TERRIBLE MARCH! Enter through the CLOACA GATE, defeat the ABDEAD DEFENDERS, and stop the NECROMANCER IN THE THREE-LOBED BRAIN!

(T) SLOAD CHAMBER: 1 obstreperous + querulous SLOAD locked in here by the NECROMANCER from B among spare candles, broken clocks, smashed furniture, etc. if searched, several items are valuable: cobalt + citrine ring, purple cape, warhammer, footman's livery (torn), pike, 2d6x10 GP

(W) WEAPONIZED PYGIDIAL: chamber built around RITUALY WEAPONIZED PYGIDIAL GLAND, draped with copper chains + prayer sheets. 2 SKELETONS man TARGETING SYSTEM. joins the fight in 'p' when they hear conflict break out.



(P) PROCTODAEUM CHAMBER: 4 SKELETONS in footman's livery + pikes lead by 1 MUMMIFIED CAPTAIN, ankle deep in ancient malphigian detritus. retreats to W if morale breaks. 1 skeleton sent to E to warn others.

(M) MESENTEROM: umber and ochre GASSES clings to the floor, HIGHLY TOXIC, causes tears, burning eyes, choking, vomiting. wet cloth over mouth prevents. MICROVILLI on floor = difficult terrain

MONSTROUSTELEZINE!

PG 7

THREE-LOBED BRAIN!

I Am Smarter Than You @ Monstroustelevision.blogspot.com

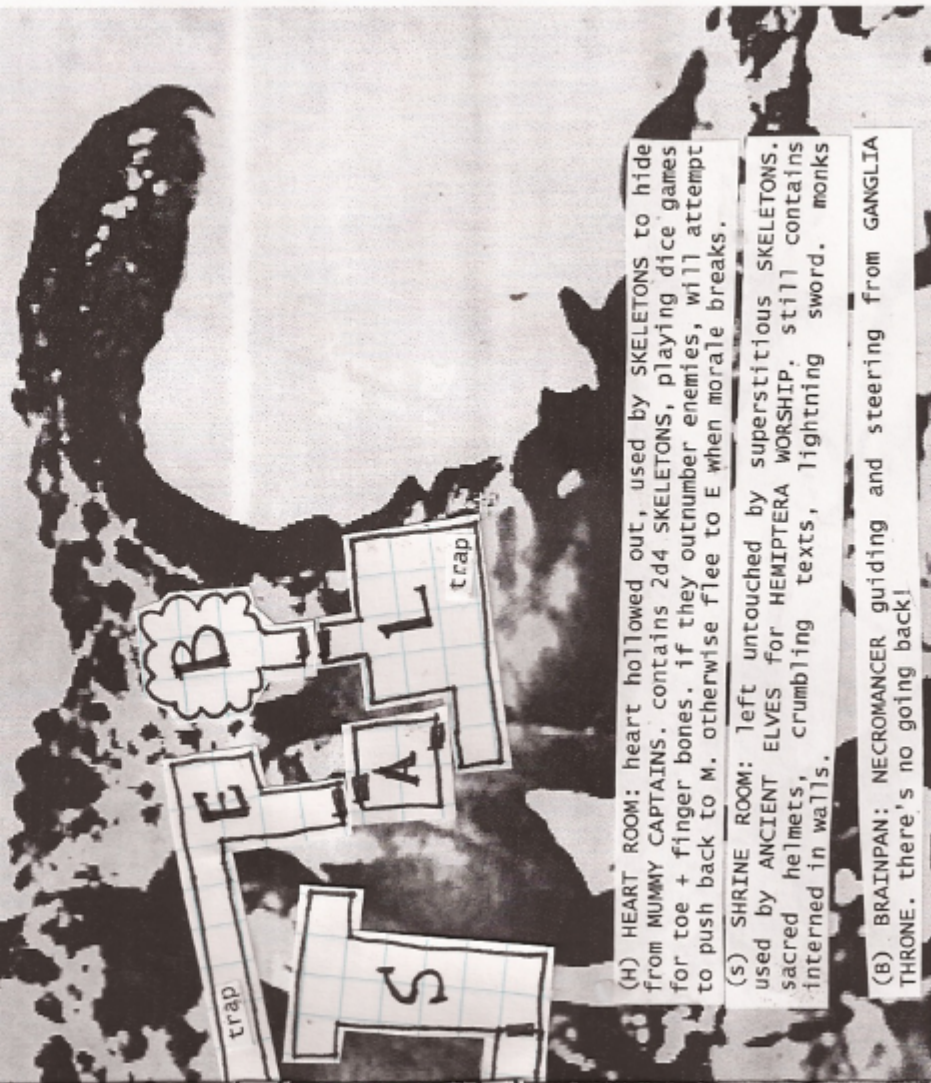
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WANDERING MONSTERS: every 10 minutes roll d6. 1-3: none; 4-5: d6 SKELETONS; 6 SKELETONS + 2 MUMMIES

(L) LABORATORY: living quarters + work space of NECROMANCER. functional alchemy lab unpacked, still in boxes. summoning circle, partially dismantled after incident with SLOAD. TREASURES: rod of abjuration, dagger of alacrity, 30 GP, 200 SP

(A) ARMORY: racks of spears, box of spare helmets + jerkins. Sledges, picks, hand cranked auger in crates.

(E) GUARD POST: 8 SKELETONS sullenly cleaning armor + sharpening weapons under careful eye. kick over tables and chairs to make barricade. no surrender! Leaders: 1 MUMMIFIED CAPTAIN, 1 MUMMY VISCOUNT



(H) HEART ROOM: heart hollowed out, used by SKELETONS to hide from MUMMY CAPTAINS. contains 2d4 SKELETONS, playing dice games for toe + finger bones. if they outnumber enemies, will attempt to push back to M. otherwise flee to E when morale breaks.

(S) SHRINE ROOM: left untouched by superstitious SKELETONS. used by ANCIENT ELVES for HEMIPTERA WORSHIP. still contains sacred helmets, crumbling texts, lightning sword. monks interned in walls.

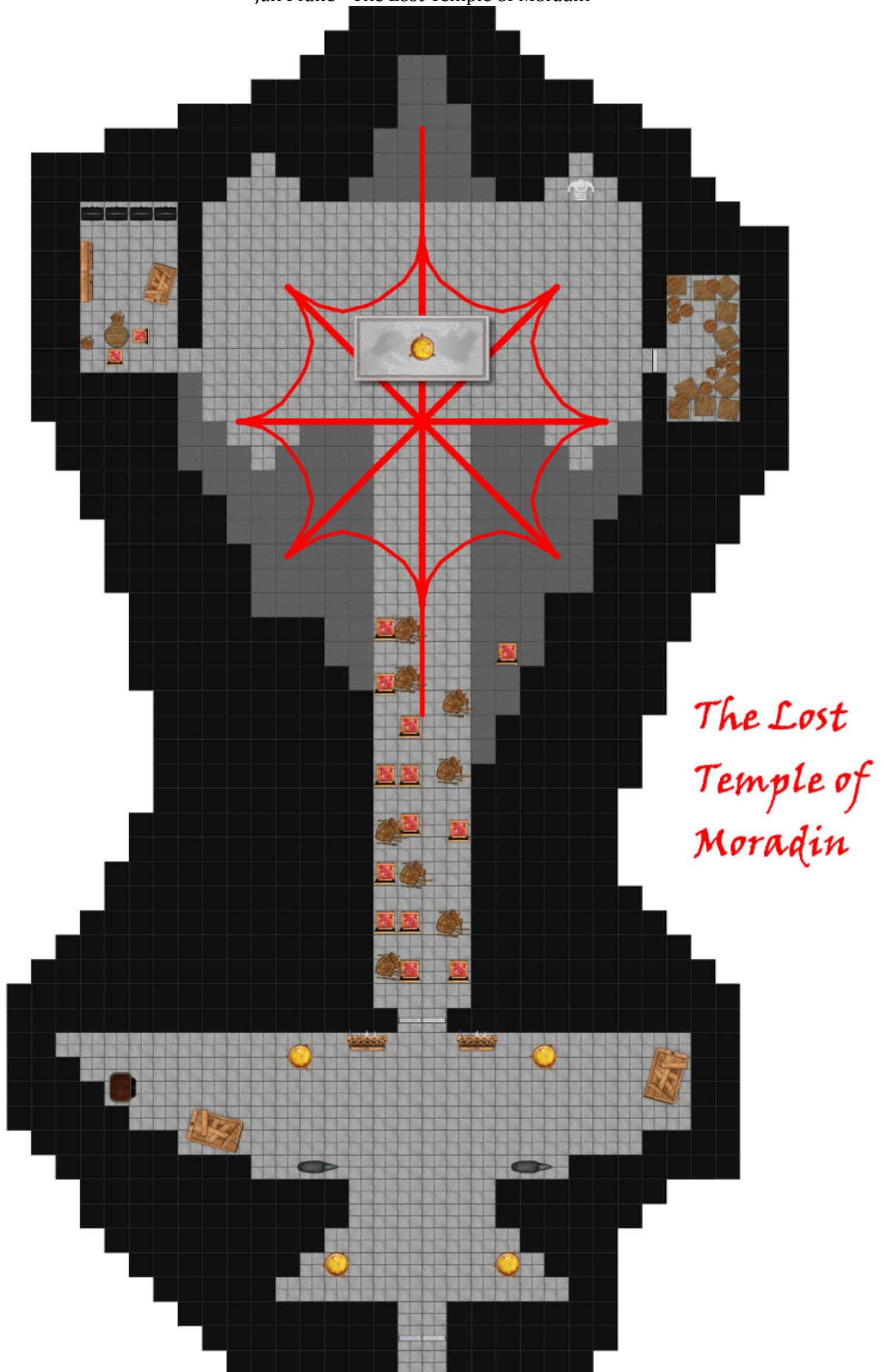
(B) BRAINPAN: NECROMANCER guiding and steering from GANGLIA THRONE. there's no going back!

MONSTROUSTELEZINE!

PG 8

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Jan Pralle - The Lost Temple of Moradin



Map created by Jan Pralle using Dungeonographer(tm)
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Sell-Swords of Mars

A One-Page Mini-Setting for *Sword & Planet: A Roleplaying Game of Planetary Romance*

Written by Jason "Flynn" Kemp, *In Like Flynn* (<http://flynnwd.blogspot.com/>)



Wandering Monsters (1 in 6)

2d6	Encounter
2	Banth (1)
3	Band of white apes (1d6+1)
4	Herd of wild zitidar (1d4+1)
5	Herd of wild thoats (2d6)
6	Green Martian tribesmen (1d6+1)
7	Red Martian patrol (2d4)
8	Pack of wild calots (1d4+1)
9	Pack of ulsio (2d6)
10	Terrible storm
11	Adventuring party
12	Referee's Choice

Map Scale: Each hex is 12 miles across.

Points of Interest

0106 Lor's Tower (Ruins): Four levels; home to **mad scientist** and **synthetic warriors**.

0202 Caverns of Woe (Ruins): Natural cave system, three levels; home to **ulsio**, **vermin**, various **reptiles**.

0207 Damaged Hatchery (Lair): Only shells of Green Martian eggs remain; now a **banth** lair.

0209 Korbal (City): Regional trading center; known for great markets and a love of Jetan (Martian chess). Strongly desires annexation of Manathor to their trade empire.

0304 Ersite Quarry (Resource): Prized for its coloration and beauty, ersite is the Barsoomian version of marble. Abandoned due to **white apes**.

0401 Crashed Airship (Lair): Wreckage has trade goods; now lair for a **hermit** and his wild **calots**.

0406 Ruins of Jodanga (Ruins): Ancient dead city; main gathering place for a **Green Martian** tribe. Treasures may be found in ruins or in underground tunnels; beware of **white apes**.

0409 Camp of Bantor Kan (Lair): Large bandit camp of **bandits**, **rogues** and **assassins**; threatens trade.

0503 Lair of Giant Spiders (Lair): Ancient outpost ruins hold 2 **giant spiders** and other **vermin**.

0508 Green Martian Hatchery (Lair): Guarded by **Green Martian** tribesmen; eggs almost ready to hatch.

0610 Forsaken Outpost (Ruins): Military complex once quarantined; inhabited by **infected Red Martians**.

0702 Manathor (Town): Exceptional artisans; known for their finely crafted trade goods. Hires mercenaries to protect itself from Korbal armies.

0706 Hidden Shrine (Lair): Secret shrine used by **Holy Therns** when on missions in the region.

0804 Ancient Fort (Lair): Aspiring **Red Martian** warlord Gor Vas leads **mercenaries** to raid the region.

0808 Mantalia Fields (Resource): Rich with mantalia (milk plant used as food); home to **banth** pride.

Reaction Table (roll 2d4; smart monsters that are outnumbered roll 2d6 instead)

Result	Reaction	Description
2	Aggressive	Incredibly irritable; will often attack other creatures on sight
3-5	Hostile	Treats others belligerently and attacks if it can reasonably succeed
6-8	Cautious	Avoids contact with other creatures whenever possible
9-11	Neutral	Only attacks other creatures in defense of themselves or their own kind
12	Friendly	Very friendly, curious; Will seek to interact with others, if not threatened

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THE FIRST CASUALTY

A campaign starting adventure
for 1st level characters by
Jason Shaffer

Two rival dark powers – a Sorceress Queen and a Necromancer – are both secretly encroaching on the same realm and have learned of the others' plot. Minions of the Sorceress Queen convinced Harlan, a local, to serve as their spy. When **Ottvar**, a minion of the Necromancer, discovered this, he set out to assassinate Harlan. As Harlan was returning from sharing secrets with his mistress, he was killed by **Ottvar** and his pets (the **fendark**), and left to be eaten by wild dogs (gaunt hounds).

HOOK: While traveling a known-dangerous footpath in the woods, the PCs discover **Harlan's** body being eaten by 6 **gaunt hounds**. The PCs likely recognize the body as that of a local teen. If they kill/scare off the hounds, they see wounds obviously inflicted by a blade (**Ottvar's** dagger). A fresh trail leads into the woods to a cave complex.

Gaunt hounds: evil wild dogs. Their bite inflicts 1d4 damage and a gaunt curse (victims ignore the first 5 points of magical healing per day and must make a (relatively easy) save daily to heal naturally). The gaunt curse is lifted once the victim is fully healed.



Cave notes: These are natural caves with uneven floors, 10' ceilings, and no natural light.

1 - Entrance. Dense trees and a large boulder conceals (but doesn't block) the entrance.

2 - Stream. A 6' wide, 1' deep stream cuts across the pathway flowing southeast. Many small puddles of water (3 sets of tracks) lead deeper into the cave, shrinking slightly as they progress.

3 - Fork. The path splits. The puddles go down the right side and shrink to nothing after another 10 feet.

4 - Pool. The stream collects here in a 5' deep pool that is home to 3 **giant crabs**. They attack anyone who enters the pool but will not venture out of the water. Underwater, a calcified skeletal human grasps a **magical longsword**. This "+0" longsword can be wielded by anyone as if he were proficient and sheds an icy blue-white light.

5 - Lower Caves. 4 **dire rats** cower here after the fendark ate most of their pack.

6 - Webs. The path is obstructed by dense webs, the home of 5 **giant spiders**. If the web is disturbed, 2 spiders will crawl along the ceiling and drop down behind the PCs while the others attack from the front.

7 - Nest. During the day, 6 **stirges** huddle asleep near the ceiling. At night, they hunt in the woods. They will sleep through walking and talking but awaken to investigate loud noises, including combat. The stirges ignore the fendark because of their putrid taste.

8 - Pit. The passage is obstructed by a 20' deep hole. A narrow ledge (1' wide) runs around the north side. The sides of pit are steep but offer numerous handholds. At the bottom of the pit is a 6' high passageway that cannot be seen from any angle at the top.

9 - Lair. The 2 **fendark** live here and are happily munching on bones unless noise at the pit attracts their attention. Bones litter the floor, along with a forgotten purse of 44 sp.

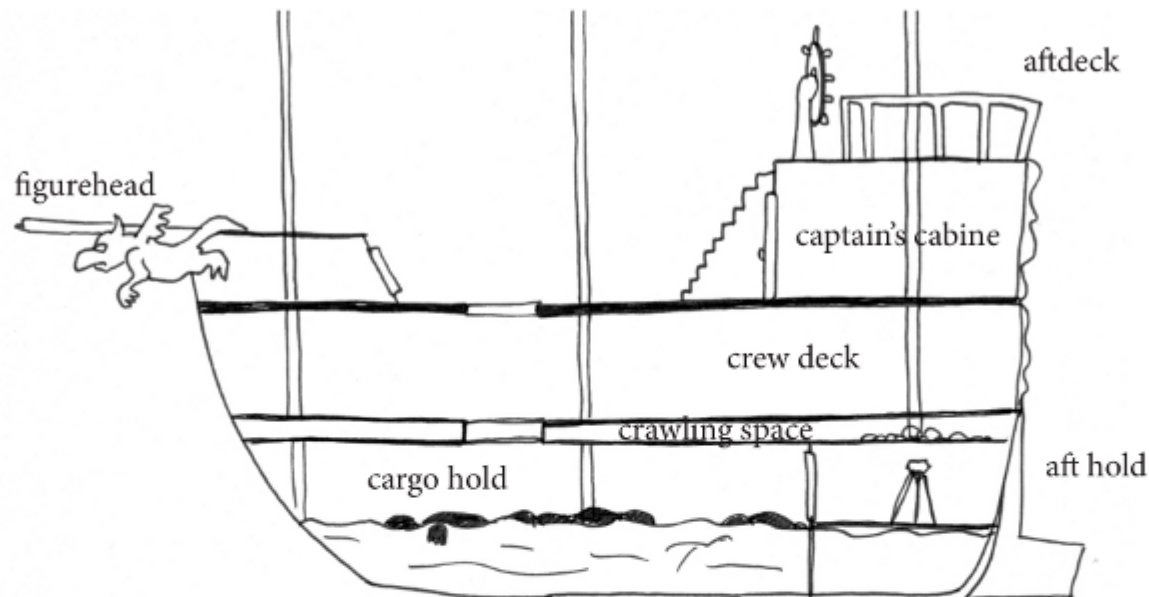
10 - Home. (Lantern light.) **Ottvar** resides here and is studying, eating or sleeping. The room contains a lit lantern, hammock, provisions, dagger, spellbook, Ottvar's purse (35 gp, 3 black onyx gems (25 gp each)) and a **map of the region** with this and two other cave complexes noted.

Ottvar: 2nd level human wizard; minion of the Necromancer. Ottvar is a coward but clever and if trapped when the PCs get to room 9, he will bind his own wrists and pretend to be a prisoner of someone from the Sorceress Queen's camp ("Severen") to trick the PCs into hunting his enemy and releasing him.

Fendark: undead humanoids; hairless with bone spurs on arms and legs; strong, athletic, and feral. Sits squatting and runs on all fours. Treat as ghouls except stronger and less intelligent, able to charge and knock opponents down, followed by a bite attack.

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Ship of the Lost

Jasper Polane (<http://weirdopera.blogspot.com>)

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The ship is made of black, rotting wood. The black sails are nothing more than tatters. The figurehead is an evil-looking gargoyle. The ship's name is a single word: *Lost*. It carries the bedlam stone, and within it, the death titan *Arak-Kur-Mortahn*. If it ever reaches the mainland, it will bring about the apocalypse and the end of the human and demi-human races.

Figurehead: The figurehead looks like a grinning, evil gargoyle. It is indeed a **kapoacanth**, and will attack any characters investigating the front deck.

Aftdeck: A woman hangs over the steering wheel, her hands on the wheel. This is **Gwendolyn the Beautiful**, a pirate that entered the ship with her crew. Gwendolyn is cursed to stay behind the wheel and keep steering until the ship reaches land. She has to keep her hands on the wheel at all times and cannot let go unless someone else takes it of his own free will. She looks exhausted, but the ship keeps her alive and in good health. Gwendolyn is in her early twenties. She's a **5th level thief**. She is smart, malicious, and subtle, and tries everything to persuade the character to take the wheel.

Captain's Cabin: A pool of green slime flows from under the door to the cabin. Inside, the cabin is arranged as typical captain's quarters: a desk, maps laid out, a large globe next to it, navigational instruments on the window sill. In the corner is a hammock. Everything in the room is covered in a thin layer of slime. The green slime isn't a monster, but the phlegm of the **guardian daemon** hanging against the ceiling. The daemon is sleeping, but will awake if the characters make enough noise. If the ship makes landfall, the daemon will take the *bedlam stone* and carry it to land, thus bringing about the end of humanity.

Crew Deck: Dark and cave-like. Tattered hammocks hang from the ceiling. The ground is littered with the large bones of different types of demon. Searching for 1d4 turns reveals a gold and silver box (worth 450 gp), containing 8 black candles. The candles emit an ominous purple light when lit, but are not magical.

Crawling Space: Characters must crawl on their belly to enter it. The crawling space is home to a nest of 5d10 **husk rats**. Characters fighting prone get a -4 to AC and attack rolls, and cannot use bows in the crawling space. Husk rats are the undead, mummified remains of rats. Use stats for normal rats, but undead and instead of a normal disease they can infect a character with mummy rot.

Treasure: a 50 gp gem.

Cargo Hold: The hold is flooded with about 4 feet of water. In the water float 10 bloated, rotting human bodies. These are the remains of Gwendolyn's pirate crew. When the PCs enter the water and make for the aft hold, the *bedlam stone* will animate the bodies as **zombies**. They will try to grapple PCs and drown them.

Aft Hold: The *bedlam stone* is a clear yellow diamond, greenish mist swirling within, worth at least 5,000 gp. It stands on a tripod in the centre of the room. Any PC touching the diamond must save vs. spell or roll 1d4:

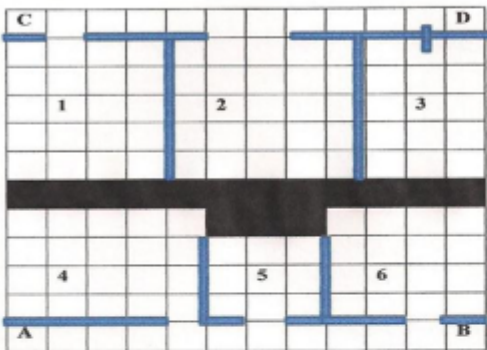
1. Wants to possess the gem.
2. Wants to protect the gem from harm (this includes from the other PCs).
3. Wants to bring the gem to land and bring about the apocalypse.
4. Has a vision of the death titan *Arak-Kur-Mortahn*, destroying the world.

Pocket Dimension: The *bedlam stone* is a container holding the den of *Arak-Kur-Mortahn*, the death titan. A character holding the diamond and concentrating on the swirling mist within will be transported to an octagonal room. Behind him the wall has a reflective surface; touching this will return him to the ship's hold. Before him is an alcove in which rests *Arak-Kur-Mortahn*, the Death Titan, 5th Lord of Misrule. *Arak-Kur-Mortahn* is a **titan** of 20 HD, with the following additional abilities: only vulnerable to attack by creatures of 6 HD or more, unaffected by non-magical weapons, immune to *charm*, *sleep*, cold-based and electrical-based attacks, and death spells.

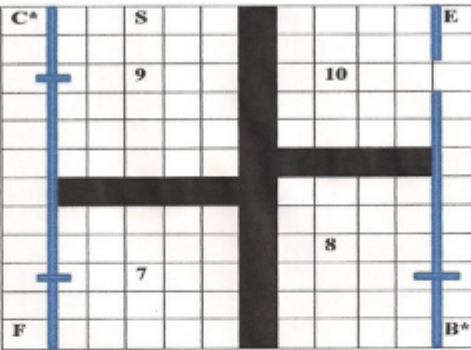
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Lair of the Minotaur by Jeff McKelley A 5th Level Adventure

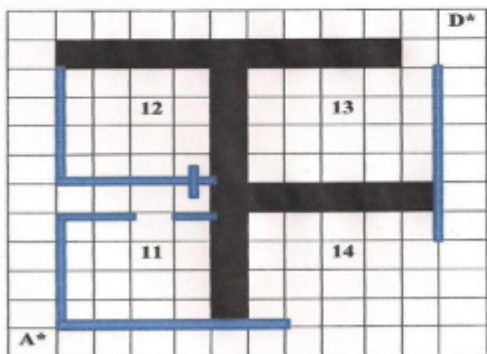
Level I



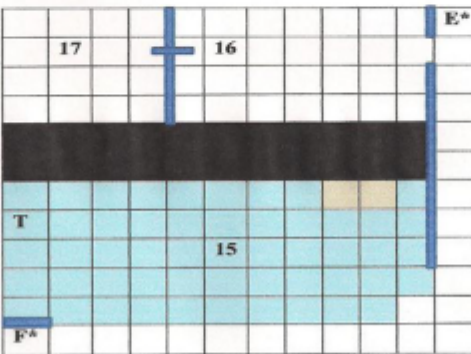
Level II



Level III



Level IV



Set-up: The party is to be sacrificed to the Minotaur. They are dropped from above and sealed into the Minotaur's lair at point A with their normal clothing only-no equipment or weapons. The lair is lit by eternal torches. Thieves will have concealed their picks and tools on their person and spell casters have their components and holy symbols hidden in their clothing. Rations for one day and a wineskin filled with water will be dropped down for each party member.

Wandering Monsters:

1=2 Large Spiders	2=1 Huge Spider
3=5 Giant Rats	4=Gelatinous Cube
5=Gray Ooze	6=Rust Monster
7=5 Skeletons	8=5 Zombies
9= 3 Ghouls	10= Minotaur

Legend: The lair consists of four levels. The lettered spots on the map indicate that a crude ladder has been carved into the wall. These ladders are used by the Minotaur to move through the levels. The letter indicates the top of the ladder (such as A) and the letter starred (such as A*) indicates the bottom of the ladder.

S – Secret Door

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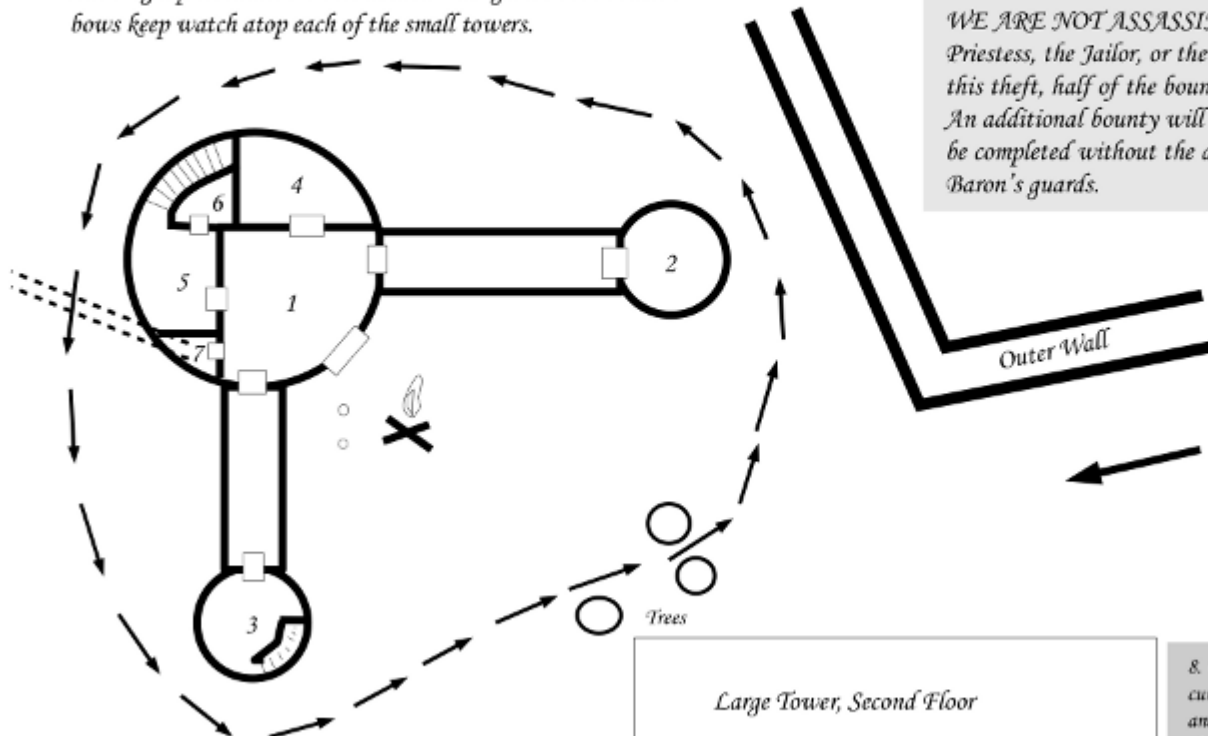
- Old Weapons Room:** An assortment of broken and rusted weapons is strewn about the floor. A grindstone is in one corner of the room. If room is searched, 4 usable weapons will be found. Weapons can be sharpened using grindstone.
- Guard Bunk Room:** Three bunk beds line the left wall and three line the right. A table and 6 chairs are near the back wall. Under one bunk mattress is a long sword in good condition and under another is a large shield.
- Captain of Guards Room:** Room contains a bed, a chest at foot of bed and a large wooden storage locker. Both chest and locker are locked and trapped with a dart/sleep trap. Locker contains three suits of chain mail, three helmets and three pairs of boots. The chest contains a tinder box, four flasks of oil, two potions of extra healing and a hooded lantern. Oil flasks and potion vials may break if lock is smashed
- Meeting Room:** Rotting wooden remains tables, benches and chairs. Six giant rats nose around the debris and will attack if provoked.
- Sacrifice/Summoning Room:** Bones and shreds of clothing are scattered on the blood-darkened floor. Sets of chains and manacles hang on the right, left and back walls. Pulling on any of the chains will activate a gong that summons the Minotaur in 1 turn.
- Kitchen:** The kitchen area is swarming with 12 giant rats and contains barrels and shelves of rotten food. Rats will attack on sight. When six or more rats are killed, the remaining rats will flee. Two knives in good condition can be found in this area.
- Zeus Temple:** Temple room with a statue of a large, muscular bearded man against the center back wall. In front of the statue is an altar, to the left is a statue of an eagle and to the right is a large stone shield. Black tapestries depicting lightning bolts line the walls. Touching the tapestry causes minor electrical damage each segment. Desecrating the temple summons a large angry goat.
- Poseidon Temple:** A blue-green statue of a large, muscular man holding a trident and cup stands on a raised platform in the center of the room. In each corner is a statue of a horse. Tapestries depicting aquatic scenes line the walls. Filling the cup with water opens a compartment in the base of the statue that contains 5 potions of water breathing. Desecrating the temple summons a large angry crab.
- Family Tomb:** Mausoleum with 6 sarcophagi, 3 open and 3 sealed. Inside each sealed sarcophagi is a ghost, one of which has a key to the secret door. Opening one sarcophagus automatically opens the other two, releasing the ghosts. Secret door on N wall has two locks. Door opens to a tunnel that leads out of the lair and to the surface. This door can only be unlocked by the key in the ghost's possession and by the key held by the Minotaur.
- Bar Trap:** Debris, scraps of clothing, bones and burned out torches litter this room. One round after a PC enters the room, iron bars will drop across the doorway. Two gelatinous cubes in the room will attack. Bars can be lifted when the unlock lever behind a hidden panel to the right of the doorway is pulled.
- Sleep Room:** After being in the room one round, characters must attempt to save vs. magic or else fall asleep for 1-6 rounds. Zombies from room 12 will move to room 11 when the sleep is activated.
- Zombie Room:** Room contains 10 zombies that attack immediately and pursue if party runs.
- Spider Room:** A huge spider will attack the first character appearing at D*. Spider room is filled with webbing and cocoons holding rat and human remains. One human remains wears leather armor.
- Fungus Room:** This floor, walls and ceiling in this open area are covered with a variety of fungi. An open trail on the floor through the fungus can be seen. Disturbing the fungus causes a cloud of spores to be released. Characters caught in the cloud must save vs. magic. Failing the save causes the affected person to attack a random party member for 1-4 rounds.
- Underground Pool:** Dark green and brown vegetation grows on the edge and surface of the pool. Several fish can be seen and two large turtles rest on rocks in the NE corner of this area. Turtles are large snappers and will only attack if provoked. An octopus lives in the pool and will attack anyone entering the water. At point T, an long underwater tunnel requiring a 30 minute swim leads out of the lair.
- Mold Room:** Several recently dead human bodies and an assortment of bones lie on the floor of this cold feeling room. The cold is due to brown mold on the floor and ceiling. Characters will take cold damage beginning on the third round they are in the room.
- Minotaur Lair:** Room contains straw bedding, a large grindstone, several battle axes and a large Minotaur. The Minotaur will attack characters on sight and pursue if necessary. Minotaur has no treasure, but does have the key to the secret door in room 9.

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Baron Fel's Vault

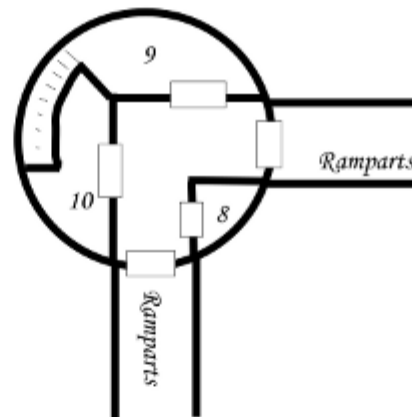
A One-Page Dungeon by Jeff R.

Two groups, each comprised of two guards, one battlemage, and one ranger patrol the indicated route. Two guards armed with bows keep watch atop each of the small towers.



1. Entry Hall. Usually a Butler on duty here.
2. Barracks. Generally 14-20 Guards and 4-6 Battlemages will be here, half of them sleeping and half ready to respond to alarms.
3. The entry to the vault, guarded by four guards, two Battlemages, and the guard Captain or one of his lieutenants.
4. This room is a gallery, with arrow-slots allowing attacks into room 14. Two guards are always present, with sufficient slot positions for six more in the event of an alarm.
5. Dining Room. The baron occasionally entertains guests, but they are closely watched, especially if incompletely trusted.
6. Kitchen. Usually some domestic staff present here.
7. The Jakes. The keep's plumbing is connected to the city sewers, but two well-set grates prevent easy access, and the Baron's men are in the habit of leaving meat near the tunnels leading there, encouraging the sewers' most dangerous animal life to congregate there.

Large Tower, Second Floor



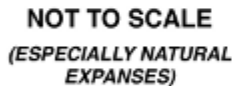
8. Guest Room. Sheriff Vole is the Baron's current guest. He is an enemy of the guild, and the guildmaster would be pleased if, in the course of the operation, any incriminating evidence could be found against him here. Or, for that matter, planted.
9. The Baron's Chamber. Baron Fel spends most of his time here, awake or asleep. He is a Veteran of the Upwelling and a formidable combatant, and may respond personally to an alarm. He is not a fanatic, and will flee a hopeless situation unless cornered.
10. Shrine. The Baron's wife, Karella, is a practicing Priestess of She Who Is Shrouded In Flames, and may also respond to alarms. Beware her mystical powers!

11. Lock room. All of the doors in the basement are locked, but the lock on the north door in this room is particularly vexing, as it is controlled by two separate keys which must be used simultaneously. The Baron carries one of these keys, but we have no information on the location of the second. They are, of course, subject to lockpicking, but this will require two people with strong abilities in that talent (or one and the Baron's key).
12. Trap Room. This room has many traps, including four magical automata stationed in the corners. Our information on these traps is incomplete, but we know that most are designed to push intruders into the central open pit, which is 50 feet deep. At the bottom of that pit is a well-hidden secret door, behind which is a tunnel which leads, after several days journey underground, to the Skaven-infested ruins of Deep Remvack. Time pressure precludes attempting to use this as a way in, but it may be an exit of last resort.
13. Prisons. Three Guards and Master Jailor Vezzik are usually here. The Baron's cells are currently nearly empty, save for one occupied for almost a year by Eversen, formerly a guild member of high repute. The Guildmaster is pointedly uninterested in Eversen's release.
14. Final Guard Chamber. In addition to the crossbowmen stationed in the gallery above this room (4), one or more of some form of monster guard this room. Our information on the exact nature of this beast or beasts is sadly incomplete, although we know it to be strongly associated with fire. Be ready to fight Salamanders, Elementals, and the like (we hope that Ifrits and Dragons would be beyond the Baron's means, at least.)
15. The Vault. The door to this vault requires two keys (the same as the one in 11) and a combination, known to the Baron. Three skilled thieves working in concert will be required to defeat it if none of those are present. All of the contents other than the Crown may be considered part of the bounty. In addition to the usual gold and jewelry, sources indicate that Archmagus Vyers' Book of Bones, the Trident of the Inundation, and at least two Keystones for Pentagonal Gateways are to be found inside the vault. Less reliable reports mention a map charting a safe course through the Everstrom, and a Tooth of the Cryptling.

The Lost Crown of the Griffon Kings has been found, and waits in the vault beneath Baron Fel's keep until he can turn it over to First Citizen Bain's Sapphire Guards. Guildmaster Corris would rather possess it himself.

WE ARE NOT ASSASSINS. Should the Baron, the Priestess, the Jailor, or the Sheriff die during the course of this theft, half of the bounty shall be considered forfeit. An additional bounty will be provided if the operation can be completed without the death of a single one of the Baron's guards.

Two Guards stand watch near the entrance, near the fire. Nearby are two barrels of alchemical stones that they will put into the fire in the event of an alarm. A single stone of the first type will make the fire burn bright green, and of the other which will cause it to emit a large amount of red smoke. City Watch will respond to either signal within 10 minutes, entering from the indicated direction.



- 8) **BROTHER 1.** Red tinged room with a painting of a feast and the words "**The first eats and is never full**"
- 9) **WATER CROSSING.** Infested with *DIRE PIRANHA* swarm. Simpler to cross and take damage than defeat. If fighting, check to remain standing else current knocks prone. Climbing across waterfall is safer, but could slip and take falling damage as well as attacked by creatures.
- 10) **BOWLS AND JUGS.** Water fountain next to table with the five numbers 4 5 6 7 8 engraved above. Below 4, 6 & 8 are three large empty bowls and below 5 & 7 two different sized jugs. When a bowl or jug is filled with the correct volume it's number glows (jugs hold exactly 5 and 7). Must pour and empty between two jugs to make 4, 6 and 8 amounts. When all numbers glow, door opens to next room (11).
- 11) **BROTHER 2.** White tinged room with a bas relief of a famous bard/performer and the words "**The second sings a tuneless song**"
- 12) **VAST CAVERN** with collapsed rope bridge on floor. Must pass through cavern swinging from ropes attached to ceiling. Cavern floor is very difficult terrain and the cost (damage, fungus patches, swarm insect attacks) should be higher than ropes. *GARGOYLES* fly through cavern and harry dangling targets. For a tougher challenge a *ROPER* greets the PCs at the far end (avoid one-at-a-time crossing!) where far end of bridge should connect.

- 13) **BROTHER 3.** Blue tinged room with a sculpture of a sprinter and the words "**The third runs and never wearies**"
- 14) **LAVA FLOW.** Slope of mostly solidified lava with some holes exposing magma. *SALAMANDER MAGMA BELCHERS* attack from higher slope—ranged attack can knock PCs into the holes. Salamanders can also swim through magma flow and prairie-dog through crust for surprise attacks.
- 15) **BROTHER 4.** Brown tinged room with a tapestry of Bacchus (or equivalent D&Deity) and the words "**The fourth drinks and is always thirsty**"
- 16) **THE CRYPT.** (Have you solved the riddle yet?) The door to the crypt won't open unless the four brothers (*highlight or cut/paste to reveal*) are placed in the indentations of room (5). Contains appropriate item (e.g. Scepter) or treasure promised in **HOOK**. Sarcophagus contains sovereign dressed in royal armor with signet ring that activates teleport circles (🌀) (bypassing entrance traps). Spirit rises, challenges adventurers. If noble intentions, tells of ring and allows to leave with quested item. If grave robbing, summons four *ELEMENTALS*.

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A ONE-PAGE DUNGEON BY *JEFF SHEPHERD* <ajs3mac.com>

Can you solve the four brothers riddle? Think how hard it was for you (the GM) reading this and consider your PCs. Different parties might need more clues.

Treasure parcels are in the tomb itself (16) unless a generous DM wants to sprinkle loot on some defunct NPCs that didn't survive.

All *CREATURES* have the elemental keyword.

HOOK PC are here to do some tomb raiding. Either quested by a third party to retrieve an item (e.g. the Scepter of Infinite Awesomeness) or looting for their own greedy pockets.

RUMORS Succeed together, die alone (True). Words clarify, portrayal distracts (True). The drifting feather lands with a crash (Irrelevant). Challenges march four abreast (True). That wasn't chicken (D'oh!). Colors mirror truth (True).

WANDERING MONSTERS None. Creatures were placed here as guardians. If you must have wandering monsters use previously unsuccessful adventurers as ghosts, zombies or other undead.

ENTRANCE Corridor with five portcullises surrounding four trapped sections. Teleport circles at each end bypass traps but require signet ring from tomb (16). Each trap is triggered in the center of it's section. Easy perception check to detect a trap, very difficult (25%) thievery/arcana check to disable. Traps trigger independently but all 5 portcullises drop when a trap springs. The party should stay together—the traps are tougher alone. Reward clever and cooperative solutions. Traps reset after a minute and portcullises raise as one.

KEY

- A** PRISON CELLS. Locked with crude/simple locks.
- B** PRISON GUARD ON DUTY. The bloody body hangs over the table, hiding a *journal*: contains names of prisoners. Last entries are the player's names.
- C** SLEEPING QUARTERS. 1-2 guards fighting 1-3 hellspawns. *Loot*: a bloodstained copy of the book "The Dove".
- D** GUARD CAPTAIN'S ROOM. The captain's locked himself in. He's mad and will attack on sight. *Loot*: a half-empty vial of demon blood, still warm. Hastily writting note from a Father Roberts: "DISTURB THE SALT"
- E** CANTEEN. *Father Roberts* blocks the door. He's fat, strong and armed. Keeps repeating "CLOSE THE GATES!". There are dead bodies all over the floor. If defeated or distracted, the players may slip out the door and exit the complex (door's locked with same simple lock as in **A**.)
- F** KITCHEN. Chef's been drinking the demon blood and morphed into a strange beast. *Weapon*: cleaver. 2-4 hellspawns serves him. *Loot*: empty vials.
- G** STORAGE ROOM. Barrels with carrots, potatoes and skinned rabbits.
- H** TRASH PIT. Chef's been dumping leftovers here. There's a rift in space at the bottom of the pit, teleporting anything falling into it to a far away place.
- I** ALTAR. Bloodstained. Several empty vials. Dead guard tucked away in the corner. *Loot*: dull, ceremonial dagger in a material not from this world. Carving on handle: "Téknoðáji".
- J** GATE. 5 thick candles connected by lines of salt. 1-2 hellspawns materialises here every time one is slain (or, if no one dies, every 10 minutes). *Closing the gate*: disturb the salt in any way.
- K** RATS. There's a rift in space here, letting creatures from the city of Rastopia coming and going as they please. Friendly but carries diseases.

START OF THE ADVENTURE

Locked away behind bars (**A**), the players can try and pick the locks to get out. If they *wait*, a hellspawn will soon break down the door and bend the bars open, attacking any player on sight.

CONSEQUENCES OF NOT CLOSING THE GATES

There's a big possibility that the players just leaves the complex without closing the gates (**J**). That's OK. Just remember that they will continue to materialise hellspawns until closed. It won't be long before there's a legion of red monsters terrorising the countryside...

HOOK

Always start the adventure with the players locked up in the cells (**A**).

New characters: just start the adventure there, placing them there from the start.

Existing characters: have them "arrested" and dragged/dragged down to their cells.

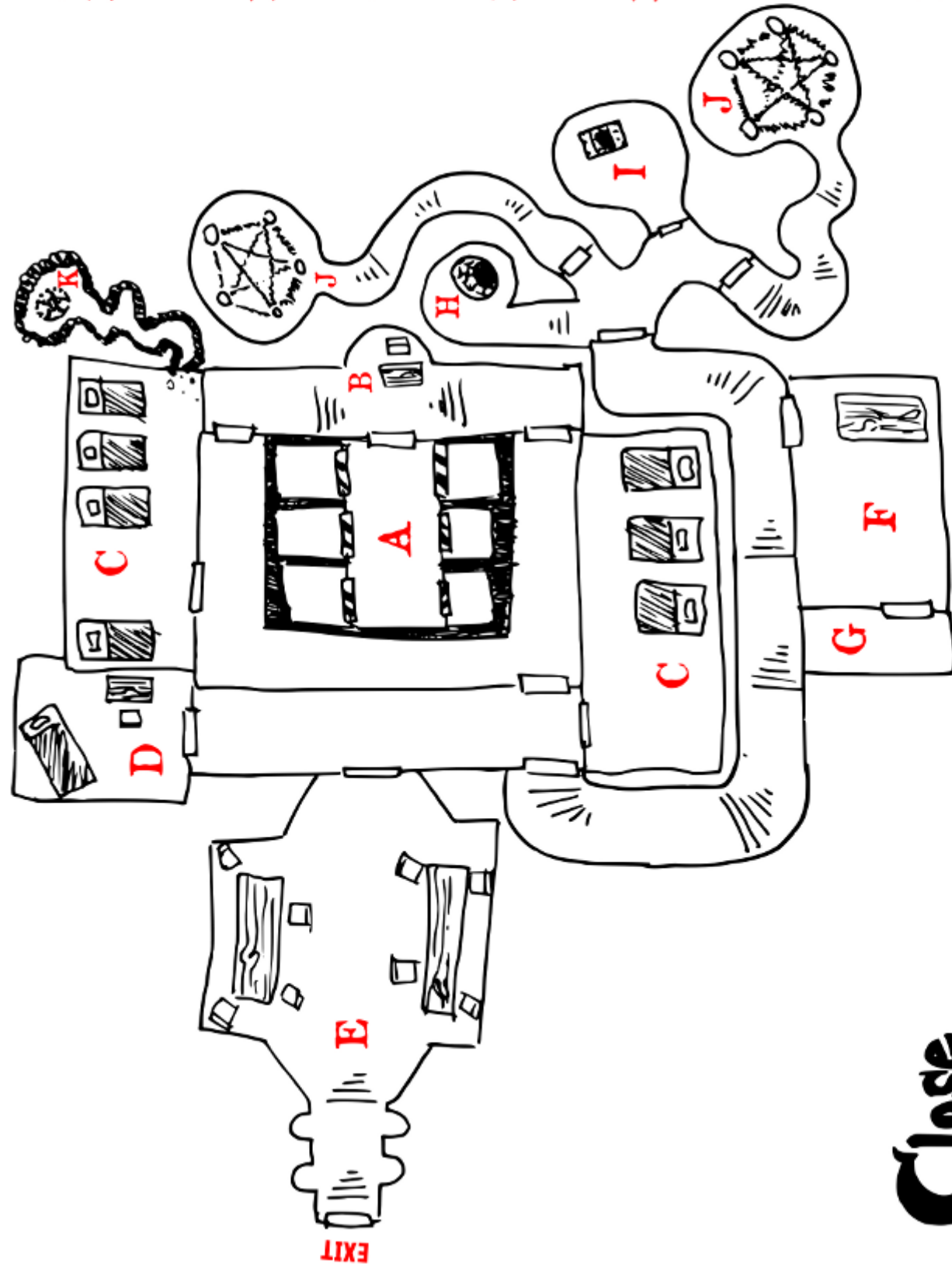
BACKGROUND

New prison set in a mountain side.

Run by a band of self-proclaimed "authorities".

Roams the countryside looking for "suspects" to put in their prison.

Somewhat they've managed to open the two helgates in the lowest part of the complex (**J**), and now demons and devils have overrun the place.



By Jens Thuresson



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Drown the world: <http://creativecommons.org/licenses/by-sa/3.0/>

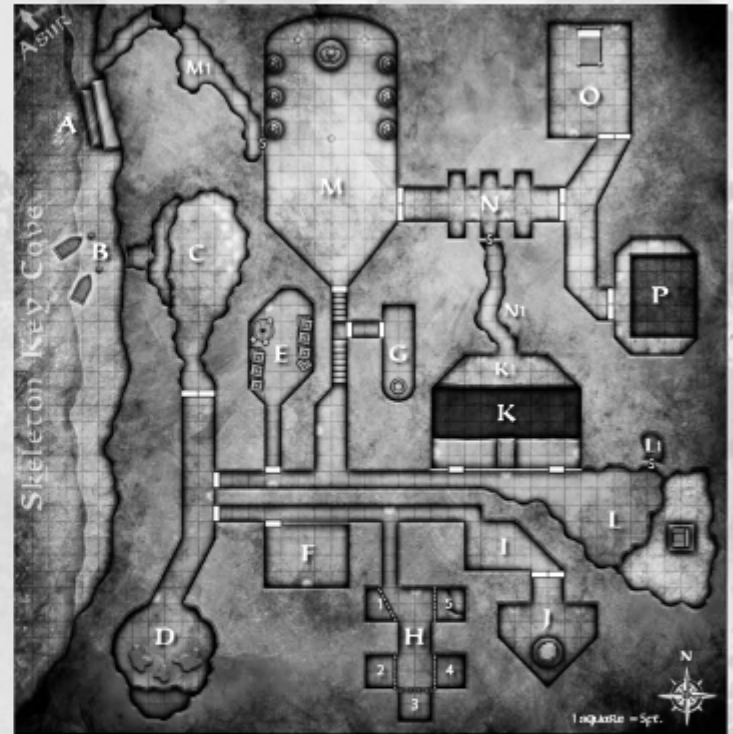
A King With No Crown by Jerry LeNeave

Hook • Asiir is a seaside city ruled by a dead king. Though the coast itself is rich with legend far more intriguing than dead kings and sunken ships. A drowned cove said to be the birthplace of a great evil lies forgotten beneath an island prison. That is, until the king's hand falls silent and the depths begin to dance with prodigious shadows as ships capsize and waves swallow islands whole.

Meridiana • The sixth daughter of Lilith and mother of all sirens has many shrines. The place of her birth serves as the greatest, which is now a submerged labyrinth that lies beneath the same waters her mother was slain in centuries ago. Though Meridiana herself is dead, her orphaned children dwell here, churning the sea with their song. On the anniversary of her death their song begins to reverberate from the deep, drawing men to their deaths and offering sacrifice to Tiberion.

Tiberion • Said to be the avatar of an elusive God, this beast is larger than any known sea creature. Rows of pointed teeth the size of wizard spires line its cavernous maw, and a stalk that protrudes from its spined head holds a luminescent sac that emits an eerie glow.

Unless noted • Walls: hewn stone with relief's depicting waves, shells, various sea life, and humanoids. Doors: made of brass and unlocked. Lighting: mounted seashells filled with bioluminescent fluid or creatures.



A. Tiburon's Shelf A deeply scratched marble ledge. It sits above sea level, carved with shallow steps that lead into the water. Atop it lie the bodies of several drowned men.

B. Underwater Canal Beneath the canopy of the cliffs above, a few abandoned rowboats mark the entrance into the siren's domain. A submerged tunnel approximately 30' below rises up through the rock and into room C.

C. Antechamber This cavern is dimly lit by candles made of human fat that speckle the floor. To the south are double doors inset with wavelike filigree, the handles bound together by an animated lock affixed to a rusty chain.

D. Spawning Pool A half-finished dome ending in a shallow pool of water. A stocky water mephit sits amidst cave formations and dozens of spider crabs. It gnaws at the corpse of a strange humanoid creature with the head of an angler fish.

E. Store Room. Ransacked and smelling of rot, this chamber holds a few barrels, crates, and a small table. Spices, ingots, and various ores can be found. Atop the table sits a bronze bowl filled with a foul concoction. (*potion of longevity*)

F. Guard Chambers This room reeks of brine and iron. Two lumbering coral golems skewered with fine weaponry, and fused with the skeletal remains of the dwarves who first sailed to Asiir stoically stand guard in this chamber.

G. Scrying Pool The walls here are featureless and mirror smooth. An incense-filled censer made of seashell and bone dangles above a stone bowl to the south. The basin is filled with sea water, carved up from the floor itself. Disturbing the censer (*Pendulum of the Deep*) causes the door of this chamber to seal and completely flood within 30 seconds.

H. Stockade These barred alcoves serve as threadbare cells for captives and slaves.

1. Skeletal remains of a human, a thick knot of rope gags its mouth. It wears simple clothes which are actually a set of *glamered plate armor*.

2. Waterlogged corpse of a pirate. His mouth still agape bears many gold teeth.

3. Empty and pooled with water.

4. An unconscious tiefling man lies naked here; his genital area appears to be raw.

5. A hooded figure lies here clenching the iron bars. One hand is tattooed with the upside down sigil of Asiir. The other hand wears a thin silver ring of *water breathing*.

I. Foyer The walls here are marbled and depict a great toothed fish swallowing the world. Torches of dark purple flame flank the doorway. The door itself is warded with magic, unless dispelled it will bestow a curse of tongues upon all mortals who cross its threshold.

J. Reliquary Within is a stone effigy of Tiberion's head, several drown bodies are impaled upon it in obvious sacrifice. Incense chokes the room. If sacrifice is offered, a boon of *bleed* is bestowed upon those in the room. If the shrine is defiled, the *cloudkill* trap in the ceiling is triggered.

K. Heart of the Sea A broken ledge separated by a stone partition opens to a noisy chasm that extends vertically in both directions. On either side of the partition a wave pattern acts as a button. If either is pushed, the opposite side of the chamber produces a magical blast sending the shelf's contents into the chasm below. A crumbling stone shelf sits 90' above across the gap, flickering with dim light.

K1 Shelf of Mischief Two nixies guard a hollowed turtle shell containing a *Net of Entanglement* and a *Bag of Tricks*.

L. Ruined Menagerie Venomous water slugs inhabit this partially submerged chamber. Feeding off of fungi and seaweed that grows on the now crumbled throne. While alive, the slugs secrete a fragrant fluid that is seductive to humans.

L1 Hidden Alcove Several dozen slugs blanket the wall leading to this chamber. If they are killed the underlying wall gives obvious clue to entering. Within is a pedestal holding the brine encrusted *Conch of Truth*.

M. Shrine of Lilith Steep stairs lead into this brazier-lit chamber, within are 7 statues depicting Lilith and her six daughters. Each of her progeny hold a *magic wand* with 1 charge that acts as a lever, pulling them causes the statue to come to life. [Statue (*wand*)]

Medusa (*petrification*), Siren (*charm*), Succubus (*command*), Marilith (*blade barrier*), Lamia (*disguise self*), Nymph (*lightning*)

Once each avatar has been bested, the base of Lilith's statue will open to reveal a partially melted iron crown and a small treasure horde.

M1 Hidden Tunnel Exits into the sea.

N. Hall of Trials 6 alcoves lined in brass relate riddles pertaining to each of the 6 daughters of Lilith here. Each corresponding wand from the statues must be placed in insets to pass through the gate to the east.

N1. Sprite's Passage Leads to K2.

O. Meridiana's Bedchamber Siren twin sisters Hecuba and Sthasia dwell here, often abusing slaves. Sthasia is a priestess of blood magic and holds the key to area P. Hecuba is a swift fighter that wields a *vorpai trident*.

P. Siren's Cache This locked room contains a deep pool of viscous water. Beneath the water is a glass dome containing a large horde of treasure, including a *Hand of Glory*.

For more, visit: <http://dreadgazebo.net/> | Follow @DreadGazebo on Twitter | Cartography by <http://d20monkey.com/>

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Watery Palace of the Ooze Behemoth: Level 7 - The Tesseract Prison of the Putrescent Lord

By Jim "Wilmanric" Pacek <http://carjackedseraphim.blogspot.com/>

Overview

There are dark and terrible things in the world that man was never meant to see. When gods dream the dream of reality, dark nightmares creep into that reality. Gods cannot simply wish the darkness away, it is part of the whole. Instead they trap it, entwine it, ensnare it and hide it away. They set up safeguards and hope that no one finds the darkness, but the darkness whispers...

Random Encounters (1 in 6 chance)

1. Slime pours from cracks in the ceiling
2. Tentacles grasp from the walls
3. The walls and the floors shake, slide and settle disconcertingly
4. 2d6 ravenous slime beasts erupt from the floor
5. A wave of slime pushes the adventurers down the hall
6. You have stumbled into a large slime-filled pit in the floor
7. 1d4+1 Undead warriors on patrol (see #14)
8. Apparition of a beautiful woman is seen at a distance



Inspired in part by the Erol Otus cover of [Dragon Magazine #55](#). Google it!

Mapped using [Dungeonmorph Dice](#). Buy some!

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This level is a trans-dimensional trap, designed to contain the Putrescent Lord (PL). The walls and floors are slimy. Slithering tendrils of ooze can be seen creeping across the walls. Constant dripping of water (and worse) is present everywhere. The PL can't leave his chamber until he is released, but he can exert his influence throughout the dungeon, manifesting slime beasts, the **Impish Wizard**, illusions and mind altering magics. The PL knows that adventurers find an easy path even more suspicious than a difficult one...

There is little real treasure here. The PL will "create" enough treasure to hold the adventurers interest. It will, of course, in due time turn out to be worthless or illusory.

The colored arrows in the map mark trans-dimensional warps that wrap reality back upon itself. Travel in both directions is possible. "North" is toward the top of the page.

The Impish Wizard

At some point in an earlier scenario, the adventurers should be befriended by a likeable, impish wizard. The wizard is helpful and generous with his magic. He is, however, merely an extension of the PL, created to cajole and convince the adventurers to help it escape. The wizard is powerless to remove the wards or manipulate the stone tablet. The adventurers must do all of those of their own free will. Of course, the wizard can suggest...

The Stone Tablet

In the descriptions below, text within [braces] is used to describe what is happening to the stone tablet found at #5 on Level 5 "The Pearly Spiral of the Endless Hunger". In the absence of [braced text], the tablet can be thought of going inert.

The adventurers must activate all four parts of the tablet by reading them aloud, in order, in the proper rooms before they can gain entry into chamber #17. The doors to #17 are marked with runes similar to those found on the tablet.

1. [cool, vibrates] The stairs lead up to Level 6 "The Tunnels of the Slime Crones". The door to the west leads into a misty corridor that teleports anyone who enters to Level 2 "The Ebony Obelisk of the Snail Demon".
2. A trio of **Hooked Horrors** are scraping around in this room. One seems quite confused and is possibly affected by the mind-warping powers of the PL.
3. Scrawled in blood on the wall is a phrase written in goblin - "The Mud Lord was here". See Level 1 "The Sunken Temple".
4. [warm, vibrating] The floor pits are filled with sacrifices who will be consumed by the coiling slime when PART ONE is read from the tablet. The doomed wail piteously from their confines.
5. [cool] The floor is covered with watery slime, some ambulatory. A pink, leaking organic sphincter in the ceiling will open at a touch. It leads to a tubular passage (slimy but climbable) that leads to #10 on Level 5 "The Pearly Spiral of Endless Hunger".
6. **The Four Gates.** Due to the dimension-warping nature of the tesseract prison, the creator put in some "emergency exits" that could be used for rapid departure. If the appropriate keys are found, these four chambers can be used as one-way teleportation devices to four distant locations of the referee's choosing. The door *wizard lock* at 15th level when the door is closed.
7. [warm, vibrating] A dark sphere of energy floats in the center of the room, encircled by glowing white bands of energy. When PART TWO is read from the tablet, the white bands vanish and the dark energy rises up to the slimy ceiling. The slime itself seems to gain a new vitality and energy. All slime creatures and other threats should be maximized once the dark energy is released.
8. This room contains a rotting table, two chairs and a ring of rusty keys. A single picture of a beautiful woman with dark hair and seductive eyes can be found, oddly untouched by the slime corruption, can be found on the wall.
9. [cool, humming noises] This room exists simultaneously in two locations within the tesseract prison. Entering from #8 means that you will exit to #13 and visa versa. The effect only operates when the party is unaware of its existence (a kind of quantum lock...)
10. [warm, vibrating] A madman, once a cleric adventurer, dwells in the small room near this one. He has learned to subsist off the slimes and oozes and dwells here to prevent the PL from escaping. Since he is mad, he is immune to the mind-affecting powers of the PL. He will rant and rave about "the lord of madness" and how it must not escape. He hid the entrance to the secret room and will not reveal it. The interior of the

secret room is similar to #7. When PART THREE is read from the tablet, the PL will feel particularly emboldened and will try to hurry the adventurers to #14.

11. Contained within warding circles and enchantments, the priest of Jubilex (Level 3 "The Coiled Grottoes of the Slime Spawn") has hidden his heart in this chamber. He cannot be killed until his heart is destroyed.

12. **Vortex.** Magic of any kind ceases to work inside this area. The **Impish Wizard** will refuse to enter the area, because, if he did, he would immediately vanish from existence. Prisoners from #15 or sacrifices from #4 will regain their senses while here. Some might recover fully (referee's discretion)

13. This room contains a rotting table, two chairs and a ring of rusty keys. A single picture of a beautiful woman with blonde hair and seductive eyes can be found, oddly untouched by the slime corruption, can be found on the wall.

14. [warm, vibrating] The mortal remains of thirteen warriors, once tasked with guarding the tesseract, are interred here. Over time, they have been corrupted by the foul emanations of the PL and are now a strange **wight/mummy** hybrid that still defends the area. The warrior leader has a +2 *frostbrand* holy sword. This turn of events frustrates the PL to no end. He looks forward to the adventurers destroying the warriors and activating PART FOUR of the tablet.

15. [cold] The PL has entrapped and mind-wiped adventurers that have failed to release it. They are emaciated, drooling and pathetic. 1d4 cells are empty. [Roll random occupants](#). The adventurers will possess any treasure that was imprisoned with them.

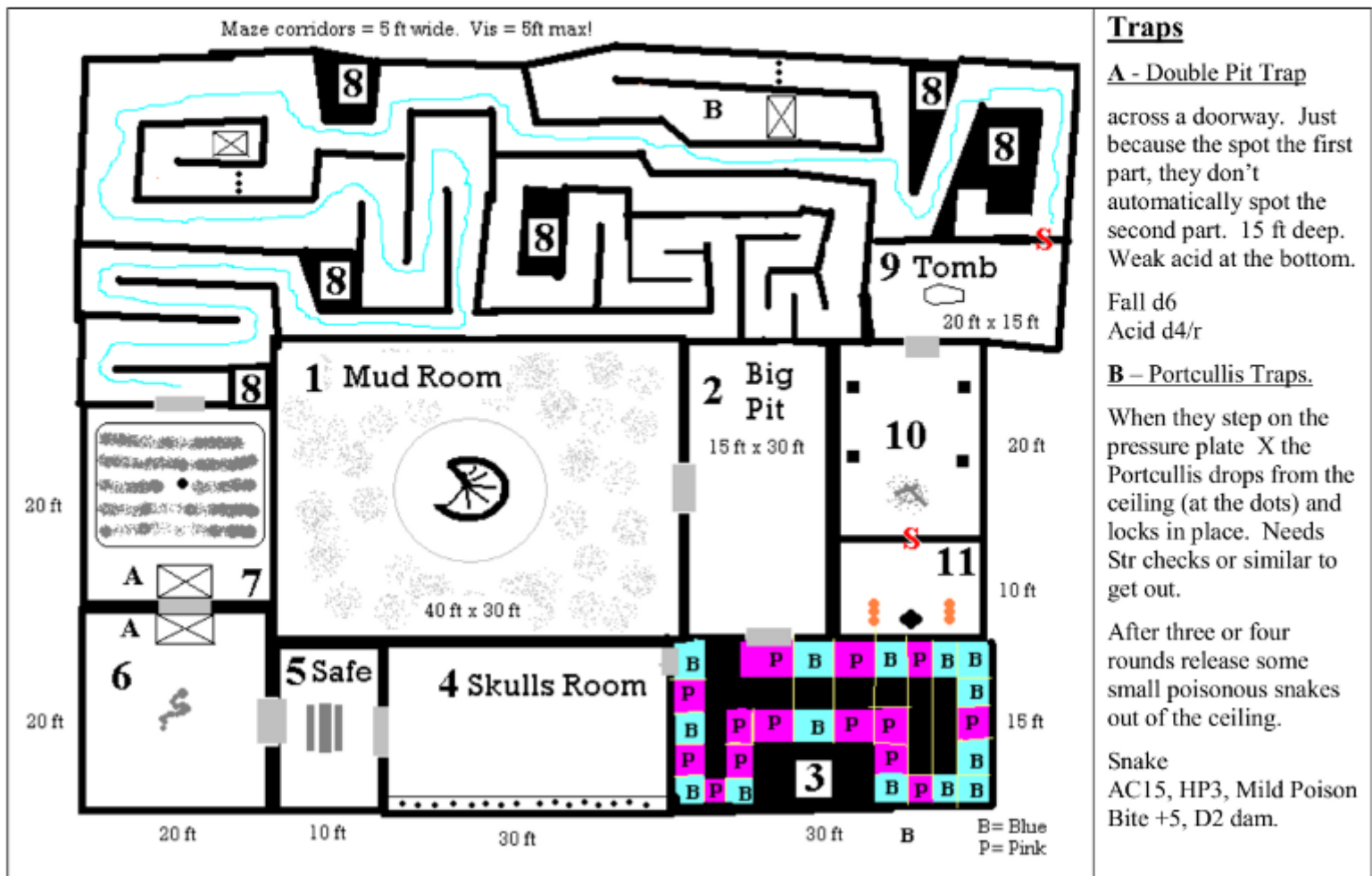
16. [ice cold] The door is carved with runes indicating good and law. It will open at a touch. In the cells beyond wait two **Avenging Angels**. If released, they are strong enough to bar the SE and SW doors, effectively keeping the PL entrapped within the level. They will however weaken after 10d10 years and they will warn the adventurers of their eventual demise...

17. **[HOT!] The Putrescent Lord** dwells here. It is an enormous behemoth, capable of attacking each adventurer multiple times each round with its tentacles. It has magical powers over illusion, darkness and sanity. The true way to destroy the PL is to destroy it with the stone tablet. That involves getting the stone tablet **INSIDE** the monstrosity and detonating it with ice/cold magic. If the adventurers are here, the PL can now escape from the tesseract prison. He will attempt to devour the adventurers, as a reward for releasing him, to gather energy for his slithering trek to the surface. It cannot be reasoned with. It is a primal force of chaos and destruction, motivated only by its urges and a need to escape.

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The Wanderers Tomb – by JohnB

Originally used for a group of low-ish level Pathfinder characters.



1 – Mud Room. Central circular staircase with safe area. Rest of floor = six inch deep mud, laced with caltrops. Stepping in it conjures four mud men slinging mud at PCs. Caltrops = slow movement or extra damage. Mud bombs = d4 dex damage / hit

2 – Big Pit. Floor is 15 feet below rooms 1 and 3. The sides are shiny and glass like. Difficult to climb. Fall d6. Climb DC30

3 – Electric Avenue. Very narrow – only 3feet wide. Single file with no passing! Pink squares shock boys. Blue squares shock girls. Careful checking allows them to recognise that there are two types of flagstone. Electrical Damage d4/r

4 – Skulls. Wall is lined with shelves and skulls – and they are buzzing! Wasps crawl over skulls, out of eye sockets etc. Use two or three swarms of wasps.

5 – Safe Room. Small room with a large stone table and benches Strange (meaningless) carvings on the wall.

6 – Necrophidius. Pile of Bones turn into a large (snake with a human head) skeleton. Remember the trap. Construct – NOT Undead. Special Attacks = Dance of Death (daze for 2d4r) and Paralysis (d4r)

7 – Death Field. Remember the trap. Rows of Black Wheat with a stick like scarecrow in the middle. Black Wheat looks like wheat except the heads are razor sharp. D4 damage per pace pushing through them. Huge spiders start dropping from the ceiling onto the party. *Treasure:* scarecrow holds a Wand of Spider Summoning (Summon Monster 1) with 30 charges.

8- Misty Maze. All corridors are 5ft wide – and visibility is restricted to 5 feet by a strange, vaguely magical mist. Blue path = good. If they start going round in circles – let them ☺. Remember the B traps.

9 – Tomb. The Wanderers Tomb, decorated with carvings and friezes of country roads etc. Lit by four ever-burning torches. He will rise as a Mummy one round after the party enter the room. *Treasure:* 4x Ever-Burning Torches.

10 – False Treasure Room. Four treasure chests and a huge pile of treasure. Pile swirls and animates into an Animated Humanoid Treasure Monster – The chests animate and attack by running around bashing into legs – trip attack. Once they are defeated ... *Treasure:* 2x Emeralds (worth 1000gp each), Long Sword +1, Warhammer +1, Chain Shirt +1, Helmet of Air Bubble (breathe underwater for 10r/day) Coins: 211 PP, 691gp, 2536sp, 4232cp

11 – Real Treasure Room. A figure stands silently, flanked by two rust monsters! Figure is a wooden manikin dressed in - *Treasure:* a Cloak of Resistance +2, a Handy Haversack, Boots of Elvenkind & a Hat of Dark Vision.

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The Mourning Wight of Brakhill

a one-page-dungeon by J.E.Geoffrey



Adventurers Needed!

Desmond Baron of Byrkwood, has a proposal for the characters: he spent a large sum for a custom made set of dwarven armor, made by the famous artisan Brakr, Master of Brakhill. After the dwarf took the money he did not come back to the Baron in over two years. Not knowing what happened to Brakr, and more importantly: to his new armor, He now wants to send out a group of adventurers to see what happened.

Unknown to the adventurers something indeed did happen: a group of ratmen, lead by the crafty wererat Drugbold, infiltrated the home of the dwarven smith, and took over his small mountain hall, killing and torturing the poor dwarves until all of them had perished, but even then not letting them go. Brakr is now a wight, driven mad by the knowledge that he took money from Desmond and did not deliver. Now the rats are slowly trying to establish a foothold in this area.

Finding Brakrs Home

The only thing the Baron knows is that Brakr lived in Brakhill, about 60 miles from Byrkwood. When reaching Brakhill it is reasonably easy to find the entrance to the small mountain hall on the side of the forested hill: somebody has tried to hide it so badly it draws attention to it (+20% on any search check), somebody has taken off all signs leading here, check normal for Wilderness encounters

Wilderness Encounters (1d6)

1. 1d6 ratmen, scouting for food
2. 1d6 cavemen, looking for their children
3. 1 large spider, gathering food
4. large spiderweb, 50% chance of entanglement if not noticed
5. one very angry wild boar
6. a colorful, bouncing bear hops past (maybe you should lay off the cheese sandwiches...)

Physicalities

Walls of hewn stone; Floor of smooth stone, debris and trash lying around; the cave is cool and moist, dark and unlit, but old torches can be found in each room, 40% chance of them still dry enough to be lit

Areas

1. **Entrance**, thick bushes make it nearly impossible to see the entrance
2. **Entrance hall** 1 Cave Bear, skulls and bone fragments on the floor
3. **Empty** One can hear the moaning of the wight here though

4. **Throne Room** A stone dais and throne sits in north of room, faint chirping noise near west wall, 1 Wight (formerly Brakr), wearing 1 helmet of Dwarven workmanship

5. **Shallow pool** of water in north-east, broken spear lies in the south-west corner of the room

6. **Smithy** A half-circle of tall stones surrounds a forge and anvil in the south-east corner of room, Pit Trap (former waste disposal, sharp objects)

7. **A mural** of geometric patterns covers the ceiling, the scent of old smoke fills the south-east of the room, rotting wooden furniture is lying around

8. ceiling is covered with cracks, a corroded chain in north of room, something was held here, unfinished parts of armor and weapons are lined along the south and east wall

9. **Spirals** of black stones cover the floor, A creaking sound can be faintly heard near the east wall, when investigated Bat Swarm can be found, Treasure hidden under bat guano: 70 cp; magic ringmail (superior quality)

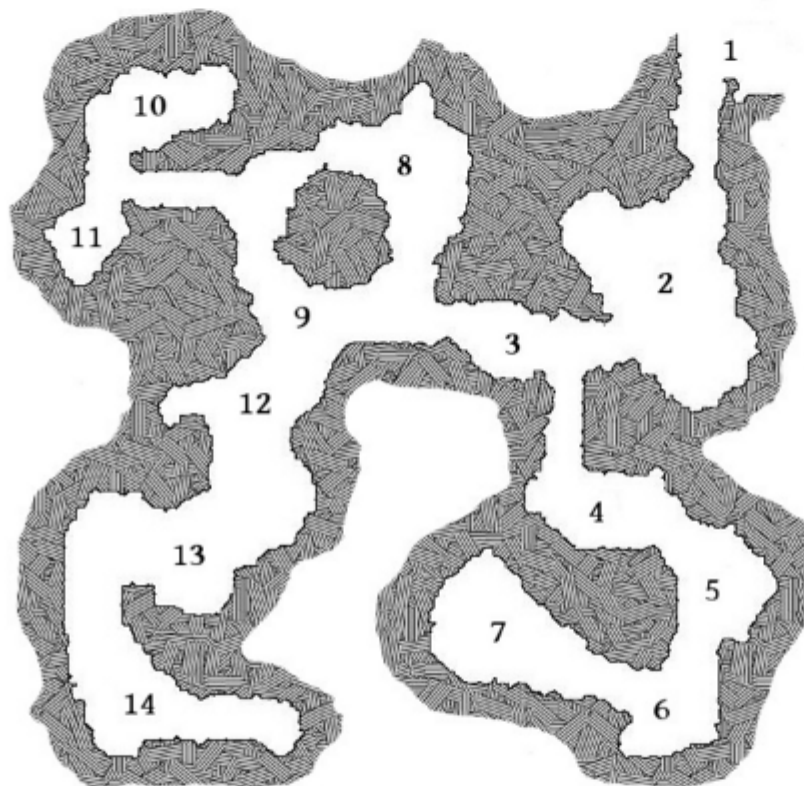
10. **Lair** of 8 tiny monstrous spiders and 1 large monstrous spider

11. **Boneyard** of the Spiders, one can find 1 dagger and 1 flute here

12. **Former Shrine of the (Dwarven) God of Smiths**, now housing a rat idol and 300 gold pieces, everyone removing them not a priest/believer will suffer curse of the idol, rat swarm

13. 1 Wererat and 3 ratmen servitors, Treasure: 700 gp; Magic Sword +1, 7 ancient-looking books, wererat can cast 3rd level cleric spells

14. **Hidden Treasure**: hidden locked iron chest (superior lock), 250 gp; hoard total 250 gp



Wandering Monsters (roll 1d6)

1. 1d8 monstrous spiders from room 11, searching for an object stolen from their lair
2. 1d3 young cavemen carrying pouch of shiny stones (opals) stolen from room 11
3. 1 large monstrous spider, returning from outside
4. 1d4 dwarven zombies (formerly chained to wall in 8)
5. 1d4 Carcass Scavengers, lost and desperate
6. 1 piercer, fearless hunter

Ending the adventure

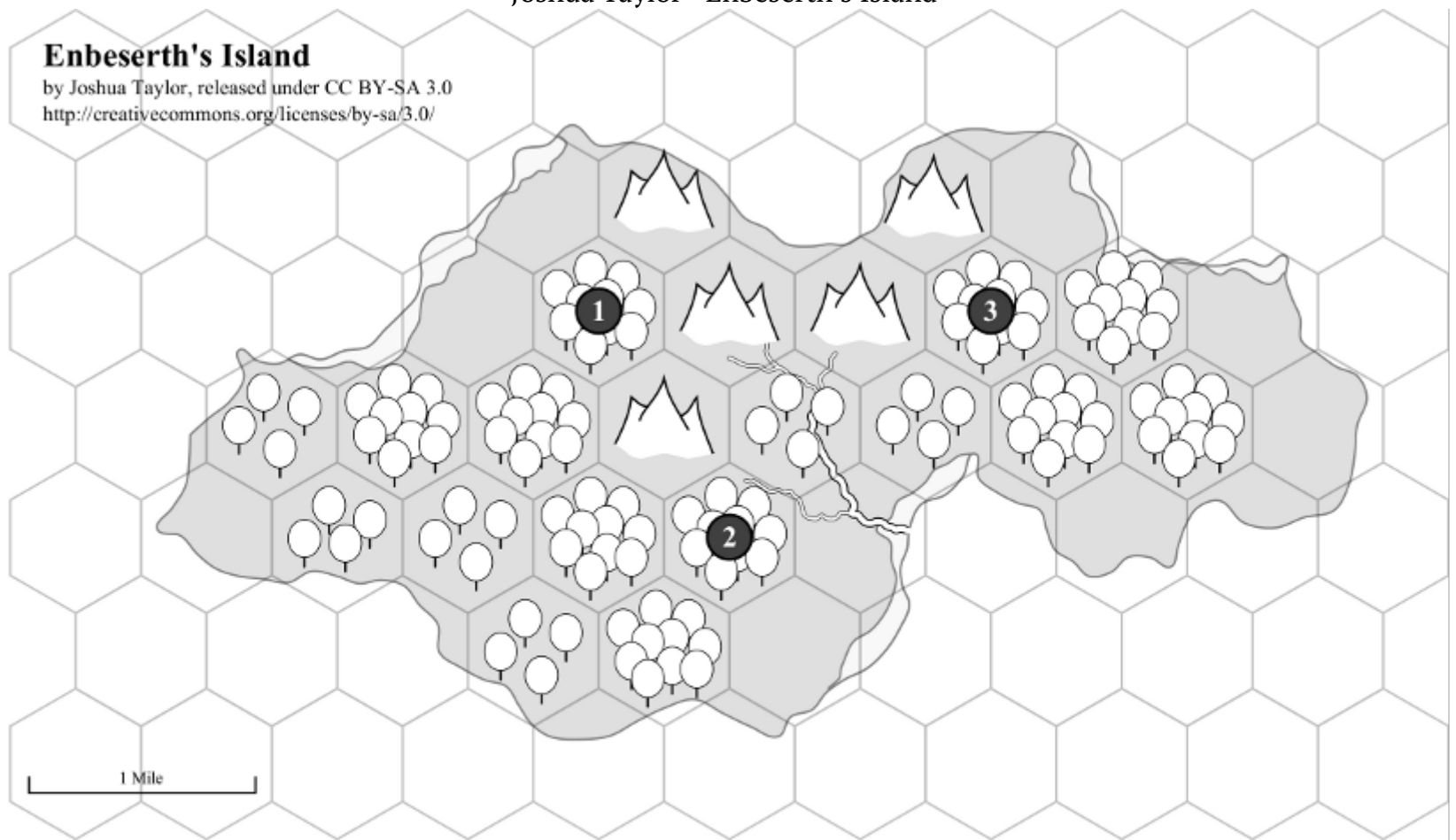
Desmond would like to have the armor he paid for (now worth even more as the last set crafted by the legendary Brakr of Brakhill...) and he will pay handsomely. He will also pay some bards to spread the legend of 'The Wight of Brakhill' with the heroes in the main roles. He knows what good publicity can do.



Joshua Taylor - Enbeserth's Island

Enbeserth's Island

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The wizard Enbeserth was buried on a remote island in the hopes that treasure seekers wouldn't find her. It worked for a while, but now rumor is that the island has been found. After many called favors, you now have a map to that island. Unfortunately, you know you're not the only one. The island is big enough that it will take some time to explore. Time enough for someone else to find it first.

Enbeserth's tomb is located at one of the three marked points. The other two contain small caves that could be mistaken for the entrance, but are inhabited by some unpleasant beasts. A whiptail centipede, an assassin vine, or an ettercap, for example (roughly an APL encounter). Decide which is which (or roll for it) before the game begins.

The players can choose to land their ship at any of the three beaches. The NPCs (a wizard and some bodyguards, an APL + 2 encounter) will land at one of the other two (again, choose or roll) three hours after the players.

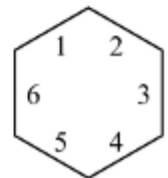
The players must spend time searching for the tomb. On entering a new hex and on making camp for the night, roll a d10. On a 3 or less, roll on the Encounter table.

Each hex of beach, grass or light forest takes 1 hour and a successful Perception check to fully search. Each hex of dense forest takes 2 hours and a check. Each hex of mountains takes 3 hours and a check. If they fail the check, it only takes another hour to try again regardless of the terrain. These times apply to both the PCs and the NPCs.

A successful search finds the caves in the marked hexes. Roll on the Search table for other hexes. Each result besides Nothing can only be found once.

NPC movement

The NPCs search 8 hours each day and fully explore each hex before moving on. They search 8 hours each day. Roll a d8 to see where they go next. On a 7 or 8 they failed their perception check and wait another hour. Reroll if they would otherwise move into a hex they already searched.



If the players reach the tomb first, they should encounter the NPCs on the way out. Otherwise, they should encounter the NPCs in or near the tomb. How you handle this also depends on what information the PCs have about the NPCs movement.

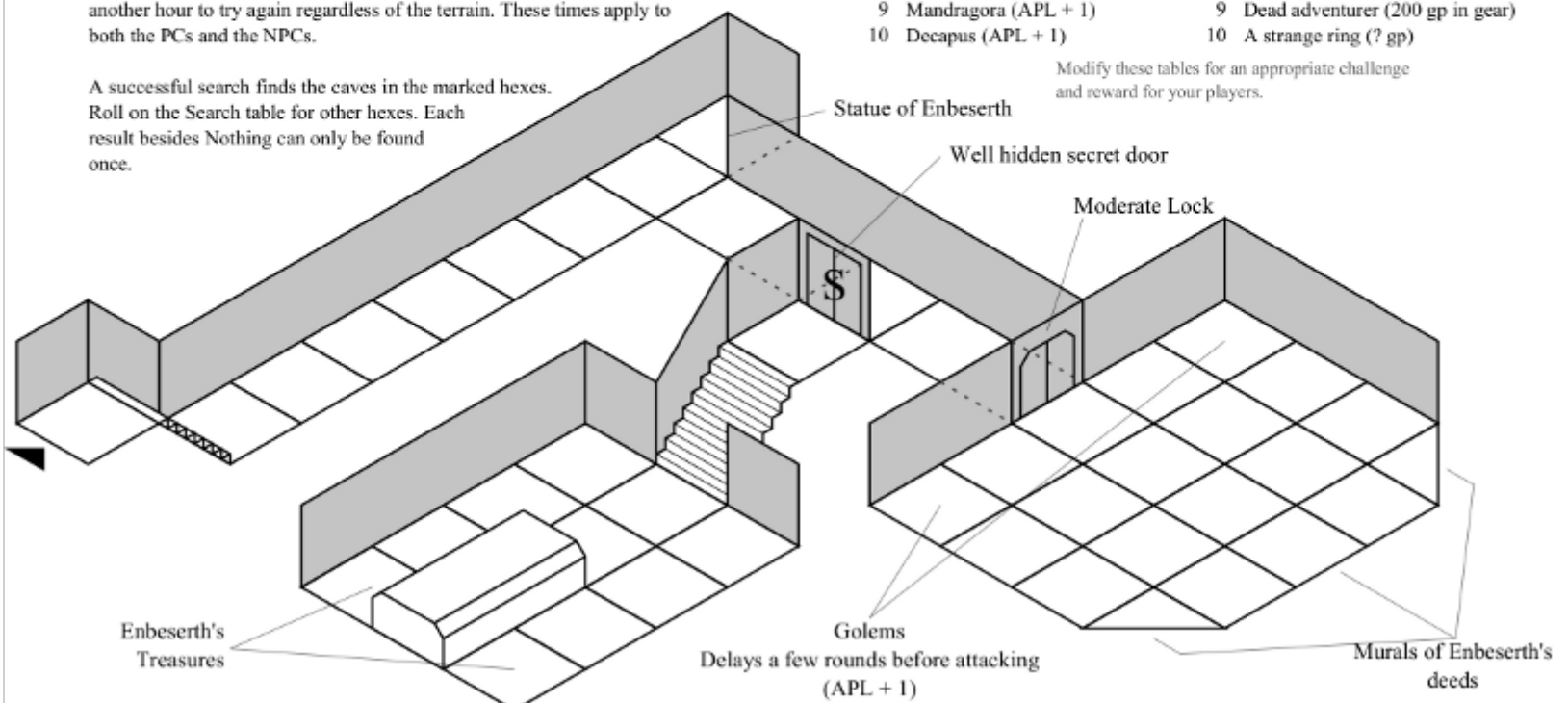
Encounter Table

- 1 Dire rats (APL - 3)
- 2 Skeletons (APL - 3)
- 3 Insect swarm (APL - 2)
- 4 Snakes (APL - 2)
- 5 Wild boar (APL - 1)
- 6 Slime mold (APL - 1)
- 7 Giant wasp (APL)
- 8 Shadow (APL)
- 9 Mandragora (APL + 1)
- 10 Decapus (APL + 1)

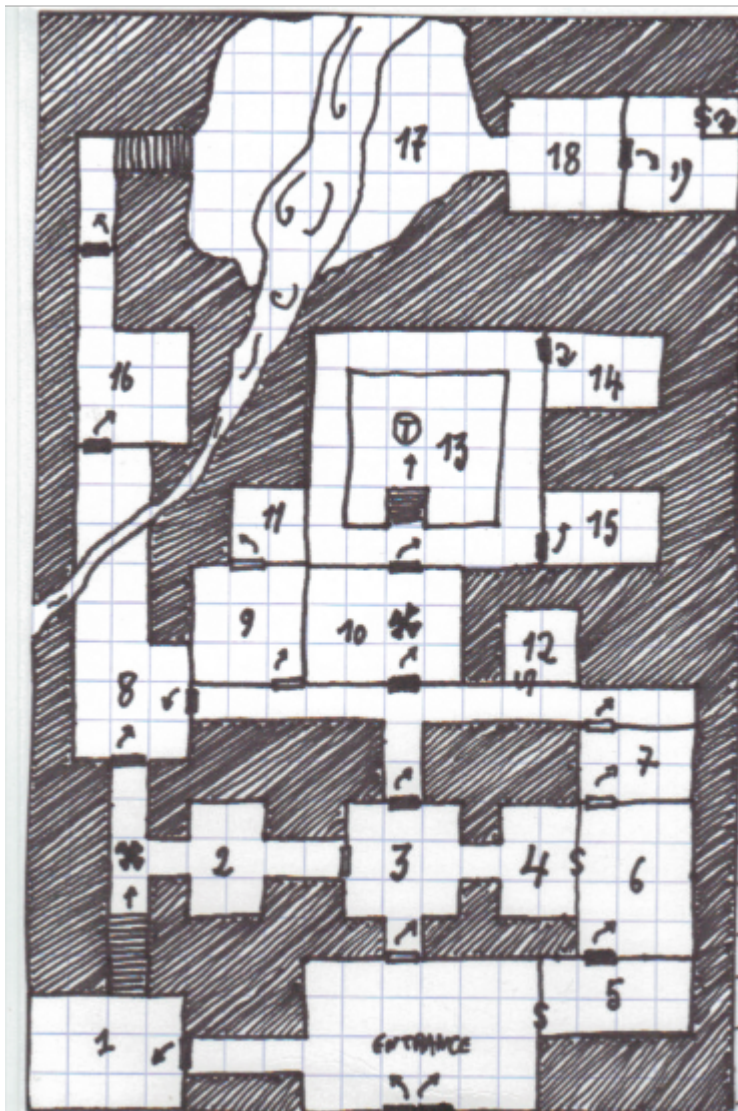
Search Table

- 1 A loaded bear trap (Ouch)
- 2 Nothing to find (0 gp)
- 3 Old iron pot (1 gp)
- 4 Old platinum coin (10 gp)
- 5 Flask of alchemist's fire (20 gp)
- 6 Some alchemical fungus (25 gp)
- 7 Masterwork manacles (50 gp)
- 8 Rare flowers (75 gp)
- 9 Dead adventurer (200 gp in gear)
- 10 A strange ring (? gp)

Modify these tables for an appropriate challenge and reward for your players.



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*: sometimes trap
sometimes item

THE SHIELD OF FAITH NAME ITEM & BUILDING

Room	Creatures	Contents of the room
1	2 Chaotic Coatl	See 1B below
1A	None	The Shield of Faith, a plus 4 shield. It can prevent fatal damage, and loses one plus when doing so. When all its pluses are gone, its wielder is spirited away to limbo forever. It radiates protection from evil 10' permanently
1B	None	A staged pyramid of black marble. Its steps are protected with glyphs of poison (30, save for half). The teleporter works both ways
2	1 very powerful wraith	Roll 3 times upon the magic items table for treasure. In addition, it contains one scarab of each type, including the cursed ones
3	None	Contains a set of 7 cursed scrolls and a tome of vile darkness
4	None	The high temple of Urd. If wearing the ritual clothes and of Chaotic alignment, gain spell casting ability as a low-level cleric permanently. If of lawful alignment, face your nemesis and gain one level if you win
5	6 obsidian trolls	Empty
6	1 hate mist	As smoke elemental or any mist creature you use, but save every round or enter in a killing frenzy until the mist is dispelled or killed

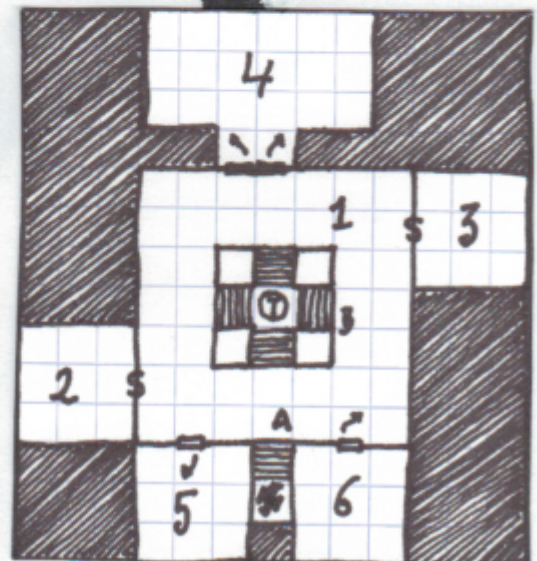
THE SHRINE of URD & ARD THE SHIELD of FAITH

BY KABUKI KAISER • CC ATTRIBUTION SHARE-A-LIKE
HTTP://CREATIVECOMMONS.ORG/LICENSES/LBY-NC/3.0

THE SHRINE OF URD A POEM

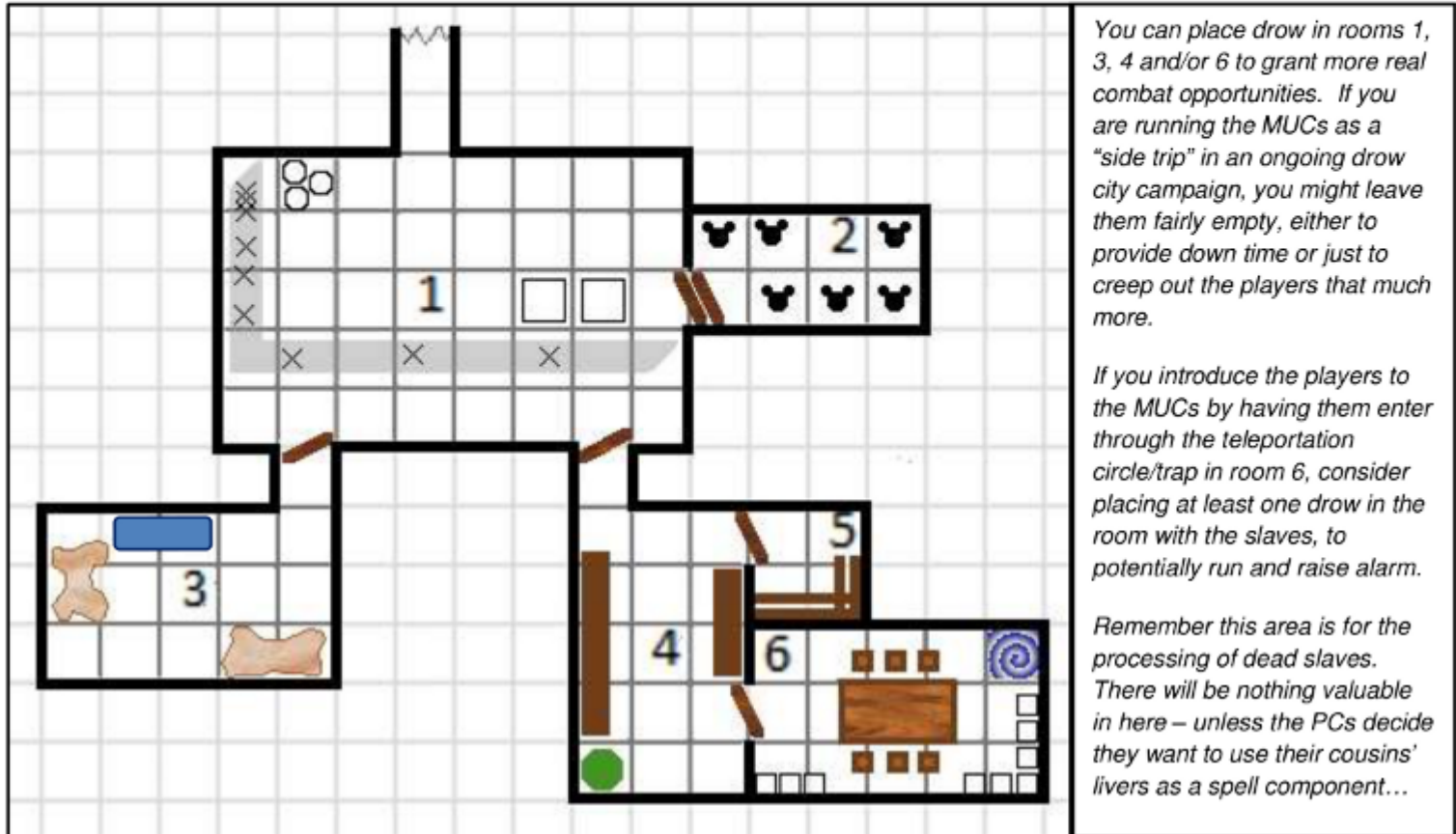
Contents of the room

Creatures	Empty
16 brain moles	Ritual wardrobe with dark blue lama hats
None	X signals a purple slime patch - as both
None	and rust monster, cannot move
4 squid-men guards	They aren't psionic nor eat brains, they're
None	men. They spit ink and wield bill-guisar
2 squid-men guards	Walls are purple and glowing.
1 squid-men wizard	They have heavy crossbows with dark elf
None	save at -4
13 smoke mephits	This one is psionic, eats brains and cast
None	Library. All the tomes are made of thi
None	metal, contains 2d4 new spells
None	They are immune to the smoke's effect
None	conjure a smoke para-elemental in 2 r
None	never attack the ritually-clad
None	Strange man-sized bone armors, as pl
None	weights as a leather armor
None	X signals a 30' deep pit trap
None	Psionic enhancer drugs hidden in sil
None	chests are protected with insanity
None	Empty
None	Teleporter leads to room 1B of the
None	is triggered by the feathered staf
None	room 20
None	Empty
None	An empty tomb - 4,500 GP in red
None	secret compartment beneath
None	Wields a rod of tentacles as mai
None	Lilac-colored river of smoke. A
None	allows to cross it at its middle
None	turns mortals into wraiths and
None	pocket limbo dimension
None	Magic mouth
None	Empty
None	Secret passage is hard to fin
None	Voor, a staff of power and i
None	a bird-man



The Maximum Utility Chambers

The drow are notorious for their use of slave labor. This particular enclave uses them even after they can no longer work...



All rooms are dark except for #6, which contains dim light coming from the slaves working at the table. All doors are initially closed, but none of them have locks.

1) **Abattoir** – a rail runs along the ceiling (grey line), with huge meat hooks hanging from it (x). Two large open crates are neatly labeled "Organs" and "Bones". Three large buckets are labeled for holding bodily fluids. **Everything is very, very clean.** The door to room #2 is a split door; PCs can open the top half or bottom half (or both). A whistle on a leather thong hangs from the top doorknob.

2) **Vermin Room** – Some very cleanly picked bones lie on the floor, quickly obscured by the hundreds of vermin that come streaming out of holes in the walls as soon as the door opens. The vermin are trained. If a PC blows the whistle, all the vermin will stop moving and look intently at the whistler. (Rats will sit up as if begging for treats.) They will swarm and try to devour anything thrown at them. They will not attack PCs unless provoked somehow; if they do attack, treat it as 3 – 4 swarms' worth of vermin. (PCs spending excessive time playing with the whistle, trying to make the vermin do other tricks, is a perfectly legitimate provocation. ;)

3) **Tannery** – various humanoid hides are lying on a long table against the far wall, covered in salt. A few others have been tacked to stretching frames to finish curing. The rectangular vat on the near wall holds tanning solution (moderately acidic but not harmful).

Everything is very, very clean.

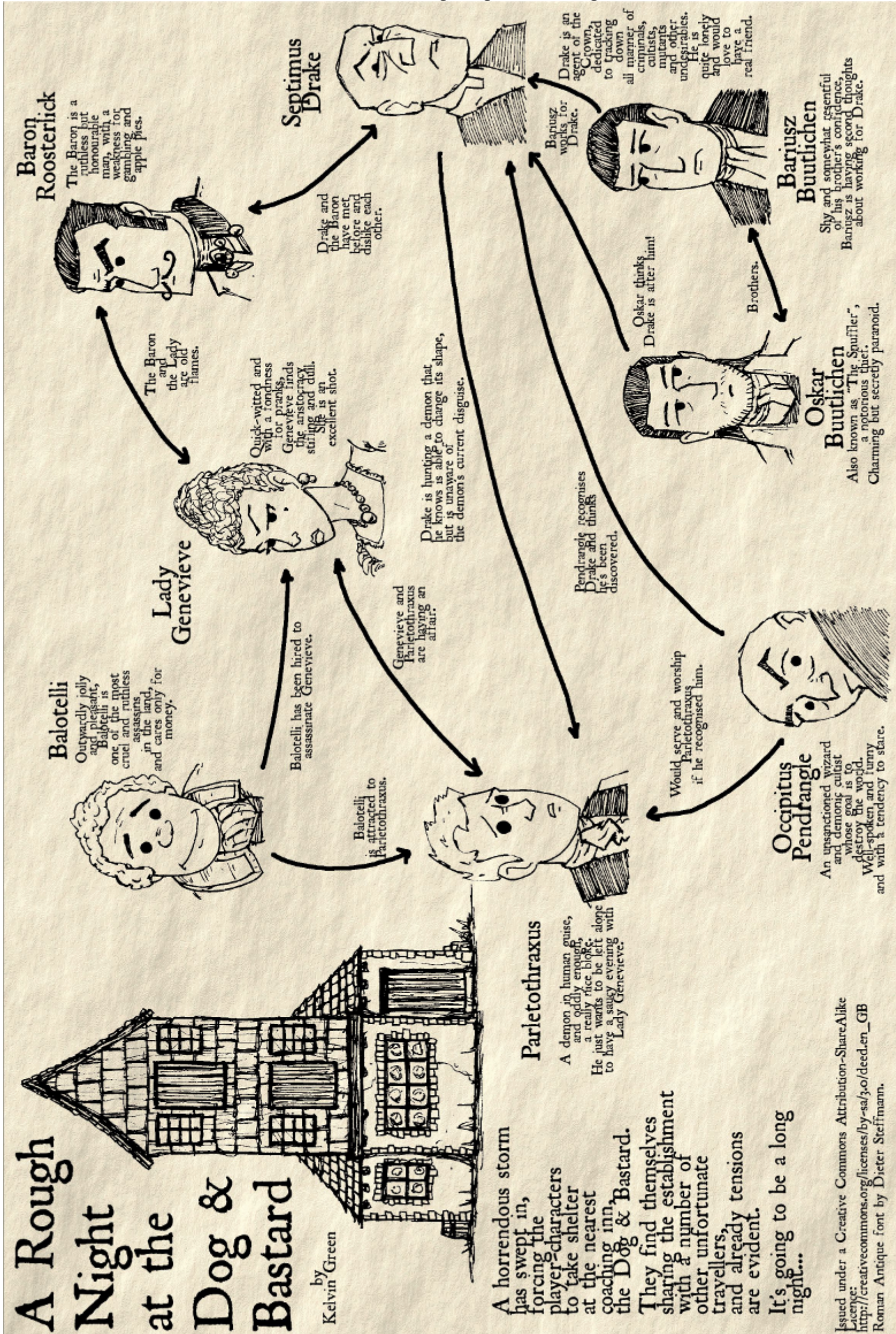
4) **Alchemical Lab/Kitchen** – This is where organs and other body parts are pickled, boiled, dried, smoked, sliced, diced and otherwise turned into reagents and spell components. **Everything is very, very clean**, and meticulously tidied; there may be some slices of liver drying on a dehydrator rack, but nothing just left sitting out on the counter. A tall stone well in the far corner [octagon] holds an ooze, for devouring whatever bits simply cannot be put to use.

5) **Reagent Pantry** – The walls are lined with shelves, and the shelves are full of vials and packets, all neatly labeled with their contents (pickled elf eyes, smoked dwarf liver, etc.) and the date they were prepared. A ledger book details all the items that have been brought into or taken out of the pantry. There are occasionally notes like "need to take more halfling slaves, burned through a lot of kidneys during the last uprising". PCs can take these reagents for their own thaumaturgical use, though this should be a morally dubious act.

6) **Arts and Crafts Room** – open crates along the wall contain very cleanly picked bones, all meticulously sorted by size and shape. A couple of crates contain small scraps of tanned hide. Shelves above the crates hold shears, needles, glue, and other arts/crafts supplies. A large worktable takes up the center of the room, and six haggard slaves sit at the table carving bone and stitching leather. A teleportation circle (or teleportation trap?) is incised on the floor in the far corner [spiral].

This one-page dungeon was created by Katie Simpson on 24 April 2012, and is released under the Creative Commons Attribution/Share-Alike license: <http://creativecommons.org/licenses/by-sa/3.0/>

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TOMB OF THE SEA DWARVES

A 8th-10th level adventure for 4-6 PCs, in a seaside town.

Something is wrong with the water...

very wrong. Black sludge is coming out of drain pipes and the water has an acrid, bitter taste. The town has sent maintenance crews into the city's water and sewer systems but none have returned. Now the mayor is asking for a brave group of experienced adventurers to root out the problem.

Unbeknownst to the townsfolk, a beholder has setup shop in the sewers and has discovered a long forgotten tomb in which it is performing necrotic experiments to raise an army of undead slaves. The byproducts and run-off of his experiments have fouled the waters of the entire town. The tomb belonged to a rare clan of sea-going dwarves that plied the seas in huge stone boats powered by dwarven magic. A cataclysmic world-event caused magic to become unstable and the majority of the clan drowned under the waves hundreds of years ago.

1 - Sewer intersection

A half-dissolved corpse lays in the muck. He is clearly a city worker that has

died from what looks like a type of acid. As the party examines the body they are attacked by a black pudding. One or two more ooze out of the nearby pipes on rounds 2 and 5. Near the pipes is a secret door that has been left ajar, leading down a hall to a small chamber with a large stone-engraved door.

2 - Key Puzzle

There is an unlit brazier in the corner that can be lit by magical or conventional means. Several iron rods in the corner about two feet in length, lay near a basin of cool, clean water. There is an anvil in the middle of the room with a keyhole in the top. It has dwarven runes on it that read:

PAA APXEN XAEAA PEELE OPAAEC XHCPXENA
TO ICM XTAX PC ECPEN PETA PCBX
ACHAE ICMIN CXC OEI

*All-Father bless these fallen brothers
If you wish to enter this tomb
Forge your own key*

The party must forge a key with a series of skill checks at the discretion of the DM.

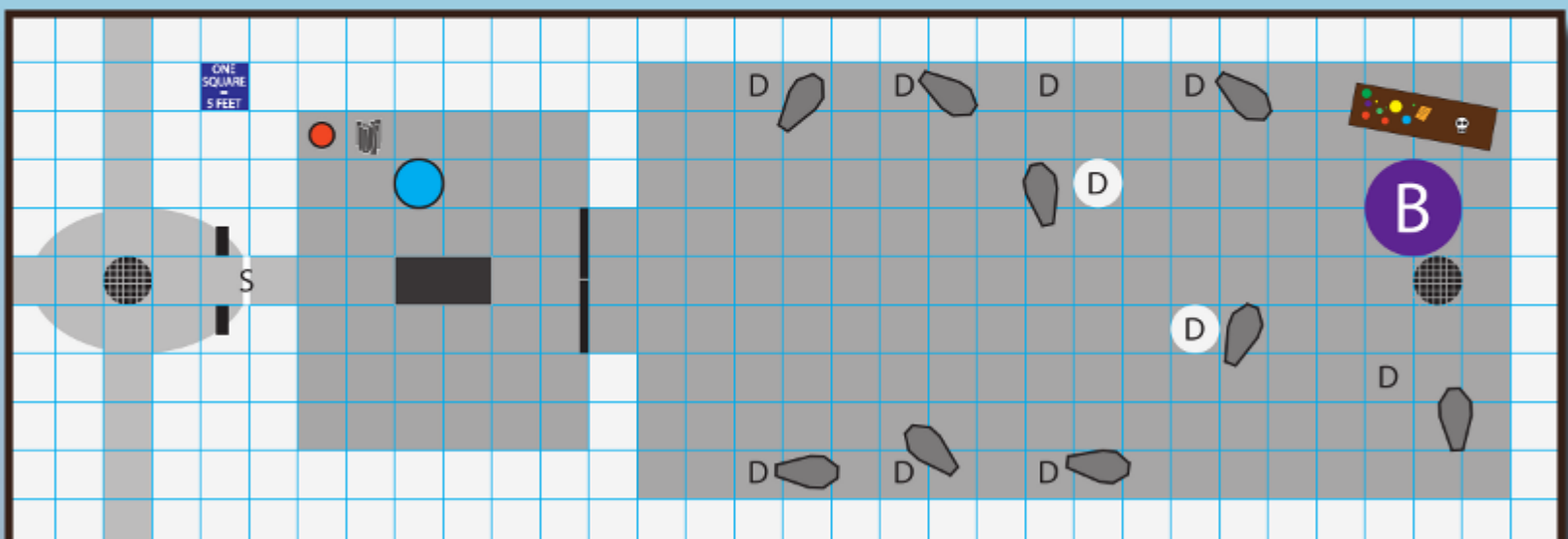
3 - Tomb Chamber

As the party enters the ancient tomb, a strange other-worldly voice booms:

*"Who dares to disturb my research?
Your fresh corpses will make worthy
thralls in undeath!"*

The beholder attacks! It is a typical beholder with one exception: as a swift or minor action at the end of it's turn it can use its dominate eye stalk to animate a dwarven skeleton, as long as the dominate eye stalk wasn't used in an attack during its turn. Dwarven skeletons have typical stats for a skeleton, with the exception that they are armed with battle-axes and throwing hammers. The fight starts with two of the dwarven skeletons already animated. If the party proves victorious, they find a number of ancient dwarven artifacts (DMs are free to choose any magic items with a dwarven origin).

If no attempt is made to reconsecrate the tomb, one of the artifacts will be cursed. If the dwarves are properly laid to rest, the party finds a hidden cache of gems, and none of the items are cursed.



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Collateral damage a DM friendly adventure

A One Page adventure – created under [creative common license](#)

by Konrad Ferlangen (Konrad.Ferlangen@gmail.com – Dmfriently.blogspot.com) April 2012

Collateral damage

The idea of the adventure is a small encounter that could be run in any campaign in any setting (provided traveling is by foot or at least by riding animals. Where you are forced to halt if you're sick and there's a bit of magic in the world).

Synopsis



Act I-There and Sick Again

The group was hired to track down someone who is on the run. In the evening the group comes into a small hamlet and decides to make a break there. The food is simple and fine (not as simpleⁱ as the innkeeper) but too spicy to be delicious.ⁱⁱ

Act II-Like dust on the road

The next morning they get so sick they can hardly moveⁱⁱⁱ. They can't resume their hunt.

When they manage to get downstairs to speak with the innkeeper, he says: "oh not again" and leaves. He reappears with an old, friendly crone sometime later. The crone tells the PCs that since a week or so there's a sickness which everyone gets. She has a potion which smells ugly and tastes even worse, but helps. The PCs get better during that day.

The old crone asks the PCs for help. She fears she might get put on the stake for being a witch, which she isn't.

Result of the inquiries: A pair of necromancers poisoned the road.

The necromancer put a trap on the road; some grinded bones and silver to throw off their pursuers. The dust slowly kills anyone, who comes into contact with it, by sickening them. The trap killed the pursuers (some knights) and the necromancer

Clues

- There were two other special groups passing through.
 1. Some shiny knights in shiny armor
 2. A "nice and friendly merchant and his lovely daughter" which is actually the cover of a necromancer as daughter and her aide dressed as a merchant (**DMinfo**: The knights were on the hunt for the necromancer)
- Silvery dust on the road
- An old farm, which looks deserted but there's smoke/fire
- People started getting sick after the nice merchant left the village^{iv}
- If they ask about their prey the innkeeper says that the prey did actually come this way and had the same room as the asking character
- All other travelers stayed for an extra day or two after getting sick. Only the knights and the prey resumed their journey. The potion helped every single one of them.

Act III-Road kill

The old farm is the hideout of the necromancer pair. They are guarded by the reanimated horses and knights in not so shiny armor. When the battle is running against her, she kills her aide and tries to put the blame on him. She is just the apprentice; he forced her into service by a command – A girl has to try everything By the way: the prey is dead on the road. The group should stumble upon it.

-
- ⁱ Play the Innkeeper as a simpleton, to the point the players want to kill him.
ⁱⁱ The potion kills the sense of taste. For some time
ⁱⁱⁱ DMs do your worst. Let them make a save/roll whatever and if they succeed, they can barely move. If not it is worse
^{iv} They didn't get sick, so they could be the culprits, who brought the plague.

FUNGAL INFECTION!

A terrible creature has emerged from the underground stream and has made the cavern and surrounding aqueduct system it's home. The workers have fled and the water supply is in jeopardy!

The Spore Queen

Being a huge-bloated myconid-like creature with glowing yellow eyes, a maw full of razor sharp teeth, and possessing a mastery over both plant and fungus. This would-be queen wears a wooden crown atop her purple and white spotted cap as a symbol of her power over the natural world. This creature of ill-disposition was driven out by her myconid kin for terrible ambitions. Finding the caverns to her liking, she has taken root, scattering spores that have grown into a loyal myconid guard. Now she has begun to slowly spread throughout the area.

1) The stone building set into the cliff houses the sluice system controlling water flow. A windmill atop the cliff powers a giant archimedes screw which pumps water to a secondary aqueduct. The grounds are silent and strange clumps of fungi grow all over (see Fungal Hazards below). A heavy wooden door (locked by the workers) blocks the way in and the only windows are thin narrow openings that allow in a little light. A door in the cliff to the south (barricaded from the outside by the workers) allows access to the cave.

2) The three main sluice gates are in this hot and humid room though the two southern gates are choked with vines from which small purple mushrooms sprout. (A and C are open, B is closed). The vines are a part of the Spore Queen and cover the gates, preventing them from being raised or lowered unless they are cut free. Touching the vines will alert the Spore Queen. A mechanism in the north of the room controls the three sluice gates and an unlocked wooden door leads to the overseer's office. (Note: the purple caps heal myconids a little but are poisonous to humanoids)

3) The overseers office contains only simple writing tools and a few documents and ornaments. There may or may not be a small lockbox containing money for incidental expenses or pay for workers.

4) These rough stone steps are wet, slippery, and covered by fungus, some of which give off a soft blue light that illuminates the way down.

5) A waterfall from the overflow channel dominates the room running to an underground stream. The cave is slick and full of fungi as well as some of the Myconid Guard.

6) A huge windmill-driven archimedes screw pumps water upwards (access to the windmill is via the stairs through a locked wooden door). A closed sluice gate (E) has left the pool empty.

7) A mechanism in this room controls sluice gates E and D but is choked with more vines. Sluice D is currently open. Myconid scouts guard the area and some are exploring the tunnel west.

8) The Queen's chamber is full of fungi and the remainder of her guard. She sits atop a throne made of tree roots. She can bite, choke opponents with vines or use poisoned spores and strange magic. She could be fought or flooded out (close sluice A, C and D, open B) but will fight to the death. Her white wooden crown is magical allowing control over myconid and plant creatures and she also possesses a few other valuable trinkets.

Fungal Hazards

Clumps of fungi grow all around, some good, some bad. What kind are determined randomly. Additionally, the air in some chambers may be full of spores making it difficult to breathe. Assume the Myconids are immune to any of the bad effects:

D6

Fungus Type

- 1) Edible White Caps that offer minor healing
- 2) Yellow Caps that release poisonous spores when disturbed
- 3) Glowing Blue Caps that give off a soft light
- 4) Poison-coated Spotted Purple Caps that whistle softly
- 5) Brown Caps - Good for cooking!
- 6) Orange Caps - Slightly Hallucinogenic, but offer pain immunity

The Faerie Market

By Leslie Furlong

Your search for young Kath, the Minister's gifted daughter, has led you to this nowhere place between places, the moonless fair that beckons the creeps, the shadows, the forgotten. Shielded from their scrutiny by a powerful illusion, you move among them, hoping to soon find some sign of the girl, because in a few hours the market disappears with the dawn, and with it go all of its secrets.

The Spirit Talker. The Gray Lady, Old Missus Inbetween, Ghostcaller... Not every weirdling and spirit makes it to the market. If you wish to contact one of those beings, or maybe your dear-old Gran, the Spirit Talker can make it happen, as always, for a price.

The Main Gate. Entering the fair is a straightforward process, just show your invitation to the guards and walk right in. I mean, you do have an invitation, don't you?

Bullington and Beebe, Cartographers. These narrow-faced gents seem to know where you are going even when you don't. The route is never an easy one, but what worth doing is? Good people to speak to if you're a little girl lost, trying to find her Gran.

The Fortune Seller. For the right price, the fortune seller will give you a glimpse of the future. It is always a troubling one, perilous and painful. Best not to ask about yourself, then.

The Marketplace. The oldest part of this fair is this warren of blankets and carts at its heart. Here traders of all manner of goods, tangible and otherwise, conduct their business, and while coins from the daylight kingdoms are accepted, it is barter that is truly valued. Tell me, what would you trade to speak to your beloved Gran?

Sneere's Auctioneers. The keen-eyed Mortimer Sneere and his company of appraisers know the value of everything, from a dusty chalice to a musty book to a cherished memory. Bargain hunters might find something among sellers in the Marketplace, but those with a desire for the unique will show up at the bottom of every hour to see what treasure Sneere has unearthed.

The Stage. Some say that the voices of performers carry on beyond the market into the Never-Never, so it is important to be in top form, lest those listening be displeased. Of course, some say the opposite... Hopefuls must first see the Emcee, Macklin Drax, before taking to the stage.

Marketplace Encounters
(Draw one card per group every half an hour)

- ♥ Friendly / amorous
- ♠ Deceptive / unreliable
- ♣ Aggressive / violent
- ♦ Generous / helpful

Ace
2
3
4
5
6
7
8
9
10
Jack
Queen
King
Joker

Prizefighter / sellsword
Student / apprentice
Drunkard / addict
Performer / actor
Agent / advocate
Huckster / merchant
Proselytizer / disciple
Guardsmen / soldier
Thief / grifter
Mystic / shaman
Craftsman / teacher
"Companion" / courtesan
Noble / big shot
Draw another card; that being sees through your illusion.

The Square Circle. Do you have a grievance to settle? A point you wish to make? Those with martial skill (or at least access to it) are encouraged to make use of this arena. The contest need not be lethal, but the outcome is binding. One-Eyed Fred at the Den covers most wagers.

The Hole. Outside the Main Gate, scruffy youngsters mill about, watching, looking for those without an invitation. "Want in, don't ya?" they say, with a wink. For a price the urchins will show you a way in. "Just stay clear of the guardfolk," they tell you. "No skin off my nose, but they find you without an invite an' yer done."

Academy Recruiters. The doll-like young ladies with onyx eyes sit patiently, hands folded upon their laps. "Would you like to join us at our school?" they ask passersby. Occasionally they are more insistent, especially when taken by a young, clever thing. "Have you seen her?" They might ask. "The Matron would be most welcoming."

The Den. The lucky and the desperate go to the den, yearning for fortune's caress. From a quick hand of Devil's Lash to a round of Daggerdeep, One-Eyed Fred provides tables for all games of chance. When caught, cheaters are given one last wager. Win, no harm done, play on. Lose, and well... lose.

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Seven Spindles and a McGuffin

by Wordman

Background

Fantasy? Pulp? Sci-fi? Horror? Supers? Up to you. We know this for certain: the now vastly important whoziwhatsit was buried with the Important Guy, who did the thing, in the place, back in the day. Rumor puts his resting place in an underground complex that has remained undetected...until now.

How to use this map

Print two copies, one for main use, the other for parts. From the latter, cut out the six circles on the right and the large circle in the center of the map. Place the six smaller circles (in any order) onto your main map's dark circles. Each of these circles represents a large **spindle** that rotates, changing the configuration of hallways and how (or if) rooms connect. Every ten minutes of game time, each circle rotates 45° clockwise. Overlay the large circle onto the main copy, with hallways at 8 o'clock and 12 o'clock. For now, this spindle is locked in this position.

Sea Section

A **natural cave** connects to the sea providing one of the entrances to the complex. Rowboats can be through most of the cave; however, at high tide, the very end of the chamber will be almost completely flooded. The hallway leading from the cave into the complex floods to some degree (how much depends on the tides). When a spindle connects a passage to here, fresh sea water will flow into the spindle and wherever it leads. A tribe of intelligent (though primitive) **amphibious humanoids** have claimed this section as their home. A bad experience with a trap in the center spindle has made it a tribal taboo to enter there.

Fissure Section

An earthquake opened this fissure several decades ago, exposing this part of the complex to the sky. While the sides of the fissure are steep, the rubble strewn floor of the rift gradually slopes upward to the surface. Rooms ripped open by the fissure form cave-like entrances to the complex, several dozen feet above the rift floor. A number of **unsavory creatures** from the surface have made it down here over the years, though few have penetrated far into the complex.

Fungal Section

The fungus grown for food long ago in the cave in this section has mutated into semi-sentient, mobile form. **Fungal creatures** have spread throughout this

section, along with several species who have been '**converted**' by spores. These species live in symbiosis with the fungal creatures, eating fungus to survive and supplying waste (and their own remains) to feed the fungal creatures.

Factory Section

The **clockwork/golems/robots/automata** who once provided manufacturing labor in this section still remain. While some have broken down and others standby for humans to come along, a few carry on with their duties. None will leave this section or go through secret doors without correct orders. The lone vent to this section has been clogged for some time and, combined with the waste output of the manufacturing work, the air in this section is **fairly toxic**.

Memory Section

Once a religious or bureaucratic headquarters, something (undead, cursed crystals, insane AI) repeatedly tries to **overwrite memories** of visitors with those of past inhabitants. Also, several chambers act as a prison for immortal beings, who will try to **trick the group** into deactivating the devices that contain them.

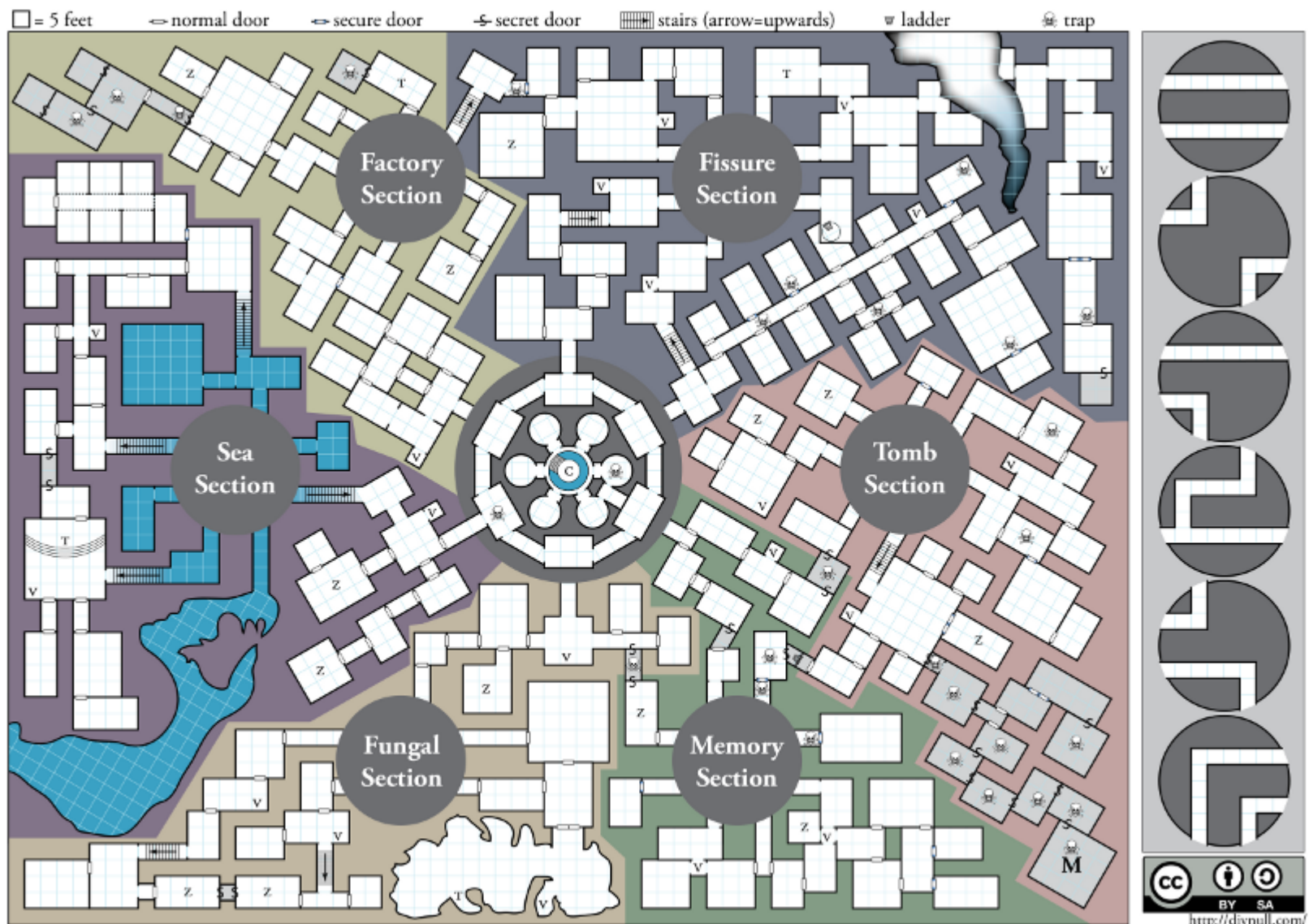
Tomb Section

A catacomb containing remains of once renowned, but now forgotten people. Up the stairs is the resting place of Important Guy, complete with **many false tombs** and other surprises.

Specific Locations

Certain locations are marked with letters on the map. They are:

- C** This collection of rooms houses **controls for the spindles**; however, a malfunction now prevents the center spindle from rotating. The characters (perhaps with parts and help from the factory section, perhaps not) should be able to correct the problem and gain control of the spindles.
- M** This room contains the **McGuffin**.
- T** This room is actively used as a **temple** by the current inhabitants.
- V** Each of these rooms sits at the bottom of a 3' diameter **air shaft** up to the surface. Most shafts have a small structure built over them there, keeping most of the rain water out. Even so, a grate covered pit in the floor collects excess water and whatever else might fall down the shafts.
- Z** This room was once a shrine or temple to one deity or another, but the current inhabitants don't care.

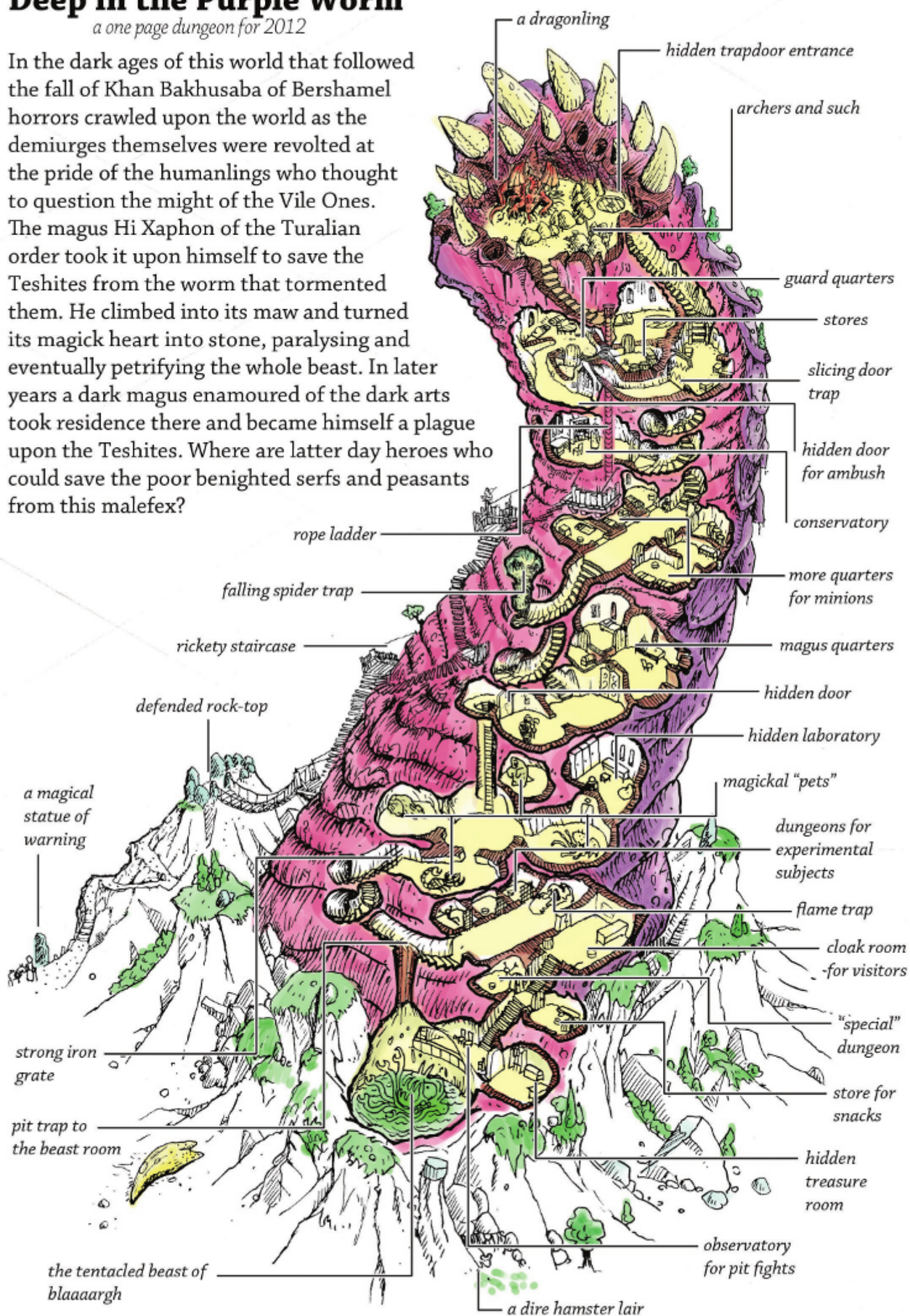


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Deep in the Purple Worm

a one page dungeon for 2012

In the dark ages of this world that followed the fall of Khan Bakhusaba of Bershamel horrors crawled upon the world as the demiurges themselves were revolted at the pride of the humanlings who thought to question the might of the Vile Ones. The magus Hi Xaphon of the Turalian order took it upon himself to save the Teshites from the worm that tormented them. He climbed into its maw and turned its magick heart into stone, paralyzing and eventually petrifying the whole beast. In later years a dark magus enamoured of the dark arts took residence there and became himself a plague upon the Teshites. Where are latter day heroes who could save the poor benighted serfs and peasants from this malefex?



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Shrine of the Demon-Monkey God

by Mark Garringer (zizazat@gmail.com)

Background – The Shrine of the Demon-Monkey God is easily dropped into a jungle ruin or underground complex for some trap-filled fun. Players can be sent there to rescue the sacrificial prince, or stumble on his sacrifice as a new plot point. Originally conceived and playtested by 4th level characters under the Pathfinder Roleplaying Game. Treasure and magical items are left to the individual GM need.

- A. Hallway – The hallway leading into the shrine can be as long or short as required. Just before it opens into area 'B', there is a pressure plate trap. When triggered, it releases two spring-loaded blades that sweep out of the walls hitting the first two ranks at a height of 2.5 feet off the ground.
- B. Central chamber – A raised alcove at the east end of the room is filled with a life-like angry looking demon-monkey. The left hand of the statue is open, extended and contains a stone key. When the key is removed from the hand, the three hallways immediately seal shut as 5' thick stone slabs drop from concealed slots in the ceiling. The eyes of the statue begin glowing bright red, after 2 rounds the room is super-heated to scorching temperatures inflicting damage to everyone trapped in the room for 3 rounds (and additional damage to those wearing metal armor). Two rounds after that the eyes stop glowing, the temperature returns to normal and the stone slabs retract into the ceiling. The stone key opens the double doors leading to area 'C'. The far southern wall contains a sliding stone secret door leading to area 'D'.
- C. Acolyte room – Behind the locked double doors are the simple living quarters for several demon-monkey acolytes. Currently 3 present and they attack! The southern wall contains a sliding stone secret door leading to area 'D'. One of the acolytes carries a silver key which opens the doors to area 'E'.
- D. Secret passage – A wide secret passage links the main hallway and the acolyte room, with peepholes in both northern secret doors. The secret door to area 'J' also contains peepholes. There is a minotaur in the passage who has been watching and waiting.
- E. Torture chamber – Behind the locked double doors, there is a room filled with torture devices and implements, such as chains attached to the walls and a table with leather straps. There are also 4 cages hanging from the ceiling. Under each cage there is a binding circle in silver dust. Two of the cages are empty and the other two contain imps. These imps are cunning, nasty and manipulative; they have been trapped here and subjected to various tortures by the demon-monkey acolytes. One of the imps managed to steal a key to area 'F' and will try to use it as a bargaining tool to escape.
- F. Open chamber – Behind the locked double doors is a large, open room. The northern end of the room has the remnants of a binding circle. The eastern door appears to be warded with painted runes.
- G. Hallway – An empty connective hallway to the priest's chambers. There is a sleeping gas trap here which goes off 30 seconds after the door to area 'H' is opened, unless a small switch, on the southern wall opposite that door is pressed. One round after the gas trap goes off, a zombie demon-monkey is released from a slide away panel behind the switch.
- H. Priest's chambers – Behind this door are the private chambers of the demon-monkey priest. A desk, a wardrobe and a bed are here. The desk contains a set of scribbled notes about the curative properties of the blood of a first-born royal son as well as extra-planer summoning.
- I. Alcove hallway – This long hallway contains 6 empty alcoves that lead to the main shrine. On either side of the double doors, twin demon-monkey heads are carved into the wall. There is a pressure plate across the midpoint of the hallway that triggers fiery blasts from the heads, capable of reaching the northern end of the hallway.
- J. Shrine of the Demon-Monkey God – A priest and 2 acolytes occupy the shrine; they are preparing to sacrifice a prince when the players enter. They are in the middle of their ritual and very displeased with being interrupted. If the minotaur from area 'D' has not been discovered, he will charge out of the eastern secret door upon seeing the priest killed. Just to the west of the doors is a switch that disables the trap in area 'I'.

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Turtle Shell Bandits

For 1st-2nd level characters
By Mark Morrison

The local merchants have been under attack from a group of bandits. They will pay the party 200gp and whatever loot they get from the bandits, if they can solve their problem.

The bandits hide out is just one mile from the main road and a trail that leads to their hideout will not be hard to find. The bandits have set up their hide out underneath a giant turtle shell in a small wooded area. When the players approach their base, they will see two chimney's stacks coming from the top of the shell. A set of stairs lead down to a locked heavy wooden door.

Room 1: Hallway. The hallways are lit by torch's. All of the walls are made of wood and the floor is wooden as well. A 25% chance every turn that 2 Bandits from room 4 will be wondering in the hallways.

Room 2: Storage Room. The room is filled with boxes and barrels of their ill gotten gains. A drunk Bandit (2nd lvl fighter, HP 13 wearing studded leather armor, longsword, dagger) is inside the room. He will fight with a -2 to hit from being intoxicated. Treasure: 30sp,9gp,60 days of iron rations, 2 barrels of ale worth 50gp each and 12 bottles of wine worth 5 gp each.

Room 3: Kitchen. Inside this room is a bandit (1st lvl bandit, HP 4, wearing leather armor, and carries a **+1 Dagger**) who will attack whoever enters the room. Treasure: 7gp, 39cp and a set if silver dinner plates and bowls worth 50gp.

Room 4: Great Hall. Inside the room are two bunk beds, a fireplace, 6 foot lockers and a table with six chairs around it. Inside the room will be 4 Bandits (or 2 if the party encountered two of them wondering the hallways from Room 1). The Bandits (1st lvl bandits, HP 4 each, all wear leather armor, small wooden shield, shortsword and dagger) will be here playing cards. There is a 25% chance that two of the bandits will be wondering the hallways. Treasure: 39gp, 102sp, 47cp, a **Potion of Healing**, and four **+1 Arrows**.

Room 5: Bandit leaders study. The leader of this group is here reading (4th lvl fighter, HP 20, he wears **+1 Chainmail** , large steel shield and a **+1 Footman's Pick**). He has a 20% chance of hearing any battle that breaks out in room 1, 3 or 4. Treasure: 68gp, 200sp, a large gem worth 100gp.

Room 6: Bedroom. This is the leaders bedroom. A large bed and a small chest under the bed are the only things in the room. Treasure: silk bed sheets worth 20gp, 300cp, 100sp, and a jar of **Keoghtom's Ointment**.

Room 7: Study. This room has wooden chest and a desk. Sitting at the desk is a half elf magic-user (3rd lvl, HP 8, he has a wooden staff, a silver dagger, a **Bracer of Defense AC7** and a **Wand of Color Spray** with 9 charges left) He has the following spells: 1st lvl- magic missile and shield. 2nd lvl- web. If a battle breaks out in room 5, he will arrive in two rounds. Treasure: the half elf spell book with five 1st level spells: Detect Magic, Light, Magic Missile, Read Magic and Shield. 2nd level spells: Knock, Rope Trick and Web, 27gp and 2 pearls worth 100gp each.

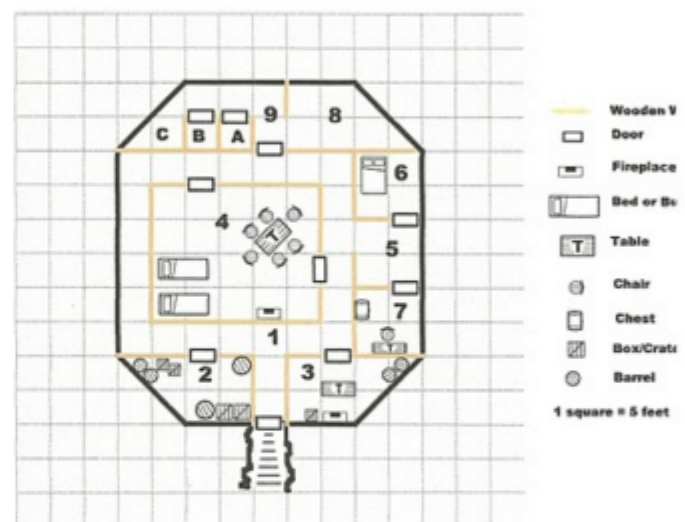
Room 8: Goblins Barracks. Six straw mats are in this room. Inside are 6 Goblins (3 HP each, all are armed with morning stars and spears). Treasure: 120cp and 30sp.

Room 9: Prisoner Cells. A set of keys hang on the far wall.

Room A: a wealthy merchant who will pay 100gp for his safe return home. 0-level.

Room B: a local farmer, 0-level.

Room C: this area has 3 gnomes chained to the wall. They are from a local clan. All are 0-level.



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LAZZER BEARS?! FOR TEH WIN: AN UNSUITABLE ADVENTURE FOR CHARACTERS OF ANY LEVEL

by [matthew w. schmeer](#)

There's something strange going on in the woods. All the small game seems to have disappeared. No squirrels. No woodchucks. No mice. No rabbits. There are birds, but they look tired and haggard. WTF is going on?

1. Big-ass oak tree. A **WAR OWL** makes its roost in the upper branches. It likes to eat elves, halflings, and gnomes, but will nibble on dwarves before spitting them out because beards taste gross.

1a. **JUNIOR ENT**. He was hired by a nearby thorp to guard the caves (to keep people out or to keep something in—he's not sure which; he's kinda slow). He's lonely and likes to talk but sucks at small talk. He's fond of the **WAR OWL**.

1b. Three-foot-thick barred iron door, protected with powerful magic beyond the knowledge of anyone who should know such things. It's impervious to spells. The **JUNIOR ENT** has a key he found that opens the door, but there is no visible keyhole. The magic word to reveal the keyhole is *breath*. When the door is opened, an ungodly smell of death and decay hurls through the air in a gaseous cloud. Save vs. Breath Weapon, or be incapacitated for 1d6 hours. PCs must save again as areas 4 & 5 are entered.

1c. A three-foot-thick barred iron door, similar to the one in 1b. This door shows signs of abuse. It is rusted and battered, with a hole at the bottom large enough for a halfling or gnome to crawl through.

2. 2 **GIANT HONEY BADGERS** in rut. **DO NOT INTERRUPT THE GIANT HONEY BADGERS IN RUT!** Also, a small sack of emeralds worth 500gp and a rusty dagger.

3. 4 **BLOATED ROPERS** are hanging out here (literally—they're hanging down from the ceiling). Wedged in a crack in the cavern wall in the upper left corner is a rucksack containing a lantern holding an Everburning Candle, a deck of playing cards, and sixty-three linen-wrapped glass vials.

3a. This passageway ends in a 7-foot-wide, infinitely deep crevasse. Parties attempting to jump across will be stopped by **ORCUS**, who will reach his fiery, scaly hand through the crevasse and swat the PC against the back wall of area 3. The only way to get across safely is to use either the **JUNIOR ENT** or one of the **BLOATED ROPERS** as a bridge.

4. **LAZZER BEARS?! Lair**. This area is the cause of the stink wafting through the entire encounter zone. 6 **LAZZER BEARS?! live here**. **LAZZER BEARS?! are awesome cool and shoot lasers out of their eyes and butts and are totally immune to magic weapons because they are really aliens from the planet Xernon who accidentally time/plane shifted into this area and are**

awaiting orders from The Grand High Poobah of Xernon about what to do next. But the Poobah doesn't know they're missing. In the meantime, they're hiding out in this cave, playing cards and getting drunk on the blood of small mammals.

They really like to play **King's Cups**. They're good at it, too, despite not having opposable thumbs. If the PCs can get the **LAZZER BEARS?! to play King's Cups** or any other card game and lose at least three hands, then the **LAZZER BEARS?! will give them a HollowDeck (a Deck of Many Things missing half the cards) as a gift of high esteem**. If the PCs lose more than three hands in a row, the **LAZZER BEARS?! try to eat them**. **LAZZER BEARS?! have the same fighting stats and non-psionic abilities as Mind Flayers**, but look like **Wookies on meth**.

4a. **LAZZER BEAR?! Urine Pool**. **LAZZER BEARS?! bathe in their own urine to keep flies and other body parasites away**. This is a big communal pool of **LAZZER BEAR?! pee**, about six feet deep. It smells like lavender and looks like snot. **LAZZER BEAR?! urine is known to cure the hurpderp shakes and myriad other diseases**. At the bottom is a **SLIME SALAMANDER**, just chilling out, and a **Sword of Swording (+1 to hit, no extra damage)**.

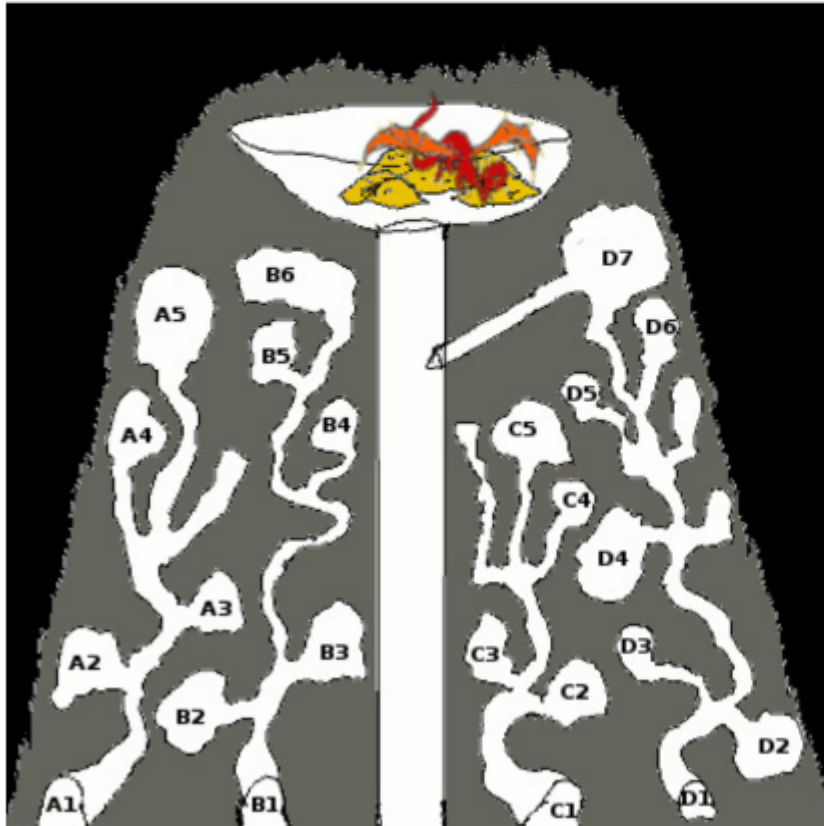
5. Dead Things. The **LAZZER BEARS?! throw dead things they've eaten over here**. It's pretty gross because it is a big rotting pile of stuff but some of it is not quite dead yet because the **LAZZER BEAR?! urine** can sometimes turn small, nearly dead things undead. The whole pile of dead things includes 6 **WIGHT RABBITS**, 2 **GHOST SQUIRRELS**, 3 **REMNANT BADGERS**, 2 **ZOMBIE SHREWS**, and 4 **GHOUL GOPHERS**. They will attack if disturbed. They are always disturbed. Also in the pile is a Ring of Daisies (wearer smells fresh and clean at all times).

6. **MERWIN THE MAGNANIMOUS** is hiding out here. He's been trapped for six days and it looks like he has put himself in a trance. Or maybe he's just lost his mind. Roll a 1d20: 11 or higher, he's nuts and will attack with the abilities of a 16th level magic user who loaded up on fireball spells. Roll a 10 or lower and he snaps out of his trance like a gibbering 1st level n00b and is willing to pay the party 3,000gp to escort him safely to his tower in Lankhymystara. He won't stop screaming hysterically the whole way back. Even if the PCs knock him out. And they'll want to knock him out.

Carved in dwarfish on the inside back of the door is this message: **BEWARE THE LAZZER BEARS?! FROM BEYOND THE STARS! THEY WILL EATESES UR BRAINZ AND SLURP YUR BLOODS EVEN IF THEY PRETENDS TO BE YUR FREINDESSES**.

THE BURNING LAIR

A one page Dungeon for 6-8 characters, levels 9+



The Story so far... the great dragon, Astrellax, wages a terrible assault on the surrounding lands. His foul magics have twisted and corrupted many creatures and he has bound them to his service. He demands tribute and those cities that fail to pay he ravages or sends his minions to destroy. The King has called for a group of heroes to stop the dragon, offering lands, wealth, and titles to any who can.

The volcano is difficult to reach overland. There is little normal wildlife in this broken land, but monsters and undead rove nearby in packs.

Even the elements themselves have been broken to Astrellax's will; air and earth elementals patrol the upper reaches of his lair, denying easy access to climbers or flyers. The characters must find a way into his lair using one of the various caves they can see upon approach.

New Monsters:

Blooded-These are creatures that have been warped by drinking Astrellax's potent blood. It has made them stronger than normal creatures of their type and giving them +1 to saves versus fire and they only take half damage from magical flame (none from mundane fires).

Blooded Kobolds-Red skinned Kobolds larger than normal. Fight as Gnolls.

Blooded Trolls-These red skinned horrors are as tough as hill giants but still use their normal claws and bite (+ giant strength) and are nearly immune to fire!

Wandering Monsters (Roll every 2 Turns, 1 on a d6):

1-2d6 Blooded Kobolds

2-1d6 Blooded Kobolds, plus 1d6 Hellhounds 'pets'

3-1d3 Blooded Trolls

4-Steep Vent-save or take 5d6 damage, d4 PCs.

Note: All cave tunnels slope upwards, allowing the PCs to move up the map. Distances should be to the GM's taste.

Cave A

A1-The entrance is littered with gnawed bones,

A2-This large cave has d3 Blooded Trolls eating a captured adventurer. The adventurer carries some *gems* and a *magic weapon*.

A3-Nursery-d6+1 young Blooded Trolls in this room (stats as normal trolls + fire resistance).

A4-Sleep chamber-This filthy chamber has beds of decaying vegetation. No trolls are in this room currently, but there is a dead adventurer. Amongst his goods are 3 *potions* and a *magic ring*.

A5-The Blooded Troll Chieftess lives here with her four male concubines. She fights as a frost giant and casts spells as an 8th level wizard. The concubines are normal. She has 5 pieces of *jewelry*, a *wand*, and two *miscellaneous magic items*.

Cave B

B1-This tunnel has no tracks indicating anyone has been into it.

B2-There are several valuable *gems* glittering in the walls of this cave. If they are pried free, d6 earth elementals will step out of the walls and attack.

B3-This large chamber is very warm. Every turn spent investigating it there is a 25% of a Steam Vent eruption as above.

B4-There are fiery vents in this chamber, as well as 5 salamanders. They carry treasure normal for their type.

B5-This room contains a large pool of black, viscous fluid. This is actually a double strength Black Pudding that will attack anything that approaches it.

B6-Magical pool chamber. There is a large pool of warm water that, if drunk, has a random effect on the drinker (use your favorite random table, one drink per PC, should be at least half good and half bad). These effects should be permanent unless powerful magic is involved.

Cave C

C1-There are many tracks going in and out of this cave.

C2-Guard room-10 Blooded Kobolds wait here, on lookout.

C3-Guard room 2-10 more Blooded Kobolds wait here, and will come out to assist their allies if they hear fighting. They each carry 2 flasks of oil and torches to throw at intruders.

C4-Supply room-Lots of supplies and stolen goods in this room. There is a *magic spear* and a *cursed spear* amongst the other weapons.

C5-Prisoners-cages have 3d6 prisoners. Mixture of normal people, merchants and possibly playable characters (to replace lost PCs). If PC replacements, their gear may be in the supply room. 6 Blooded Kobolds and 3 hell hounds stand guard.

Cave D

D1-Many tracks go in and out of here.

D2-Guard room-10 Blooded Kobolds

D3-Kennel-8 hell hounds and 6 Blooded Kobolds. Hound master is double strength and wears a *ring that controls animals*.

D4-Living chamber-25 Blooded Kobolds and 3 Blooded Trolls are in this room. One double strength sub-chief is here. He wields a *magic sword* and wears *magic armor*. He also wears expensive *jewelry*.

D5-Supply room-Food, weapons, stolen goods

D6-Witch lair-This chamber is where the dragon shaman lives, a triple strength Blood Kobold that casts spells as a 6th level wizard. A bound fire elemental is in a brazier. He has several *scrolls* and d6 *potions* as well as 3 valuable *gems*.

D7-Chief's Lair-This large chamber houses the Blooded Kobold Chief. He has wings and can fly, has a 6d6 breath weapon, and is as tough as a hill giant. He wears a *magic ring*, *cloak*, and fights with a powerful *magic spear*. There are 15 Blooded Kobolds, 3 sub-chiefs (as above). The tribe's treasure is in a locked chest with a poison cloud trap (save or die within 10'). A moderate pile of treasure is in the box. If losing, Blooded Kobolds will attempt to run down the passage to the shaft to warn Astrellax by yelling (or flying if it's the chief). It should take 3 rounds at top speed to reach the shaft, giving PCs possible chance to stop them.

The Shaft

The Shaft is several hundred feet deep and a fall would kill anyone not protected by magic. Climbing with the right equipment is not too difficult, but time consuming.

Astellax

This huge, ancient Dragon casts many spells and is very smart. If warned of the PCs approach, they will see an illusion of the dragon on his hoard, while Astrellax flies invisibly overhead using ventriloquism to threaten them and goad them into using their magical resources. His trove is as vast in wealth and magic as the GM sees fit. If things go against him, he will attempt escape rather than be killed and will brood on his revenge.

The Burning Lair is by Micah Blackburn

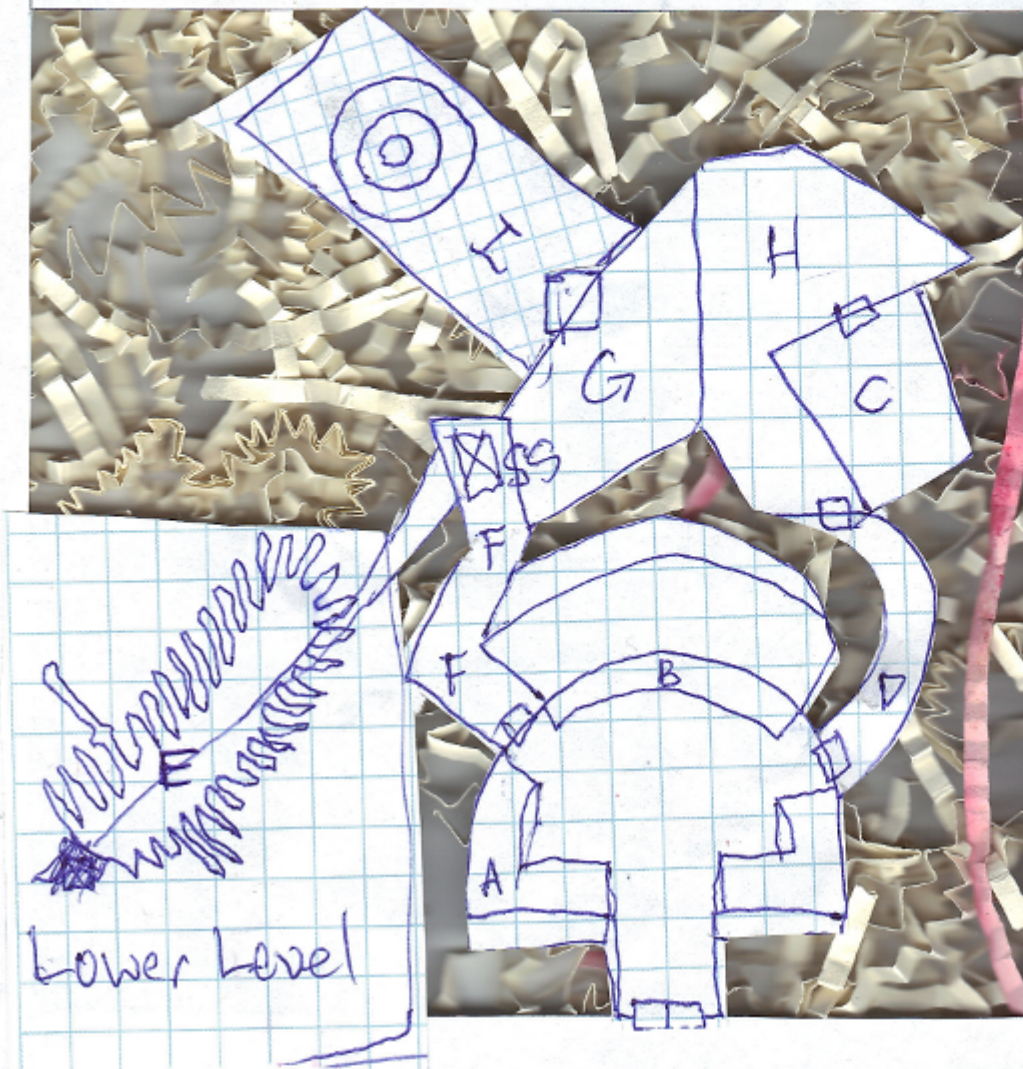
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All Creatures Great and Small / The Lord God Made Them All.



Legend has it a mage lich once inhabited this complex. However, it realized what a cliché it was, ruling over a dungeon. So it left and became a hair dresser.

Now the big boss is a former orc warlord who is both delusional and schizoid. He believes he is a famous artist known as, "The Super Pillow," and dresses like her and acts like her. If the party plays along with her delusion, she will reward them by offering to paint a picture of them. At the DM's option, this could be an actual work of art given to the players. Or she could be a musician, who thanks them with a song the DM performs for the players. These works could be very crude since the orc isn't actually an artist.

"Super Pillow" was "normal" until he lost his father. Not long after that, reaching his early twenties, insanity struck and he fled to this somewhat hospital/hospitable place.

A gay harpy has Super Pillow convinced she is his muse. The harpy can't decide if she is romantically inclined toward Super Pillow or not. She loses sleep over it, sometimes.

- A. Enclosed aquarium. Some of Super Pillow's work acts as a background to the tank.
- B. Lifelike model of the harpy's (adopted) sister, a bone devil. She is gorging herself on dripping human hearts.
- C. Chairs and tables in this sitting room. It has a strong nauseating odor. Torchlight will reveal shiny blue gems on the floor (100 gp total). Two carrion crawlers haunt this area. They will tend to flee into the shadows, so the players can hear but don't see them. If the party goes after them, they will retaliate.
- D. This passage plays host to Super Pillow's paintings. It's an understatement to say they are crude and inexpertly realized.
- E. Fish bone. The lich's crowning achievement – created after a ridiculous number of painstaking hours using the stone to mud spell. Each protrusion has bars – is a jail cell. The harpy stores "toys" here that she allows to live so long as they still interest her.
- F. At each "F" there is a sculpted ice cream cone, inverted. If touched, they give off light and spurt water for drinking and bathing. At the end of this passage is a trap door with a handle so it can be opened. Beyond the door is a chute. It is very steep, which for the harpy makes no problems as she can fly. The player characters, however....I hope you brought some rope and climbing tools, kids. The chute is fifteen feet long.
- G. The harpy's room. A rotted straw bed and a copy of *The Pilgrim's Progress*. She laughs every time she reads it.
- H. Super Pillow's studio. She rarely leaves here. 1-4 on 6 that a werewolf or vampire will be here with her. No zombies! (All right, if you must.)
- I. Portal to the Third Circle of Hell where the harpy's sister lives. 1 on 6 that her bone devil sister is visiting. Sometimes the harpy takes Super Pillow sight-seeing.

Performance Notes:

Super Pillow may be given other types of insanity if the DM prefers (see AD&D Dungeon Master's Guide, page 83-84. That's right. We're going *old school*).

She won't fight, because the real Super Pillow is a Quaker. Which is well ahead of her time, but hey, she's an artist.

The harpy will swing an excessively large club (same damage as a two handed sword) that she got off a hill giant. She has a ring that radiates "detect presence" continually, so nothing surprises her. She may be aggressive, or approach the party and try to reason with them, at the DM's option. If she opts to talk first, she will grip her wand of suggestion and "suggest" they come see Super Pillow's magnum opus. (1-15 on 20 that someone in the party notices this tighter grip immediately proceeds her "suggestion.") The wand has 7 charges left, or 5. She will lead them to the trap door at the end of area F. Though it has a handle, it locks at the top, hindering those below from trying to escape.

The harpy is nurturing to Super Pillow, at least, so far as a harpy can be. She feels protective of Super Pillow, because she sees her as fragile. That touches her, to the point that she really does care about Super Pillow. The harpy will fight to the death, if need be, to keep them from finding Super Pillow.

Matthias Hoefler

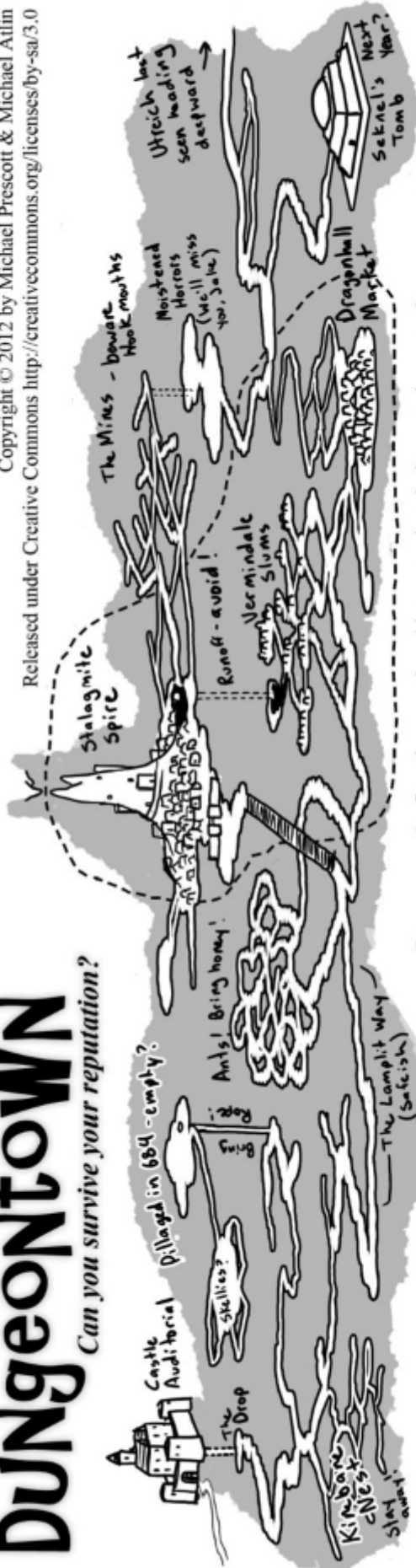
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DUNGEONTOWN

Can you survive your reputation?

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Rep goes up the first time you: brawl in town, win a duel, cross a heavy, make an enemy, return from a deepward cavern, spend your loot, dine with the Baron, pay export duties

The "Heavies"

Inspector-Captain WILLIAMSON (Castle Auditorial)	Half-Good ERINK (Proprietor, Vermindale Hostel)	Miss Janice HELBIG ("Spells & Sundries")	OTHAR Armbreaker (Owner, Bouncer, "Spire Rest")	Mother Amelia BATTLE (Sisters of Extortion, Healers for Cash)	Baron Lochlear ("Retired")	Tobias SQUINT (Former Companions of Lochlear)	BLACKLEAF The Mad

The Unexpected

CASTLE AUDITORIAL SURROUNDS - Shallow caves, mostly safe. Mostly.

1. Contraband 'discovered'. Roll CHA. All but highest lose an item
2. Herders haze you. Rep 3+ herders hire you for protection.
3. Kinebane attack the herd, and you! Roll for initiative!
4. Sisters of Extortion lighting lamps object to being watched, or, if Rep 4+, chat for fee
5. Baron's hunting party drives monstrous beast toward you.
6. Roll Dexterity. Low roller falls in Black River. Victims hallucinate 1d6 hours, but nightmares remain forever

DRAGONHALL MARKET - Everything's for sale (Don't ask where it's from)

1. Roll WIS. Low roll is: <3 Rep Framed for theft; 3+ rep pocket picked
2. Run on the pawn shop. 1/6 chance your deposit is lost
3. Heavy wants to hire member of group for dirty, dangerous job
4. Scuffle for job with loser. Rep 5+, loser asks you for job
5. A heavy takes a fancy to something of yours
6. Roll INT. All but high roller lose shirts during run on bank

STALAGMITE SPIRE - Posh (and dry!)

1. Inn is full unless rep 5+ and bribe/threat
2. An insult! A duel! Rep <7 till first blood. Rep 7+ to death
3. Rep <5 guards block you. Else, invited to heavy's gathering
4. Rep <5 guards block you. Else Utreich returns!
5. Rep <5 guards block you. Else, commanded to join some heavy's posse
6. Roll WIS. Low roller is framed for murder

VERMINDALE - Beats sleeping in unpatrolled caves (usually)

1. Inn room full of vermin. Concierge unhelpful, or helpful, but then room floods.
2. Bar brawl. Rep +4? You are target. Rep +8? Weapons used.
3. Heavy comes to hire you or borrow from you on the sly
4. Kings men come to clean up Vermindale. Rep 5+ and you're helping
5. Clouds of vermin engulf Vermindale. Running from something worse?
6. Roll CON. High roller doesn't get the Bloody Flux

You roll one four-sided die
to make sense of the twists
and turns that plague
the patient.

the four-sided die. patient to roll & die to or her

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T.

Benevolence 3|2

Spirituality 5|6

Human Nature 3|1

Locality 5|3

Individuality 4|6

Eventuality 1|4

Color 2|6

Memory 4|3

Language 6|1

Altruism 6|5

Destructiveness 1|5

Secretiveness 2|3

Combustiveness 4|1

Conjugal Love 6|2

Parental Love 4|5

Continuity 1|6

Friendship 5|4

Self-Esteem 5|1

Cautionness 1|3

Hope 2|5

Imitation 5|2

Causality 3|4

Conscientiousness 6|4

Begin here

↑

↑

Time is limited, so do not burden the patient with too many questions. Ask 15 questions, and see how the patient feels after the session.

If you roll doubles?
Re-roll.

Re-phrase your question.
The patient is confused.

If one number is twice the size of the other?
Return to 'Locality.' The patient is upset.

1	Sanity
2	Madness
3	Balance
4	Madness

Begin diagnosis

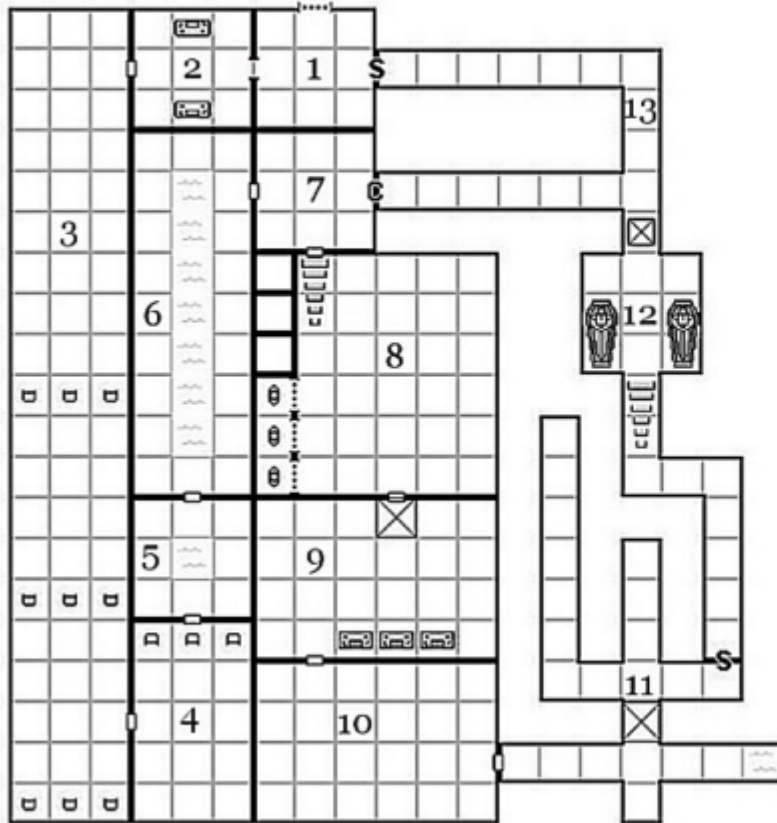
Madness

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DUNGEON OF DOOM

- A One Page Dungeon Adventure by MICHAEL WOODHEAD

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DM's INFO:

Ravaged by a debilitating illness, a half-mad 5th level wizard named Arkimedes can only remember how to teleport, and has created what he likes to call the Dungeon of Doom. He challenges various adventurers passing through to complete the obstacle course he's created in return for wealthy prizes. However, what starts out as a simple test of the PCs' skills soon turns into a deadly competition that could very well lead to their deaths.

GOAL:

The primary goal of the PCs is to escape from the Dungeon of Doom alive.

WANDERING MONSTERS (d8)

(Teleported in by Arkimedes)

1 1 giant beetle	5 2d10 giant spiders
2 2d12 centipedes	6 1 giant scorpion
3 1d4 fungi	7 2d20 giant ants
4 1d10 giant rats	8 1d4 giant worms

NOTE: the game is predicated on the fact that the PCs will accept the offer to take the obstacle course. If they refuse, the portcullis at the entrance will slam shut and automatically lock. Arkimedes proclaims, "Then you'll never get out of here alive!", and then teleports away. He sends wandering monsters to each room the PCs subsequently enter in their quest to escape.

KEY:

C = concealed door
S = secret door
X = trap

(Map created with Dungeon Maker)

1. ENTRANCE [15x15 feet; open portcullis north; locked secret stone door east; open wooden door west] A sign on the south wall reads, "Are You Really As Good As You Think You Are? Then, It's Time To TEST YOUR METAL METTLE! Open to Adventurers of All Levels and Classes. Enter Your Team Today. Adventurers Guild Members – Free; Non-Adventurers Guild Members – 1 GP Each. Challenge Your Teammates, Challenge Yourself, Human or Gnome, Halfling or Elf, Dwarf or Half-Elven, No Matter Your Race, Meet All the Challenges and Win or Lose Face. 1000 GP in Prize Money to the Winner"

2. ROOM [15x15 feet; open wooden door east; closed wooden door west; stone tables north and south] Arkimedes welcomes the PCs and encourages them to participate in the *Test Your Mettle* challenge, especially with the 1000 GP prize money at stake. If the PCs agree, he motions them to go through the west door.

3. ARCHERY CONTEST [15x100 feet; targets at 50, 75, and 100 feet; open wooden door southeast] Bows and arrows lie ready to be used. Each PC has three turns, once for each target, using percentile dice: 31-40% to hit 75 foot target; 56-65% to hit 50 foot target; 1-15% to hit 100 foot target; PCs with archery as proficiency add -10 to their rolls. Any other score other than those indicated indicates a miss.

4. AXE-THROWING CONTEST [15x25 feet; unlocked wooden door north; targets at 25 feet] PCs must roll 25% or less to hit target. PCs with axe proficiency add -10 to their rolls

5. HOLD YER BREATH CONTEST [15x15 feet; 5 foot pool in center] A Gem of Healing (+2 to Hit Points when held) glitters at the bottom of a 10 foot deep pool. PCs try to reach it without disturbing an electric eel. PC gets one chance and must roll 50% or less to succeed, otherwise the eel will attack

6. SWIMMING CONTEST [15x45 feet; long pool--5x35 feet, 3 feet deep--down middle]

7. MIRROR ROOM [15x15 feet; mirror on east wall; concealed stone door east behind mirror] Upon entering, PCs will see themselves reflected in a mirror. The images then becomes doppelgangers and step out of the mirror. The PCs must then virtually fight themselves with whatever weapons are available, or grapple hand-to-hand if none are carried. If any PC is beaten, he is sucked into the mirror and the doppelganger takes his place (played by the PC). However, the doppelganger becomes a mirror image of the original PC--for example, if the PC is right-handed, he now becomes left-handed.

8. PIT OF PERIL [30x30 feet; 10 feet down stairs from north door; 3 cages southwest; trapped wooden door south] Stepping on the square at the bottom of the stairs releases a goblin from one of the cages. After one turn, a troll is released, and after a further turn, 2d4 orcs are released from the cages. The creatures attack the PCs.

9. TREASURE ROOM [20x30 feet; pile of treasure along south wall; wooden door north; locked wooden door south; 5x10 foot drop pit trap in front of door] PCs peering through the door from the Pit of peril will see the south wall lined with various treasures (DM's choice of what kind and how much). Within the pile of treasure will be two identical chests--one real, the other, a Mimic. First PC into the room will trigger a pit trap 10 feet deep with spikes on the bottom.

10. ROOM [20x30 feet; wooden door north; stone door east; empty] Check for Wandering Monster(s) before PCs enter

11. CORRIDORS [5 feet wide] As soon as PCs are through the door, it slams shut behind them. Water begins pouring it from the end of the corridor. In the water are 2d6 leeches which attach themselves to 1d4 randomly-chosen PCs. A trigger just south of the trap opens up a pit. Any PC sliding into the pit will become entangled in strangleweed. Check for Wandering Monsters.

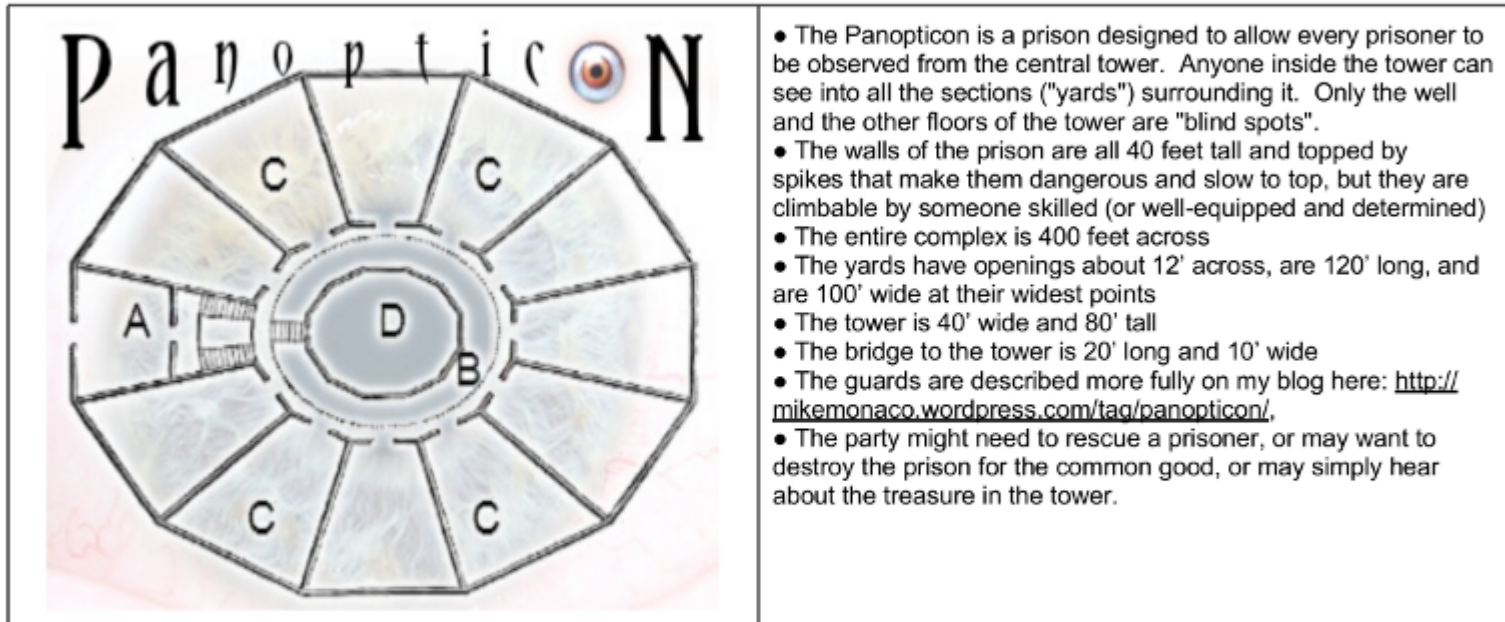
12. ROOM [15x15 feet; two sarcophagi east and west] Stairs lead up to this room. If the PCs open the sarcophagi, they will find two mummies. Touching or moving the mummies will revive them two turns after being touched, and they will attack the PCs

13. CORRIDORS [5 feet wide] Check for Wandering Monsters. Stepping on the trap releases noxious fumes for 1d8 turns

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THE PANOPTICON OF PERIL

A one-page dungeon (2012) by Mike Monaco



- The Panopticon is a prison designed to allow every prisoner to be observed from the central tower. Anyone inside the tower can see into all the sections ("yards") surrounding it. Only the well and the other floors of the tower are "blind spots".
- The walls of the prison are all 40 feet tall and topped by spikes that make them dangerous and slow to top, but they are climbable by someone skilled (or well-equipped and determined)
- The entire complex is 400 feet across
- The yards have openings about 12' across, are 120' long, and are 100' wide at their widest points
- The tower is 40' wide and 80' tall
- The bridge to the tower is 20' long and 10' wide
- The guards are described more fully on my blog here: <http://mikemonaco.wordpress.com/tag/panopticon/>.
- The party might need to rescue a prisoner, or may want to destroy the prison for the common good, or may simply hear about the treasure in the tower.

A: Entry yard. This area swarms with eyebats (10) and cyclopskin (40). Patrols of d3 eyebats and d8 cyclopskin leave this area every 2 turns, and patrol clockwise or counterclockwise (alternating). They spend 1-3 rounds at each yard giving cursory to detailed examinations of each. *One does not simply march right into the Panopticon.*

B: Annular well. 50' deep and 20' across, with a surrounding ledge 10' wide. Cyclopskin in the patrols from A generally walk the ledge, two abreast; the eyebats will fly freely over the well but will try to keep within 40' of the cyclopskin. The well itself is home to variety of anthropophagic vermin (rats, ghouls, gelatinous cube, even a cyclops, as DM sees fit). A small monetary treasure and possibly several magic items litter the floor, dropped by unlucky adventurers. A secret door at the bottom of the well on the side opposite the bridge leads to a stairway that goes up to the stairs in the tower (D). 20' below the ledge, there are 11 entrances to the sewers beneath the yards; some have no grates.

C: Ruined yards. These yards are littered with rubble that provides some cover. Each of these yards houses d6 lurking morlocks. They use nets and ropes to catch and bind victims for later consumption. They will only attack if they have local numerical superiority, but can call on the morlocks in other areas via the sewers, which they access through secret hatches. The morlocks are adept climbers and use these openings, located at regular intervals about 20' down from the ledge, to scurry about the prison. The sewers themselves are 10' circular pipes that slope to the well, littered with bones but otherwise bare. The sewers drain into the annular well.

Unlabeled yards hold prisoners, chained to the walls by chains 20' long to allow simple labor and exercise under the supervision of the guards. The prisoners may plead for release, alert the guards out of fear, or stay silent, depending on how they are approached.

D: The control tower. The central platform is 80' wide and a tower 40' across is at the center. The tower is five stories tall, each story being about 15' high, and large windows face out in every direction. It is topped by searchlights, one shining on each yard constantly -- a continual light cast inside a mirrored bowl. Each of the first four floors consists of nothing but an open space with a circular stairway in the center that goes up to each level. The ground, 2nd, 3rd, and 4th floors each have one flying eyeball ("watcher") roosting there. If alerted they will fly to attack - remember the watchers can see all the yards from the tower, but each will be looking in only one direction in any given round. The 4th floor has a table with plans of the tower set on it. Careful inspection reveals a keystone at the base of the stairwell that can be removed, causing the entire tower to collapse in d3 rounds & killing all inside. The top floor houses the warden of the prison, seated on a revolving throne. The warden is Beremy Jenthram, a mummified philosopher from the distant past who designed the Panopticon. He wears dapper clothes, and holds a cane. His face looks awake, but slightly glassy; in fact it is wax. A blackish, found object sit between his feet -- it is he badly preserved and dessicated face. He is usually dormant, but awakens if the alarm is triggered. In fact the mummified body cannot move, but the head will animate, float, and fights as an Eye Tyrant. There is a large treasure hoard surrounding the throne.

The trigger: Each trigger event adds a 3% cumulative chance of awakening the warden, which will use its eye beams to destroy interlopers. If any flying eyes are left in the tower, they will be alerted too. Once awoken, warden may also ring an alarm bell which will mobilize the cyclopskin and eyebats in area A. At each trigger event, the active PC rolls. The trigger chance maxes out at 90%. Alternatively, one could use a dial to track events so that the trigger is sprung at some set number (say 15 or 20), or a Jenga game may be used -- just pull a block or two for each trigger event; toppling the Jenga tower awakens the warden (expect it to topple by the 30th block).

Trigger events:

- Moving in a yard being observed by a watcher
- Yelling, arguing, or making other loud noises
- Moving on the ledge, bridge, or the 5th floor of the tower

- Each round of melee
- Moving in a yard occupied by guards
- Other conspicuous activities as determined by the DM

Characters with the ability to move silently, hide in shadows, etc. can avoid movement triggers by moving no more than 1/2 speed. Movement in the sewers and well are not trigger events, but fighting in them is a trigger event.

Swords & Dorkery: <http://mikemonaco.wordpress.com>

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Panopticon map adapted from Jeremy Bentham's 1791 diagram -- Thanks to Scottsz!!!

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PROJECT PHAETON

Project Phaeton is the Interplanetary Alliance's first attempt at an interstellar colony. The closest, best candidate for colonization is the fourth planet orbiting Epsilon Eridani. Epsilon Eridani is 10 light years away, so the voyage takes a little over forty years. (The Phaeton was expected to top out at approximately one half the speed of light.)

Due to the tremendous distance, costs and difficulties involved, the voyage would be strictly one way. The crew will travel to Epsilon Eridani, establish a colony there and reestablish contact with the Interplanetary Alliance's science platform orbiting Jupiter.

A system of Von Neumann auxon replicators should have the colony's biodome ready and waiting for when the ship gets there.

The crew is only 16 live human astronauts and a few dozen guinea pigs. (A study showed that guinea pigs have more edible meat per kilogram than any other animal, so they were the chosen food animal). The crew of volunteers will spend the voyage asleep in cryogenic stasis, to minimize the life support systems needed for the journey. The crew will be woken from cryosleep only once the ship is nearing Epsilon Eridani or in the case of an emergency while in-flight. As a safety precaution, the crew was divided into two banks of cryopods, so that if anything happened to one the other team could handle the situation. The mission commander would lead Red Team, and the assistant mission commander would lead Blue Team.

There's a bank of additional "colonists": a sperm bank and system of frozen embryos. Transporting embryos is easier than transporting full humans in cryosleep. One on Epsilon Eridani, some of the female crew members will act as surrogate mothers of the colony's second generation and thereby make the colony into a large enough population to survive.

That was the plan, anyway. Something went wrong, and Blue Team has been woken from cryogenic stasis early. Or is it early? The crew will have to investigate to figure out what is exactly going wrong. Once the damage has been assessed, they'll need to figure out how to save themselves.

IN THE VOID

If the ship continues on this course, it enter the Eridanus Supervoid, the largest empty space in the universe. The Supervoid is billions of lightyears across, so no help will ever reach the ship if it keeps going that direction.

RAMJET SCOOP

Due to the thruster misfire, a section of ramjet scoop has been blown off. The ramjet scoop was needed to provide an electromagnetic shield for the entire ship, preventing harmful cosmic rays from interfering with the ship's computer systems. The ramjet scoop also collects interstellar hydrogen to act as supplementary material for the ship's fusion reactors.

GYROSCOPIC STABILIZER

Stabilizers aren't rotating, meaning the ship has lost gravity and might be drifting off-course.

COMPUTER MAINFRAME

Lost shielding in the explosion. Cannot boot up.

OXYGEN RECLAMATION

Lost a lot of O₂ in accident, can only sustain crew for a few hours.

RED WING

Lost pressure, vacuum inside. 4 of 8 cryopods still functional.

YELLOW WING

The guinea pigs that act as food and drug supply have escaped.

LANDING MODULE

All systems go.

STEERING THRUSTERS

During course correction, a thruster misfired, causing an explosion that damaged the ramjet scoop, the mainframe housing and the gyroscopic stabilizers.

SENSOR ARRAY

Radios not working until ramjet scoop shields it once more.

EXTERNAL AIRLOCK

Only two functional vacuum suits remain.

BLUE WING

Some of the pods were knocked loose and the inhabitants didn't survive.

THERMAL CONTROL

Membranes offline. Until working, heat on the ship will continue to rise to dangerous levels.

BARYOGENIC INVERTER

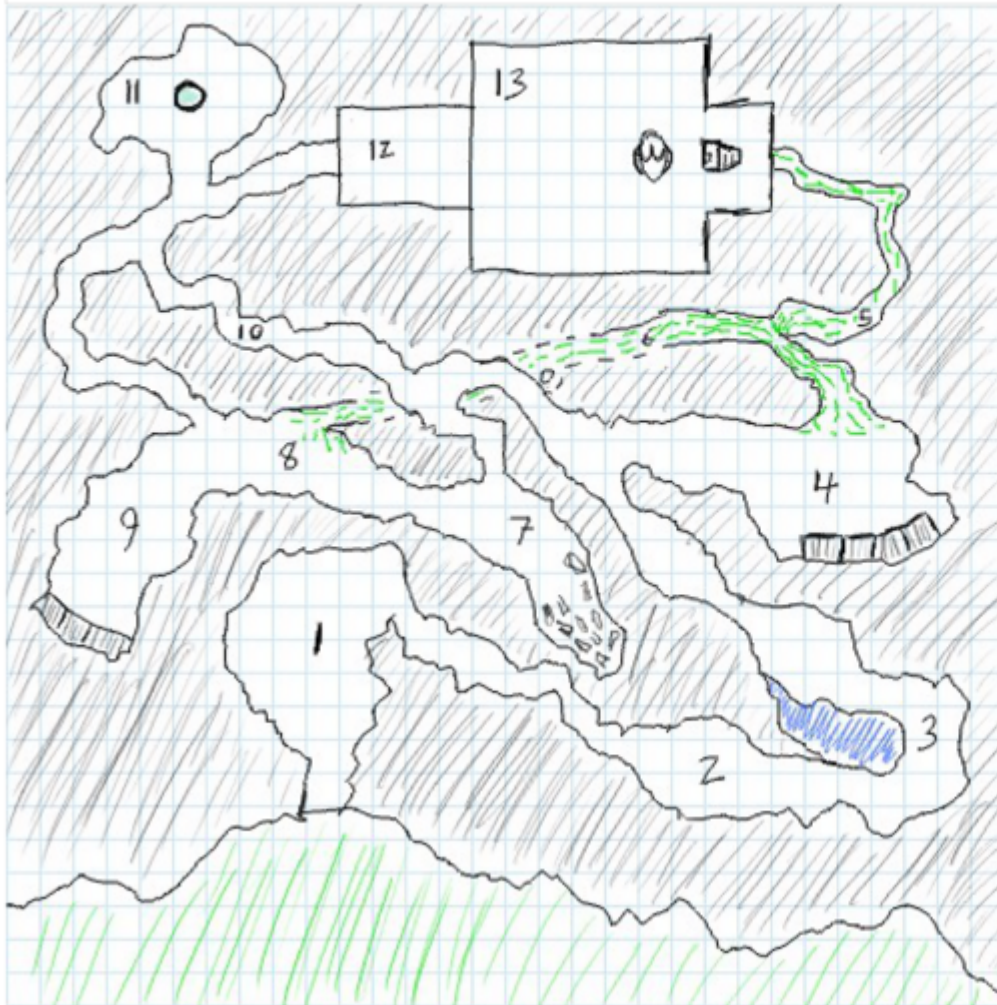
Lacking hydrogen to run until ramjet is fixed.

NUCLEAR PULSE CORE

Radiation shields damaged. Leaking radiation. Unstable if activated.

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Cave of the Hunted



Premise

A cult of prey-worshipping gnolls have moved into a cave network and are abducting local wildlife and peasants for ritualistic hunting/ devouring for their demonic rabbit god.

Wandering Monsters (d6)

1. The White Rabbit
2. The Hound (Rabbit Swarm if dead)
- 3-4. Gnoll Cultists
- 5-6. Swarm of Screaming Rabbits

Sample Hook

There have been disappearances over the last few months. At first it was just livestock, but recently peasants have gone missing as well. Recently, however, one of the missing peasants was found outside of town, sewn into a wolf costume made out of genuine wolf skin and completely out of his mind with fear. He had strange red eyes and a valuable gem growing from his forehead, and his fear was so great that he lingered bedridden for a few days before dying of stress and starvation. In his insane rants, however, he made constant reference to a terrible cave and left hints as to its probable location.

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 by OtsplIII

Room Key

1. **Cave Entrance:** The party will be greeted by The White Rabbit, who disappear into the shadows before the party can approach. Near the back of the room are dozens of dead rabbits hanging on ropes from the ceiling. Despite being dead, they will kick and whine if any non-gnoll approaches them.
2. **Guard Shrews:** Giant Shrews inhabit the holes in the walls in this area. They will poke their heads out and hiss at anybody who approaches, any any who try to pass will be attacked unless the shrews are pacified. They are hungry, and will stop attacking after dragging one party member into their burrow or being fed in some other way.
3. **Cave Pond:** Empty, other than a pool of clear water. Dozens of dead non-decaying rabbits float at its bottom, looking upwards out of the pool.
4. **Bear Cage:** Four large cages line the wall. Within one of them is a Grizzly Bear with a wolf pelt spiked to its back. Moss coats the north-east part of the room, which leads to a passage heavily clogged with moss. If the party lingers too long The Hound will smell them and approach from 6.
5. **Secret Passage:** Hidden behind a drape of moss so thick it looks like part of the wall is a passage leading to a sliding panel secret door that leads to 13.
6. **Passage of The Hound:** A narrow and moist passage lined with such thick mos that vision is limited to 10'. It dips downwards, and then back up again. At its lowest point is the nest of The Hound, where The Hound spends most of its time. Unless it has already been encountered, it will be waiting there.
7. **Gnoll Camp:** Hammocks and furs and bad smells. Gnoll cultists are gathered here around a fire, chewing on things and debating theology.
8. **Empty:** The Hound may approach from 6 if the party lingers here too long. A mossy passage extends to the east.
9. **Prisoner Cells:** Three peasants sewn into wolf-skin costumes in cages. Somebody probably cares about them enough to pay for their rescue.
10. **Screaming Rabbits:** The passageway is lined with dead rabbits hung from stalagmites. If the party approaches they will scream and kick, alerting nearby monsters.
11. **Pool of the Hunt:** Contains a giant 10'-wide basin filled with a clear liquid and the corpses of well-preserved dead rabbits. If drunk from, the drinker must Save vs. Spell or be struck with magical fear for an hour. They will begin to run, and anything that witnesses their flight must Save vs. Spell or be overwhelmed with a desire to catch and eat the runner. If the drinker succumbs to the fear but survives they will grow a red topaz jewel in their forehead worth 1500gp and will gain 5ft to their base movement speed until the jewel is removed, in addition to gaining the red eyes of an albino rabbit.
12. **Rabbit Kennels:** Hundreds of rabbits trapped in kennels surrounding the walls. Will swarm and attempt to kill the PCs if released, but are not very powerful. They scream. Constantly.
13. **Congregation Room:** A great open room lit with torches. The focus of the room is a gigantic idol of The Hunted One being built on a great stone altar. The idol is made from the half-eaten corpses of hundred of creatures—rabbits, goblins, bears, humans, and even a displacer beast. The Gnoll Priest is here, standing on a raised platform behind a crude podium. If blood is spilled in the room or the topaz in the idol's forehead is touched the idol will awaken. The idol will begin to question the party as to if they are hunters or hunted, and if it judges them to be hunters it will attempt to devour them.

Cast

- The White Rabbit:** An illusionary albino rabbit with a large red topaz stuck in its forehead. It will attempt to entice the party towards 13 to be devoured.
- The Hunted One:** The true form of The White Rabbit. A great idol to a demonic rabbit god made entirely out of corpses. Has a gigantic Red Topaz worth ~3000gp in its forehead. Leaps around and furiously kicks/bites randomly at anyone nearby.
- The Hound:** A summoned lesser demon. Built in the general shape of a white, soft-furred greyhound, but with the saber-toothed head of a horrible rabbit.
- Gnoll Priest:** A charismatic gnoll leader wearing tall pointy rabbit ears. Has a red topaz worth 1500gp growing out of his forehead. Speaks eloquent Common and is highly evangelical.
- Gnoll Cultists:** Bestial gnolls wearing long droopy rabbit ears. Frenzied by their religious convictions, they will fight to the bitter end.
- Swarm of Screaming Rabbits:** Will ignore the party, running past them. 50% chance they're chasing something from the Wandering Monsters table.

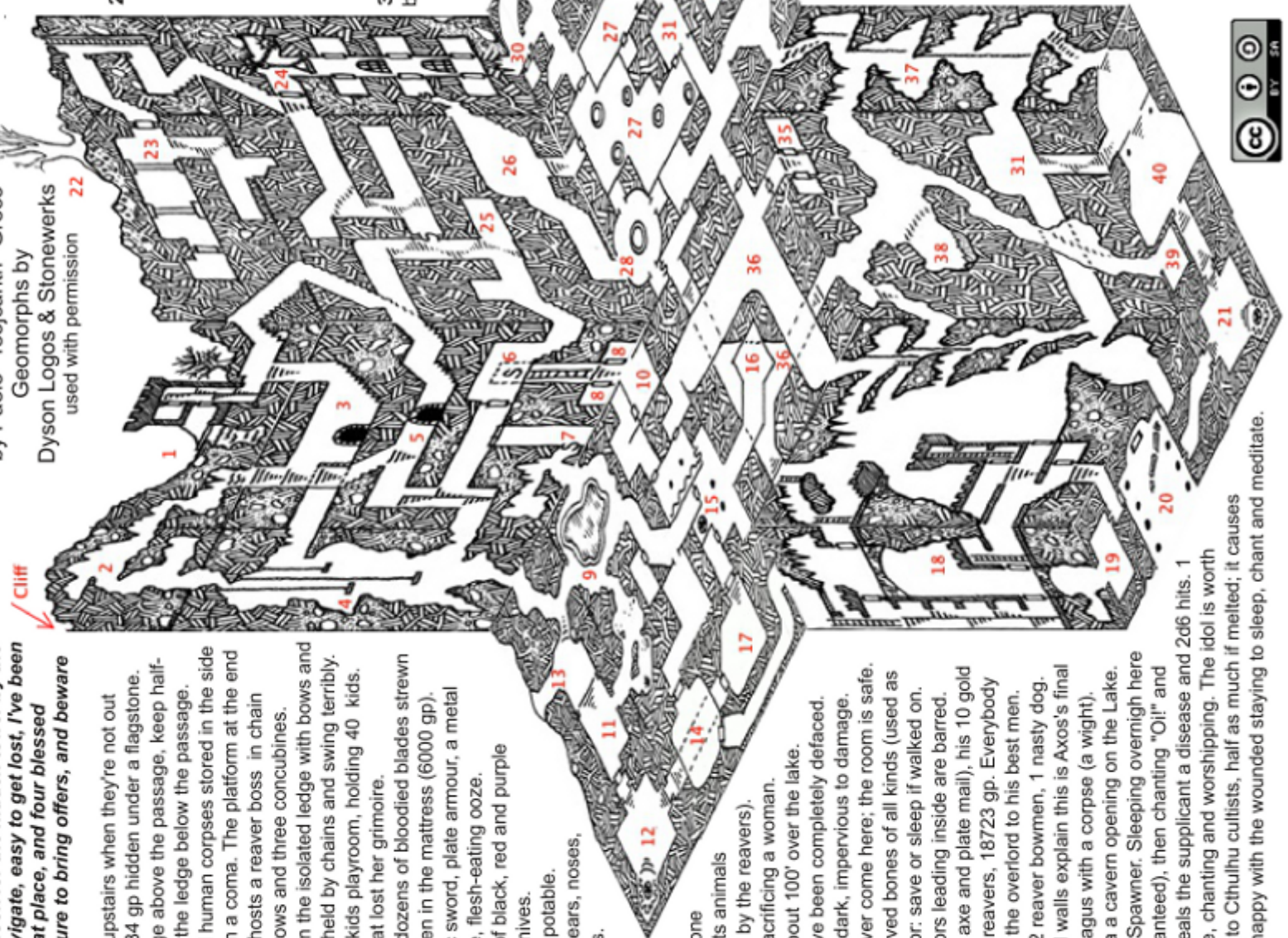
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AXO'S DUNGEON

by Paolo "Tsojcanth" Greco
Geomorphs by
Dyson Logos & Stonewerks
used with permission

You see, Axo was a sorcerer. And he built his dungeon in the side of the Black Cliff, by the Great Lake. The best way to find the entrance is to go over the cliff and look for the hidden tower by the white tree. A bit treacherous to navigate, easy to get lost, I've been told. There are still treasures, in that place, and four blessed statues of saints inside, so make sure to bring offers, and beware of the reavers: they eat people.

- 1: 3 reavers and their 6 big dogs live upstairs when they're not out hunting. Nobody on top of the tower. 34 gp hidden under a flagstone.
- 2: 2 paralyzing worms hide in the ledge above the passage, keep half-eaten victims full of hatching eggs on the ledge below the passage.
- 3: 5 more reavers, plenty of meat and human corpses stored in the side room. Two are fighters, still alive but in a coma. The platform at the end of the room is not easily climbed and hosts a reaver boss in chain armour with sword, magic bow, 20 arrows and three concubines.
- 4: 2 reaver bowman standing guard on the isolated ledge with bows and polearms. The wooden platforms are held by chains and swing terribly.
- 5: The locked side room is a reaver's kids playroom, holding 40 kids. One is a shapechanger spellcaster that lost her grimoire.
- 6: A reaver boss private abode. Bed, dozens of bloodied blades strewn all around and a bag of 30 gems hidden in the mattress (6000 gp).
- 7: At the bottom of the pit lies a magic sword, plate armour, a metal lantern and a transparent, hard to see, flesh-eating ooze.
- 8: Bone shaman walk-in closets: full of black, red and purple robes and many bronze ceremonial knives.
- 9: The pool's water is cool, clean and potable.
- 10: 6 barrels of human parts in brine: ears, noses, fingers, eyes, tongues, adrenal glands.
- 11: 2 reaver cultists with bronze sacrificial knives, red robes.
- 12: Stone statue of Camifex (patron of feasting on the weak): killing someone and spilling blood on the statue attracts animals to the area (to be subsequently eaten by the reavers). The shaman and a reaver boss are sacrificing a woman.
- 13: Opening on the side of the cliff, about 100' over the lake.
- 14: The nice frescoes in this room have been completely defaced.
- 15: Steel statue of Axo. Shines in the dark, impervious to damage.
- 16: Reavers and squids somehow never come here; the room is safe.
- 17: Bone shaman's study. Piles of carved bones of all kinds (used as grimoires). Carpet of Sleep on the floor: save or sleep if walked on.
- 18: Inner Bailey: all doors and trapdoors leading inside are barred. Houses reaver overlord (with magical axe and plate mail), his 10 gold rings and 6 concubines, 4 bodyguard reavers, 18723 gp. Everybody here wears a 2000gp gold ring, gift of the overlord to his best men.
- Outer Bailey: 2 bodyguard reavers, 12 reaver bowmen, 1 nasty dog.
- 19: Fake Axo's sepulchre. The carved walls explain this is Axo's final rest place. The niche hosts a sarcophagus with a corpse (a wight).
- 20: Altar to Cthulhu, the exit leads to a cavern opening on the Lake.
- 21: Golden Idol of Cthulhu, the Great Spawner. Sleeping overnight here (absolutely terrifying nightmares guaranteed), then chanting "Oii" and meditating or sleeping until nightfall heals the supplicant a disease and about 2000gp, twice as much if sold to Cthulhu cultists, half as much if melted; it causes nightmares and healing. The saint is happy with the wounded staying to sleep, chant and meditate.



- 22: The white tree looks like an oak, but is made of alabaster. Under the rays of the moon the tree hums a sweet melody: dancing to it for 1 hour gives partial protection against magic, even if beneficial to the subject.
- 23: The door to the crypt is sealed. Inside stay 12 ex-apprentices to Axo, madness leading them to undeath. Cursed grimoires are behind the door.
- 24: The 8 cells host 20 prisoners. The one with the secret door is empty.
- 25: A reaver boss keeps 5 of his big dogs here, chained with 100' chains.
- 26: The huge bloated squid king lives here, a human-sized platinum crown studded with pearls (20000 gp) resting on its huge head. Cthulhu gives the king the powers of regeneration, teleportation and an impressive hunger.
- 27: 5 giant squids sleep in pools in the floor. They wield silver spears that return when thrown and have developed a taste for mammal meat.
- 28: Squid breeding egg pool in the floor. secret door not known to squids.
- 29: 2 giant cuttlefish whitesmiths and their tools, crafting silver spears.
- 30: The closet contains 10 carefully stacked silver spears. If touched the stack will collapse making a great noise. This will annoy whitesmiths.
- 31: 2 armoured giant Argonauts guards, wielding 4 silver spears each. They really like the taste of fresh carnivorous mammals, "tastes gamey".
- 32: Statue of Saint Eleuther, patron of finding one's way back home safely: begging, groveling and pouring water in the stone basin close to the statue will instantly reveal to the supplicant the safest and best way back home.
- 33: A giant cuttlefish is carving a red coral statue of Saint Eleuther, to be placed in another temple of the saint. It owns a magical chisel: works as a magical dagger and gives bonuses to carving and sculpting.
- 34: Pantry: full of beheaded human corpses left here to mature. Brains are a delicacy worth of a squid king.
- 35: Giant sea-slug witch in her room, can mind control starfishes, gives air breathing and causes fear. Coral Crown of Mana.
- 36: A 20' starfish guards the hallway. Will try to eat any non-artropods that tries to cross the hallway, but loves chatting.
- 37: ledges with ropes. 3 giant calamari discussing the relative merits of eating fish, fowl or mammal are curious and inquisitive about the PCs' opinions on the matter.
- 38: about 20 young, cute and carnivorous starfishes live in the pool. They can be domesticated and will grow to huge proportions if fed.
- 39: Expedition of aliens from space, stranded and wounded by fights with the Argonauts. Armed with ray-guns and power armours; they're looking for Saint Eleuther's statue. The aliens will happily accept help and, once discovered their way back, they'll leave hastily showing no gratitude, for no reason they will cede their equipment, preferring to fight.
- 40: A congregation of 3 giant calamari, 1 giant argonaut, 5 giant cuttlefishes, 12 tiny starfishes, 3 giant squids is meeting here, dreaming horrible nightmare of Cthulhu waking up and eating the world. A 20' starfish is attached to the vaulted ceiling of the room, watching and ready to drop on any intruder.

Lack of random encounters is intended.

Dyson Logos: <http://rpgcharacters.wordpress.com/>
Stonewerk's Blog: <http://stonewerks.wordpress.com/>
Lost Pages of Tsojcanth: <http://tsojcanth.wordpress.com/>

We are all Jeff Rients's Performing Monkeys.

The Kobold Coalition

by Peter Regan

The Great Forest is a hostile environment for all its inhabitants, but particularly so for Kobolds and Goblins. Mostly, they will only be found there as servants or slaves to tribes of larger goblinoids. However, several years ago, a maverick kobold called Kamrun, formed an alliance between his tribe, and a group of goblins. Together, they escaped from their ogre masters.

After months hiding in the forest, the kobolds and goblins found a hidden cave complex that they have now adapted and extended. From there, they launch scavenging raids, stealing what they can from neighbouring tribes of ogres, bugbears and orcs. The goblin leader, Clug, is a fierce warrior, and his goblins are surprisingly well trained and equipped for goblins. Kamrun is an expert trapmaker, and, with the help of several apprentices, has heavily rigged the hidden entrance to the caves to deal with any unwanted visitors. The kobolds and goblins live in separate areas of the caves, and whilst they are happy to work together for common goals, they do not otherwise socialize. Sometimes in-fighting breaks out between them over food, treasure, or other resources, but it rarely leads to bloodshed.

This adventure is ideal for dropping into any sandbox campaign. It may be played as a straight dungeon crawl, but it also has the potential for more, should the adventurers seek to interact with the kobolds and/or goblins - That is, assuming that the adventurers survive the extensive traps set at the entrance!

1 The thick trees and undergrowth suddenly stop here. A steep earth slope drops down about 20', and then the undergrowth resumes. Directly ahead, there is a cliff face about 80' tall. At its base, there is a narrow opening, no more than a couple of feet wide. A search of the area will reveal a concealed rope on the right side of the earth slope. It makes scrambling down the slope relatively easy. However, as soon as the first character treads on the ground at the bottom of the slope, the 6 archer bushes there will attack.

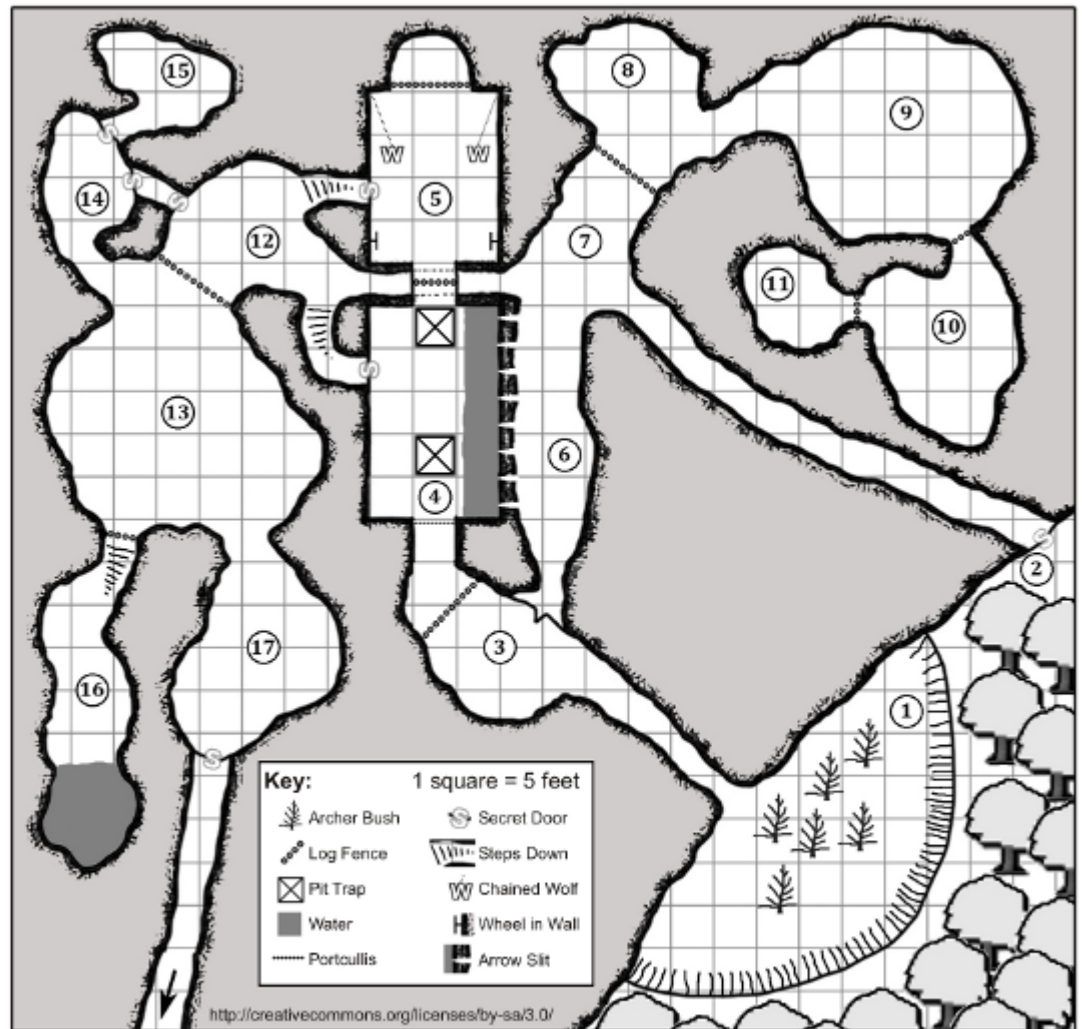
2 Well hidden, and about 12' up the cliff face, is a secret entrance to the caves.

3 A narrow passageway leads from the gap in the cliff for about 20', and then opens into a small cave. Ahead, there is a log fence with a crude wooden gate in the middle. Around 20' up, there is a concealed ledge that allows someone at **6** to discretely observe those below.

4 Beyond the fence, the stone walls have been roughly worked, and they open out into a small chamber. The floor has a gentle slope and a stagnant body of water about 4' wide has collected along the right (lower) side. There are two pit traps (both 1d6 damage) in the room. The first is not very well made and should be quite easy for an observant character to spot. The second has been expertly concealed. Once the characters pass or trigger the first trap, a portcullis drops at the entrance to the room, blocking any retreat. High above, 8 goblins with crossbows will start shooting at any characters below. If the characters stay in the water, the goblins cannot get line of sight to shoot them. However, the goblins will then pull a lever that releases 4 spitting cobras into the water. The only visible exit to the room, has another log fence and gate. The gate is fastened from the other side and may only be opened by cutting away some of the twine securing it (takes 2-4 rounds). On the left wall, there is a small secret door, beyond which is a narrow passageway with steps that lead up to area **12**.

5 At the rear of this chamber, covering most of the far wall, is a log fence with large double gates in the centre. On either side of these, is a ravenous wolf, secured by an iron collar and chain. In each corner, level with the entrance to the room, is a large wooden wheel, attached to a mechanism in the wall. These wheels retract the chains holding the wolves. The kobolds also have a release lever for the chains, that they will use at an opportune moment. If the double gates are opened, it is immediately clear that they are decoys, as there is no chamber beyond them, just a few feet of unworked cavern wall. However, opening the gates will also cause 6 small buckets of oil to be tipped out, covering anyone within 5 feet of the gates. After this trap is triggered, the goblins and kobolds will prepare flaming arrows and crossbow bolts for their archers. On the left wall, there is a small secret door, beyond which is a narrow passageway with steps that lead up to area **12**.

6 This cave serves as the shooting gallery that looks onto area **4**. There are 8 arrow slits which allow about 75% of the floor below to be targeted. There is also a lever here for releasing the snakes into water. At the end of the cave, there is a ledge that looks down onto area **3**, some 20' below. The ledge has been cut to blend in with the cavern wall, making it almost impossible to spot from below. At all times, there will be 2 kobolds near the ledge, and they will alert the rest of the community as soon as they notice any intruders.



7 A large log fence has been built across this cave. There is a wooden gate that is held shut by a bar on the other side. The fence also has 2 small hatches (1 each to each side of the gate). The cave has two passageways leading from it. The first crosses over the top of areas **4** and **5**, and gives access to the kobold lair at **12**. The other leads to the secret entrance to the caves at **2**.

8 This cave is occupied by 2-4 goblins at all times. They guard the gate which opens into **7**. They will defend against intruders, and call for reinforcements from **9** as required.

9 The bulk of the goblins spend their time here. There will normally be 13-18 goblins here, of which 8 will be sent to area **6** in order to shoot any intruders if called upon to do so.

10 This is Clug's private cave and he keeps the log gate at the entrance closed at all times. In the years since he helped free the other goblins from the captivity of the ogres, he has changed from being a hero figure and freedom fighter, into a cruel tyrant. He does not trust his fellow goblins and has secretly grown to despise the kobolds. He is also obsessed with hoarding food, treasure, and just about anything else he can drag to his cave. Strewn around the floor are various useless items including empty sacks, crates, broken armour, weapons etc..

11 The log gate leading to this cave is protected by a poorly-made trap (+30% on any detection roll). If the gate is forced, it will open with a 50% chance that the loaded crossbow inside the cave will be triggered. The cave is used by Clug to store his treasure, and other items which he perceives as being of value. There are two badly-made wooden chests. (They will break if they are lifted without first being emptied). One contains 560gp, 867sp and a pouch with 20 gems worth 5gp each. The other is filled with 1,253cp. Hidden amongst the copper coins is a smaller box which holds 5 black iron keys that Clug stole from the ogres. The walls of the cave are covered with animal skins that, for the most part, are rotten - but there are a couple that might still be worth something. There is also a large leather pouch hanging from a spike that contains dozens of teeth, which Clug has removed from various creatures.

12 This area marks the beginning of the kobold-inhabited section of the cave complex. A log fence, with just a small kobold-sized gate, seals it off from the main kobold cave at **13**. The cave's ceiling is rigged to collapse (2d8 damage or half with a successful save), but the kobolds will only trigger it as a last-ditch defence. A secret door to the right of the fence opens into a short, secret passageway that ends at the rear workings of another secret door. There are also 2 passageways, with steep steps, which lead down to the back of the secret doors in areas **4** and **5**.

13 This cave is where most of the kobold tribe are to be found. There will be 19-24 of them, and of these, 4 will be actively guarding the log fence which separates this cave from area **12**. The rest of the kobolds are eating, tinkering, squabbling, and getting up to all manner of koboldy shenanigans. There are 3 exits leading from this cave into other areas. 2 of these exits are open, but the one at the rear of the cave is covered by a wooden gate, held in place by several wooden bars. To the side of the gate, leaning against the wall, are a dozen, 6-foot long, unlit torches.

14 This is Kamrun's private cave which, by kobold standards, he keeps relatively clean and tidy. Normally, he will be found here, sleeping on a straw cot, or working on a new trap design. He has various trap-making tools and materials tucked away around the place. On his person, he carries an ornately-decorated short sword, a *potion of speed* with 3 doses remaining, and 6 small, silver keys. In combat, he is far more powerful than a rank and file kobold, and this should be reflected in his stats. There are 2 secret doors in the cave. One leads to Kamrun's treasure cave, and the other opens into a secret passageway that connects with area **12** via another secret door.

15 Kamrun keeps the wealth of his tribe here in 3 identical, strongly-made, locked, wooden chests. The first contains 897gp, 362sp, 405cp and a pouch with 124pp in it. The second contains 2 spitting cobras in one compartment of the chest and a pouch with dozens of gems of many different types, worth in total about 3,000gp, in the other. Any of his 6 keys will open this chest, but 5 of them will also open the compartment containing the snakes. The third chest contains items which Kamrun has not been able to identify. There are several potions, a couple of maps, and a scroll case with several papers in it (these are left to the GMs choice, or roll randomly to determine what they are).

16 The kobolds collect water from this cave. There are steep steps leading down into the cave, and the floor continues to slope down until it becomes submerged by water from an underground spring. There is a 50% chance of encountering 2-8 giant water rats in this cave. The rats will wait until their prey nears the water's edge before attacking, and will flee under the water if badly wounded. The kobolds use long, wooden, flaming torches and food scraps to keep the rats at bay whenever they need to fetch water.

17 This cavern is used as a sleeping area by the kobolds. Their gear is strewn about the place, and the kobold's filth and mess foul the air. At the back of the cave, there is a secret door which opens to reveal a narrow passageway with a low ceiling, just tall enough for a kobold. The passageway is the kobolds' escape tunnel. It runs in a straight line for about 80' and then ends at a secret door which opens on to the forest floor.

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TOP SECRET

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TELL A STORY of action and intrigue using the elements on this page.

OPEN WITH ACTION and then have the PCs break a sweat again before the finale. Here are some ideas for scenes to use throughout the mission:

- PCs are discovered while tailing a vehicle in their sports car(s), and must flee from missile-armed drones through a city's industrial sector.
- Captured PCs must listen to plot-revealing monologue before being deposited in a weapons testing range and hunted down by killer drones.
- Athletic PCs climb aboard fleeing corporate jet, fight the crew, and use the jet's secret missiles to shoot down drone(s). Techie PCs support the action by hijacking control of remote-piloted drones in the same air space.

WRENSFIELD AIR BASE was decommissioned in the 1950s. It served as a domestic freight hub for the IPS delivery firm until that company went bankrupt. Then RaptorCorp bought the site for a song.

Security Stations (S1-4) are staffed by goons with sidearms and bad attitudes, who monitor cameras positioned throughout the air base (though notably absent from the warehouses). They also have Jeeps.

Corporate HQ (HQ) is for legitimate business only, though hidden files may hint at a top secret plan called the Merlin Project.

Hangars (H1-3) hold an array of drones, plus a Dassault Falcon corporate jet (secretly equipped with discreet air-to-air missiles). Power tools (arc welders, rivet guns) litter the area. Technicians working here know nothing of the Merlin Project, but are inclined to rough up nosy PCs anyway.

Warehouses (W1-3) are a dark maze of disused shelving, crates, forklifts, and suspended walkways—an optimal place for a deadly game of cat-and-mouse, or a hideout for pursued PCs.

ATC Tower (T) is eight stories tall and full of radar and communications terminals. It is staffed 24/7 and has a clear view for miles around. The controllers know nothing of the Merlin Project.

UAV Lab (L) is the tightly controlled drone research and fabrication building. Clever PCs or NPCs might improvise something useful from the half-functional weapon systems, propulsion units, and surveillance gear being worked on here. Part of this building might house a secret bioweapons lab.

Control Bunker (B) is a hidden underground Cold War era fallout shelter rewired for satellite-relayed command and control of all RaptorCorp drones. These tight spaces are packed with video screens and control panels for a fleet of drones, and are separated by thick blast doors.



JAYSON CORVUS is CEO of RaptorCorp and mastermind behind the Merlin Project. He is charming (in greasy, manipulative way) but entirely self-centred.

Corvus' concealed pistol fires explosive gyrojet ammo. If he can't reach his corporate jet, he'll try to use the still-functional jetpack (an early RaptorCorp patent) on display in his office to escape (he is a mastermind, after all).



FEI YEN XIAO is a brilliant, beautiful scientist responsible for some of RaptorCorp's secret advances. Although headstrong, her loyalty might be swayed by a compelling argument from a debonair PC. Her scientific field is whatever is most pertinent to the Merlin Project, e.g. biochemistry, AI, space technology, etc.



RaptorCorp is a privately held aerospace research firm with several important defence contracts. Its primary business is development and operation of unmanned aerial vehicles (UAVs) for military, agricultural, search/rescue, and law enforcement applications. It was recently awarded a contract to provide UAV-based homeland security services.

INFILTRATING THE BASE can be an abstract skill challenge or a series of involved scenes. Here are ideas:

- Impersonate a RaptorCorp customer, bypass a security door to reach unauthorized areas.
- Stow away on a cargo flight bringing spare UAV parts to Wrensfield.
- Nighttime HALO paratroop from 10k feet.
- Cut the electric fence, avoid security cameras, locate air vent to bunker.

ROLEPLAYING SCENES help the PCs figure out what's going on and allow for witty repartee. Some ideas:

- Negotiate with a hard-nosed cop for details about the murder of a CDC official who discovered the theft of several vials of super-potent bird flu.
- Score an invite to a gala at local zoo sponsored by RaptorCorp. After learning of Corvus' unhealthy obsession with birds, PCs become "accidentally" trapped in an aviary with agitated cassowaries!
- Carouse with Fei Yen Xiao at a scientific conference, until Corvus catches wind of it and whisks her away.

SPY GADGETS are always fun. Give some to PCs, some to bad guys, and sprinkle some around as 'treasure':

- 01-20: Flechette gun hidden in wristwatch.
- 21-40: Quiet, hummingbird-sized helicopter piloted via smartphone.
- 41-60: High powered explosive disguised as chewing gum, with cuff link detonator (twist to set timer, then attach).
- 61-80: Peelable tattoo dissolves in drink to become quick-acting sleep drug.
- 81-00: Climbing harness sewn into suit jacket; grapple and line concealed in belt; shoes have retractable spikes in soles.

FINDING CLUES keeps the plot going. Here are ways PCs might find clues:

- Observe base activity remotely, noting unusual traffic patterns and activity.
- Question Fei Yen Xiao or surreptitiously steal data or codes from her computer.
- Inspect UAVs or research lab devices.
- Discover secret or encrypted files.



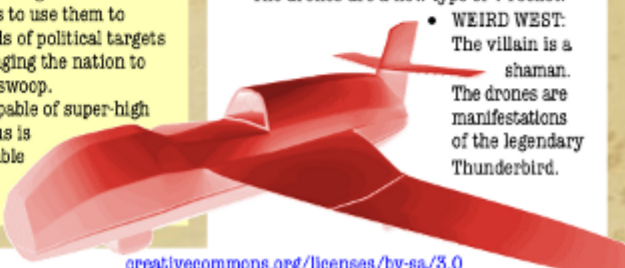
KAZIMIR SOKOLOV flew AN-225 jets for the Russian Air Force until a dishonorable discharge ended his career. He now serves as head of Corvus' personal security detail (that is, he's a murderous henchman). With both the physique and personality of a bull, he enjoys pounding people with nail-adorned brass knuckles, tossing them into whirling jet engines, or throwing them out of planes at 12,000 feet.

THE MERLIN PROJECT is one of these helinous plots. Choose or roll:

- 01-20: The Merlin is a fully autonomous law enforcement drone, dangerously overpowered and poorly programmed.
- 21-60: The Merlin is a mundane agricultural drone, a fleet of which could deliver a weaponized aerosol of super bird flu over the largest 20 metro areas.
- 61-80: The Merlin is a tiny, precision-strike drone capable of hovering in confined spaces. Corvus plans to use them to assassinate hundreds of political targets simultaneously, bringing the nation to its knees in one fell swoop.
- 81-00: The Merlin is capable of super-high altitude flight. Corvus is using them to assemble a death-ray in low-Earth orbit.

TWEAK THE GENRE to fit your favourite game. Here are examples:

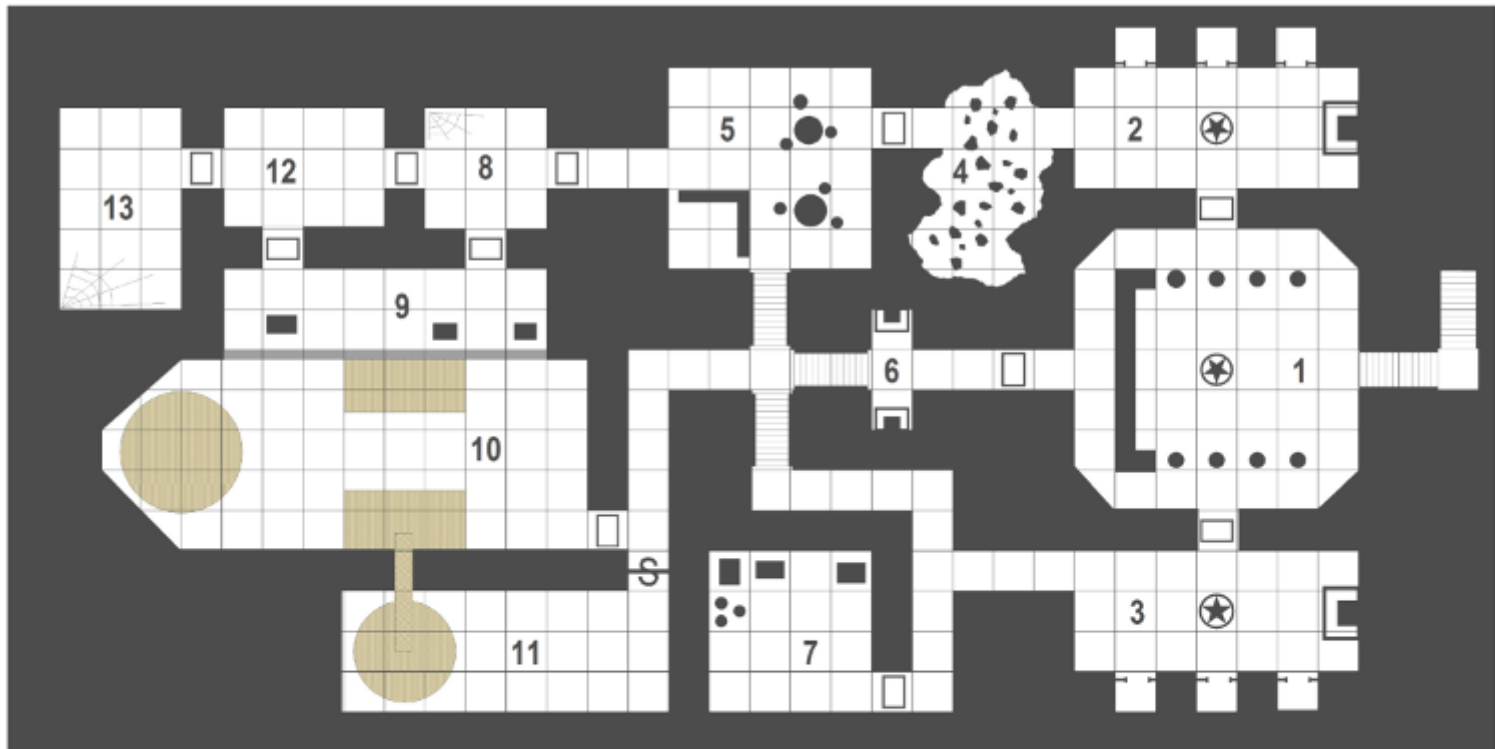
- 20's HORROR:** The villain is a cultist. The drones are biplanes with tentacled monstrosities fused into the fuselage.
- MECHA/ANIME:** The villain is head of the techno-yakuza. The drones can transform/combine into big robots.
- BUNNIES & BURROWS:** The base is a bird colony. The villain is a vulture. The drones are hypnotized sparrowhawks.
- FANTASY:** The villain is a gnome artificer. The drones are air-elemental-infused constructs.
- JANE AUSTIN:** The base is a boarding school. The villain is an odious suitor. The drones are improprieties that threaten the PCs' moral conscience.
- POST-APOCALYPSE:** The villain is a hawk mutant. The drones are reprogrammed warbots.
- SCI-FI:** The base is on an asteroid. The drones are AI spacecraft.
- STEAMPUNK:** The base is on a zeppelin. The villain is a mad scientist. The drones are steam-driven mini-blimps.
- SUPERHERO:** The villain has bird-themed superpowers.
- WAR-TIME:** The base is in occupied France. The villain is a Nazi scientist. The drones are a new type of V-rocket.
- WEIRD WEST:** The villain is a shaman. The drones are manifestations of the legendary Thunderbird.



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The Forgotten Bath House

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Background: The forgotten bath house is an underground bath that belonged to a former caravanserei built during the days of the ancient Elven Empire. It fell into disuse when the Empire declined. Today there are only vague rumors about the bath and its location, the surface buildings long destroyed.

Adventure Hook: When the PCs arrive in the region, the nearby town of Silverspring is in a desperate situation. Goblin raiders are attacking the town and have poisoned all wells to weaken the defenders. An old man remembers the tales of the lost bath house and its clean water source but the local warriors are already too weak to search for it. Rumors talk about the hostile spirit of the former keeper of the house and water elementals that were bound to the place by its Elven builders.

Dungeon Atmosphere: In its prime, the bath was a beautiful place of white and amber marble with statues, classical ornaments and frescoes of Elven calligraphy. The former glory is still visible but there are cracks, lichen and vermin everywhere. Also, there are signs of vandalism in the upper areas. Most rooms feel damp and there is a constant but faint sound of running water coming from the walls.

Map Legend:

- Entry Hall:** The hall is dominated by a larger-than-life statue of the Elven god of Healing and Wisdom. Dirt litters the floor. There is a sizable hole in the southern door.
- Change Room:** A room with rotten wooden benches and three smaller chambers hidden by mouldy drapings. There is also a clogged basin and the statue of a female elf. Faint sounds can be heard from (5).
- Change Room:** As (2) but the elf is male. 1D6 giant rats nest here and will fight to scare off any intruder.
- Cave-In:** This instable part of the bath has collapsed and the floor is covered with slick rubble. Several attribute/skill checks are needed to navigate through the mess without falling and suffering damage.
- Refreshment Room:** The old refreshment room has been taken over by 2d4 goblins who were ordered to poison the

well of the bath. They are quite drunk and easily surprised, having forgotten about their quest when they found liquor.

- Fountains:** These two small fountains are still working but do not yield enough water to supply the town. A poison-tongue frog is hiding under the algae in one of the basins.
- Supply Room:** Most of these supplies are long spoiled but a thorough search will yield 2d8 gold coins and an Elven masterwork dagger.
- Spider Room:** This room is covered in giant cobwebs and is home to four jumping spiders ready to defend their lair.
- Gallery:** This gallery opens to room (10) at ceiling level, i.e. ca. 5 feet above ground. There are several marble chairs and there is a gold goblet lying on the floor under some dirt. Note that the ghost from (10) is likely to attack anybody on the gallery.
- Main Bath:** Three pools of pure water can be found in this relatively intact room. The ghost of A'Liah, the former keeper of the bath haunts this room and will attack any intruder. A'Liah will lament the bath's destruction and might be soothed by a skilled negotiator who can honestly promise to restore the place to its old glory.
- Elemental Chamber:** Four lesser water elementals are bound to this room and maintain a small gate to the plane of water which supplies the bath. Killing the elementals will disable the gate in the long run and careful players should notice that the elementals are both crucial to the water supply and unable to leave the room anyway.
- Caldarium:** This room is quite hot and was used as some kind of sauna in the past. The heat comes from a magical stone in the middle of the room that could be worth a moderate amount of money to the right buyer.
- Undead Spider Chamber:** A giant undead spider lairs in this room. It hides on the high ceiling and will immediately attack any intruders, trying to get past them and to the outside to infect other creatures.

Adventure Solutions: If the heroes clear the dungeon, they can supply Silverspring with drinking water unless they have slain the elementals. If they do not manage to ally with the ghost of A'Liah, they will also have to find a way to defend the new water source against the goblin raiders.

THE CAVE OF KULL COVE

"Ye will regret it."



- I. Cave Entrance. Curdling odors of putrescence waft from inside.
- II. Whalebit Vendor. Insane gibbering old seaman sits next to an enormous pile of rotting whale entrails. A sign says, "Whalebits ~ 1 gold". Old leaky buckets for carrying whalebits lay scattered around on the sandy floor. If nobody purchases whalebits, the old seaman mumbles, "Ye will regret it," and cackles as they leave.
- III. Sea Monkeys. Sea monkeys sling slime from their cubby holes at sources of light. If all light sources are extinguished the carnivorous gang of sea monkeys will attack. Large pile of remains piled high and all around. A few pieces of gold can be found. Another pile hides the entrance to a smaller alcove.
- IV. Alcove. The small pile in here hides a waterproof leather satchel capable of holding a leaky bucket's worth of whalebits.
- V. Pools. Choking odor of sulfur. The high acidity level of the pools cause damage to exposed skin.
- VI. Eels. Toothy eels slither about in the dark-watered pool. Poisonous bite capable of causing paralysis. On the sandy shelf across the water lay some chewed-up bones and a small bit of paper on which is written, "Bastard."
- VII. Dead End. Around dark knee-deep water-filled corner is a sandy niche. Green-tinged skull here with an eyepatch and a gold tooth.
- VIII. Camp site. A long-extinguished camp fire. Dank cave littered with cracked rotting skulls and bones. There looks to have been a scuffle here.
- IX. Giant Crabs. Cracked bones lay strewn about the bumpy sand floor. Two giant crabs lay huddled waiting for anything to set foot onto the sand nearby.
- X. Underwater Tunnel. Hidden underwater tunnel leads to a sandy recess. On the sand is a ragged skeleton clutching a worn piece of paper. On the paper is written, "Don't like whale."
- XI. Lagoon. Some of the sandy mounds in this cave lagoon hide deadly quicksand.
- XII. Crumbling Stairway. This crumbling stairway is hazardous.
- XIII. Ante-room. Ragged bones and skulls litter this chilly room. A low moaning can be heard emanating from the walls.
- XIV. Torture Room. The word, "Mine!" is carved into the blood-stained table's surface.
- XV. Cell. A skeleton's arms hang manacled to the wall. The rest of its bones lay in a pile.
- XVI. Main Room. Wood table in the corner has some papers on it. Pirate ghosts that inhabit these rooms attack if any papers are disturbed. The writing on the papers is gibberish, but a short phrase can be made out to say, "Curse ye lying cheating thief BASTARD!"

- XVII. Store Room. Good buckets here. Pirate ghosts attack if the buckets are touched.
- XVIII. Ghost Captain's Room. Deafening keening moan. Spectre of the pirate captain sits in a chair at his table reading a piece of parchment. He attacks if anything is disturbed. Scribbles and pentagrams cover this paper along with the words, "Damn thee forever to hell ye half-wit swindler! Tiny will never let ye have it."
- XIX. Spiral Stairway. This spiral stairway is coated with a film of slippery slime.
- XX. Tiny's Cavern. Under the deep dark waters of this cavern writhes the sleeping eight-tentacled giant squid, Tiny. Any attempts to cross in the row boat awakens Tiny. Dumping one bucket of whalebits into the water will make Tiny recede

for a moment. A second bucket will make the squid recede longer. A third bucket will send Tiny squirming away in fear out the underwater tunnel that leads to the sea. The sandy outcrop on the other side of the cavern holds many chests filled with Tiny's collected treasures.

By Ramsey Hong

Thursday, March 22, 2012

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A scream in the dark and a commotion outside your inn window awakens your group. While getting your gear on, a knock comes to the door. It is a boy scared out of his wits. While you get all your belongings in order, he tells you a tale of his master. She is a great and well known actress. She has been kidnapped by an ogre and a man. The boy is her assistant, and was able to hide from view and observe her kidnapper. It was none other than Capra, a well known artist with a workshop in the city. The innkeeper had tipped off the boy about the adventures. He shows you the way to the workshop.

Fine Art

A One Page Dungeon by Ricky Anderson (Rick.no7@gmail.com)

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(1) The Gallery resides near the bad part of town. It is a stone structure, older than surrounding buildings. There are few windows into parts of the building, with the largest being the display windows to show off the art inside room 3. To get inside a window, it must be broken, alerting guards in room 2.

(2) An entrance room, decorated with human body art, on a table beside the door is literature for buying art from Capra. The room is lit by torches, and the stone floors lined with expensive carpets. The torches can be used as blunt weapons. The guards unloyal, hired mercenaries and will lose the will to fight after 2/3rds health is gone. They will run and hide in shame, not to bother the players again.

(3) This is the gallery. Red carpets line the stone floor in a square, making a guide to observing the art and statues that line the walls. There are full body statues of intricate detail, and busts of beautiful heads situated on pedestals. Near the door to room 5 is a strange statue that is a primitive, non-detailed design. This old statue is a living statue that will attack once the door to room 5 is touched. It is strong versus blades, but weak versus blunt (including the torches in room 2).

(4) This room is set up like a workshop. There is a block of untouched stone, and a few bits of rock in rough progression. All the tools are pristine and do not look worn at all. They are not magical, they just have not been used. It can be noticed there is no sign of stone or work on the floors. It is as if this workshop is made for show or tours, and should tip the players off to weird happenings.

(5) The instant the players see this room, they notice it is eerily lit by low burning candles. The walls are lined with sketches, and inspection has them realize they are all of the same woman. Most of them have the words "PERFECT" etched in big letters across the face. There are easily over 50 sketches. There is a bed, and a nightstand with some drawing paper and charcoal. The floor is made of wood and should be a tip off to the players that something is different in here. The left wall is a secret false wall meant to open up and reveal a ramp leading down to room 6.

(6) This room has a ramp leading down to old stone flooring, the walls are also stone, man made and carved. Beside the ramp is a flatbed wagon with chains attached to the front. This is used to carry Capra's artwork from the real workshop to the gallery.

(7) This room is living quarters for 4 goblins that attend to the ogre in room 8. It is filthy with a very strong stench noticeable at the door from room 6. They can be heard chattering as well. Once alerted they will try and release the ogre from room 8, commanding it to attack the players... and it will listen fully.

(8) The ogre in here is kept chained but with enough slack to walk around. He is the muscle Capra uses to haul statues on the flatbed. He gets along well with his goblin keepers, and will attack the players for intruding.

(9) This is a prison room where Capra keeps his victims. A statue of a man in here is a person turned to stone to silence him until Capra needs him. Notes on a table will describe his face structure and pleasing cheek bones, though he comments that he will have to shorten his nose. This man can be set free by using a spell with no ill effects, he will give information that Capra is turning people to stone for his artwork.

(10) This is the real workshop. The floor is covered in debris, and there are worn tools sitting on tables. Two statues are in the center, one is a female whose face has been obviously carved to look like the "PERFECT" woman in the sketches. The other is a male, he is decapitated from the shoulders up, this bust is seen upstairs in room 3. It is well lit by a 200 lb orb of magical glass with magical light emulating the sun. This is attached to the ceiling with no obvious way of getting it down.

(11) This room contains a curtain over a cage, inside the cage is a sleeping basilisk. This is how Capra turns people to stone. In front of the cage is a set of chains and wrist shackles. The woman he captured is in these shackles and Capra is feeling her up and muttering PERFECT when he carresses her face. Once alerted to the players, he will unlock the basilisk's cage, the basilisk will fight both Capra AND the players, as it has been abused by its master. Neither Capra nor the basilisk will attack the statue. As long as the players do not harm it, the woman can be returned to flesh and be unharmed.

(12) This is Capra's real living quarters, very plush quarters with cushions everywhere. There are 5 sketches of the same "PERFECT" woman lying on his nightstand, everyone one of them nudes. Also on the table is a rod containing 4 charges of "Stone to Flesh" that Capra uses if his victims do not have the right pose or facial expression. The prisoner from (9) will tell players what the rod is if they do not have a way of finding out.

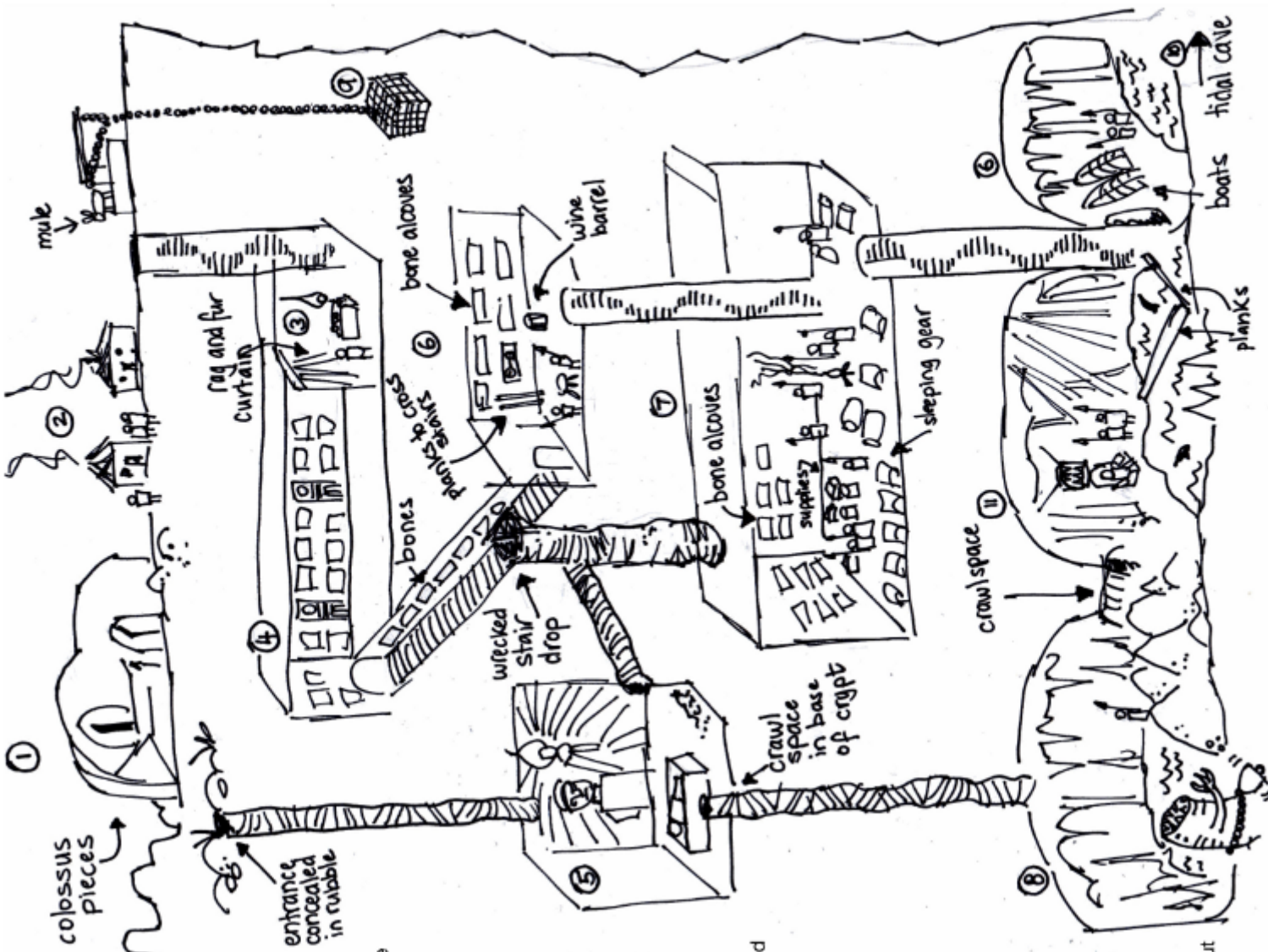
(13) This little cave room has a pit in the center, it is covered by iron bars, at the bottom are 4 crocodiles and some water (the water leads to the sewers). There are human bones visible in the water. This is where Capra disposes of any remains, he feeds them to the crocs.

Statue Notes

All artwork statues are people turned to stone and then carved by Capra into a more pleasing person. Any statues that are turned to flesh will kill the victim instantly, as Capra has carved the flesh and body immensely. Some will "wake" without skin, or other gruesome details. Feel free to let players attempt it, but emphasize the horrible results.

Only the prisoner in room 9 and the actress in room 11 can be changed safely back into people.

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ROT TOWER – BY ROB S

A misshapen rock, rotting from within, lies off the coast. It houses a forgotten Saint's tomb, a leper colony and an awakened eldritch terror that ravages the coast.

1. Collapsed colossus. The colossus is of a forgotten Saint who in ages past defeated The Maw. Concealed amongst the rubble is a tunnel leading down.

2. Shantytown. Twelve **wary lepers** live amongst the foundation stones of a temple. **Gothard** is their gruff spokesperson. He's immune to leprosy and is sympathetic to the wreckers. He conceals their presence and naively believes they simply salvage wrecks. Gothard followed his brother here and is too honest for his own good.

3. Leper's Shrine. Relics scavenged from the ruined temple rest on an altar. They are three small scrimshaw statues, a lit Saint's torch and a decayed peasant robe. The statues are of a knight (Saint), a lampry harnessed to a bell (The Maw) and a robed figure. **Albrecht** the jealous 'priest' bluffs his way around religious questions. Mistrusted by the colony he feels justified in betraying the presence of the wreckers.

4. Leper catacombs. Rows of misshapen and abnormal bones, many fragile with age, placed in alcoves carved from the rock. Disturbing them risks infection.

5. Saint's tomb. Desecrated by wreckers. The Saint's remains have been crushed and scattered about the tomb. Spent torch on floor. Inscribed on the lid of the empty crypt is "Vigilance and the light hold back the devil's insanity". On the wall is a faded fresco of the Saint holding aloft a torch.

6. Wreckers watch. Two wreckers with spears stand watch. Wreckers conceal their leprosy features behind wooden masks of their former faces and carry wax plugs to stopper their ears from the worst effects of The Maw's maddening bell toll. The guards are bored and drink heavily. There are two watch posts.

7. Wreckers living quarters. Coffers of coins, barrels of looted wine, preserved food, and trinkets as well as bedding, wood carving tools and personal effects. Eight **wreckers** armed with spears and daggers huddle around a small cooking fire.

8. Grotto. Dimly lit by bioluminescence spawn. **The Maw** is harnessed to a bell whose toll causes kin slaying madness. The lit torch from the leper shrine will protect those in it's light from insanity. The Maw's clumsy lampry like jaw can punch through a ship's hull. Victim's tormented features writhe beneath its skin. A **wrecker**, with wax plugs in his ears, keeps watch for The Maw. When it's on the move the cult follows in its wake.

9. Lift. Used to ferry supplies delivered by the local church. Attached to the base of the lift are hundreds of leper's bells that are discarded as lepers start their new life. Attached to the bottom of the lift is a chain. Pulling the chain sets the lift in motion and alerts the locals.

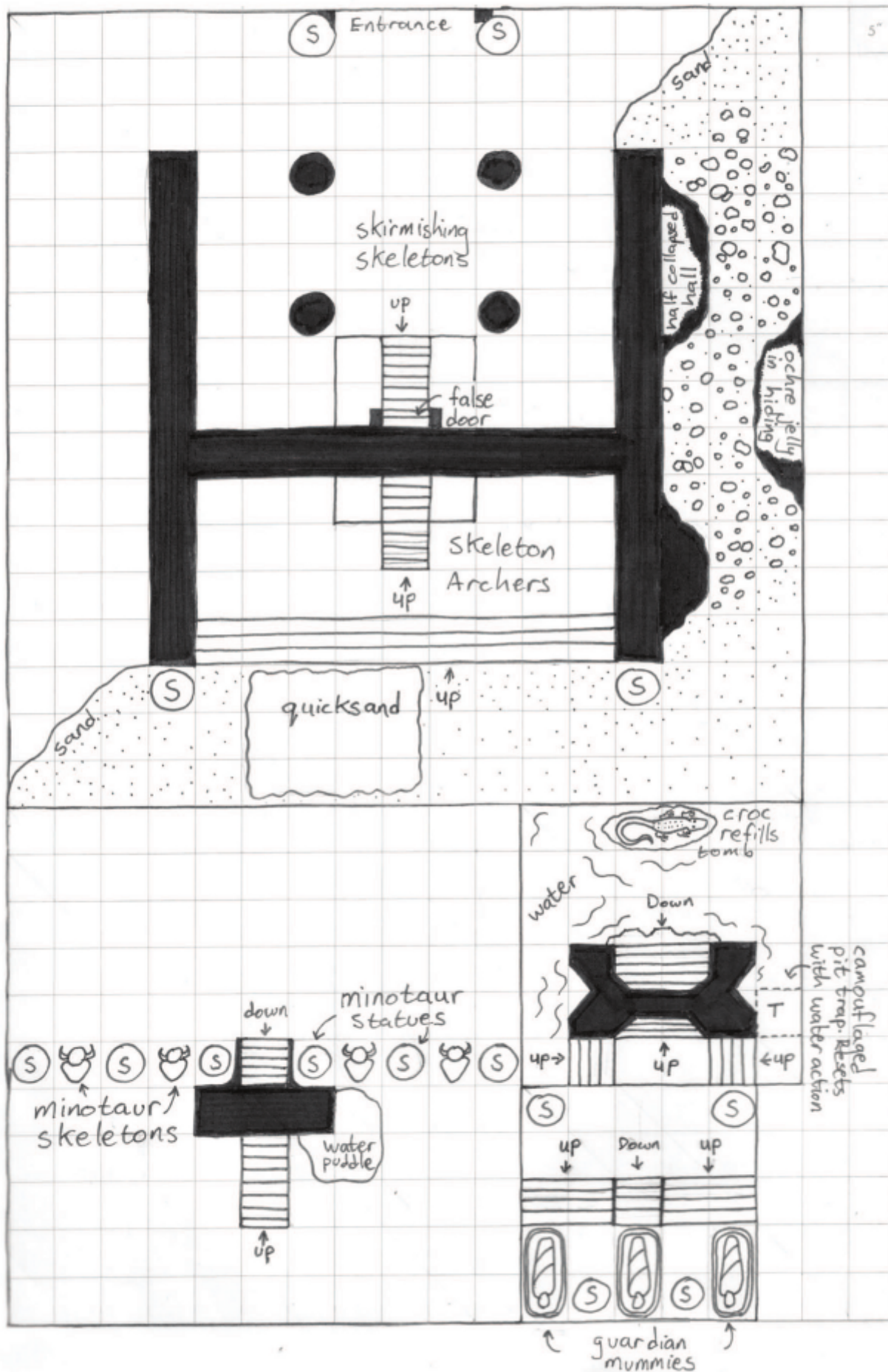
10. Hidden sea cave entrance. The entrance is accessible at low tide.

11. Maw shrine. Grotto illuminated by light passing through cracked walls. Narrow planks allow passage over deep pools populated by three **sharks**. The wreckers churn the pools at night to attract predators. **Conrad** leads the wreckers and uses an arbalest to knock foes crossing the planks into the shark pool. His mask bears a striking resemblance to Gothard as they are brothers. He has hung a giant shark jaw above his driftwood throne. Two **leprosy sisters**, who are not without charm, pander to his delusions and desires.

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Paranoia Pyramid

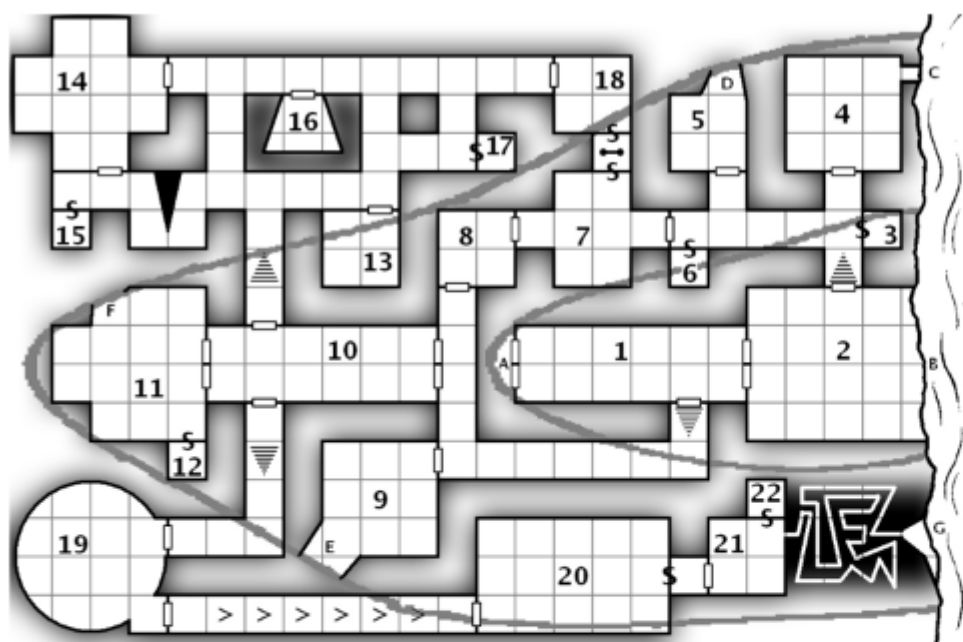
By Rodney Sloan of Rising Phoenix Games



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The Tomb of Oddli Stone-Squarer

Even in the days before the arrival of Man, the tomb of the great dwarven king Oddli, called the Stone-Squarer, was ancient. Carved into the very hillside, it was once larger, but much of the tomb was cleaved away, leaving only a sheer cliff. The erosion of the original burial mound has exposed several new entrances into the complex. It is now known primarily as a roost for stirges, which re-infest it as quickly as they can be killed.

Level 1

A: These ancient stone double-doors are unlocked, but usually barred from the outside. 1 in 6 chance every hour that someone wandering by replaces the bar.

B: A sheer drop to the waters 50 feet below. The terrain of the hill is 15 feet above the ceiling. Moss makes the climb treacherous in both directions.

1. Though cluttered with broken statues, a path has been established by the passing of many feet.

2. The floor is slick with moss and constant exposure to the elements. 8 stirges attack. The exsanguinated remains of a human fighter are clad in functional plate mail.

Level 2

C: A narrow twisty crawl.

D: Cave entrance hidden with underbrush, deliberately camouflaged by goblins.

E: Obscured cave entrance.

F: Cave entrance hidden by a painted tarp by brigands.

3. A not-so-secret room; the door is held ajar by the corpse of a goblin. He appears to have been killed by a poison dart.

4. A ruined giant beehive is now home to 4 giant carnivorous flies, and 5 giant centipedes scuttle among dead giant killer bees. The hive contains 100 pounds of honeycomb worth 250 gp.

5. A team of 7 goblins have set up camp here. If interrogated, roll on the Rumours Table. They have 20+1d12 sp each and a fire beetle in a wooden cage.

6. Secret room. A hibernating giant toad appears to be a boulder, but will attack if awakened. It has swallowed a silver bracelet worth 100 gp.

7. Littered with gnawed bones, both animal and humanoid; otherwise empty.

8. A rotten and malfunctioning wood golem sits in the corner, twitching harmlessly. If attacked it emits a loud piercing squeal (as per a shrieker.)

9. This is the burrow for 3 giant shrews. Their pelts are worth 50gp each if not too badly damaged.

10. Dwarven statues line this room. They are 8 animate crystal statues which attack all intruders. Each has an amethyst heart worth 25 gp.

11. This is the hideout for 12 brigands. They have 6 stolen cows (3 HD herd animals) in a makeshift corral in the south end of the room. The cows belong to a nearby rancher; he gratefully allows the party to use his barn as a base of operations if they are returned. The bandits have four large rolled-up tapestries worth 250 gp, and a huge tun of wine worth 500 gp.

12. Secret room. A gray ooze lurks here. A scattered set of a dozen obsidian game pieces is worth 100 gp.

Level 3

13. A large mosaic covers the walls. It depicts magical formulae sufficient to allow a magic-user to transcribe the *mending* spell into their spellbook.

14. This is the queen's chamber. Her royal guard of 9 skeletons remain loyal. The queen's diadem (worth 1000 gp) and a *girdle of giant strength* are in her tomb.

15. Secret room. The room contains 250 gold pieces covered with yellow mold.

16. This room has a small fountain in the south wall. Roll 2d6 on the following table if its waters are consumed:

- 2: Poison
- 3: Gaseous Form
- 4: Extra-Harm (3d6+3)
- 5: Harm (1d6+1)
- 6: Diminution (50%)
- 7: Delusion (roll again)
- 8: Growth (200%)
- 9: Healing (1d6+1)
- 10: Extra-Healing (3d6+3)
- 11: Invulnerability
- 12: Super-Heroism

17. Secret room. Green slime clings to the ceiling. A small emerald worth 150 gp is in the corner.

18. A nest of 5 ghouls resides here. They are ravenous. They carry 2d20 gp each, and one wears a grubby *elven cloak*.

19. This is the king's chamber. He is protected by 11 zombies. His tomb contains a gold sceptre worth 2500 gp and a *sword +1*. The door in the southeast corner will open only if King Oddli's bones are placed in his sepulchre here. The tunnel beyond slopes downwards 30 feet, but the slope is so cunningly-constructed as to be detectable only by dwarves.

Level 4

G: A small sea cave, only visible at low tide. 2 giant crabs frequent the area. The twisty passage (some 200 feet long) beyond is entirely flooded, although there's a small pocket of stale air at the halfway point.

20. This is the royal treasure room. On a mahogany table (worth 500gp) is piled 3000 gold pieces.

21. A band of 12 nixies take shelter in this small room, which floods at high tide but is otherwise clear. They each wear a pearl worth 50 gp, one of which is a *pearl of wisdom*. They know nothing of the rest of the complex.

22: The secret door has been further obscured by marine incrustation; it can only be detected with two consecutive 1's while searching. Within lies the fabled lost Stone-Squarer Crown. The value of its gold and gems is at least ten thousand gold pieces; its political worth to the dwarven clans is beyond measure.

Rumours (2d6)

2: The Song of Oddli relates that the king campaigned north, never to be seen again.

3: The waters in and around the tomb contain many dangers.

4: Many erstwhile explorers of the tomb have never returned.

5: Local ranchers report that their cows sometimes go missing.

6: The tomb yet contains a great treasure.

7: Many secret chambers are hidden within the tomb.

8: The tomb has long-since been looted of everything of value. (F)

9: A hive of giant killer bees menaces the area. (F)

10: The tomb's undead cannot be turned. (F)

11: The tomb is haunted by ghosts. (F)

12: A powerful vampire lairs in the tomb. (F)

Wandering Monsters (2d6)

- | | |
|-----------------------------|--------------------|
| 2: Giant Rats | 8: Zombies |
| 3: Giant Killer Bees | 9: Goblins |
| 4: Fire Beetles | 10: Stirges |
| 5: Giant Centipedes | 11: Ghouls |
| 6: Skeletons | 12: Wights |
| 7: NPC Group | |



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OLD BASTARD'S BARRENS

One Page Dungeon Contest 2012 entry, Roger SG Sorolla

rolesrules.blogspot.com

Numbers = monster range in hexes, active in:

① Day
② Night
1 Both

1 hex = 5 miles

Ullwick

Sturgate

Map created using [Hexographer](#) * Some silhouettes by [Telecanter](#)

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Missions for characters level ... 2-3: Travel from Ullwick to Sturgate; 4: Make the trip with a slow cart of goods; 5: Clear all enemies in range of a trade route between the towns; 6-7: Clear a realm for a lazy lord, all active enemies in range of 3 hex radius from X; 8+: Defeat the lich Oechrus.

1 black bear, 5 in range

The Good Horse Ephyon (as ki-rin, no flying), guardian of Ullwick, helps only in dire need

2d4 ghouls, 20 per pack, ex-servants of Oechrus, grave lairs

Abandoned wagon with 100\$ rare wood cargo, small poison snake

Pack of 10 wolves

1 giant spider, dead tree lair

3d8 deer or giant sheep including aggressive male, 200 in range

Banshee Perdita, lower of Oechrus, cottage lair with magic stash

Pyramid of mostly human skulls; trolls' warning

Sir Gelroy, doomed knight level 3, on quest vs. cultists

30 Oechrus cultists, patrols of 2d6, evil priest level 7, stone circle lair

1d3 will-o'-the-wisps, 5 in range

2d6 stirges, 60 in range

1 brown bear, 4 in range

d4 giant badgers, 8 in sett lair

8 trolls own 200 head of cattle, regenerating bull of infinite steaks (4 HD), Oechrus' staff of animate dead

2d8 gnolls, 40 total, crude stockade, 2 ghoul ambassadors in camp

d8 giant wasps, 30 in paper nest lair

3 brigand gangs, mutual distrust from Monson's trickery; west: Bastard Sons (30); middle: Guthangers (35); east: Hellkites (25 mounted women).

Patrols of 2d10, cave lairs. Guthangers have oracular skull, Pale Boy Groom.

1 owlbear, black with red beak & feathers

2d6 non-singing harpies, guano divebombers (save if hit or disease), 30 in crag lair

Wild Waragoon, lone fur-clad hunter level 4, obsessed with owlbear

1 cockatrice, 3 in range

2d10 kobolds, 50 in mineshaft lair, pet giant weasel

Falling/rolling boulders caused by d4+1 kobolds

d8 giant toads, 20 in range

8' underwater sinkholes, found while traveling only

Pack of 10 beaked dogs (3 HD, AC 7[12], 15 move, d8 damage)

Triumphal arch and stone-paved path to barrow; warnings about waking Oechrus, tale of his defeat 200 years ago mentioning church and tower, carved on arch in 4 languages

Barrow sealed by heavy stone. In a maze of his own lethal glyphs lies the "old bastard": dormant lich Oechrus, +4 holy avenger sword through his heart and jeweled medallions (2000\$ each) on his eyes. So preserved, he is indestructible. If medallions are removed, undead rise and rally for 3 miles around barrow (500 skeletons, 10 zombies, 10 shadows, 4 wraiths, 2 spectres). If sword is removed, Oechrus awakens!

4 level 4 adventurers led by rogue level 6 Jayne Monson, guard 30 homesteaders in fenced village, play brigands & gnolls against each other

50' carved face of Oechrus in life on crag, expression changes daily

15' waterfall over cliff, gossipy rainbow pixies within

d3 giant weasels, 12 in range

50% chance of greenhair encounter if crossing river (see my [Variety & Vermin download](#))

40 horse tamer nomads from tent lair, patrols of 2d10, will help fight brigands if friendly

Pack of 15 wild dogs

ENCOUNTERS

Roll d20 in each 6 hour period and each time new hex entered. This tells you which hex to check for an encounter happening in the current hex. Encounter happens if current hex is within monster's range and active time.

1: Encounter comes from this hex. If entering hex, then its lair (if any) is found, with everyone if it's not monster's active time, otherwise has 2x normal encounter numbers

2-4: Encounter comes from this hex

5-6: Encounter from 1 hex away (d6, start at north & go clockwise)

7-8: Encounter from 2 hexes away (d12, start at north & go clockwise)

9-10: Clue to encounter in hex (tracks, sounds, victims) 11: Clue to 1 hex away (d6)

12-19: No encounter 20: Roll twice

Abandoned church, altar casts *restoration* 4x/year, under it is banner of protection vs. undead, 10' radius

Tower of Oechrus: necromancy lab in basement, blade trap, 4 wights; 1st story: guard room with 6 necrophidi; 2nd story: throne, black pudding, 3rd story library, demon, clues to disable barrow glyphs

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THE LANISHA CRISIS

One Page Dungeon Contest 2012
by Roland Volz



RESCUE BALL
Inflatable Space Survival Ballon
CommCode: 7043125-MQ12

Marquis Richard Baliin
10 Gardens of the Imperator
Baliin Dorsai

SHUTTLE TAKEN IN ORBITAL ASSAULT

Criminals have seized a shuttle which took off from Orison Starport in the early evening today.

The *Lanisha*, which carries four crew and fifty passengers, reported engine trouble six hours after liftoff. StarPort Authority has released a statement indicating that at least eight individuals wearing armored suits and bearing military-grade weaponry have seized the craft and are demanding a five million Credit ransom for the release of their hostages. Among those held on-board are the Marchioness Katrin Baliin and her immediate family, and JNS Sports correspondent Sharik Shiraam and her crew, cameraman Tomero Welty and producer Lynn Lopex.

"We believe the group to be well-trained, possibly including ex-military personnel," said SPA representative Haskell Flagg. "Their motivation seems purely economic. No terrorist cells are thought to be involved." He speculated that the gang may have secreted one or more of their number in the cargo hold, which connects to the engine room, during boarding procedures. He also reported the kidnappers deployed rescue balls, likely with hostages aboard, around the shuttle to prevent easy access by SPA security forces.

The Marchioness' father, speaking from his retirement villa in Baliin Dorsai, said he did not believe the kidnappers to be politically motivated. This ends speculation that the incident is part of the Baliin family's long-running feud with corporate rival Tukera family, which ended some two years ago. He went on to express full confidence in the ability of SPA security forces to resolve the crisis.

JNS Sports' Sharik Shiraam was on the *Lanisha*, en-route to the Belt to cover the start of Grav-Ball season. She was able to communicate briefly with the JNS News team during the incident.

"The grav plates have stopped working," she said. "They've been off for almost half an hour and two strange men won't let anyone into the drive room."

She then reported a low explosion coming from the bridge, located forward of the main passenger compartment.

"There's something happening!" she shouted. After this a loud clang could be heard coming through the communicator. In low tones, Sharik told JNS that four men in armored EVA suits and armed with Gauss rifles had seized the steward from her station next to the door. One of the hostage-takers could be heard commanding all passengers to keep to their seats with their hands up. Shortly

INFOBOX
The Lanisha

Size:	50 displacement tons
Crew:	4 – pilot, engineer, and two stewards
Cargo:	5 displacement tons
Passengers:	50 business-class seats, plus two small cabins
Purpose:	In-System Transport
Engines:	2 Gen. Products 2D34 Type 3-G fusion drives
Power:	Drachenfeuer EverLight 5030 fusionPlus plant
Range:	240 million miles / 12 hours

[<MORE>](#)

thereafter, all communication with the shuttle was lost.

Independent sources have reported to JNS News that a small craft bore in on the *Lanisha* while she was floating depowered, apparently bringing the gang's reinforcements.

The StarPort Authority is reportedly negotiating for the release of the hostages as we go to press.

- NEWSFLASH – UPDATE – NEWSFLASH -
Moments ago, witnesses reported to JNS News that a rescue seems to be underway to free the hostages. They described

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-- Raven Ridge Mansion --

A Modern Horror Investigation - By Ryan Lucas
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Goal: The Player Characters (PCs) seek to resolve the unfinished business of the three spirits haunting the mansion.

- **Raven Ridge** - a notorious Victorian mansion built in the 1870's - will soon be demolished to make way for new homes. You have been asked to investigate years of rumors about strange goings on in the house.

Exploring the House: upon entering or re-entering a room, roll for a random encounter on the chart below. Each spirit has a unique encounter chart keyed to them that might also be rolled on - Each specific encounter occurs once.

Exploration Encounters- Roll 1d12
 1 No event, 2-5 The Victim, 6-9 The Killer, 10-12 The Entity

The Killer:
 The mansion's second owner was a dapper man-about-town who was secretly a serial killer with a penchant for assaulting women. He was caught hiding one of his victims and shot by pursuers. He died two weeks later in the mansion - a slow, painful death by infection. He cannot perceive The Victim, and envies The Entity; defending a female PC from it to preserve "his" plaything.

Unfinished Business: The Killer can only pass on if shot by same gun that mortally wounded him (It is in the Foyer).

Boon: The Killer offers to share the incantation in return for permitting him to possess the body of a PC. He keeps his word, but then attacks the party and cannot be stopped until the body he inhabits is dead.

Powers: Major telekinesis, Read Minds, Full bodied Apparition

0 Lawn: Equipment for the pending construction work is set up. Both hand and motorized

1 Foyer: Boxed up pictures, antiques, and letters - ready for the local Historical Society. Among them, a flintlock pistol in pristine condition. It is loaded

2 Library: A thin tome here recounts the tale of The Killer

3 Parlor: Fainting couch, plush chairs, and a grand piano

4 Greenhouse: Shattered glass roof. Rusty containers. Brown standing water. The Victim is buried six feet beneath the soil in the central flower plot

5 Kitchen: Old and new utensils. A long oak dining table. A pot of boiling water flings itself at a PC - the stove is cold to the touch

6 Larder: Upon approaching the PCs hear a pained meow from somewhere in the larder. In a high cabinet is the corpse of a cat. It has been dead for weeks

The Victim:
 A five year old girl died in the house in 1932 of an accidental overdose of medicine given by her well-meaning uncle. Unable to face up to his mistake, he buried the child underneath the then unfinished greenhouse. She cannot perceive The Killer and is afraid of The Entity.

Unfinished Business: To have her bones discovered and a proper burial promised.

Boon: She guides the PCs to where the book in the study is hidden.

Powers: Electronic Manipulation, Vocalization, Strange Noises, Minor Telekinesis, Automatic Writing

Random Hauntings - [Roll 1d6]

1 - Tiny feet are heard pattering across the floor in a nearby room

2 - PC passes through a cold spot

3 - A PC receives a voicemail. All that can be heard is a little girl's unintelligible whispers

4 - A piece of paper and an old wax crayon. The Victim attempts to send messages through their use

5 - The piano in the parlor is heard playing a hesitant tune. If a PC investigates the room the sound stops

6 - A child's rubber ball is seen at the room's threshold. It rolls as though intelligently controlled just outside the greenhouse where it stops short

The Entity:
 Demon, Evil Spirit, Extra-dimensional - whatever The Entity truly is it means harm to all humans. It was called to this land in a time before the settlers and lingers still. It feeds on the other spirit's misery.

Unfinished Business: The Entity can be banished by way of a long forgotten incantation. Both The Victim and The Killer know this.

Boon: Upon banishing The Entity the PCs gain resistance against and can see supernatural forces in the house.

Powers: Control Animals, Energy Drain, Electronic Manipulation, Shadow Manipulation, Possession

Random Hauntings: [Roll 1d6]

1 - The PCs feel as though they are being watched

2 - A PC feels breathing on their neck

3 - A female PC is violently scratched by unseen hands

4 - An apparition of a man with a cruel smile and 1800's clothing appears then vanishes

5 - The door slams shut, separating Male and Female PCs. This door holds fast for some time

6 - A chaotic poltergeist attack with random objects

7 Child's Bedroom: In a locked chest under a bed are two 1930's style dresses. They would fit a girl of about six

8 Master Bed: An antique bed and furniture. A recently painted portrait sits on an easel. It depicts a woman close to one of the PCs

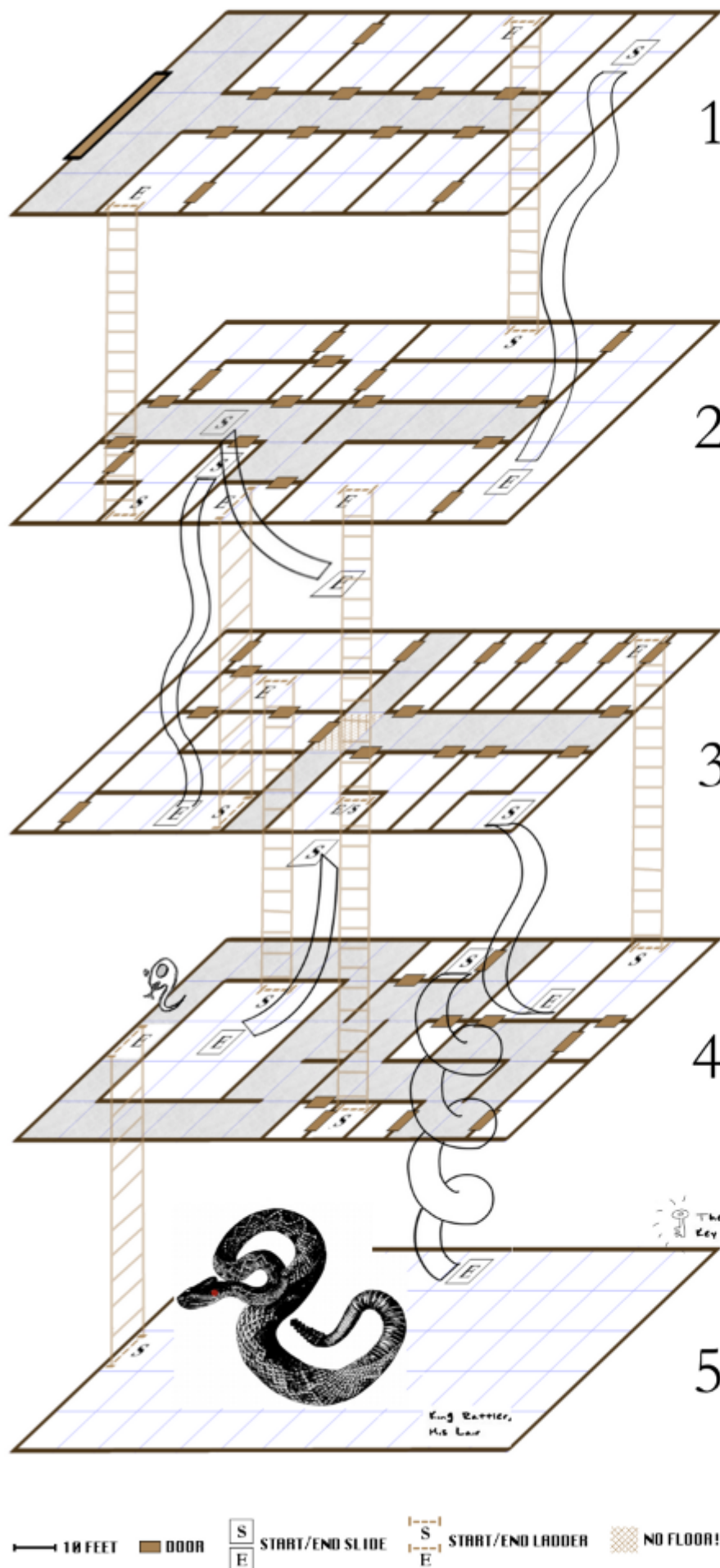
9 Guest Bed: The dresser mirror is shattered. The reflection of a girl appears in a broken shard

10 Study: Desk, typewriter, gas lamp, eerie landscape painting. Scratch marks on the floorboards. An old tome hidden under the boards describes an incantation to banish The Entity



Snakes AND Chutes and Ladders

venomous fun • by s.harlan



The 12th Earl had a sense of humor. He offered prisoners a choice: five years added to their sentence in his dungeon (not a healthy place), or instant freedom through the Pit.

Prisoners choosing the Pit were taken to a large metal door in a hill. They were given a club or cheap dagger, a pair of boots, a pair of baggy pants, and, if they had the money for it (which some of his political prisoners had), a potion of *neutralize poison*. They were shoved inside; the door closed and locked.

The only way out was through the door. The only way to open the door from the inside was with the key. The only way to get the key was to get past a giant rattlesnake, five floors down.

The Earl designed the Pit himself. Chutes take you down. Ladders take you up. If you try to climb down a ladder, 2d8 rungs, starting from the top, turn to snakes (as the spell *sticks to snakes*).

The floors are thirty feet apart, but there is a layer of twenty feet of dirt under each floor before the ceiling of the level beneath. The chute walls are smooth and torches have a 20% chance of going out during the exciting ride down.

The slide that starts in the second floor hallway deposits its rider five feet above a hole in the third floor, which leads to a chute to the fourth floor. Falling damage may apply.

The curving slide from the fourth to the fifth floor makes a person dizzy. Torches have an 80% chance to extinguish.

The 12th Earl let the Pit fall into disuse, but the 16th Earl revived it briefly for the traitors in the Rebellion of Prince Loré, and then again for the traitors to King Bron's Reinstatement, and the traitors to the Second Rebellion of Prince Loré. The 16th Earl was politically savvy, and also humorous.

The Earls are long gone now, of course, but the Pit is still there. Rumor has it that the giant rattler that guards the key, magically enchanted to live forever, was given two large rubies for eyes, and those gave him a taste for treasure. Rumor has it that over the decades he has sent out his snakes through the air holes to find him gems and jewels and shiny coins. Rumor has it he has amassed a vast hoard this way, over the decades. No one can say, though—like the long-ago prisoners, no adventurer or thief has ever returned with the tale.

Inhabitant of room or hallway segment (check when corners are turned)

d20	
1-3	Nothing
4-7	1d2 pit vipers
8-11	1d2 spitting cobras
12	1d4 garden snakes
13-16	snake food (2d10 rats)
17-18	snake food (insect swarm: spider)
19	snake food (insect swarm: leech)
20	ghost of adventurer, moaning and wringing its hands but doing little else

NOTE: Because the Pit's inhabitants can move through holes that have developed in the walls due to rats' enthusiasm and other corrosion, even previously-cleared rooms are likely to have fresh creatures. Check again!

What's lying around a room or hallway

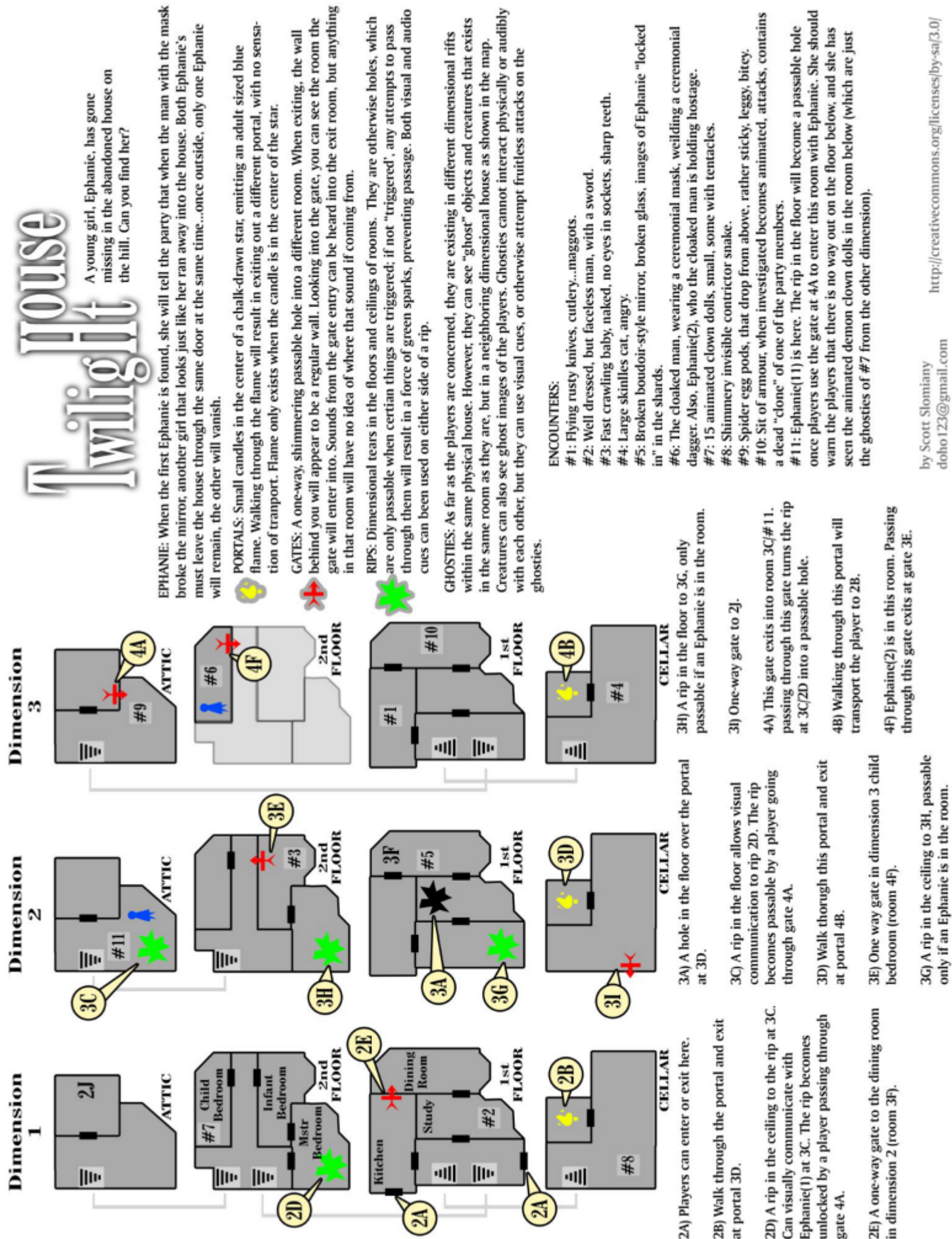
d6	
1-2	Nothing
3-4	1d6 skeletons of prisoners
5-6	1d4 corpses of adventurers

Adventurer corpses have either 1d2 potions made by a reasonably competent local apothecary, which have a 70% chance of working (d6): *healing* (1), *cure disease* (2-3), *neutralize poison* (4-5), or something unidentifiable and ineffectual (6); or an anti-venom counteract a snakebite within 1d4 rounds. (Adventurers come prepared [although these adventurers did not come prepared enough].)

Lurking around the top of the ladder going from the bottom floor to the fourth floor is a pit viper wight. There was a time when adventurers were coming here like it was an amusement park, whacking at him endlessly until one of them finally did him in. Man, is he *pissed*. He is just like a regular pit viper, except when he successfully bites an adventurer he starts draining levels rather than injecting poison. To be avoided.

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THE TEARS OF MOTHER PESTILENCE

Hook: For centuries, the people of Eridu have baptized their infants in the Tears of Mother Pestilence – two waterfall pools that pour from the eyes of her great stone face in the side of a mountain. This ritual inoculates the children against an ancient adult-onset plague. However, young adults grow ill once again.

Mother Pestilence: The goddess of disease, insects, and the inevitability of decay. Salt is sacred. Naia is her true name, though few know it. The labyrinth was once her citadel and the origin of the great plague; however, she was betrayed by her lover Asar-Segt, her diseases reversed and avatar rendered inert by a pair of crystals (rooms AA and EE). Her avatar stirs from stasis due to the weakened crystals. If she wakes, or if she is not destroyed or negotiated with, all of Eridu is damned.

Se'Har: A society of pyramid-dwelling, serpent-worshipping humans from the other side of the sea. They first came through the great gate (room J) 20 years ago after discovering another such gate. They believe the labyrinth to be their god's final resting place in the Exalted Domain. Pilgrimages for adolescents occur daily: they lie in a sarcophagus in room H as a rite of passage. This rite has become integral to their culture. Their constant travel through the gate drains the crystals. They speak no Common.

Nephra: A neutral tiefling necromancer exiled from the 2nd level of the dungeon dwells in the northern halls. He too drains the crystals' power; he does so to animate undead followers. His faithful lead raids on the Se'Har, capturing warrior and pilgrim alike so that they might serve him. Lairs in room X.

- A. Mouth of Pestilence.** Three sandstone obelisks, bowls of salt at their base. Hymns on obelisks in both Ancient and Common, can be used to transliterate. Align four concentric letter wheels on door to spell PASS in Ancient, spelling NAIA opens secret tunnel from B to E. Incorrect entry releases winged tarantula swarms from obelisks.
- B. Baptismal Waterfall.** Shallow pool, holy symbols strewn about with precious stones removed. Hidden tunnel behind waterfall.
- C. Ruined Foyer.** Cave-in. Collapsed obelisk reveals clue if reassembled and translated. Patches of black slime. Mated pair of hydraic grub-blighted carrion crawlers.
- D. Birthing Halls.** Thousands of larvae, cocoons. Murals depict Naia copulating with Asar-Segt, then giving birth to herself. 1 in 20 chance each entry that one dungeoneer permanently desires children with an ally. Iron door to E bears Sunwheel image, locked. Magic trap inflicts a permanent vulnerability.
- E. Flooded Vault.** Unnatural shadow. Contains moderate hoard of treasure, *scorpion familiar*.
- F. Heretic's Trap.** Fake door to south embossed with the holy symbol of Naia's ancient and obscure rival. Opening fake door triggers famine mist in hallway, conjures a band of locust callers into room D.
- G. Domed Hall.** Well-maintained. Naian murals covered by Se'Har tapestries and ornaments. Se'Har serpent guards. One torch among many is heatless (*torch of cleansing*).
- H. Crypt.** Five open glass sarcophagi cleaned and inlaid with grey velvet. Sixth sarcophagus recently sealed with heavy chains. Se'Har makeup on Naian statues.
- I. Great Door.** Images of the Exalted Domain, gods stepping through upright diamond-shaped gates.

- J. The Great Gate.** Ornate. Fresh incense and Se'Har décor. Diamond gate 20' in diameter, inlaid with glyphs. Serpent guards, priests.
- K. Guards' Camp.** Cluster of spartan tents. Numerous serpent guards. Equipment.
- L. High Priest's Chamber.** Glass altar filled with amber. The dreams of creatures that sleep atop the altar are visible in a nearby basin. *Gauntlet of sleep* hidden inside bust.
- M. Mud.** Mud floor swallows careless intruders.
- N. Dust of Judgment.** Worthy who pass through contained dust storm emerge to meet the Hooded Maiden of Worms, who grants the boon of Naia before teleporting the dungeoneer to room D. The unworthy have the flesh stripped from their bones.
- O. Mass Grave.** Bones of many creatures, runes burnt onto them. Can be used to assemble a unique skeletal servitor. *Hasted neo-otyugh*.
- P. Altar of the Blight Caller.** Worms grow from the floor like grass. Altar of beetles with scorched tome. Devour the heart of a diseased corpse and survive to call a plague of the dungeoneer's creation down upon a people of their choice – and one ally.
- Q. Descent.** Stairs down into the unknown. *Arcane marks* on the wall warn of danger.
- R. Precarious Chasm.** 30 ft. pit filled with cloud of fiendish stirges. Statue fires random eye rays; faces in wall fire homing spikes that polymorph into beetles that burrow into the victim's skull. Tiefling skeleton at bottom of pit carries magic items and *chaos device*.
- S. Amber Puzzle.** Walls filled with amber cubes containing gems and mosquitos. Amber can only be melted by *torch of cleansing*. Melting correct cube releases harmless bugs and valuable magic gem; incorrect cubes contain fake gems and mosquitos carrying extinct civilization-killing disease.

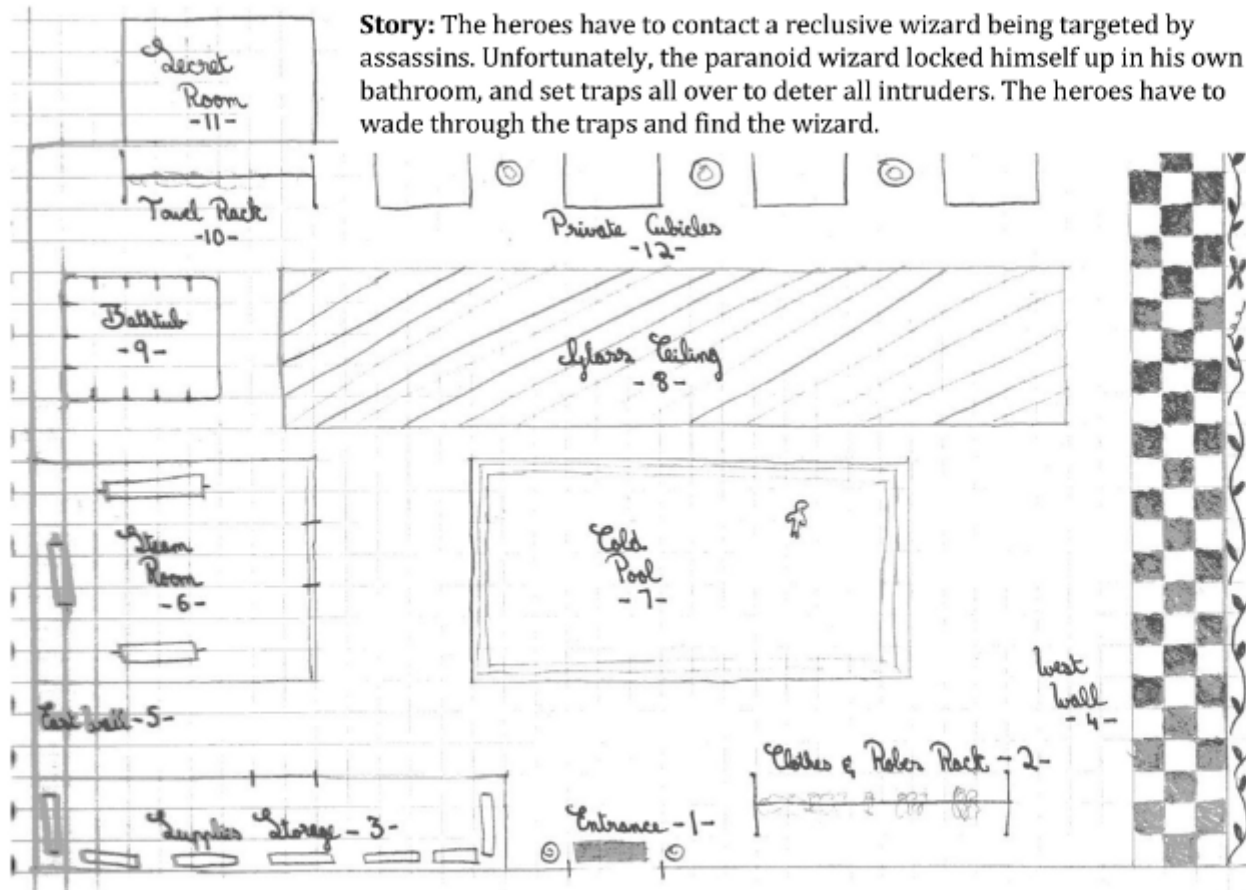
- T. Wall of Infernal Torches.** Gallery of torches made from the sentient hollowed-out skulls of demons slain by Naia's plagues.
- U. Hourglass.** Rotated gravity puts dungeoneers at bottom of quickly-filling salt hourglass. Salt mummies in bottom, wraiths with timehammers wait in the upper half, blocking escape. *Lesser ring of time reversal* dangles from chain in upper half.
- V. Nest.** Carrion crawlers from room C make their nest here. Warded door to north bestows fever and hallucination curse.
- W. Meditation Chamber.** Ghost laments loss of child to Nephra, console or destroy her to open cursed door in room V. Reliefs depict one dungeoneer's ancestor as a child of Naia.
- X. Chapel of Nine Fevers.** Nephra lairs here with Se'Har prisoners, zombie serpent guards, and other undead. Moderate relics.
- Z. Great Hall.** Defaced Naian statue. Grey render zombie, two acolytes of Nephra.
- AA. Western Grotto.** Crystal of Asar-Segt guarded by battle wights and flameskulls.
- BB. Catacomb of Tears.** Royal urns. Stone face of Naia, cries two fountains of tears. Demonstrate great endurance to reveal *scythe of drought*.
- CC. Plague Gate.** Sealed with divine magic.
- DD. Hidden Crematorium.** Skull of centipedes demands advice on devising a magic plague to defeat a new divine enemy. Opens gate in room CC if dungeoneers are helpful.
- EE. Eastern Grotto.** Crystal of Asar-Segt. Sleeping Se'Har serpent guards, gauth.
- XX. Obex of Naia.** Flies, dead crops, bloated livestock, pillars of salt. Upon entering, the avatar of Mother Pestilence wakes: winged mummified conjoined lamia twins. Major treasure and magic item cache, including the *cloak of pests* and *ankh of swarm control*.

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Bathroom Trouble

By Sharang Biswas and Gracie Gage



Story: The heroes have to contact a reclusive wizard being targeted by assassins. Unfortunately, the paranoid wizard locked himself up in his own bathroom, and set traps all over to deter all intruders. The heroes have to wade through the traps and find the wizard.

1-Entrance: The heroes are greeted by a welcome mat flanked by two statues of water-nymphs with amphorae of water. Underneath the mat is a pressure plate. Triggering it causes the amphorae to shoot jets of acid at the intruders.	6-Steam room: The room is filled with benches, has opaque walls and a glass door. However, it's filled with steam and visibility inside is severely reduced. If the heroes enter, they are attacked by a slimy humanoid frog-monster that's been summoned as a guardian. Killing the guardian allows the heroes to take its magical weapon (a trident, or perhaps a plunger or toothbrush for comedic effect).	11-Secret Room: The wizard was planning on using this room as a panic room. It contains supplies to allow someone to stay here for a week, a magic wand and a journal with brief, coded descriptions of some of the traps in the bathroom.
2- Clothes and Robes Rack: This rack has a few sets of clean bath robes. Guests are meant to hang their clothes here and don a bath robe.	7-Cold Pool: The bloated corpse of an assassin floats in this pool of clear, icy water. It carries a few magical items, salvageable by the players. However, disturbing the water in any way releases a powerful water-elemental sentinel.	12-Private Cubicles: Each cubicle contains a sink, a shelf, a stool and a mirror. The cubicles are separated by innocuous but dangerous-looking plants. Each of the mirrors is enchanted to suck one person in and trap them inside the reflection. They can be freed only if the mirror is broken (or any specific condition). One of the mirrors contains the wizard, accidentally sucked into his own trap while using the cubicle. He is clearly visible banging soundlessly against the mirror, wordlessly mouthing the words "Help!" The door to that cubicle is locked, while the others are open.
3-Supplies Storage: This walk-in-closet contains shelves with extra towels and some supplies. Touching any of the towels causes them all to coil up and join together to form a giant Towel Serpent that attacks anyone nearby. Getting the Towel Serpent wet slows it down considerably. The closet also contains some heavy-duty cleaning potions that can be used as acidic grenade-like weapons.	8-Glass ceiling area: Sunlight streams in through the glass ceiling above this area. Stepping into any part of this area causes a field of rubbery tentacles to burst out of the tiles within it, arbitrarily attacking and attempting to constrict anyone within reach.	This work is released under the Creative Commons license: http://creativecommons.org/licenses/by-sa/3.0/
4-West Wall: This stone wall is covered in growing plants and has water perpetually trickling down it. The plants are rare and expensive and can be harvested by the heroes for other purposes. The plants, growing on sturdy vines, are also climbable. The tiled area in front of the wall is trapped: stepping on a dark square releases a jet of boiling steam. Each tile only functions once.	9-Bathtub: This giant tub is meant for group baths. The various taps lining three of its sides release a number of special effects, from herbal scents to coloured water, to soap-bubbles and foam.	
5-East Wall: This wall is covered in a mural depicting undersea life. Portholes dotting the wall magically depict different areas of the bottom of the ocean (or the Elemental Plane of Water).	10- Towel Rack: Various clean towels are hanging from this rack. Careful players may be able to find a secret door concealed behind it leading to area 11.	

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DOWN DRAFT

By S.J. Harris

Gaming Blog : <http://baffoonsandbeasts.blogspot.com/>This work is licensed under a Creative Commons Attribution-Share Alike 3.0.
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Background

Long ago a sect of elves made a pact with the devil Gheryon. In exchange for winged flight the elves gave away their long life. The aerial elves crafted flying fortress and waged war on their kin. The surface elves united and used their combined magic to send the fortresses crashing to ground. The surface elves thought the aerial elves were extinct but one fortress and its lost race of winged elves survived. Now an Ogre Mage Jhang has found the fortress and is using it to plunder the kingdom. He is aided by hippogriff riding orcs and the cruel aerial elves. The elf lord Faeradoon has requested you to fight the evil and be rewarded richly. His direct assault failed and his forces never returned. He bids you use stealth on this attempt. He has gave you pegsus to ride to the fortress.

Patrol Table

There are 4 groups which patrol the flying fortress but they do not enter Level 1, room 8 or room 11.

Roll 1d4

1. Patrol A: (1) Sergeant Orc (HD 2), (3) Solider Orc (HD 1).
2. Patrol B: (4) Ariel Elves (HD1)
3. Patrol C: (4) Solider Orc (HD1)
4. Patrol D: (2) Ariel Elves (HD 1), (2) Solider Orc (HD1)

Encounter Table

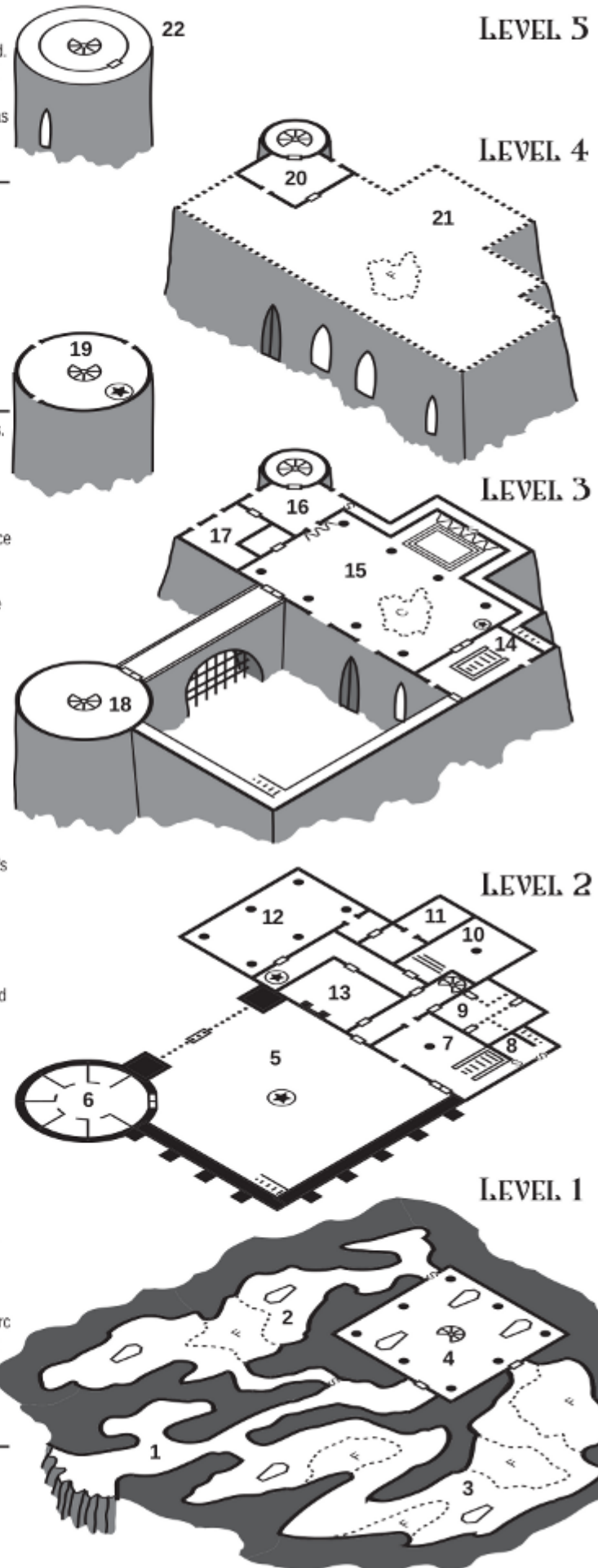
Roll 1d8

1. (4) piercer (HD 2)
2. (4) Fly giant carnivorous (HD 2)
3. (2) Lizard giant gecko (HD 3)
4. (1) Wasp (HD 4)
5. (2) Giant black widow HD3
6. (1) Orc (HD 1)
7. (1) Ariel Elves (HD 1)
8. (10) Bats

1. **Cave Mouth** - The flying fortress's base has a opening in the side leading to the inner caves.
2. **Secret Cave** - This cave holds the remains of a cursed aerial elf who offended Gheryon. Monster: Aerial Elf Ghoul (HD 2) Treasure: Coffin - 2 cp, 4 sp, 3 ep, 5 gems, gold ring, dagger.
3. **Long Cave** - This cave has many fissure marked 'F'. They are open to the sky below. Trap: Collapsing Floor - 1-8 chance of a new fissure opening up Dex save or fall to the sky below.
4. **Crypt** - This is the burial chamber for the priests of Gheryon. They have been abandoned since the arrival of the Ogre Mage Jhang. A shadow called the Veiled Lady dwells within the crypt. Monster: Shadow (HD 2) Treasure: Coffin - 7sp, 4, ep, 12 gp, 1 pp, 24 gems, scroll: Confusion.
5. **Courtyard** - This courtyard has plunder piled in the corner next to the stairs. Treasure: Trade Goods 1042 g.p. value
6. **Stable** - Two surly hippogriffs are resting here in two of the six stalls. Monsters: (2) Hippogriff (HD 3) Treasure: Leather Saddlebags - 8 gp, dagger, emerald ring, pearl necklace
7. **Foyer** - This chamber is a foyer with stairs to level 3. A secret door leads to area 8.
8. **Secret Camber** - This chamber was once used by the priests to secretly travel from level 2 to level 3. It has secret doors in the Foyer, Great Hall, War Room, outside the walls on the ground level. Treasure: Chest: Potion of Healing, Shield +2 with vulture emblem
9. **Donjon** - The Oger Mage keeps his prisoners here a pseudo dragon Kiv, a merchant prince Dymar and Lady Kalist. The humans are both being ransomed. Monster: Pseudo Dragon (HD 2)
10. **Cistern** - A network of pipes channels the rain that falls on the fortress into the cistern. Treasure: 13 cp, 4 sp, 1 gp, Spear +1 - submerged in the water
11. **Sealed Chamber** - The bones of sacrificed surface elves are in this chamber. Faeradoon's defeated troops are amount them. Treasure: Potion of Flying - Discarded in a bone pile.
12. **Rookery** - This chamber is the main living area for the aerial elven children and the old. Monster: Aerial Elves (hp 1-4)
13. **Kitchen** - Food is prepared here from the looted lands below. Monster: Orc cook (HD1)
14. **Waiting Room** - Orcs lounge drinking in this chamber. Monster: Orc (HD1)
15. **Great Hall** - The Ogre Mage Jhang sits on a cushioned dais. Two female aerial elves attend him. A secret door behind the curtain leads to a hidden hallway. This chamber has a large hole in the ceiling leading to the roof. The closet off this room is empty. Monster: 1 Ogre Mage (HD 2), 2 Aerial Elves (HD 1)
16. **War Room** - This room has map on the wall. A secret door behind it leads to a hidden hallway.
17. **Ogre Mage's Chamber** - This bed chamber is rich and elegant. Treasure: Chest - 700 sp, 300 gp, 3 gems, Neckless 500 gp, Potion of Healing
Trap: Arrow Trap - causing 1d6 damage to all who touch the chest.
18. **Orc Barracks** - There are always at least three orc resting here. Monster: 3 Orc (HD 1)
19. **Chapel of Gheryon** - A statue of a winged devil holds a black feather radiating magic. If the black feather is destroyed the fortress will fall from the sky. A priest sleeps and sacrifices here. If the feather is taken by any one other than the priest a trap is triggered. Monster: Fraylin Priest of Gheryon, aerial elf (HD 1) Treasure: Eyes of Gheryon - two gems, sacrificial dagger - Gheryon emblem
Trap: Gas Jet - Save vs. poison or suffer 1d6 points of damage.
20. **Commander's Room** - The Orc commander lives in this spartan room here. Monster: Orc Commander (HD 3) Treasure: Chest: 205 cp, 329 sp, 203 ep, 542 gp, 5 gems, skeleton hand with black opal ring, dagger, chain shirt
21. **Roof** - The roof has large hole marked 'F' leading to the Great Hall. The orc commander's trained attack wasp has a nest here. Monster: Wasp (HD 4)
22. **Watch** - The keen eyed aerial elves keep watch from this tower. Monster: Aerial Elf (HD 1)

Wind Force

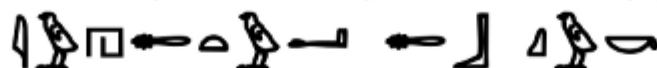
Roll 2d6	Wind Type	Effect
2-3	Calm	Nil
4-8	Light Breeze	10% chance per turn of dropping an equipment.
9-11	Strong Breeze	25% chance per turn of dropping an equipment.
12	Gale	75% chance per turn of dropping an item and being knocked down.



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Simon Dale - Beloved of Set

Some centuries ago a Poet and a Priestess fell in love. Which is almost never a good thing in real life, though it makes for fantastic drama. Anyway, to make an old story short, they were about to elope when they were discovered. The Poet was enslaved by the powerful High Priest, Set's Beloved and the Priestess was stood up at their meeting place. She waited for three days and three nights before finally, having become quite stupidly distraught, throwing herself into the nearby well. Now, on moonless nights, the Priestess's ghost can be found waiting by the well.



[Beloved of Set]

How to get the party involved? A found map. A rumour. A story. Sheer chance on the road. Whatever feels right. You could grab your campaign map and sprinkle the following liberally.

The Ratkin Sage (MU4) stands in front of her bottle tree, buying and selling information. She will buy any writing or art that turns up. Her paws itch at the idea of getting access to the theatre of Set's library.

The Priest-Director (C4) at the **The Theatre of Set** is looking for the next show to produce. Things aren't looking good financially and they need a hit. The Theatre is also a Temple. Beneath the stage is the snake pit and the library. Above the stage, in the gods, is the Great Mechanical Beetle (HD 4, AC 4[15], flying). There are 6 neophyte priests (C1) who officiate ceremonies and act. A group of 4 guards (F1) enforce ticket sales and eject rowdies and vocal theatre critics.

The Lonely Well is in a copse of trees near a mile from the city. The spectre of the **Priestess** wanders around scaring the wildlife and young lovers. She will tell her tale to anyone who passes and ask that they reunite her with her Poet. If anyone agrees she requests they drink water from the well.

The water is the resting place of the Priestess' skeleton.

Drinking from the well gives the imbiber dreams of the Priestess and the gut feeling that the Poet resides "over this way".

The only reward she can offer is her tears: two small blue gems (500gp each) that if mounted in a holy symbol will help ward off the undead.

In the Desert there is a chance (1 in 6 every 8 hours) of encountering directly, or indirectly, one of the following. Roll 2d6.

2. An Uninspired Sphinx. It asks you to give the riddle and it had better be a good one.

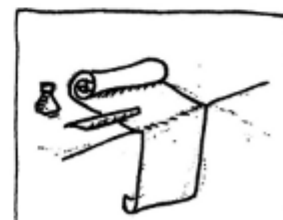
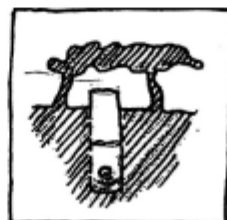
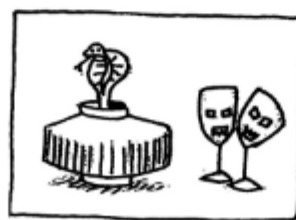
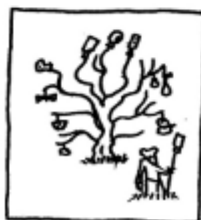
3-4. A Grave containing a ghoul. Did they get bad information?

5-6. A Mirage of something pretty and distant. Water. Cities. Mountains.

7. Blossom, the undead horse gallops by on his way to the tomb. How quick are the party?

8-9. A gnomish hunting party. 2d6 hungry gnolls with javelins and shields.

10-12 Signs in the Desert. Sandstorm, Insect swarm, circling vultures.



[The Tomb of the Beloved of Set]

Outside the tomb is Blossom, the undead horse, eating dead grass. The entrance is bricked up and can be opened in around an hour with suitable tools. The interior walls contain many scenes from the High Priests life.

At **A.** is a sealed urn propped in the corner. If it is opened, an acrid mist spells out and causes skin to burn and blister.

The alcoves in **B.** each contain a dormant **zombie** with a wicked curved sword and shield. There are 14 zombies total. The concealed doors leading from **B.** to **C.** and **C.** to **D.** are easily located: the paint has soaked into the plaster. They can be broken open in 20 minutes.

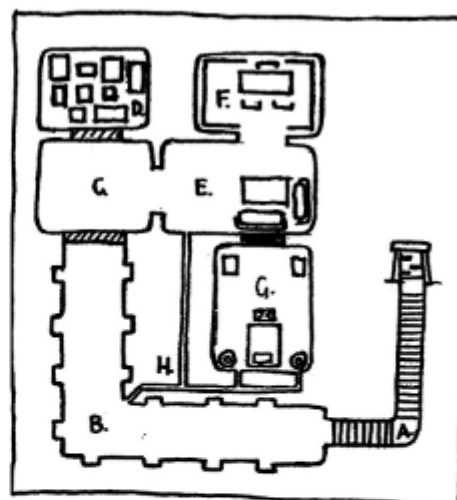
D. is a foul smelling room stuffed with the Lich's grave goods. Mostly spoiled food. 2 hours of searching will yield goodies worth about 750gp and give everyone a dose of Tomb Lung (a constant hacking cough).

The Poet will greet anyone entering **E.** and will invite them to sit and pass the time of day. He will warn the party not to take anything from the tomb. He will also discourage them from messing with the secret door to **G.**

The Poet is manacled to his desk in the scroll lined study at **F.** This is where he has been writing for four centuries. He is unhealthily skeletal, but talkative. He will accompany the party eagerly if they tell him about his Priestess. On the desk is the play about these star-crossed lovers. Other texts may be looted here.

The **Beloved of Set** (a lich) retired to his bed in **G.** with a headache about a century back. He will be aware of thing happening in his tomb and will start taking action if his stuff is touched. He will activate 2 zombies (at **B.**) every 5 minutes. If the Poet is freed, the two **stone snakes** (HD3 AC5 [14 poison]) beside his bed will be directed into the tunnels (**H.**). If the party break into his room, they deserve everything they get (for softies, he does have a quest spell). His treasure, spell book and organ jars are in the chest at the foot of his bed. A well greased halfling or goblin could shimmy

through the tunnels (**H.**), but would face a 1 in 3 chance of becoming stuck as snake food.



What next? Some random ideas.

The New Beloved Director of Set. He has centuries of experience, a rugged skeleton and a great idea for a show at the Theatre of Set. All he needs is someone to talk to some banshees about performing in it.

To the Citadel. The Ratkin Sage has a box she needs taken to a Library deep in the desert, past the 6 inimical tribes and over the sea of bones.

Whaddya Mean they're not at rest? The Poet and the Priestess want to have babies. Where to begin...?

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[illegible]

1 In 6 chance, every 2 turns
1d6 Encounter
1 Bricks fall from ceiling: save versus paralysis
or be struck for 1d6 damage;
2 Sounds of voices heard in the distance;
3-4 2d4 Goblins on patrol, led by a champion;
5 1d4 Giant Carnivorous Flies, hunting;
6 2d4 Goblins escorting the Mud Lord.

Originally a temple dedicated to a forgotten god, the temple partially sunk into the marshy ground, so that only the entrance and roof remains above the ground. It has since become home to a cult of Goblins, who worship the nameless things that inhabit the lower levels. Inside the temple is damp, musty and starting to crumble. The Goblins have made a home here, living a monkish life, leaving behind their families so that they can devote their lives to their worship. They are led by a Chieftain who has given himself the title of the Mud Lord, and his right-hand Goblin, Sub-Chief Grewch.

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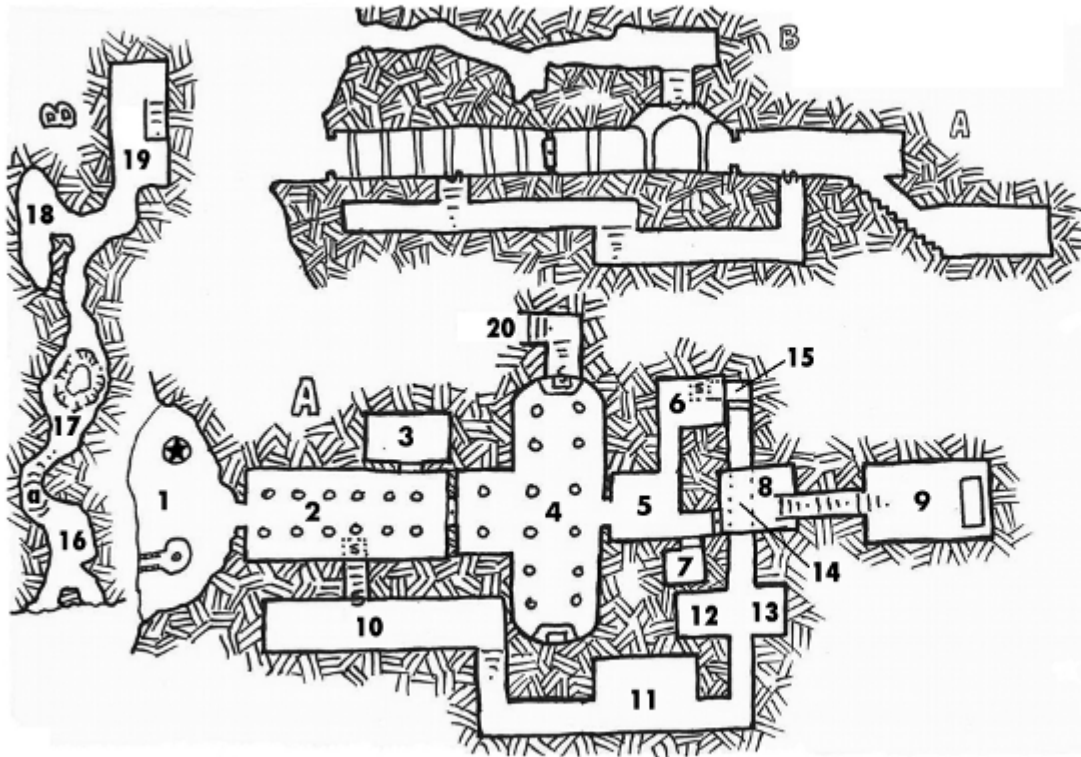
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1. Entrance: this vaulted, crumbling hall is littered with animal bones and debris. It is home to 1d6 giant **carnivorous flies**.
2. Temple: this place of worship has columns lining the path up to a plain stone altar, with a bronze statue of a hooded woman looming behind it, her hands open as if to hold something. If a bronze sceptre is placed in her hands, a secret compartment opens at her feet, in which is a *Cube of Frost Resistance*. Pews, damp and rotten face the altar. To the back of the room water has leaked in, forming a stagnant pool. In an alcove, 2a, is a deep shaft that leads all the way to Level Four. Rusty iron rungs form a ladder leading down; there is a 1 in 6 chance that they break if used.
3. Damp Room: the walls of this largely empty room are damp and patched with mould. A seemingly empty bookcase stands against the wall, covered in animal droppings. It is also infested by 5d4 **Rot Grubs**.
4. Empty Room: aside from some broken furniture this room is empty.
5. Pool: the door opens onto a pool of brackish water, with a stream of muddy water leading down. The temple from here on in slopes slightly to the south. Standing guard by the door to room 7 is a tall, well-built man dressed in worn chain mail. He is a member of an adventuring party who have started to explore the temple; his two allies are in room 7. He is a **1st-Level Fighter**, with the following treasure: a bulky sack holding 1,500 silver pieces.
6. Locked Room: the door to this debris-strewn room has been barred from the outside, and scratched into the wood, in Goblin, are words of warning. Trapped inside is a hostile and hungry **giant crab spider**, lurking above the door.
7. Rivals: in this room of broken furniture, the two other members of the adventuring party are searching for treasure. One is a **1st-Level Elven Spellsword** (Fighter/Mage, or Elf) with a wrought-copper bracelet with leaf patterns (worth 60 gp), and 100 gp in a large pouch. His comrade is a female **1st-Level Fighter**, who carries a sack with 250 silver coins, and a *potion of healing*.
8. Guard Room: sitting quietly, meditating, but on guard, are 2d4 **Goblins** led by a **Goblin Champion**, who will investigate any noise from outside.
9. Water in the Corner: this corner has accumulated several inches of water, with bricks and rubble making footing uncertain.

10. Empty Room: remains of a bedroom, with an intact but blocked fireplace.
11. Well Room: a deep well, with fresh water, sits in the middle of this room.
12. Empty Room: another empty room, once a bedroom, that has aged well compared to the rest of the temple.
13. Sub-Chief's Room: the Goblin Sub-Chief lairs here, with a 35% this he is home. **Growth** has a locked chest with 1,500 copper pieces, 50 silver coins.
14. Crypt: several stone coffins, with skeletons inside, occupy this cold, dank room. Two statues of the the same hooded woman watches over them.
15. Goblin Dormitory: inside this living area are 4d4 **Goblins** and 2 **Goblin Champions**.
16. Junk Room: the Goblins dumped all the cleared junk in here. Since then a **Grey Ooze** has made its home here, and the Goblins locked the door.
17. Empty Room: more broken furniture. However, a search through the rubble finds a lock-box holding 500 silver coins, and 10 gold pieces.
18. Deep Water: the floor here has subsided, and a foot of water fills this area. The door to the stairs, room 27, is locked. The Mud Lord has the key.
19. Crumbling Room: this damp room of debris has a weak ceiling. There is 2 in 6 chance of bricks falling, save versus paralysis or deals 2d6 damage.
20. Empty Room: this room of broken and rotting furniture has the head of a statue (an elf) lying in the corner. This fits the body of a statue on Level Five.
21. Empty Room: a bedroom that once belonged to the Goblin Shaman, before the Crab Spider from room 6 ate him. A chest still holds 1,000 coppers.
22. Shrine: this room is dedicated to the unknown 'gods' below. Tapestries show pictures of fungi forests and slim monsters. The statue is of a pile of mud.
23. Chief's Lair: the **Mud Lord** himself can be found here 75% of the time. He has a chest holding 4,00 silver pieces and a *potion of giant strength*.
24. Dining Hall: the remaining Goblins can be found here, silently eating stew. There are 4d4 **Goblins** and 2 **Goblin Champions**.
25. Store Room: the Goblins store holds five barrels of preserved fish (5 gp each), boxes with iron ingots (6d6, 1 gp each), and 2d3 rolls of cloth (10 gp).
26. Store Room: this storage room holds 2d3 rugs of patterned linen (5 gp each), and a box of leather caps used in the Goblins ceremonies (30 in all).
27. Stairs: These damp stone steps descend to Level Two.

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The Tomb of Nesta the Mischievous



Nesta's tomb is a treasure trove but its rooms may drive tomb robbers to fits of paranoia.

WANDERING "MONSTERS"

1. Ghostly, amused laughter.
2. 1d3 skeleton caretakers armed with brooms (damage as staves).
3. A gold piece attached to the floor with *sovereign glue*.*
4. A completely innocent puddle of water, 5' diameter.*
5. Vermin: 1-2 swarm of normal rats, 3-4 1d4 giant centipedes, 5-6 1d4 fire beetles
6. Intruders. DM's Choice or roll on an appropriate NPC or wandering monster table.

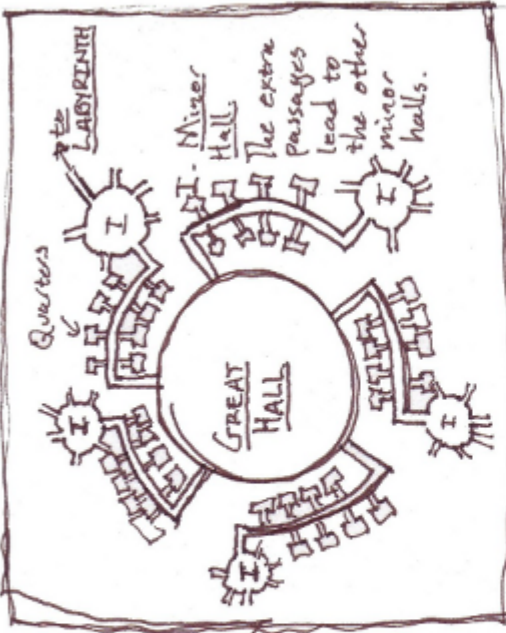
*Non-repeating result.

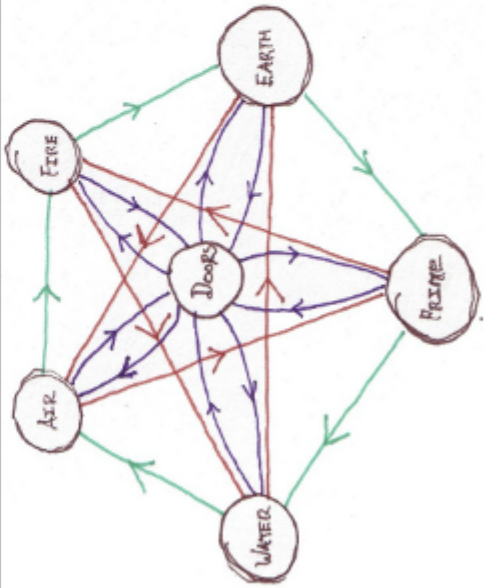
GENERAL

Passages are at least 10' wide & ceilings are 15' high except as noted. Close-fitting stone brick. Skeleton caretakers reform each morning.

ROOM KEY

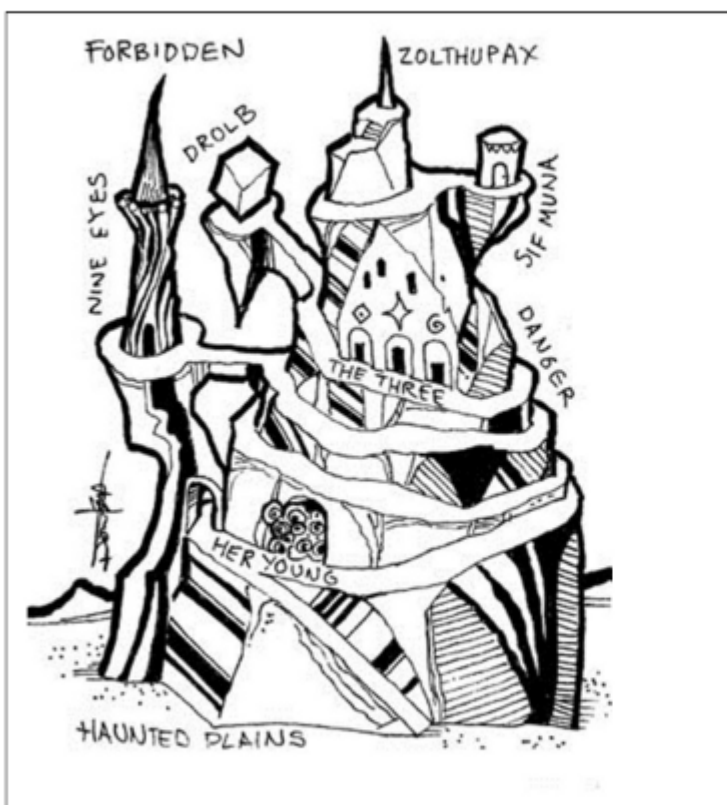
1. Life-sized bronze statue of Nesta, looking smug. A pouch with 2 agates (25gp) & a bloodstone (50gp) hidden in a spout of the dry fountain.
2. 30'x70'. Columns carved with scenes of hijinks, trickery, and derring-do. Pressing a carving of a door on a nearby column reveals the secret stairs.
3. 30'x20'. Lever in middle of floor triggers waist-high **scything blade trap**.
4. West door counterweighted to swing shut and relock after 5 minutes. Ceiling of N-S hall is vaulted to 20' and cobwebbed. Shrines to local gods at either end. Secret door to north swings out to left, opened by pulling firmly on shrine, counterweighted to swing shut.
5. 20'x20'. Carved wooden bench against north wall. East door is locked.
6. 20'x20'. **Orc tomb raiders (7)**. Urns (8) half-full of "liquid" (1-3 water, 4 oil, 5 acid, 6 baby gelatinous cube) with 10gp and a turquoise (25gp) at the bottom of each. Three urns also have one of: silver watch & chain (broken; 500gp), glass bead necklace on copper wire (30gp), bronze half-mask (130gp). Trap door hidden under false flagstone.
7. 15'x15'. **Skeleton caretakers (2)**, armed with brooms (damage as staves).
8. 20'x20'. Wall-to-wall covered **pit trap** drops to corridor floor 30' below.
9. Tomb. 30'x40'. Sealed sarcophagus (30 minutes to smash open with proper tools), unoccupied. Contains 2,000ep, pearl (100gp), onyx (50gp), eye topaz (500gp), carnelian (75gp), zircon (75gp), star ruby (750gp).
10. 10' ceiling, 20'x70'. Walls of stacked alcoves. Shiny red stones protrude from mass of **green slime** covering walls, floor, and ceiling of west end (45 cracked glass beads; 5sp each).
11. 10'x30', 10' ceiling. **Skeleton caretakers (5)** sit posed around a table as if playing cards. Cards are ordinary (or at DM's discretion, a deck of many things). Walls of stacked alcoves with rows of skulls facing toward table.
12. Shattered pottery shards cover the floor.
13. A shrine to an obscure god.
14. 10' ceiling. Chest, lid open, visible from open pit above. Contains 22,000cp enchanted to look like gold — any coin removed is obviously copper. Skeletal remains of tomb robber lies near chest; belt pouch holds 3 cut agates (25gp ea.), quartz (50gp), carved bone eating knife (34gp), fine-wrought silver snuff box (empty; 400gp). Silver amulet lies inside rib cage (600gp).
15. 10'x20'. Rungs in north wall lead 20' up to trap door (visible this side). Each rung appears to have hinges and the entire floor under the ladder is clearly a pressure plate. Door has elaborate-looking locks within a needle-toothed gargoyle mouth, both sides. There is no trap here.
16. Skeleton clutching a bag encrusted with mineral deposits partly protrudes from right wall. Chipping away mineral deposits takes 20 minutes. Bag contains angular bronze bead necklace (180gp), gold circlet (800gp), regal orichalcum rod (3,000gp).
 - a. **Fire beetles (2)** on landing.
17. Natural, steep-walled 10' pit. **Giant centipedes (4)**.
18. **Kobold exiles (5)** moving into new lair. Hidden under loose stones in far corner: 5 large sacks of 5,000cp each; one sack with pair of silver goblets (400gp ea.), bronze idol (120gp); small pouch with 2 turquoises (50gp ea.) & a smoky quartz (25gp).
19. Smooth stone walls. Stair to #20.
20. Bottom landing at secret door is 10'x10' and occupied by **petrified lizard-men (5)** crouched before door, guarding rear, etc. Touching prominent brass knob on door (right side) casts *flesh to stone* (odd activations) or *stone to flesh* (even activations) on landing. Door actually opens by pushing out left side farthest from knob.

The Mage's Prison A one-page dunegeon by tom denton. This prison was built by ancient Magi to serve as a court and jail for mages consumed by Hubris. The prison itself is an extra-dimensional space, recently found at the bottom of a dry well. The Prison has been out of commission for whole aeons, and has been heavily looted by those who sought the knowledge of the ancients.	Room of FIRE: This room contains a heavy oak table, on which there is a single candle. Activation: Light the candle: Path of Slumber: Leads to a small cell in which all senses are suppressed: no sight, smell, or hearing is possible, giving the sense of total removal from the universe. Path of Awakening: Leads to the Armory. Filled with ancient, depleted artifacts; does one still function?		The five Minor Halls are empty now; who knows what they were used for? The minor halls each have five straight passages, one connecting to the each of the Minor Halls (including back to itself). A sixth passage leads to the Great Hall, and one last passage leads back to the Room of Doors, and the Labyrinth. Quarters off the hallways are long since looted, the beds destroyed by time. Has one of them been occupied recently?
The Labyrinth: The builders were masters of manipulation of space; the straight hallways of the Prison connect in strange ways. Each of the five ELEMENTAL ROOMS has three exits, denoted on the pentagram map below: FIRE has exits to EARTH, PRIME, and DOORS. Going back the way you came always leads back to the Room of Doors. By traversing the Path of Slumber or Path of Awakening, and performing the activation rite in each of the five Elemental rooms, one can visit one of ten additional rooms. The Path of Slumber leads to cells full of terrible, ancient magic; the Path of Awakening leads to functional rooms employed by the Ancients.	Room of EARTH: A barely trickling fountain dominates the room, full of ancient coins... Why has no one stolen these? Activation: Throw in a coin: Path of Slumber: An ancient spirit of sloth will possess those imprisoned here, robbing them of the will to even think about escape. Path of Awakening: A tunnel to the Underworld. A second exit from the Prison: can you find your way back to the world of the living?	Room of PRIME: A totally empty chamber. Activation: Cast a spell: Path of Slumber: A slab casts a magical slumber on anyone who lies on it. Path of Awakening: The Prison Library. The books have all either rotted away or been stolen but perhaps there's something useful here still...	The Great Hall: This is the court in which the ancients would decide the fate of the prisoners. The walls are inscribed with text in forgotten languages, and five stone statues watch over the gathering centuries. In the center of the Hall is an open floor used for debate and display of the prisoners. Around this open space, great circular stone tables and benches were provided for attendees to sit at. Is one of the statues... Alive?
Room of DOORS: The entrance and exit. A vertical shaft with metal rungs runs through the center of the room, providing exits up and down. Going down leads to the top of the room; try dropping a stone: going up leads to the bottom of the room. Go up three times to escape the Labyrinth: Five stone passages connect to each of the Elemental Rooms. Each passage is about a half-mile long.	Room of WATER: A circular stone pedestal stands in the center of the room, with little rivulets worn away. Activation: Pour water over the pedestal: Path of Slumber: A bottomless cup contains a strange hallucinogen, plunging the drinker into an endless world of dreams. Is there an antidote? Path of Awakening: Attaches randomly to one of the Minor Halls.	Room of AIR: Empty, but a powerful wind gusts endlessly, creating a vortex. Activation: Throw a feather and watch it fly: Path of Slumber: Living chains hang from the ceiling of this cell, winding around the prisoner. Path of Awakening: The VOID. An infinite black expanse. Don't fall in!	http://creativecommons.org/licenses/by-sa/3.0/ 



Haunted Tower of Forbidden Gods: a one-page dungeon by Tony Dowler and Ben Wray

License: <http://creativecommons.org/licenses/by-sa/3.0/> one-page dungeon contest: <http://campaignwiki.org/wiki/DungeonMaps/HomePage>



The worship of certain gods is forbidden. The great Ecumenical temple contains none of their shrines, the council of celestial justicars listens carefully for signs of prayers and punishes offenders, and it's just a bad idea in general. However, despite the beliefs of certain vain and foolish mortals, gods lose none of their power from a lack of worship, and so, when portents and omens reveal the forbidden gods grow restless, a band of heroes must travel to the Haunted Tower of Forbidden Gods to appease them through prayer, offering, and supplication, lest they rise up and trouble the world. This year, you are those heroes.

The purpose of this adventure is to journey to the Tower of Forbidden Gods and offer appropriate sacrifice to each god, for which the party will receive divine magics appropriate to their class.

Details of how each god may be propitiated are murky at best or, more likely, unknown.

WANDERING MONSTERS: 1 in 6 per shrine visited or full day spent

1. Ghosts or specters of those who died on the plains
2. 1d3 Pilgrims to a random shrine; possibly also powerful clerics, witch hunters, exorcists, or extraplanar beings at the DM's option
3. 1d4 gelatinous cubes (20% intelligent with character levels),
4. Lost adventurer, host to one of HER young, just about ready to pop
5. Githyank sage, in disguise, researching fate of a dead god
6. Terrible storm; take shelter or face grave danger of falling from the path

HAUNTED PLAINS: The gods shun this land. Those who die there (including PCs) linger forever as ghosts unless sought out and exorcised. Inhabitants seek to escape the eyes of the gods. A small town near the tower appears hospitable with a cozy inn and well-stocked shops, but is also riven with heretical cults and monstrous worship.

DANGERS: The only path to the top is a narrow walkway in poor repair. A loose scree-covered slope just before HER YOUNG; a short leap over a gap before THE THREE; a long narrow ledge just inches wide after DROLB. A trio of Perytons nests in a high crag, cunning enough to wait until the party are at their most vulnerable to attack. Their nest contains a magic sword and shield and a few useful potions. They know the tower's hazards and will avoid dangerous areas like the shrine of Drolb and the Nine Eyes.

HER YOUNG: Large cavern seemingly gnawed from living rock; central altar, stained with ichor and blood; great idol depicting a shaggy-haired, horned beast, extremely gravid; shelves upon shelves lined with hundreds of head-sized egg-sacs, each with a single eye that watches in curiosity. HER desires copious blood sacrifice or a willing host for one of her hungry, semi-divine young. Hosts receive diving strength, virility, and insight, later leading to madness and waste as the young devours them from within. It is said the host's soul passes to the immortal young when it hatches, but who knows if this is true.

THE THREE: Three stone niches, each containing a half-animal idol. Each will answer one yes/no question at the cost of one lif. Unless someone offers their life, the victim is randomly selected from all alive in the world. Long abuse of this power is why the gods are forbidden. However, one god always lies, one always tells the truth, and one answers at random. No records say which is which. The three accept any offering of value, but the liar god requires a false offering, the honest god a true offering, and the chaotic god cares not. Giving the wrong offering will invite divine retribution appropriate to the god at a later time.

NINE EYES: This shrine's god was slain in divine battle ages ago. Nine Eyes now lairs here, an outcast Eye Tyarnt mage who blinded his great anti-magic eye in order to study wizardry, and was driven out by its people for this sin. Nine Eyes is paranoid and highly territorial but otherwise reasonable and curious about "lesser" cultures. The lair contains numerous valuable reagents, magical tomes, and a powerful spellbook. Nine Eyes can be a source of information about the other shrines.

DROLB: Even gelatinous cubes have their god. Worship of Drolb, whose unwholesome domain includes fluidity of shape and mindless hunger, is forbidden to mortals. Shrine guardian: The Gelatinous Tesesaract, a four-dimensional object that only intersects our three-dimensional space. It can grow, shrink, teleport, and make reach attacks at will. Killing this guardian will draw Drolb's great wrath. Wanton acts of chaos, fluidity, shapechange, geometric blasphemies, and gluttony please Drolb, the more imaginative the better.

ZOLTHUPAX: God of hubris cast down for his pride in seeking to be above all gods, Zolthupax desires praise and flattery above all things. Any hint of insincerity will draw lightning, curses, and other punishments from on high. Zolthupax can offer powerful boons up to a genuine wish if pleased well enough—most easily achieved by blaspheming another god, particularly if a holy symbol is desecrated, while praising Zolthupax. This will anger the other god, naturally.

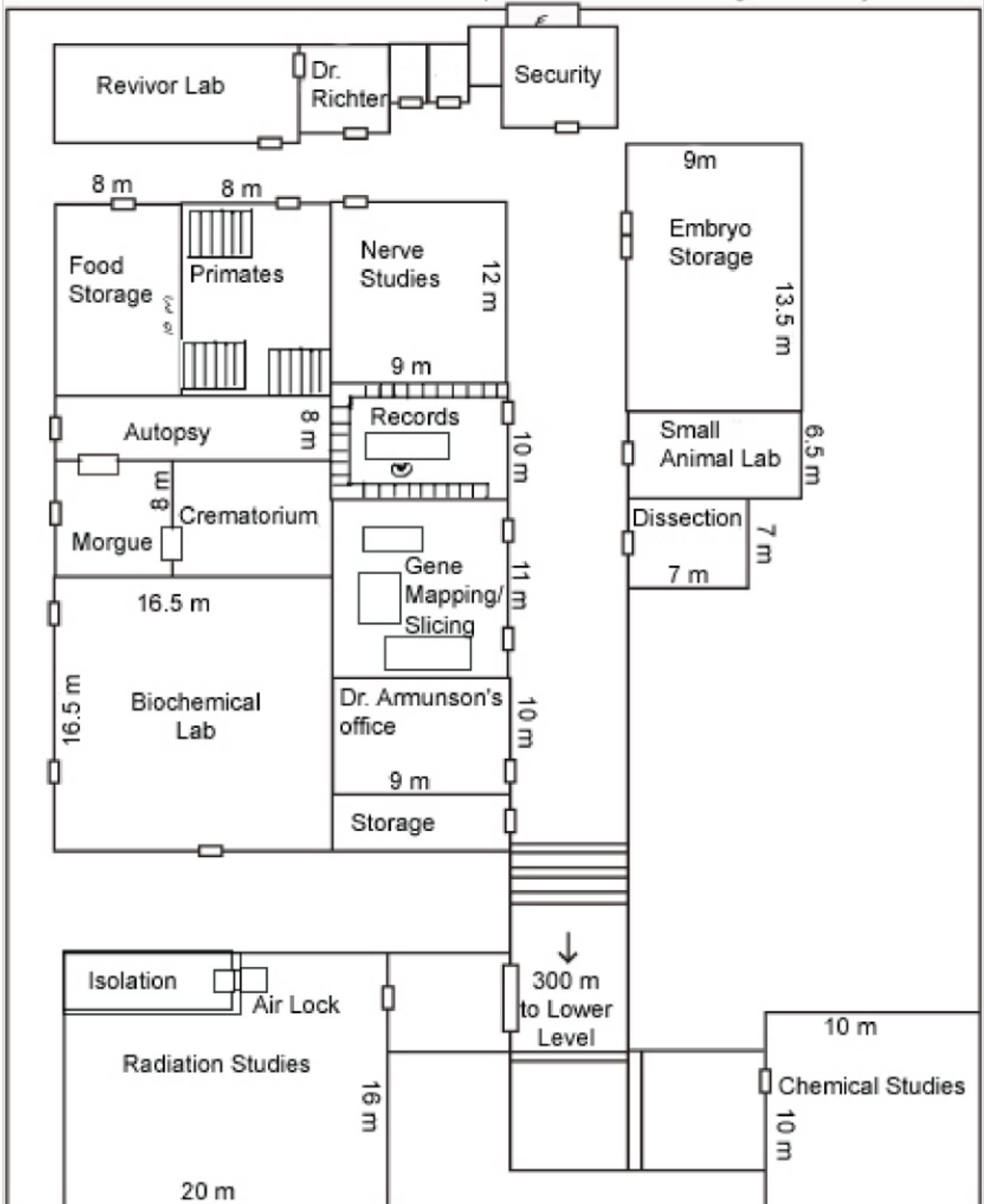
SIF MUNA: Forbidden for reasons of divine politics, Sif Muna left its home realm after draining it of magical secrets. God of this reality view it with mistrust. Sif Muna hungers for a follower, willing to risk the displeasure of all gods in exchange for Sif Muna's limitless arcane lore. Appreciates the sacrifice of magical items or secrets, as unique as possible

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*Laboratory
Level 3*



Vivian Smith
Evil Experimentation Lab
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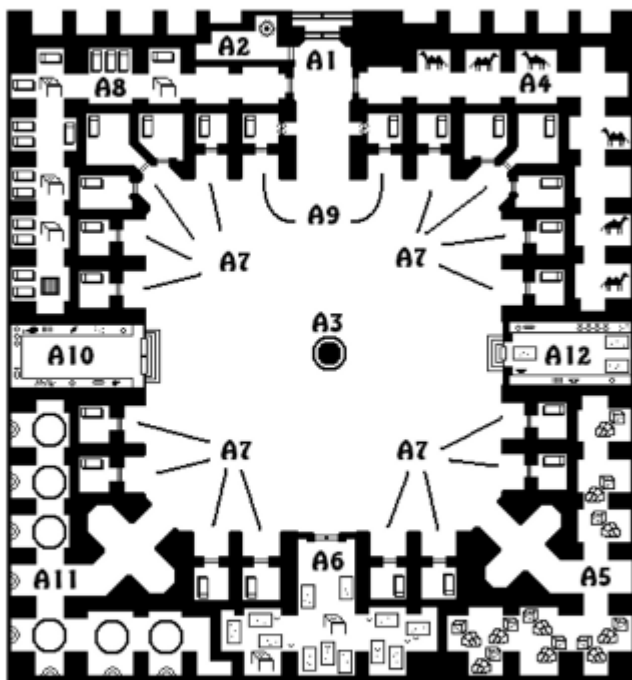


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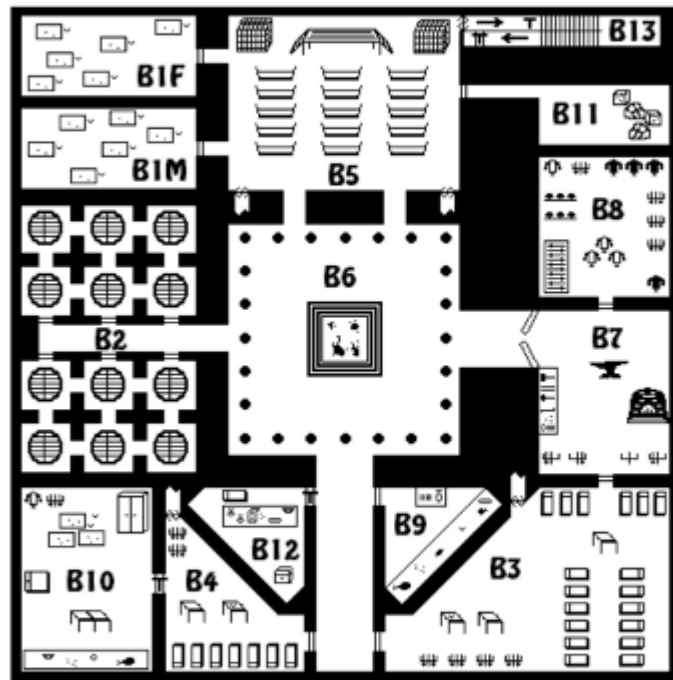


Night in "Al-Farhad's Pearl"

Welcòmè, travellers, to the precious jewel of the Kingdom of Sands!



Random encounter rule: Every time PCs pass through empty Bx corridor, trading hall (B5) or arena (B6), roll d%. 1-20: d3 slave guards patrolling, 21-40: 1 elite guard patrolling.



NPC/Enemy Type Summary

- Mercenary** – guardsman keeping order in caravanserai. Armed with assegai.
- Nomad** – desert traveller staying for the night in "Al-Farhad's Pearl".
- Merchant** – trader staying for the night in "Al-Farhad's Pearl".
- Caravan guard** – merchant's hireling protecting his master in travel.
- Pit guard** – supervisor of zindan prisoners.
- Slave guard** – underground level patrol. Armed with whip and baton.

- Elite guard** – slavelord Rahman al-Farhad's personal bodyguard. Well protected, armed with scimitar.
- Hashishin** – killer and secret agent of Sheikh Hassan bin Mustapha, lord of Desert Lands. Armed with two jambiyas.
- Assistant** – young apprentice or servant.
- Customer** – rich slave buyer visiting the underground complex.
- Customer guard** – buyer's personal bodyguard.
- Slave** – poor prisoner intended for sale.

Names Table

- Caravansera (caravansara)** – roadside inn.
- Hashishin** – assassin.
- Chaihana (chay-haneh)** – tea house.
- Zindan** – pit prison.
- Shamshir** – radically curved Persian saber.
- Assegai (az-zagayah)** – kind of light spear.
- Jambiya (jambia)** – Arabic short curved dagger.
- Sheikh** – Arabic noble title.
- Sultan** – Arabic royal title.

Rumors Table (roll d6 twice)

- Slavers are the scourge of the Wicked Desert.
- Too many caravans can't pass through the Desert.
- Sheikh Hassan bin Mustapha has secret hashishin unit under control.
- Recently guards of a caravan defeats desert raiders. There was a powerful wizard amongst killed attackers.
- The caravansera is called after his founder Rahman al-Farhad.
- Recently Sultan of the Kingdom of Sands miraculously survived the assassination attempt.

Game Master Information

"Al-Farhad's Pearl" is the beautiful oasis in the middle of the Wicked Desert trade route. It is the only place where occasional wanderers and merchants can rest safely after hard and dangerous travel. There is a comfortable caravansera of the same name near oasis. Under building basement lies secret slavers base. And sometimes careless and tired oasis visitors disappear right in the middle of the night...

This scenario consists of 2 parts. First half begins when PCs arrive at caravansera and decide to spend the night in it. They are free to explore the building before sleeping. They will be hospitably provided with dinner, baths and rooms for rest. Second part of the adventure begins at the moment when the PCs wake up in the slave barracks somewhere in the dungeon under the caravansera. They need to escape from the slavers base. Also PCs may find the evidence of al-Rahman's involvement in slave

trading. With it they will be able to tell the Sultan of the Kingdom of Sands that the caravansera is in fact a trap.

Outdoor encounters are **dynamic**. All **Ax** Encounter descriptions consist of 2 parts divided by "d%" symbol. First part describes the room after PCs arriving, and the second – after escape from the dungeon.

A1. Main gates. Heavy fortified gates with double doors. Gates are closing after sunset. It inspires confidence and sense of security in the travellers' hearts. Gates are shut.

A2. Gates control room. Door into this room is locked. Door is still locked. Rahman al-Farhad has the key. The control mechanism is guarded by d3+1 desert mercenaries inside the room.

A3. Courtyard. Here PCs can get water supply from the stone well in the middle of courtyard. There are 2d4 nomads, d3 merchants, d4+2 caravan guards and d2 patrol groups (each consists of 3 mercenaries) freely roaming at the courtyard. There are signs of battle everywhere. It is obvious that caravansera visitors tried to leave this dangerous place in a hurry, but were involved in a bloody skirmish with mercenaries. The bodies of d4 nomads and d4 mercenaries' lies helplessly near main gates. Slavelord Rahman al-Farhad stays near stone well. d4+1 hashishins are hiding on the caravansera walls. If PCs are trying to attack the slavelord from distance, he takes cover behind the well. When PCs come closer to it, hashishins attack them with crossbows. Regardless of attack success, hashishins will try to jump from walls and charge the PCs into melee combat, tumbling and yelling. Al-Farhad fights to the death. **Treasure:** PCs can find magic shamshir, magic leather armor, d3 random magic items, d6 gems, d10*100 gp and a key (see A2) on al-Farhad's dead body.

A4. Stables. All oasis visitors (including PCs) can leave their mounts here. Roll 50% for every PC's mount (80% if mount is unique). **Success:** the mount is still here. **Failure:** mount was taken by fleeing visitors. Some other mounts were left here regardless of the roll result – d4-1 camels, d3-1 donkeys and d2-1 horses.

A5. Storage rooms. This room is guarded by d4 mercenaries and 2d4 caravan guards. PCs can leave here all their goods after arriving. The rooms are empty and unguarded. PCs will find all their possessions untouched. **Treasure:** if PCs search the rooms, they will find various goods (total value – d10*200 gp) forgotten here.

A6. Chaihana. Here PCs can relax, drink tea and chat with other visitors of "Al-Farhad's Pearl" (roll 2 rumors from rumors table). d4 merchants sit on carpets, eating and talking with each other. d4 caravan guards are standing against the walls. Chaihana is empty, bloodstains and other signs of recent battle are everywhere.

A7. Resting chambers. Caravansera visitors take rest here after long journey. Roll d10 for each chamber. 1-2: Room is empty and locked. 3-5: Room is occupied and locked. 6-10: Room is occupied and closed, but not locked. If occupied, roll another d10: 1-2: by merchant. 3-4: by caravan guard. 5-6: by 2 caravan guards. 7-8: by d2 caravan guards and merchant. 9-10: by d2 nomads. All rooms are empty. **Treasure:** Roll 20% for each room. **Success:** jewelry worth d3*100 gp.

A8. Guard room. Desert mercenaries live in this room when not on duty or patrol. Entrance is guarded by 2 mercenaries. Access in this room is forbidden. Room is occupied by d4 mercenaries. There is 20% chance that d4 slave guards are here too. Small hidden trapdoor in the floor of the room leads to slavers base stairway entrance (see B13). The room looks as if it was on fire. There are also signs of a long battle. Burned bodies of d8 mercenaries and d4 caravan guards lie on the floor. **Treasure:** d10*20 gp found on the bodies.

A9. PCs resting chambers. These special rooms are designed for slave kidnapping. PCs will rest exactly in these rooms because others are occupied. Each room has secret entrance behind wall carpet leading to courtyard. If PCs search actively, roll 20%. **Success:** PCs notice this door. **Failure:** PCs notice 2 gp under bed. In the middle of the night slave guards will use sleeping gas, capture PCs and take their bodies to slave barracks (B1F or B1M, depending on PC gender). Rooms are empty.

A10. Kitchen. All meals for visitors are cooked here. Access in this room is forbidden, the kitchen is guarded by chef and d4 assistants. Dead bodies of chef, d2 assistants and d4 caravan guards are lying on the kitchen floor. Stout chef holds big copper ladle in his hand. He looks like blacksmith's twin (from B7). Caravan guards' bodies also indicate that they were killed with a ladle. **Treasure:** if searching the kitchen, PCs can find various foods for 2d6 days.

A11. Baths. Here PCs can take all hygienic procedures they want. Baths are empty. Water in one of reservoirs is blood red.

A12. Clinic. This room is intended specifically for health care. Strong spice and herb flavor fills the air. Here PCs can get all kinds of medical treatment including diseases curing. Wise old man with white beard hosts the clinic. The hospital is empty. There are no signs of the old man.

B3. Slavers barracks. It is a place where guards of the complex can train and rest between watch. The room is occupied by 2d6+3 slave guards, sleeping, training, eating or wandering around. All guards have poor combat readiness. The room has secret emergency passage leading right into the trading hall (B5). **Treasure:** PCs can find d6*50 gp, a key to all doors except al-Farhad's chambers (B10), the dungeon map (with all secret doors and passages marks), as well as guards' weapons and armor all around the room.

B4. Elite guard room. d3 elite guardsmen rest here. The secret passage into the trading hall (B5) leads from this room.

B5. Trading hall. In the center of this hall is a platform for slaves' demonstration. Not far from the platform are rows of comfortable chairs, sitting in which customers can evaluate the future acquisition. **Optionally** (as game master wishes) the room may be empty OR filled with d10 customers choosing slaves, bidding on auction and yelling. d212 slaves, some standing on the platform, while others sitting in metal cages. d210 customers' guards standing near their employers, and d8 slave guards near cages with slaves. Here PCs have a chance to successfully provoke the clash between the customers and the slavers. If the fight starts, there is 20% chance that Rahman al-Farhad interferes in it.

B6. Arena. In the middle of the room is a large fighting pit, in which disobedient slaves are forced to fight with each other to the death. Here customers can make a bet on these bloody battles. To convince the slave to fight with the opponent, freedom is promised to each winner. Actually every winner is returned back to the bottom of zindan until next match or taken out into the Wicked Desert without any supplies, food or water. **Optionally** (as game master wishes) the room may be empty OR not. During matches the room is guarded by d6 slave guards, and d6 customers are making bets and yelling around the pit, while d8 customer guards stays on duty near their employers. Here PCs have a chance to participate in the match and use their given weapons against captors, or provoke customers' disorders, like in B5. If the fight between customers and slave guards starts, there is 20% chance that Rahman al-Farhad interferes in it. If the PCs will participate in the arena match, there is a small 5% chance that one of them will be put against rebel hashishin Farouk from the kitchen (B9). In this case Farouk is guaranteed to kill his opponent, no matter how powerful PC is.

B7. Smithy. Doors into this room are wide open. Clanking of metal spreads over through corridors of the complex from inside. The room is guarded by stout blacksmith (which looks totally like chef from A10) and d2 assistants. There are two another doors in this room: locked one leads to weaponry (B8), and closed one leads to slavers barracks (B3). **Treasure:** PCs are able to find d8 ready-to-use bladed weapons of different kinds.

B8. Weaponry. This room is locked. All lethal weapons for slave guards and al-Farhad's elite guards, as well as various exotic exemplars for slaves' fights at the arena (B6) are stored here. **Treasure:** if PCs can get here without raising alarm, they will find any kind of non-magical weaponry, light and medium armor.

B9. Kitchen. PCs are drawn here to help to cook meals for slavers, prisoners and slavelord al-Farhad. The cook, d2 assistants and a slave are working in this room. PCs can successfully steal d3 knives from the kitchen with a chance of 60% per knife. The slave working here is in fact a renegade hashishin named Farouk. Farouk is loyal to the Sultan, ruler of the Kingdom of Sands, and was imprisoned here for deliberately failed assassination attempt on Sultan. PCs can try to attack the cook and obtain some improvised weapons like cleaver and similar. If the PCs try to start the conversation with Farouk, he can help them to take away knives from the kitchen, thereby increasing the chances of PCs escape. Also he can poison the food intended for slave guards. If this happens, each subsequent random encounter roll (see rule below maps) must be made with 10% chance per patrol type, not 20%.

B10. Slavelord chambers. The door in this room is not locked and booby trapped with blindness spell. Rahman al-Farhad is sneaking in the shadows, hoping to catch PCs by surprise, and attacks them from the ambush. When he feels that he is losing the battle, Rahman uses smoke bombs and withdraws from the complex onto the surface through dungeon entrance (B13), disabling the trap on the way. **Treasure:** slaves registration book, trade operations journal, letter from Sheikh Hassan bin Mustapha, lord of Desert Lands, and jewelry worth of d4*500 gp lies on slavelord's work desk.

B11. Storage. This room is used as temporary storage for slave-newcomers property, which will be disposed after a while. Here PCs can find all the equipment they had before, as well as Farouk's stuff (see B9). **Treasure:** PCs' equipment, hand crossbow, 2 jambiyas, 1 smoke bomb, 1 sleeping gas bomb.

B12. Alchemist chambers. These empty apartments once belonged to recently deceased wizard. He used to experiment with different alchemical ingredients for Rahman al-Farhad. Door in this room is locked and protected with magic fireball trap. **Treasure:** spellbook, the chest containing various alchemical components, scroll of sleep, scroll of mass fear, d3 sleeping gas bombs and a note on the desk with explosive runes trap on it. All items are chaotically scattered all around the room.

B13. Dungeon entrance. This secret stairway leads to the guard room on the surface (A8). The corridor is protected with mechanic sleeping gas trap. The trapdoor on top of the stairway is locked by magic and can't be opened in usual way. Also the trapdoor is equipped with "last chance" poison darts trap. If Rahman al-Farhad successfully fled from the dungeon (see B10), the magic lock is open, and PCs will be able to pursue the slavelord.

Will No One Rid Me Of These Troublesome Goblins?

In a hole in the ground lived a tribe of goblins. Not a mischievous race of lovable sneak thieves, these. The goblins of this tribe are evil incarnate, sprung forth whole from a pit of foul ichor located deep underground. Now the cruelty of the goblin tribe plagues the land, and the good people lock their doors and pray out the long nights for heroes that might deliver them surcease from their sorrows. Repeating the rumors of the pool of pestilence that calls the goblins forth, the local rulers have at last found said heroes and enticed them with visions of gold and glory. Standing now on the threshold of the long dark lair of the goblins, the heroes begin their descent into darkness, and their journey to greatness...

The Pool of Ichor

Bubbling away in the depths of the Shrine is a low stone pool of foul black slime – the font of evil that birthed these loathsome creatures. Unless blessed by a holy man, or anointed with holy waters and oil, this pool will continue to vomit up abominations of increasing strength and power.

Tactics

If the Pit fails, the goblins rely on the guard dogs in the Foyer to warn them of intruders.

The goblin archers shoot from behind the wall of stalactites that separate the Foyer from the Crossroads or rain stones down from the Pool Room into the Main Hall. They pull the ladders from the Central Crossroads and exit from the Main Hall to stop intruders in the lower halls.

Xurk loves a good fight, the better to prove his dominance among the fledgling tribe.

There is a weakness in the lair however – the long rope to the surface is not as well hidden as the goblins believe. Clever foes who search the hills above the cave may find it and turn the tables of ambush back on the goblins.

The Goblins

Xurk is the chief, a might warrior who broods in his chamber waiting for opponents worthy of his prowess. Or he wiles away his time on the edge of the pool of foul darkness, ready to snatch up new goblins who arise from its inky depths and brutally teach them who commands these caves.

Koorda, his shaman, is young but wise in the ways of pain bringing magic. The sounds of combat will send him scurrying for the fray, the better to work his dark arts in service of unknown powers.

12 goblin archers call these caves home. They sleep in the Archer Barracks, wrestle in the Main Hall, or aid the others in keeping watch in the guard room. They are bigger and more clever than the brutish spearlouts.

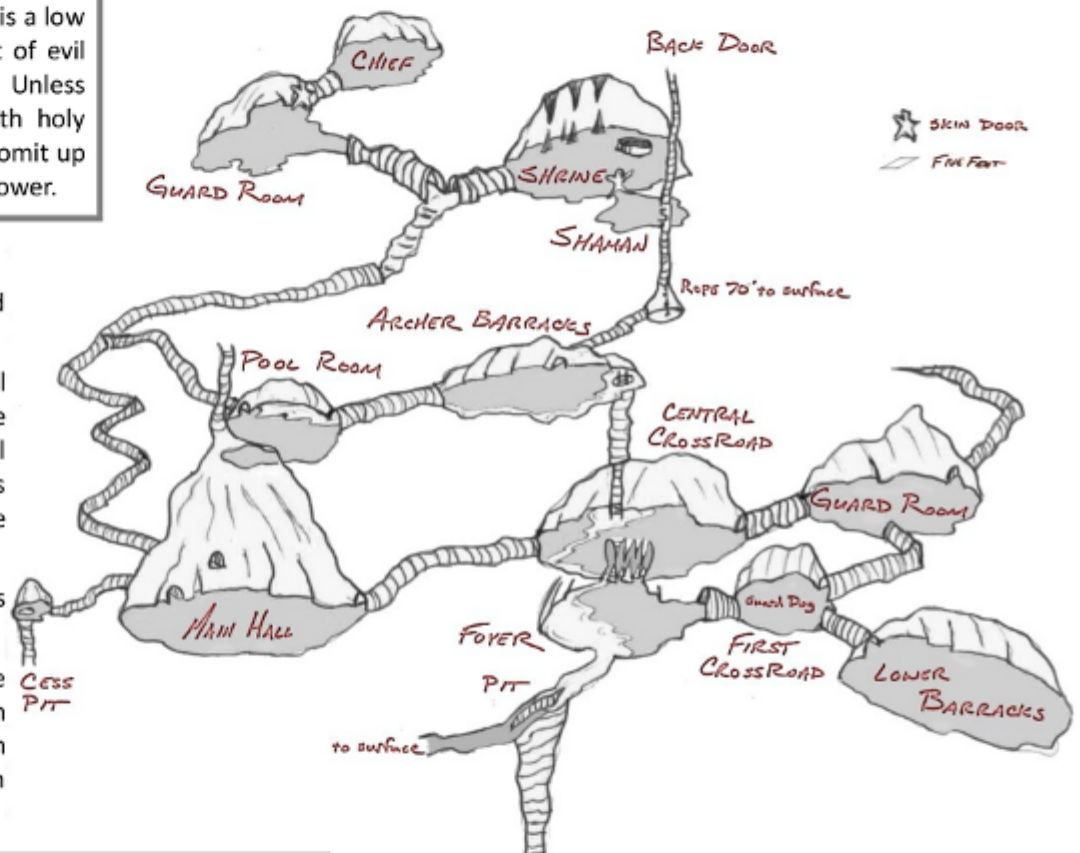
8 spearlouts sleep in the Lower Barracks, man the Guard Room, or feast on the spoils of the goblin raids in the Main Hall.

4 large dogs sleep in the Lower Barracks when they are not chained up as sentries in the First Crossroad.

An Adventure in One Page by Warren Abox

Finding the Caves

- Recent goblin raids have left more than one farmstead in ruins. Those nearest the caves are first hit. Any rogue, ranger, or druid worth his salt can follow the three toed tracks to the mouth of the cave...
- The goblins often raid travelers on the roads. Stalwart heroes who stave off the initial ambush will have tracks to follow as well...
- The woodland creatures know what holes to avoid, and can share this information with passersby who speak their tongues, and can pay the reasonable price of a handful of nuts or berries or small rodents...



Treasures

- Each of the goblins crawled forth from the pool with the clothes on his back, the weapons in his hands, and 2d6 pieces of gold.
- Koorda's totem is a rodent skull tied to a short wooden handle. Inside rattles a pair of small rubies worth 25 gold each.
- Xurk wields his symbol of command in battle, a charmed *short spear* +1 named Deathspitter. In his cavern is a shallow hole covered by leaves and an old parchment where he stores his treasure: 50 gold pieces taken from his warriors as they crept out of the pool, and two small jade figurines worth 75 gold pieces each. The parchment he uses as a cover is a map to another pool of evil located in a deeper cave with greater treasure, but guardians more terrible than goblins...

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Wayne Snyder - MakMurdo's Infinite Sewer

MAKMURDO'S INFINITE SEWER
by Wayne Snyder (<http://creativecommons.org/licenses/by-sa/3.0/>)

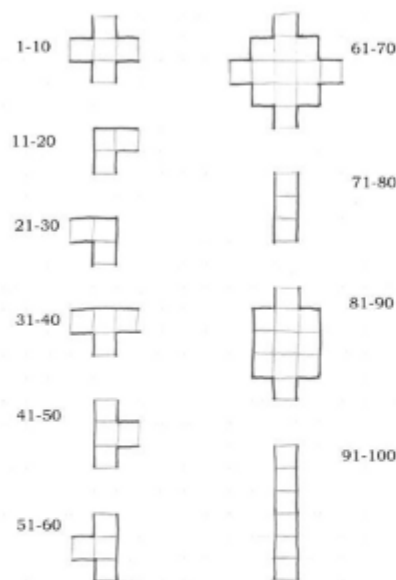
"Hey! Hey you, over here. You like money? Yeah, who doesn't? Well, have I got a treat for you. You ever heard of MakMillin MakMurdo. No? Where are you from? Never mind. His is a tragic tale. MakMurdo was an inventor of no equal, a genius grade mathematician and to top it all the greatest architect of the ages, a master of inspired design and artful construction. They called him the great builder. He designed the palaces of kings and the fortresses of tyrants. He created the Hanging Towers of Surfette; you've seen that magnificent piece of work, right? NO? Who are you people? Anyhow, his last great work was a gift to the people, the most wondrous public works project ever envisioned. The most complex waste water system ever devised. Where did he build this master work? Why right here under this city. Endless miles of runoff tunnels and slurry flow tubes, catch basins and skimming pools, reservoirs and fonts, the old architect of the ages really out did himself with this one. The sheer scale of it drove him mad they say. But they're idiots! It was the Henkle root extract that drove him mad, took it for his rheumatism, he did. Old MakMurdo, went crazy as a Yottle in a bottle, he disappeared down there, you know, oh it was ages ago. They say he took his crew with him, his top men, down they went, dragging all sorts of treasures along, the best of his inventions, all sorts of prizes and wonders, all worth a king's ransom. They say he just kept on building, just kept going, tunneling, paving, and plumbing along until the end. When was that? No one knows for sure. But all that loot is still down there. A group of quick adventurous fellows might do real well going down there and retrieving all that wealth. How do you get down there? Well the city officials have the whole place sealed off from the city proper these days on account of the, you know, things down there, oh and the cultists. They just can't seem to get enough of the place. There is only one entrance still open and unguarded these days. Where? Well, I can't say for sure. I can't quite remember that sort of thing. Maybe for a bit of scratch an old man might remember such faded details. Ouch! Ok! Ok! No need to get rough. It's right there. You're standing on it, just lift up that metal disc there and in you go! Oh, and good luck."

What you need to use this dungeon with your group and your favorite rpg: D100, pencil, an entire pad of graph paper.

The information provided in the tables is made for use with any RPG system and genre. The game GM will need to provide appropriate stats and rules for the creatures and events which occur.

The infinite sewer is constructed of slippery damp bricks. The tunnels are all round and have foul ankle deep sewage flowing swiftly along the lowest point. All the chambers are filled ankle deep with stinking muck, contaminated sediments and soggy unrecognizable flotsam.

Roll a d100 for the first tunnel section and each following tunnel section. If the sections do not line up correctly, the sewer then slopes down, descending to the next level.



Roll on the event table and follow the instructions given after every three tunnel sections.

Event Table:
1-70 All is quiet...to quiet. No event.
71-80 Shh! Did you hear that?! Roll on the Encounter table.

81-90 Eww! Is that.. Ahhh! Roll on the Environment table.
91-100 Argghhh! Oh holy Sh... Roll on both the encounter and environment table.

Encounter Table:

1-10 Several slippery slimy man eating amphibious humanoids are lurking about in the next section, when spotted they attack!
11-20 A foul swarm of flesh eating water bugs attacks!
21-30 A three man crew, of sewer workers, are busy bricking up the next section. They attempt to flee if accosted. If caught they attack!
31-40 The Cleaners! A massive spinning drill the size of the tunnel, covered in blades and throwing sparks from the damp stones, roars down the passage. If avoided the group see the rear section is a rickety contraption operated by two goblins turning a crank.
41-50 A rabid swarm of red eyed vermin spill into the tunnel and attack!
51-60 Glowing with sinister green light a pack of acidic slimes attack!
61-70 Mumbling and shuffling a pack of zombies stumble along the tunnel and attack!
71-80 Moving slowly along the ceiling a giant carnivorous slug attacks!
81-90 Chanting softly and dragging several bound victims a group of cultists moves along the tunnel and attacks!
91-100 Oh the horror! The worst thing of nightmares, the crawling horror rises from the murky waters and attacks!

Environment Table:

1-10. Argh! What is that stench? A overpowering stink makes this section unnavigable to those of weak fortitude.
11-20 It's not very deep at all Ahhh! This section is filled chest deep with turgid septic filth. Movement is halved.
21-30 Oh isn't it pretty. Spuffff! Arggh my eyes! The walls of this section are grown thick with toxic fungus spores. Which cause, respiration problems, hallucinations, and possibly even death.
31-40 Click! Whiz! Clack clack clack! Shing! Arrrgghhhh! This section contains an ingenious death trap.

41-50 Maybe they are just sleeping? This tunnel section contains a pile of bloated corpses.

51-60 Bulbing ooze! Great bubbles of foul muck swell and bust in this section covering everyone with foul smelling sludge.

61-70 Spill way! The tunnel section is suddenly awash with sewer juices gushing from large over-head pipes. Everyone is momentarily blinded with muck.

71-80 Creak... ka-chank! A large very rusty grate swings down from above blocking this passage.

81-90 Underconstruction. This area is half collapsed. The crumbling ceiling is held up by bowing soggy timbers and rotten support beams. It doesn't look safe at all and may collapse at any moment.

91-100 Crunch! Schlooop! Ahhh! A crude wooden drain cover gives way and the entire group is sucked down into a swirling whirlpool of stinking filth to the next lower level.

Finding MakMurdo:

This dungeon need never end, but if you must...

When 300 sections have been mapped the GM may begin to roll a secret d100 after every 10 new sections mapped. The target range is 100 minus the number of sections over 300. For example after 340 sections the target is 60-100. Make the roll and MakMurdo is found behind a large brass air lock in a large fairly dry chamber. A mummified corpse seated at a drawing table quill in hand. He is surrounded by piles of moldering books, maps, papers and folios. Several work tables are loaded with expensive exotic items and priceless gear. Nearby mine carts are loaded down with precious metals and uncut gemstones unearthed during construction. You are rich! Now if you can only find your way out of here. Suddenly the main entrance collapses into impenetrable rubble. Only a thorough search reveals an iron disc covered hole under MakMurdo's table which leads back into the infinite sewer!

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Xyphon - Tentacle Thing

1: The Dragon and Oliphant
Gunnerman (f4) owner and operator.
Raimo in charge of bar.
 The adventurers inn of choice. Good food, clean sheets, fine ale and stories of the fantastic around the open fire in the common rooms. With beds to sleep 24 a busy night can see over one hundred people in the common rooms and bars.
 Gunnerman a retired adventurer and can be found most nights in the main common room telling stories of his adventures in the west.

2: Inn stables
Lien (f1) is in charge of the stable during the day.
Kna (t1) keeps watch at night.
 Feed and pens for 24 beasts, rooms for both Lien and Kna. Depending on the number of animals in the stable additional stable hands may be sleeping among the hay.

3: Wheel and Hammer
Cosane owner and designer.
Esi (f2) Blacksmith wheelright.
Zogunu Carpentry cabinetmaking.
 Sale and repair of carts, chariots and carriages for horse, donkey and bullock.

4: Miller and Grain seller
Delvalle runs the place.
 Flour and some stock feed. Carts of grain from all over the kingdom arrive at Delvalle mill from first light to late into the night.

5: Uma's Beasts of Burden
Uma (f4) an ox of a man.
 Reasonably priced beasts most are recently purchased from refugees arriving in town in need of funds. Uma is very keen on fast horses and will buy for himself anything fast.

6: Redmond's Pawnshop
Redmond (t2) owner.
Eric Redmonds son and shop assistant.
 An offer will be made for any item always low. Items of all types are available for slightly less than retail with only minor use and/or damage.

7: Expeditions Unlimited
Ajax (f8) owner operator.
 Strong northerners available as mercenaries and retainers. Reasonable rates for exceptional help.

8: Astrologer
Kurbis (c3) head star gazer.
 Interpretations of the gods will and fortune telling. Many adventurers will not leave the city gates without consulting Kurbis.

9: Armorer
Itran (f3) armorer
Jasmin (f2) weapon smith
Tennon Blacksmith
 Weapons and armor all basic types made, fit and mended.

10: Naomi's Cartography
Naomi cartographer owner.
Robin historian.
 Naomi is well travelled apparently she was a navigator on a ship.

11: Lou's Place
Nico (t2) proprietor.
 Anything that has arrived in the city and needs to be sold quick will be purchased by Nico. Bulk purchase and sales cash for packs. Nico works for Lou.

12: Hunter Dave (f4)
 Dave arrived with Gunnerman back from the West they say, now hunter and meat transport.

13: Butcher Lathan.
14: Money Changer Yarrow (t1)
 Bodyguards (t2).
15: Alchemist Isac (m3) Alchemist, potion brewer and sage.
16: The Sol Sisters
Sister Surya (c4) healer.
Sister Helios (c2) healer.

Encounters roll 2d6
 2: Rats
 3: Beast of Burden
 4: Adventurers
 5-9: City Guards
 With mail, sword.
 10: Grain cart
 11: Refugees
 12: Tentacle Thing
 Night only D1:10

10m
 D0

1: The Dragon and Oliphant
 Cellar contains foodstuffs and drinks.

2: Inn stables
 Animal feed, Rats and storage space for inn.

3: Study Area (decayed)
 Giant Rats, 2 gems (25 gp each).

4: Alcove (empty)

5: Kitchen and Mess hall
 Giant Rats nest, scrolls, potions.

6: Entrance Room
 Of the stone a plinth bound to a circular tiled area in the center of the room is a **Babewyn** (flightless gargoyle, multiple attacks).

7: Sewer Passage
 A **Shadow** awaiting another lone victim, body with a **curse mace**.

8: Lou's Inventory
 All of Lou's inventory is down here. Lou will have horrible things done to anyone entering.

9: Empty
10: The Dragon and Oliphant Secret Exit

11: Pens Rows of pens that once held living things, Rats, teeth and bones.

12: Bare Room (empty)

13: Wide Corridor The floor is a **Pit trap** containing a **Gray Ooze**.

14: The Vats Large troughs containing bones, Giant Rats and a spell book.

15: Experiments Slabs with drainage holes covered in years of mold and fungus.

16: Altar Guardian of the altar is a **Giant Python**, silver candlesticks (magic staves).

17: Stairs Down
 The room and surrounds are covered in white sand **Invisible Guardians** bound to the room destroy those who do not carry silver staff from D1:16. Hard to spot in the sand is a key. The Wererat from D2:6 sneaks through here.

18: Kill Room
 Steel rings in the floor, manacles, **Poison gas trap**.

19: Library
 Books (deteriorated), scrolls and a **Babewyn** bound to the room.

20: Store
 Racks of weapons some can be repaired. A **Babewyn** is bound to this room.

Encounters roll 2d6
 2: Giant Python
 D1:16
 3: Gas, Smoke or Fog
 4: Mice, Centipedes
 5: Toads or Frogs
 6: Leaches or Ants
 7: Sounds of life.
 8: Rats
 9: Giant Rats
 10: Shadow
 D1:7
 11: Tentacle Thing
 D1:10
 12: Wererat
 D2:2

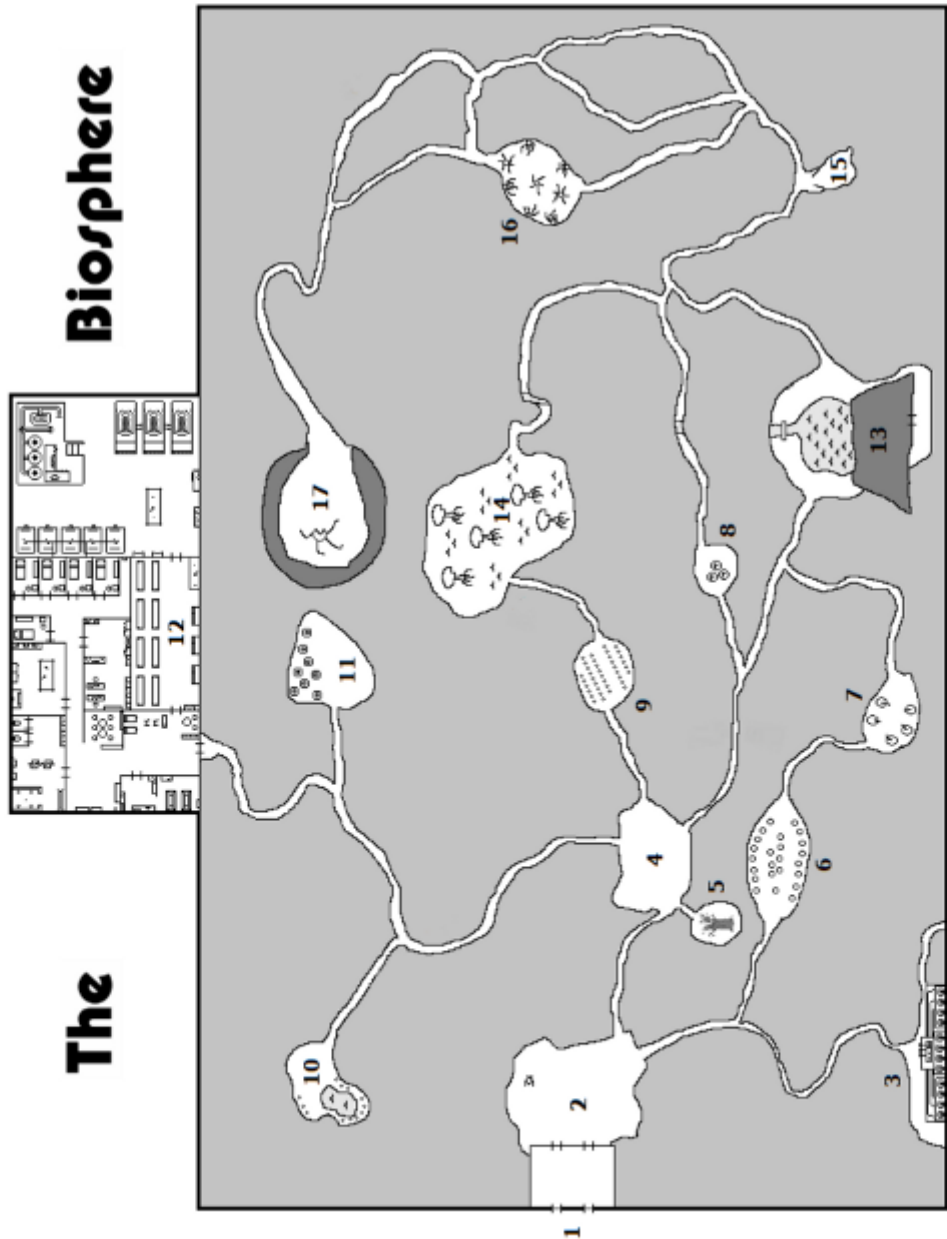
10m
 D1

Tentacle Thing

(n attacks, paralysis).
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Caravans are raided, travellers go missing. All signs point to a reclusive but peaceful cult called the Keepers. Whether to enact justice or to plunder the old world technology to be found in their temple, the players must face the post-apocalyptic horrors of



- Random Treasure (1d6)**
1. Healing stims
 2. Combat chems
 3. Ammo cache
 4. Battery pack
 5. Post-apocalypse gun
 6. Old world energy weapon

Wandering Monsters (1d6)

1. 1d6 Giant mutant insects - ravenous 3 to 4 feet big mantises, roaches, flies.
2. 1d4 Carnivorous spore plants - 5 feet tall mutated Venus flytraps shooting poisonous needles.
3. 1d3 Cultists - human cultists armed with (1d4): 1. Unarmed 2. Knife 3. Spear 4. Rifle.
4. 1d2 Spore carriers - twisted half-plant half-human infected cultists and their victims.
On death release a cloud of spores which infects all in close proximity who fail their save.
5. Swamp thing - 7 feet tall humanoid-fish mutations with razor sharp teeth and claws
6. Maintenance robot - equipped with (1d4): 1. Mechanical claw 2. Chainsaw 3. Nailgun 4. Flamethrower.

A post-apocalyptic adventure by Yves Geens (rolforsurprise.blogspot.com). Shared under Creative Commons Attribution <http://creativecommons.org/licenses/by-sa/3.0/>

1. **Outside:** The Keepers live in tents and ramshackle buildings at the entrance to the biosphere. The cultists have a two-tiered structure: the grunts go dressed in plain brown robes, the Initiated have black ones. Only the Initiated are allowed in the Inner Sanctum of the temple, the deepest reaches of the jungle. The latter can also be observed to have red, swollen faces, and sometimes grey-greenish patches of bark-like skin. Ancient solar panels line the building at both sides.
2. **Western Clearing:** The first clearing in the dense, humid jungle that extends in every direction inside the biosphere complex. A disabled maintenance robot, festively decorated, can be found here and repaired.
3. **Power Converters:** This machinery connects to the solar panels outside by means of thick electrical cables. A nearby drainage grate provides an alternative exit.
4. **Central Clearing:** The glade leads further into the jungle in all directions. It is carefully maintained by the cultists and the main ritual area for the uninitiated.
5. **The Father Tree:** A huge baobab majestically towers over the surrounding trees. The cult's revered Father is buried here.
6. **The Orchard:** A vale planted with many exotic fruit trees.
7. **The Glade:** Man-sized pitcher plants give off an intoxicating smell. A failed save means a character gets trapped in the plants' pitfall.
8. **The Rotting Copse:** Three large plants give off a horrible stench, causing nausea and fatigue to all those who fail their saves.
9. **The Garden:** Medicinal plants, herbs and flowers are grown here.
10. **The Cave:** Next to a shallow pool of water in the cave grow luminescent fungi. 1d3 giant mutant crustaceans have made it their home.
11. **The Grove:** Large, bulbous red plants are harvested here by the cult to make a special draught with both intoxicating and restorative qualities.
12. **Abode of the Old Ones:** This dirty, neglected area with steel walls housed the facilities of the biosphere's research and maintenance crew before the apocalypse, now centuries ago: an infirmary, kitchen, bathroom, 5 bedrooms, computer room, storage area and defunct generator room. A solar powered laser pistol can be found in a locker in the storage area. On one of the still working computer terminals the logs of chief administrator David G. Zephron can be found, detailing the building of biosphere 08, the apocalypse which left them untouched, and how the radiation later started to corrupt the plants and wildlife. The final entries mention how decades later a group of savage children sought refuge in the biosphere, which he took under his wing, becoming their Father.
13. **Pump House:** In the rocky cliff of the waterfall a pumping installation artificially keeps the complex irrigated. The water purifiers seem to have broken down centuries ago. East of the river that runs from this point lies the Inner Sanctum.
14. **Mangrove Swamp:** An underground stream connects the swamp with the river flowing to the east. 1d4 Swamp things await submerged for their next prey.
15. **Caravaneer's Last Stand:** The dead corpses of seven traders and the twisted half-plant, half-human corpses of spore carriers litter this cul-de-sac. A shotgun and some shells can be found in the thicket.
16. **The Tangled Vale:** The trees here become stranger, more twisted. Thick, rubbery vines try to entangle and strangle anyone who tries to traverse the area.
17. **The Resplendent One:** As the twisting paths through the jungle lead up the slope of the highest hill in the biosphere, thick clouds of spores envelop the summit. There resides the creature the cultists started to worship as the Resplendent One, the cause of their recent strange behaviour. Characters who fail their save will see the creature as a beautiful, delicate flowering plant that engenders a desire to protect and worship it. Others will see a horrible, mutated spore plant, a tangle of tentacle-like vines and a vile gaping maw. The creature will spit globules of spores with various paralyzing effects, which after a period of 1d4+1 weeks mutate the infected into a spore carrier. Killing the creature will end its mind control over the infected, but will not undo already occurred physical changes.

