

ONE PAGE DUNGEON COMPENDIUM



2014 EDITION

compiled by
Random Wizard

One Page Dungeon Compendium 2014
Compiled By Random Wizard

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Grand Prize Winner
Will Doyle - Island of the Lizard God

2nd Place
Lorenzo Santini - The Revenge of Xarr-Zuul

3rd Place
PJ Cunningham - Amid the Reapers Scattered Bones
Michael Wenman - Urash Mhyrr

4th Place
Darren Bellisle - The Devils Pitchfork
GUS L - Thunderhead Manse
Matthew Adams - The Long Fall
P. Aaron Potter - The Crucible
Ramsey Hong - Crimson Maelstrom
Raphael Sadowski - The Shattered Temple
Vance Atkins - The Pyramid of Esslor

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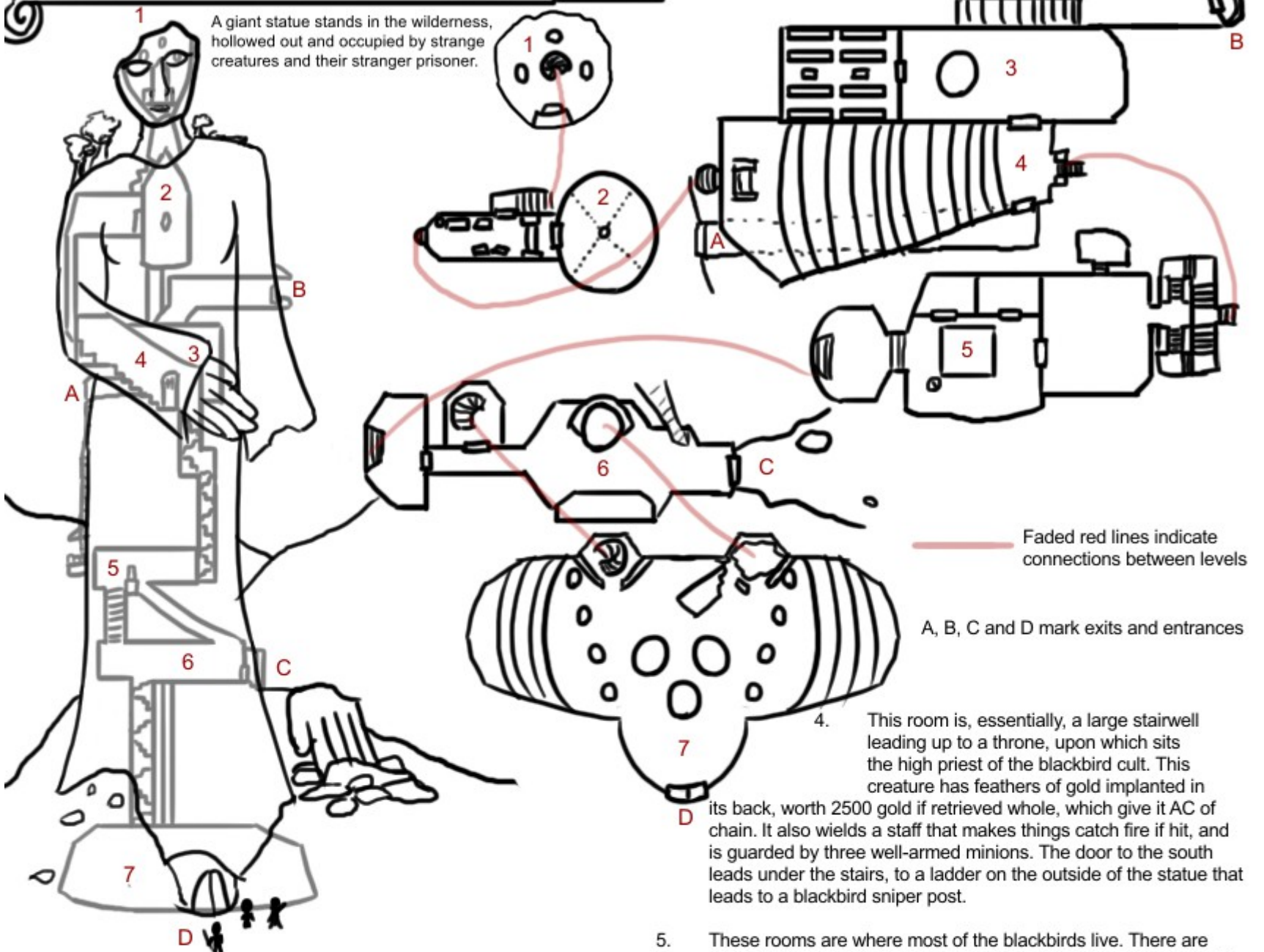
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THE THIRTEENTH DANCER BY ADAM WATTS



1. There is a mechanism in the head of the statue that helps keep the Whisper Man in the chamber below contained. Three crystal spheres orbit the stairwell. Disturbing them will result in delusions and prophecy.
2. There is a creature known as a Whisper Man chained in the center of the large circular chamber at the heart of the statue. It is a servant of the demon Ivodrol, Devourer of Words, and constantly whispers prophecy and dark secrets. Looking at the Whisperer will let cause other Whisper Men to see you, and they will begin hunting you in your dreams. The room outside the cell contains crates of rare incense worth 3000 gold, and a blackbird mage.
3. An open shaft from the Whisper Chamber above opens above a meditation circle on this floor, where faint echoes of the Whisper Man's ramblings can be heard. The shaft is curved so those meditating on its words do not see the Man itself and become cursed. To the west of the meditation circle is a library where the records of what the Whisper Man has said are kept. A librarian and three assistants will flee out the balcony to the east if threatened and glide away.

If the players investigate the library, roll. **Random Whisper Man Prophecies:**

01. You will speak to the beast, and when the beast speaks back you will know him as rock knows stone, for he is Ivodrol, Devourer of Words.
02. When the Red King falls, so too does the Queen of Smoke.
03. The orphan's fear is unfounded! She will never see the knife.
04. See the demon in his eye? See the demon in his smile? Hear the angel on his breath?
05. Dark blades cut dark wings and shining chain alike. Can the birds not see?
06. The Jester dances with his dust, blood in his hands.

4. This room is, essentially, a large stairwell leading up to a throne, upon which sits the high priest of the blackbird cult. This creature has feathers of gold implanted in its back, worth 2500 gold if retrieved whole, which give it AC of chain. It also wields a staff that makes things catch fire if hit, and is guarded by three well-armed minions. The door to the south leads under the stairs, to a ladder on the outside of the statue that leads to a blackbird sniper post.
5. These rooms are where most of the blackbirds live. There are eight armed birds here. A trapdoor in the center of the center-left room can be activated by lever to drop the unwary. The small room to the north of the eastern large room is behind a secret door, and contains an insane animate skeleton with a magic sword that has been locked in there for centuries. The blackbirds' rooms have some minor personal treasures and five embroidered silk rugs worth 600 gold.
6. This area was once a kitchen, and is now used to store food and barrels of fresh water. There is a pit in the central room that drops down to the previous level. Two blackbirds guard the door to the east, keeping an eye on the wilderness.
7. The main entry hall. The support pillars here are essential to keeping the statue upright. The main door is guarded by a spear-toting blackbird with an attack raptor on a leash.



Blackbirds

Crow- and magpie-men live in the statue, collecting shiny things from land-bound travellers and villages below. Much of what they have stolen is trash, but there are riches to be found in the blackbirds' hoard, among the rubbish. Blackbirds can fly, or at least glide slowly, but they can only do so when wearing light armor and not holding any item larger than a knife.

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The Ballad of The Bonny Bards Booty

By Alex Hitchin

A poem has come into your possession that would seem leads the way to treasure, hidden on a distant island. On your journey you find you are not the only one on the hunt and were soon set upon by PIRATES that blew your ship out of the water, leaving you and your companions adrift in the ocean...

Clinging to the wreckage of their ship by the Gods' graces the group see land, once their eyes look upon the black ash beaches it doesn't take long for them to realise this is the island they were looking for! From the distance they see three beaches on which to swim to; a crescent shaped cove, a long stretch of beach along the coast and a small peninsula jutting out into the sea. It would appear that the Pirates have already arrived and made camp on each beach preparing for the expedition in search of the Bard's Treasure!

The groups' journey begins on the crescent/horseshoe shaped beach but they will have to contend with Pirates on each beach they visit. With the bodies of their crew in the water acting as shark bait dallying too long might make this a very short adventure indeed!

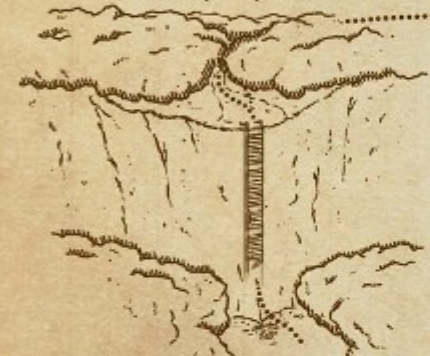
The players can locate a thin trail leading into the jungle that leads them to a fork that heads off into two different directions. At the fork is a magical column with two faces carved into it that can talk. One face always lies and wants adventurers to head to the ravine, the other only tells the truth and will guide them to the caves. The players can ask only one question to one of the faces to determine which is the right way to head. The question:

"Which path would the other face tell me to take?"

If they ask the lying face he will say that the other face would guide them down the path that leads to danger (which is a lie). If they ask the honest face he would also say that the other face would tell them to head down the path that will lead to danger (which is true). So the group simply take the other path!

In a world of magic players may also try other methods to get the right answer, but it

The group follows the path which ends at a ravine overlooking a jungle below, the bridge that once allowed safe crossing is broken and the only way is down...



The group may climb down the bridge easy enough, but at the bottom is soft of difficult to climb rock. Once the first person hits the floor, roll a d6 on the table to see what attacks them!

d6	RESULT
1	Pack of Jaguars
2	King Kong
3	Pygmy Cannibals
4	T-Rex
5	Black Smoke
6	Man Eating Plant

Beyond, the group may follow a river that leads to the cave complex reached by taking the other path.



Buried in the roc nest are personal chests filled with any treasures you feel are suitable for the quest. How the group moves them and manages to get off the island... well that's a whole different adventure!

*Mutiny in mind is where I started
With captains spoils I quickly departed
Though my character was revealed to be craven
It was in a rowboat heavily laden!
With a sinking ship I reached shores of soot
That put me to mind of a stallions boot*

*At the fork I came to two stone faces,
Glancing off toward different places
One lead to a place to hide my prize
The other only promises of my demise
To one a question I was allowed to utter
"If asked," said I, "what sayeth your brother?"*

*On to darkest caves of hidden wonder
Lead to the very end by rolling thunder
At once struck down by blinding malady
With burnt fingers I could no longer see
And tho' my blindness was most frightening
Now I was guided by fork of lightning*

*The path lead me on to meet a physician
Or did he say he was a magician?
Witch one he said I cannot remember
Unnerved by hanging corpses dismembered
He wasn't impressed with trinkets yellow
Where wolfsbane did seem to please the fellow*

*Out onto a cliff didst I stumble
Treading carefully lest I should tumble
One wrong step here would spell the end
Then surely this sonnet would not be penned
Toward the giant rock I headed next
And hid my treasures beneath the X!*

*As I put message to bottle I now see my folly
Whilst this caper at first had seemed quite jolly
I hope that my words will soon be discovered
And within days my person recovered
So my tale is of a Bard who came out on top
Not of one stranded on an island to rot...*

The cave leads out onto an open cliff overlooking the southern part of the island. High above is a giant birds' nest supported from a large branch growing out of the cliff face.

Up ahead circles a huge bird that the group may identify as a Roc. The Roc will attack anyone scaling the cliff, which the group must do to find the treasure hid "beneath the <eggs>".

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How to Start a Campaign

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 Alex Schroeder <<http://alexschroeder.ch/wiki/RPG>>
 Maps drawn using DungeonFu by Jez Gordon <<http://gibletblizzard.blogspot.com/>>
 Quickstart:
 - three factions with headquarters
 - three leaders with traits & goals
 - some non-player characters
 - some treasure, some magic items
 Add details between sessions.

Inns

1. Black Serpent Inn
2. Wild Man Tavern
3. Dwarven Fortress
4. Brawl Pit Alehouse
5. Charon's Ferry
6. Delikatessen

Names

1. Elsevel Amri
2. Pierre of East
3. Gorknok
4. Inagha Lies
5. Old Omnom
6. Angra Ifelshom

Conspicuous People

1. Krah, a one legged tengu hiring guards (HD 4)
2. Zara, well armed woman wanting to start a gang (F4)
3. Mogglob, a grumbling troll trying to fit in (HD 4)
4. Ælvig, a singing huldra looking for a man (HD 3)
5. Issht, a quiet serpent man in metal armor (F4)
6. Fiona, a sorceress entertaining the guests (M3)

Magic Items in Use

1. simple *elven sword* +1 with the emblems of a house now extinct (did they own land?)
2. *bane cards* that stun anybody who sees one up close; every use has a 5% chance of summoning a bone devil (6HD)
3. *some of aquatic anatomy* which teaches the grafting of shark gills to another being; this provides permanent *water breathing*, might cause lycanthropy (were shark, 5%)
4. *poseidon's trident*, grants ability to *speak with sea born creatures* at will and *summon fish* 1x/day, eg. 3 sharks (4 HD)
5. *ring of djinn mastery*, grants permanent control over an *invisible servant*, flies, carries up to 5 lb., fades for a minute if hit; bestows enmity of all elemental creatures
6. *bracers of the snake*, grants Dex 18; broad-casts your actions to all servants of Sets within one mile

Faction Leaders

1. One Eye Sam (T5)
2. Spider Ali (M5)
3. Pesh, black fae (E5)
4. Blue Balls Berd (H5)
5. Silent Sereina (C5)
6. Patra the Good (F5)

Miracles: *light*, *light cure*, *detect magic*, *paralyze person*, *silence*, *living weapon* (+1d6)
 Spells: *light*, *charm object* (HD 2), *read thoughts*, *magic mouth*, *thunderbolt* (5d6)
 Abbreviations: Cleric, Dwarf, Elf, Fighter, Halfling, Mage, Thief, Hit Dice.

Traits

1. notoriously cruel, +1 to morale
2. generous now, but a traitor
3. careful, has escape planned
4. charismatic, add 50% minions
5. funny, friendly (join them?)
6. well educated (help you later?)

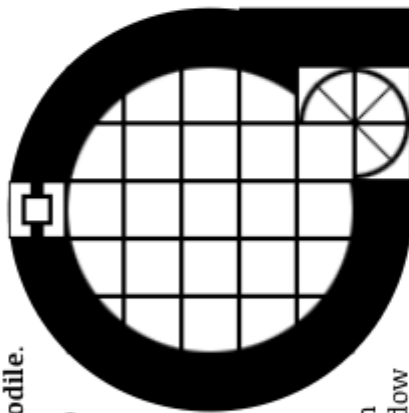
Goals

1. punish Orgfon
2. return my book
3. map enemy HQ
4. defend my HQ
5. hire this person
6. kill this person

Faction Headquarters

1. Wizard Tower

A **magic mouth** greets visitors and asks their name and business. The first floor is guarded by 5 animated objects (2 HD) at the command of the magic mouth. Top floor also houses a talking, mean **crocodile**.

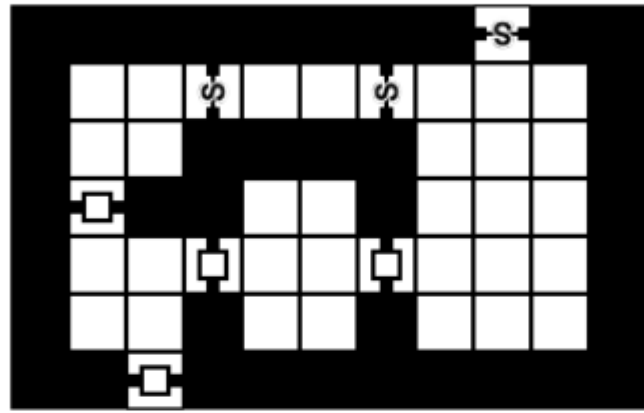


Open window above the door. The magic mouth will alert inhabitants if trespassers are seen. It never sleeps.

Love potions and **stuffed animals** can be sold for 400 gp.

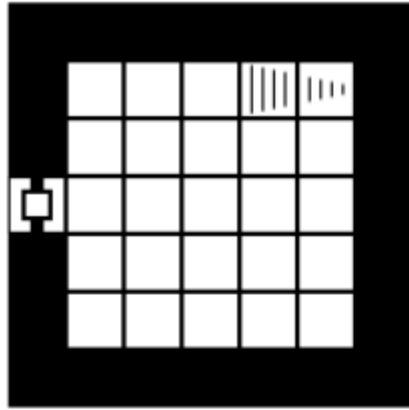
2. Thieves' Den

The front room is a fake taylor's shop with an **old man** doing needlework. He points to the right and locks the door if any pass into the trapped room: **one big pit** (1d6). Members ignore the nod and go straight through. They know the secret doors (through hearth). Big room in the back has a **chest** with 500 gp. **10 thieves** hang out and watch the doors. Secret door to the sewers in the back.



3. Bakery

Starting a fight in the bakery attracts a lot of hungry looters in 10 rds. **6 apprentices** work here, armed with clubs (F1). They use flour to blind intruders (-4), save to avoid.



down ↓

Big bags of flour, two ovens, piles of fire wood, buckets of water, salt, a large table, wooden tools to use as clubs.

In the cellar, pots of yeast, blankets, some extra clothes, and the owner's **chest** with 200 gp in it.



The party comes across a minor skirmish between a part of vampires and a pack of werewolves. Each group is small and the battle could go either way. The party could support either side, in which case, a surviving member is willing to talk to the party, explaining their group's aims and structure. The party could support neither side, destroying or ignoring them, in which case a third party, most likely a clued-in police officer or priest, contacts the party later.

Both party's believe the other to be responsible for a number of local kidnappings, and each requests assistance in stopping the other. If the party supported neither, the blame falls to both.

Vampires are fast on their feet and highly dexterous, with skill increasing with age and position. They operate out of an underground night club, called the **Villa**. Their leader, **Miss Scarlett**, is oldest and most skilled, although still young by vampire standards. She wields guns and magic with dangerous precision. All the **Vamps** like concealable knives and pistols, with swords and larger guns on standby. Each also carries a key-card of their rank. **Human Thralls** carry more noticeable and powerful weapons. The Villa functions to sate the vampires social lust, while also a lab to develop a sustainable blood source, using condemned criminals for research.

The **Werewolves** are a street gang, with their headquarters in the **WereHouse**, a refurbished warehouse in an industrial area. They are tough and strong, able to take a lot of damage, and fight with tooth and claw. **Elder Alpha Vincent** is the leader and although old and blind, excels at close combat. **Betas** serve him loyally, and **Omegas** are generally non-combatants, but are all dangerous when required. Vincent runs the WereHouse as a half-way house for omegas when they have trouble in society, providing them with beds and non-human meat, and even securing them if they become **Moon-sick** **Ferals**.

Once the 'investigation' is complete it is clear that neither the vampires nor the werewolves are responsible for the kidnapping. But if it is not them, then who, or what, is responsible?

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The WereHouse

- 1. Main Floor** – Large concrete area littered with scrap parts. Roll-up entrance doors are controlled with a chain crank in lower left corner. Area contains a number of motorcycles and a van with 'Meryl's Meats' written on the side. A beta work on projects here, with a couple of omegas.
- 2. Quarters** – Numerous bedrolls and blankets litter the floor, and a number of cases lie next to the bedding, with one containing minor treasure. A large number of non-combat omegas are here.
- 3. Cage** – Appears similar to the Quarters, but the door is barred and has a heavy lock. A peephole shows two people inside. They are feral werewolves, currently 'moon-sick', but seem normal until someone opens the door.
- 4. Freezer** – Full of frozen beef, pork, lamb, venison, kangaroo, or whatever.
- 5. Bathroom** – Toilets and showers.
- 6. Stairs** leading up to an open second floor
- 7. Common Area** – A hodgepodge of tables and chairs, a fridge stocked with beer, and a hardly-used barbeque, sit on this open deck. A large number of betas and omegas are here and will join any fight on the main floor, given time.
- 8. Storage Room** – Mostly spare equipment. Some loose floor boards contain minor treasure.
- 9. Alpha Room** – Elder Alpha Vincent stays here in relative comfort. A door leads to a small veranda which overlooks the Main Floor where he sits, listening. He will engage the party if they move up to the common area or injure the non-combatant omegas. A desk contains a safe with a major treasure.

The Vampire's Villa

- A. Entrance Door** – at the bottom of some stairs
- B. Reception** – Two thralls stand guard on either side or the electric doors into the main floor
- C. Dance Floor** – With humans and a few minor vampires moving to low beats, which subtly compel the dancers to consume liquids and keep dancing. A couple of thralls.
- D. Bar** – Serves mostly normal drinks although many are spiked with quickly disappearing compel magic. There is a small fridge under the counter with blood-mixed drinks and another with potions.
- E. Suites** – A number of small rentable rooms like a hotel, this are not guarded and are for humans.
- F. Bathrooms** – with at least one sick person.
- G. Relaxation Area** – With tables and chairs. Low-level vampires lay around, and thralls watch the area.
- H. Main Elevator** – Requires a low-level keycard from either security or any vampire. Goes to four private floors, each identical. The 4th floor can be accessed with a high or mid-level keycard.
- I. Private Lounge** – A sleazy, but typical, lounge room, with expensive looking furniture. A large group of low-level vampires enjoys themselves on the 1st floor.
- J. Office** – A desk and filing cabinets. The 3rd floor has three mid-level vampires here.
- K. Private Room** – With access to an ensuite and a walk-in robe. The 2nd floor has a high-level key card left on a bedside table. If approached, however, a semi-naked magic-user comes out of the ensuite with a wine bottle, clearly expecting someone else. On the 4th floor, Miss Scarlett lays with a red nightie, a book, and dual machine guns, and the robe has a hidden safe, with major treasure.
- L. Another Elevator** – Only the fourth private room has this, and the lock is high-level.
- M. Lab** – The expected amount of paperwork, microscopes, and computers.
- N. Beds** – Two rooms each containing beds with comatose humans, each with a little chart with names and medical details.
- O. Blood Chamber** – A strung up human with IVs and monitoring equipment are in this small glass room. The machine seems to be removing the blood and accelerating blood production.

The Resurrection of the Bastine:

By: Alex Welk (Anarchy Dice)

In a game between Bastine, cat-god of nine lives, and Anubix, the jackal-god of death and burial rites, Bastine put herself in the form of a cat. She can only return to demi-god status by evading the traps Anubix has laid out in this sandstone tomb. The game's wording limits her to the form and mind of a black cat with infinite lives.

1. Stone doors slide open to a sandy room with half-buried humanoid bones. The door to room 3 opens once the cat enters the adjacent small hole. Skeletons grab up at anything crossing the sands once the cat has been summoned in room 2.

2. An ornate wooden door opens to a small shrine before a pictograph of a black cat, wearing a jeweled collar, walking into a shining humanoid-cat body. Examining the shrine causes a black cat to leap from a black spot on the wall in room 1. The cat will evade non-magical attempts at capture and will attempt to dispel any magical attempts. The cat follows the path in red Upon death, it reappears in room 1.

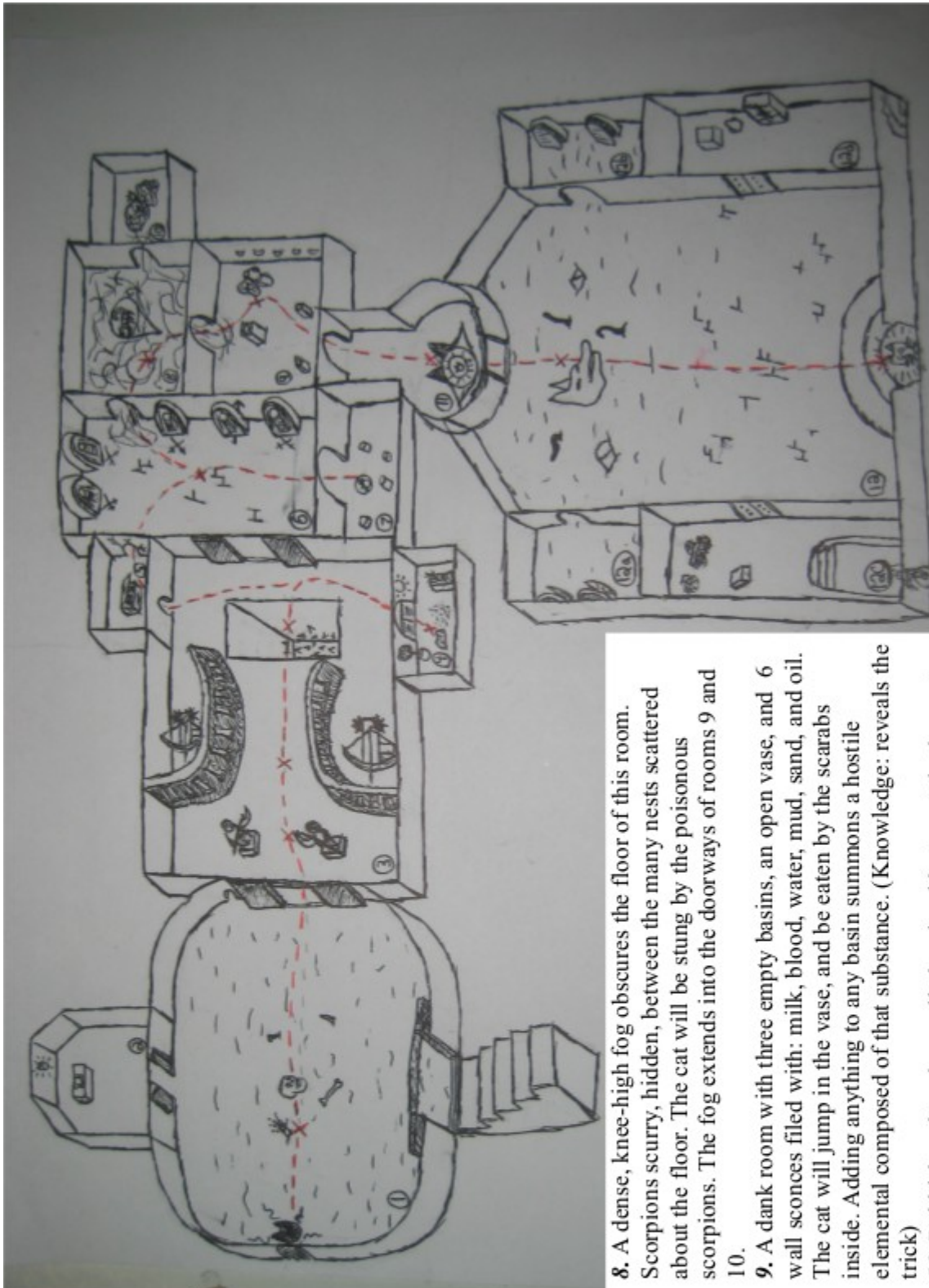
3. Strong stone doors slide open to reveal a guard room. The statues will swing their pole-arms down to kill the cat. Ballistas will magically fire on living creatures in the room. A spiked pit trap will drop the cat to its death and then snap close. The cat is drawn to smell from the open door to room 4. Stone doors to room 6 open when cat enters room 5.

4. The potted plants here live under magical sunlight provided by a small orb inset in the wall. Poisoned catnip is strewn over the floor.

5. The wall cracks to room 6 can be widened to allow access to room 5 and its treasure: Salamander Ring (fire-breathing), decorative chest (valuable), and incense (valuable).

6. This stone, tiled room is lined with sarcophagi. Dog-masked mummies will emerge to attack the cat. One sarcophagi conceals a secret passage to room 9. A low fog emanates from room 8.

7. Four squat pillars sit in this room, with three of them holding jeweled collars: onyx, sapphire, and ruby (Knowledge: Bastine uses Gold). The cat will wait here momentarily, before moving on.



8. A dense, knee-high fog obscures the floor of this room. Scorpions scurry, hidden, between the many nests scattered about the floor. The fog extends into the doorways of rooms 9 and 10.

9. A dank room with three empty basins, an open vase, and 6 wall sconces filled with: milk, blood, water, mud, sand, and oil. The cat will jump in the vase, and be eaten by the scarabs inside. Adding anything to any basin summons a hostile elemental composed of that substance. (Knowledge: reveals the trick)

10. Rubbish and trash are piled up in old rat nests in the center of the room. Searching the nest reveals the golden collar.

11. A large, cat-eared, eye mosaic holds gems that light up when the cat draws near. If the cat is not wearing a collar, the gems brighten and disintegrate the cat. Wearing a collar, the stone doors open up to room 12.

12. The door opens to a deep layer of sand from which a sandy jackal-head, the avatar of Anubix, emerges to attack with sand tentacles, a stony set of fangs, and summoned sand-jackal minions. Stone steps at the end of the room lead to a large pictograph of a shining humanoid-cat. If the cat is not wearing the gold collar, it explodes when it tries to leap into the pictograph.

12a & 12b. Each of these rooms holds two large sarcophagi that open to an inky blackness where sand-jackals jump out to heed their master's call.

12c. Ruined boxes and furniture litter this room that ends in a dried up pool and a sputtering fountain.

12d. A few boxes stand clustered near an ancient wardrobe. A few robes inside have survived pests and the ravages of time, but are ceremonial and valuable only to a collector.

Conclusion. Reuniting Bastine with her demi-god status will summon a blinding light, that clears away all the tomb's traps. She will thank the players, and gloat in her victory to a scowling Anubix, who decries her cheating ways. Anubix vanishes in a swirl of sand. Bastine smirks and then vanishes, leaving behind a silver chest. It contains a small, ivory cat hamper containing a black cat that will re-spawn infinitely, a handful of gems, a jeweled anklet, and a staff of resurrection.

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The temple of blood and wine

A One Page Dungeon created by Aljoscha Krawulsky
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Once every 1000 years the forgotten god of wine and madness, Xaxixx, opens his only temple for every adventurer brave, wise or lucky enough to find it. Which is easier said than done, for the temple itself emerges only in the place Xaxixx madness dictates, be it in the middle of the Vaa'shj desert, the top of the tusk mountains or, one remarkable time, under the frozen waves of the northern sea of ice. Any man able to find it, however, will be rewarded with the night of his life. If he can survive it, that is...

1: The hall of modest merrymaking

A giant room, full with drunken ghosts, who won't let the heroes pass until they drink stout with them every time the room is entered. They will give the group a black jewel of insanity the fifth time they drink with them.

2: The hall of cheerful exercise

Five warrior-priests of Xaxixx attack anyone who enters this room and have to be killed. The strongest one will leave a black jewel of insanity behind. The floor is trapped with multiple mines.

3: The hall of peaceful resting

A very comfortable room that allows the heroes to rest. Roll 1d6 for:

1-3: A peaceful sleep.

4: Dream about a red jewel of drunkenness, wake up to find it in your pocket. If already in possession: Dream about losing a red jewel, wake up to find it lost (doesn't apply to jewels found in other rooms).

5: A ghostly Alp attacks the heroes in their sleep (getting first strike on one of them).

6: A random hero cannot be awakened and has to be left behind.

4: The hall of pleasing music

An older banshee is hiding in this room, trying to kill every intruder with her screaming. She can be killed or otherwise incapacitated to get her black jewel of insanity.

5: The hall of honorable commemoration

6 skeletons are waiting here. They are willing to trade their red jewel of drunkenness for one black jewel of insanity. If attacked, they will vanish and not appear again, taking their jewel with them.

6: The hall of tempered desire

A higher succubus (or incubus) is trying to seduce the heroes. She can be killed, incapacitated or persuaded to get her black jewel of insanity. First strike on the whole group if seduction is successful.

7: The hall of uplifting discussions

A ghostly shade is asking 3 riddles. Every wrong answer will be punished with heavy damage on all heroes.

8: The hall of contemplative prayers

12 insane priests of Xaxixx prepare to perform a human sacrifice. They can be killed (very difficult) or given a party member to kill for their red jewel of drunkenness.

9: The red throne

The door needs 3 red jewels and 3 black jewels to open. Inside, Xaxixx will congratulate the heroes, reward them randomly with: roll 1d6 for:

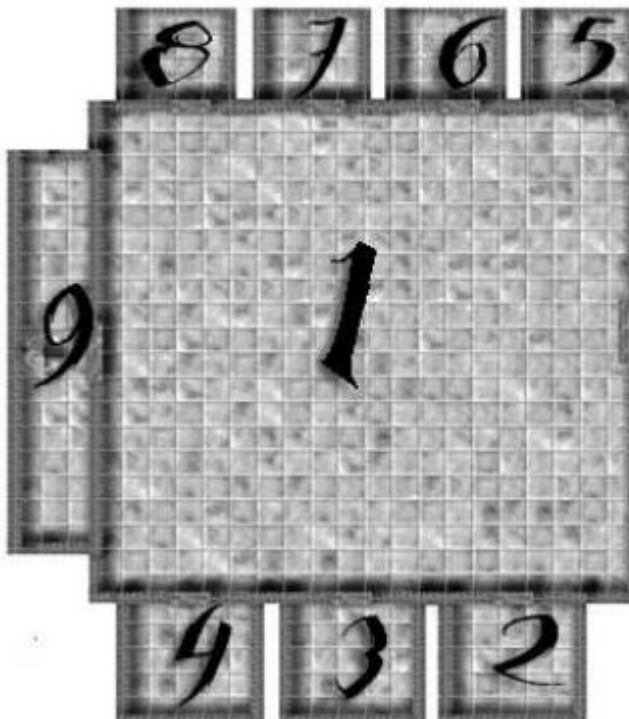
1-2: A random amount of gold

2-3: Xaxixx sword of madness (applies insanity on critical hit) and bottomless jar (never runs out of wine)

4-5: Xaxixx blessing (permanent protection from poison, sleep and insanity) for the whole group

6: Nothing

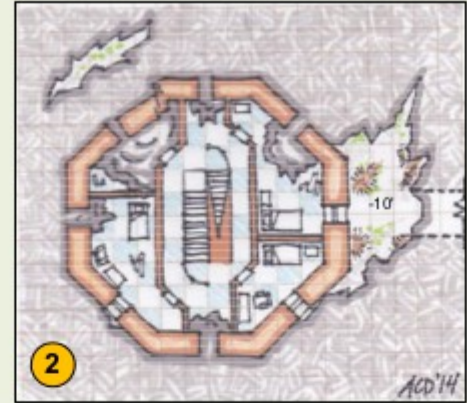
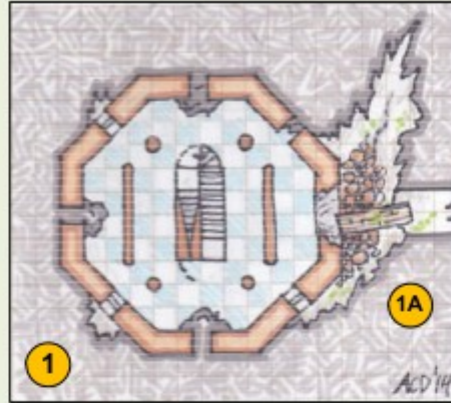
and happily drinks with them until the dawn of the next morning.



Years ago a volcano buried the towers and temples of Kraephos. Weeks ago, digging through the frozen lava, seeking riches, miners uncover -

The Tower Of Jade

- and release the dangers within!



Warnings of the eruption reached the ears of the Kavbroed Weremantis Wizard T'kit t'kot. To save his Kavraen minions, he sealed them in magical jade. T'kot then sealed his laboratory, himself inside, with the same fluid stone. The volcano erupted and buried the tower.

Years later a man-made tunnel intersects with a natural hollow in the volcanic rock. The far side is stone of the Wizard's tower. A narrow window marks the center of the wall. After bridging the approach (1A), the miners widened the opening with picks and shovels so that they could reach the building. The floors of the tower are octagonal, fifty feet in diameter with ten foot ceilings.

(1) Ground Level - This level, possibly a lounge or library, has four pillars and two partitions. Stairs in the center. Eight windows mark the walls, some filled solid stone spilling onto the floor, others look out onto hollows in the rock.

(2) 2nd Floor - Divided into four chambers the living quarters of the Wizard's bodyguards and servants. Irregular in shape and size, each has one or two windows and the remains of traditional furniture. Several are filled with dark solidified lava. The contents have been overturned and picked through by the miners.

(3) 3rd floor - Two large chambers. The smaller (3A) was that of the Wizard's Kavbroed Lieutenant. The larger (3B) was that of the Wizard himself. In their search for an exit from the tower, once the miners blocked the mines, awakened Kavraen found a rift in the lava (3C) reached by a gap in the outer walls. Piles of rubble reveal their efforts to widen the opening. That rift (3C & 4A) continues upward to the surface. From here Kav returned to the mines to pursue those who stole from the Chamber of Jade (6).

(4) Attic - The top of the tower. The cascade of lava and mud that buried the structure has partially collapsed the roof. What remains is hollow about twenty feet across. The floor is covered with debris. Marks suggest the Wizard's Kav attempted to dig their way up before finding the rift on the level below. That digging attracted the attention of a tunneling creature that has dug its way into the level from another rift (4B). The monster regularly refills the tunnel with debris to conceal its presence (DC20 Perception or Rock Lore to see the difference in texture of the stone) as it comes and goes to hunt.

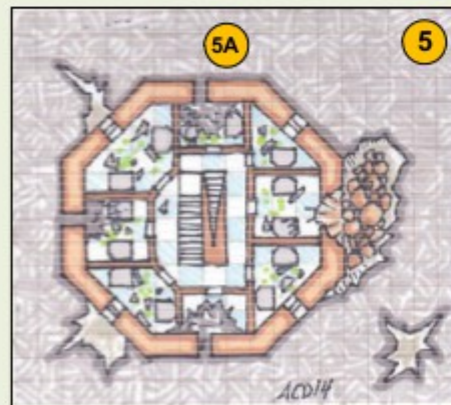
(5) Lower levels 1 and 2 - Downstairs is a mix of store rooms and workshops. They were hastily emptied to house the stasis chambers of the Wizard's Kav that line the walls of the rooms. Scattered across the floors are fragments of the chamber lids and the magical jade the Wizard poured inside. Smears of blood (DC15 to spot) suggest captured miners were dragged here as well as either food or to be converted into new servants. The second level down has no stairs descending further. A careful search of the floor (DC25 Perception) reveals a concealed panel that opens to show a ladder (5A).

(6) Cellar - the Chamber of Jade - The Wizard's workshop reachable only by spell or by the ladder from in the level above (5A). After freezing his minions in jade, the Wizard retreated to his laboratory and filled most of the floor with the solid magic. As the miners chipped away at the stone, removing items sealed within, the Wizard stirred in his slumber and reached out with his mind to wake his minions above. The Kav drove the miners out of the tower. The central dais contains the Wizard's cain. The walls are lined with dosets and storerooms. The wall on the south-east corner has a concealed door (DC25) leading to a solid locked metal door (DC30) that opens to the Wizard's vault (6A). (A creature, digging through from the other side, may or may not be present.)

Suggested Inhabitants:

The Occupied Tower - The born-Weremantis Wizard, One born-Were Lieutenant, a dozen mixed-Were warriors and a half-dozen bitten-Were servants. Locations vary per time of day.

The Abandoned Tower - Two giant Preying Mantises (area 1, left by Wizard), two tunneling Underdark creatures (4B and 6A).



Notes:
Kavbroed - natural born Were
Kavraen - cursed/bitten Were

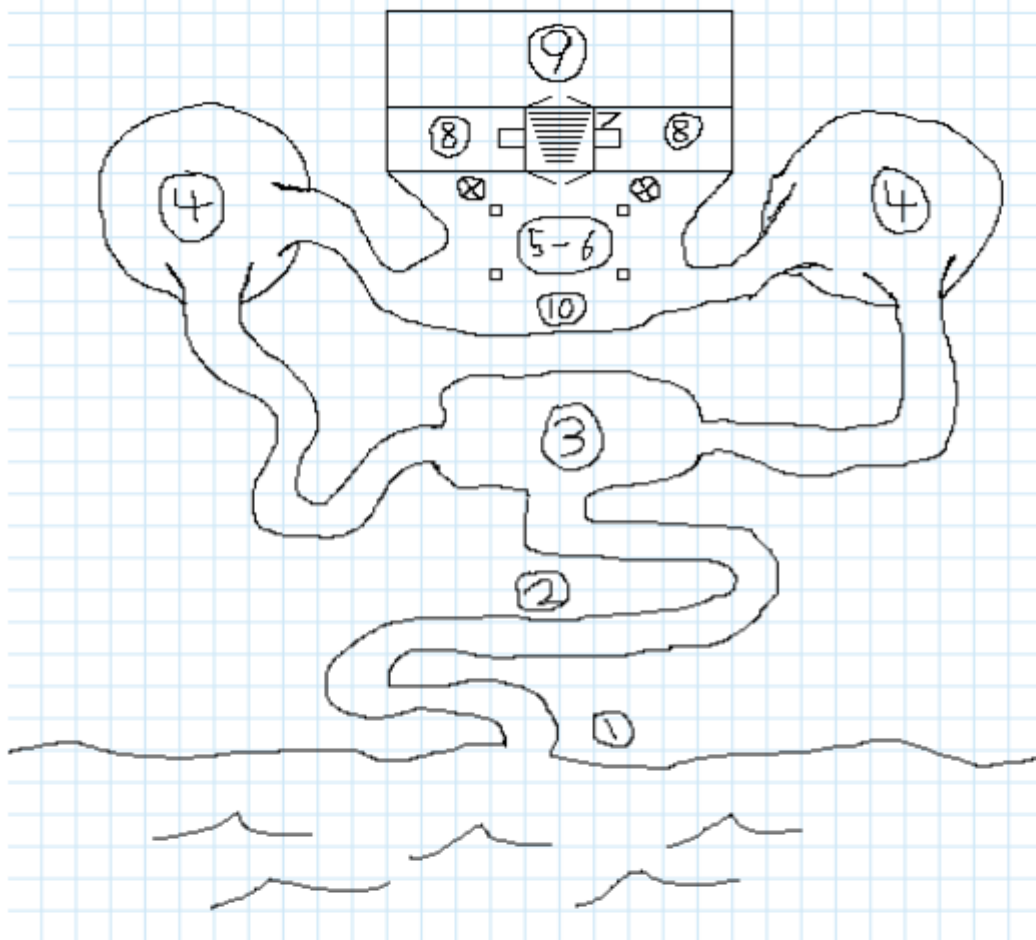
1 square = 5 foot, approx. 10 foot high ceilings

Kavbroed, Kavraen & Kraephos™
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Medusa's Safe House – Level 5-8



Background

At the edge of the Forest of Monsters and Dying, the land gives way to the Snake Eye Bluffs. From sea, the cliff face is indistinguishable, but if one were to rappel down, an adventure might find the crevice leading to this monstrous safe house.

Legend

-  Trap Chest
-  Lit Oil Jar
-  Stairs (ascending)

Roaming monsters

In every main chamber (excluding the Medusa's) there are 1 d4 snake minions that prowl the caves for food.

Room Key

1. A determined adventurer could rappel down the cliff face and find a small cave entrance. (If you're sailing by you wouldn't notice it.) Large enough for the average person to go through with ease.
2. Roughhewn passageway, slick with moisture, shows little sign of travel. The only sign of habitation is the sparse presence of stripped bones. The twisting pathway prevents all natural light from entering.
3. A plain, non-ornate, almost natural, cave formation with two passageways on either side. Only a keen eye could recognize this as a primitive chamber. Passage widens slightly as a damp air flows from deeper in the cave.
4. Moving along in the dark, the pathway dips suddenly into a 10' deep hole. The floor is smooth here, worn down by use; the hissing of giant snakes can be heard from the floor below. (10' deep bowl-pits. Two giant snakes in each pit).
5. Entrance to the Trophy Room
Water drips constantly from the ceiling above, being fed by an underground stream. Fluorescent fungus grows on the walls, covering the rock and lighting the room. Statues of past wanderers, with weapons drawn and looks of horror frozen upon their faces are strewn throughout. Stone Goliaths support the ceiling on the south wall, in the atlas pose. The fungus clings to the surface of the statues, distorting their silhouettes into terrifying forms. The north wall is no longer a natural cave formation. It is expertly cut from the wall and a single set of stone doors, lit by oil jars, can be seen. Water is flowing out from beneath it. (The statues are petrified NPC's and Monsters appropriate to the party's level.)
6. Homunculi Trap.
Inside the four chests around the center of the room are homunculi. When the party enters the room, the homunculi will leave the chest and attach the party. The homunculi cannot leave the room and will return to their chests if the party leave. If the trap is not sprung, and the party can remove the chests from the Trophy Room, the homunculi will deactivate.
7. The Stairwell.
There's a steep staircase, with channels of water running down each side. The floors have channels carved into them, with water flowing down, making the steps treacherous for people with feet. The stairs and floors to the side contain channels containing water trickling down from under the walls above. The surfaces are therefore treacherously slippery. (Rough Terrain) When the party starts to move up the stairs, two humanoid snake creatures pop out of the doors on either side of the staircase to engage the party.
8. Single chambers.
Simple living chambers for the humanoid snake guards to live. Small chest can be found in the beds of the guards, each containing a small amount of jewelry.
9. The Medusa chamber.
In the center of the room, there is a channel, where the water flows down into the lower chambers. Lurking in the shadows is the medusa. She is enraged by this intrusion to what she thought was an impenetrable safe house. The very air vibrates with her fury. Any un-slain snakes in the safe house move toward the Medusa Chamber to assist in the battle. She viciously attacks the players. When she nears death, she removes a dagger from the folds of her raiment and slits her own throat. Her blood runs across the floor and mixes with the stream. Little do the players know that this will revive all of the petrified monsters in the antechamber. Within minutes, the statues will revive. This will cause the ceiling to collapse, as the goliaths holding up the wall regain their flesh. If the players wait to rest or search the room, they will hear a crash from the trophy room. The floor shakes as the sound of falling rocks echo through the caves. Otherwise the players will witness the un-petrification process when they are leaving. (A single Medusa, two constrictors accompany her in the chamber. There are two chests in the room. One containing the Medusa's garbs, the other her treasure, including a level appropriate magic weapon and wondrous item.)
10. Return to the trophy room, after the Medusa is slain.
The dripping water is tainted with the Medusa's blood. The creatures are no longer petrified, and the titans holding up the stone wall at the south side have been crushed under the collapsed ceiling. Upon re-entering the trophy room, they immediately notice. However, they next notice that all of the creatures have come back to life. The fungus has rendered them mad, and they go into a berserker rage attacking any on site. (Each creature has whatever weapons they had on them when they were frozen, but all treasure has been taken from them.)

Created by Andrew Aultman, Alaric and Robin McKenzie-Boone

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MIRROR, MIRROR ON THE WALL - ANOMIECOALITION 2014 - DRUNKENNERDERY.COM

INTRODUCTION:

The Adventuring Party is approached by a noblewoman to locate her fiancée who has not yet returned from an expedition into the hill country. He sought a mystic who is rumored to provide great rewards to those who prove themselves "worthy". As a commoner, he hoped to secure something that would satisfy her parents' hefty dowry. After tracking him to a secluded house, the PCs meet the mystic who explains that:

"Yes, a common boy came to see me... though he thought himself quite uncommon. He sought to prove his worth to me so that he could prove his worth to others... the contradiction never occurred to him. While the specifics of his fate are not known to me... I am certain that he shall not return to his beloved. If you wish to know more you will have to enter that door and face the same challenge that he did. But remember... the worthy need not prove their worth to anyone but themselves. Too often we are our own worst enemies"

The adventurers lift open a door at the far end of the house and walk into a well lit, square room with a torch in each corner that appears to be missing some ornamentation in the post. In the center of the room is a pedestal and against the northern wall is a full body mirror. The door slams shut behind them and completely disappears.

THE MIRROR:

The Mirror is attached to the wall but can be moved to any of the other walls - however, it cannot be taken out of this room. PCs will notice that their reflection has no pedestal in the middle of the room and there is some object against the far wall (it depends on which room they are reflecting). They will also notice that their reflections don't cast a shadow and that one of them is not reflected at all.

The Mirror is actually a magic portal - PCs can walk through it to enter the reflected room (but they may not cast a spell or fire a ranged object through the portal). As one walks through the mirror, an Evil Twin version comes into the room they exited in exactly the same way. These Evil Twins have the same stats, abilities, and equipment as their corresponding PCs and will immediately attack (either the PCs who remain in this room or the PC that has entered the reflected room.) The Evil Twins cannot go through the portal unless their corresponding PC has also gone through the portal, but once through anyone can move freely from room to room.

After combat, the PC who did not have an Evil Twin will have to perform a task to complete the puzzle. That PC is then teleported through a secret door back to the original room where he is resized and trapped inside the ornamentation that was missing from one of

the torch posts. None of the remaining PCs will be able to retrigger the secret door or determine what has happened to their companion. Once they reenter the original room, they will notice that the flame in one of the torches has gone out and that it is no longer missing its ornamentation. They're only option is to move the mirror to another wall until all the puzzles have been completed.

COFFIN (NORTH):

At the far end of the room is a standing PC's (who didn't Twin) of the room coffin with the have an Evil corpse

TILES (South):

At the far end of the room is a pile of stone tiles with letters carved into them. On the wall is a series of slots. The PC (who didn't have an Evil Twin) must enter his name into the slots to reveal a door and be immediately teleported back to the original room.

ALL PUZZLES SOLVED:

PCs will be released from their ornamentation and resized to their original form. The torches burst back life as a large unlit brazier rises up through the pedestal in the center of the room. Each PC must now take their own respective torch and place them in the brazier. Once that fire has been lit, a secret door in the ceiling will slide open directly above the brazier. PCs must devise a way up there without putting the fire out (which would cause the secret door to shut).

The PCs emerge in a room similar to the original room but beneath each torch is a chest. The mystic appears from a secret door at the north end of the room.

You have defeated your own worst enemies and truly proven your worth. It is now time to claim your prize. Stand before your torch and open the chests.

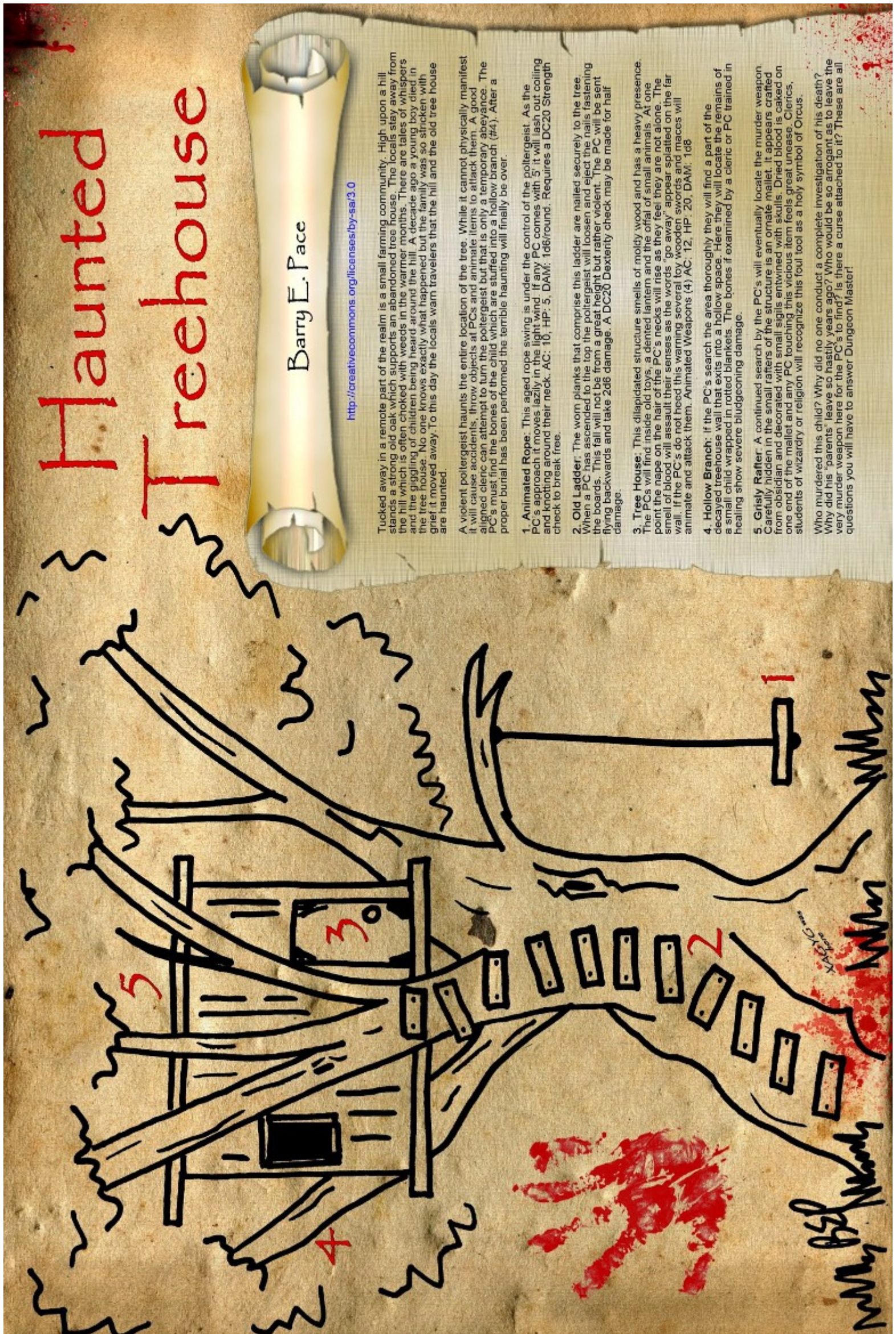
When the PCs open the chests Allips (spirits of those who have committed suicide) emerge to attack. The mystic is actually a high level necromancer and he also joins in the melee.

CONCLUSION:

Should the PCs survive this encounter, they can exit through the secret door. This will lead to a stairwell that takes them to a concealed door behind a bookshelf in the mystic's house. Searching his home they will find another concealed door behind another bookshelf that will reveal the real treasure room. Here they will not only find a plentiful bounty but also the corpses of those who did not "prove their worth" (Including the noblewoman's fiancée).

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The Vaults of Hunger

by J.W. Seussoff

A crevasse in the cliff face wends into darkness. Ancient sconces dot its walls. It twists a few times before opening up into a small cavern. Opposite the crevasse, a pair of fat braziers rest on the floor, flanking a set of heavy iron double doors that hang ajar, carved with images of people engaging in various perversions. The thick crossbars across the middle of the doors are carved with runes in an ancient tongue. Translated, they would read, "All who surrender may find salvation through pleasure within". Over them is scratched, "Only pain and damnation await the sane".

Beyond the doors is a wrecked stone hall with marble floors. Claw marks and bloodstains mar the floor and bones line the walls. The remnants of faded and crumbling, disgusting frescoes and mosaics cover the walls. A few silk scraps hang in doorways and now and then seem to flutter. As you progress down the broad hall, the sound of heavy breathing and snoring grows louder. Finally, the hall opens up to show a massive statue of a horned man, arms raised in triumph and supporting the ceiling, standing in a dry, blood-stained pool. A giant, warped bear slumbers at the statue's feet, its even more monstrous cubs sleeping around it, save one who is playing with a kicking, struggling fox leg. Behind it there is waist-high rubble barricading another set of double doors, similar to the first, but made of bones. As soon as excavation is heard, degenerated cultists will be standing guard on the other side.

Once the doors are opened, degenerated cultists come spewing out along with a wave of hot, humid air, the scent of blood and rancid meat heavy on it. They are pallid and corpulent, wild-eyed and gibbering, clad in fine, skimpy garments which are threadbare and ragged, with fat bulging out around them. They wield whatever bits of scrap they can - fabric wrapped around shards of shattered glass, broken bottles, or improvised clubs and throw themselves into battle with reckless abandon.

On the other side of the door is a spiral staircase that winds down. A dim, pulsing reddish glow spills from the floor, just enough to see by. The air becomes more and more warm and you begin to feel a faint sensation of drunkenness creeping over you as you descend into the Vaults of Hunger.

The structure is marble-floored with smooth stone walls which depict the perversions of the builders and more primitive carvings and paintings in bodily fluids complementing them wherever there is room. Practically every foot of floor is littered with shattered lounges, cushions, bottles, broken glass, goblets, hookahs, and all sorts of other detritus related to indulging in vices. It is difficult to move quickly or silently here. Footing is uncertain.

As you descend, Golgoroth's corruption strengthens:

1. Everything organic; everything that was once alive, still is, as long as it's bigger than a few inches. This includes crawling wooden lounges, velvet garments that slither along like serpents (which is why only silk is worn by the cultists, as it was never living), and would include corpses of the dead - if they hadn't been eaten. After a day, you can feel your own applicable items start to twitch and slither. Take a penalty when using affected items.

2. The further down you travel, the more moist and sticky the air becomes from the increasing heat and humidity. At this depth, armor is stifling and it is impossible to keep it on while resting without penalties.

3. Pulsing red things something between vines and veins start to grow over the walls like ivy, getting thicker the deeper you descend. Every now and then, a white, misshapen, growth of tumorous meat can be seen from them. These tumor-fruits are the main source of food here. When eaten for only a short period of time they have no real adverse affects, but the more you eat, the better they taste, and you crave them for months afterward.

4. At this depth, your sweat turns reddish and you taste sour and salty flavors on your tongue, as if the aftertaste from a mixture of blood and sour wine.

5. This deep, the walls and floor are slick and greasy, and liquid fat and grease drips from the ceiling onto you. It's all oppressively hot and smells of rancid meat.

There are collapsed passages and small side chambers besides, but this is what truly awaits within:

A. Round, high-ceilinged chamber. Hallways stretch off to the left and right, gently sloping downward.

B. Leashed in front of the stairs down is a degenerate so massive it can barely move, foaming at its blood-covered mouth and shrieking as it tries to get to you.

C. Rigged with a web of tripwires hidden among the rubbish that will open containers on the ceiling and walls, sending hordes of long, animated cloth serpents streaming out, though their tails remain trapped to prevent them from escaping.

D. Largely ruined, and the rubble can be shifted easily to barricade the doorway.

E. The succubus Eshair ruling a miniature realm of degenerated, many demons, and a few half-demons, small baths and orgasmic sleeping rooms off the main chamber. She is friendly and welcoming but her true form shows through in patches due to Goloroth's corruption, marred her beauty with one wing, a hooved foot, a muscled, furry arm, and a mouth filled with needle-like fangs - her personality is likewise affected and she is given to bursts of rage. She wants Golgoroth's worshippers and Golgoroth itself dealt with, and will offer much for either service - and it's the only way she'll let you descend without violence. She is

fanatically devoted to the lost demon god and seeks to destroy Golgoroth and hopefully restore the demon god to power.

F. Degenerates clash in violent competition around Yrael, a massive, intelligent half-demon, eerily beautiful and perfect, clad in stitched-together skins. Always calm and composed, he rules firmly and efficiently over degenerated, many half-demons, and few demons. His forces are larger than Eshair's, but he is an aberration; the other half-demons are bestial, vicious, and stupid. Though he serves Golgoroth, his true desire is freedom.

G. A crack in the ceiling drips clean, scalding water down that smells of rotten eggs. While the tumor-fruits' blood manages to hydrate, this is still infinitely better.

H. Cafeteria and kitchen - many degenerateds consuming a brutish half-demon with bowls of tumor-fruits on the side. Stealth is an option - but they eat fast.

I. Barricades and traps similar to in room C, as well as a fleshstick-made pit that drops to room M.

J. Sauna filled with thick, roiling steam and a soft, sibilant hissing sound. Anything could be lurking in here.

K. A forest of bone sculptures fills the room and hides foes.

L. Crude traps - wires that drop rubble and rubbish.

M. The most bestial, mindless, and monstrous half-demons make this their den and sleep in piles. If not cleared, they will hear Goloroth's bellows if he is fought and rush to join the fray.

N. Revolting cesspit of waste; once a dining room.

O. The fleshstick rests in this overwhelmingly pungent room, supported by an altar of bones. It is being worshipped by a mass of degenerateds prostrate before it on a floor of rotting meat.

P. Cleaned of detritus. No encounters. Only art on the walls and in sculpture. All of it is crude and primitive, as if by a four-year-old caveman and depicts Golgoroth.

Q. Empty; not even detritus. No encounters.

R. Cellar filled to the ceiling with opened casks, barrels, and bottles. The room is flooded with sour alcohol to stomach height. Enemies here can lie under the surface or hide behind casks and push them down.

S. Every surface is covered in pungent, living meat. Your feet squelch and sink in with each step. Here dwells Golgoroth, a massive, corpulent demon of gluttony. He is six times the size of a human and impossibly obese. Rather than legs, he has seven headless bodies growing from under rolls of fat that drag on the floor as they carry him along like a crab in slow motion. He offers a choice; lure people back to this place and rule this den of debauchery or die. If defied, the floor rolls and he attacks using the environment, with trip attacks and pustules growing from the ceiling that rain down massive maggots. He moves very slowly and clumsily flails with massive, powerful arms.

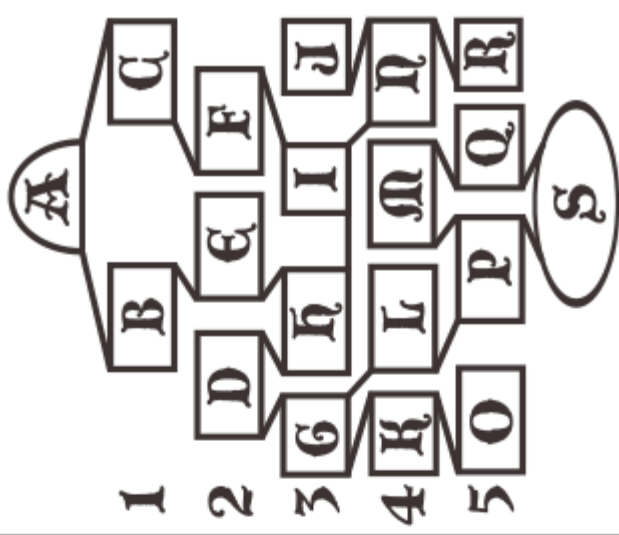
Encounters (2d8, use both results)

1. None
2. Cache of shiny valuables
3. Booby trap
4. Velvet golem (blunt weapons ineffective)
5. 1d4 cloth serpents (lie in wait; grapple, choke)
6. 1d12 degenerateds (reckless, all-out attacks)
7. 1d4 half-demons (drain health; toy with prey)
8. Succubus/incubus (stun/charm; retreat and harr)

The Fleshstick

A rod made of bloody meat, sickeningly warm and slimy to the touch. Flies are attracted to it so it crawls with maggots. The meat regrows fast enough to see and needs to be regularly played off or it rots. Under the meat is a long, very straight bone. Once per day it can be used to turn a 3-foot sphere of any nonliving substance into meat. The meat is technically alive, at least at first, but it's almost always just a lump of mutated meat and bone, with tumorous growths sticking off and bits of a malformed ribcage or something showing. When you use the fleshstick to transmute a substance to meat, roll d100. On a result of 1-25 it goes out of control. On a 26-85 choose one property. On a 86-100 choose three properties.

- It's edible.
- It's truly alive, with a brain and working organs, and choose one: it's sentient, it can speak, it can move, or it isn't in agony
- It will remain "alive" for some time - a lifetime, if fed.
- It merges and adapts to an existing meat sphere.



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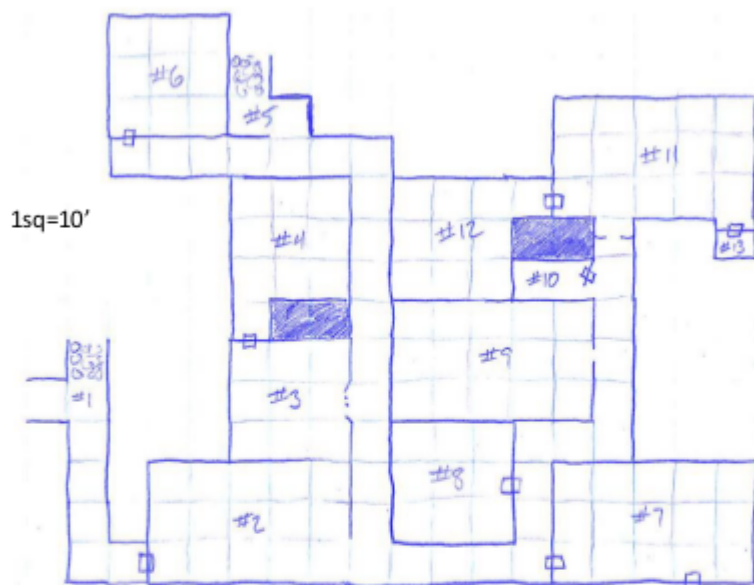
Bob Brinkman - The Lair of Cruxis the Cryomancer

The Lair of Cruxis the Cryomancer
Bob Brinkman – Ceronomus@comcast.net

The party finds a passage leading deep into a glacier, reputed to once have been the home of the ice mage, Cruxis. It is said that a party of adventurers came to the region, a century past, to slay the foul mage but there could still be some adventure to be had after all this time.

The walls of the dungeon are carved directly from the ice of the glacier, and a wily party may find it possible to bypass locked doors with the use of fire. Prolonged fire, however, will begin to cause melting of the party's surroundings and could cause sections of the small dungeon to collapse.

This adventure is meant for a small party of relatively inexperienced adventurers.



#1 – Collapsed Hall - Entering through the underground tunnel the party encounters a section of tunnel that has collapsed. This collapsed area, filled with cracked, glacial, ice is impassible. The tunnel, as the rest of the area, is lit by strange, metal torches that give off a heatless, blue, flame.

#2 – The Library - This large library is lined with bookshelves containing materials of a mundane nature. Treatise on history, warfare, and politics, take up the majority of space. A thick rug takes up a third of the room. If closely examined, the rug appears to be of thick, colorful, leather. (MONSTER - Rug Monster - The creature's underside is covered in tens of thousands of chitinous legs.) [TREASURE - A low level spellbook may be found hidden amidst all the dull tomes]

#3 – The Lab - This room is obviously a laboratory for dark experimentation. Two metal tables, grooved for the drainage of blood, dominate the room. The air here is colder than elsewhere, and the blue light of the torches flickers. A rolling tray covered in foul looking implements of vivisection and torture sits next to one of the tables.

#4 – The Pens - There is no light in this room. In the darkness can be heard a strange, fluttering, whirring noise. As light is brought to bear, dozens of cages, of varying sizes, can be seen. The tormented inhabitants of the cages are long dead, several of them having battered themselves against the sides of their cages. (MONSTER - Frozen Faerie - An icy creature created by infusing a small sylvan being with Cryomagics. The beast has been driven insane by torture and loneliness.)

#5 – The Entryway - This collapsed passage leads towards the front of the glacier. It obviously was the main entrance for those seeking audience with Cruxis. (Clearing the debris is possible, but will take 24-48 hours of labor)

#6 – The Audience Chamber - A round table with 8 chairs and an carved throne, bearing the likeness of an owl, fill the central portion of the chamber. All of the chairs are carved of faintly blue ice, and even the white inclusions within the ice appear to have been intentionally woven in to give the appearance of woodgrain.

#7 – Servant's Area - This large room once did multiple duty as kitchen, closet, and quarters for the servants. A long table takes up the Western wall, its surface scarred from the cleaving and preparation of meats for meals. Along the north wall are shelves of dishes and fine settings, obviously for meals with distinguished guests. The Eastern wall holds rags and holystones for cleaning. The door to the south opens into a pantry full of foods preserved within blocks of ice. (MONSTER - Icy Kobolds (4) - These creatures are torpid beneath rags at the base of the Eastern wall. They will awaken two rounds after the party enters the room. They will initially attack with icy breath before resorting to small knives) [TREASURE - Silver candlesticks and place settings of rare craftsmanship]

#8 – The Playroom - A torture rack of ice is situated upon the Western wall of this room. Other devices, such as a transparent iron maiden made of ice, and other incasement devices of agony, are scattered about the room, still waiting to be used again. Peering closely at the iron maiden reveals a reddishness to some of the ice, where a victim had died screaming.

#9 – The Dining Room - This lavish dining room is laid out as if for a full state dinner. Food, now frost-burned, sits heaped upon silver trays. Several figures, mummified by the cold, lie on the floor near their overturned chairs. Broken arrows litter the floor, and it is apparently that there was a sudden and decisive attack made upon those in this room. (MONSTER - Frozen Mummies - Will attack with their bare hands. Treat as zombies taking double damage from fire-based attacks and no damage from cold based attacks) [TREASURE - Silver platters, each mummy has a fine quality weapon hanging unused at their side]

#10 – The Jakes - The door to this small chamber hangs open, having been smashed in. The cold air here masks much of the smell that would emanate from this century old privy. [TREASURE - Seriously, no.]

#11 – The Alchemical Workshop - Passing through a chill-blue curtain the party enters the remains of a once grand alchemical workshop. Shattered glassware sparkles from the floor and scorch marks from combat magic scar the walls. Frozen puddles of magical ingredients sparkle and catch the flickering blue light. A number of the magical torches here have been smashed beyond use. (HAZARD - The icy components are truly dangerous. Those exposed must save against the magics contained therein or be turned to frozen statues)[TREASURE - 2 potions of healing may be found amidst the wreckage. The effect of the potion will appear as ice covering the wound and slowly coloring to flesh-tone]

#12 – The Bedchamber - The ceiling of the entryway to this chamber is lined with a number of small holes. The room beyond appears to have been untouched by the battle that waged here. A four post bed with curtains that appear to be made of frost, sits in the Southwest corner, while a large wardrobe sits opposite to the Northwest corner. (MONSTER - Ice Worms - These icy flesh boring creatures will shower down through the holes onto the first person to enter the room. They will immediately begin to chill the flesh of their victim and burrow into their victim's flesh) Once in the room, a writing desk, covered in notes and containing a large spellbook can be seen in the Southeast corner of the room. [TREASURE - The spellbook of Cruxis the Cryomancer, the Journal of Cruxis the Cryomancer].

#13 – The Panic Room - The door to this room is barred and must be broken in. Even after, the door only opens halfway, being blocked by something on the other side. The interior of the room is lined with protective circles, charms, wards, and runes meant to protect a caster from outside magical attack. Within the room is a figure, stuck to the floor, made entirely of colored ice. It appears to be the remains of Cruxis, his body badly injured by weapons and spells before being transformed. [NOTE - As originally play tested, Cruxis is still alive, having transformed himself into ice to preserve himself while he slowly heals. If left undisturbed, he can seek out the party later for having plundered the ruins of his home. If the figure is destroyed, the magic of the torches ends and the dungeon is plunged into darkness]

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Baphomet's Basement

By Brad Black

A. Entrance. At the foot of the Griff Mountains, in the side of a steep hill covered in scree is a dank cave. At the back of the cave is a hole surrounded by a semi-circle of sandstone bricks.

B. The hole. A dark opening 5-7' in diameter descends 40' and ends in a 10' circular chamber, the floor is littered with bones. Stairs lead down from an archway in the North wall.

Room 1. The ceiling here is covered with patches of greenish gray fungus. There is graffiti written on the North wall in charcoal. It reads "The Lost are many."

Room 2. Hidden in the Northeast wall is a secret door that is opened by pushing a nearby stone. A tarnished brass tureen (worth 3 gp if cleaned up) containing an oily liquid sits on a table covered by dry spider-husks. Hanging from pegs above it are a bone handled chopper and smasher.

Room 3. A pile of ashes sits in one corner. If sifted through two silver buttons are found. There is also an **arrow trap** in this chamber. A trip-wire at point "X" triggers 2 arrows to shoot from the East wall and strike anyone in their path (**Thaco 15, Dmg 1d6 each**). Pcs searching the floor ahead may also notice the trip-wire before the trap is sprung. "I have seen the Lykion" is written on the East wall.

Room 4. This chamber is the lair of a hungry frog-like creature known as a **Blindhelm** [pg 15 FF] (AC 4/1., MV 9*, HD 4+1, HP 4d8+4 / 8-36, #AT 1, D 1d10, *Blinding gaze blinds those within 80') Those who are targeted must save vs wands or be blinded for 6-15 rounds (1d10+5). If the dead monster's eyes are examined, they will be found to be spheres of highly polished gold (worth 50 gp each). Inside a pile of slimy stones is it's treasure (160 gp, 70 gp and a +2 Javelin). The secret door is opened by pressing in a stone in the Southwest corner of the wall. The door only stays open for a few seconds if the stone isn't held in. Only Pcs with a high move rate can pass through before it closes.

Room 5. This room has a stone brazier with an eerie green flame rising from it. Around it sit 3 fierce bird-men causing all within 20' to save vs fear or flee in panic! Inside it's coffin is a **Scroll of Cause Serious Wounds** and as they spring to attack! **5 Dire Corby** [pg 26 FF] (AC 6, MV 12*, HD 2, HP 2d8 / 2-16, #AT 2, Dmg claws 1d6/1d6). The largest one wears an iron key around it's neck and will throw it into the fire before fighting to the death. The doors to this room are made of heavy iron. The Northern door is locked.

Room 6. After a small ante-chamber, three curving steps lead down into a sprawling hall of irregular shape. A stinking pile of brush is piled here, and high above it is a hole in the ceiling.

4 Dire Corby (Stats as above) protect the pile, and also living here is a cruel **Harpy** [pg 51 MM] (AC 7, MV 18*, HD 8+2, HP 5d8+6 / 9-50, #AT 3, Dmg 1d4/1d4/1d6+1, *Song & Charm touch) Besides her claws, she wields a +1 **War-hammer** acquired from a dwarf who's bones and begrimed armor still lay in her nest. Other loot is hidden there, but will take careful searching to locate. Two sacks contain: 204cp, and 23 small Sardonx stones (worth 15-20gp each).

Room 7. A big room with a domed ceiling and a floor of grayish red marble. The Southern part of the floor has fallen through leaving a gaping pit down into blackness. More graffiti is on the walls here; "The Maze is vast" and "Find the Lost" are repeated several times. The pit descends more than 150 ft and a crew of **6 Snyads** [pg 88 FF] (AC -1, MV 21*, HD 1-1, HP 1d8-1 / 1-7, #AT 1, Dmg 1d8 + *poison gas) have made it their home. These small bipeds wait until the party leaves, then use their stealth to surprise them from behind. Their goal is not to kill, but to steal treasure, or small weapons from unwary adventurers. Snyads pick pockets with a base 70% chance of success. They carry 1-3 poisoned darts. These hit must save versus poison or be stunned for 1d4 rounds. They retreat back to the pit if their victims prove too dangerous.

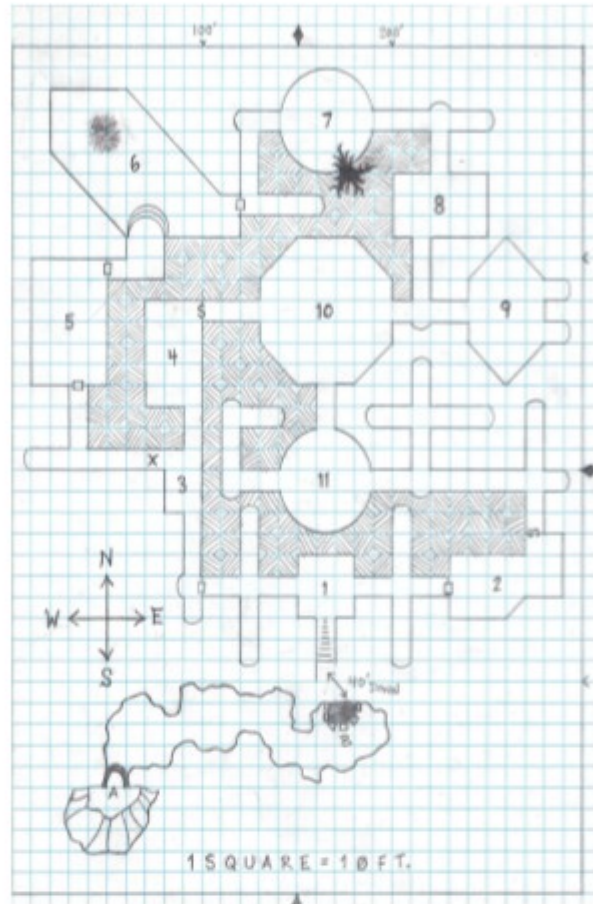
Room 8. This chamber has twelve small niches cut in the walls spaced evenly apart. Each niche holds a polished skull surrounded by red candles. If examined, the skulls are found to be those of Gnolls.

Room 9. This oddly shaped room contains **14 Gibberlings** [pg 43 FF] (AC 10, MV 9*, HD 1, HP 1d8 / 1-8, #AT 1, Dmg 1d8) They are pale, hunched, humanoids, 4'-4 1/2' tall with short legs, long hairy arms, and red eyes. Most are busy sharpening their thick bladed swords or practicing cutting techniques. They utter an insane chattering as they swarm to attack. The phrase "Walk the Endless Maze" is written on the wall here.

Room 10. Each entry opens to a balcony that looks down on the floor 60' below. An iron ladder descends from each of these, but the ladder of the Eastern balcony ends 30' from the bottom. The floor is covered by murky water 3' deep. In the water live **2 Snake Tongue Lizards** (AC 5, MV 15*, HD 3+1, HP 5d8+3 / 6-27, #AT 3/2, Dmg claws 1d4/1d4 or 1 bite 1d6, *Tongues range 80', Str 16) these reptiles are 15' long with a tongue that can shoot out and grapple prey up to 30' away. Tongue attacks ignore armor, except for shields. Roll a d4 on a hit to determine what body part it has latched onto; 1-left arm, 2-right arm, 3-legs, 4-neck! Pcs who attack the tongue directly find it softer than the lizard's scaled hide (AC 7). A single hit that does 5 Hps of damage or more can sever the tongue or cause it to release it's hold. Much wealth is scattered under the foul water, but it would take one Pc half a day to gather it. There are 1,212 sp and 20 gems of various sorts.

Room 11. This room is similar to Room #7 but the marble floor here is still intact. On the South wall stands a large sarcophagus carved with a leering bull's-head. **21 Gibberling warriors** (stats above) guard this tomb with their lives. There are always at least 10 in the circular room while the others are resting in the halls to the East and West. The rest of the tribe, **12 female gibberlings** (AC 10, MV 9*, HD 1-1, HP 1d8-1 / 1-7, #AT 1, Dmg sling stones 1d4) and 6 young (non-combatant) will be scattered throughout the halls. At the sound of battle, they retreat through the secret door into room #2. Inside the sarcophagus is a **Coffin Corpse** [pg 19 FF] (AC 8, MV 6*, HD 3+3, HP 3d8+9 / 12-33, #AT 1, Dmg 1d6+3, or +6) It holds a 4' long dark-wood **Staff of Striking** (12 charges left). It can only truly be harmed by magical weapons, but will drop as if dead when enough damage by normal weapons inflicted. Only 1-3 rounds later it will rise again with burning eyes

open. In life the coffin corpse was a powerful minotaur named "Craznaut of Darkflood".



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Den Of The Dreamers

In a secluded back alley in the sprawling, corrupt city of Kornnegrum, there is a pair of double doors on a building with no signage. Inside, past the curtains, patrons loll on rough mats or inside cushioned booths, spending their hours half-dreaming under the weighty, soul-numbing influence of questionable narcotics.

But beyond this "Den of the Dreamers" there is an illegal casino that excites wealthy youths and attracts those who seek to prove their cool to the world by venturing inside....

And unbeknownst to all involved (visitors and operators alike), deep below the casino a race of strange subterranean creatures has drawn near, feeding on the brain waves of those far above in their withering narcotic stupor....

DEN KEY

E. The Entry is decorated with huge murals of dragons cavorting. There are 1d3+1 attendants screening visitors, subtly determining if they are here for the smoke or to gamble, or if they are meddlers, investigators, or the authorities.

D. The Smoke Den. The floor is covered in mats and the smoke-fogged room is ringed in curtained booths. There are always 1d20+2d12 patrons here and 1d12+2 attendants, making sure patrons are watered and not overdoing it and generally on the lookout for trouble. There are also 1d6 perfumed "Companions in the Smoke" attending to patrons.

The Companions will also single out likely candidates to plant subliminal suggestions in their minds while they are under the influence of the smoke. Suggestions include: 1) entice others to visit, 2) join the gambling games, 3) seek out info, 4) reveal info, 5) plant evidence, 6) assassinate targets.

P. Preparation Area. The narcotic substances are mixed here, and 2d6 capable guards stand by for possible trouble. The Companions also rest here when not working on the floor.

U. Utility Space. This is storage for general items and includes a kitchen to make simple, bland food for the Den and exotic finger foods for the Casino. 2d3 exhausted attendants are present at any given time.

Attendants are non-leveled individuals, with their wits (and maybe a shiv or the like). Companions are highly talented hand-to-hand combatants. Guards are perhaps 2 or 3 levels below the PC's average level. The Boss is 1 level higher than the PC's average. The Boss wears magical rings that can each enact one effect per day.

□ = 10 feet sq.

Shaft not to scale (300').

This OPDC entry is easily linked to my entry for 2013 (Arena of Blood). The Den Operators and the Cult are part of the same operation!

DIAMOND DRAGON CASINO KEY

S. Stairs — made to look precarious, grimy and disused (which thrills the wealthy partiers), but they are perfectly safe. The bottom-most section flips up for access to and from the Hall.

C. The Casino floor contains numerous games of chance. The casino (which does not pay taxes to the city) only operates at night, and reaches peak occupancy shortly after midnight (generally 10x 1d20+30 partiers at peak any given night).

H. A Secret Hall surrounds the casino floor, with numerous secret viewing ports and ways to burst onto the floor and intercede if trouble arises. While the casino operates, 2d6 x2 guards are in the Hall monitoring goings on.

M. Cashiers Chamber. A window by the door grants access to those trading chips for cash and vice versa. There is also counterfeiting equipment that runs in daytime hours.

O. The Office for the whole operation is where the boss works, with 1d8+2 guards.

5d20 x500 counterfeit coins are in a safe and 2d20 small weapons are hidden around the room.

T. This secret room contains the genuine loot: 10d20 x 750 coins in a trapped safe.

B. Dormitories for the staff; each room contains 1d6-3 staff, plus 2d12 coins' worth of items/loot.

X. The deluxe dormitory for the Boss. Contains valuable items worth 5d20 x5d20 coins. 1d3 Companions are sleeping here at any given time.

SLIME CAVERN KEY

P. The Pit. The angled hashing indicates a poorly constructed brick wall, which conceals a small sinkhole-type pit that leads down 300' to a cavern below. A bit of a search will find a few bricks looser than most, and the wall can be knocked in quickly or dismantled fairly easily, if not quickly.

L. The Lair of the Psykons. At the base of the pit is a large, slime-coated cavern. 5d12 Psykons have been drawn here, entranced by the dreams of those in the Den. The Psykons can be roused to violence, either by attacking them directly or by disrupting/removing the 'dreamers' far above. If the dreamers stop, the enraged Psykons will easily scale the shaft and rampage upon the surface world, starting with the Casino, trying to find again the dreamers' sweet psychic song.

Game-statistically, the Psykons are as orcs or similar base creatures. However, their slimy touch causes the transfer of a psychotropic chemical they secrete, which causes the target to experience extreme hallucinations, effectively paralyzed for 1d4 rounds unless he or she can save against the effect.

Psykons and other monsters: appendixm.blogspot.com

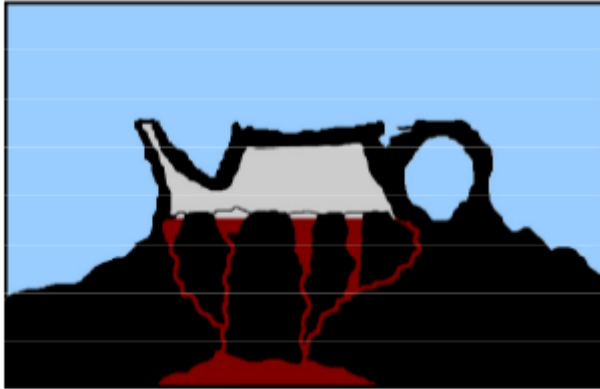
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The Devil's Teapot

by Chris Coski – <http://clashofspearonshield.blogspot.com/>



The **Devil's Teapot** is a natural rock formation; smoke rises from the spout and lip. Legends say it holds the **Dead Man's Tongue**, an oblong gem worth a small fortune.

Terms: "Roll" refers to whatever saves, checks, etc. your game system uses. Damage from hazards is categorized as light, moderate or heavy (per game system). Monsters are easy, medium or tough (relative to PCs; stat according to system). Treasures are small, medium or large (relative to PCs' level and system).

Entrances: The **Spout** (20' wide, roll required to withstand concentrated gas or take heavy damage) has a climbable slope. The **Lip** (120' across) does not, and requires PCs to find a way to make a 50' vertical descent through empty space to a rock island (#3, 5, 6, 7, see overhead view). Islands are visible from lip; island contents aren't (shadowed by glowing magma).



Rock Islands: connected by natural stone bridges (see overhead view).

1. **Magma.** All who fall in die.
2. **Spout Island.** Accessible via the spout.
3. **Intermittant Flame Jets.** When crossing, roll or get hit for light damage.
4. **Weak Rock Bridge.** Weakness of rock is obvious. 1 in 6 chance for piece of edge to crumble for each PC crossing. On every third crumble, victim must roll or fall into magma (#1).

5. **Fire Beetle Hatchery.** Several baby beetles (easy). Unhatched eggs (like gems, small treasure).

6. **Hot Rock.** Magma well under this rock island; hotter than elsewhere. Roll to avoid passing out.

7. **Fire Beetle Lair.** Mother and Father Beetles (medium, see #5). Mother carries two unlaid eggs – liquid inside is equal to two healing potions.

8. **Skull-Shaped Rock.** In the "mouth" of the rock is the **Dead Man's Tongue** (large treasure). Roll to break the tongue free. Doing so attracts the Winged Fire Lizard (#9).

9. **Winged Fire Lizard Lair.** Winged Fire Lizard (tough). Flies and breathes flame. Small cache of excremental gems (medium treasure). PCs can roll to jump here from Skull Rock island (#8) or find other means.

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The Wizard Returns

Rumours of a shooting star draw the party to a most unusual crater. A circular floor of blackened, worked stone lies at the bottom of the pit. Several of the stones have collapsed into the silent darkness below...

The Tower - Part One

1. Storeroom

This circular stone room is upside-down, its contents now dumped violently onto the ceiling below. An inverted staircase snakes around the wall, leading down into a hole in the ceiling. The words, "the herald approaches" are daubed, upside down, on the wall. Half-broken crates, sacks, barrels and chests of all sizes cover the ceiling/floor. Each 5ft of movement across the floor requires an DC 15 Acrobatics check to avoid stepping on something (see Table 1 - Watch Your Feet).

Table 1 - Watch Your Feet

d100	Result
0 - 50	Something cracks or squishes underfoot, but otherwise no effect.
51 - 60	Splinters! - the crate's frame snaps beneath your weight, 1d3 splinter damage.
61 - 65	Emergency Skeleton Kit - the crate's lid pops off, bones spill out, assembling to form 1d6 skeletons.
66 - 70	Contraband - stepping on this sack releases a green, 10ft cloud of hallucinogenic spores (Confused for 1d3 rounds, Will DC 15).
71 - 73	You kick open a small chest, containing either 1d100 gold, 1d4 gems or a ring. There is a 10% chance the ring is magic.
74 - 76	Victuals - You slip on a greasy slab of cheese, 1d3 fall damage (Nauseated for 1d3 rounds, Fortitude DC 10).
77 - 79	Victuals - A large clay pot cracks open, splattering a 5ft radius with sweet, sticky honey.
80 - 81	Victuals - You are half-soaked by a tumbling barrel of sour-smelling mead.
82 - 83	Victuals - A box of eggs, all colours and sizes, spills open. One hatches, releasing an angry, venomous snake.
84 - 85	Why would you pack this? - A large box breaks apart as you clamber over it, tipping you into the gelatinous cube within.
86 - 90	1d6 misc. potion vials roll out of a velvet bag (Reflex DC 15 to avoid slipping and crushing half).
91-93	Brightly-patterned robes unfurl out of a large sack. Closer inspection reveals a large iron key tucked in a pocket.
94-96	The bees, the bees! - A large glass jar smashes open to release an enraged swarm of wasps.
97-99	Fire! - You crush a small tank of compressed Alchemist's Fire. 5ft splash 1d6 fire damage. The blaze quickly spreads throughout the room. 10% chance each round that another nearby tank explodes.

2. Laboratory

The walls are covered with levers, pipes, dials and shelves. Another inverted staircase snakes around the room, giving access to the various controls, and leading to another hole in the ceiling below. A delicate silver candelabra rises from the centre of the ceiling, which is littered with smaller debris, books, broken glass, and 1d10 ever-burning candles. A crazed, invisible imp lies in wait.

3. Collapsed room

i - The purpose of this partially-collapsed room is obscured by mounds of stone and earth. The stairs down are blocked, but a tunnel dug into the earth leads out of the tower towards chamber A.

The Ratkin Burrow

The narrow tunnels and chambers of the burrow are warm and dank. Patches of grey fungus glow with a dim light throughout.

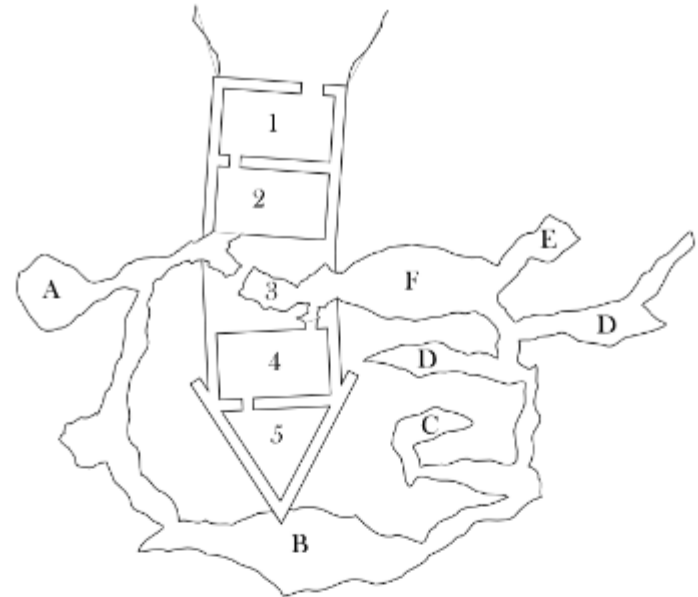
A. Larder

This bloody chamber stinks of rotten meat. Suspiciously bipedal cuts lie among the chunks of yellowing, maggot-infested flesh. A cleaver-wielding Ratkin butcher and his sous chef guard the store against hungry thieves.

B. Throne room

Two armoured Ratkin stand beside the empty throne, a dirty, rusted chair of iron, bronze and bone. A bloody altar stands to one side, bones and detritus litter the room. A Ratkin priest sits on the floor, grinding mushrooms.

By Chris Salmon - inspired by Mike Mignola's Hellboy: Conqueror Worm



C. Nursery

Bald, mewling rat-babies crawl around a pen filling most of this chamber. They are protected by three wild-eyed Ratkin mothers.

D. Sleeping chambers

At the sound of battle, 1d6 poorly-armed Ratkin appear from each of these chambers. The rooms themselves are strewn with half-eaten food and nests made from straw and soiled cloth. A tunnel out of the Eastern chamber leads to the surface.

E. Armoury

This small chamber contains a ragged arsenal of swords, clubs, short spears, shields and armour, all in various states of disrepair. The room is unoccupied.

F. Barracks

The room serves as sleeping quarters, training ground and gaol. The gnawed remains of a humanoid sit chained against one wall. At the far end of this chamber, a large, partly-collapsed doorway, the entrance to the Tower, leads into room 3. The chamber is populated by 1d3 enslaved human farmhands, digging out a passage into the tower, 2d4 Ratkin veterans, and the tall, two-tailed chieftain of the Ratkin. It wields a magic Dwarven axe.

The Tower - Part Two

3. Collapsed room - cont.

ii - This section of the room can be reached, through what remains of a large doorway, from chamber F. It is strewn with chunks of the thick oak door and Ratkin tools and mining equipment. The excavation of a route down to room 4 is mostly complete.

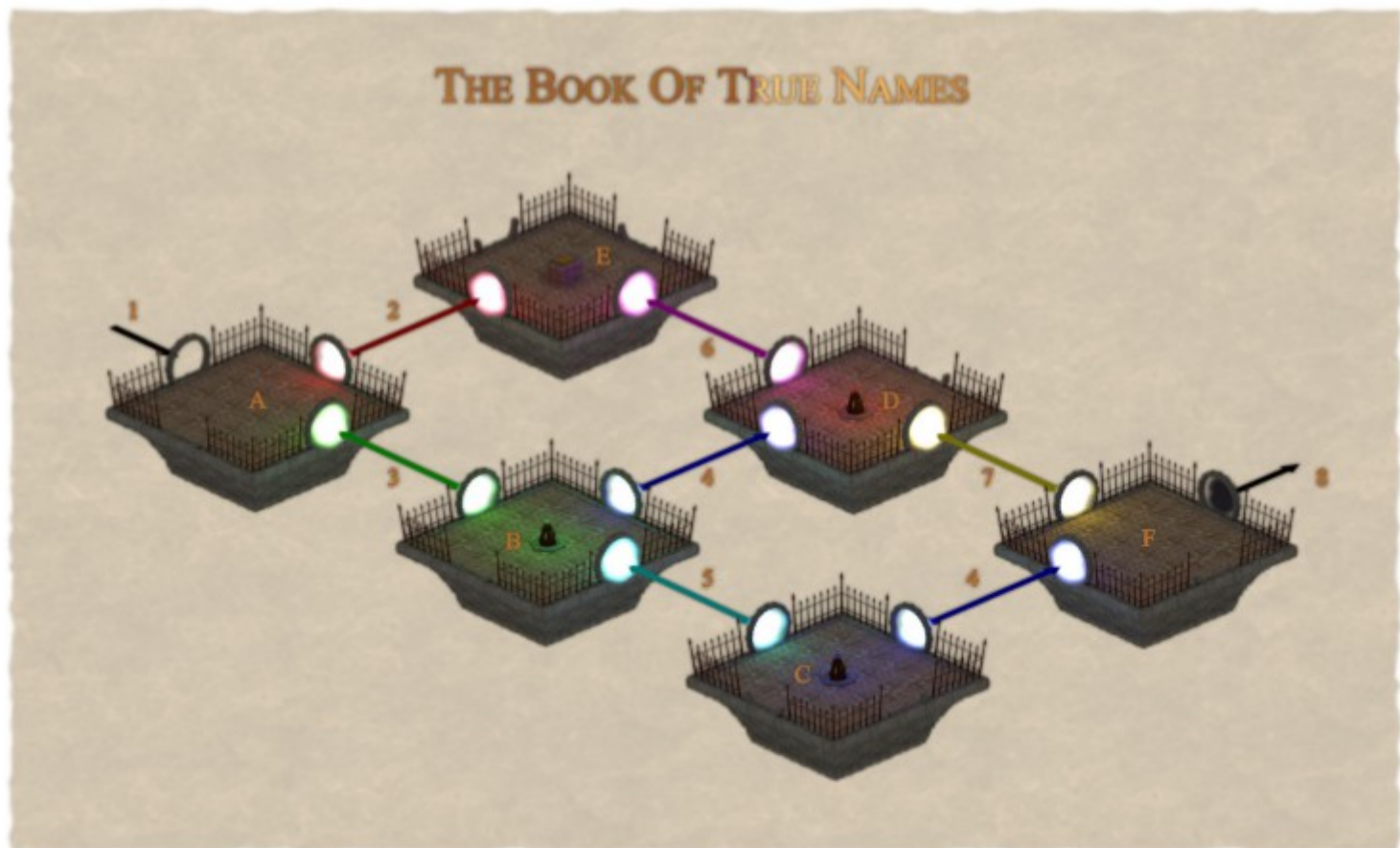
4. Bedchamber

A huge oak four-poster bed, fixed to the floor/ceiling, dominates the centre of this room. Leather straps hang down from either side of the bed. On inspection, the straps have been snapped apart. Fluids of various colours are smeared across the walls, spelling out, in 2d6 languages, "the herald is come". A wooden ladder leads down to a round, bronze hatch. A large keyhole sits in the centre of the hatch (Disable Device DC 15, or open with the key from room 1).

5. Cockpit

The hatch opens with a hiss of pressurised air. Raw magical energy vibrates through the close, dry atmosphere of this room. From the pointed centre of the tiled roof, a metal pole pokes into the room. A crystal ball is mounted on the end of the pole. A small leather chair is suspended by taught silk ropes within a half-gyroscope frame of finely-wrought silver, within easy reach of the crystal ball. In the chair sits a figure wearing a suit of leather and dragon-scale armour and a helm with a large glass visor. The inside of the visor is obscured by swirling grey smoke. A voice, deep and ancient, emanates from the walls - "THE HERALD WAKES...". As the words echo, an oily tentacle slaps against the inside of the pilot's visor, cracking the glass. Thick, night-black tentacles slide out of the visor, impossibly long. The Herald of the Old Ones pulls itself through, its song of triumph a terrible, guttural screech...

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1 ... The entrance portal. It winks out of existence once all characters have entered the vault and can not be reactivated.

2 ... The red portal. This portal is only active when the red switch on Platform **D** is activated and the red gem glows a rich ruby red.

3 ... The green portal. This portal is only active when the green switch on Platform **B** is activated and the green gem glows a rich emerald green. This is the only portal active as the party enters the vault.

4 ... The blue portals. These portals are only active when the blue switch on Platform **C** is activated and the blue gem glows a rich sapphire blue.

5 ... The Cyan portal. This portal is only active when both the switches on platform **B** and **C** are deactivated.

6 ... The Magenta portal. This portal is only active when both the switches on platform **D** and **C** are deactivated.

7 ... The Yellow portal. This portal is only active when both the switches on platform **B** and **D** are deactivated.

8 ... The exit portal. The only way out of the shielded Vault. This portal of ominous black fog is only active when all three switches on the Platforms **B**, **C** and **D** are active.

A ... Upon entering the Vault the heroes land on this platform. At the start only the green portal from here to platform **B** is active. It is otherwise nondescript.

B ... At the center of this platform sits a pedestal crowned by what looks like a large emerald. At the start it is slightly depressed and glows a rich green.

C ... At the center of this platform sits a pedestal crowned by what looks like a large sapphire.

D ... At the center of this platform sits a pedestal crowned by

what looks like a large ruby.

E ... On a massive stone altar rests a book bound in leather and steel. It shows the first reader the true name of any one person and all there is to know about that individual.

F ... Another seemingly empty platform. One of its three portals is the only exit from the vault.

Many reasons could drive an adventurer to search for the infamous book of true names. Many rumors surround it but only few facts are known.

Still you managed to find the vault where this fabled text has been hidden. Amidst a vast nothingness so empty it hurts the eyes the portal has deposited you on a simple platform of stone fenced in by a rusty iron fence and a few other portal arches.

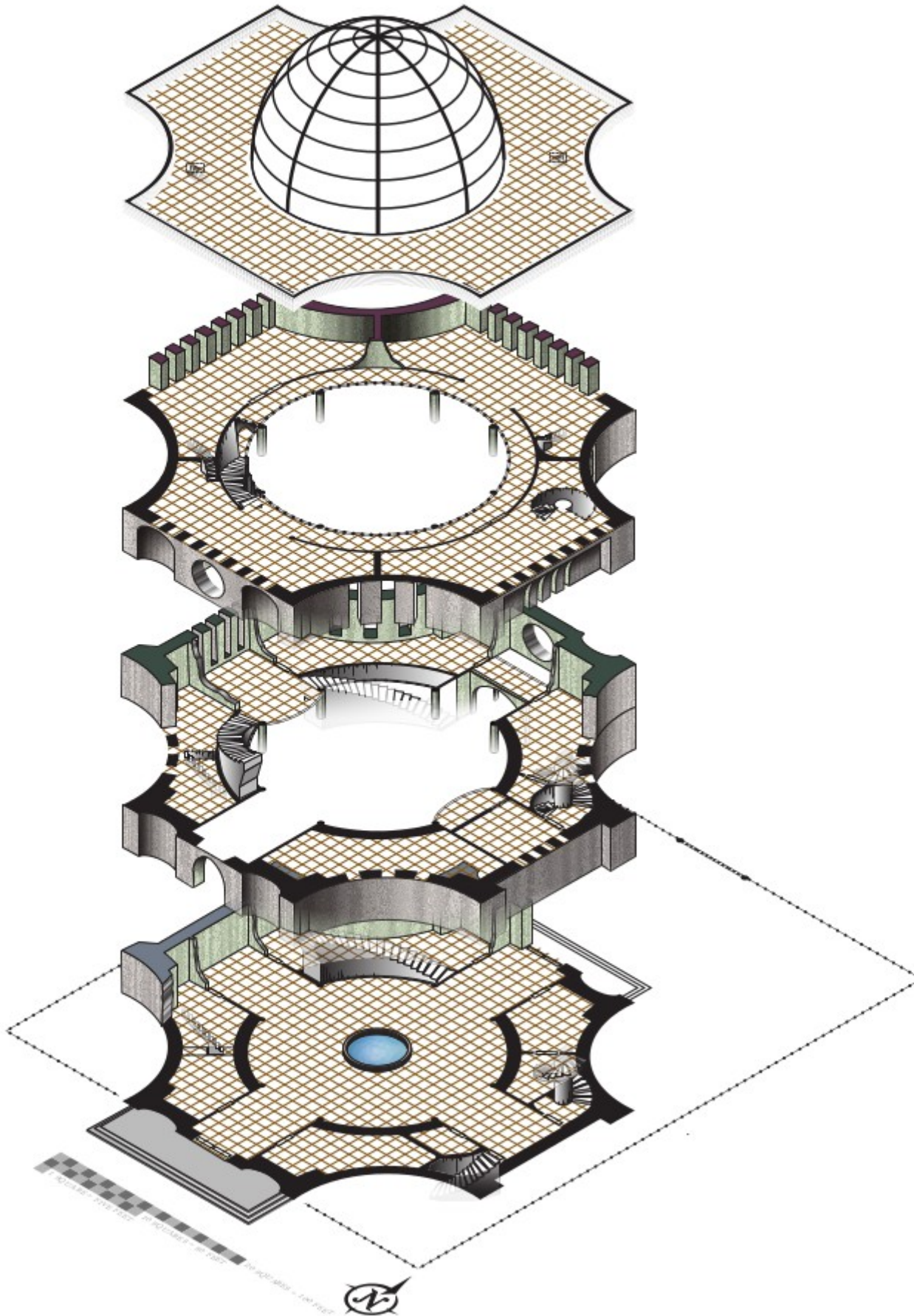
One of these portals is broken while another is filled by a warm and welcoming green glow and the third is empty. Just then the portal that lead you here, the fourth on this platform, winks out behind you.

A short distance away you can see five more stone platforms similar to the one you stand on. On three you can make out pedestals crowned by large gems. On another platform you see a stone altar, a large leather and steel bound book resting on it. One of the gems, on a platform with another green glowing portal glows in a rich green color itself.

Could this really be the fabled book of true names?

THE SHRINE TO THE STARS BETWEEN

by Christian Stiehl • Attribution-ShareAlike 3.0 Unported (CC BY-SA 3.0)



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6. DANIEL DEAN MADE THIS.
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5. CREATURES EMERGING FROM THE FOX'S TAPESTRY:
DAWN: GHOUL DOGS
MID-DAY: DEMON BEAR
DUSK: PLAGUE MAMMOTH
MOONRISE: THE HORROR

4. TAPESTRIES CANNOT BE CHEATED, BURNED, OR DESTROYED WHILE SHE LIVES. SHE'LL RIP ONE OF THEM OPEN AS SHE DIES, SPILLING IT INTO YOUR WORLD.

3. THE LOOM IS CURSED TO WEAVE TAPESTRIES FOREVER. IF YOU THREATEN HER OR HER WORK SHE WILL FIGHT! HER ROOM IS AT THE TOP OF THE TOWER. CAN SHE BE FREED?

2. RETURN THE FOX TO THE VILLAGE BEFORE MOONRISE OR THE LITTLE GIRL DIES. THE VILLAGERS MAY BLAME YOU.

1. RETURN THE FOX TO ITS TABLEAU AT THE TOP BEFORE OTHER HORRIBLE THINGS COME OUT BEHIND IT!

1. Become boars. Recover your pig-kin, the huntsman's midwinter's dinner.
2. Join the wedding feast. Get staggeringly drunk. Remain drunk for rest of game.
3. Find the topiary sphinx in the maze. Solve her three riddles.
4. Save vs the red grass or sleep. Tear open an escape using antlers of ivory stags.
5. The final decisive battle. Kill the enemy warlord!
6. The Ritual begins! Sacrifice a hand, an eye, an ear...one death releases all.

7. Track the unicorn. Slay the unicorn. Become the unicorn.
8. Seduce the pious virgin. Tapestry burns, and they leave safely with you.
9. Bear silent witness to the story of the Loom, who spilled wine on her elf lord's tapestry.
10. Swear fealty to the Green Lord in his court. You MUST venture there should you survive.
11. The chariot race! Make it across the finish.
12. Trust the birds. Win their favor. Follow them.
13. Burn the witch. Do not trust the children.

14. Be slain by the dragon. If you take any treasure, the treasure leaves. You replace it in the hoard.
15. Take turns caring for Poor Sarah's child in the night. She will kill & replace one of you if she can.
16. Feed the starving masses. They want FLESH.
17. Sea serpent! Survive the attack, then the shipwreck.
18. Kill an innocent for a strange god. Enrage yours.
19. The mountain burns. Flee the city at any cost.
20. Woodland meadow. Foxes abound. They whisper. Find one among many.

The Party has come to a village in search of missing goats & sheep. Arriving before daybreak, a weeping mother tells them of a fox who stole the breath and spirit from her sleeping daughter. RETURN THE FOX.

Roll 1 Black D6 & 1 White D6 each hour searching.
1-2 on White: Wilderness Encounter.
4-6 on Black: Party Discovers the Tower.
Black die's # determines encounter type.
1 - Boar - 2 - Wolf - 3 - Wildcat - 4 - Giant Bat - 5 - Stranglevines - 6 - Hornet Swarm. All except 6 will flee when near death.

Elf script above the door reads: "Tower of Etiquette." The door's magically sealed and must be breached by KNOCK, force, fire, or asking to be let in politely.

The Fox will flee into the tower once spotted. Outside are crudely butchered sheep and goat carcasses. Within magical tapestries, some partially unwoven, adorn all walls. The Fox can enter these and the party can follow into any tapestry it enters.

ROLL 1d20 ON TABLE TO GENERATE X ROOMS/TAPESTRIES/SMALL WORLDS.

TOWER OF THE FOX

basitredpg.blogspot.com

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The Witch of the Well

By Daniel O'Donnell

2. The Field

The fairly ordinary looking plants in this field are in fact Mandrakes cultivated by The Witch. While usually passive, if one is uprooted its shrieks will provoke the other Mandrakes to rise up in defense.

If The Witch is sorely pressed, she can command the Mandrakes to attack an enemy.

The Scarecrow is for frightening birds.

1. The Belfry

Legend has it that ringing the bell here will drive the dark spirits from the valley. Unfortunately, the bell chamber is empty (see The Chapel).

The Belfry is inhabited by a number of owls, and the floor is covered by snail shells which crunch underfoot.

These are fed to the owls by The Witch who plucks them from her mandrake field.

3. The Hollow House

This derelict farmhouse is full of mouse holes and porcelain dolls, and the sound of scratching is frequent. If carefully searched, characters will discover that one of the dolls is in fact a tiny mummified goblin-like creature dressed in doll's clothing - a clue to the farmhouse's terrible secret.

Small fey creatures inhabit the hollow walls and underfloor spaces. They will observe intruders from their hiding places, and, if presented with a vulnerable target, will swarm out to attack.

If the creatures manage to kill their chosen victim, they will dismember the corpse in seconds and conceal the parts - the walls of the house are filled with human hair and bones.

If the creatures hear or see anything of interest, they will send some of their number to crawl down the winding tunnels beneath the house and inform The Witch.

4. The Witch in the Well

Down a small tunnel concealed at the bottom of the well is a hidden grotto inhabited by a grotesque hag. She doesn't usually bother travellers on the path, but will murder trespassers when the mood takes her, using her spies to inform her of an opportune moment to strike.

In addition to her repertoire of hexes, The Witch can conjure a mist that will disorient and turn around anyone attempting to leave the valley. She can also turn herself into a great antlered owl-like demon with a leering grin quite separate from its beak. While in this form, she is vulnerable to silver.

The Witch's familiar, Elemenzer, has a black cat's head and a long, furry, snake-like body. He usually skulks around the valley, acting as the Witch's eyes and ears.

If Elemenzer is spotted, he will pretend to be a benevolent creature and tell characters that the farm's well is able to grant wishes. If the PCs attempt to navigate the well, The Witch and Elemenzer will take advantage of the party's separation to ambush them, cutting ropes if possible.

6. The Chapel

In the centre of the chapel is an unusual bronze font, clasped by sculptures of demonic creatures. This font is in fact the bell originally contained within the belfry.

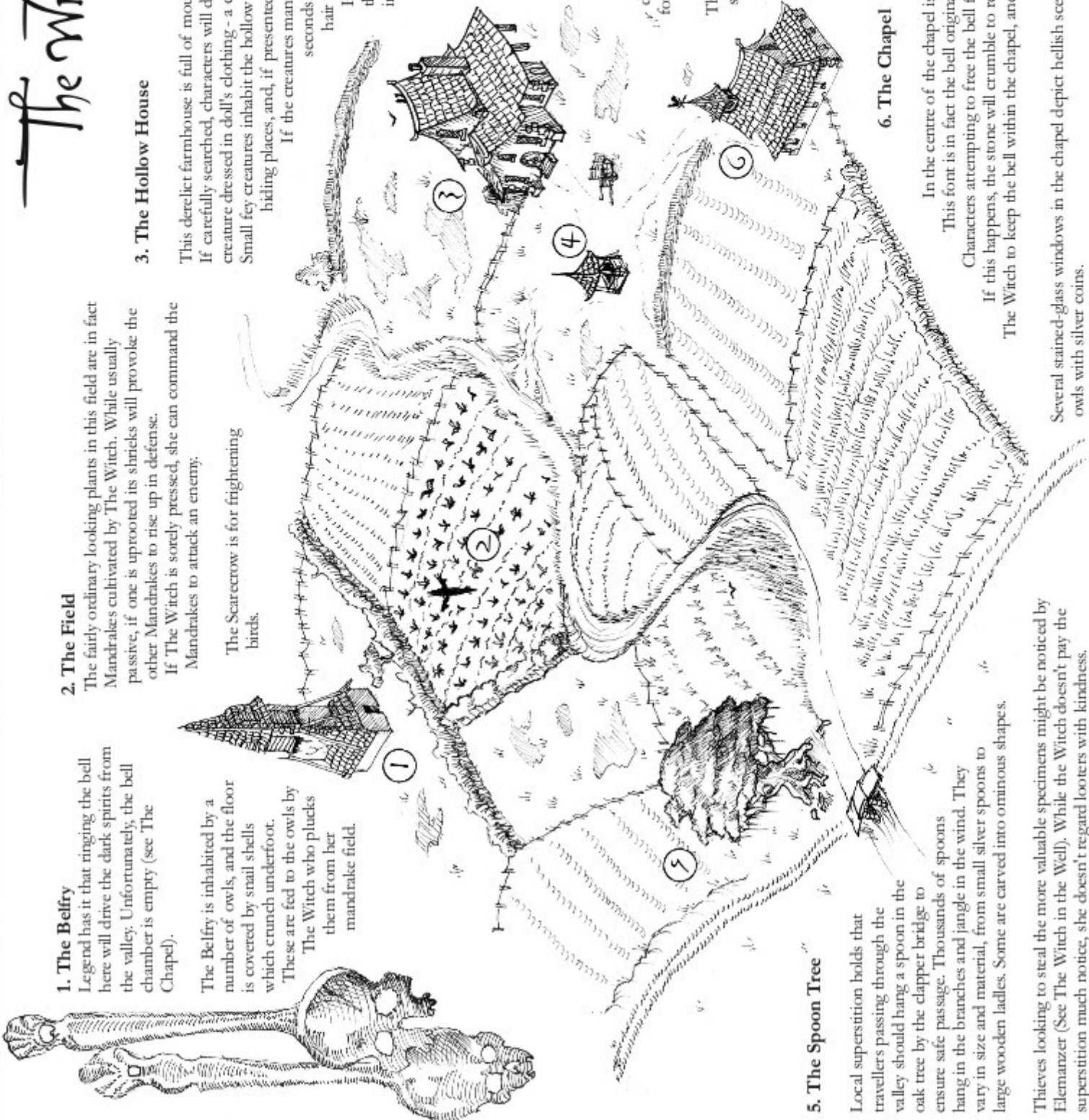
Characters attempting to free the bell from its pedestal will need to break the stone fingers of the carvings. If this happens, the stone will crumble to reveal the emaciated imps encased within. They have been bound by The Witch to keep the bell within the chapel, and will attempt to do so to the best of their abilities.

Several stained-glass windows in the chapel depict hellish scenes of torment. One inconspicuously features a mob of peasants pelting owls with silver coins.

5. The Spoon Tree

Local superstition holds that travellers passing through the valley should hang a spoon in the oak tree by the clapper bridge to ensure safe passage. Thousands of spoons hang in the branches and jangle in the wind. They vary in size and material, from small silver spoons to large wooden ladles. Some are carved into ominous shapes.

Thieves looking to steal the more valuable specimens might be noticed by Elemenzer (See The Witch in the Well). While the Witch doesn't pay the superstition much notice, she doesn't regard looters with kindness.



The walls are aromatic of white angelical black demons (think Esher & Doss's Booth). A wide spiral staircase with no handrails runs up the center of the room so a ladder below it sits in the southeast corner of the ceiling (leading to 11).

If anyone reaches the halfway point of the stairs (for otherwise get to a height of 50' above the floor), all PCs are attacked—by eight of the angels (entities in 9) despite the fact that they do not have wings or wings like the angels (disregard, who else does themselves from the topills and if we see things the intruders,

3. AC, 4. MV, ¹¹12 D, 8, a, ant. (a/b each), size L.

SLAVE HOLD OF THE OGRE MAGE

A ONE PAGE DUNGEON BY DAVE ZAJAC

BACKGROUND

While resting at a tavern called the One-Headed Hydra, the PCs are approached by Hartlow Grommin, a warrior seeking help in rescuing his adventuring party from a rundown keep in the nearby mountains. Hartlow will explain that his party was trying to dislodge an ogre mage slave-trader who has taken up residence at the site. This is only a partial truth. In actuality, Harlow is in league with the ogre mage, Taltar, who is capturing humanoid stock to sell to the dark elves that live below the mountain. It is Harlow's job to bring high-end stock to the slave hold.

Hartlow is an accomplished liar who has a complete backstory fabricated about his imaginary adventuring party. The fictional characters include Lester Pullman — a gnome wizard, Yama Faithlight—a dwarven cleric of Moradin, and Dillin Lymoor—a light-hearted half-elf rogue. None of these individuals actually exists, but Hartlow manages to spin a convincing tale nonetheless.

If the PCs accept Hartlow's quest, he will unerringly guide them to the ogre mage's slave hold.

FEATURES

The slave hold was once a dwarven outpost set near a narrow mountain pass. A century ago, it was overrun by giants and looted before being abandoned. Most of the interior consists of hewn stone rooms and corridors. The corridors are built with 10-foot-high ceilings, while the ceilings in all the rooms are 20-foot-tall (save areas 1 and 6, which open to the outside). Torches are spaced periodically throughout the complex to provide light. Unless otherwise specified, the ogres are not smart enough to flee an attack and will fight to the death.

ROOMS

1: OVERGROWN COURTYARD. This overgrown courtyard was once a place for the dwarves to socialize and enjoy some fresh air. A natural cistern exists in the northeast corner of the space. The entry doors to the area are rotten and falling down. The 10-foot-tall ledge to the north is cluttered with weeds, grass, and small trees. Two ogres lurk here, waiting for intruders. If they see Hartlow, they will attempt to remain hidden, and wait until he opens the doors to area 2 before leaping from the ledge to attack. When this happens, Hartlow turns on the party and attacks them, as well.

2: ENTRY HALL. If the ogre guards in area 6 spotted the approaching PCs, they will likely have moved here to prepare an ambush, taking up position on each side of the double doors. If not, this area is vacant, except for some broken dwarven statues and torn, half-rotten tapestries on the wall of dwarves fighting giants.

3: SLAVE CELL I. A locked cell lies to the west of this area. Inside are a pair of twin female elves (Tevna and Elsa Leafwalker), dressed in rags. They do not appear to have been mistreated or even malnourished. They will beg for the PCs to help them escape. They were brought to the slave hold unconscious and have no knowledge of its layout.

4: SLEEPING QUARTERS. Piles of straw and dirty blankets litter this space that the ogres obviously use for sleeping. If the PCs search through the straw, they will find a pouch containing 325 gp and an onyx ring worth 150 gp.

5: SLAVE CELL II. Smashed, rotten furniture lies scattered about this room, which the ogres use for eating and playing dice. Only a large table in the center remains intact. Several crates have been brought in to serve as chairs. On the north wall are two locked cells. The west cell holds 2 human males and the east cell contains 3 human females. All have sacks over their heads. They are the most recent additions to the slave hold, but since they were brought in hooded, they know nothing beyond the obvious concerning their captors or the fortress layout.

6: ELEVATED LOOKOUT TOWER. The lookout tower in this area lies 15 feet above ground level and is exposed to the outside pass. Two ogre guards wait here hidden below the parapet. If they spot the PCs, they wait until the group enters the courtyard before slipping inside and moving to area 2 to prepare for an ambush.

7: KITCHEN. Two gutted and decapitated dwarven corpses hang upside down from the ceiling by chains in this makeshift kitchen. In the far corner of the room next to a fire containing a boiling cauldron, a short, flabby ogre works diligently with a meat cleaver on a stumpy leg that rests atop a chopping block. On the floor in the corner lie three male dwarven heads. The ogre is busy and will not hear the PCs enter.

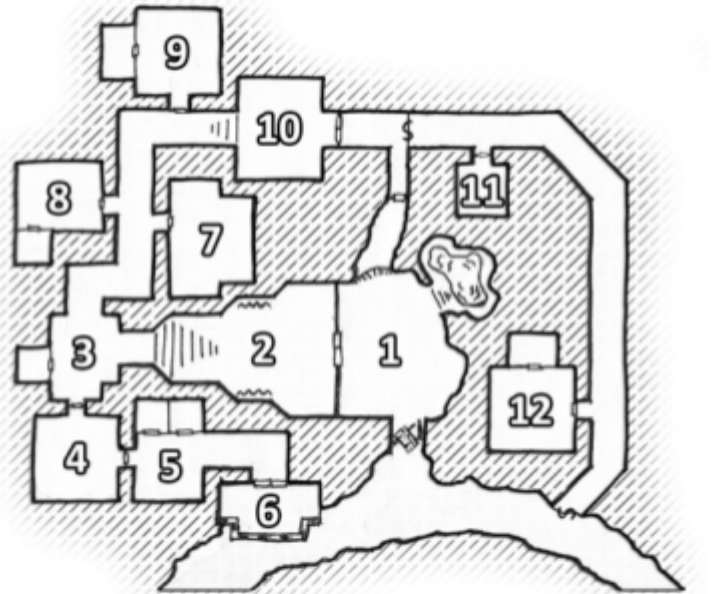
Unlike the other ogres in the slave hold, this one (whose name is Kark) will only fight if attacked, and if threatened sufficiently will reveal the layout of the slave hold and the contents of its rooms in crude common. Kark does not, however, know of the secret entrances to Taltar's inner lair (areas 11 and 12). He only knows the ogre mage has an uncanny knack for appearing and disappearing.

8: SLAVE CELL III. Muffled screams emanate from this locked room. Inside, three naked ogres watch as a fourth ogre brutally rapes a female dwarf atop a stout table. Keys dangle from the lock of an open door on the south wall. The keys open all the locked doors in areas 1-10. When the ogres see the PCs, they attack, hooting loudly, hoping to draw the attention of their allies in area 10.

The dwarf, Amandin Northway, was part of a dwarven trapping party that was ambushed in the mountains. She saw her three male companions slaughtered during the attack, but she does not know they now hang in the ogres' kitchen (area 7).

Amandin has been raped and beaten by every ogre in the slave hold except Taltar. She does not know the layout of the complex, but she does know it holds a total of 14 ogres (this total includes Taltar).

9: SLAVE CELL IV. Two ogres sleep atop straw piles in this locked room. A slave cell on the west wall holds 3 male humans, the survivors of a recently raided merchant caravan. The men were the caravan's guards, but they have been stripped of all their possessions. If the PCs attempt to open this door, they draw the notice of the two ogres in area 10, who move to attack. A fight



outside this area awakens the ogres within, who join the battle on the following round.

If the PCs free the caravan guards (named Devin, Thom, and Percy), they may be able to talk them into helping liberate the slave hold, but only if the PCs can provide them with weapons and armor (which can be found in area 10).

10: STOLEN GOODS. Crates, barrels, and piles of weapons litter this area, a product of the ogres' plundering. Two ogres stand guard here, watching the west hallway and nearby door. They attack at the first sign of trouble.

While most of the items in this area are not valuable to the PCs, they can find enough swords, bows, and arrows to arm the caravan guards in area 9.

11: TREASURE ROOM. This magically locked room can only be opened by using Taltar's enchanted key or some form of magical spell. Inside is a locked and trapped chest. If the chest is opened without first disarming the trap, PCs adjacent to the chest suffer 6d6 damage as lightning arcs from the chest to their bodies. The chest contains 1,596 gp, 1,235 sp, 13,986 cp, and 3 magic items of the game master's choosing.

12: TALTAR'S QUARTERS. This unlocked room holds Taltar's private quarters. Unlike the rest of the slave hold, fine tapestries hang from the walls and lavish rugs cover the floor. A smaller room on the north wall holds a large bed covered in blankets and pillows.

The ogre mage can be found here, studying a scroll at a large writing desk. When the PCs enter, Taltar is truly shocked to see them, but his surprise quickly turns to anger, and he attacks with a white-hot rage, hurling magic and insults at the PCs in near-perfect common.

If the PCs defeat Taltar, they find the scroll below and the ogre mage's enchanted key, which opens the door to area 11.

Taltar,

While the quantity of the stock you are supplying cannot be denied, we also require quality if we are to move the product. Elves are of particular popularity as playthings, as are humans. Do not bother with dwarves, there is currently no market for them.

—Saliz Der'nun of House Rakarn

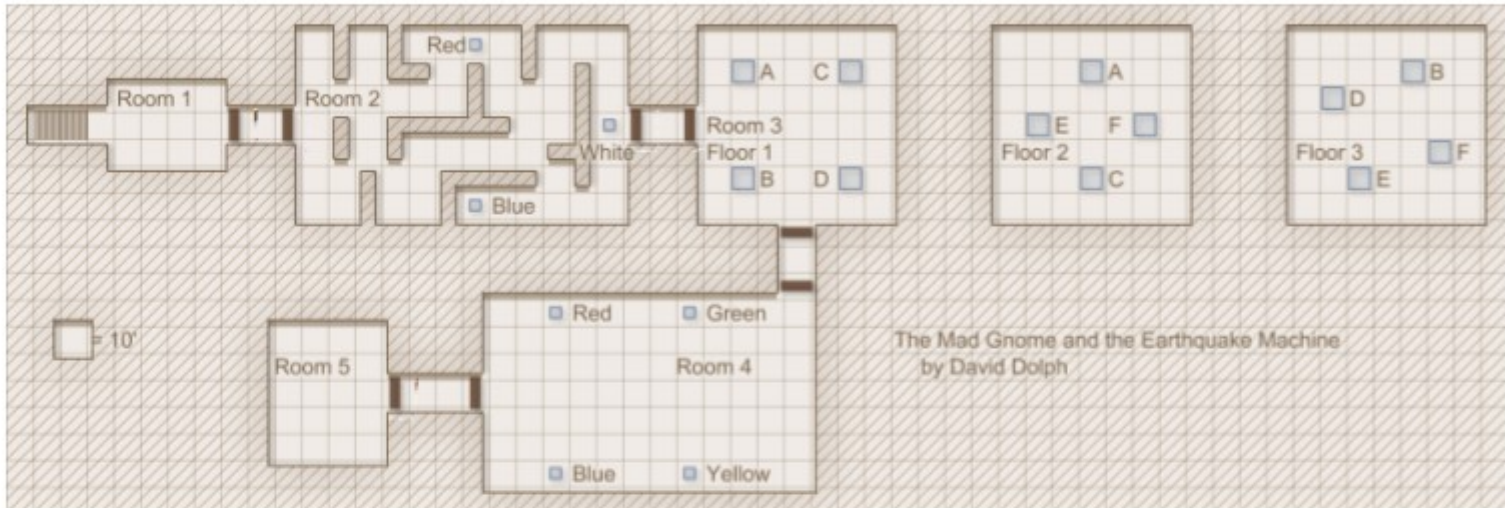


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The Mad Gnome and the Earthquake Machine written by David Dolph <http://creativecommons.org/licenses/by-sa/3.0/>
Niall Lokohin traveled all over the world designing and constructing buildings ranging from palaces to hunting lodges. It was only later discovered he was insane. His buildings were built with hidden traps that activated years after the place was built...lethal traps. He was captured, given a trial and executed as a murderer.

Now a year after his death, the local city is hit by a series of earthquakes. Scrying has determined the danger originates in the basements of the city hall, a building designed and built by Niall Lokohin. As a form of preemptive revenge he had created an Earthquake Machine set to go off if he did not reset the controls, which he can no longer do since he is now dead. The earthquakes will continue until the city literally falls in amongst itself. However, beneath the city hall is a way to turn the machine off. Thus far, three sets of adventurers have entered the basement and not returned. It is now the player characters turn to try and save the city.



Room 1: Entry

The stairs down lead into this barren room. On the door leading into the complex is a sign; "Unto those reading this: Know that I must now be dead and this is my revenge. My revenge is two-fold. I would know this city will be destroyed and second, those who seek to stop me will die to what lies beyond this door. However, know thee there is a way to succeed - so send in more fools."

Room 2: Wind Room

A strong wind blows from the east side of the room; this causes movement rates to be halved. There are several walls scattered at random. There are three magical orbs in the room. Orbs can be attacked. They have moderate AC and HP, but once "killed" they do not disappear, instead they now do low damage.

Each round, one Orb activates in the following pattern: Red, White, Blue, White, Red, White, etc. [Red Orb: Does moderate fire damage to everyone in the room. White Orb: Wind increases and pushes everyone back 20' except characters hiding behind a wall. Blue Orb: Does moderate electrical damage to everyone in the room.]

Once the party exits this room, there is a stone tile on the floor of the corridor beyond with the letter "T" on it.

Room 3: Teleport Room

This room is 30' high and divided into 3 floors. 10' above the room the PCs initially walk into (floor 1) is a glass ceiling and another room about this one (floor 2) that again is 10' high and has a glass ceiling with the 3rd floor above that (floor 3). There are golem-type monsters on the two floors above the PCs. On each floor are 4 swirls of darkness; on the map each swirl is labeled with a letter. By stepping into a swirl a PC or monster is teleported to the corresponding swirl on a different floor. The monsters will use the swirls to try and gain advantage against the PCs. Note that a being can not use a swirl they have just exited from. The door out is on the initial floor but will not open until all the monsters have been killed.

Once the party exits this room, there is a stone tile on the floor of the corridor beyond with the letter "A" on it.

Room 4: Lever Room

Written on the floor just inside the room are the letters "ROYGBIV". Four levers are in the room, each painted a different color Red, Yellow, Green, Blue. The exit door will not open unless the levers have been flipped in the correct sequence (Red, Yellow, Green, Blue). Also in the room are two crackling White Orbs. The Orbs take no damage and do high damage to anyone within 10' of them (adjacent to them). The Orbs will move toward anyone in the room at a moderate speed. If someone attacks an Orb it will move toward that person. Orbs will not exit the room.

Once the party exits this room, there is a stone tile lying on the floor of the corridor beyond with the letter "E" on it.

Room 5: Machine Room

A loud rumbling can be heard, and felt, through the floor. [The floor is impervious to damage in case the PCs try that.] On the far wall is a 3x3 grid with the numbers 1,2,3 then 4,5,6 then 7,8,9. Above the grid is written "When is a word something else?" and 3 square indentations. The indentations are the same size as the tiles the PCs have received for completing the earlier rooms. The way to stop the Earthquake Machine is to press the number 8 (the tiles can spell out the word "ATE"). Pressing any other number causes the Earthquake Machine to go off - the PCs will be safe from harm but the city will take more damage.

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THE SCEPTER OF YOLACHA

By David Dudka (david_dudka@hotmail.com)

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While traveling through a wooded region the characters are approached by an venerable elf named Nindrol. "I am in need of heroes. I have known these woods for a score of centuries and it's spirit is as dim as I can remember. At the heart of this shadow is a single tree, a Geldar tree, almost as ancient as I. Once great and noble it is now bent by darkness. I possess knowledge of such things and a shadow of memory reveals that I must go deep beneath the roots to find that which curses green leaf to gray. Will you aid me in this noble quest?"

1. The mass of the Geldar tree spans thirty feet across and hundreds high. It's age thick bark would be like taking axe to iron. The canopy casts an unwelcome shadow on your approach. Between the roots near the center trunk an entrance is visible.

- the tunnel descending under the tree is only 5' high and very steep at some points (70 degree slope).

2. The tunnel opens into a natural cavern (6' high). The body of an adventurer in leather armor lays partially buried in the earth. The body is punctured with more than a dozen stab wounds. A money pouch with 15 gold can be found.

- The group can spot a saber worm slide back into the earth nearby.



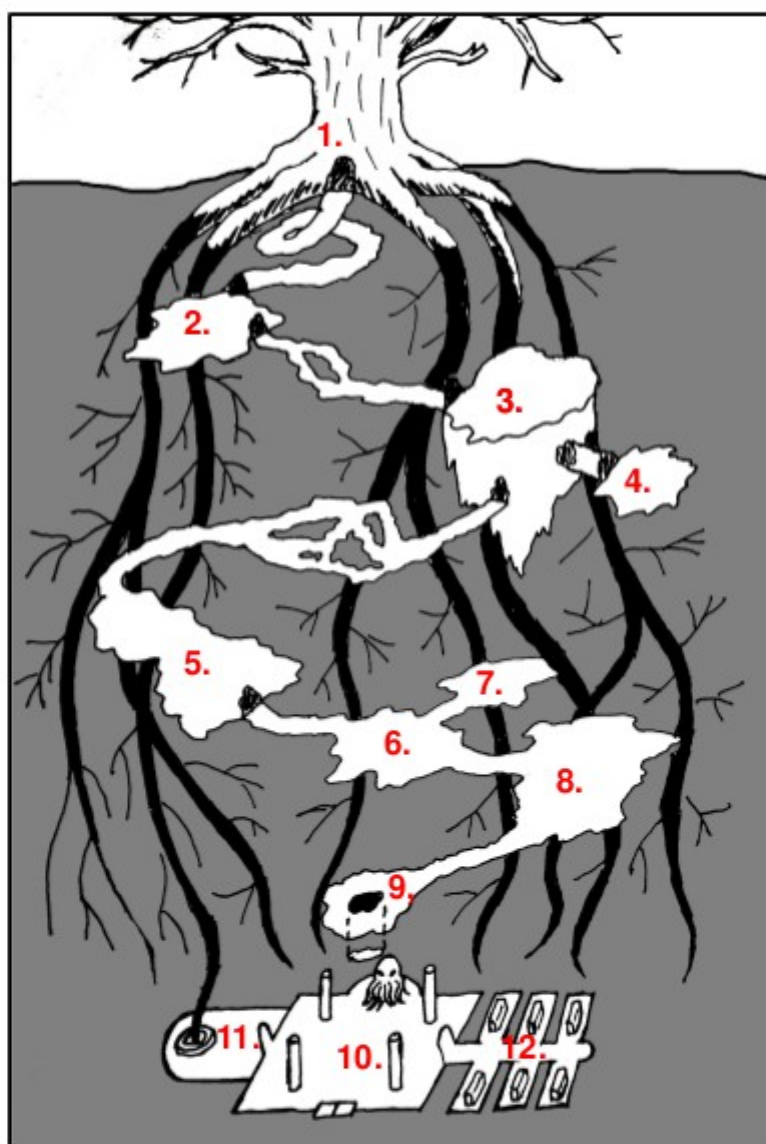
- 1d8+6 saber worms will attack, stabbing from the floor, ceiling and walls in the tunnels between area 2 and 3 and area 3 and 5. (AC 16, Hp 5, ATK +2/+4 surprise, DMG 1d4+1).

3. The tunnel opens into a large deep cavern filled from top to bottom with a spiderweb of roots. In the near darkness dog sized creatures scurry and leap across the tangled landscape.

-This area is a nest of 2d6+10 clawtail rats (AC 14, Hp 6, ATK two at +3, DMG 1d4, SA Hide). They will be very protective of area 4. Moving through the roots will require both climbing and cutting. At the bottom of the cavern is a partially eaten body inside a suit of plate armor. A fine steel broadsword lies wedged in a crevasse.



4. A bloated horse sized rat and 30 pups occupy this cave. The matron (AC 10, 25 hp) cannot move but four body guards (as above but with 10 hp) will fight to the death. Amongst the filth are 36 gold coins and Dimmer, a +2 short sword that grants +3 to hide in shadows bonus.



5. This large cavern appears empty.

- There are a dozen small pit traps concealed throughout the room. Trogres use the pits to capture rats. Anyone stumbling into one will impale their foot for 1d4+1 damage.

6. A fire pit smolders in the center of this cavern. The discarded gristle of saber worms and clawtail rats lay strewn about the ground. Two hunchback humanoids leap forward and attack.

- These are Trogres (AC 14, Hp 10 each, ATK +5, DMG 1d4+2, SA regenerate 1 hp per round).

7. A rough wooden barricade made of roots separates a small cave. Inside is Wilhelm. He and another prisoner (Kalen) were captured by the Trogres a week ago. The other prisoner was taken away by the Trogres yesterday.



8. A crude camp of three hide tents dominates this cavern. Harsh smelling incense smolders from several small fires. With growls of rage six hunchbacked Trogres scramble to the attack. Nindrol will explain, "These malignant creatures come here on some dark pilgrimage. Drawn to worship that which taints the Geldar tree with no knowledge of the true evil they serve."

A crude wooden chest holds 134 gold coins, 430 silver, a potion of healing and a flask of magic weapon oil (+2).

9. In the center of this rough hewn cave a large hole opens into the blackness below. A length of rope, secured to rock by iron spikes, disappears into the depths.

- Pulling up the rope will reveal a corpse tied to the other end (Kalen). He is bitten in numerous places and drained of blood.

10. You descend into a large chamber of ornate pillars and smooth stone. Nestled in a large alcove is a grotesque statue of some forgotten deity; a blob of entwined tentacles and deep set eyes. Before the statue is a stone altar.

11. A large well filled with a tar like ooze sits at the far end of the room. One of the main roots of the Geldar tree descends from the ceiling disappearing into the poisonous ichor. To root must be cut free to end the taint of the Geldar tree.

12. This narrow corridor is lined with three dark alcoves per side. A mummified husk crawls from the shadow glaring at you with hungry eyes. As a low hiss escapes its fanged lips it paws at the air with taloned hands.

As the characters battle with the six Guwls (AC 15, Hp 12 each, ATK two at +4, DMG 1d6, SA Blood drain, Silver or magic weapon needed), Nindrol will return to the altar and retrieve his vestments and scepter from a secret compartment. He was an acolyte of the demon Yolacha.

As they exit they will find Nindrol waiting. "I have waited lifetimes to return to Yolacha. His unholy place buried by the mountain's collapse so long ago. Through his power and the consumption of your blood I shall reclaim my place and return Yolacha to the world."

(6th level priest, AC 15, Hp 24 each, ATK +6, DMG Scepter, SA Spells)

Treasure:

1,200 gold
3,200 silver
Gems worth 500 gold
Ring of Darkvision
Bracers AC+2

Scepter of Yolacha

- +3 weapon (1d6)
- Acid Arrow (1)
- Black Tentacles (3)
- Create Guwl (3)
- 25 charges



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Conspiracies and Capers - rules neutral system for investigation gaming.

PC Investigation Rules

A new **Master Mind** (M.M.) has hatched a plot. Will they succeed or will the PCs thwart it? All you need a six sided die and your RPG system of choice to find out.

A **PLOT** is a series of capers designed to bring about a some major goal of the M.M.; be it topple a ruler or just accumulate enough wealth to retire. The M.M. is driven to succeed and will stop at nothing. This supplement gives a framework for keeping the action moving, even in the background, and always giving the PCs something useful they can be doing. It's assumed the M.M. is antagonistic to the PCs.

The (probable) goal of the PCs will be to investigate **CLUES**, upgrade them into **EVIDENCE** and further refine that into **PROOF** of **SUSPECTS** involvement. Then they must kill or capture **RINGLEADERS** while gathering clues about the **MASTER MIND**. They may put the M.M. on **ALERT** during the investigation. All leading up to a showdown. Or, you know, they can ignore it all and let the M.M. complete his/her nefarious goal and deal with the aftermath. >:D

ALERT is how aware and threatened the antagonist group is of investigation. It starts at zero and goes to ten or more. An **ALERT** of zero is still cautious. An **ALERT** of ten is freaked out and paranoid. **ALERTS** over ten will cause the caper to fail on a roll of 5 or 6 checked once per cycle. (A minor player victory, but better to capture the ringleader!) Reset **ALERT** to zero and begin new caper.

Step 1 - Choose groups

Choose the antagonist group and a victim group. Pick one from each list, or two from combined list. A group can even be against itself with two secret factions.

Sample Establishment Groups	Sample Criminal Groups
1.Military	1.Thieve's Guild
2.Watch	2.Street Gang
3.Nobles	3.Contraband Cartel
4.Merchant Guild	4.Corrupt Nobles
5.Tax Collectors	5.Foreign spies
6.Adventurer's Guild	6.Adventurer's Guild

Step 2 - Flesh out groups

Give each group a leader and some personality. Roll once for each leader and once for each group. Name your leaders and write up a stat block and any other details you desire. Give your antagonist a overarching goal. Ideally one the PCs would prefer didn't come to pass. Stat up a sample mook for each group and some ringleaders.

Sample Attitudes
1.Pragmatic 4.Bureaucratic
2.Paranoid 5.Ruthless
3.Vengeful 6.Benevolent

The leader of the antagonist group is the **MASTER MIND** (M.M.) of the operation. Give them a big goal! They will attempt the "big operation" after some successful capers.

Step 4 - Choose the capers

The antagonist group will perform a series of capers. The capers **timeline** has a sample. Use the steps that make sense. The antagonist timeline advances on it's own. It's up to the PCs to slow or stop it.

Choose or roll a series of 1d6+3 capers and make some notes about how they link together. The final caper is should be the culmination of the M.M.s plans. The capers leading up to it should somehow support or prepare for the main event. Some may already be complete or ongoing.

Sample caper types
1. Assassination 4. Robbery
2. Kidnapping 5. Prison Break
3. Blackmail 6. Sabotage

Step 5 - The hook

Give the PCs a hook. It could be in the form of a few clues, or an appeal from the victim group. Be as light or heavy handed as you desire.

Step 6 - Run Investigation Cycle

Cycle time is assumed to be one day per cycle. But you may adjust this as you see fit.

Roll the antagonist progress on the caper table at the start of every cycle.

PCs get one action per cycle per player. PCs may stick together or split up as you and they prefer. See the PC investigation rules.

A game system by Dustin Andrews
Version 0.6 ALPHA
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GATHER CLUES:

Give the PCs 1d6 clues to start off. Any time PCs wish one can spend a cycle to get 1d6 additional clues.

Sample Clue Types

1.Name	4.Location
2.Sketch/Map/Document	5.Object
3.Rumor	6.Witness

INVESTIGATE CLUES

Each PC may spend a cycle attempting to upgrade a clue to evidence.

Investigate Clue Results

- 1-2. Clue is a dead end.
 - 3-4. 1d6 additional clues
 - 5-6. The clue leads to evidence.
- Pick or roll

Sample Evidence Types

- 1. Coded Message
- 2. Safe House
- 3. Dead Drop
- 4. Suspect
- 5. Meeting Place
- 6. Branch "office" of antagonist group.

INVESTIGATE EVIDENCE

Each PC may spend a cycle attempting to upgrade **EVIDENCE** into **PROOF**. They must have appropriate evidence to perform actions. Proof is whatever is sufficient in your context to firmly tie an individual to the plot at hand and results in a known **SUSPECT**.

PC INVESTIGATION OPTIONS

PC's may try various things to upgrade evidence to **PROOF**. Apply +1/-1 for appropriate PC skills. Some possible actions are

- Decode any coded messages.
- Stakeout a known location or follow a suspect.
- Break In to a known safe house or office.
- PCs may suggest other reasonable options. Roll on results table with +1/-1 as you see fit.

Evidence Investigation Results

- 1-3. Dead end
- 4-5. Uncover a **SUSPECT**
- 6. Uncover the **RINGLEADER** and get **M.M. Clue**

BREAKING IN

(Break out the location map and use your systems rules.)

Players may stage a break-in of a known location. There are two types of break-ins: **Stealthy** and **Forceful**. Stealth break-ins convert to forceful if the PCs are detected. Failed forceful break-ins give no results other than +1d6 to **ALERT**.

Stealth Break-In Results

Ignore suspect results if none are known
+1/-1 bonuses for character skills and circumstances

- 1-2. No known suspects located.
- 3+. One known suspect is located and can be killed without a fight.
- 4+. One known suspect is located and can be killed or captured without a fight.

Forceful Break-In results

Ignore suspect results if none are known
Players must overcome 1d6/2 + **ALERT** guards.

- 1-2. Known suspects not located.
- 3+. One known suspect is located and can be killed or attempt capture.

If PCs choose to attempt a capture the suspect escapes on 1-2 on 1d6 or using whatever mechanics from your system you prefer.

Break in Clues

All succesful break-ins produce
1d6 **CLUES**
1d6-4 **EVIDENCE**
1d6-5 **PROOF**

Regardless of suspects all forceful break ins result in +1d6 to **ALERT**

Killed or Captured suspect results

- (Killing or capturing a known **RINGLEADER** always disrupts the plot.)
- 1-3. No effect on the plot
- 4-5. Participant loss sets plot back 1d6/2 steps.
- 6. Ringleader and the caper is disrupted. **PCs gain one M.M. clue.**

Captured Suspect Results

Captured suspects produce clues while in custody for 1d6 cycles
Roll each cycle
1-4. 1d6 **CLUES**
5-6. One peice of **EVIDENCE**

MASTER MIND CLUES - or How To Win

PCs will eventually gather master mind clues. It may take several capers to get enough. Master Mind Clues can be investigated and upgraded just like other clues but they never reveal information about the current plot. They must be upgraded to **PROOF** to discover the Identity of the Master Mind. Once the Identity of the Master Mind is discovered the PCs will have to kill, capture or neutralize them. A well connected Master Mind could be difficult or slippery indeed. Once one Master Mind is disposed of, there are always others willing to fill the power vacuum. If a Master Mind achieves a goal, they may go into hiding or choose a new goal.

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Little Devils

One Page Dungeon by Edward Lockhart

An adventure suitable for any FRPG from faux 1100s to faux 1700s.

There have been strange occurrences in and around the village. Livestock has begun to disappear at a prodigious rate, and strange devils cavort in wooded glades. Last night, three young men were seen heading into the forest and haven't been heard from since.

Three mothers desperately want their boys back. Several local farmers want the cattle rustling to end. The local priest has a feeling that the demons might just be real, physical entities, needing put to the sword. The best part is all parties are willing to pay to get what they want and half up front at that! Enter your friendly, neighborhood grave-robbing-scumbags and murder-hobos, AKA adventurers.

In the Village - The three mothers are wives of well-to-do, traveling merchants. They will pay handsomely (whatever that means for your campaign) for any expedition. If the PCs ask around, the three young men are considered by pretty much everyone to be spoiled assholes.

The local farmers are able to pay in the form of four young Swamp Ponies: a local breed of smallish, but especially hardy horses known for sure footing in bad terrain.

The local priest can only pay in blessings and good wishes, but he does know the woods very well. He suspects the trouble emanates from an old, pagan burial mound to the north, deep in the wilds. (Doesn't it always?)

Other locals know there are bandits operating out of the far eastern edge of the woods, near a well-traveled stretch of road. Some few claim to have seen red-skinned, goat-footed devils a'caterwauling through the forest.

1d6	"Devil" Woods Encounters
1	Pleasant Jaunt through the Woods: Just Birds and Squirrels.
2	3 Boys, bruised, covered in ink, and heading home. Talking of Demons.
3	2d6 Bandits ½ Armed with bows/pistols and ½ armed with backwords.
4-6	A *Ploy by 2 Random Little Devils

*Ploy- One Little Devil sits in the middle of the path, holding his hoof and crying inconsolably. Another sits above him in a branch waiting to drop a basket of stinging scorpions on the PCs.

For More RPG Stuff, go to Violent Media: Dice and Design

The Little Devils are sort of anti-cherubs. They look like chubby little boys with pinkish-red skin, horns, vestigial batwings, and goat legs. The annoying things are capable speech (mostly profanity and insults). Their sturdy legs can leap 10'. They spit (see below), bite, & kick, but prefer impractical and outlandish "battle tactics". Also, the little shits can consume amazing amounts of raw meat.

Random Little Devil Chart

2d4	Spit Attack	"Hair"/Horns
2	Hallucinogen (contact, mild visual distortions)	Mohawk of Branches
3	Spit (just spit, harmless but annoying)	Goat-horns
4	Fire (fire damage [duh], might ignite stuff)	Ram-horns
5	Black Ink (for blinding enemies or graffiti)	Bone-spikes
6	Grease (slip 'n fall and/or drop stuff)	Bald
7	Acid (might keep burning for a bit)	Bull-horns
8	Color Ink (when slain births 2 random devils)	Bone-spikes

The Burial Mound - A horrible cacophony can be heard within its dim inner vault. A veritable forest of trip wires lays before the open entrance. If the PC's pause out front, a swinging-log trap will arc towards them. The log is ridden by three wah-hoo-ing Ink devils.

A fixed ladder leads from the ground to level 1. The other levels are reached via knotted ropes dropped through holes in the floor.

Ground - A packed earth floor, littered in trash and animal bones, "guarded" by 3 Fire, 3 Ink, 3 Acid, and 1 Spit Devils.

Level 1 - On rickety scaffolding, there are 3 small chests filled with random shiny things (also vomit and trash) & two ½ empty whiskey jugs. All "guarded" by 3 Ink, 3 Grease, and 1 Color Ink Devils.

Level 2 - 3 Hallucinogen Devils are making a horrible racket with a few instruments, preventing all verbal communication in the vault. 1 Grease & 1 Fire Devils messily devour a pair of dead sheep.

Level 3 - 6 Ink and 3 Spit Devils (wielding bear-traps tied to sticks) guard a statue of an open hand. All fingers have broken off, save for the thumb and middle finger. A long crack runs down the palm, glowing with a faint, pinkish light. If not destroyed, the statue will continue birthing 2 random Devils every hour. Nobody wants that.



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THE BURDEN

The Mist Lands seem to stretch forever. It's dangerous to cross the Mists, to reach the islands and mountains on the horizon, but you might be able to hitch a ride on the Titan. An 800 foot giant made of granite, The Burdened Titan has been walking the Lands for untold ages, carrying on his back the dungeon known as The Burden. In his endless wandering he occasionally travels to the same places, and so, the dungeon is sometimes used to traverse the deadly mists and to travel beyond the mountains. The current inhabitants reside in three distinct sections:

THE SCREAMING MARAUDERS

Whenever the Titan stops for a day or two, these gnolls raid the largest settlement they can find within a few hours run from their dungeon entrance. They are known for their eerily human-like screams, as well as for kidnaping locals to be used as slaves in their warrens.

- 1. The Hate.** The gnolls' two chiefs, Vast and Liha, use this chamber to kindle the rage of their marauders before raids. It's decorated with treasured collections from previous raids, mostly skulls and hides of powerful enemies, but also a few magical items.
- 2. Main Warrens.** The gnolls occupy these halls, their screams echoing throughout the day.
- 3. Fetid Basilisk.** Keeping the slaves in check, this basilisk was blinded by an eye-infecting mushroom. When the spore sacs on its face are hit (by simply running into an escaping prisoner), they spread petrification as a spore attack.
- 4. Slave Pens.** The current slaves are woodlings, humanoid-size tree people, taken during the last raid. They've built a secret shrine in the corner, trying to summon their forest spirit to help them escape.

THE REINCARNATED SORCESS

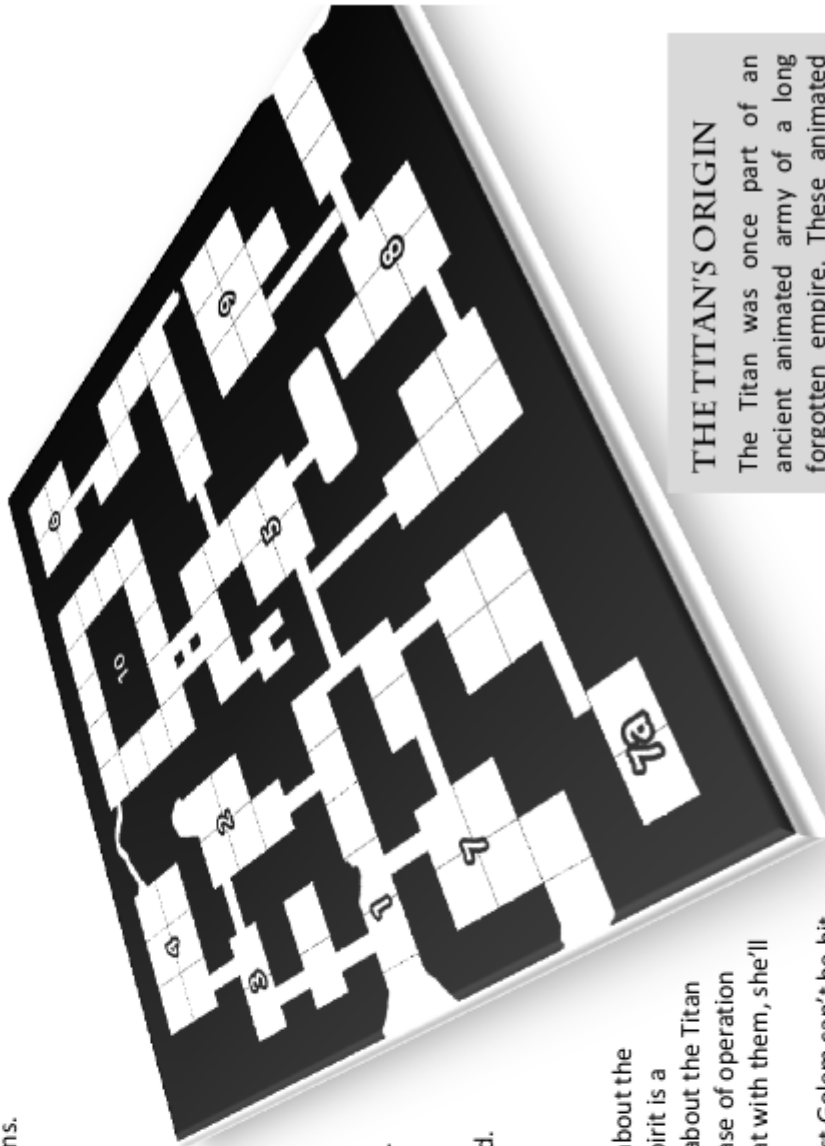
Sabara was born as a mist-aspected sorceress, a rare occurrence in her land. Her quest to learn more about the source of her powers soon turned into a hunger for more power. Eventually she discovered that her spirit is a reincarnation of a powerful noble from a long-lost age. Using a *Memory Screen* she stole, she learned about the Titan and the connection between it and her past incarnation. She then found the Titan and established a base of operation within The Burden, trying to reclaim the last pieces of her spirit that still reside within. She believes that with them, she'll be able to control the Titan.

- 5. Mist Golem.** Sabara is experimenting with animating magic, trying to understand it better. The Mist Golem can't be hit by normal weapons, and its main attack is suffocating by occupying the space of its target.
- 6. Memory Room.** This room was originally a bedroom, now in rubble. Sabara placed the *Memory Screen* here, to sry the past of this room, and discover more about her past incarnation. This causes sudden apparitions of old furniture and sights, confusing PCs and making them lose their step.
- 7. Angered Nobles.** These rooms once housed a trading caravan, living within The Burden and using the Titan to reach new markets. Sabara's meddling aroused the spirits of the ancient nobles of the mansion, who then slaughtered the traders. Now they are wandering these rooms in anger. 7a still holds the traders' treasures, including their maps of the Mist Lands.

THE LOST PILGRIMS

This small group of halflings is a new arrival to The Burden, having fought their way in to escape the religious oppression in their previous land.

- 8. Main Quarters.** The halflings' leader, Tiyyama Knowing, is very welcoming to strangers in need, though cautious about any religious subject.
- 9. The Deep Shrine.** The halflings worship the Deep Dweller, the being beneath the Mists, not generally considered a nice deity. ("Misunderstood", the halflings would say). The groups' priests are gathering each night to inhale the mists and seek guidance for their small cult.
- 10. Murky Pools.** This part of the dungeon is submerged under water. The halflings consider any large source of water as the presence of the Deep Dweller, and so, were quite excited to find these dark hallways. They occasionally send a brave party to worship at these chambers.



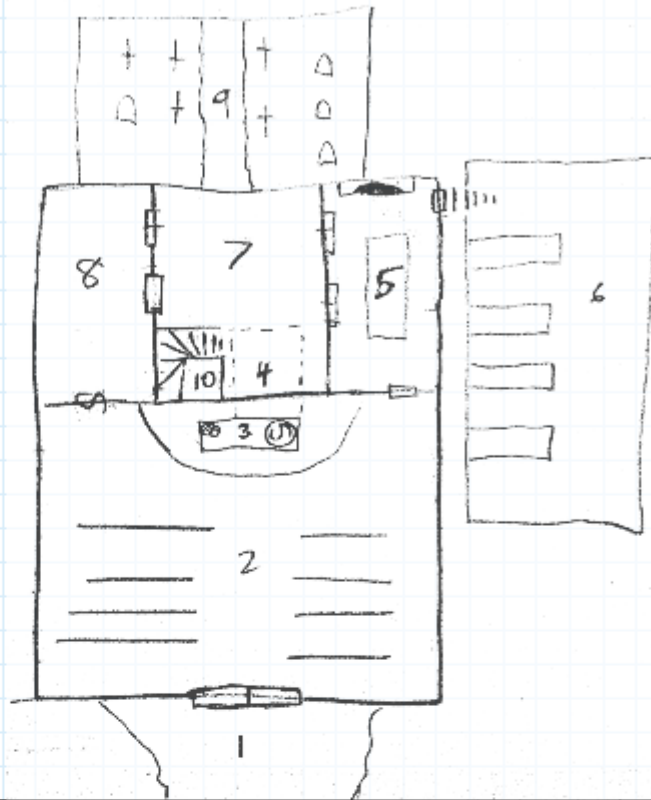
THE TITAN'S ORIGIN

The Titan was once part of an ancient animated army of a long forgotten empire. These animated colossals were designed to be simple minded and strict, but this Titan fell in love with one of the local nobles.

Eventually a great disaster befell the land. The Titan, worried about his loved one, hurried to her mansion, and uprooted it. He carried it on his back, traveling as far away as he could from the crumbling empire.

In the thousands of years that passed since, he has forgotten the reason for his journey, now traveling aimlessly through the land.

CHURCH OF THE WICKED GENERATION by Eric Potter



Background:

Five long years of plague decimated the distant village of Shankshill. With the elders, leaders, and priests long dead, the surviving youth fell under the spell of a wandering Cleric who beguiled them using forbidden magic-user spells and took up residence in the village church. His young followers became heathens, stealing livestock near and far for animal sacrifice to his gods.

But a fateful decision was made by the desperate survivors of neighboring hamlets to sneak into the village and put an end to the Cleric and his wicked ways. And they would claim the doomed village's treasury as their own.

These marauders trapped the poor souls inside the Village church, nailing boards across all exits and set it alight with fire. Screams of tortured deaths echoed across that dark night as the flames swept through the structure.

When the fire finally burned out the evil Cleric and his followers were dead, but the church shell remained standing. And the treasury was never found.

Room Key:

- 1. OUTER VESTIBULE:** Crude writing is carved above the charred door: *Herein perished the Wicked Generation. Gods forgive us for what we've done.* The entry doors are stuck closed by time but not locked.
- 2. CHAPEL:** 8 pews blackened with soot centered in room. Burned remnants of holy books and loose papers litter floor. The heavily damaged ceiling allows for available light and weather. A raised pulpit along the north wall. 4 *Child Skeletons* (AC 7; HD 1; hp 5; #AT 1; D 1-4; MV 60'(20'); Save F1; ML 12; AL Chaotic; XP 10) armed with rusty daggers hide under front pews.
- 3. BAPTISMAL POOL:** A 4ft deep pool containing filthy, opaque water. A sluice is hidden in the north corner, discovered only by searching under the water. Opening the sluice drains the pool, exposing a *Child Skeleton*. A secret door in the pool's floor descends into darkness.
- 4. HIDDEN VAULT:** The drained water has drenched the village's lost treasury. 2 *Giant Rats* (AC 7; HD 1/2; hp 4,3; #AT 1; D 1-3 + disease; MV 60'(20'); Save F1; ML 8; AL Neutral; XP 5) now swimming in the ankle-deep water attack immediately. 2 sacks of 600 sp. 2 sacks of 600 gp. 1 platinum bar worth 500 gp. Vault could also be unearthed by digging 4 turns in the Courtyard.
- 5. KITCHEN:** A long, burned wooden table centers the room, which may be pushed to the west wall in order to see out into the Courtyard, but collapses under human-sized weight. A fireplace on the north wall. An empty cooking pot hangs from a chain above the hearth. A door leads down to the pitch black cellar.
- 6. CELLAR:** A large dank room carved from the bedrock containing racks for wine bottle storage. A few bottles remain. 6 *Child Skeletons* surprise on 1-4d6 from behind the last rack. 3 *Potions of Healing* among the dusty wine bottles.
- 7. COURTYARD:** Twisted melted glass shards from the high windows above litter the sandy earth. Otherwise empty. The back gate is in disrepair, allowing open passage to the Cemetery. 2 *Wolves* (AC 7; HD 2+2; hp 12,10; #AT 1; D 1-6; MV 180'(60'); Save F1; ML 12; AL Neutral; XP 25) feast on a recent rabbit kill and will fight the party to the death. A shovel leans against the back wall of the Church.
- 8. SANCTUARY:** A crude mattress pushed beneath the broken out window. Burned books have been neatly stacked along the walls. *Maaldin the Bishop* (AC 8; HD 7; hp 30; #AT 1; D 1-6; MV 120'(60'); Save C7; ML 10; AL Chaotic; XP 375) meditates under a broken, scorched statue. The Cleric turns as the party enters. His withered face a hideous pulp of scarred, burned flesh. He speaks in croaking tones, his larynx heavily damaged. "I knew if I waited long enough more would come." He immediately casts his *Charm* spell. Should his *Charm* be unsuccessful, he will cast his *Light* attempting to blind the party and even his odds. After, he will attack with his mace. If battle goes badly he will attempt to escape to the Belfry to ring the enchanted bell. His threadbare robes are worthless but he wears a *Ring of Resist Fire*. A small locked wooden box near the mattress contains 3 scrolls; *Detect Magic*, *Purify Food and Water*, *Cure Light Wounds*. A door leads out to the Courtyard.
- 9. CEMETERY:** A rusted wrought iron fence surrounds the Village graveyard. Decrepit headstones hide underneath the overgrowth, faces worn thin by time. A nest of 3 *Giant Rattlers* (AC 5; HD 4*; hp 5; #AT 2 bites; D 1-4 + poison; MV 120'(40'); Save F2; ML 8; AL Neutral; XP 75) near far grave. A forgotten pouch with a *clear Gem* worth 150 gp under the grasses along the west fence. Animal trails lead off into the Northern mountains in the distance.
- 10. BELFRY:** A rickety staircase winds up to a huge copper bell, oxidized to a milky blue/green patina. Unfortunately, its ringing ropes were burned away. A forgotten *Cowl of Dampening* hangs on a peg somewhat out of sight. Should the party manage to attach a rope and the bell be rung, the echoing effects cause 1d4 of permanent (hearing) damage to characters within the Belfry not wearing the cowl. The bell has been enchanted by the Cleric with a *Raise Dead* spell and summons 12 *Zombies* (AC 8; HD 2; hp 7; #AT 1; D 1-8; MV 120'(40'); Save F1; ML 12; AL Chaotic; XP 20) to his aid from the Cemetery.

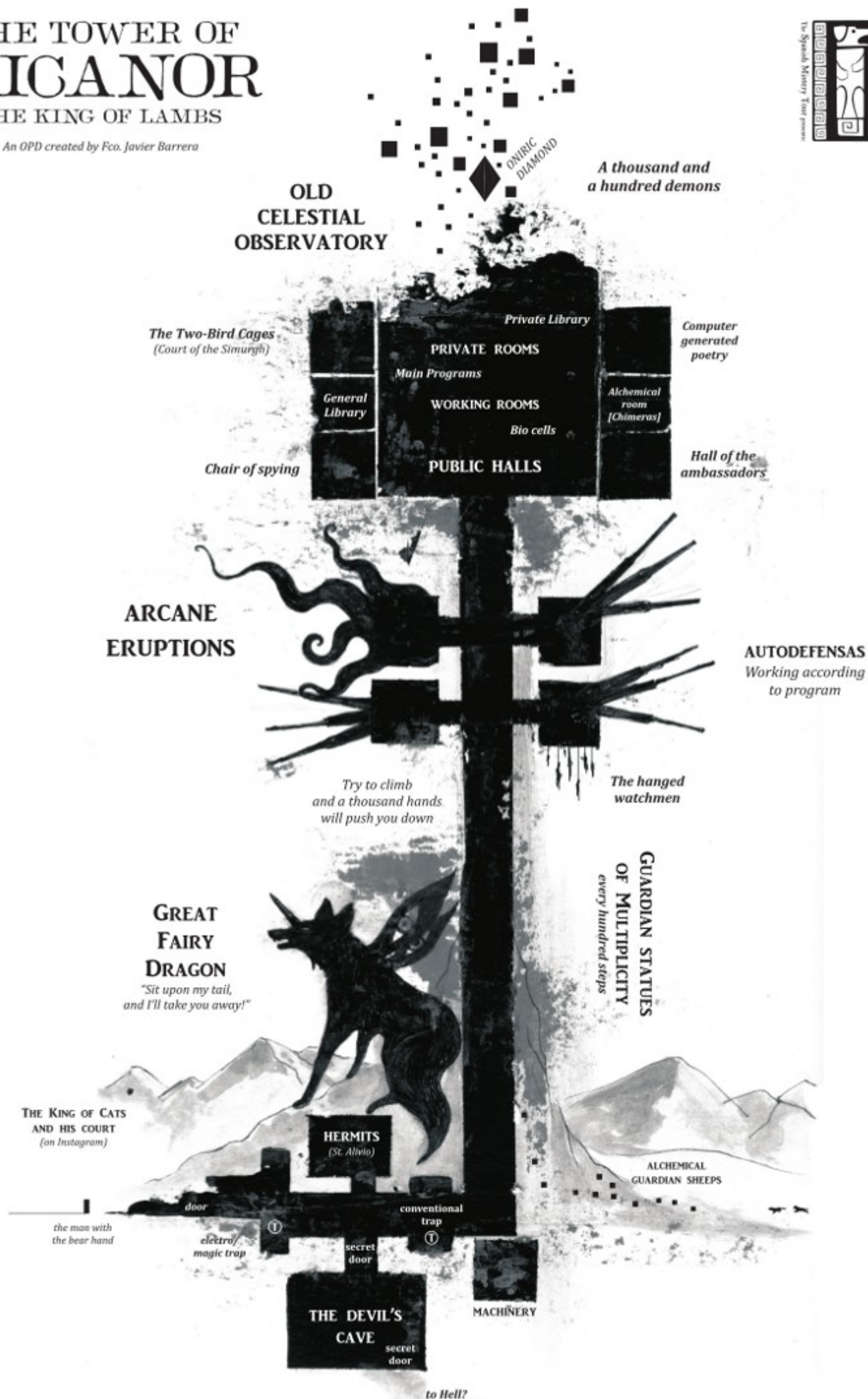
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THE TOWER OF NICANOR

THE KING OF LAMBS

An OPD created by Fco. Javier Barrera



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The Lair of Putzuputzu

By Gabriel Pickard & Alex Morgan

Introduction: The local landholder, Lord Mulligan, will contact the party with a proposition. Asking around before meeting him will reveal that while the lord was known to be wanton and cruel in his youth, he has become a well-loved philanthropist in his old age. Lord Mulligan will confess to the party that he long ago made a deal with a demon: Mulligan's soul in exchange for power and wealth. However, Lord Mulligan has calmed with age, and now longs for a second chance. Should the party accept, he will use his link to the demon to send the adventurers on their quest to: The Realm of Putzuputzu!

1 The Threshold: The party will appear on a scoured, rocky promontory surrounded by a howling morass that is unsettling to look upon. A crude path leads downwards from the peak. Further down they can see what appears to be a gate, before which a hulking figure paces. The features are difficult to make out at this distance.

2 The Nest: Making their way down the path, the party can hear a thin, high moaning from among the boulders. They will find a strange creature: a small, luminous sphere wrapped in fine silver chains. The creature is one of the captive souls of the realm, and will tell the adventurers that they have arrived in The Realm of Putzuputzu. The **little soul, thirsting for vengeance against its captor**, will inform the adventurers how they might gain advantage against the guardians of this realm. It will explain that the high demonic lords of the realm can seal their power against intruders from mortal lands. These seals are in places of power and appear as glowing discs lying flat upon the ground. **The aura of these seals prevents creatures or materials not of this realm from approaching.** However, if a soul from this realm is knocked into the seal, it can pass and damage the power of the guardians. Failing to do so will require fighting a guardian at full strength. The souls themselves, being the spiritual stuff of evil, will melt any flesh that comes within half a foot of them, and thus must be knocked into the seals using an unliving object. These souls reside within "nests" that contain their evil energy, and will release a flesh-destroying burst after being out of the nest for more than a handful of moments.

3 The Recordkeeper: Continuing forward, the party will encounter a gate marking the entrance into the heart of the realm. The gate is a towering barrier of wrought of iron over the path leading into the howling gulfs below. From further within the realm, the agonized shrieks of tormented souls can be heard. The gate itself is slightly ajar, and the first seal can be glimpsed on the far side. The Gatekeeper is a hulking **demon armed with nearly a dozen warhammers and mallets** of varying size. He also has on him a set of tiny scrolls with short lists of names on them. Careful examination will reveal that one of the scrolls has the names of the adventurers on it. If the adventurers record the number of souls destroyed in the process of breaking each seal, they will receive a bonus in the final encounter.

4 The River of Blood: Beyond the gate, the adventurers will come upon a river of sludgy black blood. The adventurers will be harassed by demonic mosquitos while they try to strike the seal, which is located on the far side of the river. The guardian of the river is a huge demonic frog. It spits geyser of blood that it guzzles from the river as an attack. Drinking the blood regenerates damage to the demon, but it **cannot attack while drinking. The source of its power is a golden orb under its tongue** that can be seen when the guardian spits blood. The blood in the river is not fresh, and will only regenerate wounds if drunk in gallons. The golden orb grants healing if fueled by human blood.

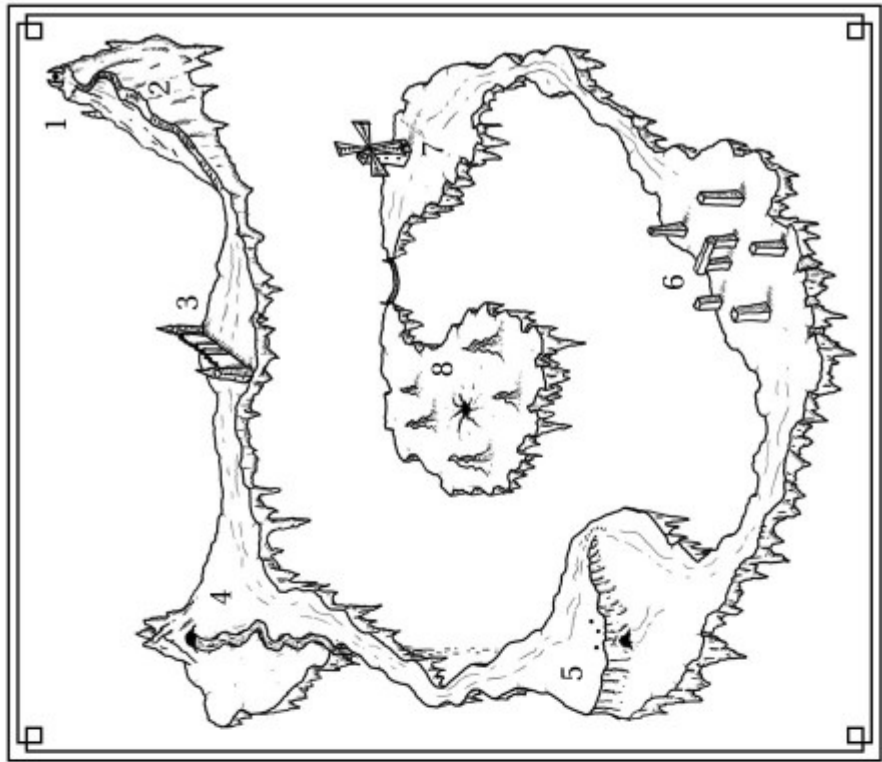
5 The Riddle Cliffs: Continuing down the trail, the land ahead seems to drop away. The next seal is at the base of a precipitous cliff. There is a small tunnel leading out of the bottom of the cliff facing the seal. Three tunnel entrances can be seen at the cliff top, but it is impossible to tell which leads to the exit tunnel. The guardian is the Beast of the Burrows, a great shaggy beast protected by servitor demons that disguise themselves among the tall grass using magic cloaks. These druidic cloaks can be looted and grant natural camouflage.

6 The Standing Stones: Making their way down from the cliffs, the party approaches a barren area littered with rocks. A set of standing stones interposes between the soul nest and the seal, but the shot can be made by knocking the soul off the stones. The guardian here is the Collector of Souls, a towering but spindly creature who attempts to snare enemies using a mancatcher. The warhammer of a previous adventurer can be found here. The hammer has a warm, holy aura.

Seal Location	Souls in nest	Distance to Seal
3 Behind Gate	2	Short
4 Over River	3	Long
5 Cliff Base	3	Medium
6 Beyond Stones	2	Medium
7 Behind Mill	3	Medium
8 The Pit	1	Long

7 The Soulmill: Winding through the stones, a dark, creaking structure rises ahead. Between the soul nest and the seal is a windmill that grinds souls into a fine powder to be consumed by Putzuputzu. The great black windmill is powered by the furnace-hot winds blowing up from the surrounding hellpits. The rotating blades of the mill will present a challenge to knocking a soul through the windmill into the seal. The guardian and miller is the Bearer of Burdens, a demonic donkey that wields a grindstone on a chain as a weapon. Consuming the soul powder will heal all wounds.

8 Putzuputzu: He sleeps within the Last Depths, a unfathomably deep pit in the reality of this plane, and will awaken when either a soul or anything magical is thrown into the well. If the party has written the number of tries taken to strike each seal on the Gatekeeper's scroll, they will receive a bonus against Putzuputzu. He is armed with an enormous mallet that can be used to direct the soul orbs. After defeating him, the adventurers will find on him Putzuputzu's Soul Ledger. Possession of the Soul Ledger will grant ownership of the damned souls in the realm. The decisions regarding the moral responsibility of possessing such an item are left to the players.



Lair of the Winter Wym

by greyface

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Background

In the land of Ithilor, 4 dragon-gods each control a season of the year. **Drakkormur**, the god of winter, has always been the most reluctant to give up his power. The adventurers head to the dragon cult as bodyguards to Princess **Nisal**. Her mission is the plead for the end of the bitter winter that has gone on three months too long.

Environment

Drakkormur lies in a pool of freezing liquid at the base of a cryovolcano. The magical chill is lethal, and it will take more than fur clothes and warm fires to survive. After the PCs pass area 2, every 30 minutes (real-time) the players must make a freeze check. Each failed check increases the penalty.

- | | |
|--------------------------------------|---------------------------------------|
| 1 - Minor chills. No penalty | 4 - Delusions and slurred speech. |
| 2 - Frostbite. Max hp lowered | 5 - Severe Chills. Major def. penalty |
| 3 - Shivering. Minor defense penalty | 6 - Death |

Dungeon

1. **Temple to Drakkormur** PCs arrive at the Temple. **Nisal** gives a sealed letter from the king, her father, to High Exarch **Rasur**. She does not know the contents. The letter states that **Nisal** is to be sacrificed to **Drakkormur** in three days. Afterwards, the guard captain, **Bronn**, states that **Rasur** is mad with power and that she can have a guide show the PCs a way inside the mountain to speak to **Drakkormur** directly.

2. **Yeti Nest** PCs climb a steep mountain path in the midst of a blizzard until they hear the rumble of four yeti guarding the dungeon entrance.

Eruption #1

PCs finds a room will all black walls which can be sealed from the inside. 2 guards turn the corner and shout alarm. Before combat starts, an earthquake strikes. Cold "magma" flow comes from behind guards and instantly freezes them. PCs must hide in the black room or be killed. "Magma" evaporates quickly after the magma flow ends. These sealable rooms can be found intermittently throughout the dungeon.

3. **Overlook** PCs stand at the edge of a precipice. 50 ft below, **Eban**, a thief looking for dragon's tears, walks among pools singing a song. An elevator can lower the PCs to area 4. The elevator looks sturdy, but careful study reveals a broken brace. If more than 2 human-sized creatures stand on the unrepaired elevator, it collapses.

4. **Nixie Pools** 20 corrupted nixies are sleeping in the pool unless PCs sing a

lullaby to calm them. If the PCs stop singing, they crawl out and attack.

5a. **Shrine**. If either of the 2 large emeralds (200 gp each) are removed from eyesockets of dragon statue, the mouth spews frost harming all in the room. If PCs destroy 100gp worth of coins, items or potions, in the brazier in front of the statue or discover the secret door, a small panel opens below the statue revealing a stash of magic items.

b. **Barracks** There are 3 rows of 6 cots in this room with footlockers at the end. Five of them contain mundane items. The sixth contains a deadly fireball trap. If the trap is removed, the chest contains six flasks of oil.

c. **Dining Hall** There are 2 tables. The leader's table has nice silverware (for 50gp) and 2 candlesticks (one is worth 100gp, the second is a Mimic).

d. **Food Prep Area** Carcasses (some human) hang from ceiling hooks.

6. **Leader's Quarters** A half giant named **Sergeant Krek** and 3 guards have been holed up in this room for weeks. They say the dragon has gone mad and **Rasur** has double-crossed them. Unless spoken to cordially in Giant language, he attacks with his magic polearm.

Eruption #2

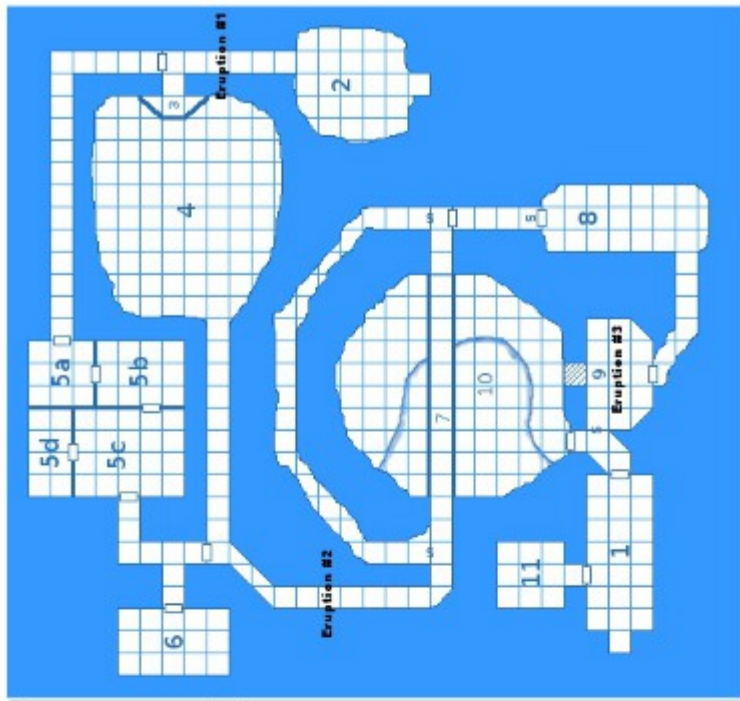
PCs must find a sealable room by looking for secret doors or running to one 150' uphill. The slowest character must pass freeze check or perish.

7. **Ice Bridge** Freeze check upon entering room. **Eban** stands in middle of the ice bridge holding an effreeti bottle aloft. If PC's attack, he smashes the bottle and flees. The released effreeti fights for three rounds before it melts the ice bridge and falls. **Eban** might join the party if the PC's persuade him.

8. **Misty Room** The door to this room is cursed with a powerful necrotic energy spell. A secret door underfoot reveals a narrow tunnel into the next room. This room is a long corridor with twelve 50' statues of half-dragon creatures. The room is clouded with mist generated by special wraiths. If the mist is cleared, they appear as white shadows on the floor. These creatures can shape the mist into sharp claws with which they attack. In the middle of the room, 2 statues wield falchions that swing down if a diamond (1000gp) is taken from the pedestal between them or if the attempt to disable the trap fails.

9. **Ossuary** Freeze check upon entering room. Piles of ancient bones line the walls. If not in the party or already deceased, **Eban** is here, dying from cold. He tells the PCs he deals in rare creatures. After hearing of sale of an ichneumon, a small creature whose poison can kill a dragon, he came to find dragon tears to free his wife from sorcerous sleep. He dies. 4 coffins in the

Greyface - The Lair of the Winter Wym



center of the room contain treasure and 1 wight. The floor is made of stone grates beneath which blue magma can be seen. A secret door opens on the corridor that leads between areas 1 (Temple) and 10 (Magma chamber).

Eruption #3

Before the PCs have opened all the coffins, a third eruption occurs. PC's must open the rest of the coffins or climb statues in the previous room or else die. The eruption blows open the weak wall between the ossuary and magma chamber.

10. **Lair of the Winter Wym** Large ice magma chamber guarded by **Pyrixia**, spawn of **Drakkormur**. He claims to be the dragon god. Diplomacy attempts will end in combat. After he is defeated, **Drakkormur** will rise out of the magma. The land the PCs fought on was actually **Drakkormur**'s back. He tells the PCs that **Rasur**, along with **Pyrixia**, poisoned him with an ichneumon, thinking **Drakkormur**'s power would transfer to him.

11. **Rasur's Chambers** Angred with **Rasur**'s cruelty, **Bronn** and her guards will not stop the PC's confrontation with **Rasur**. He can be found in a corridor chasing **Nisal** and laughing madly. If given mercy, he will betray PCs when it is most opportune. He will lead PCs to the ichneumon from which an antidote is distilled that will heal **Drakkormur**.

End of Adventure

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Wunnibad's Tomb

Simple, short adventure for Savage Worlds by Grzegorz Gacek

Introduction

Wunnibad is a hero of old, famous for saving the land from terrible invasion (by undead army, greenskins horde - choose something appropriate to the setting). Some believe that he was deified and worship him as Protector, god of Defence. Entrance to Wunnibad's Tomb has been recently dug out by a local count, who wants to use it to fill his coffers (by plunder or establishing a pilgrimage site). Unfortunately it is a dangerous place, two workers got killed in explosion when they entered with a torch, one brave knight took a lamp and was doing well before he mysteriously fell over and something dragged him inside. Count forbid his men from entering and started to look for other ways to explore the tomb. Fortunately group of adventurers showed up (or volunteered to get out of count's dungeon). The tomb is a cursed place, defiled by Wunnibad's enemy (the unsuccessful invader). Interior is infested with deadly magical intelligent weed which tries to kill everyone who enters.

Entrance

Dark, long (60m) stone corridor leading into the hill. Above it is a crude inscription which says: *"You are nothing but foul dogs to me, and as such, by the leash, you will come. Fail to obey me, and you will suffer."* Inscription is written in some uncommon language known by one of PCs. If they don't possess such skill (or can't read) one of count's men will provide translation, if characters ask for it.

Interior of the corridor is covered with strange plants, similar to moss or lichen. At bottom of the corridor vegetation is thinner and stone tiles can be seen. There is crudely carved line, which starts straight, but zig-zags after few meters (this is the "leash").

Corridor is dangerous. One species of moss reacts to open fire by releasing gas which explodes causing 2d6 damage. Other (present only on the ceiling) detects living beings and releases its pollen, PCs entering straightened have to pass Spirit test at one-third of corridor length, difficult (-2) at two-thirds and very difficult (-4) at the end or fall asleep. Characters not following the carved line will step on a plant which will try to grapple them and cause 2d6 electric shock damage each round. The inscription is the key to the safe passage, if characters crawl inside on all fours following the "leash", they will be safe.

Entry room

Nothing deadly here. There are almost no plants on the floor but walls are almost completely covered in leaves. Vegetation is thickest on the ceiling, which cannot be seen but seems quite high (lowest leaves are 2m from the floor). Wall opposite to entry has single wooden door (open) and three small windows.

Statue room

This chamber is higher than previous with same vegetation. There are two stone feet on the floor, remains of shattered statue of a warrior. On his shield symbol of tower can be seen, sign of Wunnibad. Between the broken feet stands the knight who was dragged into the tunnel. He shows no signs of life and seems to be hanging from entangled vines going down from the ceiling. Closer look reveals that they pierce armour and go into knight's body. As in previous room there are windows on opposite wall, though in place of leftmost is a hole. This time door is closed with a grate. Mechanism to open it is present but doesn't work, PCs may lift the grate and block it or go through the window-hole.

This room holds an ambush. When party will be distracted (by knight or attempt to get to next room) several humanoids hiding in bushes at the ceiling jump down and attack the PCs. They resemble zombies, though like a knight, each is "connected" by the vines to vegetation. Cutting the vines connecting monsters to the plant reduces their Fighting skill and Vigor by one die (affecting also Toughness and Parry). Depending on party strength knight may also join the fight in dramatic moment...

Stairs room

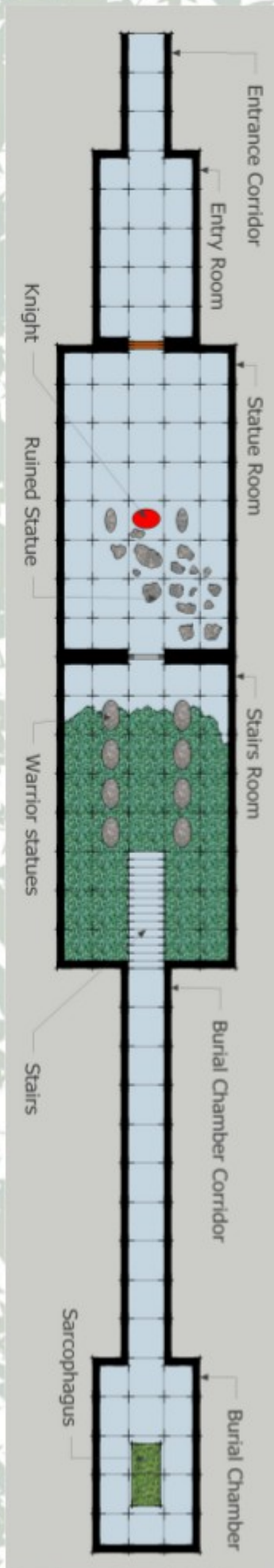
Vegetation in this chamber grows mostly on the walls. Floor is covered by grappling moss (same as in the entry corridor), ceiling by tangled, woody, leafless vines (ideal for attaching rope to swing across to avoid the moss). Several warrior statues guard the stairs leading to next chamber, all have a tower carved on their shields. There used to be a door leading to next chamber but it is destroyed.

Burial chamber corridor

Several thick vines hang down from the ceiling, closer examination shows that they are covered in small hooks and sticky slime. Vines are sensitive to contact and quickly wrap around and adhere to touching object or person and try to raise its prey up. There victim is wrapped up in big leaves and digested (2d6 acid damage per round; use Grapple rules to get free). Non edible objects are dropped. It takes 30 seconds for the vine to unwrap down again.

Burial chamber

Heart of the tomb with sarcophagus completely covered with vegetation, inside is a root of all trouble. When PCs approach lid will crack, thorned tendrils will flail and the final battle will begin. Stats of the weed's root should pose a challenge, its tendrils should have a range of 1 or 2, it should be Fearless, and maybe have Sweep edge. If the party is experienced or really tough some plant-zombies can descend from the ceiling. Make it memorable! Wunnibad may reward heroes with defence boosting magical items (e.g. increasing Parry), in line with his aspect.



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The Refuge of the Necromancer



BACKGROUNDS

A terrified Citadel hires the heroes after many missing person. The last person is a 14 year old daughter of a merchant. A Noble offers 400gp as a reward to those who solve the problem. Following the clues given by a hunter nearby, takes the heroes the doors of an ancient temple in ruins abandoned long ago.

THE VILLAIN

Rasfith is a follower of the necromancy arts. He plans to create a force of undead to dominate the Citadel. He made the secret rooms of the ancient temple abandoned its own domain. It is he who is capturing people to be his undead servants.

1 - GREAT HALL OF ANCIENT TEMPLE

There are 3 ferocious giant rats per hero. They are eating the remains of a corpse in the middle of the room and attack the heroes. There are ruins of ancient construction and wreckage of chairs. In the pulpit this hidden the key to room 10 in a secret compartment.

2 - FLOOR TRAP

In the middle of this passage, there is a hidden 10-foot deep pit.

3 - OLD LIBRARY

There is 1 zombie per hero, guarding this room. On the north wall there is a secret passage leading to the left of the dungeon. There is a chest in the corner with a splash of acid trap. Inside the chest is: 2 common ancient medallions and 1 vial of healing potion. On the shelves, many old books and scrolls unimportant.

4 / 7 / 9 - ACCESS PASS

Only serve to shift to other rooms.

5 - ALTAR OF THE SKULL

In this room there is a skull that exudes a crackling light. Play the skull causes the hero loses 1 level. Destroy the skull causes a burst of energy that hurts all nearby.

6 - MUMMY KING

This room is with the doors locked from the outside with bars. The mummy inside his sarcophagus, will not attack if not harassed. Inside the sarcophagus have 1 ruby, 5 emeralds, and a scepter with precious stones.

8 - SKELETONS IN THE ARMORIAL

In this room there are 2 skeletons armed with swords and spears for each hero guarding this place. There is an armorial with more weapons.

10 - ALTAR OF DOOM

In this room there is a table. Rasfith sacrifices people Citadel here to make them undead. At this time, a young girl, probably the daughter of the merchant is to be sacrificed. The light in this room is dismal and there is an altar to an unholy God. In a chest has 1 cursed dagger, 1 magic scroll of Fireball, 1 magic scroll of Create Undead, 200gp. On a shelf, 1 book on human anatomy, 1 atom of a God of the Dead, 1 spellbook with spells: Invisibility, Magic Missile, Read Magic, Undead Command and Create Undead. Rasfith will try ambush the heroes if realize they are coming. He will flee the stairs if losing the fight. The key of the door and the chest are the neck Rasfith. The stairs leading out of the dungeon by a secret way.

The Refuge of de Necromancer

is a One-Page-Dungeon for beginner heroes
Recommended: 1^o - 2^o Level / System: any



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Page: <http://torkgames.roxer.com>

Author: Guilherme Paredes



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THUNDERHEAD MANSE

By GUS L of <http://dungeonofsigns.blogspot.com/> released under: <http://creativecommons.org/licenses/by-sa/3.0>

A lone black thunderhead hangs above the thorp of Drist Gors, drenching the warped clapboard and adobe town with rain. The village is abandoned, possessions sit in the muddy streets, evidence of inept looting and half-hearted attempts at arson. The cloud looming over Drist Gors is strange, elegant white buildings cling to it, barely visible through sheets of rain. Former fortress to the warlock who titled himself "The Celestial Hierarch" and claimed the lands East of Drist Gors, the cloud was a weapon for extracting tribute from the farmers of the dusty plains by dominion over destructive lighting and life giving rain. The Hierarch has been gone for two years, but his cloud mansion still makes an unvarying circuit of his former domain, now inhabited by the feral remnants of his Flying Monkey Guard, turned to banditry. Drist Gors offered little when it was inhabited, and its few residents have fled, their tracks washed away by the deluge, leaving the damp buildings of the plundered town denuded of valuables or provisions. The Manse circles calmly 100' above the violent rainstorm punishing Drist Gors and its fields. Magical aid, even a levitation spell and a few hundred feet of rope, is required to reach the cloud mansion, but its lazy residents are unlikely to notice intruders expect in Areas B and C.

THE MANSE

The buildings on the Thunderhead are made of white marble block, finely carved by magic. Interiors are either decorated in green and blue mosaics, or plastered white. The only remaining residents of the Manse are a few guardians and a company of 34 **Flying Monkey** zouaves (*As fighter 2 or hobgoblins – fly 40'*), armed with sabers and lighting gonnies (hand wound copper and glass rifles, *as Heavy Crossbow*). The cloud is immaterial water vapor, and will not support weight.

AREA H – Pinnacle – Bare marble columns surround a windswept circle of magical sigils inlaid in turquoise (600 GP).

AREA G – Library – Black oak shelves line this room, with ladders to allow access to the higher shelves. While many shelves are empty, 300 *basic texts* of magic, astronomy, and alchemy (3,000 GP and 900 lbs) remain as well as scrolls containing *feather fall*, *lightning bolt*, and *control weather*. A scroll emblazoned with a mandala of **Explosive Runes** rests on a low shelf, ready to kill in a blue flash. A *shell inlaid wooden globe* of the constellations (300 GP) sits in the center of the library along with a few *small carved oak tables* (200 GP).

AREA F – Wizard's Lair – *Glass tubes*, filled with trapped lighting (1,000 GP), illuminate this chamber, a musty but ornate bedroom, minimally furnished. The *black oak wardrobe* (200 GP) is empty, and a matching *chest* (100 GP) contains only blue *silk sheets* (100 GP), while the *bronze and shell bed* (600GP) has been stripped to its bare mattress. A *shell inlaid bronze desk* (200 GP) with matching *chair* (100GP) stands against the room's South wall, while a strange organ of glass pipes, crackling with electricity, dominates the Western wall. If a person of musical talent plays on the organ the tone of the piece will determine the violence of the storm outside, from a fury of random bolts to gentle rain. The organ is magically draining and highly addictive, sucking life energy from the musician at the rate of 1HP per turn and requiring a save v. spells to stop.

AREA E – Temple – Bronze Statute – This classically styled temple acted as the audience chamber for the Celestial Hierarch. Creamy marble columns and walls set off a gold leafed frieze above the door, depicting a stern bald man glowering outward, and several geometric mosaics in green and blue tile on the floor. The temple is dusty and has been empty for two years, protected by a fierce 10' **Bronze Statute** of a bearded scholar (*as double HP animated iron statue*) acting under order to protect the Temple from any but the Hierarch. The verdigris covered bronze door at the rear of the chamber is too strong to force with normal tools, but locked by a normal, non-magical lock.

AREA D – Reservoir – Water Elemental -(D) An general workroom, filed with broken glassware, rock samples, a *butterfly collection* (15 GP) and several worktables. (Di) Apprentice/servants' quarters containing a pair of bunk beds and four empty foot lockers. (Dii) Looted equipment and regent storage, holding several wooden shelves of broken crockery. A *bag of diamond dust* (500 GP) has slipped into the corner under a pile of shattered teacups. (Diii) Kitchen and panty, ransacked by the monkeys, with a scattering of empty barrels, broken crates and rusting pots remaining. A trapdoor with a rope ladder piled nearby and a well with a bucket fixed to a long chain leads to the reservoir proper. (Div) A 40' deep reservoir of cold clear water, haunted by a tormented, vengeful **Water Elemental** that is constantly refreshing the thundercloud and reservoir. The monster is trapped in

the reservoir basin but will attack any animate creature that enters the water.

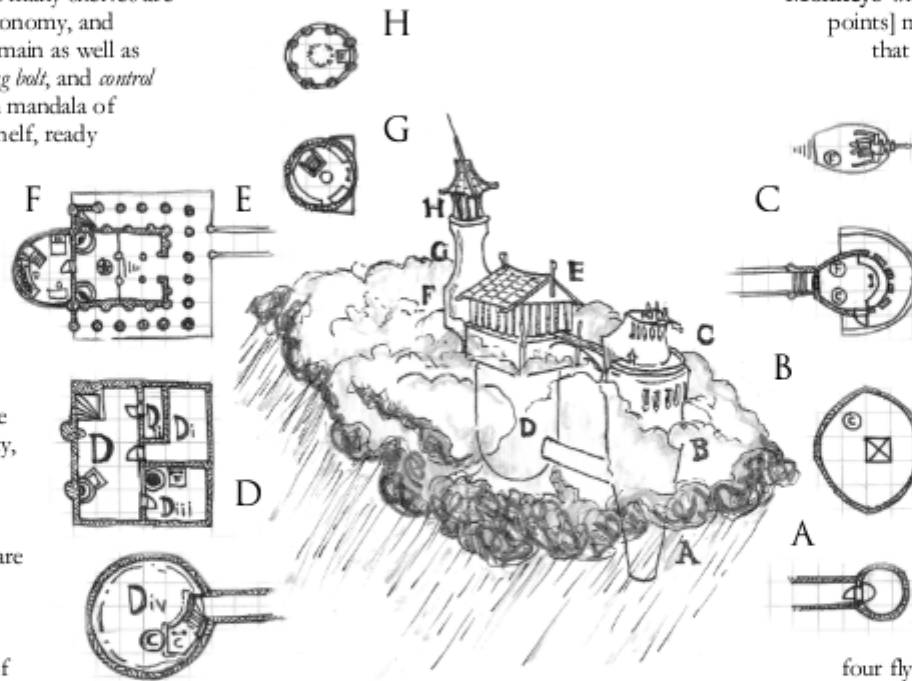
AREA C – Barracks/Gun Deck - 12 Flying Monkeys – The barracks have been taken over by the monkey leader, Buffo, and his cronies, (8 **Flying Monkeys** with maximum HP and slightly [1-2

points] more armor). The room is much like that below, reeking of monkey musk and besmirched with filth. The quality of furnishings is higher, the jumbled nests made of *silk* (200 GP worth is salvageable) and other fine cloth, as well as a scarred *finely carved oak throne* (600 GP). Like all Flying Monkeys Buffo isn't really evil, he's greedy and has ruled by fear for too long to back down. If the monkeys are losing a fight badly, or frightened by a display of magic, he may be willing to call a truce, hoping that the other perils of the Manse will kill the party. When faced with annihilation, Buffo and his people will flee or surrender. Lost among the detritus of monkey life is a set of *gilded platemail* (human sized - 800 GP), a *pearl necklace* (1,200 GP), 700 GP, 120 PP and

four flying monkey pups. The platform above the Barracks holds a lightning cannon, operated by four monkeys who Buffo ordered to spy on the town below but who are more likely to be bickering or sleeping. The cannon is a long, delicate assemblage of brass rods and glass tubes that can fire an 8D6 lightning bolt in a 30° arc in front of the cloud. The cannon requires a turn to reload, as two or more Monkeys furiously turn a set of wheels to charge its rubberized dynamo.

AREA B – Armory – 24 Flying Monkeys – The lair of the bulk of the monkey guards. These black furred man-sized apes have the blue feathers of jays and wear breastplates over braided grey uniforms. Hammocks and piles of furs are scattered about beneath old worktables and weapon racks. Normally disciplined and soldierly by nature, the monkeys are turning feral without real leadership, and while they still repair their weapons and armor, they are no longer meticulous about hygiene or cleanliness. The floor is completely covered in cast off uniforms, plundered cloth and damp straw, concealing a **Pit** that drops into the shaft of **AREA A**. Amongst the filthy monkey nests is a variety of plunder: *shell cameo* (125 GP), 12 *bent silver place settings* (12 GP), *cracked china teapot* (10 GP), *bolt of embroidered felt* (500 GP), *quartz orb* (90 GP), *platinum vial of floral perfume* (500 GP), 800 SP, 250 GP, 75 PP.

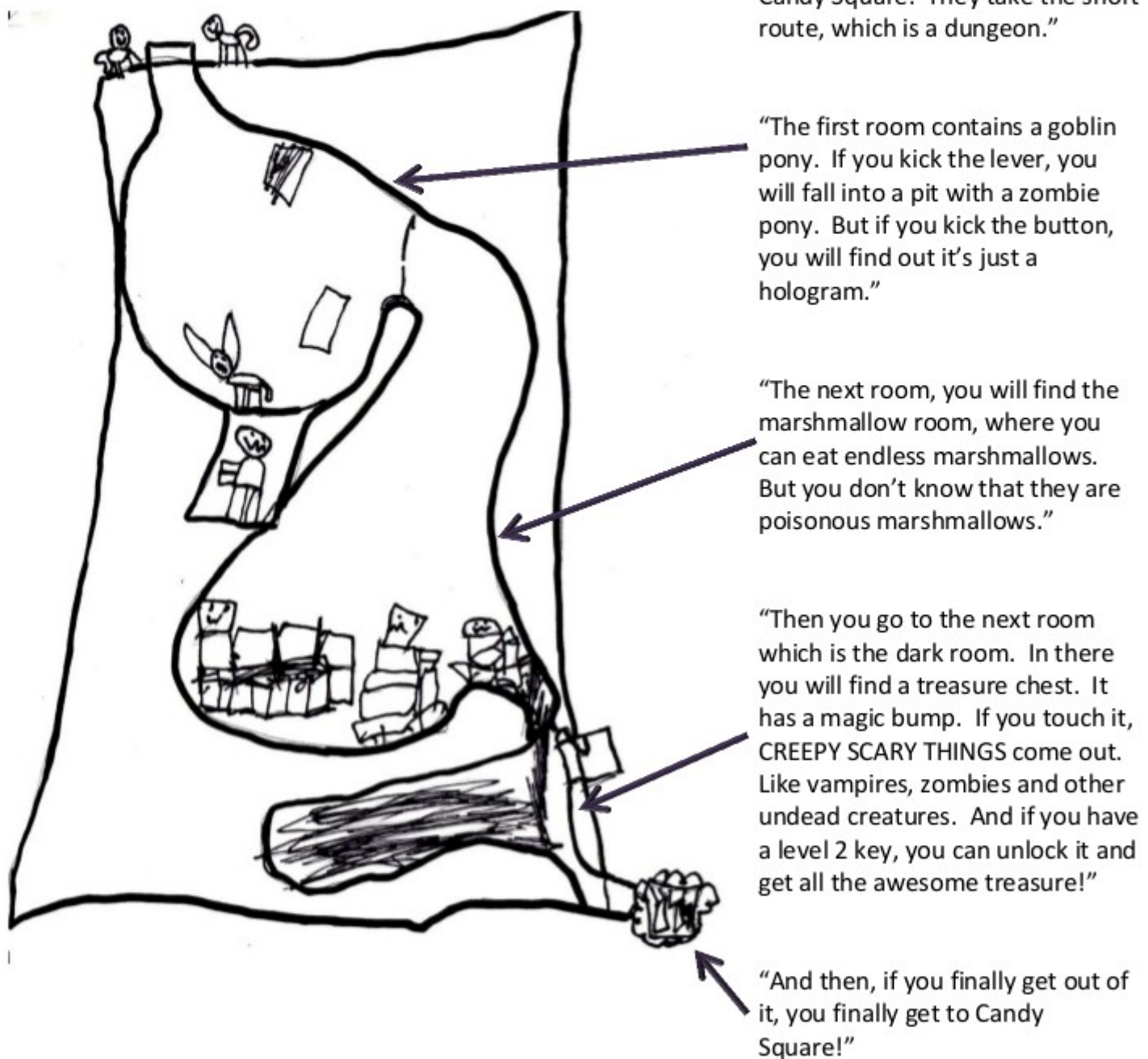
AREA A – Oubliette – A long tube of marble, open at the bottom and used both as trash chute and prison. Several rusted manacles line the walls of the shaft, dangling in the howling wind and lashing rain that boils up from below. Near the bottom a small ledge juts from the side, acting as a landing for a bronze door opening onto an access tunnel to **AREA Div**. A 10' long pole with a hook, and several tin buckets line the tunnel near the door. Anyone falling down the shaft will have a single chance to grab (Save v. Wands) one of the manacles or the access ledge before plummeting.



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The Tiny Tyrant, age six, heard about the dungeon contest daddy was entering. Already an experienced RPG player at the family game table, she demanded that she be allowed to make a dungeon too. This is her dungeon, and her description, dictated to her devoted scribe, and presented here word-for-word, without editorialization:

Ponies Candy Square Dungeon



Art & text by the Tiny Tyrant (authorized by her father, potterama@gmail.com) for the One Page Dungeon Contest, 2014.
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ROBBING WALDGRAVES

THEODORE WALDGRAVE is a burglar and an art thief, 5th level, who pretends to be a small time trader. His townhouse makes an interesting target for burglary, a Guild reprisal or other adventure hook.

Other people associated with the house include **BEATRICE WALDGRAVE**, the doll-sewing depressed wife; **JASPER WALDGRAVE**, the deceased son; and **NELLY GIMBLE**, the visiting maid and cook. Beatrice is almost always in the house, or in the garden.

The house itself is in a gentle part of town. All windows on the ground floor are barred, and the outside doors are locked.

THE LIVING DOLLS: These alchemical homunculi are Theodore's trade secret. He constructs them from Beatrice's dolls using ancient formulae. They are mute, have average intelligence, don't require rest and are masters at avoiding detection. Theodore uses them to burgle rich mansions and to protect his house.

HD 1d4, Armour as chain (quick and small as well as sturdy), ATT 1, DMG 1 or Weapon, Speed half as fast as an unencumbered man.

If the house is entered, the dolls will merely observe and follow in secret if necessary. If intruders steal anything, 2d4 dolls will follow them when they leave and will try to kill them at opportune time and make it look like an accident. If the secret basement is breached however, they will openly attack at the stairs and the office, shooting from arrow slits, pouring hot oil and caltrops on the stairs, etc. If intruders still manage to escape, the dolls will follow as before.

There are currently 30 dolls in total. If Theodore is not at home, he'll have 4-8 with him.

SPECIAL BUILT-IN DOLL FEATURES:

- 1 Lockpicks.
- 2 Spring-loaded darts, 4, 1d2 dmg + poison.
- 3 Hidden knife, 1d4 dmg
- 4 Sleeping or poison gas.
- 5 Climbing spikes and rope.
- 6 Secret pocket.

POISONS:

- 1 2d6 dmg.
- 2 Sleep for 2d4 Hours.
- 3 Paralyze for 2d4 Turns.
- 4 Hallucinogenic, *Confusion* for 1d6 rounds.

Ground Floor

- 1 **FOYER:** A large painting of Mr and Mrs Waldgrave and their infant son Jasper. Smaller paintings of various sorts, total value of 1d6*100sp. Two hidden trapdoors in ceiling.
- 2 **DINING HALL:** Silverware and fine drinkware worth 1d6*100sp. Dolls, 10 normal, 4 alive.
- 3 **KITCHEN:** Table, oven, cookware, pantry.
- 4 **LIBRARY:** Comfy chairs, paintings, common books, African souvenirs; masks, blowguns, hunting trophies 1d4*100sp for collectors. Dolls on shelves, 9 normal, 6 alive.
- 5 **STORAGE:** Extra furniture. Peephole allows to see into the office and can also be used to fire hand crossbow bolts. Peephole can be closed and locked from the office.
- 6 **OFFICE & HIDDEN STAIRWAY:** Desk, a hand crossbow with bolts and two bottles of poison in the topmost drawer. Secret compartment with needle trap contains records on stolen art sales and of a large order of bulk silver Theodore placed some time back. (About 10,000sp worth.) Bookshelf with common books on finance and trade, dolls, 7 normal, 7 alive. A chest of drawers has a locked and trapped drawer on top. An unsuccessful attempt to pick the lock will cause an arm to snap at the character's hand and tattoo the word "THIEF" permanently on it. There's 500sp inside.

The secret door in the bookshelf opens into a 5' closet with a black leather armor, a bag of thieves tools, 1d6 vials of poison, short sword, hand crossbow and rope in it. Any search of the closet will reveal a keyhole on the right hand wall of the closet. The keyhole is a trap: any attempt to pick or otherwise open it will instead drop a iron portcullis blocking the way back to the office. All the other closet walls are also reinforced with iron bars.

When a hidden button in the bookshelf is pushed, if the secret closet portcullis is down, the floor in the closet will open and drop anyone inside down a chute to the oubliette in the basement (#15), 2D6 falling damage, then the trapdoor will close and the portcullis rises and resets. The secret door in the closet can be opened by pushing, but only when the bookshelf door is closed. Only one of them can be open at any given time. The door at the bottom of the stairs is locked.

2nd Floor

- 7 **LANDING:** Paintings worth 1d6*100sp in total.
- 8 **GUESTROOMS:** Currently used for storage.
- 9 **STORAGE:** Shelves of linen, pillows. 3 light crossbows and bolts hidden under the fabrics. Trapdoor on the floor can be used to shoot at intruders in the foyer.
- 10 **SEWING ROOM:** Worktable, piles of unfinished dolls (normal), rolls of cloth, sewing equipment. Beatrice spends most of her time here.
- 11 **MASTER BEDROOM:** A loose floorboard hides a bag with a change of clothes, 100sp in coin, 400sp assortment of gems, forged travel papers.
- 12 **JASPER'S BEDROOM:** A cot, a chest of drawers, a rocking horse, toys, all covered with sheets and dust.

Untouched since Jasper's death.

- 13 **SECRET CORRIDOR:** A 10' ladder, a trapdoor that can be used to escape to the back door.

Underground

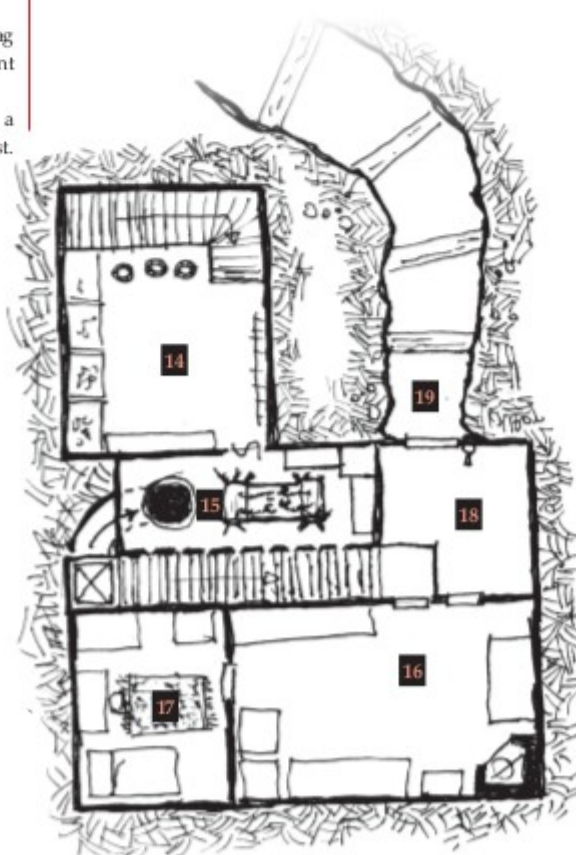
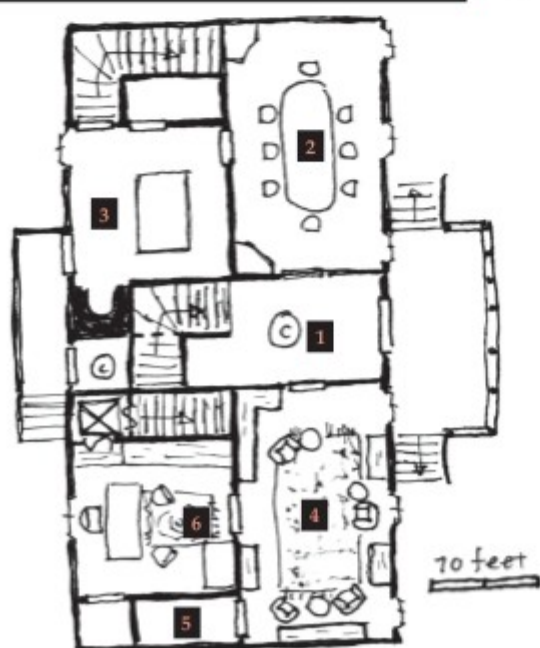
- 14 **CELLAR:** Winerack, bins, barrels. A 20' ladder.
- 15 **TORTURE CHAMBER & ARMORY:** A torture rack, assortment of short swords, knives hand crossbows and other ranged weapons, suits of leather armor. 20' deep oubliette with a stone lid. Arrow slits to the hidden stairway. A cauldron of hot oil can be poured into the stairwell through the slits, if needed. 6 living dolls.
- 16 **LABORATORY:** Messy workbenches, shelves. Eldritch books on homunculi and dark rites, 500sp, alchemical equipment, 500sp. Glass jars with preserved autopsied living dolls, showing crude organs, spines, bones. A rocking horse. All doors from this room are locked.

Under a loose flagstone is a chest. The chest can be safely removed by twisting it clockwise before lifting, otherwise lifting it will trigger hidden bear trap jaws that cause 1d8 dmg and trap the lifter's hands. An open doors roll is needed to force the jaws open, but each failed roll will result in 1d4 extra damage. The chest contains 2000sp worth of jewellery and 1000sp in gold.

- 17 **JASPER'S ROOM:** After Jasper's death, Theodore managed to bring him back as a living doll made out of silver. Jasper's body is made of silver and worth 10,000sp. He's abnormally strong, has the mind of a 4 year old and is prone to violent tantrums. He listens to Theodore though. AC as plate + shield. HD: 4, ATT: 1, DMG 1d6 fists. Roll initial reaction as normal, after that his behavior depends on his treatment. 6 normal dolls, 4 alive.

- 18 **VAULT:** Valuable paintings, statues, all stolen. A professional art dealer could pay up to 1d6*1000sp for the lot, but would also recognise the pieces as stolen. A common fence could buy them for 1d6*100sp. 3 living dolls hiding. A lever on the wall next to the tunnel door will collapse this and the far end of the tunnel 3d6 dmg, save for half, if under the collapse. The door to the tunnel is locked, barred and trapped: Scything blade, 1d8 damage when door opened, save to avoid.

- 19 **SMUGGLING TUNNEL:** A mile long tunnel dug into dirt, support beams every 10'. Search reveals that some supports are rigged to collapse. Tunnel leads to nearby river bank through a concealed reinforced door. The door is locked with a two keyhole lock, one of which will unlock the door and the other will collapse this end of the tunnel, 3d6 dmg save for half, if under the collapse.

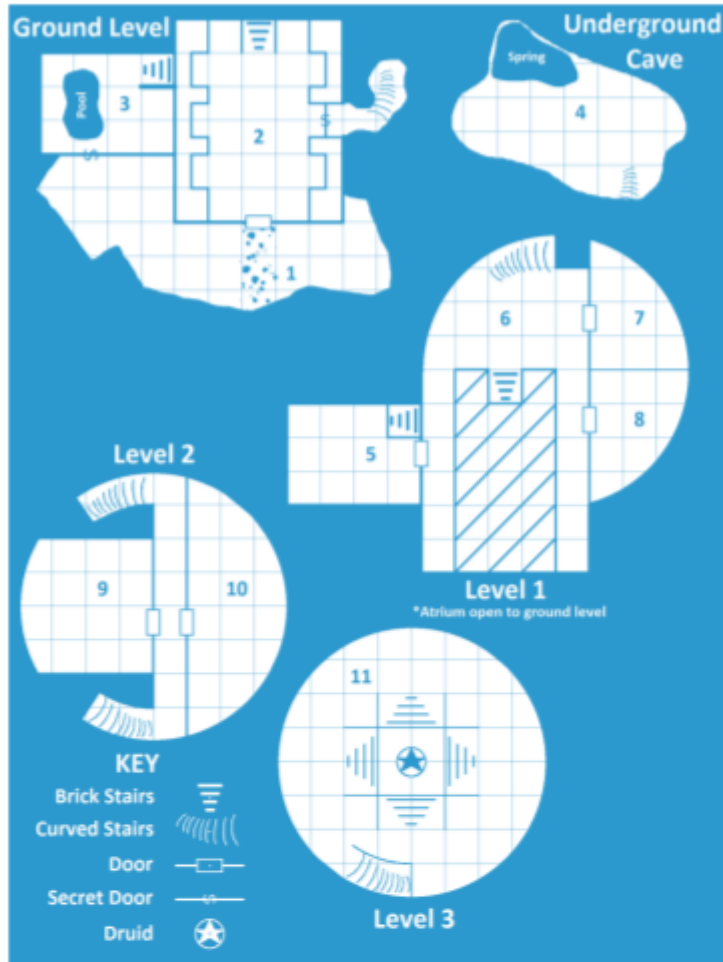


The Druid's Mound

One Page Dungeon for 2014

By: Henson Smith

Local villages have been terrorized by monstrous plants emerging from the nearby forest. The PCs have been recruited to seek out the source of the corruption, and their search has brought them to a small, rough hewn stone tower, topped with a thatch roof.



1. Tower Exterior: 4-6 monstrous plants attack any PCs within 30'. At first glance the tower does not appear to have any windows or entrances other than the lone door to the south. A closer examination reveals a damaged section of wall leading into room 3. In fact, the tower does have windows, but they are covered by an illusionary spell which makes them invisible from the outside.

2. Main Atrium: A two story atrium with balconies on either side, above six small alcoves containing tapestries. A close examination will reveal that behind a worn tapestry is an indentation in the shape of a flower. If the wooden flower from room 7 is inserted into this crevice, the entire wall will shift, revealing the passage to the underground cave (room 4). A pile of logs dominates the center of the room. Any attempt to examine/pass the logs on the ground level will cause them to cluster together into a **wood golem**, emanating with green energy. The golem will attack PCs on sight, unless they present the golem's token from Upper Storeroom (room 5).

3. Lower Storeroom: The murky room's only feature is a sunken pool of water no more than 3' deep. A **large monstrous plant** and 1-3 **additional monstrous plants** grow from the edge of the water and will immediately attack the PCs when the room is disturbed.

4. Underground Cave: This rocky chamber contains conspicuously normal fungal plants. The spring's water appears to be the source of their resistance to the corrupt energy of the tower. In reality, it is the shining amethysts hidden in the spring's waters. These jewels have a 2 in 6 chance per round of causing monstrous plants to recoil.

5. Upper Storeroom: Contains carved wooden statuettes of a wolf, an elk, and a leaf with identical bases, as well as a three-tiered obsidian platform with an inscription of a poem about predators and prey. Arranging them as listed from top to bottom will open a secret compartment, revealing an ironwood amulet which glows with green energy (golem's token).

6. Common Room: Sounds of combat emerge from the room. A **Dryad** is cornered by **monstrous vines** growing through a window. If the Dryad survives, it will attempt to recruit/charm the PCs into helping her find and destroy the source of the corruption. The Dryad will be easy to anger due to the corruption. Amethysts from the underground cave will lessen this effect. If the Dryad does not return to her nearby tree (with the source destroyed) in 3d6 hrs the Dryad will become terminally ill.

7. Dining Room: A flower sits in a small wooden vase near the window. The flower is in fact made of wood, and fits the indentation in the main atrium.

8. Athenaeum: Dusty bookshelves contain variety of subjects - some magical, some mundane. PCs may find minor spell books hidden among the texts.

9. Druid's Study: This well furnished room is in fact full of **animated objects**, which will attack the PCs if they enter. Possible animated objects include chairs, curtains, rope, books, and cabinets.

10. Living Quarters: Modestly furnished but comfortable. A thorough search will reveal treasure, including gold and minor magical items.

11. Druid's Demise: The upper room is guarded by 2 **moss golems**, who attack the PCs upon their entry. If the Dryad is accompanying the PCs at this point, she will succumb to the corruption and turn on them. This may be prevented if the players have amethysts from the cave, and can rally the Dryad to withstand it. The Druid's figure is in the center of a raised dais, petrified with tree bark. Upon further inspection, the Druid is observed to be pointing a wand at his open hand, as if casting at its contents. The wand and hand are encased in a large crystalline amethyst with large black imperfections. Destroying the crystal or dispelling its magic will remove the corruption and leave the wand intact, but will not cure the druid. It is a wand of animate object, but has a 20% chance when cast to turn flora near the caster against all non-plants within 50'.

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DAY OF THE SWINE

A one-page scenario by Heron Prior



The village of Hogwallow appears on no map. No signpost points its way. Its squalid shanties lie hidden deep within the forest, and for good reason. Its people are Swinefolk – crude, shape-shifting pig men, who delight in kidnapping travelers from the main road. Those they take are never seen again, either sold into slavery, eaten, or sacrificed to Squee'la, Demon Goddess of Swine.

The party might come to Hogwallow investigating disappearances, pursuing would-be kidnappers, or by sheer chance. It is a chaotic, ramshackle place, filled with the squeals of hogs and the crass bellows of the Swinefolk.

The villagers pose as human, welcoming visitors with cheerful curiosity. They apologize for their lack of an inn, but offer the use of an empty shack. Any business or serious questions must await the return of the village leader, Boss Grogg, who is "away" for several days (actually in a nearby cave, observing religious rites).

Visitors are free to wander, but Swinefolk in animal form keep a close eye on their movements. If the party is still in the village upon Grogg's return, he invites them to a feast... to be drugged and ambushed at the first opportunity.

Swinefolk do little work. The youngest tend a few meager crops, but the rest fill their days with wrestling, drinking, and vulgar antics. If questioned, they play dumb or make crude jokes. In combat, Swinefolk take a hybrid man-hog form, but prefer weapons to their natural attacks. They fight as bandits (but with lycanthropic immunities). If wounded, they shape-shift, attempting to hide amongst the pigs.

The Wallow – scores of hogs roam the village, congregating in a vast, noisy mud-pit. Ten are Swinefolk children, who live as pigs until adolescence. 1d6 are adults, frolicking in animal form.

Covered Wagons – Used for "hunting" on the main road. Tarps hide shackles, cudgels, and other tools of the slaver's trade.

Shanties – Reeking, filthy shacks house roughly forty Swinefolk. Each has a few coins and at least one weapon hidden away.

Mungillion the Magnificent – a rat-toothed hedge-wizard lives in this gaudy caravan. Mungillion tutors Boss Grogg in spell-craft (with little success), but spends more time dallying with a Swinefolk widow. He is crafty, and loyal only to himself, but too afraid to betray the Swinefolk. Hidden in the rafters are a book of simple spells, several packets of wolfsbane and a silver dagger (insurance).

Ringworm's Pub – A family of Mongrelmen serves up a caustic moonshine of skunk cabbage and toadstools in this old barn. Their many children are shameless pickpockets, and nearly impossible to grab ahold of; Swinefolk simply kick them aside. The family turns a blind eye to the affairs of the village.

Barbarian Slavers – five slave-traders from the fierce woodland tribes stay here, awaiting Boss Grogg's return. They spend their days drinking and sparring, and are eager for new sport. Their leader, Grizzletooth, carries *The Goathammer* - a two-handed sledge granting sure-footedness and doubled move speed 1/day, but the user appears goat-legged for the duration. The men are greedy and mercenary, but don't realize the villagers aren't human.

The All-Seeing Owl – A young druid in owl form spies on the village from atop a crag. His elders have yet to pass judgment on the Swinefolk, but the druid, Barris, might reveal himself or offer minor aid to a sympathetic party.

Smokehouse – mostly holds small game, but a search reveals human bones.

Grogg's House – a crumbling farmhouse, littered with trash.

Grogg keeps a room upstairs, guarded by a pet boar. The key to the stables hangs on a peg, while a reeking mattress hides a scroll of two simple spells and *The Song of the Sow* – a blasphemous hymn to Squee'la which inflicts the reader with gluttony.

Old Stables – The main entrance is crossbow-trapped. A locked side door reveals 2d4 shackled prisoners, awaiting sale (or worse). Their jailor, a raven-headed Forest Harpy named Gertha, sits in the rafters. Her croaking "song" induces a trance-like state, keeping the prisoners docile. She warns intruders away, but is hesitant to fight. Gertha is paid in moonshine, and the floor is littered with empty jugs. If offered drink, she guzzles it greedily, then flies away to sleep it off.

Hidden Archers – six pig-faced orcs of the Redsnout tribe watch from beneath a shelter of woven branches, ready to rain arrows down on the trail below. The Redsnouts are devotees of the Demon Sow, and often come to buy slaves or share in religious rites. Two carry wrapped bundles of silver arrows, "just in case".

Cavern of the Black Sow – Odd fetishes and symbols adorn this candlelit cavern. Unless alerted, Boss Grogg and two Redsnout shamans sit in meditation around the *Pit of Whispers*, fasting until the new moon. In combat, Grogg assumes a centaur-like form with jutting tusks and the lower body of a massive hog (treat as a wereboar). At the back of the cave, a basalt idol of Squee'la hides a strongbox with minor jewelry and a large cache of coins.

Pit of Whispers – faint voices and a chill wind emerge from this bottomless cleft. This is a site of unholy power. Anyone listening too closely risks being cursed, turning slowly towards chaos and evil. After 1 month, the victim becomes one of the Swinefolk.

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Dungeon Number One

Back in 1984, I game mastered my first D&D adventure. I drew a dungeon and invited my cousin Sven and his friend Paul. They played a wizard and a thief. They were six years old. We didn't have any idea how roleplaying games work. The game was over in half an hour. This is the dungeon:

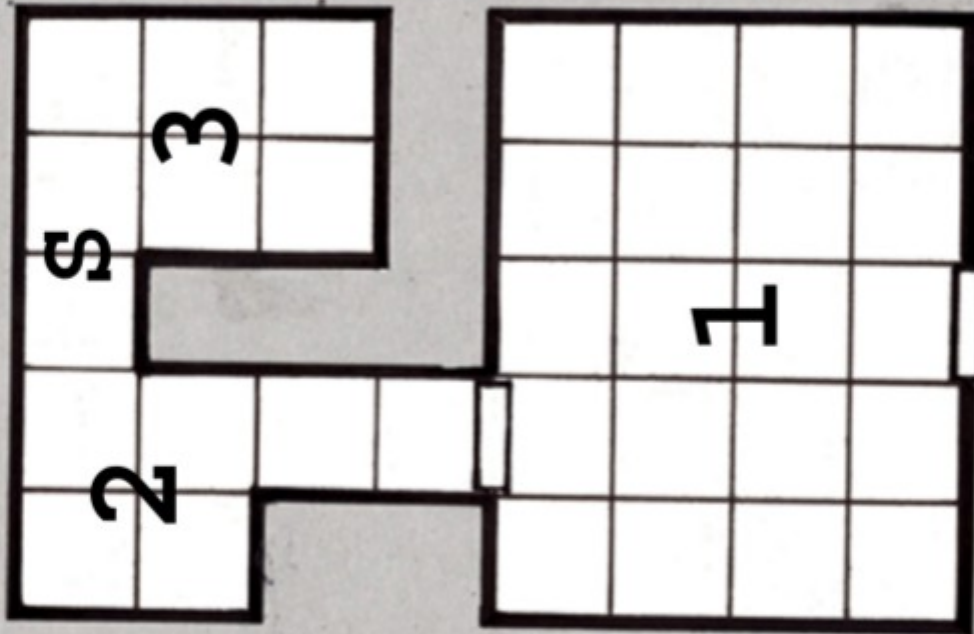
Room 1:

The room measures 5m x 4m. Two pirates sit around a table, gambling and drinking rum. A third pirate lies on the floor and sleeps. Why did you enter their house anyway?

A door leads to room 2.

Room 2:

A bucket full of crabs. Some old clothes are scattered on the floor. A secret door (S) leads to room 3.



Room 3:

3m x 2m. There is a large cupboard filled with bottles, clothes, cured meat, sabres, helmets and a chest. The chest contains 10 pesos de ocho and a doll made out of wood and cloth.

(Don't take it! Its evil voodoo magic will get you into lots of trouble.)

I think Sven and Paul didn't make it to room 2. It's possible that the pirates were goblins and that room 3 didn't exist. Hey, all of this happened thirty years ago!

Sven got heavily into role playing and tabletop games as a teenager. It might be my fault. Last thing I heard about Paul is that he became a drug dealer.

1 square = 1 m x 1 m

Herr Zinnling, April 2014

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THE SHRINE OF THE

CRYSTAL SORCERER

Action, challenges and perils await in the lair of the sorcerer. Inside his chambers, you only can win or die.

The Observatory

From here, far-flung places can be observed, including a planet whose inhabitants call it "Earth!" It's also used to spy on the girls of the nearest village. The balcony is the most obvious entrance to the sorcerer's lair, but the ascent up a waterfall is difficult.

Crystal Boat

A mysterious boat made entirely of glass descends to the bottom of this pit, driven by magical currents from the crystals of the deeps. However, not everything is going to work as simple as row. If the PC fails their checks, **roll D6**:

- 1-2 The boat shakes violently, but nothing serious happens.
- 3-4 The boat turns around uncontrollably, but at least it's still floating.
- 5-6 The boat drops straight down. If the adventurers fail to control the boat before it crashes, they take 3d6 falling damage.

The Chambers of the Sorcerer

Umm ...Smells like rotten fish here. The place where the bed should be it's occupied by a long chains of iron anchored to the soil, to prevent the body for breaking while the sorcerer is floating asleep. A small closet reveals a fairly complete wardrobe where silver and black lace predominate (black is always popular, especially on funerals). Buried behind the clothing is a floor-length mirror. Stepping through it leads to an infinite void full of horrors, a place where the sorcerer hides his more valuable items. These include an ordinary, parabolic mirror, engraved with the phrase, "*Wee man, big aspirations*".

The bottom of the well

The wizard lies at the bottom of the well, shattered like glass. Thankfully his head is intact, and he will ask the PCs to take his fragments to the laboratory. Luckily, the magic model still works and can fix this mess.

The young wizard was eccentric and extremely conceited. Sometimes, he demanded trinkets or baubles as a payment for his services; however, his predictions always were correct, so he was treated with great respect among the common people from nearby villages. Notwithstanding, it's been a long time since he was spoken in the valley, so I fear that something has occurred to him...

Guest Room

This small, ramshackle bedroom is used by the apprentices and servants of the wizard. To judge by its grey and dusty appearance, it hasn't been used for a long time..

Marble Halls

This throne room is polished to a disconcerting sheen. An ornate mirror of black obsidian mirror dominates the wall behind the throne. The seat is made of sharp-edged stone, engraved with runes, and supported by several gaudy, glass imps. If anyone looks at the mirror for a while, it gives the chilling impression of reflected silhouettes, passing behind the viewer. The imps goad the PCs to look deeply into it. If they do, evil mirror images of the players emerge to fight. Harming an image hurts the PC; only destroying the mirror dispels them.

The Gate

The doors are sturdy enough to resist several impacts from a battering ram. The knockers are carved into repugnant, menacing faces. Suddenly, one of them speaks:

- If you tell us a lie, we will kill you slowly-, exclaims mockingly.

- And if you say the truth, we will kill you quickly-, adds the other, with a loud laugh.

Cross the main entrance is as simple as solving that riddle. Otherwise, The knockers burp searing rays with deadly accuracy..

Right answer:
- You're going to kill me slowly-.

The Alchemy Laboratory

Sketches, notes and grimoires devoted to the study of geometry and crystal structures. In the center of this laboratory is an impressive model of glittering glass spheres that levitates on a studded spiral runes ground. The spheres move in harmony, simulating weird patterns between light beams of different color. Touching the balls even slightly alter its orbit. **Roll D8**:

Trap Room

The glass golem, made from an apprentice, mirrors the movements of the first person to enter the room. A pressure plate hidden in the floor leads to the lab. Only the exact weight of the golem. Any other weight will cause the golem to attack; anyone struck by its swords is turned into a crystal imp.

1-2 The play of lights and shadows turn invisible to anyone who manipulates the balls for d6 minutes.

3-4 Aligned on the runes, the model flashes throwing a burning bolts that cause d8 of fire damage.

5-6 The model starts spinning faster, into a furious whirl of glass. Disappears in a great implosion, after destroying the last D1000 years of study.

7-8 The machine randomly duplicate an objects, replicating it like a negative of the same one.

Hugo Gil; One Page Dungeon Contest, released under the "Creative Commons Attribution-Share Alike 3.0" license (<http://creativecommons.org/licenses/by-sa/3.0>).



Setup - “Your party struggles onto dry land (A) through crashing surf and debris-filled waters. Tall cliffs hedge your escape; a narrow ravine is the only way off the beach as far as the eye can see. The skiff’s remains litter the oceanfront, though the tide has pushed most of the wreckage up the coast. Its cargo of beans float bloated in the waves and stagnate on the shore. The captain is missing—presumed dead. You should have arrived at your destination several hours ago.”

Search - Each member of the party is missing some thing(s)—GM’s choice. They were thrown overboard, after all, when the vessel broke up (luckily close to shore) and maybe they’ll find some of their lost gear, but it’s not likely (5% chance). Most barrels (16 gal.=112 lbs.) are split and broken. A search reveals one barrel (B) is not split. In fact, it looks new! A magics check reveals it is magically sealed (and strengthened); it cannot be forced/broken open by any party member—by any means. It sounds full of beans. A small, intact chest (C) contains 5d10 copper, 4d8 silver, 3d6 gold, and 2d4 gems.

Trigger - Once the barrel (B) is *moved* by a member of the party, the race begins (Strength and dexterity checks required. Standard movement rates apply, based on terrain difficulty—a rocky, wreckage-strewn beach). “A flash of light and a violet portal opens 10 feet away from the barrel*; two armed skeletons step through and head straight for the barrel.” As long as the party is on the beach, and for every 40 feet the barrel is moved by a party member, the portal opens (*10 feet away from the barrel (X); roll 1d8 to determine direction; see Figure 1) and 2x the number of skeletons previously appearing file through and move toward the barrel (2 to start, 4 @40 ft., 8@80 ft., 16@120 ft., 32@160 ft., etc.). Skeletons stop appearing after the barrel enters the ravine/moves past (D), which is the final skeleton spawn point.

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Sketch of the Howling Palace as seen from the shore.

Journal of Drasho Bahl,
Master Thief
Day 7, The Howling Palace

In the Vault of the Howling Palace

My quarry continues to elude me, but I believe now I have quite accidentally stumbled upon the very place in which it is being contained. Deep within the palace there is a vault hidden behind what I had earlier discounted as a simple store room. But there is in fact a concealed corridor...

I have conducted a preliminary survey of the vault and now documented my findings within.

Though the vault is not guarded in the traditional sense, it is littered with traps and other perils. Some dark magic has been worked here - matters of which I have little experience. I will hire a capable party to accompany me. An experienced sorcerer will be a great boon.

This chamber contains magically-activated panels which are used to open the sealed door to the adjoining prison cell. I will require a skilled sorcerer in order to bypass this obstacle.

I noticed mechanisms here aside from those which seal the cell door. I suspect further traps in this room...



An ungodly man-beast is said to lurk within this cell, along with my prize. A party of able fighters should be hired as distraction for the creature while I make my escape with the talisman.

The Priesthood hides darker secrets than even I had imagined.

The Reliquary is crawling with living corpses! They can be dispatched by cleaving the neck in two, though fire is more effective. What manner of god could have given rise to these monsters?

Not much of note in the Treasury, save too much gold for one man to transport out alone. Possibly return with others and load gold-filled sacks onto handcarts?

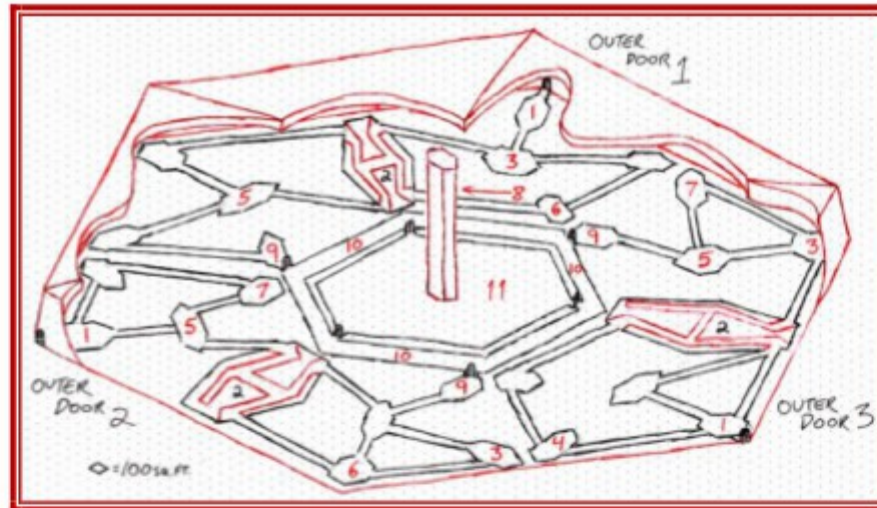
This store room conceals a corridor in its far corner. The way is covered over by a section of false wall which is easily slid aside.

Key to the Vault Floorplan-

1. The Store Room
2. Royal Treasury
3. Ecclesiastical Reliquary
4. Seat of the Deep Warden
5. The Prison Cell

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Approximate sketch of the Royal Treasury



THE HEX OF AGONY

BY JAMES M. ZOSHAKE

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The Hex of Agony has plagued the known worlds for centuries. Believed to be an unimaginably cruel or perhaps out of control rite of sacrifice, the Hex materializes for a period of six months, during which time it slowly tortures all life to death before disappearing again, leaving nothing but a six-sided depression in the earth and thousands of pain-wracked corpses to mark its passing.

The Hex itself is a large but low six-sided building that appears to be constructed of polished ruby jack, seamless but for three heavy grey ironwood double doors at its vertices. For each of the first three months of its presence, one of the three doors on the outside of the Hex is open, in sequence. After that, it is impenetrable until it reappears at its next killing field.

Those who have ventured into the Hex during these first months report that the inside is dark, putrid, and sweltering, almost entirely composed of polished ruby jack like the exterior, carved or shaped into baroque columns and archways that echo the six-sided theme. The Hex is populated by mindless, starving thralls who fight to the death and devour the fallen. The only saving grace of the hellish fortress is that the pain the Hex causes is diminished inside its walls.

Each of the outer doors leads to a different dungeon, all three of which end at a second, unopenable door. The doors are adorned with identical golden seals with settings for three gemstones, but only one setting in each door is filled.

It is speculated that if all three gems were brought to the third interior door and placed in the seal, the door would open – but none who have attempted this feat have ever returned from the third dungeon.

Encounters - the outer dungeons are entirely populated by adventurers who have failed to solve the Hex's puzzle and fallen under its thrall. The Hex's thralls cannot harm each other, nor can they leave the Hex. The thralls are few, and patrol the Hex erratically; every 20 minutes the party spends inside the hex there is a 25% chance of encountering a patrol.

- 1 - The first thing the party will notice is the intense stink of sewage that pervades the outer dungeons. In the center of the room is a large dais. At the center of the dais is a life-size statue facing the outer door, of a smug horned and tailed man dressed in devilish fashion. When all three gems are placed in one of the Hex's inner doors, these daises become teleporters leading to the next dungeon in sequence: 1 to 2, 2 to 3, 3 to 1.
 - 2 - This room is the source of the Hex's rank odor. It is a midden, with a raised path crossing a pit filled to the brim with excrement. Pale, almost translucent, rubbery mushrooms sprout in the dung; eating these is enough to keep a man alive, but only just. Subsistence on the mushrooms for a week renders a PC weak enough to be affected by the Hex's enthrallment effect.
 - 3 - This room contains a baroque fountain decorated with devilish gargoyles. The fountain overflows, coating the floor with water that flows into a french drain around the edges of the room. The water is unpleasantly warm but potable.
 - 4 - Upon leaving this room, the PC with the lowest willpower out of the group must test against suggestion or take the next available opportunity to backstab the party member with the strongest personality, applying all appropriate hit and damage bonuses. The only reason the geased PC can give for his betrayal is that his target "had it coming to him."
 - 5 - This room is extradimensional in nature -- once the entire party is inside, all of the entrances shift one corridor to the right, making it appear to any who do not succeed at a difficult navigation test that they entered the chamber from one door to the left of where they actually did.
 - 6 - All of the Hex's thralls are compelled to toss their valuables into this room. Over the centuries it has collected quite a hoard. Any enemy inside the Hex has the ability to animate any coin or small gemstone that was once in this room as a standard action, imbuing it with enough velocity to puncture flesh. Because this attack comes from a PC's coin purse, it cannot be dodged, only resisted by armor.
 - 7 - This room is identical to Room 3, but the fountain water causes any who drink it toretch violently, vomiting up 1d4+1 giant maggots. Although the maggots' flesh tastes vile, it is highly nutritious and will keep those who eat it strong enough to resist the Hex's enthrallment effect.
 - 8 - Walking down this corridor in the direction of the arrow causes the limbs and eyelids of any PC who does not test against exhaustion to become heavy with sleep. If this effect is not reversed by walking the opposite way down the hall, afflicted PCs will pass out in 1d4+2 minutes.
 - 9 - On the inner wall is a heavy black-lacquered ironwood door bearing a round golden seal of hellish origin. Three gem settings are evenly spaced around the seal, one of which contains an easily removed ruby jack gemstone.
- When all three gems are placed in one of the Hex's inner doors, the outer doors all lock tight and the inner doors are each open for one month: Dungeon 1 for the remainder of month 3 and month 4, Dungeon 2 for month 5, and Dungeon 3 for month 6. At the end of month 6 the gems reset to their original positions as the Hex moves.
- 10 - Six ruby jack stone golems in the form of hulking devils of wrath guard this broad, colonnaded corridor, two at each inner door. If any of these are destroyed, the golems from the other doors will move to support.
 - 11 - In this room, the air is hot as a blast furnace, and filled with a high-pitched keening. At the center of the room, a wide natural pillar of ruby jack shines blindingly with the light of a furious red sun, throwing off waves of crippling pain. Before the pillar stands an ornate throne, and before that a bowl-shaped altar.
- Sumped over the bowl is the desiccated corpse of a horned and tailed man, dressed in dirty but intact finery. His mummified face is twisted in a rictus of pain, and his arms hang limply over a large patch of dried blood, with a curved black knife clutched in one bony hand and the opposite wrist slashed open.
- If the warlock's dried blood is reconstituted with water in the altar bowl, it completes the warlock's final desperate sacrifice and the pain is released from the Hex in a deafening scream as the central pillar shatters. Free, the searing light takes on a life of its own and assaults the party as a powerful pain elemental.
- When the entity is defeated, the party finds that the Hex is rendered inert. All magical effects cease, all the doors unlock, and any surviving thralls are freed. The remainder of the room is appointed like a noble's city apartments, with a bed, a desk, bookshelves, a small kitchen, and other amenities, and the dry heat in the room has preserved much of the warlock's collection of magical possessions. The party is free to salvage them.

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The Haunted Monastery

A ONE PAGE DUNGEON BY JAMES RODWAY

High in the mountains sits an abandoned monastery of a long forgotten monastic order. Recently, documents have been uncovered that suggest that the building was later used by a bandit lord, and that some of his treasure may still remain, making this place a prime choice for young adventurers trying to strike it rich. However, unbeknownst to anyone, a small tribe of kobolds have taken up residence and have created a number of traps to protect their new home. A simple and quick introductory adventure in a fantasy setting.

A - ARROW SLITS: Sleeping poison applied to darts are shot through slits as the adventurers approach the door.
B - HEAVY DOOR: A somewhat rotten door seems to have seen recent repair. It is barred from the inside.
C - STAIRS: A short set of stairs leads up into the monastery. The stairs are covered in ball bearings.
D - WEAK FLOORS: Years of neglect have weakened certain parts of the floor to the point where a person will fall through to the basement.
E - BOOKCASES: Bookcases full of moldy tomes, mostly old religious texts. A kobold will attempt to push over a bookcase onto an adventurer standing next to them.
F - BARRELS: A number of empty barrels. A kobold lies in wait, covered in bones, to leap out and attempt to scare anyone investigating the barrels. If it fails to succeed, it will flee down a tunnel.
G - SPIRAL STAIRCASE: A spiral stone staircase leads to the basement. Thin pieces of razor wire are strung around the stairs making the trip down treacherous.
H - DEBRIS PILES: Piles of miscellaneous debris, some of which conceal small tunnels used by the kobolds to move around the building.

I - KOBOLD TUNNELS: Debris and furniture conceal the entrances to a number of small tunnels that the kobolds use to move around the building and avoid being seen.

J - PRAYER AREA: Old pews fill this area. A broken pulpit sits in front of them. A small lockbox lies within, and contains some vials of oddly coloured liquid.

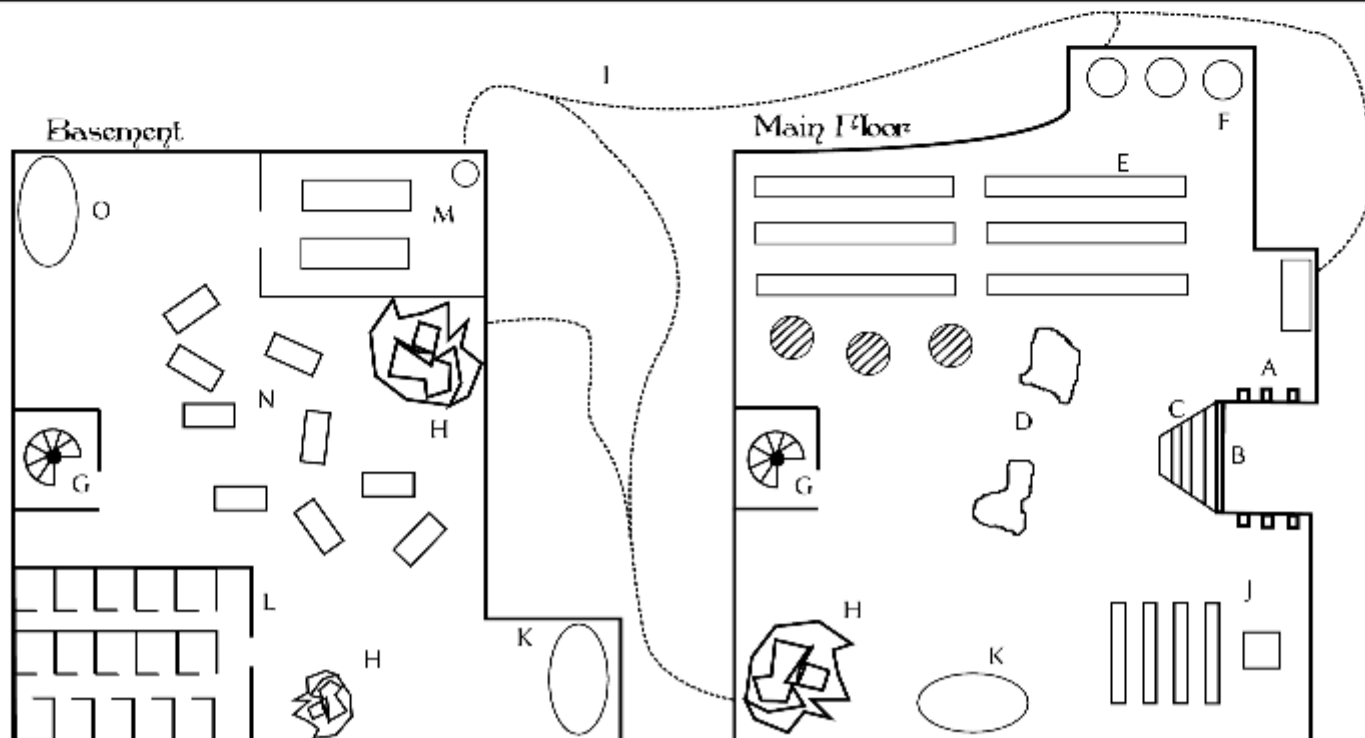
K - LARGE STATUE: These large statues are missing various body parts. The ground surrounding them is covered with various bones. Giant spiders live behind each of them and prey on the kobolds and other small animals living here.

L - QUARTERS: Old living quarters. The kobolds keep their young here and will fight to the death to protect them.

M - KITCHEN: Old tables and pots fill the room. Some of them have seem to have seen recent use.

N - WORK AREA: Scattered work tables used to by the long gone monks. There is nothing of value here now.

O - LARGE STATUE: A large statue that is mostly intact. A difficult-to-find secret compartment in the base contains the spoils that the adventurers have been seeking: a small chest full of platinum pieces and precious stones.



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A DEADLY CATCH

The game of Reefclaw Fishing is a dangerous one.

The otherworldly, aquatic reefclaws are commonly prized as grotesque trophies. Their top halves like overgrown lobsters with the slimy, thrashing tails of eels. It has been discovered that their claws are a source of succulent meat, putting them in high demand by chefs and wealthy patrons. Even a single pair of claws offers a handsome reward. Recently, schools of the creatures have been spotted migrating to the waters of the Broken Coats, a series of uninhabited islands in the western seas. The Coats are not well-known by even seasoned captains and most prefer to try their luck in less risky waters, and rumors say the arrival of the reefclaw schools have attracted other foul forms of life to the waters of these islands. Enlisting as mercenaries on the Green Goose, the party will assist in harvesting the creatures, and hopefully return safely from the treacherous waters!

The ship is manned by Captain Baros "Barnacle" Saldam, an old dwarf on salt with many years of experience, and his skeleton crew of no more than 10 NPCs. The DM may have the captain and crew assist with encounters to lower difficulty, or have them killed by sea creatures to increase it! The ship is fitted with two crane arms on the sides of the deck, each with heavy chains and hooks. The cranes are used for dunking chunks of raw meat into the water to be snapped up by the reefclaws before they are hauled onto the deck and dealt with by the crew. Saldam wants to kill at least 10 reefclaws on this trip before leaving, but the crew may argue otherwise!

RULES: Aboard the Green Goose

The ship begins at Area <1>, and may move one "space" at a time around the coastlines and safe channels of the Coats, each movement taking roughly half of an hour. Each area can be checked for fishing once. A fishing attempt carries the danger of the ship being damaged (see the Damage Table), to the point where the Goose will capsizes. The Goose has 20 Ship Points (SP), which indicates its condition. If at any time, that total is reduced to zero, the adventure is over!

Special Encounters

The Hurricane is controlled by the DM. Every time the Goose moves to a new space, move the Hurricane one space as well. It begins in Area <12>. Adjacent areas to the Hurricane's position will take on a dark overcast sky, hinting where the storm is located. If the Goose occupies the same area as the Hurricane, roll 1d6 SP damage, and lose 1-3 NPC crew members permanently.

The Barkbiter Idol is crafted by a known local artisan (Knowledge check History/Local, DC15). It is worth 1000 gp if sold, but the idol is cursed! Prolonged physical contact with it causes the holder to become very paranoid and distrustful of her members of the crew. This person will violently defend the idol with his or her life if it is taken from them.

Written and designed by Jamieson Mulash. <http://jamiesonmulash.com/deadlycatch/>

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- AREAS OF THE COINS**
- <1> **Chisled Stair** Rows of plateaus, appearing as a set of giant stone steps. See the Fishing Chart for results.
- <2> **Coral Chimneys** A series of broken and flat-topped narrow rocks dotted with barnacles and colorful, glowing coral beneath the waves. A Fishing attempt here yields **5 reefclaws**.
- <3> **The Rain Dish** A narrow passage grants access to the central lake of the island. See the Fishing Chart for results.
- <4> **The Grovewall** This area is choked with overgrown jungle that thins towards the coastline. See the Fishing Chart for results.
- <5> **Delta Beach** is a series of thin channels, emptying island and water into the open sea. See the Fishing Chart for results.
- <6> **Sand Dollar Crescent** A long, broad sandbar dotted with a few thin palm trees. A Fishing attempt here yields **2 reefclaws**.
- <7> **Sharpsall Reef** These rigid black rocks are the northeast border of the Broken Coats. See the Fishing Chart for results.
- <8> **Whale Channel** A deep channel cut through the island, wide enough for the Goose to traverse. See the Fishing Chart for results.
- <9> **Broken Axe Cove** is surrounded by high cliffs. Thin streams of water pour down from above. A Fishing attempt here yields **2 reefclaws**.
- <10> **The Black Crumble** A jagged collection of reefs are arranged in a tight formation. A Fishing attempt will attract the **Devil Fish** that lurks below. The monster suffers from severe hunger; it will board the ship and attack the crew! Searching the creature's innards reveals a half-digested corpse with a fine gold finger, worth 100g.
- <11> **Seal's Rest** A long sandbar runs alongside the shore of this jungle island. A Fishing attempt here yields **4 reefclaws**.
- <12> **Giant's Quarry** This area is littered with broken rock, and the hints of crater rings. A Fishing attempt here yields **3 reefclaws**.
- <13> **Pincer Gorge** This is a great, flooded canyon, cutting deep into the island. A Fishing attempt here yields a watertight chest containing the **Barkbiter Idol**.
- <14> **The Green Goose** Captain Saldam's rickety ship is the staging area for all encounters.

SP Damage Table

Reefclaws: After clearing a school of Reefclaws, roll 1d4 SP Damage.

Ningyo Raiders: After clearing a group of Ningyo, roll 1d3 SP Damage.

The Devil Fish: If encountered and killed, roll 1d6 SP Damage.

Repair Kit: Can be used at any time the party is out of combat.

patches enough critical damage to restore 10 SP to the Goose. One use only.

The Fishing Chart

(1d6 Roll, each result only may occur ONCE.)

1: 4-6 Ningyo Raider attack the ship from the sea.

2: A chest of coins is found, valued at 200 gp.

3: A small steel box is found, lockpick DC 15 to open, containing four potions of Cure Light Wounds.

4: A leaky lockbox is found, containing a cluster of poisonous urchins. Poison deals 1d4 temp Dex damage, Fort DC17 Saves. Wears off after 1d6 hours.

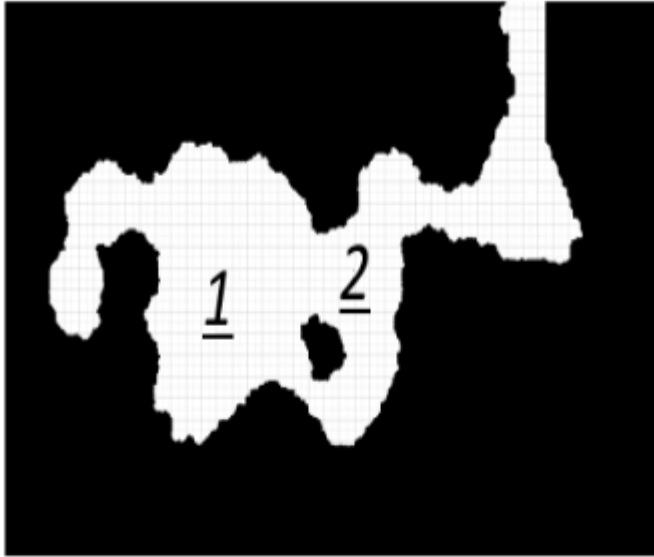
5: 4-6 Ningyo Raider attack the ship from the sea.

6: A shipwreck survivor NPC is found. Treat as a Level 1 Rogue ally.

HUNTING PARTY AND THE DRAGON'S DEN

By JASON HOWARD <http://creativecommons.org/licenses/by-sa/3.0>

This one page dungeon is meant for 4-6 characters of levels 7-10 using a d20 system but can be used with any system really.



Young red dragon: CR 7; Large dragon (fire); HD 13d12+39; hp 123; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 21 (-1 size, +12 natural), touch 9, flat-footed 21; Base Atk +13; Grp +24; Atk +20 melee (2d6+7, bite); Full Atk +20 melee (2d6+7, bite) and +20 melee (1d8+3, 2 claws) and +19 melee (1d6+3, 2 wings) and +19 melee (1d8+10, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA Breath weapon (40 ft. cone of fire 6d10, DC 19); SQ Blindsight 60 ft., darkvision 120 ft., immunity to fire, immunity to sleep and paralysis, keen senses, spells (caster level 1st), vulnerability to cold; AL CE; SV Fort +11, Ref +8, Will +9; Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12

Skills and Feats: Appraise +6, Bluff +6, Concentration +9, Diplomacy +6, Escape Artist +5, Intimidate +7, Jump +12, Knowledge (any 1) +17, Listen +19, Search +17, Sense Motive +7, Spot +19, Use Magic Device +6; Alertness, Hover, Improved Initiative, Weapon Focus (bite), Weapon Focus (claw)

Adult red dragon: CR 15; Huge dragon (fire); HD 22d12+110; hp 253; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 29 (-2 size, +21 natural), touch 8, flat-footed 29; Base Atk +22; Grp +41; Atk +32 melee (2d8+11, bite); Full Atk +32 melee (2d8+11, bite) and +32 melee (2d6+5, 2 claws) and +31 melee (1d8+5, 2 wings) and +31 melee (2d6+16, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breath weapon (50 ft. cone of fire 12d10, DC 26), crush 2d8+16 (DC 26), frightful presence (DC 24); SQ Blindsight 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to fire, immunity to sleep and paralysis, locate object, spell resistance 21, spells (caster level 7th), vulnerability to cold; AL CE; SV Fort +18, Ref +13, Will +17; Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16

Skills and Feats: Appraise +16, Bluff +16, Concentration +18, Diplomacy +16, Escape Artist +13, Intimidate +16, Jump +24, Knowledge (any 2) +28, Listen +31, Search +28, Sense Motive +17, Spot +31, Use Magic Device +16; Alertness, Empower Spell, Flyby Attack, Hover, Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Treasure: 12000 gp; Ornate Maul +3, Dragon scale Vest wreathed in Continual Flame, Electrum Breastplate, Silver Statuette (of a God of Luck) inlaid with Electrum, Tourmaline Necklace, Turquoise Pedestal set with Black Pearl, Great sword +3, and a Wand of Slow (22 of 50 charges).

Adventurers your party has been traveling through the Nargoth Mountains in route to the Duchy of Fiengard. A call for assistance from Duke Lyam reached far and wide as a Hill Giant uprising wreaks havoc in his Duchy. With the call for assistance came a promise of great reward which stirred the honorable, adventurous, glory seeking, and greedy alike to heed the call.

A few days from your destination you find yourselves hungry and out of meat, so while hunting the game trails in the high tree line you happen upon a large clearing in front of a huge cave mouth where you see a grizzly sight. Four Red Dragons the size of war horses are feasting on the bodies of two Hill Giants.

As you stand momentarily in silence and awe at the grim spectacle two of the dragons lift their heads, look at your party then begin to move quickly in your direction with bits of flesh, bone, and blood dripping from their maws.

Clearing

2 Young Red Dragons – a Desperate Fight

[When the party prevails against the two young dragons]

As the last young dragon falls to the ground dead the party see the other two young dragons disappear into the cave dragging their feast behind them.

[Note: No treasure is found if searched for outside.]

Cave

[2] 2 more Young Red Dragons

A horrifying scene waits inside the huge earthen cave where the two remaining young dragons have deposited the bodies of the two Hill Giants. Sprawled all around are the tattered, bloody, and partially eaten remains of dozens of giants in varying states of decay. The remaining young dragons await the party's approach and attack immediately.

2 Young Red Dragons – a Desperate Fight part 2

[When the party prevails against the two young dragons]

Once more the last of the young dragons falls to the ground dead and at that moment a mighty roar echoes in the cave as an adult female red dragon charges the party bent on avenging her fallen children.

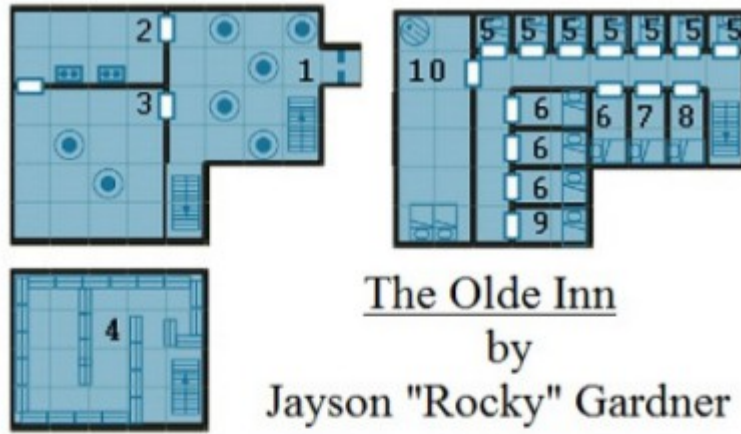
[1] 1 Adult Red Dragon

If the party is victorious they will find the dragon's treasure horde in the cave along with the remains of even more Hill Giants.

[Note: If the party is clever and put two and two together they will realize that the word of uprising was more likely the Hill Giants being driven from their mountain home by this female dragon and her brood.]

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Jayson Rocky Gardner - The Olde Inn



There was once a great dwarven hold overrun by foul creatures from deep inside the earth. Most of the foul things hunted the dwarves and their friends for food and fun. However, there were some foul fiends that preferred to torture their good souls. The inn described here is one place where the good creatures were so tortured. Lost outside time, they wait for a good group of adventurers to free them from torment.

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Main Level

1. Common Room: A ghostly barmaid, named Thora Ironweaver, tends bar. She will deliver real food and drink at normal prices. Her goal is to achieve 10 sp in tips. She won't vocalize her goal, but she will stop serving when it is met. Lurking near one of the stairwells (DMs choice) is a Giant Constrictor Snake.
2. Kitchens: 10 giant rats reside here. The ghost of Bran Warmstone is here. His goal is to have the 10 giant rats driven from his kitchen.
3. Private Room: The Stone Spears, an adventuring party, is here. Steel (CLR) and Stone Fireshell (FTR), Orrin Blaxstone (ROG), and Rex Steelblade (FTR/CLR). Their goal is to "see battle."

Cellar

4. The ghost of a boy, Torrin Redgem, who is upset with his father.

Upper Floor

5. Guest Room (Poor Quality): A crude bed, and a peg on the door for a cloak is all that's in these.
6. Guest Room (Average Quality): An average bed and a small table are in these rooms. If searched they reveal 2d6 silver each.
7. Guest Room (Average Quality): A ghostly father, Thom Redgem, missing his son.
8. Guest Room (Average Quality): 4 Giant Black Ants are foraging this room for food.
9. Guest Room (Fine Quality): Holdar 'Eggon' Simar is here, wishing to see a ghost. The furnishings are quite nice, including drawers under the bed for storage. All furniture has nice scrollwork.
10. Master Suite: A huge goose-feather bed dominates this room. Cupboards built into the walls provide ample storage. On the single table is a ball of crystal that pulses with a sinister purple light. This crystal is the source of the curse. The inn can be freed when the crystal is destroyed. It is invulnerable until at least 3 groups (or individuals) are satisfied. Once this happens, their bodies will be returned, and they will need help to safety. But that is another adventure.

NPC PERSONALITIES

None of the NPCs realize they are stuck 'outside of time.'

Thora Ironweaver is a sweet lass. She had not been at the inn long when it was frozen in time, and therefore is a bit naive. Quick to complement and slow to anger.

Bran Warmstone is a prima donna. He thinks he's better than everyone else he meets. With the rats in the kitchen, he is worried he may have to eat some humble pie, therefore he is currently quite high strung.

Steel Fireshell is a gruff follower of (your campaign's dwarven deity). Play him as a typical follower of that faith.

Stone Fireshell is a drunk, rowdy, typical dwarf. Boisterous and outgoing, he is the leader of the group.

Orrin Blaxstone is quiet, and reserved. He is always nervous, and untrusting of people he does not know.

Rex Steelblade is a happy-go-lucky man-at-arms. Recently hired by the group, he is trying to fit in.

Torrin Redgem is a typical young boy. His dad wouldn't let him have chocolate for dinner, so he dashed off to the basement. Child logic is the best way to get through to him.

Thom Redgem is beside himself with worry. He doesn't know where his son is, and mutters to himself frequently. Finding Torrin is all he talks about.

'Eggon' is the only non-dwarf at the inn. He is currently waiting for his friend 'Ray-Ray' so they can go 'ghost rustling.' He doesn't believe in anything he doesn't see, and is willing to follow someone who says they can show him a ghost.

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THE TITAN'S TORMENT

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The Story: Aided by malevolent powers, archmage Maloghurst, subjugated the mighty titan, Dune Lord Stronggha. He then built upon the titan's broken body, the White Fortress and Ivory Tower. Seeking immortality, Maloghurst constructed a savagely torturous machine, drilling deep into the heart of Stronggha, extracting his lifeblood. In his hubris, Maloghurst destroyed most of the tower, and trapped part of his soul in an ancient artifact when he could not complete the ritual of ascension.

Four hundred years have passed, and Maloghurst's shade is gaining power. Drawn to him, the Grintooth Iwardfolk have nearly rebuilt the Ivory Tower. Soon Maloghurst's shade will take possession of a chosen vessel, reborn into the world.

Judges NOTE: Stronggha is immortal. The magic artifact of Maloghurst's Shade binds him and the great mechanical pump at area 7 weakens him. Players can free him if both are destroyed.

1 - Radiant Oasis: 400 years, Stronggha's life-blood mixes with the water from a Decanter of Endless Watering (area 6). Unrestrained, the waters pour from the tower above, cutting a path by crag and fall, then terminating into a resplendent lake. Many creatures refreshing themselves at this desert oasis, have mutated after generations of drinking the Dune Lord's life sustaining blood.

2 - The Lift: The Iwardfolk have built a primitive hoist on the northern face of the titan rise. It is commonly used to lift provisions and building materials to a point they can be carried to the fortress at area 5. Area 2a grants access to the mines, while 2b is used for storage and shelter.

2c - The Green Approach (not shown): The southern approach to the plateau, is quite steep, though observant adventurers might notice a great many hanging vines, & yucca plants good for climbing. They might also notice the ground is littered with bones, while the plant life seems to move unnaturally.

3 - The Grotto: A pool has gathered in this high ravine. When not hunting along the eastern cliffs, the harpy flock will refresh themselves here. Once every few days a mantidore may found at the water's edge, resting or feasting on a recent kill. Both harpy & Iwardfolk are on the menu.

4 - The Grasp: There are many flowering trees & soldier pines with exposed root systems along the eastern cliff face. These may provide safe purchase for novice climbers. A flock of harpies nest here & will eagerly snatch climbers off a ledge, & then feed on their broken remains below.

5 - Iwardfolk Village: The Iwardfolk tribe are most numerous here atop the titan plateau. Each of the buildings contain assorted pottery, alters, fire pits & so on. A primitive smithy, as well as a "foreman's" station will also be present here. Area 5e, has a rope bridge, that allows access to the tower.

6 - The Ivory Tower: Comprised of nine levels, Maloghurst's tower contains a foyer, library, kitchen & dining area, bedroom with solar, a conservatory & menagerie. An alchemist lab, altar room with summoning circle, astrolabe, & a scrying chamber could once be found amid the upper three floors currently being rebuilt. Maloghurst's shade is bound to the portion of the tower which was destroyed.

7 - Waterwheel: The great wheel powers a geared drill and pump mechanism in the basement level of the Ivory Tower (area 6). The pump siphons off Stronggha's lifeblood, but is in poor operation, & leaking for more than 200 years. All water from this area and below contain a portion of the Dune Lord's lifeblood.

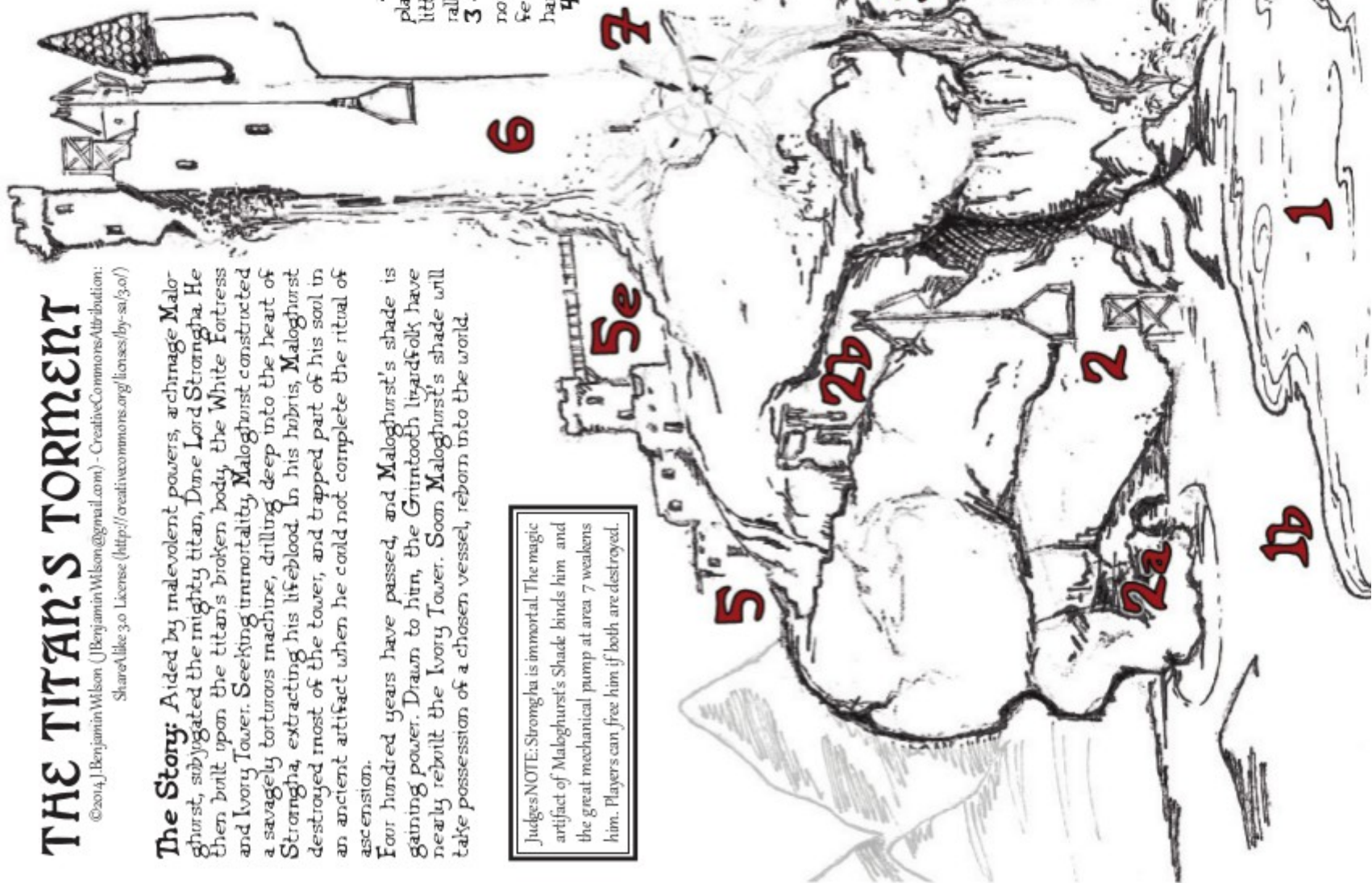
8 - The Abandoned Conservatory: Overgrown and wild this structure was once long ago a conservatory and garden. Later it was used as storage for supplies, but has been abandoned by the Iwardfolk, to the harpies & mantidore occasionally found here.

OASIS MUTATIONS

Exposure to the titan's blood have a 1 in 6 chance of causing random effect or mutation. Some possibilities include:

Grow spines, scales, flesh hardens like stone or dissolves in water, grow a back, tentacles, crab claws, feathers, overactive olfactory senses, pheromones attract dangerous creature or allow control over one, grow a tail, lame wings, assume a gaseous form, develop ESP, reduced sense of depth or distance, heightened hearing, taste, touch, or similar, increased or decreased attributes, healing or poisoning, hemophilia, madness, anti-magic field, grow roots like a tree or vines.

Judges NOTE: Mutations or effects apply to creatures that consume the waters of the oasis as well, and all the inhabitants of the White Fortress could exhibit one or more of them. Be creative, wild, and have fun.



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For Any Fantasy RPG Gaming System
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INFINITE ADVENTURES

Your group receives a quest ...

1d6	Quest
1	From a mysterious stranger
2	In a crowded tavern
3	From a great king
4	From a holy cleric
5	On an ancient scroll
6	Via magical sending

TO

2d6	Reason
2	Spike a Vampire
3	Find a Vast Treasure
4	Consult a Wise Sage
5	Hunt a Werewolf
6	Kill a Vile Necromancer
7	Retrieve a MacGuffin
8	Rescue a Prisoner
9	Locate an Ancient Artifact
10	Stop an Angry Giant
11	Seek a Magic Weapon
12	Slay a Terrible Dragon

AFTER
CROSSING

1d6	Crossing
1	A vast desert
2	Icy tundra
3	Perilous peaks
4	A great forest
5	A dark jungle
6	Rolling Hills

YOU ENTER

1d6	Enter
1	Ancient Ruins
2	A Great Cavern
3	A Dark Dungeon
4	A Green Grotto
5	A Narrow Canyon
6	A Forgotten Tomb

BEYOND THE ENTRY A

2d6	Exit
2	1-way teleport
3	Secret exit
4	3 passages
5	2 passages
6	Single door
7	2 doors
8	Single passage
9	3 doors
10	Ladder down
11	Roll 2x and combine
12	2-way teleport

WHICH
LEADS
TO

2d6	Beyond Exit
2	Deep Crevasse
3	Stairs Up
4	Three-way Intersection
5	Another Chamber
6	Two-way Corridor
7	Single Corridor
8	Two-way Corridor
9	Another Chamber
10	Stairs Down
11	Ramp Down
12	Vertical shaft

ENDING
AT A

2d6	Chamber
2	Vast Hall 50x80
3	Irregular Chamber
4	Circular Room
5	Medium Cave 30x40
6	Medium Chamber 30x30
7	Small Room 20x20
8	Small Cave 10x20
9	Large Vault 40x40
10	Large Cavern 40x50
11	Natural Grotto 50x50
12	Tiny Niche 10x10

THAT
CONTAINS

2d6	Furnishing
2	Partially flooded
3	A fungi forest
4	A dark crypt
5	Stalactites & stalagmites
6	A rough campsite
7	Sparse furnishing
8	An animal lair
9	Empty but for dust
10	Ancient statues
11	An eerie temple
12	Fine furniture

INHABITED BY

2d6	Monster
2	Trap
3	Poisonous Spiders
4	Ravenous Wolves
5	Hideous Ogre
6	Group of Bandits
7	None
8	Patrol of Goblins
9	Wandering Zombies
10	Slimy Ooze
11	Friendly Gnomes
12	Special Monster

GUARDING

2d6	Treasure
2	Trap
3	Magic Scrolls
4	Chest of Gold
5	Luxurious furs
6	Pile of Silver
7	Nothing
8	Rusty weapons
9	Misc. Trade goods
10	Jeweled Torc
11	Magical Potions
12	Special Treasure

OR

1d6	Special Monster
1	Vile Necromancer
2	Horrible Werewolf
3	Wise Sage
4	Terrible Dragon
5	Angry Giant
6	Hideous Vampire

OR

1d6	Special Treasure
1	An Ancient Artifact
2	A Vast Treasure
3	The MacGuffin
4	A Magic Weapon
5	A Magical Ring
6	A Prisoner

OR

1d6	Trap
1	Falling Ceiling
2	Animated Statue
3	Spiked Pit
4	Crossbow Trap
5	Rolling Boulder
6	Explosive Runes

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FOLLOW THE GOLD

By Joe Pruitt



Introduction

Something has been stolen from a powerful (but shady) merchant, and he has hired you to recover it. He will not say what it is, only that it is kept in a chest inscribed with his sigil. You have tracked the thieves who stole it to the Gilded Parrot, a seedy tavern and inn on the waterfront. You fear they are meeting with a buyer who plans to escape with the item by ship as soon as they have it; time is of the essence. Your informant slipped you a note with only the cryptic message: "To find the thieves, follow the gold".

1. Entrance: Inside, the bar is through a wide opening immediately to the right, while a hallway leads further back to the sleeping accommodations. There is nothing in the bar, though several red herrings are present: a parrot with yellow feathers (the inn's mascot), a long decorative trench around the perimeter of the room filled with water where a miniature pirate ship with gold sails floats for the amusement of patrons, a yellow-haired dancer who periodically leaves out a side entrance (merely taking a break). Asking too many questions about stolen goods will result in the bouncers tossing the PCs out.

In the hallway is a red carpet with gold trim along the edges-the real "gold" they are supposed to follow. It comes to a dead end at a wall at the back end of the hall, where a gold candle is mounted on the wall. Turning it reveals a secret door.

For every 15 minutes the PCs spend here, or for each red herring they follow, roll 1D6. Each result occurs only once; if any result is rolled more than once, nothing happens.

1. Accidentally bump into a drunken patron who tries to pick fight.
2. Discover a pickpocket has stolen a random item from one PC.
3. Stage magician tries to get one of the PCs to assist with a trick.
4. Tavern brawl breaks out, authorities come swiftly (and do not discriminate in who they apprehend).
5. A very pushy woman (or man) has romantic designs on one of the PCs.
6. Shady character offers to sell PCs a "magic" golden dagger (the dagger is of poor quality, not magic, and is only painted gold).

2. Storeroom: This room contains several rows of crates, stolen and smuggled goods. At the far end is a large door with a hefty lock (leads to 3). Another, less prominent door (leading to 4) with a gold sword painted on it is on the right hand wall

A pair of guard dogs patrol this room (make them venomous for extra challenge if desired), and will attack if the PCs are here for more than a few minutes. The dogs will also attack immediately if they return to this room after leaving by either of the doors.

Searching the crates reveals nothing particularly valuable, at least nothing that can be easily moved at this time.

3. Locked Room: First, taking time to pick the lock to this room will result in the guard dogs attacking (if they have not already been dealt with). A failed attempt results in the activation of a poison needle trap in the lock, targeting the one making the attempt.

The room appears to be someone's sleeping quarters, with a bed against one side, a dresser on the other, and a locked chest in the corner. It is not the chest they are looking for (hopefully they remember to look for their employer's sigil). This chest is trapped with a fireball trap (opening the lid without disarming it causes a spark that ignites an explosive substance within). It is otherwise empty. The dresser may contain a modest amount of treasure or a moderately valuable item.

4. Office: Here the three thieves are meeting with a pirate captain and 1D6 pirates. A chest can be seen on a table next to them. There is no way to proceed except to fight. If the PCs win, the chest is theirs. This is the correct chest, with the sigil of the PCs employer.

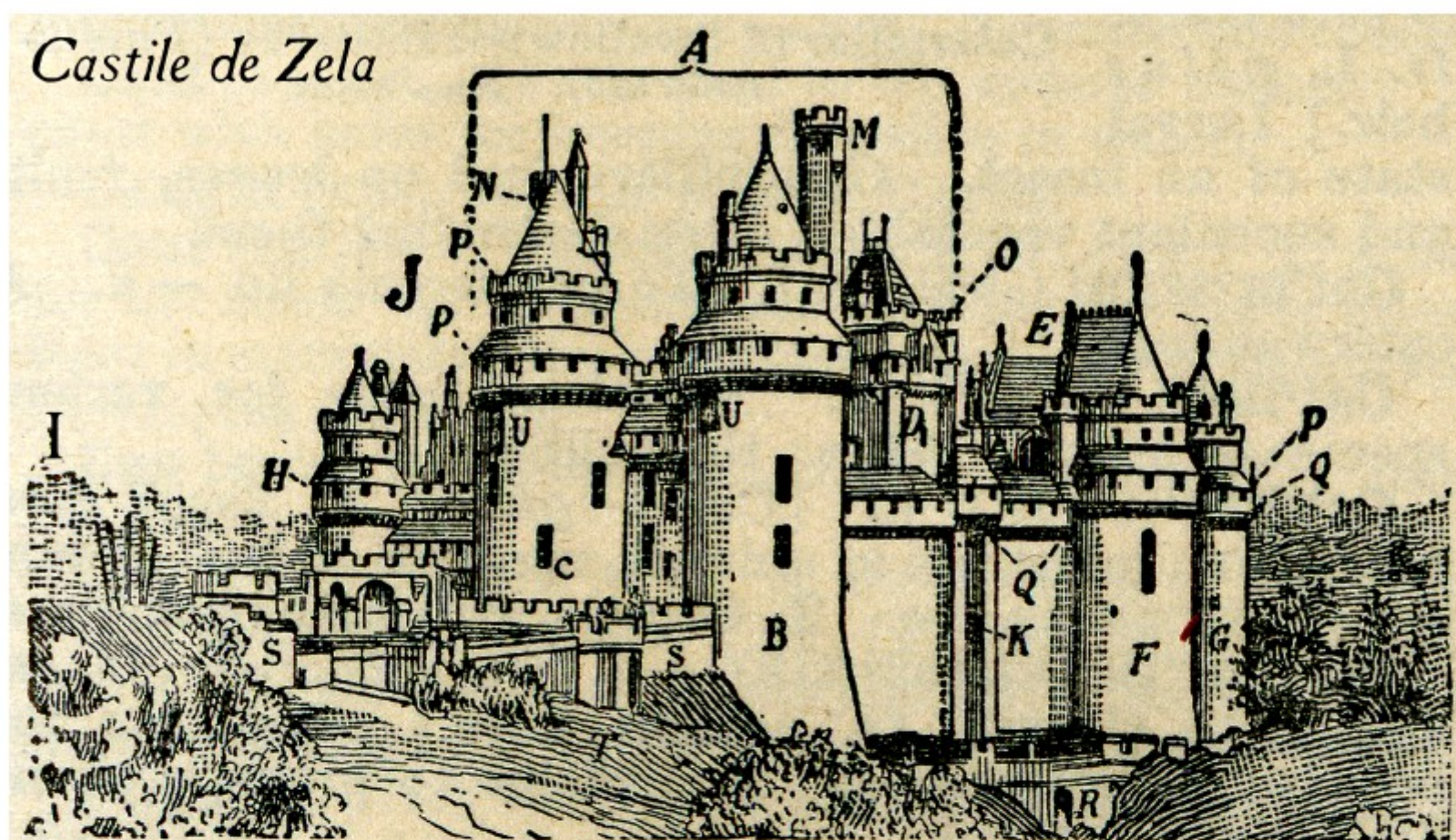
5. The Chest: Having defeated the enemies and recovered the chest, the PCs see that during the fight, the lock has been broken and the chest opened. Inside, they find not treasure or an item of value, but a young woman. Roll 1D6:

- 1-2 She is their employer's daughter; her father did not approve of the man she wanted to marry, so she and her suitor arranged to have her "stolen" and smuggled to her suitor; the PCs have foiled that plan, but she still wants to elope.
- 3-4 She is a servant who witnessed their employer's misdeeds; she was being smuggled to authorities to testify against him.
- 5-6 She is an empath; the PCs employer kept her enslaved to use her power to gain unfair advantage in negotiations; the buyer had her stolen to use the power for himself.

In any of these cases, she does not wish to return to the PCs employer. They have a decision to make, help her escape (or simply let her go) and face their employer's wrath, or return her against her will and collect the reward.

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Wandering Monsters

1: The Janitor (See F) 2: Junior Barke (See S) 3: Zombies 4: Mercenaries exploring the castle 5: *Strange sounds* 6: [Enchanted statue](#)

Strange Sounds

1: Clicking 2: Rasping 3: Grinding 4: Clanking 5: Thumping 6: Whining 7: Moaning 8: Whistling

Room Key

- A:** Any characters that die within this area of the castle have a chance to return as either **zombies** or **wraiths**.
- B:** Deep within this tower, **Simona Pardo de Zela**, a **medusa sorceress** bides her time and awaits the arrival of a suitable lover.
- C:** A gallery of enchanted paintings and **animated statues** is contained within this tower.
- D:** Secreted in this chamber is a **magical orb**. When touched it grows larger while the victim grows smaller. Who knows what reverses the effect...
- E:** A lonely bell tower sits atop this abandoned temple. Ringing the bell doesn't cause the characteristic peal, instead it **silences** all magic within the castle for a time.
- F:** **Albert Friedcake**, a caretaker and janitor, dwells within this tower. Albert is, regrettably, undead, but he doesn't know it. He works tirelessly to keep the castle clean. He will react poorly to adventurers who make a mess (combat, etc.)
- G:** An arcane library and museum of preserved animal specimens.
- H:** A monastery is contained within three levels of this short tower. The lower floor shows signs of being inhabited by wild animals. The uppermost floor is sealed with magic and wax markings. Opening the chamber risks offending a powerful knightly order's code of honour. Hope you can breach plate armour!
- I:** The haunted woods of Puulain. The mercenaries camp in this area and they use the haunted legend to full effect.
- J:** Use of magic in the towers nearby risks being **cursed**. There is a chance that each party member will be deprived of one random sense for several hours.
- K:** Protected behind a meteoric iron door is a massive **Fundamental Cataclysm Projector**, emplaced to protect the castle from siege.
- Whether it operates on its own is anybody's guess...
- M:** Secreted away, high in this abandoned tower, protected by wards and a **stone golem** in the shape of a **chimera**, is the **Brass Gauntlet of Al Naar**, a left-hand-shaped cage of brass wire, each of the five fingers pointed with a stinger, a brass bee worked into the back of the hand. Each open-handed hit delivers a dose of poison but the stinger and its poison remain in the wound.
- N:** A crystal case holds a shiny silver horn. Winding the horn will attract the unwanted attention of the **abominable Eremite juggernaut**, a massive goat/bear/bovine thing that takes castles as habitation, in the manner of a hermit crab. The beast will arrive within the month from planes beyond...
- O:** The corpse of a dead thief with a **rope of climbing**.
- P:** The roofs of these towers appear to be made of golden shingles. Whether they are solid or plate remains to be determined.
- Q:** **Gargoyles** dwell in niches high on the castle walls. They are very interested in horseflesh.
- R:** Strong iron bars block this subterranean passage into the bowels of the castle. **Vermin** and **slimes** swarm in the maze-like tunnels below.
- S:** Lying in wait around the castle perimeter is a significant band of mercenaries. They await the departure of successful adventurers in hopes of taking their loot and quite possibly their lives. **Darrin Everett**, a **werebear**, is the leader of the band. He can be appeased with a magic ring. A junior member of the band, Barke, has gotten lost in the castle. If found and helped by the party, he may alert them to an ambush.
- T:** An **ankheg** has a tunnel lair in this area.
- U:** The spectral image of a woman can sometimes be seen gazing out of these high windows at dawn and dusk. She blots her eyes with a kerchief and walks away.

Template created by Chgowiz (chgowiz@gmail.com) <http://oldguyrpg.blogspot.com>

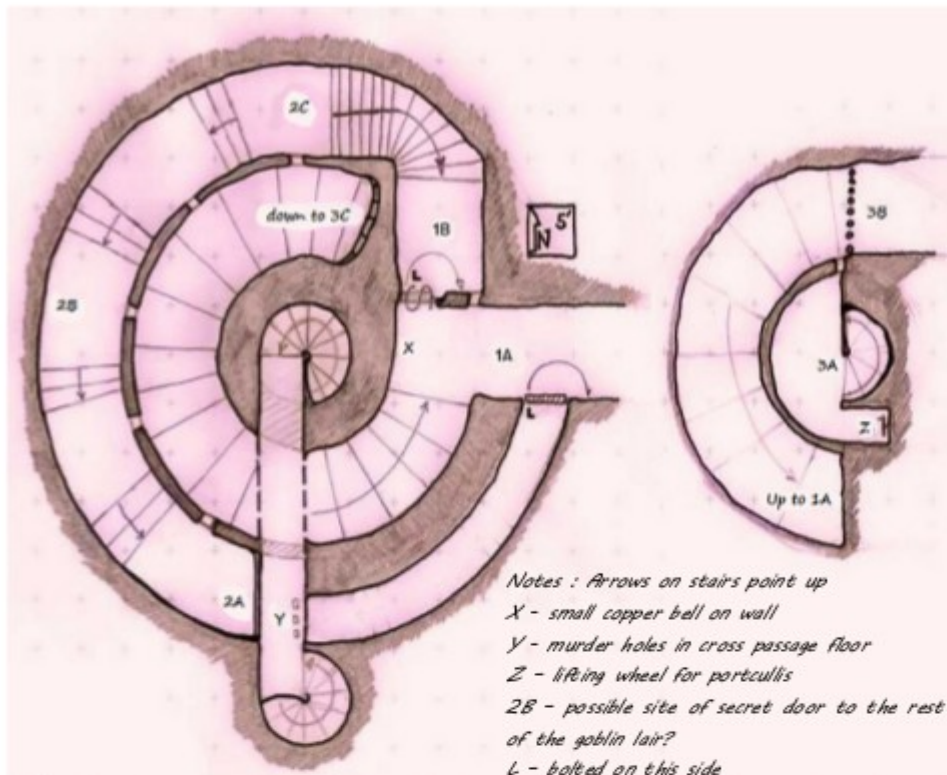
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Map courtesy of Wikimedia Commons http://upload.wikimedia.org/wikipedia/commons/f/f0/1895_Dictionary_-_Castle.png

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

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Architectural Curiosities within Pozodroni's Para-dimensional Labyrinth: Number 7 – The Western Stairs connecting Levels 1 and 2



The blue furred goblins, being rightly terrified of the fey haunted corridors on the second level, have commissioned some not insignificant defenses to prevent unfettered use of this connecting stairwell.

The author notes that negotiations with said goblins may elicit (for a price) unhindered passage down the main spiral stair, but no circumstances will persuade them to raise the cold iron portcullis (3B) again for a returning visitor, whether they have been paid for such a service or not. Travelers must look elsewhere for their egress...

Whilst cosmetic adornments of the humid green limestone structures are few even the casual observer on arriving from the eastern corridor will note a small polished copper bell (1Ax) used to summon the goblin guard nominally observing the main corridor from 1B via the window slit. Both the northern secret door (also limestone & thus heavy despite being on rollers) & the southern wood & bronze door are bolted on the far sides.

Negotiations are usually conducted then through this small window, arched in the gothic style, to the East of the hidden door. Assuming a price is agreed travelers may

descend the main stair well noting as they do the multiple (5) arrow slits set 10' up in the western wall & covering the stairs along the first 50' or so of their descent. After which for a further 50' or more the passage is uniformly barren of additional features as it spirals downwards save the occasional goblin graffiti or protective charm vs. fey. Passage height is typically 15' at the apex of a rough vaulted arch.

The casual visitor will in no circumstance be invited by the goblins into the communal areas 2A to 2C etc. Again 15' in height, but here squared off rather than vaulted. Several goblins will be camped at all times attending the light crossbows they prefer to use on trespassers & spending much of their energy sharpening the wickedly barbed iron quarrels. These are then stored in crates beside the firing positions along with long flexible spears used 2 handed where space permits....

Various bedrolls, water buckets & chamber pots (not mutually exclusive) haphazardly adorn this semi-circular gallery (2) which parallels for a half turn the course of the main stair well enabling a good field of fire from above and onto the main descending stairs. Typically one goblin will fire a crossbow whilst another loads,

though arguments as to who gets to shoot are not infrequent.

Serious students of military fortifications should note that the geometry of this chamber undergoes a curious convulsion at the point 2A. Here, where a 5' wide passage running SW from the wooden door near (1A) passes under a short gallery 10' above – open to the chamber below on the western side. This gallery (5' wide & 10' long) in turn connects by means of short 5' high passage lengths a small spiral staircase to the south with a much longer narrow central spiral stair that descends all the way down (circa 100') to the observation chamber 3A – where two goblins are stationed at all times. This discrete (in all senses of the word) smaller central spiral stair thus runs parallel to the principle one between the levels.

At point 2A therefore it is possible for the goblins to mount a spirited defense should the wooden door (1A) be breached. Up to three spear wielding goblins can stand side by side here, two in the 10' wide semi-circular chamber (2) and one to their right in the short 5' long passage which runs due south to the foot of the spiral stairs. Further, one or more additional goblins can be jabbing spears through the murder holes (y) positioned in the floor of the gallery/passage above onto the heads of would be attackers.

Finally returning our attention once more to the confines of chamber 3A a 100' below, the goblins here are on perpetual look out for fey activity via the single narrow window to the north. It takes both of them to turn the wheel (at z) to lift the portcullis – although it can be dropped again in an instant by removing a retaining bar from the lifting mechanism here – which also locks the grill in place until replaced. If threatened this they will do prior to fleeing back up the narrow central stairs to the relative safety of chamber 2 carrying the retaining bar with them.

Your Scribe:

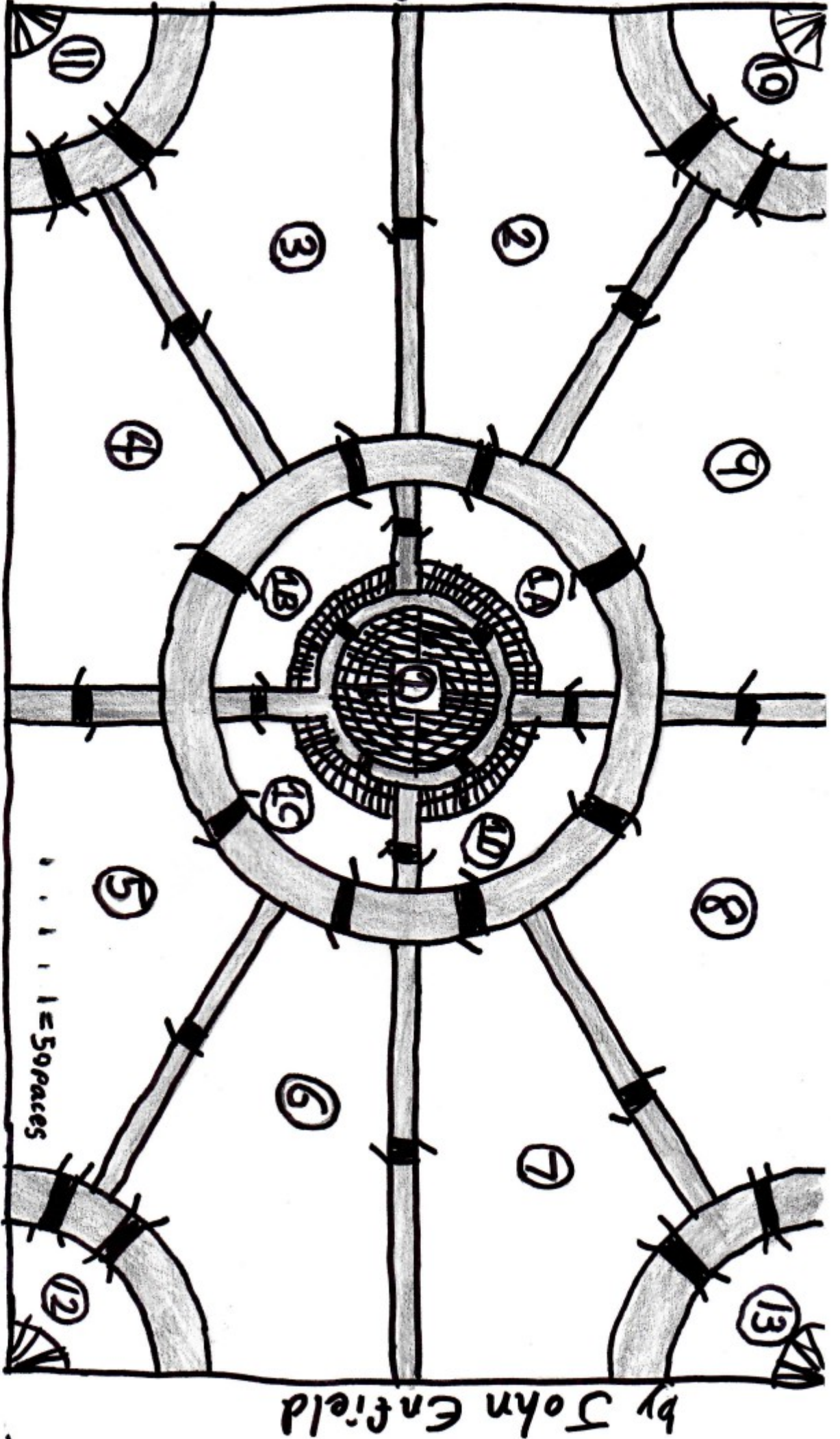
Jon Godwinz 2014.

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Castle Dungeon



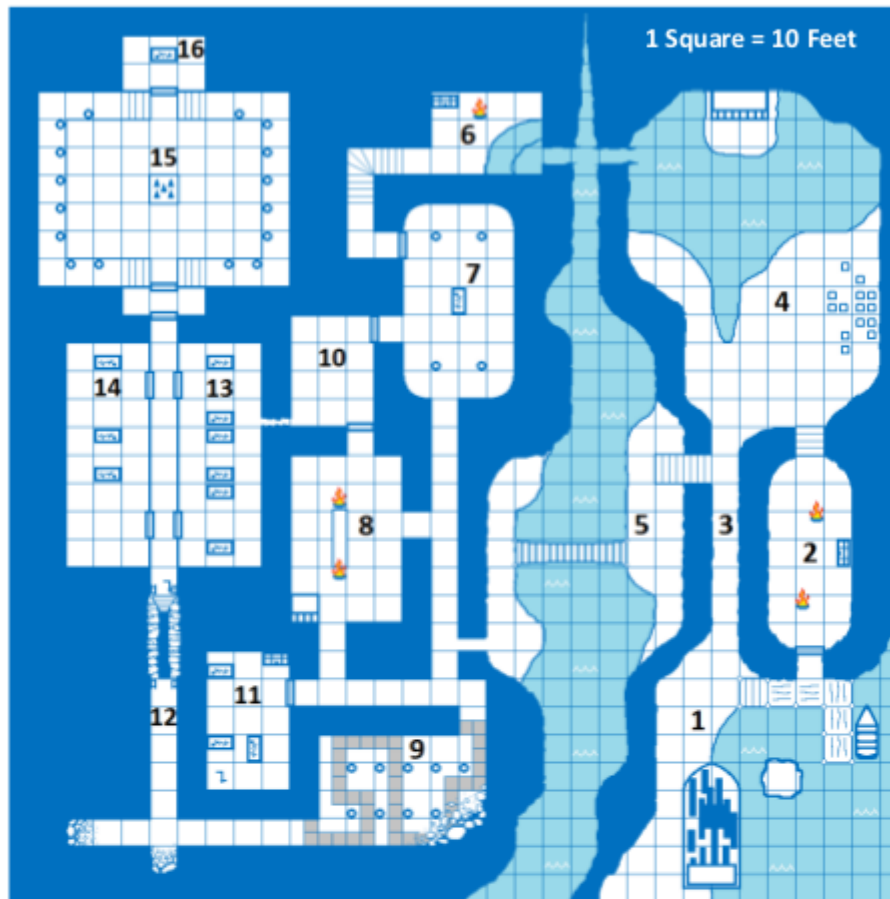
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1A-1D-Monster Pits UNDERGROUND with Experiment Rooms Above
 1-Pits for Prisoners UNDERGROUND with Torture/Experiment Room Above
 2-Treasury 3-Armory 4-Trophy Room 5-Library
 6-Apothecary 7-Spell Components 8-Larder 9-Guard Room
 10-13 Towers -Double Doors -Single doors -Stairs
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Seas, Scales, and Skulls

By John Warner

Tasked with finding a merchant vessel lost near the mainland's high bluffs, adventurers discover that lizardfolk pirates have enslaved the crew. The scaly brigands seek to break into a legendary lizardfolk hero's tomb to seize his magical weapons, rally their kin, and take revenge on the human city for winning the war that forced them from their lands.



Monsters:

- Shaman:** Lizardfolk. A pirate captain, powerful spellcaster, and descendant of the entombed hero. Seeks revenge for the war he started—and lost.
- Mage:** Lizardfolk. She uses fire and summon spells.
- Skirmisher:** Lizardfolk. Uses spears and shields.
- Archer:** Lizardfolk. Wields a bow. Is good at sniping.
- Skeleton Guard:** Undead lizardfolk armed with an axe or a bow. Attacks all intruders, even the pirates.
- Saltwater Crocodile:** A large, hungry, trained lizard.
- Snakes:** Poisonous; will attack and flee if disturbed.
- Giant Spider:** Poisonous; likes to ambush from webs.
- Guardian Constrictor:** Giant, fleshy, undead snake.
- Bat Swarm.** Hungry for blood. Attacks passersby.
- Crewmember:** Human. Has info on recent events.
- First Mate:** Human. Has info on tomb and shaman. Kept alive by her magic healing. Offers such aid.
- Captain:** Human. As the leader, is the ritual sacrifice.
- Hero's Specter:** Enraged wraith of a lizardfolk hero.

Legend

- (1) Dock and deconstructed merchant ship. Ambush: **Skirmishers** from behind ship, **Archers** shoot from rock.
- (2) Sleeping area. Two fire pits and scattered bedrolls. Locked chest has key to all cages, mundane gear, and coins.
- (3) Carved hallway leads to (4), stairs lead to (5). Two **Skirmishers** ahead go to (4), talking about tomb guards.
- (4) Water room. Boxes provide cover for archers. **Skirmishers** and **Archers** present. Cage on far wall has some **Crewmembers**. **Saltwater Crocodiles** lurk in water. Hidden, underwater path to (6); the crew knows it is there.
- (5) Bridge over gorge. Several **Archers** on opposite side.
- (6) Shaman's room. Chest contains his writings, a key to (11), and treasure (magic items). Chest has poison trap.
- (7) Basking room lit by small holes above. Coffin has carvings of snakes pointed at suns and away from moons. Turn the four snakes on the pillars to match them to open cover. Magic weapon inside. **Snakes** bask near tomb.
- (8) Preparation room. **Mage** guards **First Mate** in cage. The latter gives hints and healing (the pirates liked her singing).
- (9) Each pillar here has several dart traps. Faint, safe path carved into debris-strewn floor. **Guardian Constrictors**.
- (10) Both doors to this web-covered room are stuck and require force to open. **Giant Spiders**. Hidden way to (13).
- (11) Storeroom barred by locked door from ship. It holds crank for bridge, treasure chest, and **Skeleton Guards**.
- (12) Swinging bridge over chasm needs crank from (11) to raise it. Other side has crank as a hint. **Bat Swarm**.
- (13) Locked tomb room. Many **Skeleton Guards**. Treasure.
- (14) Open, looted tomb. Wandering **Skeleton Guards**.
- (15) Sacrifice room; fire trap on door. Raised walkway with pillars around edge. **Shaman**, **Archers**, **Skirmishers**. Shaman pushes **Captain** into center pit to open (16).
- (16) Opens a while after trigger. Angry **Hero's Specter** and **Skeleton Guards** attack everyone. Treasure in tomb.

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ONE PAGE DUNGEON:

VIKINGS

VS.

MUTANT
GOATMEN

VIKING RAID GONE
WRONG, DRUNK
SHIELDMAIDENS AND
BERSERK BEARDOES
EXPECT ANOTHER
EASY GIG WHEN
THEY KICK IN
MONASTERY DOORS.

INSTEAD OF EASILY
PRIGHTENED MONKS
ANCIENT PAGAN
TEMPLE HOLDS
RAVENOUS HORDE
OF SUBHUMAN
BEASTMEN!

ROOM CONTENTS, ROLL

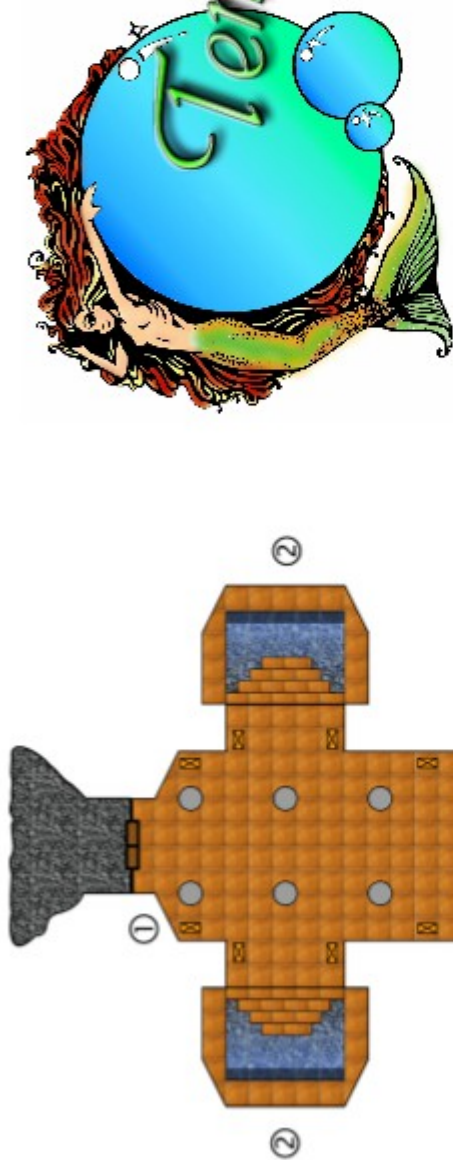
A 1d8 WHEN DOOR
IS BUSTED IN:

- 1, 1d6 BEASTMEN
- 2, 1d4 BEASTMEN AND
CAPTIVE VIRGIN SACRIFICE
- 3, DARK DRUID
- 4, 1d4 HUMAN CULTISTS
- 5, SEDUCTIVE WITCH
- 6, ALL OF THE ABOVE (ORGY)
- 7, DARK ALTAR, SKULLS, GRIMOIRES ETC,
- 8, ELDRICH ABOMINATION



USE WHFRP 1ST EDITION RULES BECAUSE CRITICALS ARE FUN!

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Mermaid by liftarn
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Magical Pearl

MAP KEY

- 1 Pillared hall and main entrance
- 2 Ceremonial pool
- 3 Monk cells
- 4 Chapel
- 5 Secret stash

MAP SYMBOLS

- Pillar
- Chest
- Barrel
- Bed, table and locker
- Statue
- Altar
- Secret door
- Boat



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Temple of the Siren

Near the coastal city of Skraal, main seat of the merchant princes of Ylaskar is rumoured to exist an ancient temple carved inside the nearshore mountains: The Temple of the Siren.

Legends and seafarer tales say that inside this temple, devoted to unknown sea gods, there are several magical pearls that will help any brave (or fool) people swallowing them to command any underwater creature and understand their language.

Nowadays the temple is believed to be empty, without monks or other religious figures living there, but any adventurer willing to explore it will face some unknown dangers inside, as merfolk guardians, enchanted to appear as statues, were left behind by their former masters and giant crabs often choose the site as a nest during brooding time (exact numbers of each are left to the referee's discretion).

The referee will decide how many pearls will be scattered inside the temple and which chests contain them (I suggest 1d4 for every character in the party).

Creature stats

Ascending AC starting at 12, d8 for Hit Dice (complement and adjust for your system of choice)

Merfolk guardians

HD: 4d
AC: 14
Armed with tridents (damage: 1d8)

Giant crabs

HD: 8d
AC: 18
Armed with pincers (damage: 1d6)



Merman by shd-stock
shd-stock on deviantArt - CC BY 3.0

Crab by Johnny_automatic
Opencilipart - CC0 1.0

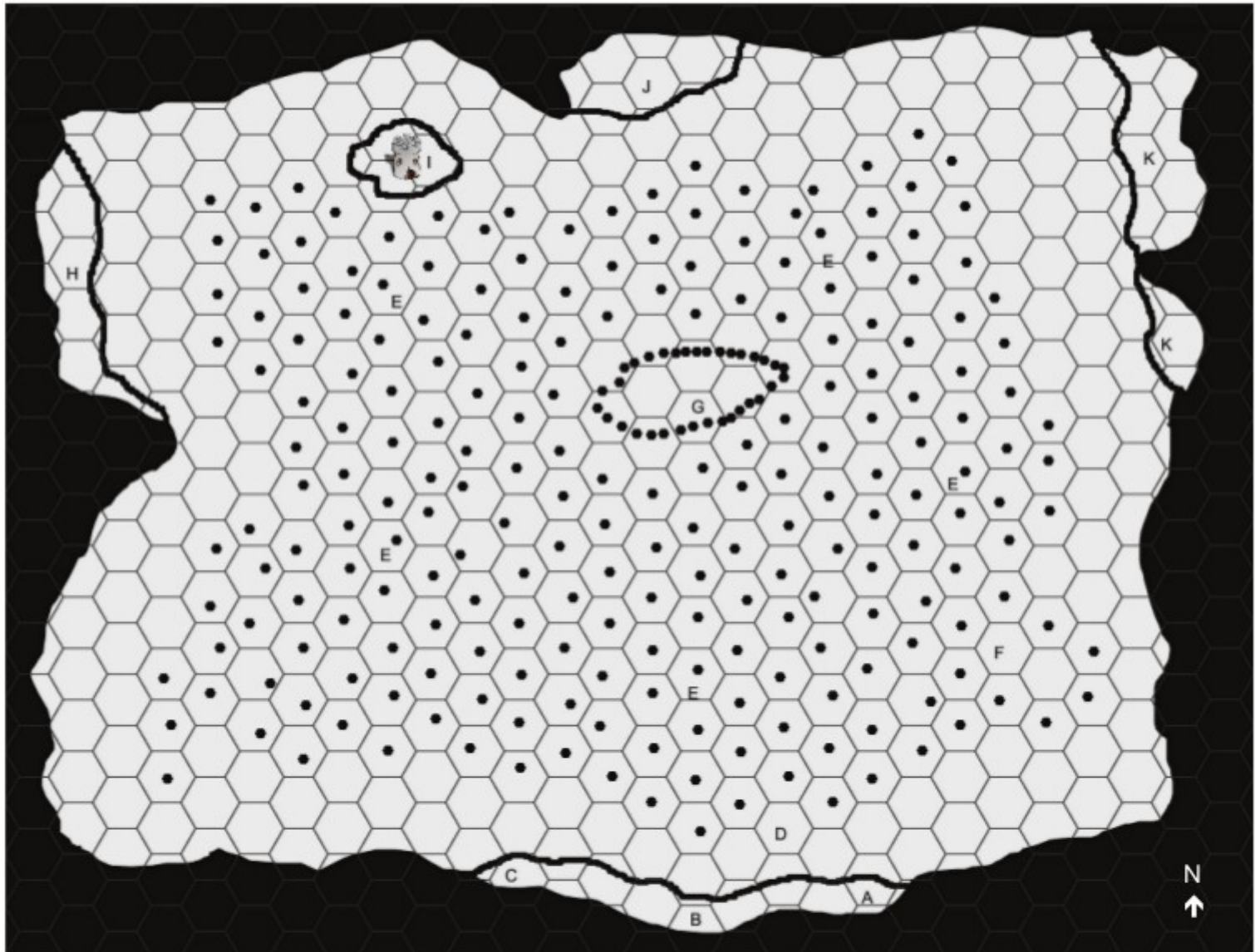


EL DADO INQUIETO
<http://eldadoinquieto.blogspot.com>

A One Page Adventure by Jordi Diest (El Dado Inquieto)

THE BLACK LAKE

by Joseph Bloch



(One hex = 50')

This adventure is based on the short story "The Black Reservoir" by Gary Gygax, 1975

This adventure is intended as a level in a larger dungeon, but could be used as an independent locale. If used with **Castle of the Mad Archmage™**, area A is at the bottom of the staircase found on level 3, area #23, after some twists and turns. The ceiling is at least 50' high, and the air is damp and echoes over the water. There is a slight current; water comes in from an underground river to the northwest, and out to the northeast. Freshwater fish live in the water, most of which are harmless.

- A. Entry. A long narrow staircase deposits the PCs at this point. They are on a ledge some 3' above the surface of the water. A few feet to the west, a large (10'x14') raft is moored to the ledge by an iron ring.
- B. Another staircase goes up here, to another dungeon level.
- C. Giant crab.
- D. Water. The water is cold and immediately drops off to more than 30' deep in most places.
- E. Hexagonal pillars. Every fifty feet or so (as marked on the map) is a hexagonal stone pillar that reaches up to the ceiling. They are not perfectly spaced.
- F. Empty space. Careful observers will note that there are two pillars missing here; they have fallen into the water. A giant octopus guards a sunken skiff with 2,550 g.p. and a *wand of frost* in a waterproof case.
- G. Sea monster. The hexagonal pillars that make up this oval are

8' apart, making it impossible to pass through with the raft from area A. The pillar that "clips in" to the oval has an old rusted metal lever. A successful Open Doors check will move the lever, causing the pillar to sink into the water, releasing the sea monster who dwells within (a plesiosaurus). The water is some 150' deep here, and at the bottom is an iron chest with 6,780 g.p., 10 gems, and a *ring of swimming*.

- H. Western ledge. 2-3' above the surface of the water. Five pteranodons nest here. There is a small wooden punt (4'x6') on the ledge.
- I. Island. A two-story stone tower is on an island of stone. On the second floor is a sorcerer (9th level magic-user). When found, he will be in a drug-induced stupor (the vapors caused by the burning censor in the room allow him to magically control the sea serpent). He has a chest with 3,740 g.p. and ten gems. He is crafty and will feign being in a stupor to get a chance to escape. His spell book is *ethereal*.
- J. Northern Ledge. A trio of sea ghouls. If PCs come within 150', they will stalk and attack. One is wearing a 150 g.p. necklace.
- K. Eastern Ledge. A weight of 100+ lbs. on either portion will sink it beneath the water in 3 rounds (15' depth). The only way to stop this is to have equal weight in each portion. Northern portion has 4 scrolls, will become ruined if they get wet. Southern portion has *luckstone* bolted to the ledge 4' under the waterline (visible when the ledge goes up).

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Dire Briars

By: Joshua Jones

@TABLEPLAY
#1PDC



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DIFFICULTY TIER EASY CHALLENGING HARD NEAR IMPOSSIBLE

WHEN THE HEROES FIRST ARRIVE AT THE RUIN:

33 In the middle of the jungle lies an ancient stone structure surrounded by quicksand and engulfed in thick thorny briars. A scattered stone path leads to the only entrance, a closed wooden door. The strong sweet scent of potpourri lingers in the air. 22

1 Stones jet out from the quicksand creating a path to the entrance. However, some stones sink when weight is applied to them.

TRAP: (HARD TO FIND, EASY TO DISABLE) On the other side of the closed wooden door hangs a bucket filled with viscous goo and live insects. When the door is opened, the hero is covered in the squirming substance and takes a penalty on all rolls until they're cleaned.

2 This courtyard is overgrown with thick foliage and vein-like brambles. Hidden (EASY TO FIND) are two WALKING FLYTRAPS which guard this site. If the TRAP was triggered, they immediately reveal themselves and attack the unfortunate hero.

SECRET PASSAGE: (NEAR IMPOSSIBLE TO FIND) A well camouflaged door reveals a path leading to room 5.

3 Hanging high above the courtyard are three cages. Two are empty, but one is occupied by a kobold named Tin-luk who makes himself noticed once the WALKING FLYTRAPS are defeated. The cult recently raided his den and took him and two others prisoner. He fears they'll return and capture his family. In exchange for freedom he offers to join you and tell you about the cultist.

IF FREED: (PLAYER'S CHOICE) He informs the heroes that every few days the cultists bring a prisoner down to their cellar and they never return. Tin-luk then describes the cultist's plant-like features and the HALLUCINOGEN they use. If the heroes are extra friendly, he tells them about the SECRET PASSAGE he has seen the cultist use.

4 This room is a well kept garden with exotic plants. If the heroes investigate the plants, A large hidden (NEAR IMPOSSIBLE TO FIND) THORN SNAKE ambushes them. If they're loud in this room, TWO CULTISTS from room 5 are sent to investigate. The snake will not attack those who wear green cloaks.

LOOT: In this room are two potions, BARK SKIN and REDUCE PERSON.

5 This room contains SIX CULTIST and ONE HIGH PRIESTESS. If they notice the intruders in room 4 the five remaining will take a defensive position. If caught off-guard, they are all brewing a sweet smelling concoction in a large cauldron. A locked door (CHALLENGING TO UNLOCK) leads to room 6.

LOOT: Three servings of the concoction remain. Each act as a POTION OF HEALING.

6 This room contain only a mysterious stone slab inscribed with a riddle.
(I AM MOTHER AND FATHER, BUT NEVER BIRTH OR NURSE. I AM BARELY STILL, BUT NEVER WANDER.
ANSWER: A tree. The first to solve receives BARK SKIN for the next 24 hours.

7 A dark stair case descends to the a room choked in briars. On the far side is another closed wooden door. Each hero needs to make precise movements to make it to the door without getting cut by the thorns (CHALLENGING TO AVOID). If the heroes instead cut through the briars to reach the door, the BRAMBLE BEAST and the CULTISTS will attack as soon as the door is opened.

8 In this cavernous room is a BRAMBLE BEAST that's entangling the whole ruins in briars. TWO CULTISTS are also present in front of a large compost pile giving prayers and offerings. If the heroes enter without hurting the briars in room 7 and are stealthy (HARD TO SNEAK) they have about a minute before the bramble beast or the cultist catch on. Otherwise combat begins when the door is opened.

LOOT: Deep inside the compost pile, the heroes can find TWO AWESOME ITEMS.

IF THE HEROES DEFEAT THE BRAMBLE BEAST:

33 The grasping briars wither as though aging hundreds of years in only a few seconds. After a brief silence the cellar fills with an angelic choir as a stream of souls make their departure. 22

WALKING FLYTRAP (CHALLENGING TO DEFEAT)

These plants walk on thick root-like stalks and use their large flytrap jaws to bite their prey. Once clamped, the victim's movement is restricted and they're enveloped in acid as the plant tries to ingest them. Walking flytraps are vulnerable to fire.

THORN SNAKE (CHALLENGING TO DEFEAT)

This snake stalks its prey by concealing itself in brambles. When it strikes, it first coils around its prey to restrict their movement. It then continues to constrict them with its piercing thorny hide, while biting others that draw near.

CULTIST (EASY TO DEFEAT)

Each cultist wears the same verdant cloak. Leaves, vines, and thorns erupt from their skin. They all wield various gardening tools that double as their weapon. The HIGH PRIESTESS carries one bottle of a powerful HALLUCINOGEN (SEE BRAMBLE BEAST) which she will throw early in battle to create a small cloud affecting up to two heroes.

BRAMBLE BEAST (HARD TO DEFEAT)

Besides the dozens of thorny tendrils, the bramble beast has two long whip-like vines that can reach anyone in the cellar. When they strike, SPORES rub off and take root in the hero's skin. While attached, the hero takes a penalty to all rolls. A hero can remove the spores by taking damage to tear them off. However, if skilled with nature a hero can remove the spores painlessly. Heroes with BARK SKIN are immune to the spores.

The bramble beast can also spray a powerful HALLUCINOGEN at a single foe. While under the effects, the hero perceives everything except the plant and cultists as nightmares. The bramble beast proceeds to talk to them in a comforting voice suggesting that they attack their

allies (who now appear as nightmares). The hallucinogen stops when the ally is hit with an attack. Only heroes under the hallucinogen can hear the bramble beast talk. The bramble beast is immobile and vulnerable to fire.



The Endiri Incident

by wildcode game design, @wildcodenet

Outpost Endiri glimmered in the dark background of the gas giant. The thump from the hull was the cue to get up from the embrace of the travel pod and enter the small space station. As you slip out of the dreamy state induced by the long journey, your mission flashes into your mind with intense clarity: Mining Facility Endiri K32 had lost contact with the Nexus station. The last report was that of a major magnetic storm emitting from the gas giant Endiri. There were eight scientists running the space station and monitoring the automatic mining rigs on the moon Sheridan. The outpost was supposed to be abandoned and only used as a relay station as the mining operations proceeded without problems. But as the signal was lost the company figured that the main antenna was malfunctioning and sent a team of service technicians to solve the problem. That's you.

Entry chamber

The computer greets you with a soft voice but is cut off mid sentence and the room goes dark as a shrill voice crackles through the intercom: "HAHA! ANOTHER MEAL FOR THE DARKNESS". You hear a faint hiss as the air escapes the chamber. DM: The chamber has a pressure door leading to the Living module. The hatch into space is connected to the shuttle. There are service panels on the wall, a keypad beside the door and a valve in the middle of the door. Failure to put on the mask immediately gives -1HP, then -1HP per round with no mask. Door is opened by using the valve (F D10), override circuits behind service panel (RT D9) or reprogram the keypad (CAD D8).

Living module

As the door slides shut behind you the voice crackles: "You can only run so far, soon I will take control of the reactor core and end this!". The living module has exits down, up and back to the Entry chamber. The exit down is marked "Reactor Core" and is welded shut. The circular hatch up says "Science and Communications" and has a valve in the middle. There are room for six people in the module; the crew probably worked in shifts. It's pretty clean and neat and seems like it hasn't been used in a while. DM: If the players make a search, they find some documents mentioning some disturbances in the communication with the Nexus station during the "night"-shift.

Vertical corridor

This is the passageway from the living module to the upper sections. There are handles every few feet for transportation. DM: As the players goes upwards they might sense a change in temperature to the colder. Top hatch opens by F D10 (valve), RT D8 or CAD D9. On success the hatch rips of it hinges and the players are sucked into the room. If unmasked when opening the hatch, -2HP, as there is no air.

The Viewing Node

The room has large windows presenting a breathtaking view over the gas giant and its closest moon; Sheridan, where the mining rigs are clearly visible eating their way into the core of the small celestial body. DM: Most of the windows are perforated with small holes and there is no atmosphere present. The players need to fix the windows (RT D6) and restore atmosphere (CAD D7) to be able to open the circular hatch in the roof leading to the Science Lab.

Science Lab

Blood, body parts and fungi meshes cover the shattered equipment. Only one computer terminal seems to be functioning. The door marked "Computer Core" is welded shut. A hatch in wall says "Antenna". DM: Accessing the terminal (CAD D10) returns two reports: "Antenna repairs: Bob scheduled for space walk to remove strange material" and "Fungi found when mining: Consumes organic materials including human flesh". Touching anything besides the exits and the terminal, -1HP. Computer Core is accessed by a service tunnel in the floor if the room is searched. If the players make a body count they find one scientist missing.

How to play

(inspired by Tracy Hickman's Xtreme Dungeon Mastery)

This adventure is best played with one or two players; more can get crowded. All difficulty(D) and skills in the adventure should be easily replaced with your own favorite system. Have fun!

Characters: Technician with Mechanical Repairs (uses RT) and/or Software Engineer (uses CAD).

Skills: Force (F), Agile (A), RT, CAD, Roll 3D6/3 and assign a value for each.

Hitpoints: Force + 3D6/3, round up

Equipment: Repair tools (RT), Computer Access Device (CAD), Flashlight, Space suit with helmet (30 minutes supply, refills in air), safety strap

- Player tells DM intended action
- DM assigns Skill and Difficulty(D), for example (RT D6)
- Player rolls 1D6 adds skill and tries to hit D
- DM resolves what happens.

Antenna/service tunnel

The tunnel has blood smeared everywhere. Audible thumps gets stronger and stronger as you proceed towards the hatch to space. Through the inspection window in the hatch you see a human strapped onto the antenna with tentacle-like black meshes writhing about. The one free arm is hitting the hull with the other arm. As the masked head turns your way, a soft voice crackles through the intercom "Fools. You will die! There is no place for us here. We don't belong here. We have destroyed their home; now they will destroy us..." the voice changes to a roar "MY WORK IS COMPLETE. EVERYTHING WILL BE DESTROYED." The station trembles and a calm voice booms with imminent clarity: "Reactor core overload. Restart computer. Self destruct in 60 minutes." DM: A red computer keypad is clipped to the scientists suit. To get to the keypad the player need to open the hatch and roll (F D8) to not get swept away into space, if they haven't secured themselves. The scientist is controlled by the fungi and will lash out to the players (F D8). If hit they have to manage an (A D6) to not fly off into space. If the players secure themselves to the hull they will only get -1HP when hit.

Computer Core

The Computer Core is a small room crowded with servers whizzing and blinking with blue light. You see a red light pulsate from a slot missing a keypad. DM: Inserting the red keypad (CAD D10) will end the countdown and the adventure! If they fail the players have to escape the station with 4 of 8 successful (A D8) throws.



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samples of ores, soils, minerals
or other natural formations
previously unknown to a man.

BIOPROSPECTING REPORT NO. 976

by Katarina Bozanic

Introduction

The recent unexpected seismic activity of the extinct volcano on Mt. Hidrasu, has become the main focus of the study of our Institute. After careful investigation of the information and samples collected during the prospecting expedition to Mt. Hidrasu, we can now confirm that the cause of the disturbance is not the volcano itself, but the mysterious organism which inhabits the volcanic cone. Although the most impressive characteristic of this creature is its colossal size, it remained unknown until now due to the fact that it is a sessile organism, buried deep in the volcanic crater, with only minute portion of its anterior part protruding above the ground. In this report we intend to present the key aspects of this organism's morphology and physiology as a means to better understand its function and place in the nature.

16 Expulsion tube

When the post-larva settles in the cocoon, the muscles in the expulsion tube contract, launching the cocoons high out in the air, with the purpose of landing on the habitable ground. The offspring than must escape from the cocoon, by cutting its way out.

15 Cocoons

At the far end of the carpel, four cocoons are located. Their function is to protect the offspring in the final stage of transformation and transport out of the parent's body.

14 Carpel

In this enclosed chamber embryos develop into the larvae. All larvae are photosensitive and aggressive. The large number of offspring in three distinct larval stages can be found in this chamber:

- a) the nauplius stage is characterized by the use of the pair of the head appendages for crawling and attack;
- b) the zoea stage is characterized by the use of thoracic appendages for leaping, and the head appendages for attack;
- c) the megalopa stage is represented by a single, large post-larva, which uses the three pairs of thoracic appendages for catching the prey and two pairs of head tentacles for poisoning the opponent.

13 Zygote

The fertilization resembles the more complex form of pollination in the plants: the pollinator first places an egg cell in the cup above the bridge; after that, the pollinator must find a male gamete of an adequate shape, and place it in the receptive cavity in the egg. After a zygote is formed, the canal leading to the carpel opens.

12 Male gametes

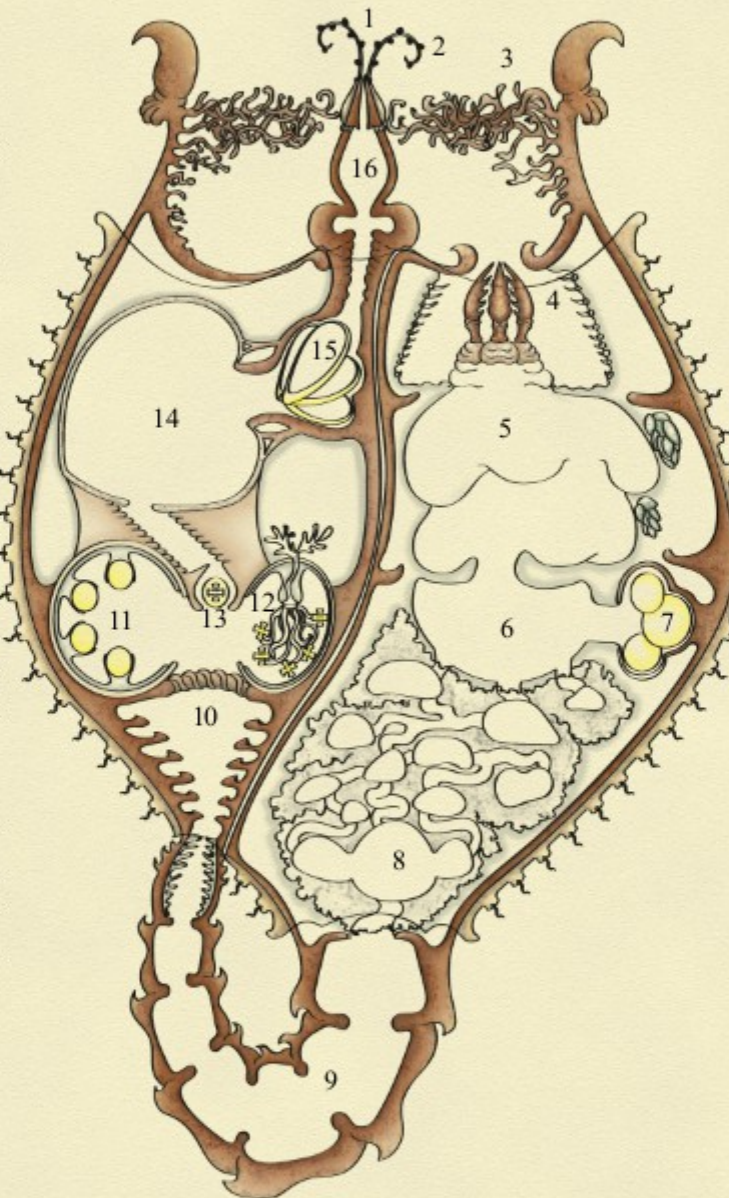
Up to eight male reproductive cells hang from the elastic fillaments. Each spermatium has unique four pointed star shape. When approached, the fillaments move as tentacles, attacking the intruder.

11 Female gametes

Large egg cells are not capable of free movement. Each ovum has the unique four pointed star receptive cavity in the middle. Only one egg will have a receptive cavity complementary to the only one spermatium.

10 Reproductive glands

In this hemaphrodite creature, female and male reproductive organs are connected via an elastic bridge.



8 Spongy tissue

The function of the spongy tissue is to allow the exchange of gases. Because of that, this tissue is soft and porous and can be cut through with ease. It is still debated about the function of this organism which lives in the spongy tissue, but it is possible that it is a parasite related to the common lungworms, only of the giant size. It reproduces in the spongy tissue, and therefore immobile eggs and aggressive larvae can be encountered in its tunnels.

9 Syphon

The pseudocaudate hollow tube connects the gastrointestinal and the reproductive regions. Since in the walls of the syphon are located the main circulatory vessels, its tube is infested with a large population of flying leeches.

1 Antennae

The most obvious superterranean organs are two antennae. They are sensory organs, receptive to touch, air motion, vibration, and olfaction.

2 Pseudo geodes

Attached to the antennae are numerous formations that resemble mineral geodes in appearance. The exact nature of those formations is not clear, but it is presumed that they are organs of aggressive mimicry, used to attract living prey with strong psychoactive aerosol.

3 Tentacles

After the prey is lured, the net of flexible, muscular tentacles is used for grasping the living food and introducing it to the mouth.

4 Mandibles

The large, serrated mandibles are developed for holding, cutting, and chewing food, but also for fighting. Because of those functions, they are covered in the same hard carapace as the exterior of the body. However, in the joints the mandibles are much softer since the elastic tissue is exposed.

5 Stomach

This large, hollow organ is covered in a deep layer of protective mucus which also hinders the movement of any still living prey. Not all species comprising the gut flora have been identified, but some of them include:

- a) several types of massive amoeboid formations capable of digesting different organic and inorganic materials;
- b) species of a poisonous fish-like creatures;
- c) electric eels.

6 Coelenteron

This is sac like cavity where nutrient absorption takes place. It is important to note that coelenteron has only one entrance point; the digestive tract of an organism ends here, and only narrow canals conduct water and nutrients to the spongy tissue.

7 Excretory vesicles

In the appendix leading from the coelenteron are located large vesicles, used to contain waste materials from the digestion. Since no expulsion opening of the digestive tract exists, it seems that the liquid contents of the vesicles are excreted from the organism through the flagella on the carapace. However, the large indigestible particles, such as gems, metal objects of quality or bones, can be found in the large quantity inside the vesicles.

Conclusion

Due to the strange bodily symmetry of this organism, it is clear that the creature can be oriented either vertically or horizontally in the ground. Because of its predatory feeding behavior and its size, we suggest issuing a warning note to the miners and general population to avoid visiting Mt. Hidrasu until further notice.

Ignatius Levine,
Head of Geobotanical department of Imperial Prospecting Institute

The Tower in the Ice

For many years, there have been rumors of a lonely tower jutting from the ice of the glacier, but the tribes of snow-goblins roaming the area have kept casual investigators away. The inexorable flow of the glacier brings the tower closer to the civilized realm each year. Now, the characters have either blundered into the tower's location by chance, or they have come in search of a city lost many ages ago to a great curse, with legends of treasure luring them on.

A. The tower top juts from the ice here, with tents of the snow-goblins pitched around it. The goblins camp here for short periods to make sacrifices to their dark gods before mounting their war-wolves and riding off to hunt or plunder the lands surrounding the glacier. The number of goblins here is rather low, but it would still behoove the party to make their way quickly and quietly to the tower. Any loud combat here is likely to draw the whole encampment.

B. Descending the crumbling stairs and rickety ladders rigged by the snow-goblins leads to the shrine. A small altar stone stands before a large crack in the wall, flanked by torches. Most of the crack has been filled in with tree branches, covered in snow, and then frozen solid with water. What's left of the opening is where the goblins shove bits of sacrificial victims to the gods below. Hacking through the ice can take an hour or more, and the noise will surely attract any goblins from above. A heap of debris lies in front of the only door in the room. Seemingly unused, the door is locked and opens away from the debris, leading to area C.

C. The snow-goblin shaman keeps the choicest bits of treasure and edibles from the sacrifices for himself, hiding them here. He does not have the key to the other door leading out of here to area F.

D. This area contains remnants of the lost city, stretching across an area as large or as small as the game-master desires. A frost salamander roams this area, devouring the sacrifices of the snow-goblins. Small trinkets and handfuls of coins can be found here and there throughout the city, but searching will inevitably attract the salamander. If the goblins suspect the salamander is slain, they will search the entire complex to find the defilers.

E. The cauldron here has a slush covering the bottom. If scraped up and thrown in a container, it will act as a potion of fire resistance. There is enough for four doses.

F. The pool of water here doesn't fully freeze, but touching it will cause 2d6 cold damage per round. Even poking it with a sword or other metal implement will cause 1d4 damage to the wielder. This water will never get warm on its own, a cauldron of it will remain cold even at tropical temperatures. Boiling it will cause it to lose these properties, although it will take a lot of time and heat to boil it.

G. Seated around the table are several frozen wights, who rise eerily from their chairs and attack. Maps and battleplans are spread out on the table, showing areas unknown to modern times, buried under the glacier these many centuries.

H. The walls here are lined with shelves of scrolls and books. A side table holds an unrolled scroll reading: "The We Council meets upstairs now. But it is too late. The Snow Goblins have won." The materials have been soaked and frozen. Carelessly throwing them may cause the ink to run. Diligent and clever characters may discover long lost secrets of the past, possibly even including magic.

I. This painfully cold tunnel is lined with many patches of brown mold.

J. A confusing maze of icy tunnels. The first time the party attempts to navigate it, they will emerge randomly at area K, the junction to areas F and I, or at area E. Moving through it later allows them to make an Intelligence roll to go to anywhere they've been before, or to discover another route at random. Care must be taken though, as there are several small white puddings who will emerge from liberation at the sound and heat of adventurers.

K. The passage ends abruptly at a cliff. Area O can be seen through the ice from here.

L. Several strangely carved statues are arranged in this ice cave. Nothing else of interest is here.



Designed by Ken Moore

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PERIL OF THE FAT PRINCESS

AN ADVENTURE FOR 1ST LEVEL CHARACTERS

TOTAL EXPERIENCE: 800-1000 XP PER CHARACTER

Premise: Lur, an evil dragonborn avenger, has kidnapped a princess in order to fatten her up and sacrifice her to the old gods. The Player Characters have been hired to save her.

Synopsis: Lur steals away Princess Lisbeth Carn to an old abandoned royal storehouse. She uses crafty magic to fatten her up to be the ultimate sacrifice to the flesh god, heralding her return. The princess' father, Cheswick Carn, is hiring any capable sell-swords to rescue her. Of course, he firmly believes she's been kidnapped by a rival king, Olaf the Oggler. The players may discover otherwise. Using investigation and/or perception skills, the players find the princess' trail leads to an old abandoned royal storehouse. The surface floors are dilapidated and empty, but the entrance to the basement is surrounded by recent footprints and tracks. Players can enter either through the front entrance or break into the greenhouse (FLOOR 2). All map squares equal 5 feet.



WRITTEN/REVISED BY
KIEL CHENIER, 2014

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FATTENING CAKES

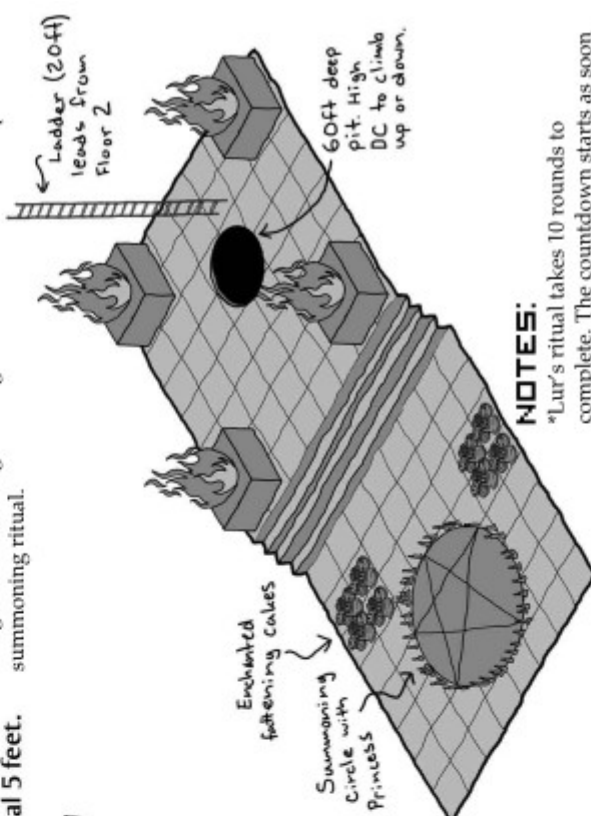
All of the cake in this adventure is magically fattening. Any PC that eats any part of a cake gains 1d6x10 pounds. If a character gains 100lbs past their starting weight, their armour bursts at the seams and they lose any/all AC bonus from it.

FLOOR 3: HIDDEN SHRINE

This ancient buried shrine still holds power.

The fattened princess, now 1000lbs, rests in the magical circle.

Lur guards her, using her magic and animated cakes to perform a summoning ritual.



NOTES:

- *Lur's ritual takes 10 rounds to complete. The countdown starts as soon as initiative is rolled. If she is not defeated in time, the princess is consumed and an elder god appears.
- *Lur can fight and continue the ritual at the same time.
- *Players can use the portal scroll to create a doorway back to town, big enough for the princess to fit through. Once used, its magic is expended.
- *The princess can be carried/rolled by the PCs. It is extremely difficult and time consuming, but it can be done.
- *The PCs doing the carrying need at least a 16 strength to attempt to lift her.

MONSTERS:

Lur, Dragonborn Avenger
HP: 42 AC 19
Initiative +6 Speed 25ft
*Radiant Vengeance (range 50ft)
+5 vs AC
1d8+5 damage
*Overwhelming Strike
+5 vs AC
1d10+5 damage

Animated Cakes (x12)

HP 1 (minion) AC 10
Initiative +2 Speed 40ft (fly)
*Feed

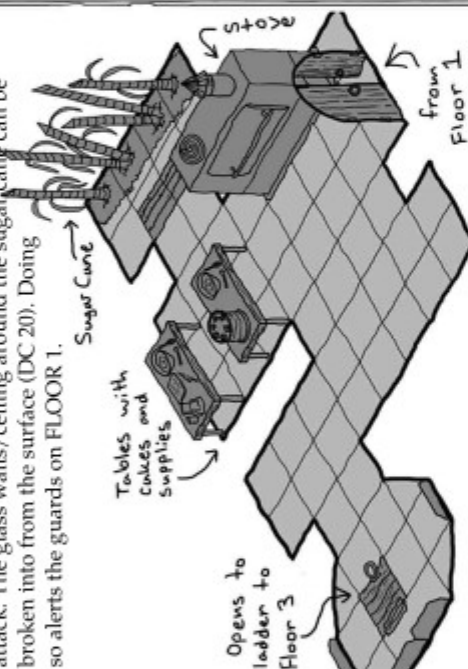
The cake selects a target, moves its speed, and feeds itself to the target. Target must make a saving throw to avoid gaining weight.

TREASURE:

- +1 Holy Symbol
- Scroll of portal (one way)
- 200 gold pieces
- Recipe for enchanted cake

FLOOR 2: KITCHEN & GREENHOUSE

The room is warm and smells of sweets and baked goods. If disturbed, the oven and/or sugarcane plants come to life and attack. The glass walls/ceiling around the sugarcane can be broken into from the surface (DC 20). Doing so alerts the guards on FLOOR 1.



NOTES:

- *Cakes float from the stove onto the table, cutting themselves into slices.
- *A Perception skill check (DC 20) alerts the PCs that the Sugar Cane is alive and hostile. Otherwise, they can ambush the PCs.
- *The Hearth Golem (stove) comes to life one round after the PCs trigger the Sugar Cane.

MONSTERS:

Animated Sugar Cane (x2d4)
HP 2 AC 15
Initiative +4
Speed 20ft

*Bite +5 vs AC
1d6+4 damage

Hearth Golem

HP 60 AC 16
Initiative +2
Speed 10ft

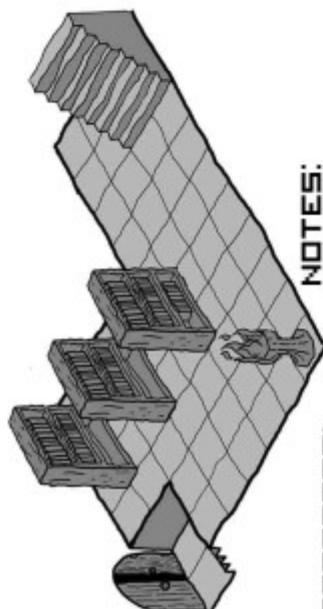
*Slam +4 vs AC
1d8+4 damage
*Belch of Hot Coals (cone)
+6 vs AC
3d6+5 fire damage

TREASURE:

- Assorted kitchen goods
- 1 pouch magic sugar

FLOOR 1: COOKBOOKS & RECORDS ROOM

The entrance to the storehouse is locked (moderate DC). Inside are several musty bookshelves and several hired goons lying in wait. The greenhouse of FLOOR 2 can be seen from the surface as well.



NOTES:

- *All of the guards are lazing about and can be ambushed/snuck past with a skill check (High DC).
- *The bookshelves are old, rickety, and flammable.
- *The leader of the hired thugs, **Bertha**, is a butch, 8-foot tall amazon. She focuses on one enemy at a time. If she is defeated, the other **Human Guards** will beat a hasty retreat up the entrance staircase or run to warn Lur.

MONSTERS:

Human Guards (x1d6)
HP 20 AC 16
Initiative +3
Speed 30ft

*Shortsword +6 vs AC 1d6+4 damage

Big Bertha
HP 50 AC 18
Initiative +1
Speed 25ft

*Greatsword +7 vs AC 2d12+4 damage

TREASURE:

- Rusty weapons
- Books (estimated at 500gp for the whole library)
- 4d8 gold pieces

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Caravansary of the Flind's Cistern

By: Lee Barber

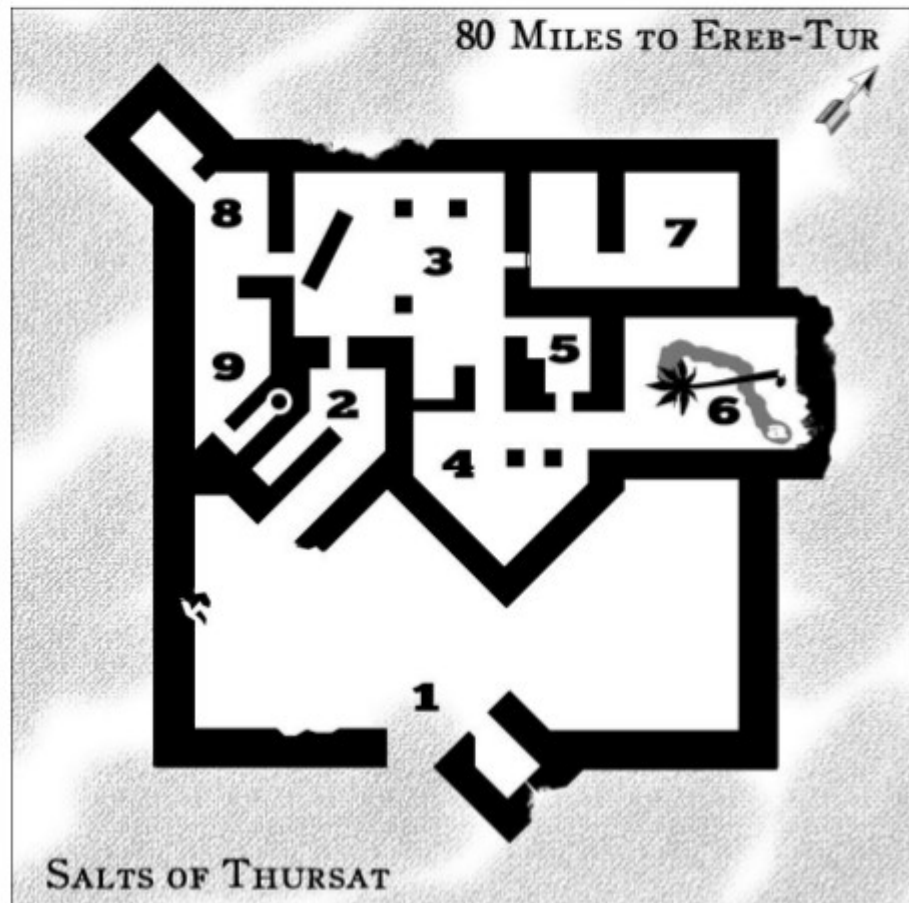
In a desert of saliferous dunes, a customs post once choked with traders from a past age shields the only cache of water. A long war, coupled with pestilence, diminished the safety of its handy route. The vacated caravansary is now part of the wild domain held by bestial Flind, a crumbling haven that can ease thirst but attract woe.

ZOMBIE	SCORPION 1	SCORPION 2	SCORPION 3	SCORPION 4
	HP		#	
BULLETTE		FUNGUS		DAYANA
				1
FLIND 1	FLIND 2	FLIND 3	FLIND 4	FLIND 5

- 1) Carpet Wrapped Trap: The Flinds have left a groaning victim in the outer tower, bound completely within a faded rug. No tragic noble is there, rather, a hungry **Zombie** and 4 testy **Tuffet Vinegaroons**! Anyone in melee will be sprayed with the scorpions' acrid oil.
- 2) Captain's Last Camel: Spilled in a corner stable are the bones of a dromedary. Although its packs of silver were emptied years ago, the leather saddle remains and radiates detectable magic. Any creature tacked with this seat will know the way to Ereb-Tur without error.
- 3) Unsound Merchant Hall: A collapsed pillar on the west end of this chamber has brought down most of the clay roofing. Crouched behind the pillar and watching (or smelling) for intruders in Area 2 is one **Flind Slinger**. He will purposefully hurl one shot against the wall near Area 5 to warn his cohorts there, and then retreat. A warded iron door sealing Area 7 will announce that the "Customs Office is closed for the Sultan's Wedding!" if touched. If beset again, the door surface will alight with arcane fire dealing 2D4 damage.
- 4) Wheeled Iron Cage: The leonine brigands of Areas 5 & 8 will intervene before this sandy chamber can be explored. Lashed to a pillar is a heavy tumbrel capped with a cylindrical cage of distressed iron rods. Hoofed tracks can be seen leading into Area 6.
- 5) Byway Watchtower: A pair of **Flind Axemen** are under orders to climb this tower and breach Area 7 (which they fear) from above. Unfairly, the higher floors cannot take any weight without crumbling. They plan to ascend using niches on the outside made for attaching siege hoarding.
- 6) Palm Tree Terror: When the Flind's camel sought the leaves of a fallen palm, it was slain by a **Sand Bulette** dwelling below. More than 2 rounds of movement above its burrow will cause the beast to move to striking position under the top of the tree trunk. If point "A" is unearthed, PCs will discover numerous bones, 1D8 fine gems, and a feline foot.
- 7) Office of Darkness: The commander of the caravansary perished from a disease spread at his liege's wedding. His station was never reopened, nor his corpse removed. The iron door must have its ward dispelled before it can be opened. A bloom of **Chalky Fungus** (inflicts dehydration) seals the body and a small coffer in its grip. A royal belt consisting of enamelled panthers and golden cord is inside, along with 4D10 platinum coins.
- 8) The Lingering Lioness: Checked by a stubborn door, the female **Flind Leader** would prefer to coerce adventurers into completing her mission. The clan Chieftain wants the dead Captain's belt and any of his surviving relatives. The task, futile after the caravansary's inactivity, was imposed to keep her from impressing more fighters. In fact, one favorite of the leader was sent along to supervise. He lost a foot to the Sand Bulette. Her name is **Dayana**, and she fights with axe and **Buckler +1**. With her in combat will be the **Slinger** from Area 3 and another **Warrior** armed with the chain "flind bar". All the capable males present will fight to the death at her command.
- 9) Water of Strife: Near the prized well is a makeshift bed, occupied by a jealous Flind with one remaining HP. He regrets only his contemptible wounding, and thinks his death and any others will ruin Dayana's standing with the clan. If healed, he will be shocked when she makes him the new work-camel! A leather sack of treasure the troop is carrying can be found in the passage to the well. The stuffed bag contains:
 - A crystal phial of steeped **Green Hag Hair** (waving the strands till dry invokes a short tornado)
 - A soft cloak beaded with tiny pearl snails (60 gc)
 - A singed notebook naming the traitorous guild in Ereb-Tur that spread disease during the war. (500 gc to the city constable, but causes town riot)
 - A silver **Whistle of the Warrener** (summons 1D6 tiny local animals per level, CHR check to control)
 - A set of **Ivory Greaves of Giant Growth** (slow alteration, five rounds to reach maximum size)



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Murky Dealings

Long ago, good crushed evil where it lived. So righteous was the smiting that rooms in evil's fortress broke off of our world and tumbled out into the Murk, the shadowy realm in which they had been made.

Recent research suggests that something important was lost in these rooms. A group of adventurers breaks the seal separating their world from...

The Murk

While this pocket dimension might have a real name, everyone who knows of it just calls it 'the Murk'. It connects to the real world (and probably some others) in scattered locations, with no rhyme or reason. Gravity exists in the murk, but no light, and not much else but a dark haze. You can breathe the atmosphere, if you don't mind the very occasional hallucination, but the whole place is punishingly cold.

Falling into the Murk is not recommended, though after dropping several hundred miles through the freezing darkness, you might come upon some other plane.

The Rooms

To survive the Murk, evil made its fortress rooms from *inertite*, a magical material that counters motion and ignores gravity. A very strong force can put it in motion, but it will rapidly bleed momentum and come to a stop, suspended in space until something moves it. This property kept the rooms in place when originally attached to the fortress, but the violence of the breach sent them tumbling out into the pocket dimension, where they now hover.

Characters may fly between the rooms within the pocket dimension; however, the material of the rooms suppresses *magical* flight inside of them. Non-magical flight (such as flapping wings) is unaffected, as is the flight of incorporeal beings.

Natives & Visitors

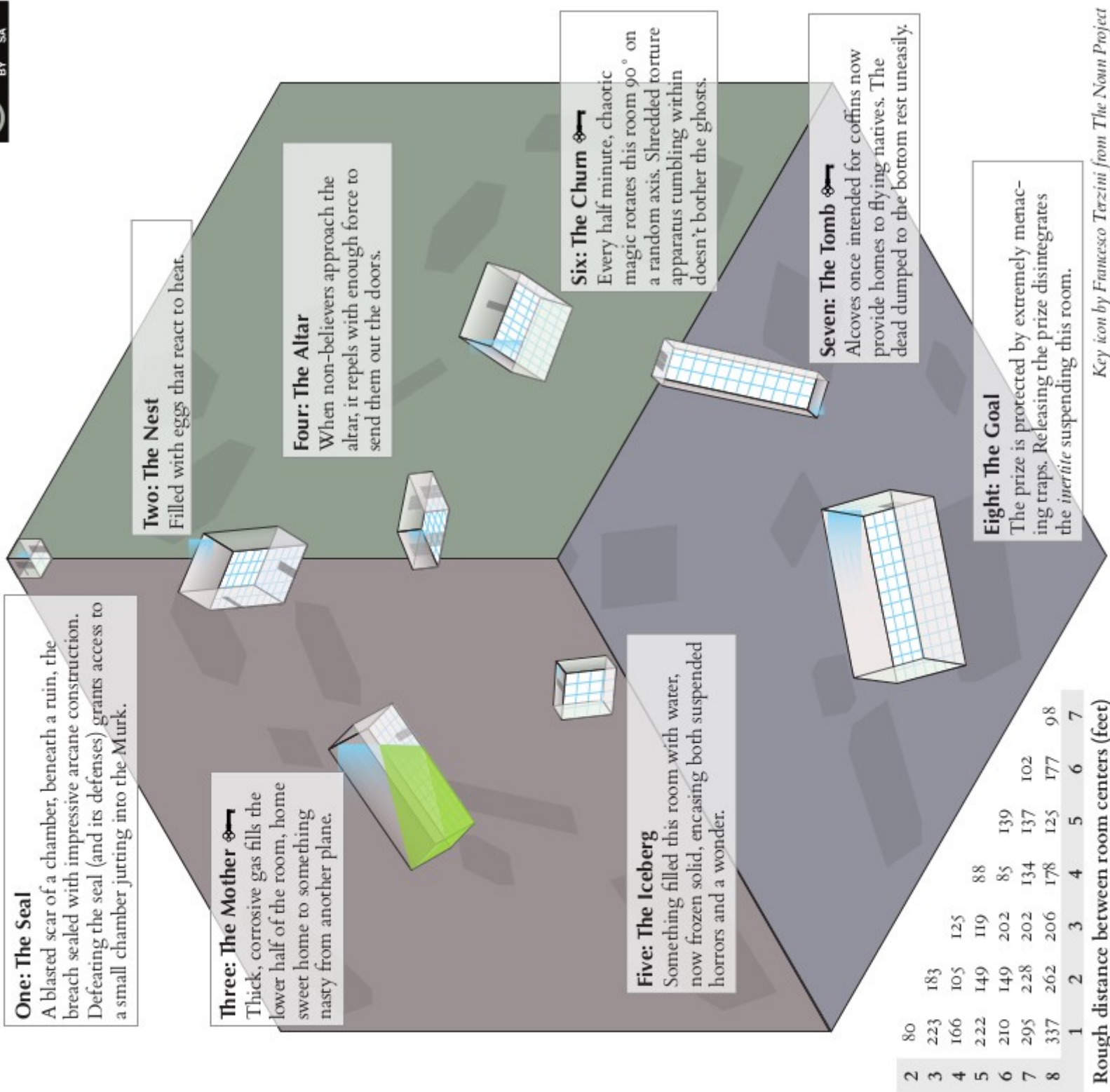
The Murk holds its share of residents which fly in the darkness. All can see in the dark and don't mind the cold. Visitors from other planes may be lurking about also.

Rooms marked with

Several rooms contain "keys"—hints, clues, physical objects, whatever you want to make them—which help defeat the traps in room 8.



by Wordman • <http://divnull.com/blog/2014/murky-dealings/>



Key icon by Francesco Tazzini from The Noun Project

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THE REVENGE OF XARR-ZUUL by Lorenzo Santini 2014

THE STORY: Xarr-Zuul was a powerful priest of the forgotten cult of Hrókrol (minor divinity related to death, decay and necromancy) buried centuries ago, together with other acolytes, in a tomb under a now abandoned and half collapsed shrine, mostly reclaimed by the surrounding woods. Rumours of horrible curses kept the people of the near town of Ophir away. Until now. Greedy young members of the Merchants Guild, not scared of old rumours, hire the PCs to unveil the tomb's secrets, promising to pay generously for valuables they bring back. If the PCs successfully pilfer anything from the treasury, however, the real Xarr-Zuul will wake up, get out of his hidden burial chamber and start his revenge. He'll raise the dead bodies in the tomb and call other undead creatures to his protection, then summon devils from the Nine Hells, allies of his god Hrókrol and send them to murder the people of Ophir. The terrorized merchants will beg the PCs (promising very generous rewards) to go back to the tomb and stop whatever evil power they have awakened. If they defeat Xarr-Zuul, the PCs will gain a new long term enemy in his god Hrókrol.

THE TOMB

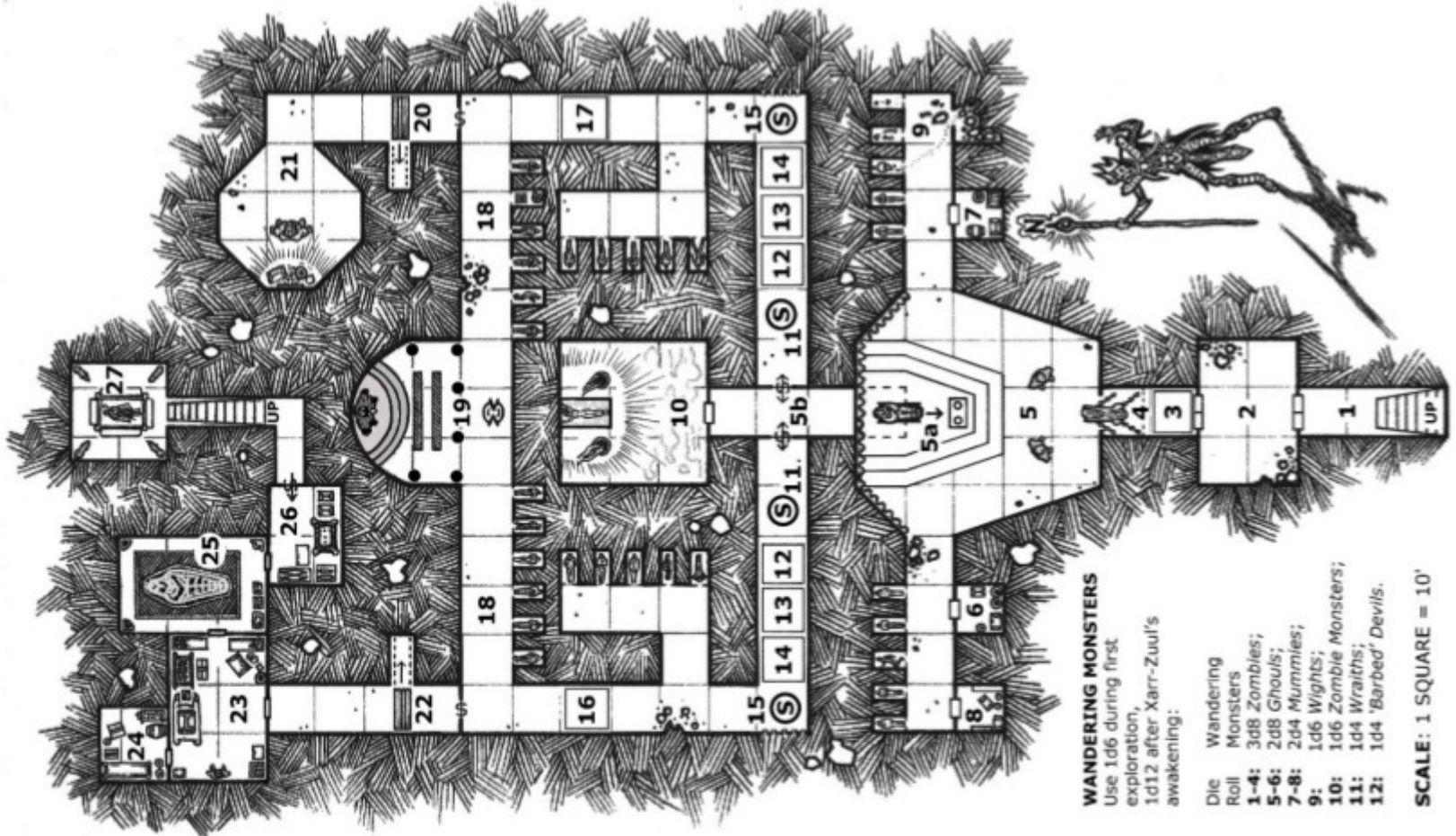
FEATURES: perfectly smooth floors-walls, no lights, heavy air and chilly temperature. Wooden rotting doors if not otherwise stated. After Xarr-Zuul's awakening odd creepy walls and grunts from creatures.

1. Entrance. The PCs must locate and remove a very heavy loose stone slab from the shrine's pavement. At least a couple of adventurers with good strength are needed. Under the stone slab, granite stairs lead to a locked double iron door.
2. Antechamber. Empty room decorated with bas-reliefs of a priest kneeling in front of a crow headed evil-eyed being with human body in flowing robes. On the north wall, another double iron door, not locked.
3. Pit trap. 10' deep with spikes (Dmg 2d6)
4. Tripwire. Heavy log from the ceiling hits the front PCs like a ram (Dmg 1 dB) and pushes the affected victims into the pit (3).
5. Fake Burial Chamber. walls painted dark blue with skulls. 2 Steel Living Statues attack intruders on sight. 5a. On the north side of the sarcophagus is a well hidden keyhole. The key is in the mouth of the mumified body of the false Xarr-Zuul. If the key is turned into the keyhole the sarcophagus slides, revealing a trapdoor opening into a lower corridor. 5b. Speeded one-way secret doors: when one is chosen to enter the tomb, the other can only be used to exit.
- 6-7. Fake Treasure Rooms. Chests full of fake jewels and precious stones, fake gold ingots and statuettes. Worth nothing to an expert eye.
8. Xarr-Zuul's fake possessions.
9. Room has caved-in, nests a very aggressive Swarm of Ants.
10. Empty room. Illusion of a beautiful maiden chained to a stone table, lit braziers around her, promising her gratitude to her saviour. Invisible gas permeates the room as the PCs enter. The ones affected will fight to death against their friends to be the only one saviour.
11. Hidden trapdoor in the ceiling with handholds for climbing, leads to a 4' wide tunnel, the PCs can crawl and exit at 15, avoiding the pressure plates 12, 13, 14 entirely.
12. Pressure plate. Triggers spikes from the ceiling in 10' radius (Dmg 6d4).
13. Pressure plate. Triggers spikes from the sides in 10' radius (Dmg 6d4).
14. Pressure plate. Triggers poisoned needles from the wall in front, 10' radius (Dmg 3d4 + death).
15. Hidden trapdoor in the ceiling with handholds for climbing, leads to a 4' wide tunnel to 11.
16. Pit trap. 10' tall (1d6 Dmg) + magical fire-chamber (3d6 Dmg).
17. Pit trap revolving door looks back into place, 15' deep filled with 10' foul water.
18. Magical trap. A pillar covered with arcane runes at 19 shoots a lightning bolt (Dmg 6d6, 60' long, 5' wide, bounces back) down either side of the corridor when PCs reach this point. The pillar charges up again in 2 hours.
19. Shrine of Hrókrol, vaulted 15' high ceiling, arcane symbols on walls. The statue's crow head has a green and a blue stone for eyes and wears a golden spider-shaped medallion with a dark red ruby. The green stone, pressed as a button, opens the stone gate at 20. The blue stone opens the stone gate at 22. The medallion is cursed the first person touching it is forced to wear it, will never part with it willingly; if taken from him, he will go insane until it's given back to him. No mortal can dispel this divine curse. Through the medallion Hrókrol can spy what the PC can see-hear and give the PC orders he can't resist.
20. Huge, circular stone gate. It cannot be moved. If the statue's green eye at 19 is pressed the stone wheel slowly rolls aside opening the way to 21.
21. Wide hall. Ceiling is 6' high. The Illusion of a great treasure is cast near the west wall, guarded by a very real Bronze Golem. The Illusion vanishes as soon as it's touched. The only thing left is a framed shape hung on the wall, covered by dusty fabric. If it is removed it reveals a fully functioning Mirror of Life Trapping!
22. Huge, circular stone gate. It cannot be moved. If the statue's blue eye at 19 is pressed the stone wheel slowly rolls aside opening the way to 23.
23. Antechamber of Xarr-Zuul's tomb. Passages are concealed with plaster walls, only dwarven skills or successful hidden doors checks can find them. Crates and shelves with personal belongings: furniture, carpets, statuettes, books, cutlery and other clutter. Some objects can be sold for a total value of 250 gp. Magical items: 1 Manual of Golems.
24. Annex. Just more clutter, mainly furniture.
25. Real Burial Chamber. Black walls decorated with bas-reliefs. A huge alabaster sarcophagus hides another fake mummy of Xarr-Zuul. It wears jewels worth 1000 gp.
26. Treasury. Chests and baskets with finely crafted jewellery pieces and precious stones (6000 gp value) and coins (3200 gp), 1 bottle of Dust of Disappearing, 1 sealed Bottle with Effendi inside. The one way secret door cannot be found or opened from here. Only Xarr-Zuul can open it from inside to exit his hidden burial chamber (see 27).
27. Hidden Burial Chamber. The Real Xarr-Zuul lies here with 4 Zombie War Dogs. He wakes up after the PCs leave the complex and will be ready for revenge in a few weeks as explained in 'THE STORY'.

XARR-ZUUL is a Great Mummy and very high level cleric/priest of Hrókrol. He wears religious vestments with a crow's head/holy symbol embroidered. He is very intelligent and wise, can communicate verbally, commands the other mummies in the dungeon and controls the other undead. **Special abilities:** strong aura of fear, hard to turn, immune to holy water, harmed only by magical weapons for 1/2 Dmg, immune to cold spells, partial magic resistance. His physical attacks cause 3d6 Dmg + very fast deadly disease. **Vulnerable to:** holy symbols, electricity spells. Uses the following **magical items in battle:** Staff of Swarming Insects, Ring of Protection +2, Ring of Fire Resistance. When confronting the PCs has a bodyguard of 4 Zombie War Dogs (that were in the burial chamber with him) and 1 Ice Devil, 'Gelagor'.

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WANDERING MONSTERS

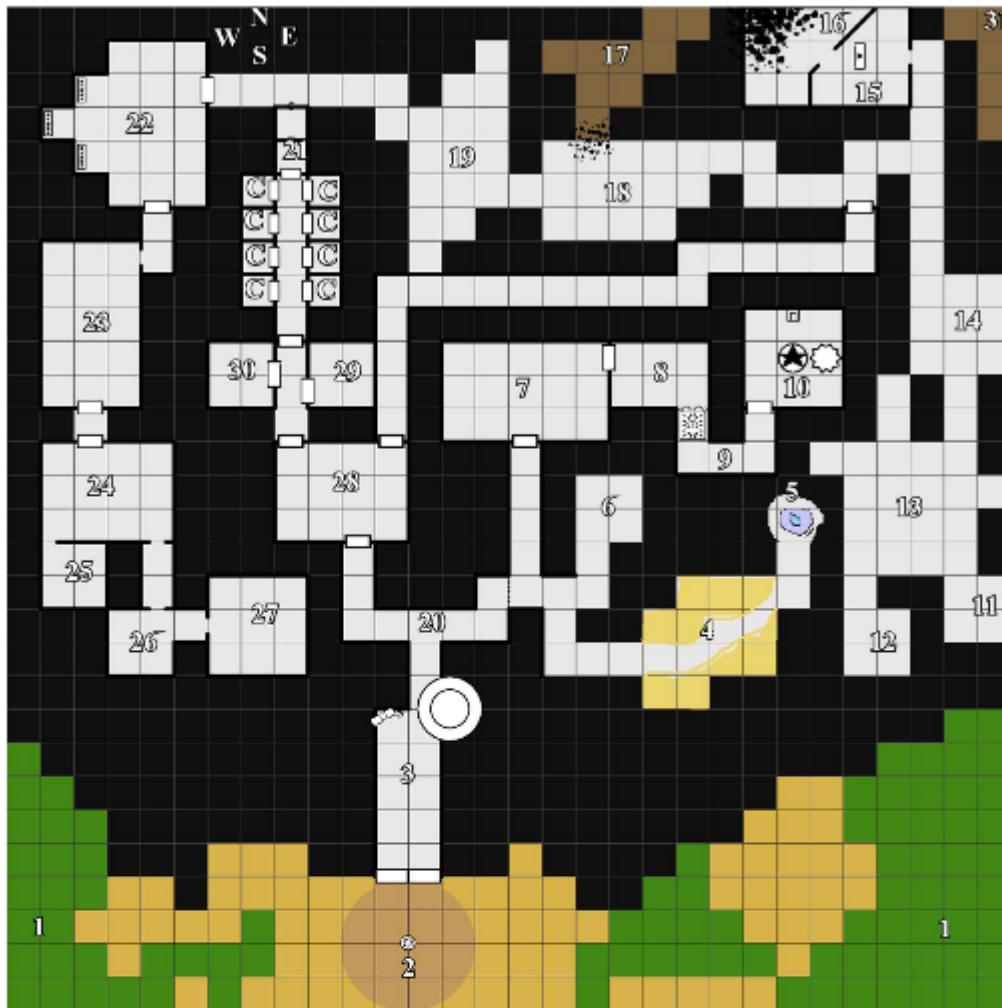
Use 1d6 during first exploration, 1d12 after Xarr-Zuul's awakening:

Die	Wandering Roll	Monsters
1-4:	3d8	Zombies;
5-6:	2d8	Ghouls;
7-8:	2d4	Mummies;
9:	1d6	Wights;
10:	1d6	Zombie Monsters;
11:	1d4	Wraiths;
12:	1d4	'Barbed' Devils.

SCALE: 1 SQUARE = 10'

Forgotten Temple of Hades.

By: Matthew Maranda @mmaranda created under the ShareAlike Creative Commons <http://creativecommons.org/licenses/by-sa/3.0>



Overview: These halls are remarkably clean for something sealed for dozens of years. The walls, crypts, and other structures show their age far more.

Wandering Monsters: 1 in 6 within 20'-120'

- 1 1d4 Skeletons
- 2 1d6 Zombies
- 3 1 Ghoul
- 4 2d4 Giant Centipedes
- 5 1d6 Bandits
- 6 1d8 Giant Centipedes
- 7 1d4 Giant Shrew
- 8 1 Shadow

What's in the Cell: 2d6

- 2. A healing potion so old it only has half efficacy
- 3. 2d8 gp
- 4. Spider on the ceiling
- 5. 4d6 sp
- 6. 3d12 cp
- 7. Empty
- 8. Scrawling on the wall reveal a treasure map
- 9. Gold ring with 9gp
- 10. Rotted out book. 1 in 6 chance of a 2nd level spell
- 11. Holy Symbol of Hades
- 12. Potion of Invisibility

Madness Chart: 1 chance per 50 coins touched
Save vs Spell -1.

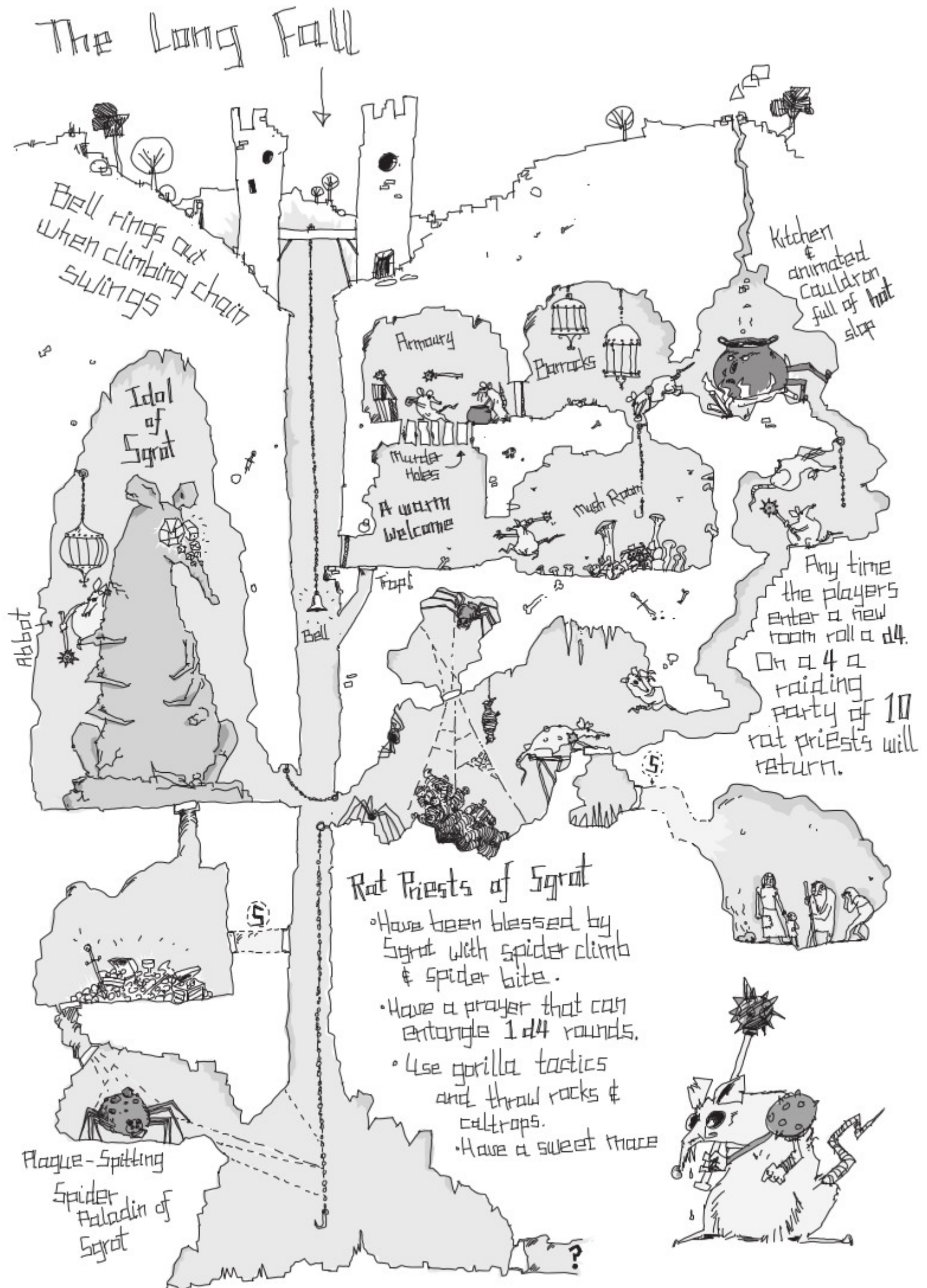
- 1. Acheron – Woe - Depression
- 2. Cocytus – Laentation - Confusion
- 3. Phlegethon – Fire - Mania
- 4. Lethe – Oblivion – Loss of all memories
- 5. Styx – Hate - Paranoia
- 6. Roll 2 more times for extra madness

Room Key

1. **Mountain Forests:** These coniferous trees provide a fair amount of cover to anyone moving through.
 2. **Sacrificial Clearing:** More than 2 dozen cultists sacrificed themselves here in a bizarre ritual that brought forth spirits that took their lives.
 3. **Temple for Persephone:** This cave has an altar along the Northwest wall, on the Northeast is a portal opened by the ritual performed by the cultists.
 4. **Golden Hall:** Coins are piled high along the edges of the room sloping to a crooked path through the room. In the light the gleam brighter than you've seen.
 5. **Lethe Pool:** There a pit 20' deep with black sticky water at the bottom of the basin the water flows through a tunnel the East. The water is Styx water
 6. **Tapestries of the Underworld:** This room is empty save for tapestries on three walls containing tapestries of the underworld.
 7. **Feasthall:** This room has long benches and tables along with bas reliefs of a meal between the living and dead. 4 Giant Shrews have burrowed in here.
 8. **Medusa's Lair:** 5 statues (100gp ea.) arranged in life-like poses. A Medusa created them she lives here with her hoard of 250gp and a dose of poison (5gp).
 9. **Pit Trap Hall:** Pit trap down 20' at the bottom are bones in plate mail and an enameled shield with a sunburst pattern on it (350gp).
 10. **Persephone's Hall:** A large throne of granite sits in the middle of the North wall. An arcane circle 10' in diameter is in the middle of the room, while a marble tree lines the east wall. Presently the leaves, branches, and roots of the tree nearest the circle are alive while sheaves of grain litter the circle.
 11. **Mausoleum (Trapped):** This 15'x15' Mausoleum is built within a 20'x20' cavern. Anyone entering it has a 1 in 6 chance of collapsing it for 3d6 dmg to all inside.
 12. **Pipe Room:** Several pipes stick out of the walls here and move into a box, they are cold. This is a steam powered lift for the portcullis in 20.
 13. **Hall of Decay:** Debris bones, rusted equipment, and rotting flesh litter this room. 2d4 Carrion Crawls now nest in the alcoves. 280 gp
 14. **Empty Catacombs:** The rough walls are made out of the bones of the dead.
 15. **Ritual Chamber:** A bier in the center of the room covered in moldering cloth lies in the center of the room. Several rows of benches are arranged in front of it.
 16. **Collapsed preparation Room:** Tables and broken jars of unguent lie in the rubble around this room a cave-in demolished the North western corner. 1 Carrion Crawler is here also.
 17. **New Dig Site:** New upwards slanting cave. In the Northwest alcove is a chest with a firetrap 3d6 within 30' and damages the funerary masks (150gp) inside
 18. **Disturbed Catacombs:** A rent in the North wall leads to a cave complex. 2d6 Zombies and 1 ghoul patrol this area.
 19. **Crypt Vault:** This domed room is a vault with dozens of small crypts in it. If any crypts are disturbed 3d4 skeletons and 1d6 zombies rise.
 20. **Hall between gods:** The East side of the hall terminates in a portcullis the North end leads to a great black oak door with a funerary mask on it.
 21. **High Priest's Cell:** This empty cell has a concealed door on the north wall, leading to another room with a clear door on the north concealed on the other side.
 22. **Crypt of Kings:** The West wall has ten small busts (450gp) on shelves. Crypts line the walls. 4 Skeletons and 1 Wyrd are here with a Silver greatsword.
 23. **Empty Crypts:** This room has catacomb style walls, and several sarcophagi scattered throughout it.
 24. **Empty Ruined Crypts:** This room has catacomb style walls, and several shattered sarcophagi scattered throughout it.
 25. **Thoul Lair:** This small room has broken bones in it and 3 Thouls along with 58gp.
 26. **Zombie Room:** 2d8 zombies stand guard in this room..
 27. **Entrance to Hades:** This bare room has a large double door on the East wall. A hellhound with 3HD guards it.
 28. **Funerary Temple to Hades:** This well-lit temple is lined with reliefs of the underworld. A large dais reaches out from the North wall. Approaching the doors or the dais without a holy symbol of hades or proper propitiations turns the torches blue and from the walls rise 2d4 Skeletons and 2d6 zombies.
 29. **Morning Chamber:** This room has nothing but destroyed textiles and a Wood Golem made to look like a 3' tall legionnaire.
 30. **Priest Changing Room:** Nothing is intact still in it save a locked triptych (the contents are old and worthless) a poison needle +4 due to age guards it.
 31. **Cave Complex:** Recently carved from the earth several beasts resulting normal level 1 encounters.
- C. Cell:** These cells are small rooms with little more than detritus in them and whatever turns up from the Cell chart above.

This dungeon is present without comment, why it is in you world or why the PC are exploring it up to you. The same is true for why the undead are angry.

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GALIRON'S GAUNTLET

Adventure Summary

An eccentric wizard named Galiron has summoned adventurers from across the globe to participate in a unique test of skills: braving his deadly gauntlet of traps, puzzles, and monsters. The group that performs most admirably in the gauntlet will be rewarded with riches and glory beyond their imagination!

Each room in the gauntlet contains a single exit, which can only be reached by completing a challenge. These challenges vary from martial feats to mental quandaries.

PCs can bring anything they wish inside the gauntlet with them, but Galiron gives no promise of safety during the competition.

Running This One Page Dungeon

Cut along the dotted lines! Put the larger slips (the challenges) in a hat, and the smaller slips (the rewards) in a shoe. Shake well!

The PCs have two hours - real time, not game time - to complete as many challenges as possible, drawn randomly from the hat. Each completed challenge earns the PCs a single point, as well as a reward drawn randomly from the shoe.

PCs can compete against other groups at a convention, or can simply play for a good high score. Many of the challenges are open ended and allow for multiple solutions, so GMs should encourage PC creativity and reward ingenious problem-solving.

Written by Michael and Mathew Iantorno, www.theworldsquare.com
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The Taking Tree

A tall room with its walls painted to resemble a brambly grove and inexplicably lit by moonlight. Atop a stone dais sits a venerable treant named Falstaff. Hanging from his branches are an array of worthless trinkets. No exits are visible.

Falstaff curtly explains that he can show the PCs the exit, but requires something valuable in return. Gold and magic only anger him; he is only interested in objects of sentimental value to the PCs.

If each PC gives Falstaff a valued keepsake or heirloom he becomes gleeful, and shows eerie insights into their histories and identities. He then pulls a blue marble from his branches and throws it at the wall, creating a door. This marble may also be taken by force, but Falstaff will fight to defend it.

The Master of Games

A large room, unremarkable save for a human-sized, stone chess set. A young mage named Ozlaf stands on the far side of the game board, and greets the PCs as they enter.

After exchanging pleasantries, Ozlaf challenges the PCs to a game of chess, explaining that the pieces move through the air via simple verbal commands. The mage is quite confident in his abilities, but it quickly becomes evident that he has no understanding of the game. He makes up rules on the fly, all the while insisting that he knows exactly what he is doing.

The PCs must either convince Ozlaf that he is wrong or "play along" and try to beat him at his own delusional game. Once the mage concedes, the PCs may move on to the next area.

The Pillar of Water

The ceiling, floor, and walls of this room are embossed with alabaster tiles. A pillar of water gushes from a gap in the ceiling and empties into a hole on the floor. The ceiling gap is the exit leading to the next area, while the floor hole is blocked with a sturdy iron grate.

When manipulated in any way, the pillar of water giggles, revealing itself as a playful water elemental. If the PCs can improve the creature's mood - most easily done through the telling of jokes - it will lift them through the hole in the ceiling by conjuring a spout of rising water.

Otherwise, the players may block the grate in the floor to flood the room, allowing them to swim up to the hole. This, however, angers the elemental and forces a fight.

The Bell Tower

The interior of this room closely resembles a bell tower. Decrepit wood staircases line the walls, leading 100 feet upwards towards an open exit door. A giant brass bell hangs from the ceiling, and from it dangles a thick rope that reaches all the way to the floor.

Shortly after the PCs enter, the area fills with hundreds of vicious, screeching bats. Ringing the bell will disperse the bats for thirty seconds, but the intense vibrations will also cause parts of the stairs to collapse, impeding progress. The bats can be slain through normal means, but re-appear endlessly.

The room can be traversed by scaling the stairs or climbing the bell's rope. Both tasks are extremely arduous if the bats are not dealt with in some way.

The Elusive Exit

A perfectly spherical room, with smooth stone walls. The entrance to the room fades away after the PCs come in, and the only visible exit is a 5 foot hole at the very top of the sphere. A floating ball of blue light illuminates the area.

PCs will notice that the room's gravity always pulls to the outside of the sphere, allowing them to walk the full interior surface of the chamber. Entering the hole is still a tricky task, however, as it is animated by magic and is mildly sentient. It will quickly flee from the PCs if they approach.

The hole cannot see the PCs, but instead "hears" their foot-steps and actions. Silence and stealth are required to catch the hole: something the PCs must figure out through experimentation.

The Wood Carver

A tall room whose floor is covered with wood shavings. Spindly birch branches seem to grow out of the walls. Jars of fireflies hang from some of the branches, while others hold intricately carved wooden animals. An aged goblin lies in a hammock that hangs 20 feet off the floor. His long white beard is sullied by wisps of carved wood.

When he notices the PCs, the goblin uses a slender stick to shake animal carvings loose from the branches. Each time a carving hits the ground it springs to life, attacking the party. The goblin does not react to questions nor does he rise from his hammock.

Killing or subduing the carver causes him to forfeit a white wooden bird that, when activated, reveals a secret exit door.

The Library

An enormous circular room, whose walls are lined with shelves of dusty tomes. Each book has a single word title, and the entire collection is arranged alphabetically. A locked iron door sits on the far side of the chamber.

When a book is opened, it creates a magical effect that reflects its name. For example, a book titled "Fire" may shoot out flames while a book titled "Hope" may lift a PC's spirits. Nearly every common word is represented in the library.

The obvious choice of "Key" is missing from the collection - its spot suspiciously vacant - but the PCs can use other books to attempt to open the door. They should be wary though: many of the books are intentionally misleading or dangerous in their own right.

The Noble Duelist

An empty room, save for a single stone statue of a nobleman. A small plaque reads: "Pick your champion. Win the fight unaided and honourably, and passage may be yours. Stand ten paces away and draw your sword to begin."

Following the instructions causes the statue to awaken. The construct wields a stone rapier, and attacks the PC who drew their weapon with surprising agility. If any other PC tries to aid their ally, spiked chains burst from the walls, grappling them. If the challenger is under the effects of beneficial magic, the statue also benefits from those same magical effects.

In defeat, the statue bows in respect and gestures to the far wall, causing it to split in two and reveal the room's exit.

Blade of Truth

A silver blade that forces enemies to reveal truths when damaged by it.

Faithful Aegis

A hovering shield that attempts to intercept incoming missile attacks.

Winding Rope

A floating coil of rope that obeys verbal commands. Made of strong hemp.

Bugbane Torch

An everburning wooden torch with a blue flame. Incinerates insects easily.

Thief's Bracers

Leather bracers that ease lock picking, and allow the user to carry heavy loads.

Wizard's Gloves

Silk gloves that let the wearer manipulate small objects up to 20ft away.

Mirrored Vest

A shiny silver vest that reflects gazes & beams back at the attacker.

Book of Tongues

A magic book that allows for the easy translation of written foreign languages

Ring of Inversion

A golden ring that inverts the elements of all cast spells. Fire to ice, etc...

Boots of Sliding

Fur boots, which at the user's command, can become totally frictionless.

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An adventure location by Michael Atlin and Michael Prescott

Roll a find.

Roll two finds.

8. **The Wyrm Jokun.** Thirty feet long with powerful wings, but slender enough for the tunnels. Ice clear scales, tough as steel, and invisible when asleep. Breathes fire like her food cold.

Roll a find.

As green slime, but appears as a flaky, blue-gray lichen. Infects upon touch, but only grows at body temperature.

The lake in this sole stone chamber feeds the scalding stream. Geysers at 4 bells daily. **Roll a find.**

Scalding stream, melted snow. Hardy vegetation and plentiful vermin. Camping in the valley draws wolves on a 2 in 6 per night. Leads to hot spring cavern.

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Syndrome

Background

A Freespace Salvage scientist named Aned Woodams needs the party to hunt down and destroy a rogue medical robot calling itself Syndrome. Aned explains that the sole survivor from The Trakador mining barge saw Syndrome launched itself in an escape pod towards the Freespace Salvage colony on T'Grilli Prime.

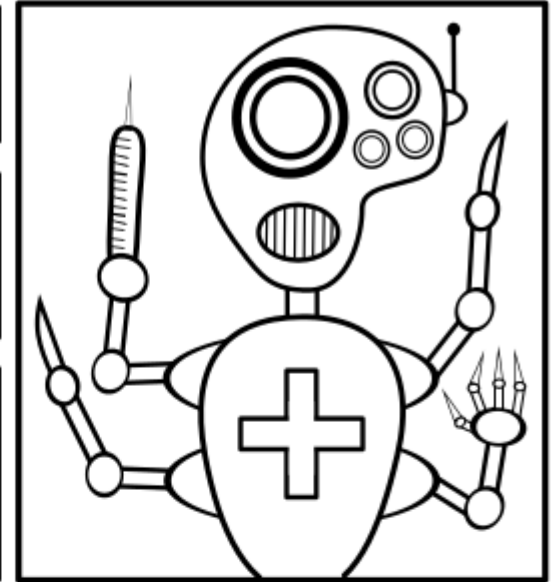
Upon Jumping Into System

The party's ship receives an audio distress message from T'Grilli Prime. A man's voice speaks between deep gulps for air: "Please... help us... something has happened... all systems have gone haywire... life support compromised..." The voice is abruptly interrupted by a wet ripping sound, and a moment of static. A deep, mechanical voice breaks the silence. "This is Syndrome. Anyone who lands on T'Grilli Prime will die." The message is followed by its timestamp: 30 minutes ago.

The Colony

The T'Grilli Prime colony is tiny but wealthy for its size. Officers of Freespace Salvage and independent business families live there to stake claim to the rich asteroid fields surrounding a nearby Jovian planet. T'Grilli Prime is devoid of atmosphere. The only access to the colony is by landing in the shipyard/hangar.

Besides the shipyard, there's the commons, powerplant, residential, and offices. The only life signatures in the commons, if scanned. Syndrome appears in the last area the players choose to explore.



Shipyard

Dozens of bodies of men, women, and children litter the ground. No ships show sign of damage beside a shuttle in smoking ruins against the north wall. Five small, toaster-sized cleaning robots are frantically driving around trying to contain the mess.

Notice/perception check to see there are no obvious clues as to how these people died. Air quality scan will indicate the environment is filled with Blaxotoxin. Purifier mask is required or the player's lungs being to collapse.

After twenty seconds, the cleaning bots head towards the players. They explode in a shrapnel mess when get close.

Powerplant

A fusion reaction powers this colony and appears online. There's a woman slumped dead over the console with multiple stab wounds in her back.

On the console a powerplant overload program is running, waiting for an external command. The entire colony explodes if it is run. The players can attempt to disable it but failure could be catastrophic. They can also shut down the synthesis of Blaxotoxin into the shipyard, or performs a total shutdown of power (which will also kill the life support system).

Offices

The large, multi-level space of cubicles seems to have enough workstations for nearly all of the adult colonists. The office itself appears to be in good shape besides a few circular burns in the walls.

The players will encounter up to two wandering groups of humanoid robots if they spend enough time searching the offices. These robots are household servants with overridden software. They make garbled vocal noises and will shoot humans on sight with energy weapons.

The players can search the offices for valuables. They may find plans for a Mining Droid Mk. 7. They may also find incriminating evidence: a memo from the COO of Freespace Salvage to the security officer of the colony to perform an experimental software upgrade on The Trakador's medical drone. The software is available for download and will cause any intelligent robot to become a cold, calculating murderer after three hours of operating as it normal would. Simple robots go berserk immediately.

Residential

The slaughtered bodies of humans and pets are scattered among the rooms. It appears that they died from a combination of burns and cuts.

The players can find expensive clothing, art objects, a personal force field, a few thousand in credits, and a couple of advanced technology weapons if they search long enough.

The Commons

This is the social and shopping area of the colony. There are a few general stores, a holo-dub, and a community garden. The doors are welded shut from the other side by survivors.

Only a dozen people are left alive and some desperately need medical attention. No one alive knows exactly what happened besides seeing all of the robots going haywire. One low-level security officer among the colonists is armed with a slug pistol.

One child colonist is bleeding out and an adult has a broken arm when players arrive. All of the survivors just want to get off planet and are willing to pay nearly anything for it.

Syndrome: Medical Robot

The robot appears after the players explore all of the areas of the colony. It does not attack immediately and is fully capable of human-level conversation. It is sinister and cruel, but rational.

It is connected to a deadman's switch: if the robot body shuts down, the reactor will explode two minutes later. This is enough time for players to escape, if they are aware of the danger, but not necessarily with all of the colonists if taken by surprise.

Syndrome's software directs it to kill as many humans as possible, and it is aware of these parameters. It is not suicidal and a fully capable combatant on par with the players. It is also aware that it is nearly out of humans to murder which is why is set up the reactor explosion sequence: better to no longer exist than have nothing to kill.

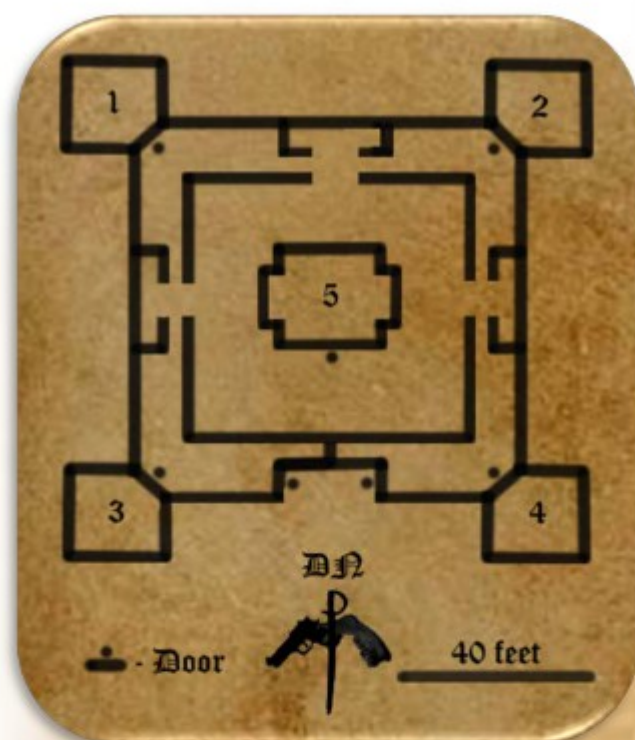
The robot cannot pilot a ship and may take an offer to be brought off world by PCs.

If combat happens: Syndrome has an anesthesia syringe, armed with blades is an expert in human biology, and is wiry/dexterous.

Designed by Michael Dinolfo -- mdinolfo@outlook.com

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THE TEMPLE OF FRIENDS

a One Page Dungeon by Michael Terlisner

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Overview: the Temple of Friends is a random-generating, subsystem-containing, system-neutral, scaling adventure for 3-5 player-characters (PCs). It is described in four sections: Background, Game Master Elements, Encounters, and Story Elements. Because several dungeon elements are determined randomly, it is best to roll first, write everything down (including your desired monster, trap, and secret door stats), and then play.

Background. Cynthia, the farmer's daughter, is coming of age soon. She wants to do it in style, so she has ordered the farmboy (one of the PCs) to fetch her one of the sanguinite eyes of the huge statue in the nearby, ruined temple. She assumes that the eyes are still there; no one seeking them has ever returned with one. This is a great opportunity for the farmboy to earn Cynthia's love, prove his worth, or lead his friends on an "adventure." Cynthia provides a small, locked box that "will remain shut and be offered at the altar in exchange for the eye." The box's contents are described in the Room 5 encounter. The temple's exterior should match your group's needs (for campaign or game night theme), but the PCs begin on the dungeon-south side of the temple (near the compass rose). The interior has only small windows for shadowy light.

Game Master Elements.

Adventure difficulty:

- D1 - Easy
- D2 - Challenging
- D3 - Difficult
- D4 - Arduous
- D5 - Impossible
- D6 - Divine

Select a difficulty level that the PCs can handle. Each encounter has a basic description and some scaling notes, and you should use the version of the encounter closest to the difficulty you've chosen.

Room assignment:

- Mimic room - Heinrich room
- Hermit room - Secret room

Roll a d4 to assign each room to a location on the map. Each numbered location gets only one room.

Random encounters:

- 1 - Unusually-sized rodents
- 2 - Green slime encounter
- 3 - No encounter
- 4 - No encounter

When PCs make noise, enter a new area, or camp (per hour), roll 1d4 for these results.

Subsystem, elemental gifts:

Touching an element rune grants a character the ability to discharge a blast of elemental power one time, by touch. A blast does no more damage than the strongest attack of any PC. Element runes do not bestow their gifts upon PCs who already hold a charge.

Encounters:

- Unusually-sized rodents. 1d4+1 rat per PC. These USRs stick around long enough to check for food, then run. (D2) 1d6+1xPC. The USRs are starving. They'll bite until injured. (D3) 1d8+1xPC. Mad USRs gang up on one PC and flee when half are dead.

- Green slime: these little blobs of acid have two indentations that resemble eyes, and slightly less combat prowess than USRs. 1d4 appear. (D2) 1d6 appear. (D3) 1d8 appear.

- Mimic room: this door is locked. The mimic has the key, and can lock it from inside. The chest-shaped mimic rests on its key, and on the rune of water. (D3) Mimic oozes glue from its tentacles. (D4) Mimic touches the rune to gain water blasts. (D5) The door is also a mimic.

- Heinrich room: the door to this room is self-closing, and there is no handle inside. Heinrich, a well-armed, friendly, treasure hunter, fell for the trap. Skeletons of other fools litter the room. The fire rune is engraved in the ceiling. (D3) Heinrich is equipped like a knight. (D4) Heinrich carries enchanted gear as well.

- Secret room: the wall outside this room is blank. Pressing one of the stone bricks inward, with some strength, causes a door of bricks to come loose. On the backside of the secret door, which swings inward, is the rune of air.

- Hermit room: this door is trapped with a curved blade that attacks whoever pushes in the door. The hermit inside throws pottery at PCs until they

leave. An empty bottle on the ground suggests that alcohol might make this hermit friendly. The rune of earth is hidden behind a large vase in the back of the room. (D2) The hermit swings an axe until it looks like he'll get hurt. (D3) The hermit takes a drug that turns him into a killing machine.

- Room 5: The door to this room has no keyhole; it has four handprints that must receive elemental blasts in the same 1-4 order as found on the map. This temple-within-a-temple houses a monstrous statue, a dragon-like man with huge ox horns and sanguinite eyes, that fills the room to the ceiling. A tiny altar sits in front of the statue. Cynthia's box explodes away from the PCs, doing 25% damage to opponents. (D1) An insane priest rises from prayer to attack PCs. (D2) Priest possesses healing spells. (D3) Priest is an unholy knight. (D4) The statue itself attacks PCs. (D5) The statue uses any elemental blasts it desires. When all enemies have fallen, the eyes can be safely pried from the statue.

Story elements:

Drop these runes into the stonework of otherwise boring rooms.

- (At south doors) a tale of two doors, one leads to eternal servitude, the other, heaven.
- The path toward chaos is built of elements.
- Water, bride of fire, is a fair princess.
- Fire is the trap of the dragon warrior.
- Under the earth, sire Black reigns.
- The air is the lair of neither dragons nor dungeons.

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Legends speak of the eldritch prison of Urash Mhyrr, a citadel on the edge of astral space and the realm of Purgatory. Only the most erudite elders retain the knowledge of its location, only the most foolhardy of their followers accept the challenge of raiding its celestial antiquities. In ancient times, the prison was populated with immortal monsters, locked in a semi-stasis but dangerous none-the-less.

For centuries the prison has been forgotten, except for an irregular stream of adventurers drawn by the riches and magical artefacts that give the prison its power. Few of these adventurers return alive, most are devoured by the imprisoned monstrosities; those that do return are endowed with riches and glory, but their minds are never quite the same.

The Astral Prison of Urash Mhyrr

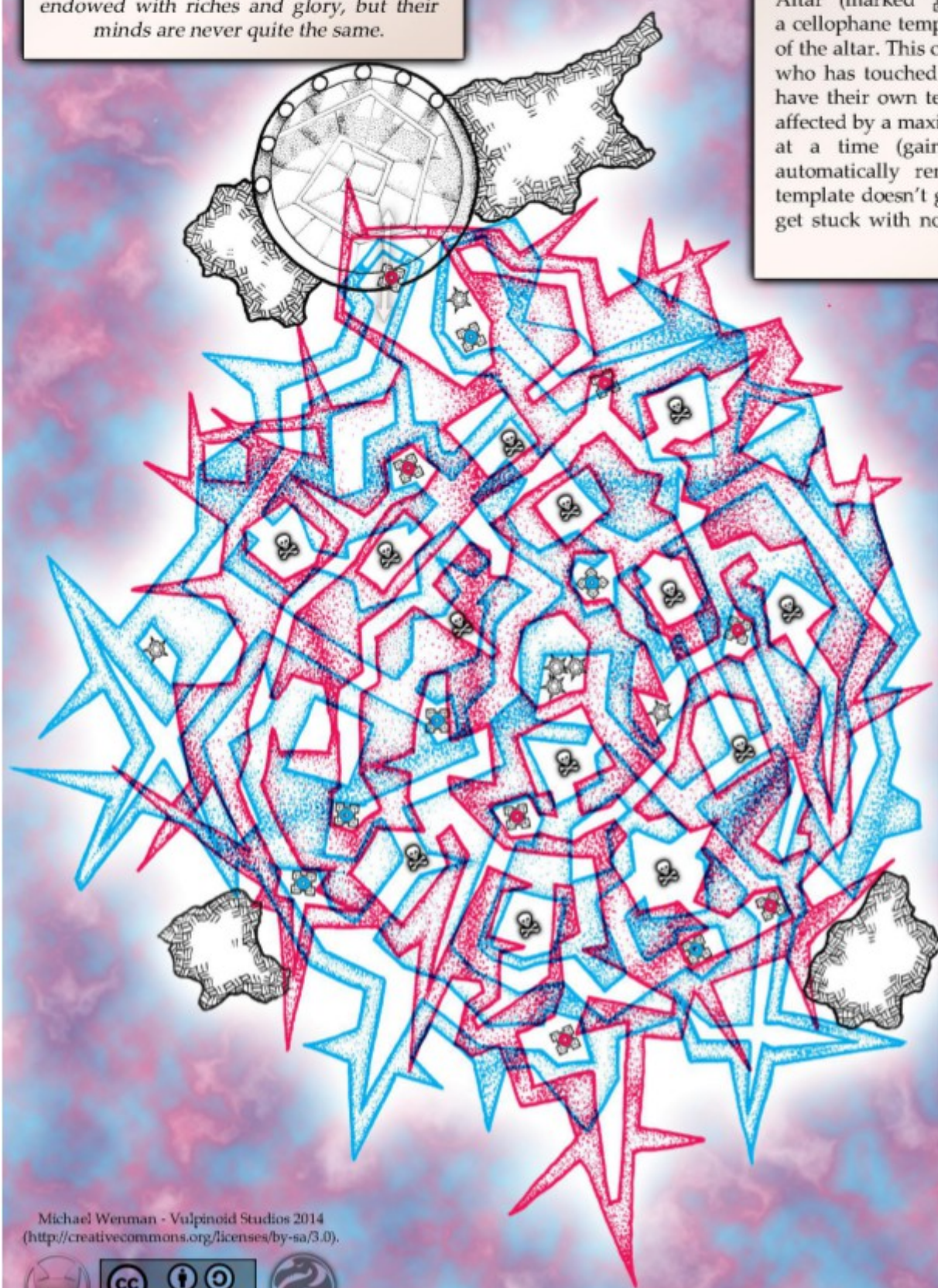
Instructions: To use this One Page Dungeon, you will require templates cut from two sheets of cellophane*, one sheet should be a fairly vibrant or dark blue, the other should be a fairly vibrant or dark red (each character will need one of each). Each template is circle with an inch (2.5cm) diameter. These templates are laid over the map at different times as the player characters progress through the map; the different coloured templates of cellophane render some walls pale (and thus able to be passed through), and other walls dark (and thus unpassable). Ranged attacks and spells are blocked by all walls regardless of who is affected by what colour of cellophane.

Initially, no character has a cellophane template, and all shaded wall sections are unpassable obstacles. Any time a character reaches a "Phase Altar" (marked "☸"), they may apply (or remove) a cellophane template corresponding to the colour of the altar. This change only applies to a character who has touched the altar (other characters may have their own templates applied). A character is affected by a maximum of one cellophane template at a time (gaining a template of one type automatically removes its opposite, removing a template doesn't grant its opposite...it's possible to get stuck with no templates in the middle of the prison).

Populate the dungeon with the most horrific and dangerous creatures and immortals your game system permits. Each will be imprisoned at a location marked with a "☠" (all walls regardless of their colour block the passage of these creatures). Such creatures may be vaguely seen through the energy walls of the astral prison; they are psychopathically dangerous and cannot be reasoned with. As soon as the character's cellophane template touches such a creature, it may cause panic, morale loss or fear as per normal in your game system.

Magical energy sources are scattered through the prison, these sources are priceless among certain circles of magi (these are marked "☆"). Other loot that may be found include the relic weapons of long dead ancient wardens, and the carried possessions of explorers who died exploring the prison.

* Transparent coloured plastic sheeting, commonly used for gift wrapping, it's commonly available at most craft stores.



The Pit

2014 One Page Dungeon by Mike Monaco



Not to scale. Note that each pass of the road down is about 15' across, but the drop is precipitous to the next level, and visibility inside the pit is usually very restricted, as noted on the chart!

The Pit is a vast open-pit mine, dug over many generations, though work on it has stopped and a call sent out for adventurers ... deliverers ... heroes.

The Pit was dug as a great spiral road. It reached a final width nearly 500' across at ground level, and is 666' deep. At this depth the miners uncovered a [Hellmouth](#), and it has spewed forth many monsters which, along with the mutated miners, now inhabit the pit. The road is 15' wide and 13,323' (2.52 miles) long with a gentle grade. An ox-drawn cart would take 46 minutes to complete a descent. A party moving at the "exploration speed" of 120' per turn will take 110 turns (18 hours, 20 minutes!) to descend...assuming they do not stop to explore or fight anything. The "floor" of the pit is 50' across. The slopes of the pit's walls are very steep – effectively vertical, but they can be rappelled or climbed by a thief. The chart below gives you everything you'd need to run an exploration of the Pit's sloping road.

For wandering monsters, roll the given die every three turns and select a "typical" monster from the level rolled. For example, a wandering monster for the 6th circle would be generated by rolling a d8, and if a 4 comes up, you choose the typical monster from the 4th circle – say, a band of chaotic thugs.

At the very bottom of the Pit is, of course, **the pit fiend**, and a small part of his legions: a swarm of minor demons and devilkin, as well as a fire giant or another demon or devil as his lieutenant. He means to build a conquering legion. The amulet which lets him remain on the Prime Material Plane is hidden in the Hellmouth* in the bottom of the Pit and if it is captured or destroyed, he will be thrown back into Hell. (*Pro tip: use my award-winning [Belly of the Beast](#) for this, placing the amulet in the hag's treasure!)

Each level or circle of the Pit could have at least one entrance to another dungeon. In my own campaign, I relied largely on improvisation and OPDs to fill in these blanks. If you want to use the Pit as the centerpiece of a longer campaign, I suggest inserting the OPDs listed in the far-right column. Of course you will want to adjust the entrances, monsters, and treasures to fit the level of the pit and to challenge the party, and perhaps rely less on the undead in some OPDs and substitute the monsters common to the adjacent circles.

Circle	Approx. radius of hole	Length of road on this level	Turns to explore	Drop to next level	Falling damage	Typical monster(s)	Wandering monsters	Terrain features and hazards	Visibility	An entrance to:
1	253'	1590'	13	80'	8d6	None	d6	Many hazards and traps, debris	Smoky (50')	The lost mine
2	238'	1496'	12	75'	7d6	Morlocks, Morlock Captains	d6	Ramshackle hoardings cover the road	Dark (20')	Tunnels of Turack the terrible
3	223'	1402'	12	70'	7d6	Troglodytes, Dragonmen	d6	Shacks and caves	Smoke thins (100')	Halls of Ksarnia
4	208'	1308'	11	65'	6d6	Chaotic cultists and thugs	d6	Repurposed catacomb entrance	100' (40' in torch-lit catacombs)	Secret lab of the mages
5	193'	1213'	10	61'	6d6	Gargoyles	d8	Debris, rockslides	100'	Cave of the stone sepulchre
6	178'	1119'	9	56'	5d6	Beastmen, Minotaurs	d8	Minotaurs charge from hiding places to push PCs over ledge	30'	Raid on Black Goat Wood
7	163'	1025'	9	51'	5d6	Chaotic knights	d10	Warped stone, mutants	120'	Necromancer's crypt
8	148'	931'	8	47'	4d6	Manticores	d10	Black and sterile	100'	Crypt of Luan Phien
9	133'	836'	7	42'	4d6	Chimera, Jabberwock	d12	Scorched earth, many bones	90'	Order of the White Wick
10	118'	742'	6	37'	3d6	Imps, Hellhounds	d12	Bonfires, dead bodies in heaps	100'	Halls of the mad mage
11	103'	648'	5	32'	3d6	Fire Giants, Hellhounds	d12	Slag heaps, steam, gate to Muspelheim	80'	Akhorr deeps
12	88'	554'	5	28'	2d6	Lesser Devil	d12	Tormented sinners impaled, caged, half-buried, etc.	50'	Vault of Zerdusan
13	73'	459'	4	23'	2d6	Lesser Demon	d12	Tormented souls	40'	Ebony obelisk of the snail demon
Bottom	(73')	-	-	-	-	The pit fiend	(none)	Hellmouth, columns of flame	normal	Belly of the Beast

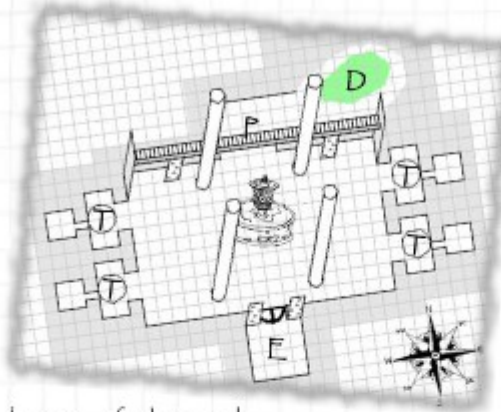
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Essidel's Stronghold

Set in the far northeastern parts of the dwarven kingdom of Derl, this immense structure serves as a safe haven and entertainment facility to the eccentric mage Essidel. It was built by the mage's late grandfather, Mallan, by carving tons of stone by arcane means. The protective contraptions scattered throughout the dungeon are all powered by a raw magic vein (4). Intruders are expected to breach the dungeon through area 1, using a weak point in the cubical force field that envelops most of the location. A mysterious fog in areas 1, 2, 3 denies the heroes any teleportation spells they might want to use.

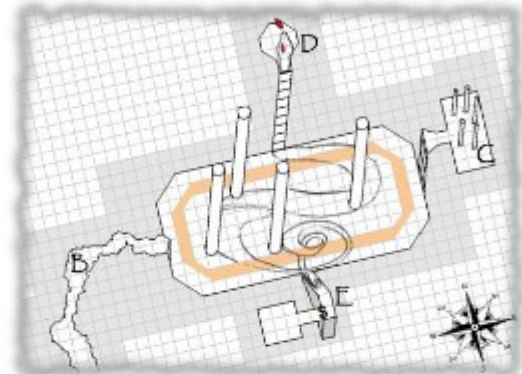


bottom of the pool.

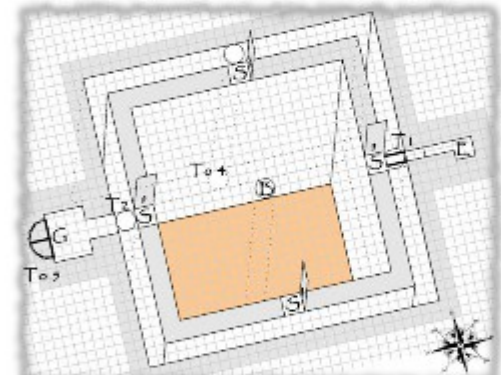
Select one of four teleportation circles T randomly, this one will lead to area 2. All the others lead to small hidden rooms behind a corresponding teleport, which contain a poisoned blade trap, a compacting room trap and a summoning trap.

Area 1. An enormous 10x30 ft door welcomes the adventurers (E). The dragon at D becomes immediately aware of the intruders' presence and prepares himself for a fight. The elevated platform P is a perfect hideout for lesser dragons from where they launch a barrage of spells and breathe acid at the intruders. Two hanging flags may be climbed easily. The black dragon Voorlath has his lair in area D, in a 100-ft deep pool of acid.

Together with his two black dragon foster children they are responsible for warding off any intruders. If they lose the fight, they withdraw to the surface through a teleport at the

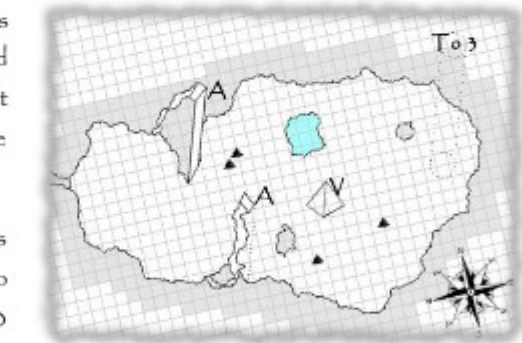


Area 2. This room was meant by Mallan to kill the intruders if they sneak past / defeat the dragon at 1. It features all kinds of nasty traps. Essidel may eavesdrop magically and even comment on heroes' progress by casting his voice here. A magically warded secret door leading to exit is placed just beside the entrance E so that the inhabitants don't risk

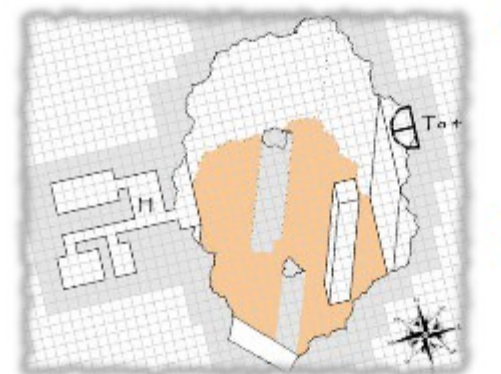


springing any traps themselves. Just a few steps down the corridor spring a prismatic spray trap. The room should be filled with traps by the GM. Each of the three rooms B C D contains a part of riddle solution: prepare three scraps of paper, one with a snake, second with a nail and the third with a door (make it so that the door lands near the snake's tail). Align first and second and place third's upper left corner on the top of the nail to give the players a clue where the exit is.

Area 3. A huge lava pit – characters teleported from Area 2 to E. Lava is illusory. GM should try to lure the PCs to switches S. The location is being observed by an eye tyrant that appears on spot B when PCs are best placed from the monster's perspective. Teleports T1, T2 at the bottom of the pit transport harmlessly to spots T2, T1. Exit E at the bottom leads to area 4. The gate G cannot be opened without a proper key or deactivating the magic vein.



Area 4. This cave contains a large crystal that hosts a raw magic vein V. It is a place of cult to duergar citizens of the underground town Ulier. A stone golem activates when anyone touches the vein. The place is also always crowded with the faithful dwarves, two of which happen to be elite archers (one per each platform A). Destroying the vein removes all of the stronghold's magical defenses, including the gate in 3 (and greatly outrages Essidel).



Area 5. This is where Essidel spends most of his time. The habitat H in the west comprises a study room, a bedroom, a library and lavatory. One has to fly over the lava pit (real) to get to the west side.

OUTLAW CAMP IN THE PREHISTORIC SHRINE OF THE MERMEN MAIDEN

OUTLAW WHEEL

1d8

1. LONGBOW AND DAGGER
2. CROSSBOW AND DAGGER
3. QUARTERSTAFF
4. BASTARD SWORD
5. 10 FOOT POLE
6. DRUGGED
7. JUGGLER DEX +2
8. AC BONUS
9. PRIEST WIS +1
10. LAZY
11. BRAVE
12. CLOWN DEX +1
13. MINER CON +2
14. YOUTHFUL
15. SOLDIER CON +1
16. ANCIENT
17. LUSTY
18. SWORD AND SHIELD
19. CRUSHING STICK
20. COWARD
21. MINSTREL INT +1
22. ENERGETIC
23. AFTER STAFF
24. 10 FOOT POLE
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26. JUGGLER DEX +2
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1145. 10 FOOT POLE
1146. DRUGGED
1147. JUGGLER

ESCAPE FROM THE HALLS OF MADNESS

"You have been drugged, bound and gagged. A sinister looking man in red robes smiles a toothless grin as he lowers you deep into the earth. Only partly awake, you hear a metallic sound when he shuts a trapdoor 100' above. Now, when you wake up, you are lying in a pile of bones. A faint light shines from the north. The ropes are quickly disposed of, but surviving deep beneath the city without weapons will be the real challenge..."

This adventure is intended for 0 or 1st level PCs. They awaken in a heap of dead bodies in the eastern part of #1a. The bodies are chewed at from below a grille in the floor. Each square on the map is 10'. Arrows point up.

Wandering monsters (1/6, every 2 turns)

- 1 - A ghoul in search for food to take to its lair in #13b.
- 2 - A giant spider hunts for food using its web laying ability. Living victims are taken to its lair in #15b.
- 3 - 1d3 grimlocks, armed with primitive axes (-1), hunting for food. They take victims to their lair in #16.
- 4 - 1d6 starved human survivors (lv10) with no light-source.
- 5 - 1d2 snifverblin looking for gems. They will torture to get what they want.
- 6 - The Sepulcher Demon (fights as Vrock) can be heard near the pit in #6. If the next check results in a wandering monster, the demon rises to this level.

Factions

Ghouls: There are three ghouls living in the catacombs. They are solitary hunters, paralyzing lone victims to take them to their lair in #13b. Ghouls fear grimlocks.

Grimlocks: These foul creatures hunt for living flesh, attacking even superior numbers. Their leader Urd the Malicious leads a total of 10 grimlocks from #16.

Survivors: Previous survivors are trying to survive throughout the catacombs. They are suspicious of outsiders, but might be persuaded to help.

1 (a) A 10' high statue depicting a demon snake coiled around a muscular man rises on the ceremonial dais. The door to the NW is locked. A 100' vertical shaft, which ends in a locked trapdoor, rises above a pile of bones. Underneath, a grate opens to a cramped and musty smelling tunnel. A faint light shines from the north. (b) Shelves filled with supplies: candles, torches, tinderboxes, dried food. There are also two hand axes.

2. The room is lit by a magical sphere floating above a large banquet table. The sphere cannot be moved, trying to do so results in 1d6 lightning damage. Ten skeletons sit around the rotten food and sour wine. The silverware is exquisite (1000gp). At the far end of the table sits the former lord Magnar, poisoned years ago. He has a gold signet ring (500gp), two iron keys (to #1b and #15c) and a magic dagger (+1, +3 vs. humanoids). The door to the east is locked. The skeletons do not animate.

3. In the center of the circular room is a black stone monolith 10' high. The stone resonates with a low murmur. Touching the stone brings visions of a serpentine demon and red robed cultists chanting the name "Orobas". Save vs. spells or go mad as per the confusion spell.

4. (a) The false crypt of Valefar the Fair. Murals on the walls depict Valefar and six beautiful women; half are light skinned and half dark skinned. They have black, fair or red hair respectively. Valefar is depicted kissing the one with dark skin and red hair. Small alcoves to the west and east hold similar 3' statues. A secret door behind the dark statue with red hair can be opened by kissing the statue. The sarcophagus is empty. (b) The true tomb of Valefar the Fair, who lies in his coffin holding the intelligent bastard sword Onsül (+2). A cramped tunnel leads to the east.

5. (a) Armed skeletons stand in funeral alcoves on both sides of the passage. They have rusty spears and chain armor (-1), but do not animate. In the marked spot is a trap set by Gorm the naked cannibal dwarf (dwf3), who jumps down from a cramped tunnel and fights with a bone club. (b) The hideout of Gorm with oil lamp, 5 x oil and ring of protection +1.

6. A 100' deep pit in the middle of the room leads down to the Sepulcher Demon's lair. On the south wall is a sturdy metal cage 10' from the floor.

7. Stairs lead down to an empty pool, where a green slime is lurking. Cramped tunnels lead south and west from the pool. The door to the west is locked. The metal shelves in the southern part of the room contain shovels, axes, picks and 5 flasks of alchemist's oil.

8. (a) Placing the statue from #11b in the depression on the altar activates the fountain in 8b. (b) A silvery liquid springs forth from the fountain if activated from #8a. Dipping normal weapons in the liquid makes them magical (+1). Drinking the water results in a save vs. death.

9. (a) The former study of Dantalion the demonologist. The door to the west is locked with a wizard's lock (lv17). Behind one of the shelves is a secret vertical passage rising 100' up to a deserted wizard's tower. In the center of the room is a reading stand with a Book of Infinite Spells. (b) Six moth eaten red robes hang from the wall.

10. (a) The door to the south is barricaded with furniture. Three human bodies lie in the room. Blood trails lead to a broken grille in the north wall. One of the bodies has a longsword of black steel (+1). (b) The door is barricaded from inside. A half crazed survivor named Bertha (wiz1) has made this her last stand. On the floor are two vials of black lotus oil. Smoking the oil puts one in a deep slumber for one turn, after which spellcasters restore their spells. (c) A cramped tunnel rises to the east.

11. (a) A well with rope and bucket. The water is refreshing. (b) The door to the east is locked with a wizard's lock (lv17). A small statue depicting a mermaid is lying on the floor.

12. (a) A necrophidius lurks in this ceremonial chamber. The doors to the south are painted with, from east to west: a heart, a clenched fist and a skull. (b) The floor is covered in coins (3000gp). (c) A coffer corpse rises from a crypt. (d) Skeleton with a cursed ring of weakness.

13. (a) A vast natural cavern with a pool of dark water and a cliff rising 10' to the west. In the pool is the key to #7. A natural tunnel leads deeper underground. (b) The nest of 1d3 cunning ghouls. The ghouls leave their paralyzed prey hanging here. (c) Ghoul treasure: 300gp, a gold necklace (500gp) and a dagger +2. (d) Empty room with a 10' drop to the north.

14. Desecrated temple and broken statue. Balconies 10' high on east and west walls. There is a 50 % chance a grimlock is standing guard at the western balcony. Spider webs can be seen on the eastern balcony.

15. (a) Giant spider lair with webs everywhere. 50% chance giant spider is present. Stairs lead deeper underground. (b) A dying human captive, Rolfus, can barely speak. A nearby body is full of spider eggs that hatch when examined. (c) Locked treasure chamber with 2000gp and two random scrolls in a chest with a poison needle.

16. (a) Lair with 2d4 grimlocks. (b) Larder with human bodies hanging from the ceiling. (c) Grimlock chief Urd with treasure: 500gp and a shield +1.

17. The 100' long stairs end in a large chamber. Sunlight can be seen shining from the top of the domed roof. A madman, naked except for a yellow loincloth, sits on a throne. He calls himself the Yellow King. He wields a large club (1d6+2) and fights as a fr3. The door to the west leads outside to the streets of Uerth and freedom.

Lair of the Black Dragon Cult by Oisín Brennan

Background: The black dragon cult is a legendary sect of evil dragon-riders that terrorised the world in the past. Only foolhardy adventurers would enter its lair...

Room Key:

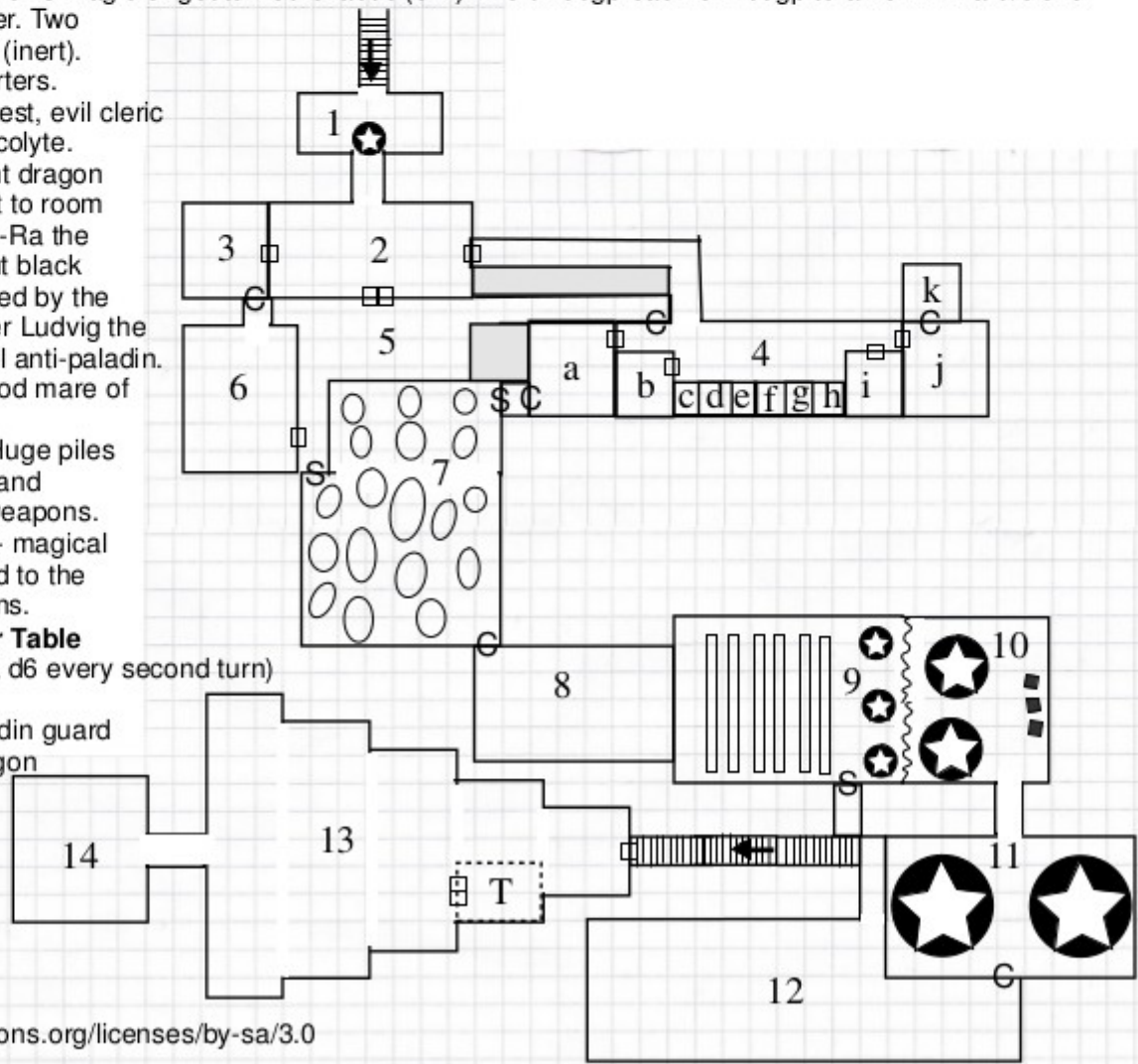
1. A small room with a hologram of a large statue of the high priest. If the hologram is immediately attacked will instantly disappear leaving the doorway to room 2 open. If not attacked it will gradually transform into a 10' tall stone statue.
2. Hall decorated with cult wall carvings. In this room you can hear scraping from room 3.
3. Sacrifice room - here the cult throws victims. Center of stone floor is scratched. There is a dark 10x10 hole in the centre of the ceiling. 9 piercers hang within it. In the stone wall of this hole is a piercer spawning ground that would be valuable to a wizard or sage. If the adventurers look up they will see an opening leading to a small treasure room (10x10). It has an intelligent telepathic sword Striking Blow (align: law) last wielded by Harold the blessed, if attuned to the wielder it can cut through anything once a day, Harold's bones (valuable as relics), rope of climbing and 10 gems.
4. Guardroom for jail cells (a)-(j). There are 4 guards (5th level anti-paladins) and Ee-gore lieutenant chief (9th level anti-paladin). They are all obviously drunk. Ee-gore is boasting about how he could run the cult better than Dread Zach. The cells contain: (a) Zog the hungry ogre, he knows of the concealed door and may hide within it if warned (b) latrines/kitchen (c) empty (d) & (e) Brian & Theo captured level 7 paladins searching for Harold (f) behind loose stone cell a pouch of holding with 100gp, a huge horn of ale, 1 potion of black dragon control (h) - (i) empty (j) Drek the male ancient black dragon (used for stud against his will, drowsy and drugged but has grown immune to dragon control potions) (k) teleport room to cage marked T in room 13.
5. Empty room - floor is a large mosaic showing a cloud of blackness killing multiple other gods.
6. Guard barracks - normally empty.
7. Black dragon breeding pits/training room. Covered with oval holes, some of which contain immature black dragons. There will be 5 small black dragons each of ages very young, young and adolescent. None of the dragons have breath weapons. There are also 3 anti-paladins (5th level) training them. The dragons hate them.
8. Anti-Paladin acolyte training room. Ten lvl 1 anti-paladins and Yohan the merciless (lvl 9 anti-paladin) trainer.
9. Dark chapel. Three animated stone statues with anti-paladin torsos and dragon hind-parts. Black curtains.
10. Unholy of unholies. Two animated basalt dragon statues. Three obsidian chests. Filled with 1000 black gems - if touched save vs magic or get turned chaotic (evil). Worth 50gp each or 100gp to an evil wizard/cleric.
11. Guardian chamber. Two huge dragon statues (inert).
12. High priest's quarters. Dread Zach. High priest, evil cleric level 9 torturing an acolyte.
13. Vast ceiling. Giant dragon cage (T) with teleport to room 4k. Outside cage: Ee-Ra the desecrator an ancient black dragon, being charmed by the champion of the order Ludvig the Pure (Evil), 15th level anti-paladin. She is the willing brood mare of this establishment.
14. Treasure room. Huge piles of gold, silver, gems and sets of armour and weapons. Cursed by the order - magical geas to bring the gold to the home of black dragons.

Wandering Monster Table

(Occur on a 1-2 on a d6 every second turn)

Roll a d8:

- 1-4 Level 5 anti-paladin guard
- 5-6 Young black dragon
- 7 Both
- 8 Dragon roars in distance



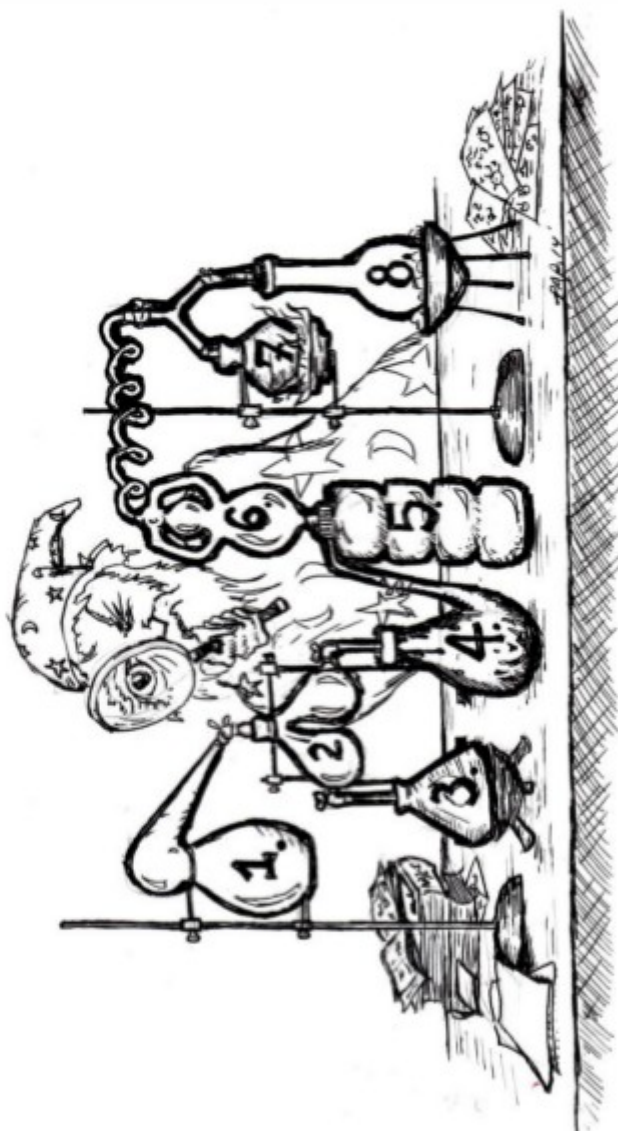
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THE CRUCIBLE

When the Adventurers decided to assist the sage Baerhoff with his "little alchemical difficulty," they didn't realize what they were agreeing to. With a spray of chemical fluorescence, the party finds they have been shrunk to nearly microscopic size, and inserted into the good Doctor's device in order to "work out any problems!" To regain their size, Baerhoff, now a looming giant, pronounces they'll have to figure out what's gone wrong with his experiments...from the inside!

Environment

The adventure takes place entirely inside the tubes and devices connected on Baerhoff's desktop. The glass has been magically rendered impenetrable to keep out contaminants. The glass is slick with steam, and characters with poor agility have a 25% chance every time they transition between containers of falling to the lowest point of the two...possibly into a pool of chemicals, some with hazardous results.



Random encounters

Every time the party moves between areas, roll 2d6. Ignore repeated results:

- 2 : a blinding cloud of steam rolls through the doubling the chances of slipping
- 3 : a minor *fire elemental* appears, demanding the party heat an area (by spell or the controls in areas 3 or 7)
- 4-5 : a burst of vacuum sucks a random hand-held item into the next chamber
- 6-8 : nothing unusual occurs
- 9-10: the party encounters a thick plug of viscous wax blocking their progress and must chop or melt through it
- 11 : a *steam imp* bubbles up from the nearest pool of liquid and demands the party cool an apparatus (by spell or with the controls in area 2)
- 12 : a blast of air knocks characters to their knees! 25% chance of falling backwards into the previous chamber

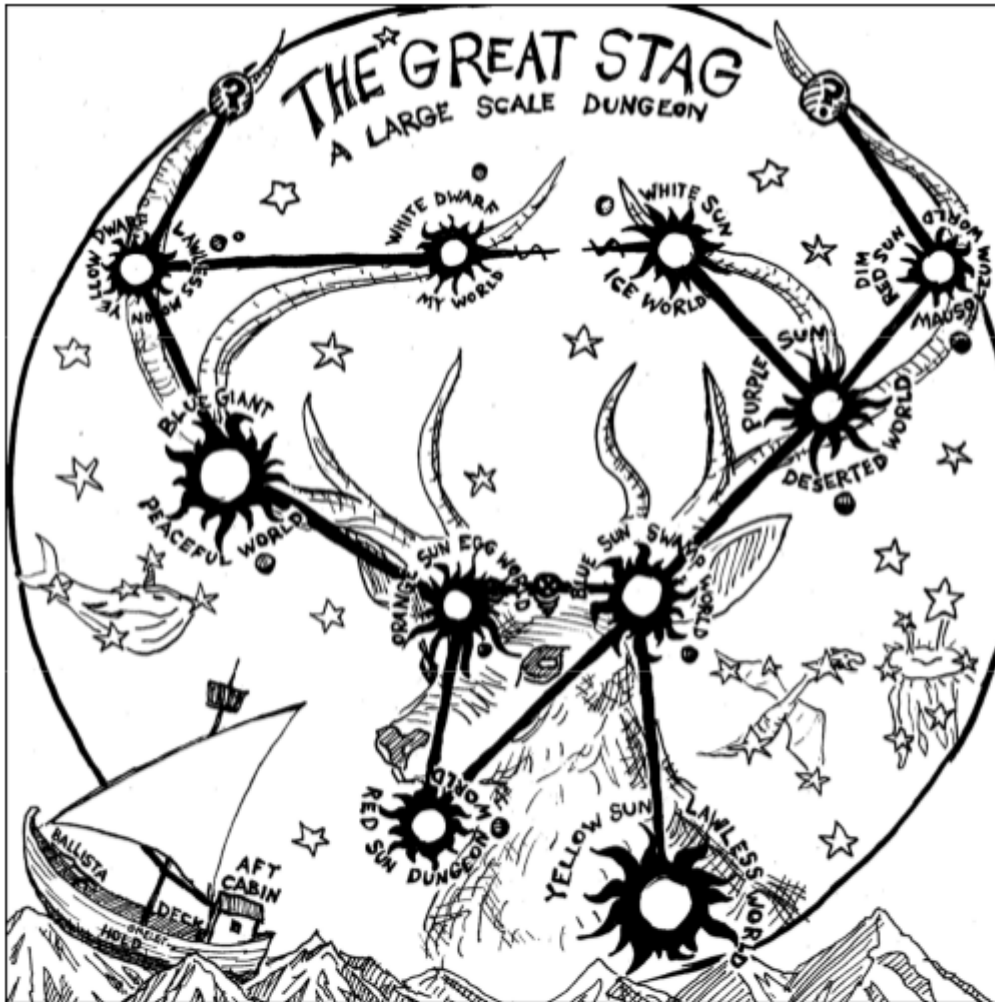
ENCOUNTER AREAS

1. Alembic – The party find themselves perched precariously on the glass lip of the upper chamber, above a pool of simple saline solution.
2. Double Retort – The air throughout this chamber is thick with steam. The glass walls here are etched with runes. Tracing the runes on the right-hand bulb causes frost and ice to bloom on all surfaces, condensing the liquid into a frigid pool (50% chance of immediate immersion, 1d4 damage/round from cold). Tracing the runes on the left-hand bulb opens the drip-valve to area 3.
3. Crucible – This walls of this canister are opaque porcelain, crusted with a strange orange mineral. Every round that any mass heavier than a gram touches the floor of the container, it heats 10 degrees. After just two rounds of this, the party will begin to take damage, starting with a single point, but increasing by one additional point of damage each round they stay in the container. On the fifth round, the orange mineral on the wall will melt, pooling on the floor as liquid gold! At their present size, this will appear as a vast amount of wealth...but upon exiting the apparatus, the party will find it amounts to little more than a single gold piece!
4. Ampulla – A stench of rot fills this container. Black slime coats the walls and 'floor'. In the center of this muck, a *salamander* has taken up residence. It attacks as a young black dragon, and will attempt to eat any organic material – such as the party.

5. Aludel – Each level of this structure is coated with a different element. From top to bottom: gold, silver, bronze, and mithril. Any residue collected from the top three levels will, like the gold in area 3, later be found to be shrunken to near worthlessness. However, rubbing any common weapon in the mithril residue of the bottom layer will imbue the weapon with a permanent magical bonus!
6. Reflex Condenser – Two *will-o-wisps* chase one another through the circling pipes of this contraption, spitting electrical sparks. A cautious party may avoid their notice entirely. If the wisps spot the party, they will attack for one round, then rush together. If the party does not keep them separate, they will touch and detonate, shattering the glass and spilling the party – still miniaturized – out onto Baerhoff's desk! Baerhoff himself will be unable to restore the party to full size until his apparatus is fixed, a week hence.
7. Cuppellation Furnace – Here is the cause of the alchemical malfunction. A young *Efreit* has opened a gate to his home plane, and is skimming off the magical energy. The gate is surrounded by flames, controlled by incantations engraved inside the lid of the device. The gate is destroyed if the flames die – which will bring the Efreit to investigate.
8. Athanor – This device is filled with a thick, green ooze (1d4 acid damage/round)...unless the gate in area 7 is destroyed. At that time, the ooze will transmute into a potion which will heal the party and safely restore them to their proper size.

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HOME: A richly decorated sailboat, the Omelet, teeters on a high cliff. A peryton sits upon black eggs in the gore-spattered crow's nest. She will attack any who try to approach. She leaves for an hour each noon in search of human hearts.

SHIP DECK: Single mast; aft cabin; fore ballista. A recent corpse, heart ripped out, lies on deck.

AFT CABIN: Ship wheel; tiny kitchen featuring pan and egg whisk; four beds; four foot lockers. One locker holds foppish clothes worth 150 GP, all monogrammed "Captain P."

HOLD: 20 barrels, 6 containing water and 5 containing 50 pickled eggs each, no two alike.

SAILING THE OMELET: The "ship wheel" is a white stone disc graven with an unfamiliar constellation: the Great Stag. Each star can be pressed like a button. The PCs start at "Lawless World." They may navigate along constellation lines to an adjacent star by pressing that star. The ship will rise into space, automatically make sail, and cross the cosmic void. Each voyage takes a day and calls for a mid-trip random encounter roll. At its destination, the boat will land at a pre-programmed spot on the star's single planet. There is no way to alter the ship's route mid-journey. Characters can move and breathe normally on the ship's deck; if separated from the ship, they must swim and hold their breath as if underwater.

SHIP COMBAT: The Omelet: AC 10, HP 50. If reduced to 0 HP: immobile until repaired. Ballista: longbow range, 4d6 dmg.

STAR MAP KEY: Random encounter roll on arrival and every 8 hours.

Lawless world: The PCs' home world.

Swamp world: d4 random encounters: 1-2: 2d10 cavemen (2 HD) who worship "Sky God's Blood", an intelligent deep red ioun stone which will orbit whoever praises it most extravagantly. 3-4: 2d6 lizardmen lying in ambush: their eggs were stolen by "Captain P."

Egg world: d4 encounters: 1-2: Peryton. 3-4: Villagers (blue, humanoid, lay blue eggs) need "tributes" for next peryton meal. (The route from "Egg World" to "Swamp World" goes over a black hole: 2 in 6 to fall in, d6 ship damage, teleports ship to a random world.)

Dungeon world: Riddled with lost dungeons. Near the landing site is a random dungeon from the 2014 One-Page Dungeon contest, with re-flavored alien monsters (three-armed goblins, etc). d3 encounters: 1: 2d6 zombies who repeat the last phrase they hear. 2: wraith lamenting world's past glories. 3: 1d4 suspicious post-apocalyptic survivors.

Peaceful world: No planet, just asteroid field. Ship takes 1d4 damage.

Lawless moon: Much like the PCs' world except everyone's name has apostrophes. d3 encounters: 1: 2d10 bandits led by Chief t'Rath'ri. 2: Village of Hom'Leth, offers to pay 50 gold k'chaa to heroes who'll save them from the bandits. 3: K'bold tribe, awaiting a Chosen One to lead them against the bullying bandits and villagers.

My world: Only feature is an oak desk near the landing site, containing a manuscript about eggs by "Captain Prometheus." Allows reader to predict the effect of eating any pickled egg. (Secret space passage: PCs can fly directly to Ice World from this location.)

Deserted world: d3 encounters, all with invisible stalkers: 1: Child voice singing creepy rhymes. 2: PCs feel that they're being followed. 3: Angry voice asks why the PCs, not content with making us perform their assassinations, must invade our home planet? Speaker then attacks.

Ice world: d4 encounters: 1-2: Dozens of hidden ice worms, each 100 feet apart and attached to a vast medusa head floating under the ice. 3-4: 1d6 frost giants. Will flee from fire, which they have never seen.

Mausoleum world: Deserted planet, covered with burial monuments and quarries. Landing plaza: a tower topped with a swivel mirror in each corner, a huge door in the south wall. If all 4 mirrors shine sunlight on the door, it opens, leading to a mummy and four coffer corpses in an underground funeral barge. 5 pieces of jewelry (1000-6000 GP each), 1 of which fuses permanently to its wearer.

??? Asteroid field. The PCs must turn back, unless the DM has devised another constellation for them to explore.

RANDOM SPACE ENCOUNTER: roll d12. One roll per journey.

1: Blue dragon. Captain P stole her egg; wants it back.

2: Wolf-spider slavers in war galley (AC 13, HP 60). Will catch and board the Omelet in 3 turns. 10 Wolf-spiders: attack as dire wolf. 50 slaves: noncombatants. Hold: 600 GP in ivory and silks.

3: Lurker Above disguised as starry sky, will attack anyone on deck.

4: Solar storm lasts 3 turns. Does 1d4 ship damage each turn, -1 damage for each intelligent countermeasure.

5-8: Uneventful passage.

9: Herd of pegasi in the distance, attracted only by other equines.

10: Merchant ship (AC 12, 100 HP, 30 crew, 3 ballistas). Ask "Where's Captain P?" Will buy eggs for 10 GP each, sell laser swords (as longswords, d10 fire damage) for 300 GP, repair the Omelet for 100 GP.

11: Migrating flumph tribe. Describe the perils of PCs' destination.

12: Cthulhoid space leviathan. Will ignore PCs unless they act foolish.

RANDOM EGG INGESTION: roll d12. Effects last d4 days, 1 at a time.

1: Alien parasite: Cure Disease before d4 days or things get crazy.

2: Sickened: Max HP lowered by 1d6.

3: Polymorphed: into egg-laying species, DM's choice.

4-9: No unusual effects.

10: Sated: PC needs no food, water, or air.

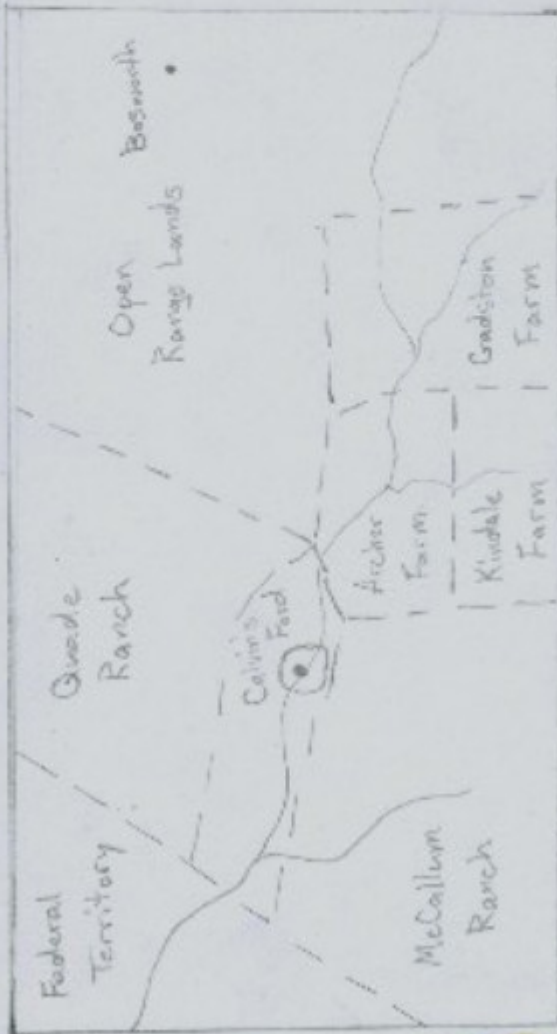
11: Lucky egg: player can reroll any one die roll.

12: Good egg: Random attribute raised 1d4 points.

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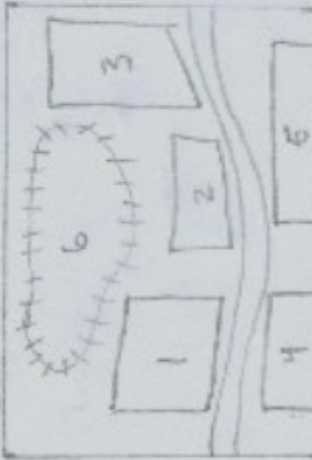


Area Events Table	
1 River runs low & rain is scarce. Drought.	5 Win federal grant. Surging income.
2 Yellow fever scare, 3-50% mortality rate.	6 Population boom. New folks in town.
3 Bandits strike town. Lose income/property.	7 Army comes through town. Money & ruckus.
4 Cattle sick. Lose half the herd.	8 Lightning strike. Fire in a building.

Calvin's Ford

- 1) Stables
- 2) General Store
- 3) Smith
- 4) Marshal's Office
- 5) Bank & Post Office
- 6) Benthouse & Ferry
- 7) Bar / Hotel
- 8) Hotel

Bosworth



Calvin's Ford



5 stories

- A) Wagon train from East has made its way to Calvin's Ford for homestead claims on soon to open federal lands.
- B) Trouble from bandits between Bosworth & Calvin's Ford gives way to anger from local ranchers.
- C) Revenge — A lone traveler/small group arrive in town hunting the gunman who murdered his/their father during a bank heist in Kansas City. Sitting in a pistol is a bullet forged from the slug that killed the father.
- D) Difficulties of ranching life compound in a range war between rivals. The arrival of open range shepherds creates greater tension as the local ranchers take exception to the sheep invaders.
- E) The U.S. Marshal of Calvin's Ford does his best to keep the peace between ranchers, townsfolk, travelers, and the occasional bandit. Good as he is the years are taking their toll & his gunhand is slowing down.
- F) High plains bandit. That's what they say. But despite the law and the weather they have kept themselves going with the plunder of unwary travelers. The gold transport from California might not make it East.

Well of Souls

Well of Souls
Traveller I beseech thee, tally not here with tales of treasure and trove. Yonder ruin hides nothing but sorrow and woe.
Built upon the Devils Well, they say old Nick himself pulled that accursed spire below. Count not thy mortal soul to his unholy toll.
8Rad...

1.



Entrance
Go to 3

2.



Guardroom
Go to 3

3.



Corridor
Go to 1, 2, 4

4.



Hallway
Go to 3, 5, 6, 7

5.



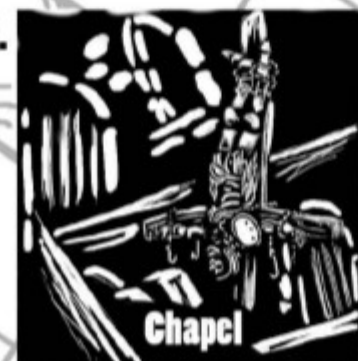
Passageway
Go to 4, 9

6.



Grandhall
Go to 4

7.



Chapel
Go to 4, 8

8.



Crypt
Go to 7

9.



Dungeon
Go to 5

SHAMBLER'S MOUND

By Peter von Bleichert

For beginning or low-level PCs



Setting

Vast Mushswamp stains the map. A raised road cuts through this morass, and a floating hamlet—its human residents call it Mushswampton—has sprung up and grown beside it. The Mushswampfolk distill bravery-inducing spirits (temporary +2 to save vs. fear effects/-1 skill checks) called 'blue moon,' and move about the dark still waters in shallow canoes, trapping crayfish, furs, and small crocodiles. They trade these items for grain as well as other staples and comforts. Though there is no organized law in Mushswampton, the Tableau—a council made up of the oldest Mushswampfolk and where blue moon flows freely—makes decisions, such as when it is time to hire mercenaries.

Hooks

An alternative starting point could be the Murkmire Swamp town of Gnatdamp (see "Gnatdamp: A Sanctuary in the Swamp," by Michael Curtis, *Gygax Magazine*, Issue 1) where the party is approached and hired by Marsh-Hand Phaid Torngrasp or the town's Sentinel to accomplish any of these adventure hooks:

1. Footpads (brigands) have been camping in the swamp and carts full of Mushswampton wares are disappearing from the road. The Mushswampfolk pay or trade with the party to chase off the footpads, kill them, or capture their leader.
2. A strange green glow has been reported emanating from Mushswamp. The Mushswampfolk pay or trade with the party to investigate.
3. A crocodile named Scar is snatching Mushswampfolk from their canoes. The Mushswampfolk will pay or trade with the party to kill this menace, and bring his hide and meat back for a bonus reward.



Encounters

Making their way along Mushswamp road, PCs encounter Footpads who will rob anyone they can get the better of.

Shaken by the last attack, and despite strange sounds and odors that emanate from Mushswamp, the road feels relatively safe. That is, until a carapaced clawed creature leaps from the waters to snap and grab at the party. This medium-sized crayfish [DM: This could be a Chuul modified to be a surface dweller and stripped of its poison tentacle net].

Catching their breath, and as the swamp's eerie mist momentarily lifts, the PCs spot a strange glowing island just off the road. In order to reach it, the PCs must traverse a muddy hazard that threatens to suck them down, claim their weapon-in-hand, and fill their throat and lungs with stinking muck.

Certainly dirty, though closer to the strange glowing island, what appeared to be a submerged log is in fact the crocodile Scar. The vise of his jaw reaches and closes down upon anything unfortunate to get in its way, and, if the swamp-dweller is injured, it lunges with its full body-weight, throwing itself up upon the squishy islet to add the swing of its tail to the melee.

Surviving Scar's wrath means the party reaches the glowing island. Once upon its spongy ground, there is soon a tickle as flesh-seeking rootlets pierce boot leather. An immobile shambling mound carpets the small island, and stores its electricity in an old collapsed druid's cairn that contains the belongings of at least one former adventurer [DM: add a gem, some gold, a weapon, or a magic item as loot]. The carpet Shambler's goal is to survive and eventually spread throughout Mushswamp. The PCs must defeat the shambler or be grappled and dragged to the cairn for envelopment and digestion.

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Amid the Reaper's Scattered Bones

TELL A STORY of high fantasy using the elements on this page.

This sandbox adventure draws upon most of the figures from Reaper Miniatures' 2012 Bones Kickstarter. Click the boldface words to view a linked figure. Raise the game to epic proportions using the "Epic Addition" ideas listed within each area, which point to figures available as Kickstarter add-ons.

FINGER OF DEATH: Legends say that the barbarian demigod Zaris gained his immortality long ago during a battle with Death himself when he sliced the impudent Grim Reaper's pointing finger clean off with *Vampire*, his enchanted war axe. The finger bones were lost over time, but if reassembled, they grant the power to spread death at will. (GM: Select three widely separated sites for the finger bones. Suggested power of the assembled finger: owner may sacrifice one of his or her own fingers to cast *finger of death*.)

THE SLEEPY VILLAGE OF ENTDON lies at the heart of a region slipping into chaos. Adventure lies in every direction.

- V1.** The Joyful Giant is staffed by **Chedriv** the bartender, **Arieha** the serving wench, **Drista** the performer, and a tavern **cat**. Drista is well acquainted with the crew of the *Screaming Knave* and will spill her secrets for a price. **Ceissa**, a young gnome, frequents the tavern. She can tell visitors that a party of female warriors were in town recently asking about dragons. She directed them to **Aldaglon** the sage.
- V2.** Prowl the back alleys at night is a **courtesan** who is actually a lust demon named **Rivina**. If her true self is revealed and defeated, she may beg for her life, hinting about the fiends who plot the village's doom within the **Torrid Fissure**.
- V3.** The Temple of Truth is a small but opulent church of Law. High Priest **Raldabahn** is aware of the threat lurking in the nearby Crypts and has sent his paladins against it.
- V4.** **Dorby**, the town's gravedigger, has seen robed figures coming and going from the old Crypts beneath the cemetery. He can lead adventurers to the entrance for a price.
- V5.** The blacksmith, **Bryz Darroth**, buys ore from the dwarves. If questioned, he can tell of Daen Axehandle's quest to rid Kobaraad of orcs.
- V6.** **Gorwenidd** the crone claims that her son, daughter-in-law and grandchildren have disappeared. Those who investigate find clues that the family was abducted. (GM: Choose the culprits: pirates, goblins, kobolds, dark elves, death cultists, or half-devils; add the **sacred altar** to the appropriate locale; and allow heroes the chance to rescue the **man, woman, and children**, who are also guarded by the child's **animated doll**.)
- V7.** **Vorrard of Garil** the pack-merchant is hawking wares in the square. Heavier items like tools are attractively priced, as he hates to carry them around.
- V8.** **Tsaraesh** the warlock resides in a crumbling tower. He knows much lore of the Forest of Abysselm and the hated Dark Elves who dwell beneath.
- V9.** **Aldaglon** the sage knows a great deal about dragons and can give details of the **Torrid Fissure**, where he recently sent a group of amazons to loot the lair of a young red dragon.

Epic Add-on: *Aldaglon is actually a shadow dragon in league with the Dark Elves.*

A COMPANY OF BANDITS lays in wait outside the town for unwary travellers. They include the archers **Azalno** and **Krista**, the swordsman **Santhan**, **Felmost** the berserker, and their hulking leader **Gorald**. They will ambush parties they think they can quickly defeat or frighten into surrendering. Only Gorald and the berserker will fight to the death; the rest flee if any of their number are slain.

THE GROTTOS OF TERYX are misshapen slime-coated caverns pock-marked with inky-black pools and treacherous chasms, all crawling with the minions of Ashaneera the Dark Elf Queen.

- G1.** Large **spiders** and **spider swarms** infest these areas.
- G2.** Outcast elf **Radawoef** seeks a way to return to the queen's favour. Given the chance, he may feign hatred of the dark elves and offer to lead intruders to the queen's court, but then betray them to try to regain his role as consort.
- G3.** A bridge of sticky webs hinders intruders, while Dark Elves and their spider minions pass without trouble.
- G4.** The court of **Ashaneera** the Dark Elf Queen is defended by her consort **Tawngrimm**, Spider-Priestess **Etrleriadei**, **Ellia Dvimmerlaik** the sorceress, and **Shalaz** the assassin.
- G5.** The slaving **Beast of Eyes** was driven mad by exposure to the **Font of Chaos**.

Epic Add-on: *Those who touch the Font of Chaos become amorphous horrors. If the font is destroyed, the star spawn trapped within is released.*

Epic Add-on: *If the Queen or Spider-Priestess are slain, the Spider Goddess and her half-spider servants show up to exact revenge.*

THE CRYPTS OF THE ANCIENTS is a gloomy maze of catacombs known to be cursed with undead.

- C1.** Intruders disturb a **bat swarm** (day) or find carrion-eating **scorpions** (night).
- C2.** Five **human zombies**, an **ogre zombie**, and a **ghost** lurk in the upper crypts.
- C3.** This floor is crumbling. If it falls, access to the lower crypts is opened.
- C4.** **Usiarr** the skeletal sergeant guards the stairs to the lower crypts, along with his legion of six **skeletons**.
- C5.** Three mummies (**Khadath**, **Noskefra**, and **Khari**) watch over the tomb of **B'neswen II**, who awakens if all of his guardians are destroyed.
- C6.** A death cult led by the vampire **Djasu** meets here to plot the overthrow of the town. Cultists include **Gloom** the graveknight, **Drakspar** the bonepriest, his acolyte **Ebon**, **Alkem** the necromancer and his **stab-happy** familiar. If it appears he will lose a fight, Djasu flees in **bat form** to his coffin, while the others fight to the death (given the chance, Djasu will call up the dead cultists' spirits and send them against his foes as **wraiths**, **spectres**, **spirits**, **ghosts**, etc.).
- C7.** Djasu's coffin lies in a deep chamber accessible through a narrow chasm passable only by small creatures.

Epic Add-on: *The death cult has recently animated a giant's skeleton.*

Epic Add-on: *If B'neswen II is destroyed, his spirit-curse is activated. The following night, Xal'kadra the deathless dragon will burst from the ground to seek vengeance.*

FOUR PALADINS from the Temple of Truth are wandering the crypts, looking to banish the evil therein. Their leader is the flametongue-wielding **Raalman the Good**. His cohorts are **Chasree**, **Dalpin**, and **Fraini**.

THE SCREAMING KNAVE is a small sloop crewed by **Cap'n Carnamati the Red** and his band of bloodthirsty pirates. Carnamati sent his first mate to negotiate with the Black Spear orcs. Pirates remaining aboard the ship include **Bo'sun Faelnia**, **Nike**, **Grumblorage** the dwarf, and **Zeyretnia** the vermin-mage (known for her fondness of rats and rat swarms). The wardrobe in the captain's cabin hides a secret panel to a treasure room, but one of his three **treasure chests** is actually a vicious pet **mimic**.

Epic Add-on: *A raiding party of evilfishmen have been watching the ship, waiting for the right moment to strike.*

A CADRE OF AMAZON DRAGON SLAYERS recently defeated a young red dragon that laired nearby, and may be wandering the **Torrid Fissure** or surrounding hills.

Their leader, **Danique**, is arrogant and combative. Her comrades are **Charay**, **Shyine**, **Inarilia**, and **Sirtta**.

Epic Add-on: *They are battling a second red dragon when encountered.*

THE TORRID FISSURE is a volcanic rent in the earth that spews hot ash and poisonous air. Among its undiscovered sites are a dragon's lair and crumbling ruins once inhabited by a clan of fire giants.

- F1.** **Kobold** warrens dot the hills south of the village, where **swarms of fire beetles** are raised. The kobolds revere **Fiamette**, a fire mephit trapped within a magic circle. If freed, she can lead explorers safely through the ancient giant lair.
- F2.** A **rust monster** lurks along this rocky trail.
- F3.** A secret tunnel guarded by **fiery traps** and a **clay golem** leads from the deepest Grottos to chambers beneath the fissure.
- F4.** The rotting remains of a dragon lie in this lair.
- F5.** A planar rent at the heart of the Fissure allows **fire elementals** to wander freely here.
- F6.** **Ivelli** the half-devil and her **hellhound** lurk near the entrance. Trapped **candelabra** warn her of intruders.
- F7.** The half-devil blackguard **Thaveol** and his insidious mate, **Sessani**, lounge amid broken statues of fire giants, awaiting orders.
- F8.** The leader of the half-devils, **Daenim**, has already summoned a **snake demoness** and will call more powerful beings soon.

Epic Add-on: *A mature red dragon, **Jyotika**, will go on a rampage when she returns to her lair to find her offspring dead.*

Epic Add-on: *Daenim completes the ritual to summon **Tauroshur** and **Raanmog**, a pair of wickedly powerful arch-devils.*

Epic Add-on: *The fire giant king and queen, along with their retinue, have returned to reclaim their ancestors' halls.*

THE TEMPLE OF FOUR WINDS is a massive mountaintop structure of doric columns and marble slabs shrouded in mist and hidden from the ground below.

- T1.** A **griffon** hunts along the approaches to the mountain here. It will attempt to knock one or more travellers to their death, if possible, then feast on the body.
- T2.** A **stone golem** guards the door at the top of the stairs and will slay all who fail to order it otherwise. The golem obeys commands given it in the tongue of Giants.
- T3.** The temple's majordomo is a harpy witch named **Aeolo**. If alerted to intruders, she will assume **human form** and welcome them to the temple, offering them sustenance and healing. Meanwhile she sends her **hawk familiar** to alert her mistress, **Lypheia**. Once her guests have dropped their guard, Aeolo will use her beguiling song from hiding. If all else fails, she will attack with **Lypheia**.
- T4.** Access to **Lypheia's** floating tower is across a thin marble bridge with nothing below but a thousand foot drop to the ground below. Sudden gusts of wind test the balance of creatures walking across it.
- T5.** In this grandiose high-ceilinged chamber seemingly unsupported from below lives **Lypheia**, a cloud giant sorceress. She has been gathering forces... If she is challenged and close to defeat, she can beseech aid from the **Avatar of the God of Storms**.

Epic Add-on: *A powerful earth elemental serves **Lypheia** as bodyguard.*

THE FALLEN HALLS OF KOBARAAD were once the proud home of a clan of dwarves. For decades now they have been the home of the Black Spear orc tribe led by a clever half-orc warlord.

- K1.** Nine **goblins** lurk amid the broken stones of the ruined entrance. Their allegiance to the orcs is weak, and they can easily be bribed, threatened, or scared off.
- K2.** Two troops of six **goblins**, led by an **orc spearman** or **swordsman**, guard the outer halls here.
- K3.** The tribe's warlord, a half-orc named **Vaahn**, accompanied by his massive bodyguards **Arkhvog** and **Arganros**, is currently meeting with the pirate **Ellek** and the dark elf **Dreadlin**. Given the chance, these last two will flee at the first opportunity, while the orcs fight to the death. Vaahn is secretly under the thrall of a beguiling cloud giantess named **Lypheia**.
- K4.** A secret stair winds its way up to the Temple of Four Winds atop the mountain.

Note: If the tribe's lair is invaded, a hunting party will be assembled to track down the intruders, consisting of an **orc hero**, **archer**, and **stalker**, along with Vaahn's surviving bodyguards, if any.

Epic Add-on: *Vaahn is merely the lieutenant of an evil chieftain named **Kormok** and **Kog**, whose personal guards include an **ogre** and a **gnoll**.*

Epic Add-on: *The metal dragon statue in the great hall of Kobaraad is actually a clockwork automaton. Daen Axehandle carries the missing piece to animate it.*

A TROUPE OF DWARVES led by **Daen Axehandle** may be encountered in the abandoned halls, trying in vain to reclaim their lost homeland. His fellow adventurers include **Jafae**, **Bleiya**, **Lhake** the Wizard and his **clockwork** guardian.

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the CRIMSON MAELSTROM

A red mist rises from the ground and becomes a crimson maelstrom. It spins about violently, but there is no wind. The magical maelstrom is four miles wide. If anyone travels through it, they reappear at a random (1d12) point along its inner edge. The only way to escape is to dispel it by killing Marbaph the Blood Wraith.

Soon after the maelstrom appears people start to disappear. A person disappears approximately every couple of hours. This panics the townspeople of Wastow and the soldiers of Frawold Keep.

Simon, the innkeeper of the Minstrel & Cup, asks the adventurers to look into the mysterious sleep Sir Gilbert has fallen into.

BLOOD WRAITH MARBAPH

Marbaph placed the cursed copper Maelstrom Crown on Sir Gilbert's head to create the maelstrom. He did this so that he could harvest the blood from everyone trapped within. He possesses people to kill other people and then bleeds them into his blood pit. Those he has killed become zombies that he can control.

He's weak to silver and magic. He possesses humans by touch. His true appearance when he's within someone else's body, wrinkled and ancient, can be seen in a mirror's reflection. He's insane, egotistical and greedy.

Killing a possessed person with a normal weapon frees the wraith to return to its own body. Killing the possessed with a silver or magical weapon can harm or kill the wraith itself.

MAELSTROM CROWN

The crown drains the life of Sir Gilbert to power the maelstrom. Any tampering with the crown or Sir Gilbert will, in a puff of crimson mist, instantly transport anyone within a ten foot radius to a random (1d12) spot along the maelstrom's wall. If the wraith is defeated, the crown will fall off the knight's head. The crown takes one year of life for every hour it powers the maelstrom. Sir Gilbert can survive for four days with the crown on. If he dies, Marbaph will attempt to place the crown on someone else's head.

EPILOGUE

If Sir Gilbert is saved, he will swear an oath of (occasional) service to the adventurers.

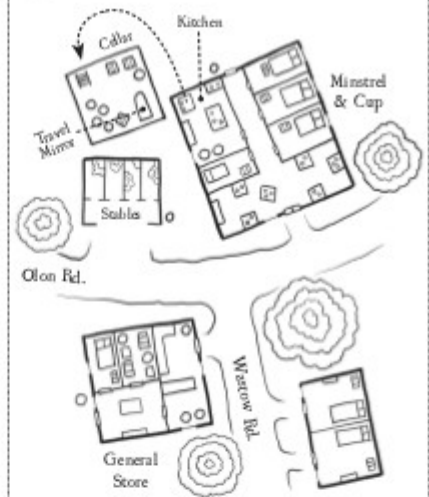
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The area encircled by the maelstrom is 12.5 square miles. The Blut River that runs through Wastow has stopped running. The river and Silver Pond have become muddy. 13 gold pieces can be found in the mud of Silver Pond.

A roving band of 14 well-armed Goblins in the north forest attack anyone on sight. A Dire Bear in the south forest stalks unaware parties and attacks on smell. Murder victims, under the control of the wraith, return as Zombies to harass the townsfolk.

② WASTOW



The townsfolk of Wastow are panicked by the unexplained disappearances. When Zombies of their loved ones start returning, things really start to go nuts.

- Rumored Dead/Zombie
 - Hugh - Farmer
 - Nicholas - Fieldhand
 - Thomas - Merchant
 - Cecily - Thomas's wife
 - Emma - Thomas's daughter
 - Simon - Innkeeper
 - Alice - Simon's wife
 - William - Simon's son
 - Gem - Simon's mother

EIVISH TRAVEL MIRRORS



The gems are decorated with mysterious Eivish glyphs. Speaking and touching a glyph activates the mirror. The surface becomes shimmery and the destination can be seen through it.

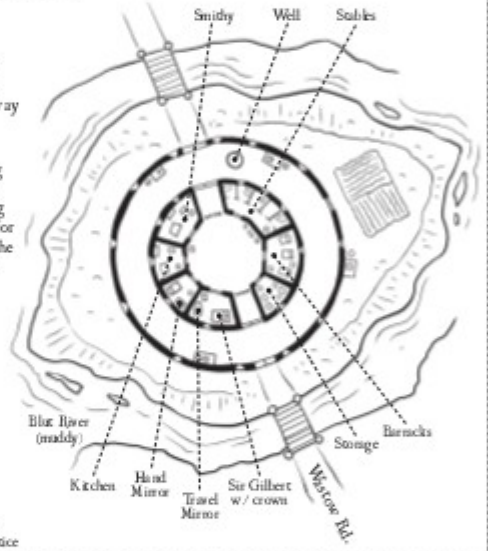
It deactivates after a minute of disuse. Activating the glyph at its present location does nothing. The mirrors can be blocked easily by facing them at a solid surface.

③ FRAWOLD KEEP

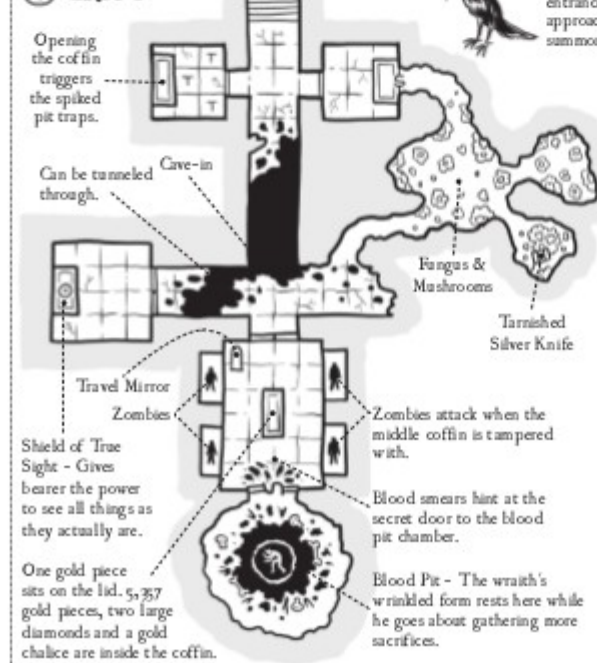
Walter stands guard over the unconscious Sir Gilbert. The other soldiers go on forays to see if they can find a way out of the maelstrom. Townsfolk go in and out of the keep looking for answers. When the Zombies begin harassing the town Walter calls for everyone to shelter in the keep, but not everyone listens.

—Rumored Dead/Zombie

- Sir Gilbert - Knight
- Walter - Soldier
- Ralf - Soldier
- Ademar - Soldier
- Robert - Squire
- Conrad - Cook
- Joan - Scullery maid
- Godfrey - Page
- Sager - Blacksmith
- Beatrice - Sager's wife
- Peter - Sager's Apprentice



④ CRYPT



471 Crows roost in trees all around the entrance. They attack when anyone approaches the entrance. The attack summons Marbaph to his crypt.

Carnivorous Invisible Fungus

This stuffy spore laden den is home to a carnivorous invisible fungus. The spore and pollen has a small chance of disorienting the players. The fungus attacks anything that enters its den. Perceptive players can spot the movement of the invisible fungus by observing the swirling of hovering particulates in the air.

It becomes visible when it is dead.

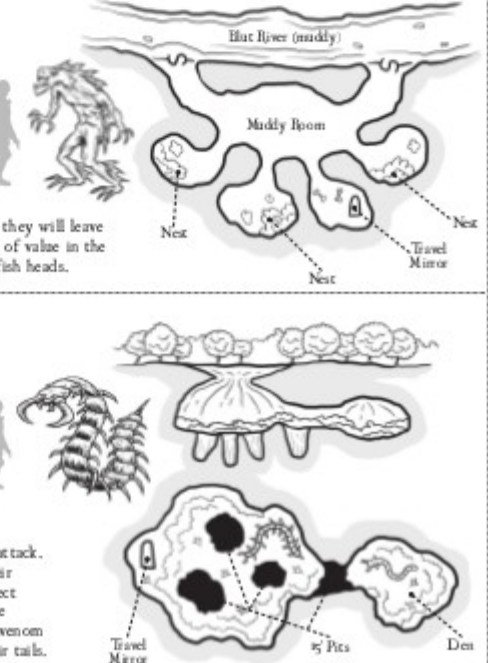
The wraith can only be damaged by silver or magic. Otherwise it heals instantly from any damage it takes.

⑤ NIXIE DEN

The two entrances to the Nixie den are hidden by mud, roots and detritus. The three Nixie in the den are not inherently hostile, but the drying of the river has agitated them. If the adventurers fail to convince the Nixies they are not connected to the drying of the river the Nixies will attack. If the Nixies are convinced the adventurers are innocent they will leave the adventurers alone. There is nothing of value in the den, unless someone in the party likes fish heads.

⑥ CARNIPEDE PIT

The pit is concealed above by a layer of branches and leaves. The pit itself is filled knee-deep with rotting foliage. Four 15' deep pits within the main pit are concealed by the rotting foliage. Two Carnipedes sit silently under the foliage waiting for prey to fall in. If someone falls into one of the deeper holes one of the Carnipedes attack. The Carnipedes detect their prey by their movement in the foliage. They can detect even very slight movements made in the leaves. The Carnipedes have a paralytic venom that they inject with the stinger on their tails.



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THE SHATTERED TEMPLE

secrets and ancient treasures. For some this pale realm became a graveyard. For it is a capricious place, constantly shifting and changing, roamed by many a creature. Floating shards of the Temple became a territory for angry spirits and beasts, and home for more than one great unspoken evil... Will you dare enter the Shattered Temple?

Percentage	0%	20%	50%	100%
100%				
50%				
20%				
0%				

light level on tile

HOW TO USE THE SHATTERED TEMPLE

- Q - The more you take, the more you leave behind (100% in 100%)

 LIQUOR

- 1 - spoiled water
- 2 - dangerous poison
- 3 - clear, cool water
- 4 - rare, exquisite alcohol
- 5 - magical potion with negative effect (1d4 portions)
- 6 - magical potion with positive effect (1d4 portions)

- 1 - glowing crystal
- 2 - warm, healing light crystal
- 3 - cursed soul-feeding crystal
- 4 - strong crystal shaped like a weapon
- 5 - rare, valuable Singing Crystals (1d3 shards)
- 6 - sentient psi crystal

 PLANT

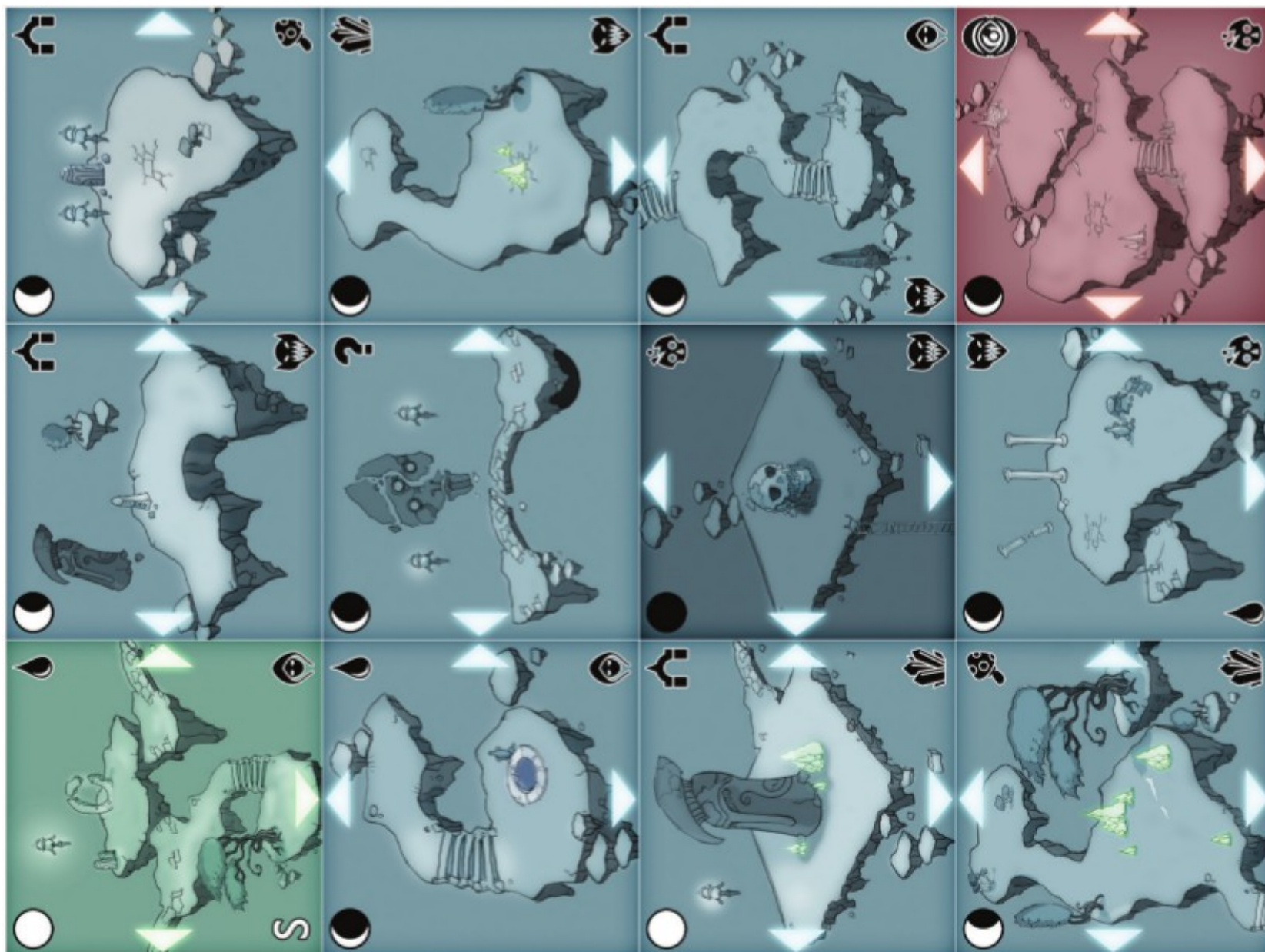
- 1 - poisonous mushroom
- 2 - puffballs filled with sleeping gas
- 3 - tasty, edible mushrooms
- 4 - glowing mold
- 5 - healing berries (2d3 berries)
- 6 - rare, magical fern flower (unknown characteristics)

 REMAINS

- 1 - abandoned backpack (standard adventuring gear)
- 2 - magical lantern (warns about danger)
- 3 - scrolls from the Azuria temple library
- 4 - flawless gems (2d3 gems)
- 5 - bracelet of the High Priestess of Azuria (magical)
- 6 - magical weapon blessed by Azuria (teal flame)

 MONSTERS

- 1 - quicksilver wraiths [uncanny dodging]
- 2 - smoke spectres [smoke choke attack]
- 3 - rimefrost hounds [chilling bite and claws]
- 4 - undead adventurer [magic items]
- 5 - flying mass of tentacles [only tentacle attack]
- 6 - undead priest of Azuria [magic of the Azuria]



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The Hanging Garden

by Richard J. LeBlanc, Jr.

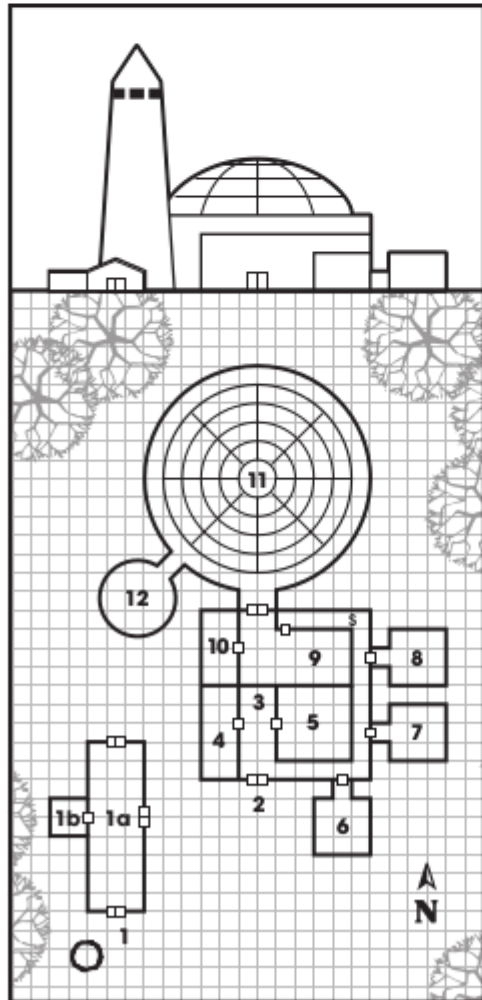
Background

Orcs have begun raiding the villages in the area of Spawnwood Forest and taking captives. It's not so strange that orcs have been raiding, but their focus has been on taking as many living captives as possible, rather than the standard orc killing and plundering. Regardless of the orcs' reasons, they must be stopped.

Rumors among the villagers (roll 1d6):

1. The orcs are selling the captives into slavery.
2. The orcs are eating the captives, and keeping them alive simply keeps them "fresher."
3. The orcs have begun digging a new mine in the area and lot of slave labor is needed.
4. The orcs are celebrating some sort of religious festival, and are in need of an exorbitant number of sacrificial victims.
5. The orcs are using them as slaves, but overwork them to the point of death, and therefore need constant replacements.
6. They are using them for military training (which tends to mean they die... a lot).

Almost every local the PCs meet will mention a "beaming light" coming from a particular part of the forest between mid-morning and late afternoon. Almost all of the locals believe the light is related to the orcs.



For the DM

Deep in Spawnwood Forest, the magic-user Erymos Elmudmor has constructed a large conservatory where he is cultivating a host of horticultural monstrosities, including a selection of carnivorous plants. The orcs are working at his behest. They bring the captives to Erymos, who infects them with a leprosy-like disease, and hangs them from a system of trellises bridging the upper area inside the conservatory. The plants below are fed with a slow rain of blood and falling body parts, while the captives suffer a particularly slow and painful death. The wizard's methods are a truly heinous transgression against humanity. The orcs are immune to the disease, and do not act as carriers.

The "beaming light" mentioned by the locals is the sun reflecting off the glass of the conservatory's dome. If the PCs follow the light into the forest, it will take them directly to the conservatory. It will also take them through approximately 3 miles of orc-infested forest (no matter which direction they enter from). Each turn, there is a 1-in-6 chance the PCs will encounter 1-4 orcs armed with swords, spears, and shields. The orcs have been patrolling these woods so long, they've pretty much wiped out anything else living there. Very little else will be encountered.

Numbered Encounters

In a clearing deep inside Spawnwood Forest stands Erymos's imposing structure of gleaming white limestone, topped by a dome of iron and glass that beams in the light of the sun. Unless otherwise specified, the rooms inside the conservatory are kept in darkness. Dwarfed by the conservatory is a dirty wood building with a thatched roof, covered with soot from a nearby firepit. The smell of orcs and scorched human flesh drifts downwind from this building. There is a 1-in-3 chance each turn spent on the grounds (outside the conservatory) that the PCs will encounter 1-4 orcs armed with swords, spears, and shields.

1. Orc Barracks

2 dozen cots are packed into area 1a. The stench of orcs here is almost unbearable. Under each cot is a chest that contains 2d12 gp. Sleeping under one of the cots is 1 orc with a sword. To the west (2a) is the orc leader's quarters, furnished with a cot, an iron chest, a stool, and a simple wood desk. Hidden in a secret compartment in the desk is a map to a buried chest which contains 5000 gp.

2. Orc Guards

Guarding the door are 4 orc guards armed with crossbows (loaded) and swords.

3. Main Hallway

At the north end of this dark hallway, a cage holds 3 shriekers. If the doors to the south open (letting any light in), they will begin shrieking loudly, and 2-5 orcs with swords, spears, and shields will run in from outside (in addition to the guards).

4. Bedroom

This well-appointed bedroom includes a padded chair, a carved bookshelf, a massive wood-frame bed, a beautiful area rug. A secret compartment in the bed holds a wand of darkness (5 charges). The

shelf contains a decorative leather-bound 4-volume set of botanical illustrations (125 gp value).

5. Library

Shelves and shelves of books of esoteric botanical subject matter, a table, and a chair.

6. Seed Storage

Shelves of jars of seed pods, labeled with genus/species and storage dates.

7. Seed Storage

Shelves of jars of seed pods, labeled with genus/species and storage dates.

8. Seed Storage

Shelves of jars of seed pods, labeled with genus/species and storage dates. Hidden on a high shelf is a small locked iron chest. The lock is trapped with a poison needle (save vs. poison or die in 2d6 turns). The box is also armed with a magical trap that causes a flash of blinding light when opened (all in 20' radius must save vs. spells or be blinded 1d4 turns). It contains an empty jar labeled simply with an "X."

9. Erymos's Lab

Tables with alchemical equipment. Seedlings and sprouts grow from small ceramic containers throughout the room. Erymos (a powerful, high-level magic-user, with a focus on spells affecting plants) is here, working. He will attempt to engage the PCs by talking about his work (speaking vaguely about "the possibilities of plant life.") He will attempt to guide them into the conservatory (where he will command his plants to attack).

10. Cross-breeding Room

Chained to a table in the middle of the room is a human female with plant tendrils sprouting from various parts of her body—a sick cross-breeding attempt by Erymos. She is alive, but catatonic. It will take powerful magic (both arcane and divine) if there is any chance for her survival/recovery. 12 cases of rations line the walls. (The rations are infected with the disease and are being fed to the captives in area 12.)

11. Conservatory

This area is home to dozens and dozens of carnivorous plants (some ambulatory) that will attempt to attack/eat any living creature except Erymos (whose commands they will follow if he is present). Strung from a trellis over the room (out of reach of the plants) are 35 humans in various stages of the leprosy-like disease. The dripping of their blood resembles the sound of drizzling rain. 9 of them will die no matter what. 8 of them will survive if cured within 1 day, but they are unable to walk on their own. The remaining victims will survive if treated within 1 week; they can walk, but only at 1/4 the normal rate. Once the PCs enter this area, each must save vs. poison or contract the disease. If untreated, it kills in 1d4 weeks.

12. Holding Pen & Tower Shaft

The 15 captives here were taken in the last few days, and the disease is only beginning to set in. In the shaft above, partial construction hints at the abandoned goal of using the upper portion of this tower as some sort of observation deck.

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THE FORBIDDEN STEAM TUNNELS OF EMESH YUU

In memory of the Psycho—Satanic Roleplaying Panic of the 1980s • Roger SG Sorolla • One Page Dungeon Contest 2014

For character levels 6–8 • Released under Creative Commons license: <http://creativecommons.org/licenses/by-sa/3.0>

Two days ago, Pardieu, a holy man of the 9th level, disappeared from his abbey. He spoke blasphemy ... *our life is a game! I am "Robbie," a man being cured of madness in another world! Our God is only a symbol for my dead brother!* The elders find a sign: he has gone into the ruins of the great academy Emesh Yuu, lair of the wicked Ack Oga. Return him to reality!

EMESH YUU: A rubble of ruined concrete walls overgrown by trees and thorns. Approaching from the south, you soon see an iron manhole cover.

MAP KEY

- Manhole cover, 7' down to steam tunnels, rusty iron rungs.
- Steam tunnel, 6' square, occupied by 1–4' of live steam pipes. 25% chance missed attacks hit a pipe: on 6+ damage, causes explosion (see #12).
- Building basement, 20–90' x 20–90', pipes sealed off. Rubble slopes to an opening, allowing passage to surface. If not a lair, 5% chance hidden treasure.
- Basement, as above but no surface access, 10% chance treasure if not a lair.

ENCOUNTER TABLE (d20; on 15–20 use monsters from nearest lair)

1/6 chance every 10 minutes (tunnels) or 20 (surface). Table is also key to numbered lairs; each lair has 2x the maximum number of roaming creatures, and 1–2 random treasures.

1. d4 Gorvills (as lizard kings).
2. d4 giant Wolverines.
3. 3d6 Buckeyes: stag-headed humanoid grazers with knobbed clubs, staves.
4. 2d10 Boilermakers: grimlocks in ragged overalls, armed with wrenches and pipes, worship the turbine (B), have mission to fix the steam pipes when broken.
5. d4 Golden Gophers: stats as aurumvorax, 10,000 gold pellets in burrow lair.
6. d12 giant Badgers.
7. 2d8 Spartans: helmeted, green eyed metal constructs with shield and spear. Lair is above ground in the Great Stadium. Practice wrestling, track & field when idle.
8. 3d6 Hawkeyes: hawk-headed humanoid hunters with harpoons, bolas.
9. Ms. Frost's stooges: Elfstar (cleric/wizard L8), Adam (warlock L7), Brian Boru (paladin L6), zombie Black Leaf. In lair: gaming table with figurines, candles.
- 10–11. Disembodied voice of the Ack Oga taunts, advises or misleads party.
- 12–13. Steam pipe explosion! Each being in a random occupied 15' of tunnel must save or take d12 scalding damage. No effect above ground.
14. 2 groups confront each other, roll twice again.

D: Pardieu stands before a planar gate "home" to 1982 New York subway tunnel (d4): 1. Train ("dragon"), 2. d6 hoodlums, 3. homeless man, 4. d4 gators. No return trips through the gate. Can you convince him to stay?

E: Horned devil, type III demon attack from side rooms. Pacified by words "baatezu" and "tanar'ri."

F: Genial old gamer, Jack Hogan. Like Ms. Frost, he entered this world via the gate (D). Unlike her, he doesn't believe in magic or this world, so he can wish anything to be. Fiends (E) and "Ack Oga" legend keep intruders away while he writes the ultimate mega-dungeon.

C: Secret door to pentagram room

behind gaming table's DM throne (#9).

Ms. Frost (witch L12) and 12 acolytes (witch L2) perform an unholy rite.

TREASURES (d12)

1. 10–100K ancient coins
2. Ancient music player
3. Museum artwork
4. Gold devil face ring
5. Unguent heals 2d6 hp
6. Dice of summon demon
7. Mind bondage scroll
8. Can of kerosene
9. Black hypnosis candle
10. Goat skull full of opals
11. Gilded sports trophy
12. Safe deposit box, gold coins & jewelry

A: Skeleton on chain drops down, wand

in mouth lights up graffiti on wall — "Bothered about devils and demons? Just say Baatezu and Tanar'ri."

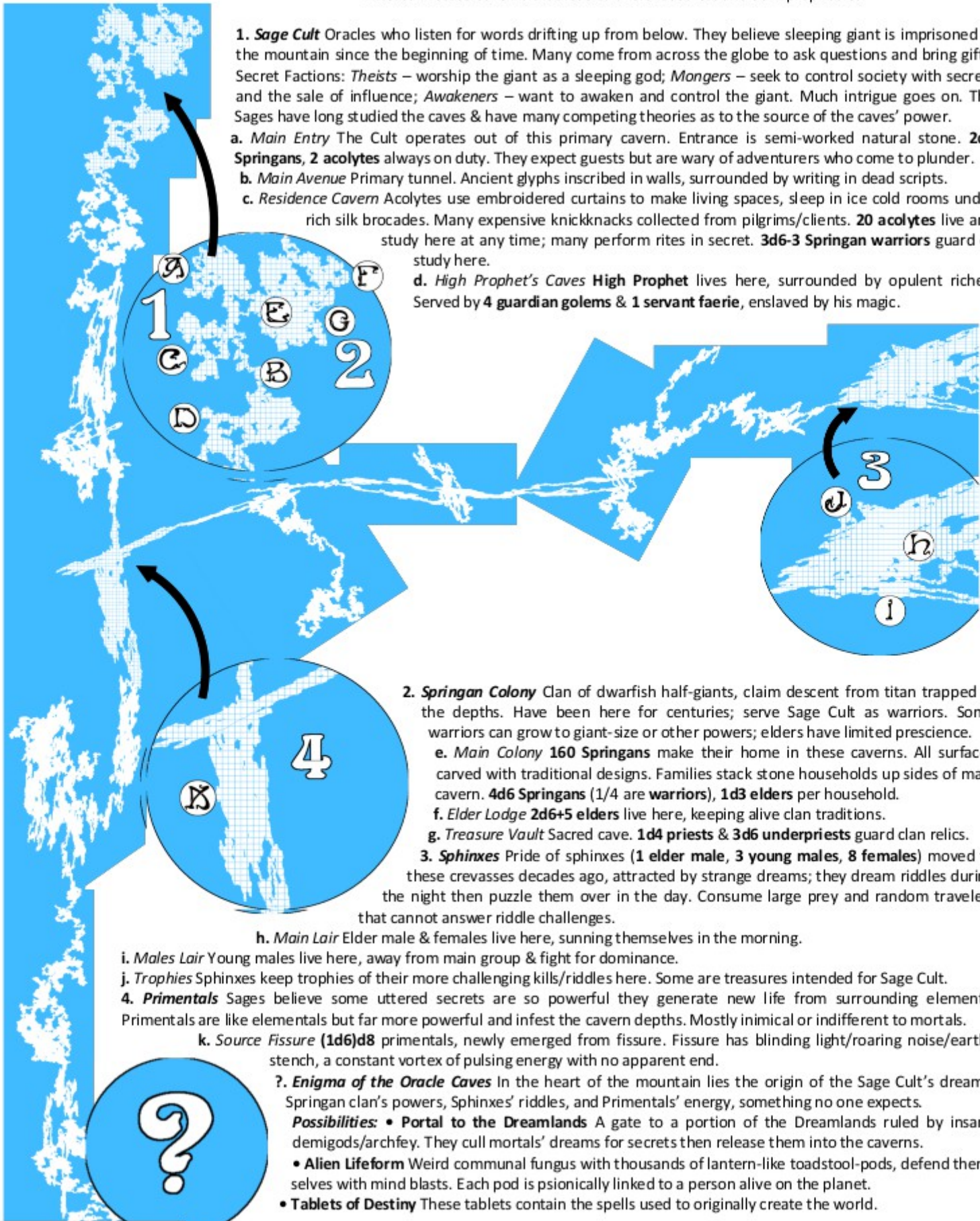
MONSTER ACTIVITIES: Animals (d4): 1. dividing

- prey 2. climbing on pipes 3. hiding 4. sparring.
- Humanoids (d6): 1. playing game 2. telling scary tales of Ack Oga 3. chasing rats 4. cooking rats with valve steam 5. ambushing 6. practicing fighting.

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ORACLE CAVES

Interconnected caverns that lead to ancient secrets and dark prophecies



1. Sage Cult Oracles who listen for words drifting up from below. They believe sleeping giant is imprisoned in the mountain since the beginning of time. Many come from across the globe to ask questions and bring gifts. Secret Factions: *Theists* – worship the giant as a sleeping god; *Mongers* – seek to control society with secrets and the sale of influence; *Awakeners* – want to awaken and control the giant. Much intrigue goes on. The Sages have long studied the caves & have many competing theories as to the source of the caves' power.

a. **Main Entry** The Cult operates out of this primary cavern. Entrance is semi-worked natural stone. **2d6 Springans, 2 acolytes** always on duty. They expect guests but are wary of adventurers who come to plunder.

b. **Main Avenue** Primary tunnel. Ancient glyphs inscribed in walls, surrounded by writing in dead scripts.

c. **Residence Cavern** Acolytes use embroidered curtains to make living spaces, sleep in ice cold rooms under rich silk brocades. Many expensive knickknacks collected from pilgrims/clients. **20 acolytes** live and study here at any time; many perform rites in secret. **3d6-3 Springan warriors** guard or study here.

d. **High Prophet's Caves** **High Prophet** lives here, surrounded by opulent riches. Served by **4 guardian golems** & **1 servant faerie**, enslaved by his magic.

2. Springan Colony Clan of dwarfish half-giants, claim descent from titan trapped in the depths. Have been here for centuries; serve Sage Cult as warriors. Some warriors can grow to giant-size or other powers; elders have limited prescience.

e. **Main Colony** **160 Springans** make their home in these caverns. All surfaces carved with traditional designs. Families stack stone households up sides of main cavern. **4d6 Springans** (1/4 are **warriors**), **1d3 elders** per household.

f. **Elder Lodge** **2d6+5 elders** live here, keeping alive clan traditions.

g. **Treasure Vault** Sacred cave. **1d4 priests** & **3d6 underpriests** guard clan relics.

3. Sphinxes Pride of sphinxes (**1 elder male, 3 young males, 8 females**) moved to these crevasses decades ago, attracted by strange dreams; they dream riddles during the night then puzzle them over in the day. Consume large prey and random travelers that cannot answer riddle challenges.

h. **Main Lair** Elder male & females live here, sunning themselves in the morning.

i. **Males Lair** Young males live here, away from main group & fight for dominance.

j. **Trophies** Sphinxes keep trophies of their more challenging kills/riddles here. Some are treasures intended for Sage Cult.

4. Primentals Sages believe some uttered secrets are so powerful they generate new life from surrounding elements. Primentals are like elementals but far more powerful and infest the cavern depths. Mostly inimical or indifferent to mortals.

k. **Source Fissure** (**1d6**) **d8** primentals, newly emerged from fissure. Fissure has blinding light/roaring noise/earthy stench, a constant vortex of pulsing energy with no apparent end.

?. **Enigma of the Oracle Caves** In the heart of the mountain lies the origin of the Sage Cult's dreams, Springan clan's powers, Sphinxes' riddles, and Primentals' energy, something no one expects.

Possibilities:

- **Portal to the Dreamlands** A gate to a portion of the Dreamlands ruled by insane demigods/archfey. They cull mortals' dreams for secrets then release them into the caverns.
- **Alien Lifeform** Weird communal fungus with thousands of lantern-like toadstool-pods, defend themselves with mind blasts. Each pod is psionically linked to a person alive on the planet.
- **Tablets of Destiny** These tablets contain the spells used to originally create the world.

• **The 13th Floor** Reality is a dream-like state constructed by unknowable outsiders & the Oracle Caves are the conduit to/from their reality. PCs who enter the heart take over the bodies of sleeping entities.

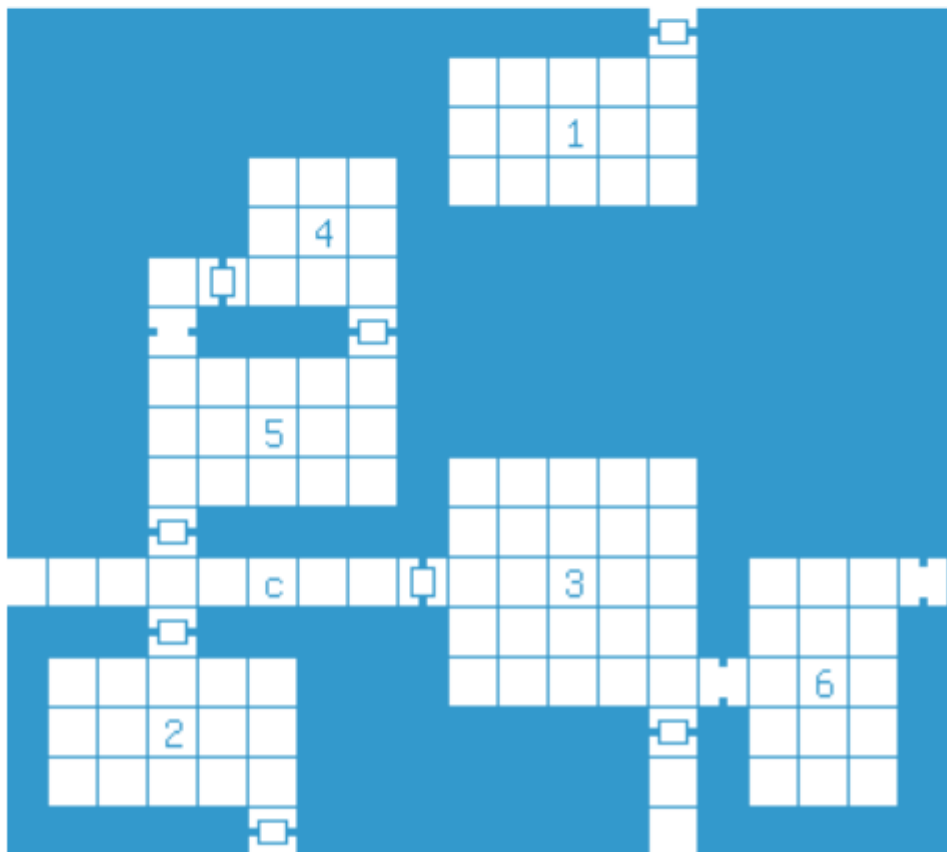
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Stupa of The Space Sorcerer by R. Stephen Boney

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The Stupa is a squat tooth of dull stone mostly hidden by jungle vines. For years after the death of the Space Sorcerer, it served as a shrine for local aborigines.

1. MORLOCK LAIR: A lone Morlock lives where locals formerly left alms of coins and flowers. It still contains 11 copper and 5 gold coins. He fears entering the other sections of the Stupa.
2. FRESCOES: A pantaphobia spider (Fear bite) has spun her web amid crumbling frescoes of the Space Sorcerer's exploits.
- c. Under fallen plaster are the bones of a reliquary-robber. His gear has been plundered, save a +1 sling stone lodged in the skull.
3. LIBRARY: The Space Sorcerer's fabled collection is in crumbling ruin save for a phylactery of proof vs fungi, molds, and jellies which is wound around the arm of the zombie librarian and three 1st level spell scrolls.
4. ALCHEMY LAB: It is lined with shelves of jars of herbs and unguents, whose efficacy is faded, but for a clay jar of holy water. Also here is a large jar containing the pickled remains of a Yuggothian Fungus (worth 200-500 gold).
5. RELIQUARY: A stone statue of the Space Sorcerer is on the north wall. In his lap is a pomegranite-sized astrolabe made from copper and a triceratops-horn mapcase containing a starchart. On the opposite wall is a wooden box containing the Cosmic Eye of Catspeth, a floating stone providing a +1 to dexterity and +10% to Move Silently. It is guarded by stone Canid Columns - living statues of guard dogs.
6. SKELETON ROOM: The east wall is lined with four sarcophagi, in each an animated skeleton, three armed with khopeshs and one wielding a Thuggee Pickax +1.



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The Insidious Library of Niltras

A One Page Dungeon by Rusty Gerard
www.onepagerpg.com

The Legend

Many ages ago the evil sorcerer Niltras, bent on attaining mastery of the Dark Arts, accumulated a vast wealth of wicked knowledge and built a library of insidious lore. His final step before ultimate malevolence was to transform himself into an immortal vampire. To guard his coffin and collections he built a tower far to the north where the nights are long and the days are short, then spread his shadow across the forest and hamlet of Elms Green, transforming the townsfolk into werewolves. Then one day Niltras simply disappeared, never to be heard from again. To this day no one knows why.

About the Tower

The five-story, spire-topped tower is built atop a mushroom-shaped rock outcropping in the sea far from the mainland. Jagged rocks, crashing waves, and shipwrecks pierce the waterline. Menacing gargoyles decorate the tower's exterior. The windows are narrow slits which only tiny creatures can fit through.

In the days when Niltras was still mortal, he built a magical bridge to connect his tower to the mainland. He could summon it at will, but in his absence the bridge only appears on the night of All Hallows' Eve and only if the moon is full. On such nights the bridge will appear with the sunset and the moonrise, then disappear at sunrise.

The **gargoyles** stand guard but will ignore anyone crossing the Moon Bridge or who fly in the form of a bat; any who attempt to enter the tower by other means will be attacked.

Furnishings: each room of the tower is similar. The floors are bare and the walls are lined with plain, crimson tapestries. Tall wrought-iron candle stands are ready to be used. Every surface is covered in dust and cobwebs.

Height: viewing the tower from the exterior it will appear to be four stories tall, not five.

Adventure Hook

The Insidious Library of Niltras is said to hold the greatest collection of forbidden knowledge and a vast wealth of treasure. Good-doers, evil-doers, and simple treasure hunters all wish to find the library.

The party has discovered the location of the library and the secret of the Moon Bridge. They have assembled at Elms Green at dawn on the fateful day and must follow the footpath through the forest, loot the library after dusk, and return before dawn. They are aware of the **werewolves**. They do not know the secret of transforming into a bat to enter or leave the tower. Legend says that flying there can be difficult, but they do not know about the gargoyles.

The Hamlet of Elms Green

The lifeless hamlet has become moss-covered piles of mouldering timbers. The nearest settlement is 20 leagues away (1 league equals 1 hour of travel on foot for a typical human).

The Forest of Werewolves

The party has 8 hours to travel 7 leagues east to the coast along the faint forest footpath before nightfall or else face the werewolves.

Crossing the Moon Bridge

The bridge manifests once every 29 years for 1d6 +9 hours (time of the moonrise varies).

Entering the Tower

The heavy iron doors at the base of the tower are not locked, but the rusted hinges will require a small feat of strength to push open. Four characters of average strength working together can open the doors easily.

Once a character has touched the doors, 3d6 **skeletons** armed with rusty swords, shields, and decrepit chainmail will burst from the ground around the entrance.

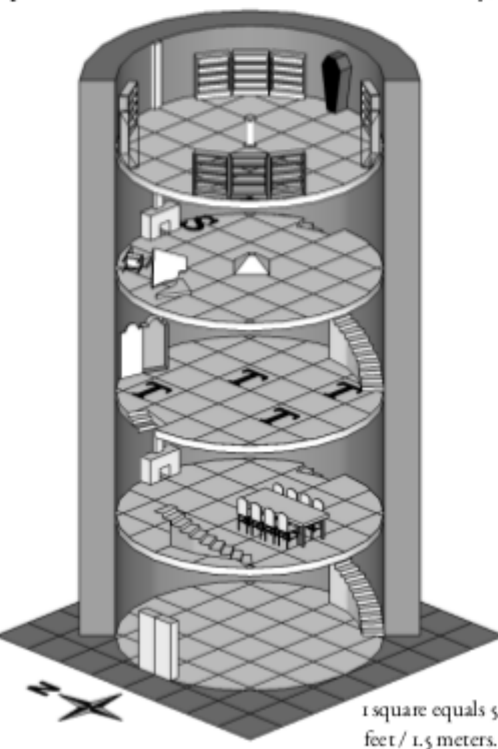
Level 1 – Antechamber

This room is empty except for the standard furnishings. Narrow stairs lead to level 2.

Level 2 – Kitchen, Larder, & Refectory

This once was the living area of Niltras' mortal minions and some evidence of its original purpose still exists.

The party must enter the room one at a time. The second character to enter the room will automatically be possessed by a **poltergeist** (no chance to save). The possessed victim will block access to the upper levels and must be dealt with before the party can proceed. The entity can be reasoned with and persuaded to leave the victim's body,



exorcised by the appropriate magic, or the party can fight the possessed victim and kill him/her at *extreme* peril. The poltergeist has the following powers while possessing a body:

Blood curdling scream: deafens everyone, save or be knocked unconscious for 1d3 hours.

Celerity: the host's body becomes much stronger and swifter.

Deathly chill: extinguishes non-magical fires, inflicts 1d6 points of damage from cold.

Telekinesis: hurls small items through the air, pushes tables and chairs to block exits, etc.

Level 3 – Torture Chamber

Various implements of torture litter this room. Several traps (T) lie in the debris. The poltergeist's remains hang in an iron maiden.

Level 4 – Treasure Room

A secret passage (S) leads to level 5. A few books, scrolls, and gemstones litter the floor, along with the remnants of a broken desk.

A mound of thousands of **gold coins** is piled in the center of the room. It is alive and will attack the party if disturbed, forming into an amorphous blob and behaving like an intelligent ooze/slime/jelly. Once killed it appears to be a normal pile of coins, but the faces on them are distorted and ugly. In 7 days the faces will come alive, cursing and shouting obscenities, biting palms, and chewing through pockets and coin purses. When mixed with the living coins, normal gold coins will animate in about a month. If enough living coins (about 100) are left together they will re-form into another gold ooze.

Hanging alongside one of the tapestries is a **crimson cloak** (hidden in plain sight) that emits a faint aura of magic. Its wearer will have the power to transform into a bat at will.

Level 5 – The Library and Niltras' Tomb

Tapestries and packed bookshelves alternate along the walls. A solitary pedestal stands in the center of the room. Atop the pedestal sits a heavy leatherbound grimoire closed with bronze hasps.

The dust covering the grimoire is actually a **contact poison**, a corruption of the tome's protective enchantments. Anyone who touches or inhales the powder must save or be paralyzed for 2d3 hours. The book is Niltras' magnum opus, containing his greatest secrets.

Behind one of the tapestries stands Niltras' coffin with the desiccated corpse of the sorcerer-vampire inside. A magical **bejeweled amulet** hangs around his neck.

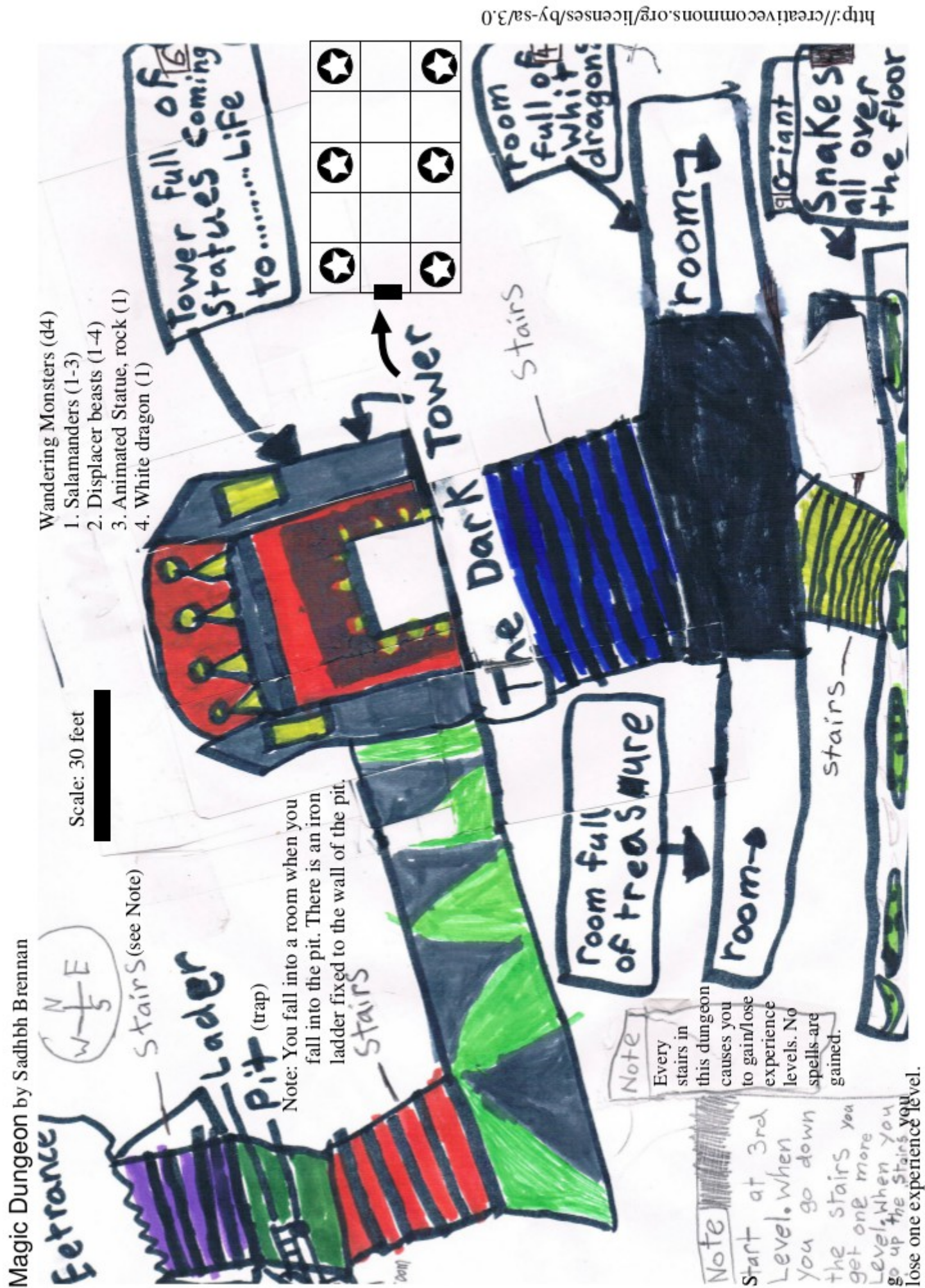
The amulet radiates an aura (range 30 feet) that reopens wounds, slows natural healing, and attracts blood like a magnet – wriggling worm-like towards it to nourish Niltras. He will reanimate in 3 days if he is fed any blood.

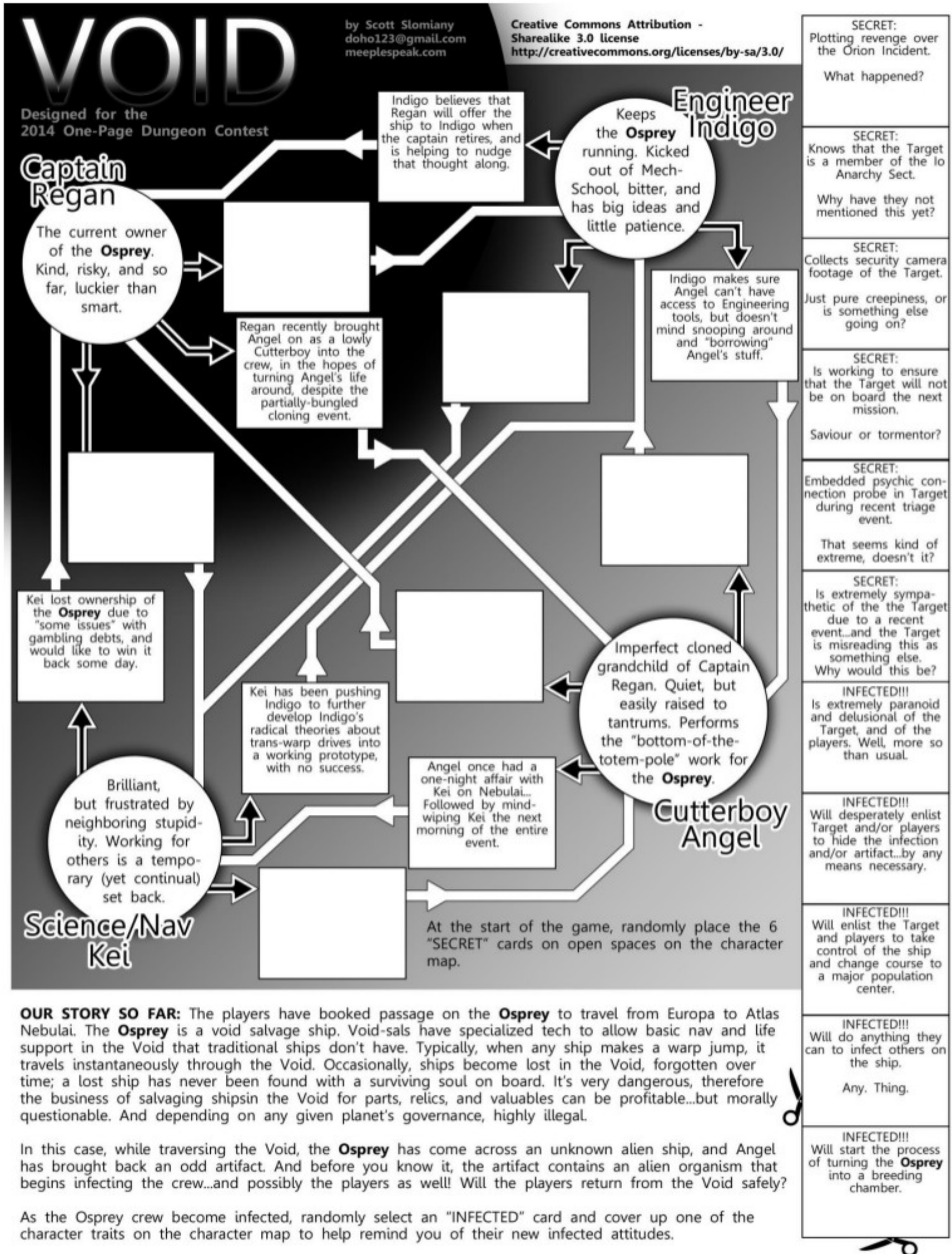
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The Church on Skull Hill

By Sean Kennedy

Or otherwise known as... The Seven Year Lich

Seven years ago this beautiful land began to show signs of corruption. Rumors spread of a lich which had taken up residence in the ruins on Skull Hill. It's tough having an itch you can't scratch, so the king has hired your band of brave adventurers to investigate and eliminate the threat.

The church is in fact an abandoned and ruined abbey of some long lost religion. For centuries, the inhabitants of the region have used the area surrounding the church as a cemetery, hence the name Skull Hill. A vast boneyard surrounds the ruined abbey. It is swarming with nearly a hundred reanimated skeletal warriors and flesh eating zombies. The player-characters (PC's) will find fighting their way through this will be problematic at best.

Diamonds are a ghoul's best friend

If the characters reach the west end of the boneyard they will see two human warriors guarding a stone archway at the base of the hill. The archway is gated and locked. The warriors each wear a diamond necklace which protects them from the surrounding hoard of undead. These are magically keyed to the guards, so if one of the PC's decides to try one on, the necklace will work in reverse and begin attracting the undead like sharks to blood.

The Rain of Terror

Beyond the gate lies a dark and dank tunnel which leads beneath the church ruins. The walls and ceiling are dripping with foul smelling water. The droplets are magically enchanted to cause the characters affected to hallucinate about their worst fears, and flee in terror. There is a 10% cumulative chance for every 10 feet of hallway that the characters will be affected.

Send me all your vampires...

As the party enters this area they can tell they've entered the abbey catacombs. Alcoves on the walls contain the decomposing remains of monks who died and were entombed here. A low-lying fog fills the tunnels and smells of death. Scattered throughout the area are the bodies of numerous dead adventurers. Each of them appears to have been decapitated. These labyrinthine halls are home to three vampires; two male and one female. They are dressed as cavaliers and are armed with rapiers which act as vorpal

weapons. They each have a defensive ring which creates multiple mirror images of them. Anyone who enters the tunnels will be set upon. Those that do not die by the blade will likely succumb to the vampires' bloodlust. Characters killed by blood draining will rise as new vampires to guard the maze.

If only you really knew what are little girls made of?

This chamber appears to have once been the abbey's wine cellar, but it is now quite an unholy morgue. Several large barrels are stacked in the corner and contain, preserved humanoid remains. The room's walls are lined with various preserved body parts. The floor is stained with various bodily fluids and reagents. In the center of the room is a table with a half complete female flesh golem, about the size of a small girl. Two cells are set into the west wall. One contains an animated female flesh golem. This grotesque patchwork person is about the size of a Halfling and looks pitiful. If the PC's decide to free her she will immediately attack the nearest to her. She is very strong, very fast, and very hard to kill.

Not the lich you're looking for..

This room was once the abbot's personal prayer room, its walls are lined with tapestries commemorating events some long forgotten religion. It is now home to the Lich of Skull Hill. He is garbed in rotting red and gold robes and his eyes glow green with malevolence.

The Small Medium at Large

Only the most observant of characters will realize that something is amiss. The lich in the chamber is a sham; an animated corpse dressed and enchanted to have the look and presence of a lich. The true villain is in the magically hidden chamber to the west. He is Ydennek Barrowborne, a halfling thief who used rumors of a lich to build a seat of power in the region. He wears the Mantle of the Necromancer, and wields the Rod of the Dead, evil artifacts which give him all the powers, talents, and spells of a lich. Unfortunately, they also make him vulnerable to silver, holy items and blessed weapons. In combat, he will use the false lich as a distraction, as he uses his spells to attack the party from the hidden room. If the battle turns against him, he will immediately flee by teleporting away, so that he might plague the party again someday.



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BLOODBERRIES

A Fighting Fantasy Adventure for 1-3 players for the 2014 One Page Dungeon Contest
by Sean Loftiss
(sloftiss@yahoo.com)

BACKGROUND: The earl of Spackleberg is dying. **Clornon Seegler**, the local gnome alchemist, needs bloodberries to concoct a cure. Three villagers set out, but none returned. The residents offer a 100 gp purse & a potion of the heroes' choosing for their help. Clornon (7/5/1) tells the heroes he needs 12 bloodberries, from the far side of Mudmere, & warns them not to go near the ruined castle because it's too dangerous – despite all the rumors of treasure. He assists by giving the heroes a **smoke bomb**, 2 **health potions**, & a basket (the missing villagers took all his best potions).

CONCLUSION: The earl's odds of survival start at 16 or less on 2d6. For every 15 minutes of *real playing time*, subtract 1 from the odds. Roll *once* after the heroes complete their mission.

OPTIONAL BONUS MISSION: If the earl survives, he can hire the heroes to recover the missing villagers (with no time limit).

START HERE (on the path from Spackleberg)



Quicksand – **SKILL Test** to spot. **LUCK Test** to escape. Victims start knee deep. Each failed **LUCK Test** escalates entrapment: Knees > Waist > Chest > Neck > Dead.

2 Giant Centipedes (5/7/1)

Treasure Chest (rotten) Tarnished silverware set for 4 (each set counts as 1 item for encumbrance purposes & is worth 1d6 gp); assorted brooches, rings, & amulets (worth 3d6 gp); & an assortment of coins (worth 2d6 gp).

Thacker (dead) Spiked club, **fire bomb**, **frost bomb**, 1d6-3 gp, gloves, basket, **health potion**, & 1d3 items from the *Random Junk Table*.

Waist-Deep Shallows – Heroes can cross here without crocodiles attacking, but pick up 1d6+1 **Giant Leeches** (1/7/1) along the way. Each drains 1 STAMINA/round & falls off after 3 are eaten. Pulling them off causes 1 STAMINA damage. Hitting them with a knife requires a **LUCK Test** (to avoid hitting themselves!). A **frost bomb** freezes the water & allows crossing without leeches. A **fire bomb** reduces the number of leeches by half.

Bloodberry Grove – Heroes *not wearing gloves* suffer 1d3 damage for every handful (1d6) of berries picked (12 are needed). Each bloodberry eaten restores 1 STAMINA.

3-headed Hydra (9/9 body & 5 per head/3) Dies if all body STAMINA or all head STAMINA depleted.

Byrne (dead) Sword, **fire bomb**, 1d6-3 gp, gloves, basket, **health potion**, 1d3 items from the *Random Junk Table*. **SKILL Test** to notice scorched ground.

Brontosaurus (12/25/4) Ignores heroes unless provoked.

Stat Block: (SKILL/STAMINA/ # ATTACKS)

Health Potion: Restores 1d6 STAMINA; green vial

Poison: If applied to edged weapons, does double damage for 1d6 rounds; if swallowed, does 2d6 damage (1d6 w **LUCK Test**); black vial

Frost Bomb: 1 use, 1d6 freezing damage, ranged attack; cold blue vial

Fire Bomb: 1 use, 1d6 burning damage, ranged attack; warm red vial

Smoke Bomb: 1 use, Escape without penalty; cloudy gray vial

Insect Repellent: If worn, keeps normal/giant insects away 5/6th of the time; brownish-gray cream

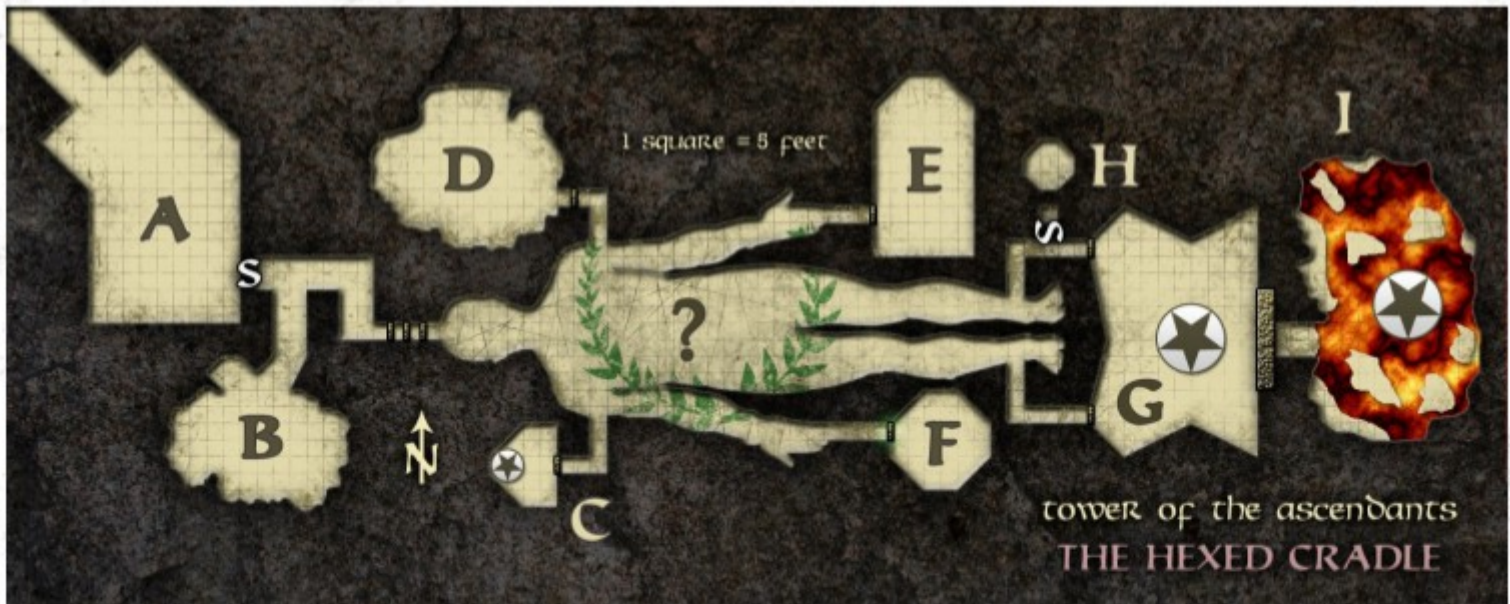
RANDOM JUNK TABLE

	d66	1	2	3	4	5	6
K E Y	1	Spotted Cheese	Leaky Flask	Handkerchief	2d6 Rusty Nails	Needle & Thread	Empty Box
	2	Moldy Bread	10' Rope	Burnt Candle	Piece of Cork	Leather Thong	Picture Locket
	3	Rotten Apple	Bamboo Flute	Woolen Cap	Gap-toothed Comb	Pouch of Wet Tobacco	Bar of Soap
	4	Bone Dice	Dull Knife	Garlic Clove	Scratched Mirror	Bronze Ring	Prayer Book
	5	Tinderbox	Tin Cup	1d6 Feathers	2d6 Nuts	Small Mallet	Hunting Horn
	6	Wooden Pipe	Scrimshaw	Wooden Spoon	Conch Shell	Ragged Blanket	Piece of Wire

2d6	WANDERING MONSTER TABLE	4	Swarm of Mosquitoes (-/-/-) Test LUCK or catch droopsies (-1 SKILL)	7	River Snake (6/6/1) Coils around legs if hits twice (-2 SKILL & -1 STAMINA/round until defeated)	10	Giant Owl (6/7/1) Dive attack +4 SKILL 1st round
2	Marsh Giant (9/9/2)	5	Giant Dragonfly (8/4/1)	8	Giant Spider (7/6/1) Test SKILL x2 to escape web	11	Fish Man (7/6/1)
3	Lizard Man (8/8/1)	6	Wild Boar (6/5/1)	9	Giant Firefly (5/5/1) 3/6th chance attacks do an additional +2 electric damage	12	Giant Slug (7/10/4) Spits poison (5 damage) once per hour, SKILL Test to avoid

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TOWER OF THE ASCENDANTS: THE HEXED CRADLE

A portal hidden on the fourth level of the Tower of the Ascendants leads to what remains of Ea's Cradle, the hallowed site of humanity's creation. The Triumvirate – Ka'aire, Golgothan, and Myrris – have annexed this place; however, if the PCs find the *primeval clay* and the *breath of the Hydra*, they might recreate the first human woman, who remembers a secret crucial to defeating the Triumvirate.

A. HECATOMB

Vast flooded chamber dominated by an inverted ziggurat. Plot of maize crops wilts atop the structure. One hundred sacrificed catoblepas. Tattered banners bearing the symbols of the Triumvirate. Lightning. Pair of **conjoined ruin elementals** and their **dust druidess mummy** caller. To descend: find, decipher, and arrange the seven *tablets of the human creation myth* before the acid rainfall scours them away.

B. AQUIFER

Hydraic flail snail sphinx lord poses a riddle in Supernal to the PCs. Protects *copper battery* buried in wet sand, which needs to be recharged. Drinking from the ten-headed hydra fountain has one of ten random effects. Well leads down to one of the other dungeons in this contest, flooded with hydra bile.

C. USURPED IDOLS

Clay idols depicting the first man and child toppled beneath a trapped statue of Myrris the Inverse (polymorphing cloudkill breath). *Scroll of clay to flesh* returns one of the idols to life; child knows power word to enter lamia's vault, man knows prayer of fertilization.

D. PRIMORDIAL CRATER

Crater filled with the primordial ooze from which humanity's essence was first cultivated. Pregnant **four-armed half-bodak succubus** bathes in the slime, symbol of Golgothan, Ravager of the Crypt tattooed on her forehead. She insists that the PCs have either come to profess their love for her or be sacrificed to her. Succubus guards *horn of the slaughtering tribe* and knows the secret to forming a *primordial gelatinous ziggurat* servant from the ooze.

E. ALTAR OF THE CREATOR-GODDESS

Briar-choked temple to the creator-goddess of humanity. Congregation of **hasted skeletons covered in green slime** facing a **three-headed skull lord primarch of the Triumvirate**. Stained-glass window depicting a hydra with ten heads (the rest have other numbers of heads) conceals a secret alcove containing a *copper key*. *Lightning rod* on the cursed altar used to attract lightning in room A to recharge the *copper battery*. Speak prayer of fertilization to receive the *tarrasque egg*. Skull lord carries one-time use *ring of duplication* (duplicates a one-time use magic item, cannot duplicate itself).

F. LAMIA'S VAULT

Magically sealed. Shattered scrying mirror outside door, when reassembled, bears sigil of Myrris and shows contents of the vault including clay statue of a **couatl-born lamia**. Legend states the first human child knows the power word to access this vault. Filled with scattered copper pieces and poison potions. **Elder displacer mimics**. Use *ring of duplication* on *scroll of clay to flesh*, use duplicate scroll to return the lamia to life – she attacks the party but, if mortally wounded or persuaded the PCs seek to defeat the Triumvirate, reveals true vault (room H) nearby.

G. INERT COLOSSUS

Massive double doors, too big to be opened by PCs. Domed frescoes depicting a ten-headed hydra breathing the essence of humanity into dozens of clay jars while the creator-goddess looks on. Monuments of cane sugar defaced with symbols of the Triumvirate, crawling with mosquitos. **Inert human colossus** stands before doors. Insert charged-up *copper battery* to activate colossus; active colossus opens doors. Dump primordial ooze from room D into only basin bearing the image of a ten-headed hydra to spawn one-time use *scroll of clay to flesh*.

H. TERRACOTTA VISAGE

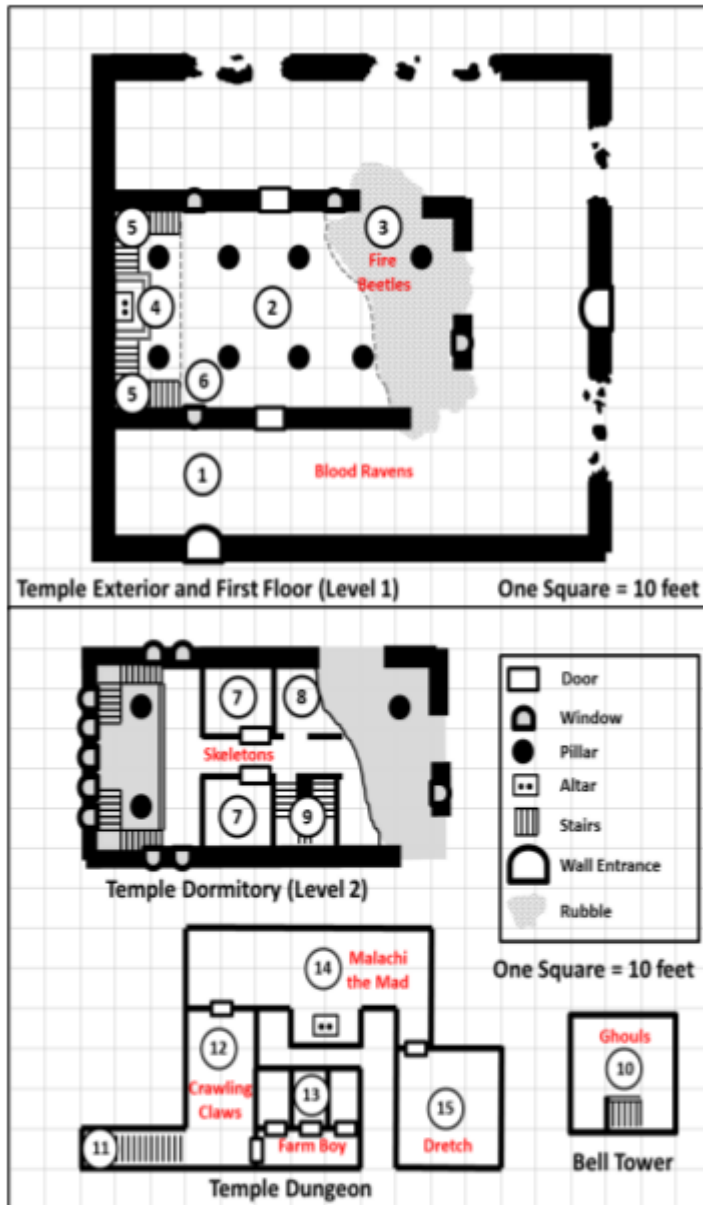
Large stone clay face in the wall behind secret door known only to the clay lamia. Secret door requires *copper key*. Breathe into the open mouth of the clay face to reveal a secret cache containing a hoard of iron bars, rubies, potions, runes, the *hammer and gauntlets of the civilization-father*, and the bottled *breath of the Hydra*. Manipulating the face in any other way including taking the gem-eyes triggers an aging breath gas trap (ages target 10d12 years).

I. MORTAL KILN

Dozens of jars of *primeval clay* standing atop floating decapitated titan heads above a churning maw of magma. Ten-headed hydra monument of hardened magma breathes soulfire in random directions at random intervals. Ashes of cremated gods billow in noxious **living cloudkills**. Four **giant rolling balls of slime-covered writhing nude bodies** bounce around the area, led by a **hand of famine and drought** bearing the standard of Ka'aire, Breath of Ruin. Jars can be brought to the fiery maw and combined with the *breath of the Hydra* and burnt to create new humans or recreate any dead human.

The House of Eternal Mercy

By Shane Siebert



Adventure Overview: Several local villagers have gone missing, one of which is a local lord's trusted farmhand. Unbeknownst to all, an evil monk has returned from the grave and is terrorizing the countryside. Caravans traveling at night along the road have spotted lone individuals matching the description of the missing, wandering near an old ruined temple. The player characters (PCs) are hired to investigate these strange sightings and perhaps find the missing parties. This adventure is suitable for low-level adventuring parties of four to six PCs.

Adventure Background: A long time ago, a temple devoted to a God of Mercy was located along a busy trade route and offered shelter to passing caravans. But, the temple's patriarch, Malachi, held a dark secret: he had fallen under the sway of a succubus. Under the demon's influence, Malachi committed unspeakable deeds in the dungeons beneath his temple. Lone travelers would often check in, but never leave. Eventually, the truth about the temple spread across the land and the temple was sacked by paladins. Malachi was slain, his reign of terror ended. Or so people thought. In fact, Malachi recently returned from the grave, as a Heucuva, an intelligent variety of undead which is able to appear as any victim it has slain and uses this ability to lure more victims to its lair. Heucuva are very difficult for clerics to turn and they are only wounded by silver or magic weapons.

Adventure Hooks: The PCs may have been hired by a local lord to find the farmhand. The PCs might have also heard rumors of the temple while passing through a local village. Or, maybe they are traveling and spot a lovely woman on the side of the road...

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1. Temple Exterior. A high stone wall surrounds the forsaken temple, though several sections of the wall are destroyed. The stone temple is in poor condition as well, its entire east wing collapsed, yet a bell tower is still intact and rises to a height of 50 ft. Broken masonry, thorny weeds and brambles choke the courtyard. **Three blood ravens** are perched atop the temple's roof and will attack any PC they see entering the courtyard.

2. Temple Interior. The inside of the temple is in no better shape than the outside. The nave's eastern third has been reduced to a pile of rubble and broken beams, though seven sturdy marble pillars hold the majority of the second floor aloft. A high altar dominates the temple's west end, with stairs leading up to the dormitories located on the second floor.

3. Rotting Carcass. A not-so-recently deceased adventurer is sprawled atop a large pile of debris near the temple's east wing. The cadaver is outfitted in a chain shirt and possesses a long sword, shield, dagger, short bow and 12 silver arrows. **Two fire beetles** lurk nearby and will take exception to any PC approaching their tasty larder.

4. Profaned High Altar. Human entrails and wet blood are spread over the altar, indicating a recent sacrifice. If PCs attempt to cleanse or purify the altar, they will gain a magic boon of +1 to hit against Malachi the Mad. Observant PCs may also notice a blood trail leading to the **Hidden Trapdoor** (Area 6).

5. Stairs to Dormitories. Stone stairs on either side of the altar lead up to the **Dormitory Rooms** (Area 7). Sections of the banister are prone to collapse and pose a **falling hazard** (d6 damage) to unsuspecting PCs.

6. Hidden Trapdoor. An unlocked trapdoor leads to the **Dungeon** (Area 11).

7. Dormitory Rooms. These rooms were once used to house visiting travelers, though each room is now occupied by **two skeletons**. The skeletons are lying on ratty straw mattresses beneath moldering blankets. The skeletons will rise from their repose when the door is opened. None of the skeletons will leave the dormitory area to pursue fleeing PCs.

8. Blood Raven's Nest. This dilapidated dormitory room is home to the blood ravens' nests (from Area 1). If not previously alerted to the PCs' presence, the birds will be found here. The floor is compromised and any PC weighing over 100 pounds will cause the floor to collapse, resulting in a nasty spill (d6 damage). The ravens have collected and lined the inside of their nest with several shiny trinkets, gems, and coins. All told, 75 gp of items are hidden within the nests.

9. Stairs Up to Bell Tower. A set of stairs leads up to the **Bell Tower** (Area 10).

10. Bell Tower. The bell tower is littered with human bones, thanks to its occupants, **two ghouls** (AC 14, HP: 9) whom are busy feasting on flesh when the PCs arrive. A leather pouch containing 50 gp is located among the charnel. One of the victims, a halfling, has a +1 *dagger* stored in a nice sheath still at his side.

11. Stairwell to Dungeons. A narrow stairwell leads down to the **Malachi's Madhouse** (Area 12). The smell of death is thick here.

12. Entrance to Malachi's Madhouse. The PCs might hear cries of "help" coming from beyond the sturdy, reinforced locked door leading to the **prison cells** (Area 13), but they will most certainly notice skeletal figures posed in prayer along the room's walls. The door lock is of exceptional quality, but may be picked. The key for this door is worn on a chain around Malachi's neck. If the PCs try to unlock or break down the door, **two crawling claws**, animated skeletal hands, will emerge from a nearby pile of bones and attack any PC attempting to open the door.

13. Prison Cells. Three small prison cells are located here. A local farmhand is held captive in one of the cells, and though still alive, he shares his cell with numerous cadavers in varying states of decay. The farmhand is understandably shaken-up but will eventually relate that he was led to the temple for what he hoped might be a romantic tryst with a local girl. Once the couple arrived at the temple, the girl transformed into a skeletal, robed monster and the farmhand was locked into a cell. He has been in the prison for several days. The farmhand is quite strong and willing to help defeat Malachi if the PCs provide a weapon for him to use.

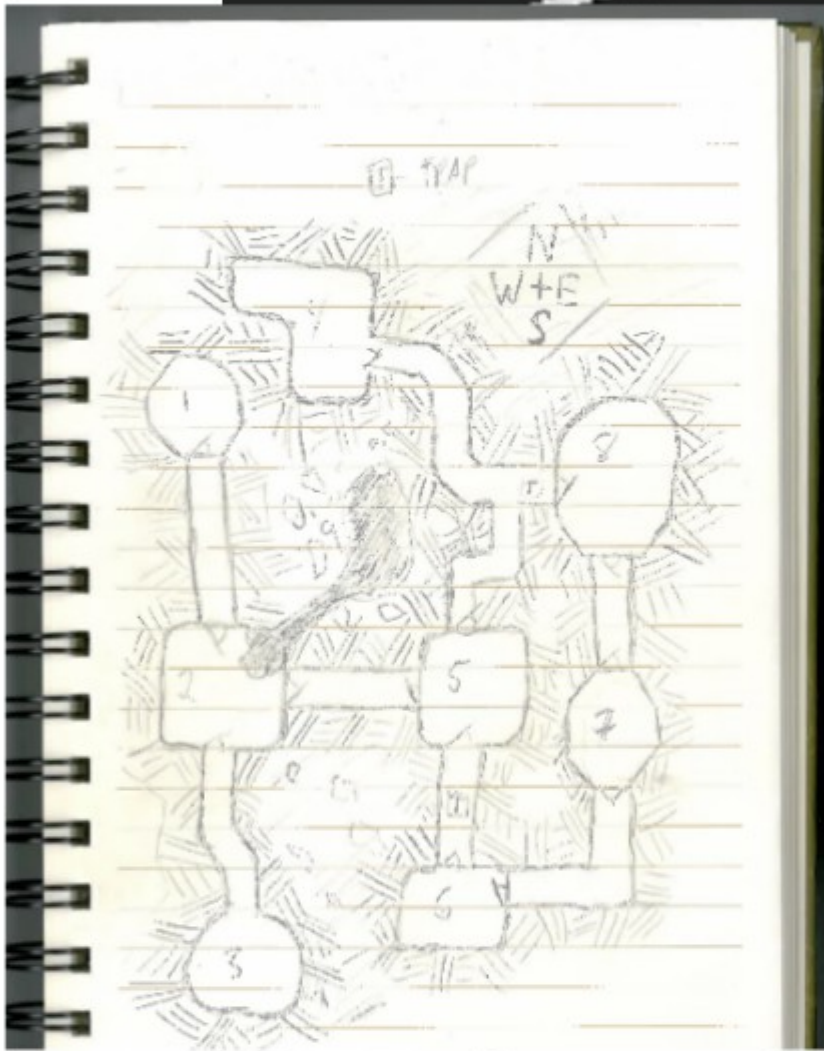
14. Torture Shrine. A variety of torture devices line the room's north wall. A shrine dominates the south alcove, in front of which are several corpses in posed supplication. **Malachi the Mad** is here. Depending on what tactics are most advantageous, Malachi might assume the guise of the farmhand's lover, or some other creature to gain surprise. PCs with infravision will see through the illusion, seeing him for what he is: a skeletal figure outfitted in tattered clerical vestments. He is unable to speak and can only moan or howl. Malachi will flee, perhaps in the form of a rat, if unable to quickly defeat the PCs. Malachi is wearing a *ring of protection* +1 and also has a key to open the prison cell door. The key is attached to a fine silver necklace worth 100 gp.

15. Summoning Circle. This is where Malachi's troubles began. Fortunately for the PCs, there is no succubus awaiting them, however a minor demon, a **Dretch** is! The dretch will not leave the temple to pursue the PCs, and will always return back to the summoning circle, perhaps hopeful it will be called back to the Abyss as a soldier in the Eternal Blood War. There are about 200 gp worth of rare material spell components and gems located in this room. Additionally, a *potion of healing* may be found here.

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ONE PAGE DUNGEON ASSAULT ON THE THIEVE'S GUILD

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Deep in the sewers of the city, lies the lair of the thief's guild. The local lord has put out a bounty (25 GP per thief) on all thieves located in the sewers.

1. This is the entrance to the sewer. There is a ladder coming down from the streets above. The room is empty

2. This room reek's of feces, there is a large pool of black in the corner; above you is a hole where muck pours in. Investigating the muck you notice it travels down a long rough passage. (There is a tripwire on both exits from the room that will alert the guard in room 3).

3. Guard room. - There are 6 thief's guild guards here. The room is a makeshift armory with various weapons on the walls. There are a few barrels that hold provisions and rope. 6 Guards AC 7(12) HD1 Weapon 1D8.

4. This room is L shaped. At the back portion of the room is a statue of a vile looking woman (patron saint to thief's). Any good aligned character will have to Save VS Spell or be struck by lightning (2D4). There is treasure in a secret compartment under the statue. 4 Acolyte Priests (1st level Clerics) AC 7(12) HD1 Weapon 1D8.

5. The room is lined with chests; this is the horde of the thief's guild. An ugly looking Minotaur guards it. AC6 (13) HD 6+4 Attack: Head Butt 2D4, Weapon 1D8. (There are 6 chests, all are trapped, and the Minotaur does not have a key - Total 3000 GP's, 1000 SP's, and 10 Various Gems worth 25GP each).

6. Jail - This room is a jail, it is guarded by 4 thief's AC 7(12) HD1 Weapon 1D8. There are 3 jail cells, each with a beggar in them. If asked they were taken in their sleep, and have been used in weird experiments by the Acolytes. The room also contains a cell with 3 Guard Wolves AC 7 (12) HD 2+ 2 Bite 1D4

7. Entertainment Room - This is a makeshift tavern room, there are 10 thieves in the room. They are all drinking and carrying on. There are a few dancers in the middle of the room on a stage, and in the corner a few minstres' play music. 10 Guards AC 7(12) HD1 Weapon 1D8.

8. Audience Hall/Private chamber - This is the throne room of the leader of the Thief's guild. There is a bed in the corner; a few bookshelves filled with books, and a treasure chest (locked/trapped 250 GP's and Ring of silence). 2 guards guard the leader. 2 Guards AC 7(12) HD1 Weapon 1D8. An'Kar (4th Level Thief) AC 6 (13) Attack 1D8. An'kar will try to escape. He has the keys for room 5.

9. The corridor goes down about 30 feet to a large pool of muck. The corridor is very small, and only a hobbit or a dwarf can get thru. A quick search of the room will reveal nothing other than the muck pool. Black Pudding AC 6 (13) HD 10 Attack 3D8

Designed by Shane Ward - 3toadstools.blogspot.ca
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Shrew Perman - The Dungeon of ClockWerk

The Dungeon of ClockWerk – by G.Clough ©2014

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The Dungeon of ClockWerk



Background

ClockWerk was meant to be the wizard Kontium's greatest achievement, a sustainably powered clockwork automaton given life through his genius. He constructed a self-defending and dynamic maze filled with devilish traps within which he could work undisturbed and when Clockwerk was brought to life he was initially incredibly pleased. When ClockWerk asked for smaller versions of itself he readily agreed and only regretted the decision when ClockWerk allied with his little brothers and drove the wizard out after smashing his prized possessions and laboratories to pieces. ClockWerk, just like his old master, desired to be left alone to tinker and build things.

Over the years since, ClockWerk has sent forth countless smaller versions of itself to gather resources. For what, nobody can say, but it cannot be good news. Everyone that has entered the dungeon has failed to return and almost everyone within 1000km of the maze has a story about a wild eyed hermit claiming doom will soon run forth from it.

As time wore on, the frequency of attacks from tiny clockwork golems increased and when children started to go missing from nearby villages and cities, a reward was put up for someone to enter the maze and stop whatever it was that was in there. Many adventurers have entered, none have returned. It's time to put a stop to this. The clock is ticking.

The dungeon itself is one big puzzle and the players must navigate the rooms and 'lock' them into position in order to open the centre room. When players move into the dungeon and each new ring thereafter roll a d8 and that is the starting room number for that ring. The players must align the rooms 1-4 as shown in the diagram above. Once this is achieved the centre room opens and the final boss fight can begin. Movement within the dungeon can be clockwise, anticlockwise or towards the centre. Moving clockwise in a ring will cause the inner rings to rotate the opposite direction but the outer rings (and the ring the players are in) will stay the same. Each room has a Rune on the outer facing wall as indicated. Runes are in the following languages Outer Ring – Human, Middle Outer Ring – Dwarven, Middle Inner Ring – Draconic, Inner Ring – Elvish. Each time the players enter a room in a level that is not aligned correctly then it may have a challenge/foes.

Outer Ring - defeat once and room is always clear after

1. Lost Goblins armed with daggers and short knives.
2. Lost Orcs armed with maces and shields
3. Giant Mechanical Squirrel – spits acid & immune to fire
4. Giant Mechanical Spider – poisons and immune to poison
5. Giant Rats – surprise attacks & immune to poison
6. Treasure Chest guarded by a doppelganger of one randomly chosen player
7. Goblins plus 1 champ and Orcs plus one champ – champs are same level as players and minions 1 level below-
8. Wishing Well – each player may make a wish after throwing in 1 gold coin. The room is locked until 1 player wishes for the door to this room to open.

Middle-Outer Ring - If out of alignment roll 1d6 & fight

1. Stone Golem
2. Frost Golem
3. Fire Golem
4. Air Golem
5. Water Golem
6. Roll again twice on this table.

Middle-Inner Ring - defeat once and room is always clear after

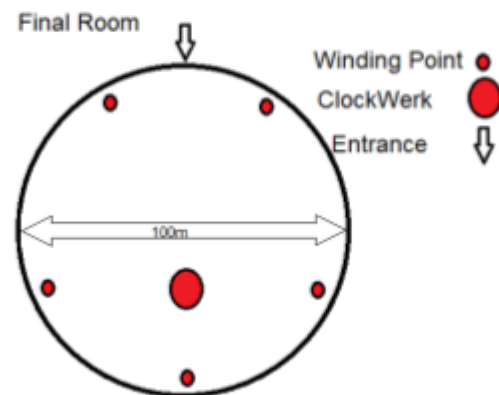
1. Puzzle Dragon – players must pose a riddle to the GM. Each time the GM gets the puzzle correct the players lose 1/4th of their health. If they attack the dragon it teleports and they lose another 1/10th of their current money.
2. Feat of Strength – players must arm wrestle (and win against) a statue of a giant. The giant can be weakened by chiseling off it's hair.
3. Feat of Dexterity – players must beat a ghost of an Elven archer in a shooting competition
4. Feat of Intelligence – GM poses a riddle to the players. Every 30 seconds they fail to answer they lose 1/10th of their health.
5. Feat of Stamina – players must hold a block above their heads that weighs half as much as they do for and carry it twice round the room. 1 stone each but don't tell them they can help each other. (this trap is in beta development)
6. Players must predict a coin tossed 3 times – lose 1/10th of their health each time they get it wrong
7. Read out this list "apple, mouse, gem, dragon, shield, rock, eagle, baker, road, whip" players must recall all of them between them without writing down any of them. Each time they ask for a repeat they lose 1/10th of their health and must wait 30 seconds to try again after you repeat for them.
8. Battle prowess – roll twice on Middle-Outer Ring table.

Inner Ring - If out of alignment roll 1d6 & fight

1. ClockWerk automatons.
2. Oil Beast – vulnerable only to fire or sand.
3. Lost Minotaur in full custom plate mail.
4. Lost pack of crazed and desperate adventurers.
5. Shade of each player (each has 1/2 max health when exposed to very bright light)
6. 100 Gold Coins – players may take as much as they like. Then each coin taken turns into a biting insect of about the same size.

Centre Room.

Once the rooms are aligned the centre room unlocks. The owner of the dungeon is a giant clockwork golem. Around the inner ring of the room are 5 small Stone Golems that are turning keys that wind the boss up and give him power. Killing each of these will reduce the damage and (max)health of the boss by 10% each. Every combat round a new Golem will appear in the centre of the room to replace any that are destroyed. The players have 2 turns to kill it before it reaches the key and restores the damage reduction and max health lost.



ClockWerk will attack in two methods and this is indicated by a huge 24 hour clockwork clock hanging in the centre of the room. Each 'phase' is marked with a chime. Each phase lasts 3 rounds.

AM – Anyone not within 5m of him takes +25% damage and does -25% damage / healing. Fires Electricity from fingertips at anyone ranged and kicks anyone close.

PM – Anyone within 5m of him takes +25% damage and does -25% damage / healing. Activates an electric aura that zaps anyone close. Fires grapple hooks at anyone ranged – Str test to not be dragged next to ClockWerk.

Defeating the boss will give the players 100gold per outer room defeated plus 100gold per player still alive. The players have 24 rounds to defeat ClockWerk before an army of suspiciously childlike Golems pour into the room and kill them all. For each round under 24 they save 5 of the missing children.

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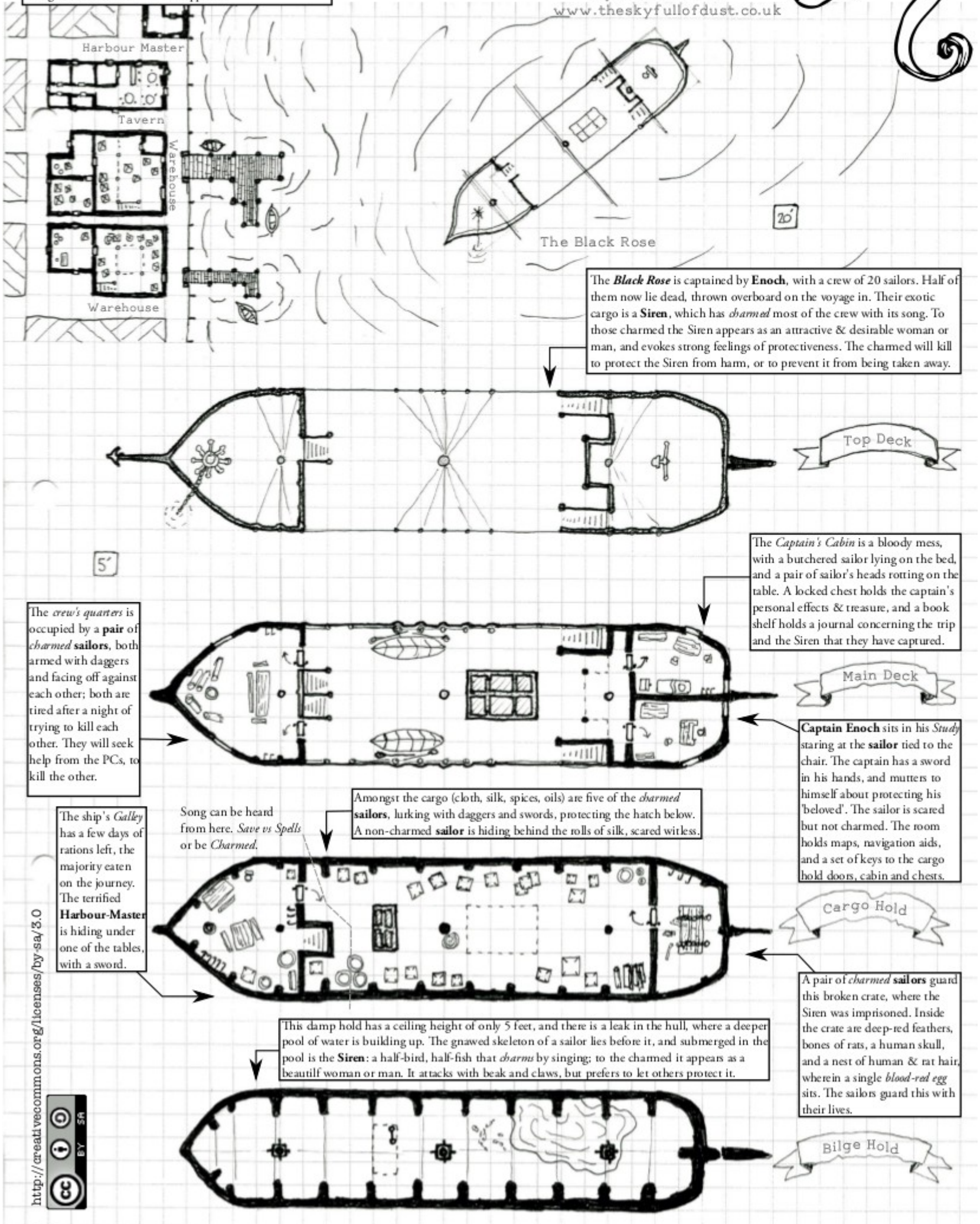
The Black Rose is a smugglers' ship that specialises in importing illegal, and often dangerous, exotic goods. It sailed into the harbour late last night, carrying a cargo. Something has since gone wrong, and no one has left the ship. The harbour-master that went over to investigate has not returned.
The Player Characters (PCs) are hired to steal/recover the cargo and find out what has happened.

The Black Rose
Length: 120'
Beam: 30'
Draft: 10'
Crew: 20

Song of the Black Rose

One-Page Dungeon 2014
by Simon Forster

www.theskyfulofdust.co.uk

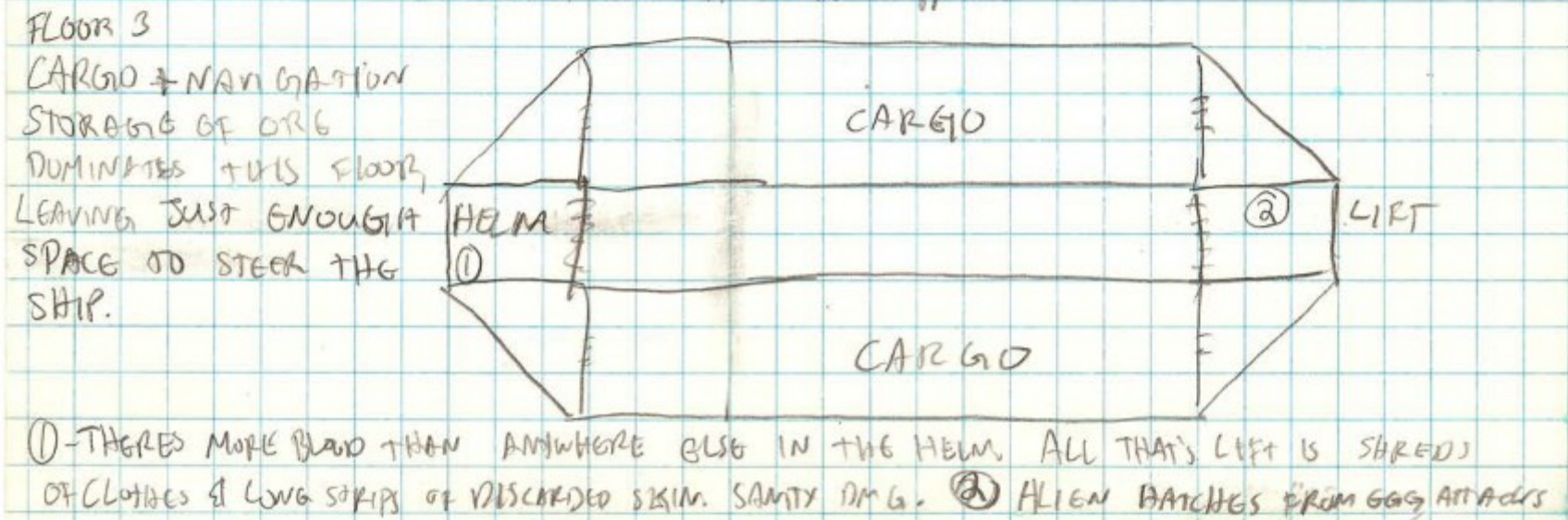
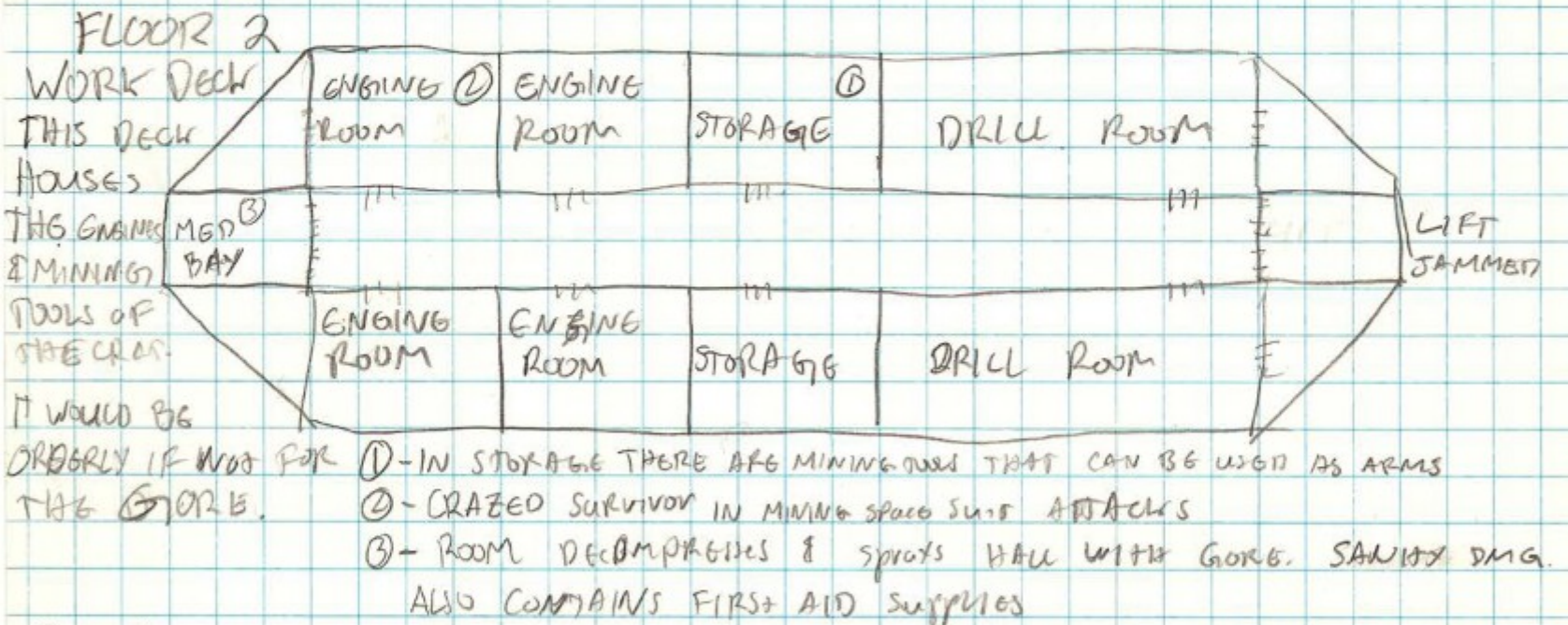
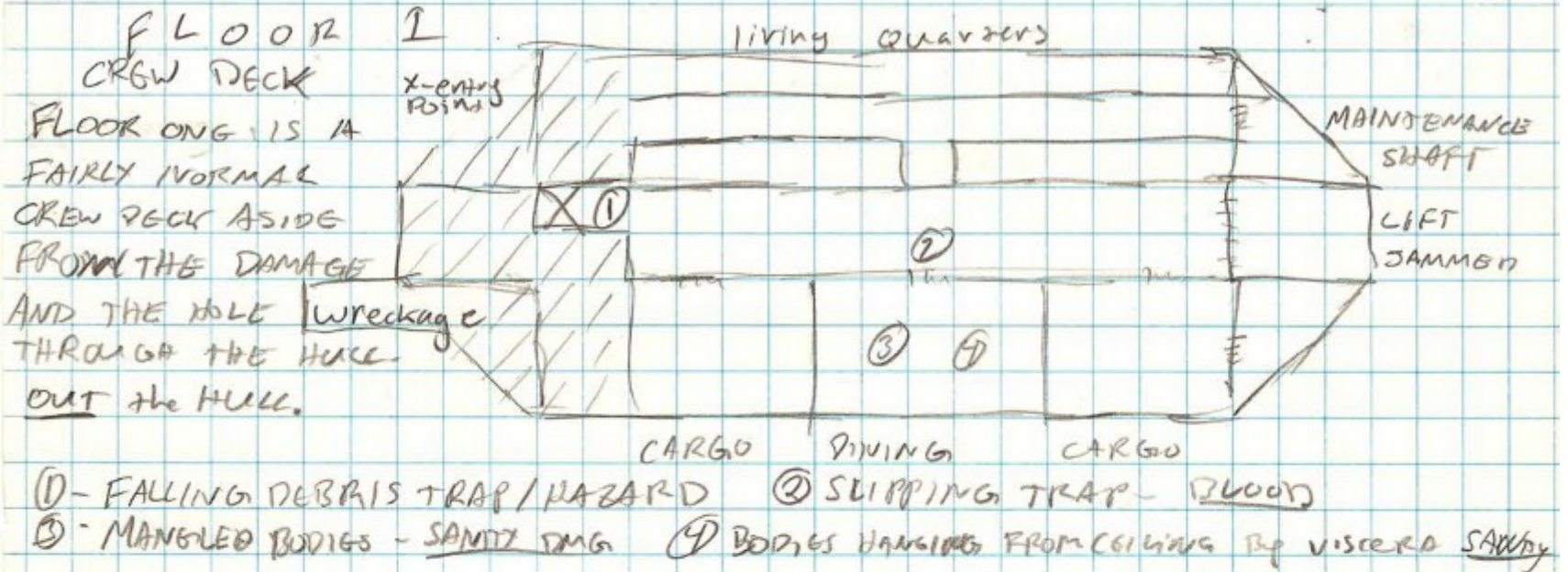


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THE DERELICT

A Sci-Fi Horror Dungeon for one player



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THE ONE-PAGE DUNGEON VERSION OF

THE TOMB OF ATHGANAZAR

S.D. HILDERBRAND & LEO MONAGHAN

INTRODUCTION Duke's most trusted archmage has perished

Magic mouth set into his corpse intoned:

"Five are the tests Athganazar told

To wealth and power for ones so bold

When the wizard was dying, his time at an end

The key he shattered for those to mend

Find one, find two, find three, find four

'Twill be all for naught until restored

To gain the key will mean one more test

Then after it's over a much deserved rest

For you'll have found the prize of the great archmage...

...His wealth of treasure, gold, and page."

PRISMATIC WALL (dispel in order)

Starts red, then orange, yellow, green,

blue, violet

Ebony plaque: "To gain your prize

you must first pass the wall"

6 rustic wands in alcoves, commands:

Blow, Chill, Destroy, Missile, Pass, Sun

Dispel order: C, B, D, P, M, S

Each correct, wall morphs

to next challenge

Each incorrect, blast of 20

ding of the energy type

Passwall will not work,

except on 4th wall step

→ **Prismatic key** in alcove,

hexagonal handle set with

stones in all colors of wall

SUMMON (5 rounds of monster trivia)

Message runs along 20' summoning circle in floor: "Know thy enemy"

Once someone steps into the circle or otherwise activates by reading

it aloud, message changes to describe a monster, for instance:

"Slimy, ambulatory, intelligent heaps of rotting vegetation."

If answered in 60 seconds, move to next trivia (skip combat)

If not, creature (i.e. shambling mound) appears and attacks

→ **Fang-toothed key** appears in center of circle

<http://clawclawbite.com>

PEACE (rest, regen spot)

Domed ceiling; painted clouds moving

Cockatrice feathers float 6" from wall

Serene as a spring day means warded

4 braziers in center; smokeless campfire

Inscribed in brazier in gilded script:

"To be at peace. To be at rest.

To be mended. To pass the test."

Once key pieces are collected, they can

be cast into the braziers and reform as

Reformed Key; menacing door reveals itself

REFORMED KEY

Lone, reflective eye,

iron fangs, crown

inset with prismatic

gems: ruby, topaz,

sunstone, emerald,

sapphire, amethyst

This key fits nicely

into the maw of

the menacing door

revealing a portal

in place of braziers

REFLECTION (placement puzzle)

Large tarnished mirror along back wall

Above, an ebony plaque:

"Leave all but your reflection.

Leave the rest in order."

Table littered with 9 charred tiles:

↑ ∑ 3 4 5 6 7 8 9

8 indentations line 4 angled walls (2 each)

Stone drops, blocks archway (click, click)

Delayed blast fireball every 60 seconds

until puzzle is solved

→ **Reflective mirror key** left on table

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ALCHEMY LAB (final encounter proto-lich Athganazar)

Swirling, prismatic portal recedes revealing:

Ancient laboratory; dusty, archaic; recently used

Tables and bookshelves set into alcoves and corners

filled with alchemical apparatus, mixtures, scrolls

Circular stone bier at end of room

On bier, a body draped in black silken robes

Cracked flask with dark, viscous liquid on floor by body

Large throne on opposite end of room on stepped dais

Ornate rug 15'x5' rests at base of dais steps

6 cracked columns line chamber

Storage doors and scroll cubbies run along columns

PROGRESSION (encounter in alchemy lab)

Athganazar now proto-lich seeking full lichdom

His desiccated, eyeless, dead body is on bier

His invisible proto-lich form sits on the throne

Ornate rug covers a 5'x5' spiked pit (center)

Phylactery hidden in bones at bottom of pit

Athganazar attempts to possess one by one

Plans to add more bodies to the stone bier

VICTORY (must kill the proto-lich)

Successful destruction of phylactery

→ **Duke rewards** with access to Athganazar's

notes and a warded sigil; safe passage in lands

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Into the Lycans Den

An adventure by Tad Davis

Lycans have always roamed the highlands of Thild. Each full moon brought the slaughter of a few lambs, and the occasional herder. However the past six months have seen a steady increase in the mortality rate. Whole flocks have been ripped apart, villages have been raided and burned, and the valleys run red with the carnage of men and women. The bloodlust of the Lycans has reached fever pitch.

Into the Lycans Den is a short site-based adventure suitable for a mid-level party. Kelden Therell is to blame for the recent rise in savagery. Therell is a werewolf and devotee of Navark, the beast-god. Over the past several months Therell has gathered and united the Lycans into a pack. Under his leadership they too have become followers of Navark. He has made them powerful and taught them to revel in brutality.

The Dungeon Key

1. The Dead Oak

A large grey oak looms lifelessly above a river. Its trunk is a mass of ugly knots and holes. An old naked hag sits on one of the roots of the Oak, stroking a raven.

The hag is an undead dryad. The lycans feed the roots of her tree with the blood of their victims. In return she guards over their den. If any creature comes within 25ft of the oak the dryad will leap into the tree and attempt to put them to sleep, and then constrict their bodies in the roots of the oak.

2. The Waterfall

The river flows into a deep hollow. Stairs of hewn stone descend downward to a 10ft ledge overlooking a chasm.

The chasm is 10ft wide, and drops down 50ft into a shallow pool. A pair of beams lies on the ledges on either side of the chasm. On the far side a wererat sits in wait for the return of the hunters, a rolled up rope bridge lies next to him. There is a 1 in 6 chance that the wererat is asleep. If awoken he will blow a horn, alerting the werewolves in area 3.



3. The Den

Stairs lead down into a 30ft long, 15ft wide, 10ft deep cavern covered in straw.

This is where the pack sleeps. Currently there are 1d4 werewolves here (there is a 2 in 6 chance that they are asleep). A wooden chest buried in the straw contains a thin golden necklace with purple sapphires and a pair of matching earrings, along with 25gp, 265sp, and 311cp. The straw is teeming with fleas. If disturbed they will coalesce into an itchy, blood-sucking swarm.

4. Chantry of the Beast-god

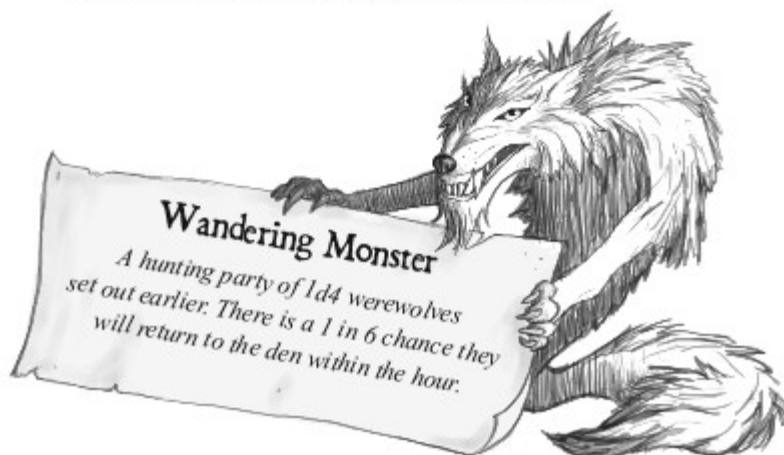
A 50ft long, 25ft wide and 20ft deep cavern is bathed in the flickering light of a brazier. At its far end the form of a creature part man, part wolf and part ram is carved into a stalagmite. It holds a bronze dish containing the severed heads of a dozen humans.

The statue is a shrine to Navark. While any "offerings" remain on its altar, all werewolves in this cavern gain a bonus to combat. Kelden Therell is praying here. He wields a wicked looking masterwork greataxe. Therell seeks to add more hunters to his pack. If the party has proven themselves to be skilled warriors he will attempt to persuade them to join his cause and become lycans.

5. The Island Prison

A terrified young woman in tattered clothes sits upon a small islet in the center of a cavern pool.

The pool is 15ft deep at its deepest point. Karen is the last surviving prisoner of the Lycans' latest village raid. She has been violated and has contracted lycanthropy.



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THE WAR OF THE WOLF

A MOUSE GUARD ADVENTURE

designed & written by Timm Woods

Follow the chain of events. When a test succeeds, follow the SOLID line. When a test fails, instead follow the DOTTED line.

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Brave Mice of the Guard

I write to you with regret, and the greatest urgency. To task you with such a grave burden is not something I do lightly, but nonetheless, the fate of the coming season may be up to you. Two days ago, a pathfinder disappeared on the road to Elmoss with three samples of the Scent Border mixtures intended for Guard stockpiles as far north as Barkstone. Without the samples, the Scent Border will weaken and leave the western settlements exposed to large predators and other enemies we cannot fight. The line must hold. The three mixtures must be found, and the Border secured.



~Gwendolyn

3c. Beast Prints appear not far from here. They are clearly the paws of a wolf, and a particularly large one at that. The tracks lead north. Additional successes reveal the following:

- The wolf is feeling particularly aggressive.
- This is a lone wolf, operating purely on predatory instinct.
- This wolf ranged into the Territories from somewhere west, apparently with some specific purpose in mind.

Follow the wolf tracks back to the den (Ob 1 Hunter)

Develop a trap capable of killing the wolf (Ob 10 Scientist)

7. The Wolf Den is beneath a massive, partially uprooted oak stump. The space allows just enough room for the wolf to lie curled up, snoring soundly. (If Failure: Slowly, the wolf opens a single yellow eye and focuses its gaze upon the mice.)

Return a mouse to place itself on the wolf for limited infiltration (Ob 3 Intimidate)

CONFLICT: The wolf, though ferocious to her competitors, is a surprisingly steady soul to those she judges to be of no threat or value. Nonetheless, she has little patience for the foolishness of mice. Fighting the wolf is almost impossible, and negotiation may be an equally dire prospect. Guards may opt to prepare for any conflict as described above. If they choose to fight, use Fighter and Hunter primarily. If they opt to negotiate, use Persuader or Deceiver. The wolf seeks to locate the source of the Scent Border mixtures, which contains faint traces of her former mate's mark, however she can no longer locate it precisely due to its being belowground in the Darkheather Tunnels. If the mice should offer to claim the mixtures for her, she would be willing to listen.

Fight Resolution: 10
Negotiate Resolution: 10

First Action: Attack
Second Action: Feint
Third Action: Attack

7a. The Wolf Turns and decides to help the mice, possibly under the understanding that it will be given the scent-mixture at the completion of whatever agreement has been decided upon. The wolf will expect any pact to be honored and will not anticipate treachery, though she will be ready to take her prize by force if need be.

3. The Roadside Clearing is where Rogan the Pathfinder met with his secret weasel contacts from the Blackheather Tunnels. He traded them the Scent Border mixtures in exchange for promises that they would use it to protect both the Mouse Territories and their own tunnels. After meeting the two weasel spies, Rogan hid himself in a self-imposed exile. Exploring the clearing runs up several clues, and anyone can clearly see that a large animal has moved through here recently.

Study the terrain (Ob 2 Hunter)

Fatigue sets in (Tired, Hungry, Thirsty, and Angry)

3b. A Hidden Trail leads east away from this area, and seems to have recently been used by a mouse moving with great speed and purpose. The trail is overgrown with thorns, however.

Hack through the thorns (Ob 3 Survivalist/Fighter)

Find a path around the worse of it (Ob 3 Pathfinder)

Become Injured

6. Rogan's Hidey-Hole is built inside a geode, a rock that has been hollowed out by natural processes, with a narrow hole concealed on the stone's underside that allows entrance to one mouse at a time. The space within can allow for no more than three mice at a time. The space is partly filled with preserved food and supplies. Rogan is hiding here, contemplating his decision to give the scent-mixtures to the weasels.

6a. Rogan's Sadness deepens, and he becomes convinced that mousekind will never understand nor accept the actions that he has taken. He resolves to enter a permanent exile in the wilderness of the Territories, to always roam and never set foot in a settlement again.

Persuade Rogan to change his mind (Ob 4 Persuade/Intimidate/Deceive)

Convince the mice of Sprucecreek to share information (Ob 3 Oratory/Persuasion)

Meet with old friends (Ob 2 Curious)

1c. Sprucecreek is Offended by the Mouse Guard's efforts to seemingly question the motives of, or otherwise slander the name of their possibly-late Pathfinder, who is of high standing in the settlement. Rogan's wife Rosy leads the town in ordering the characters to leave.

2. Weasel Scavengers rove the woods west of Sprucecreek looking for food and supplies to bring back to the Darkheather tunnels. These weasels are distrustful, mean, and generally violent, but are not looking for a fight.

Search the area (Ob 4 Scout)

3a. Weasel Tracks are scattered around the clearing, as well as broken branches indicating the presence of larger creatures. Based on the direction of the weasel-tail depressions, the trail seems to lead west.

4a. Weasels Ambush the mice as they cross the wilderness into their territory. This appears to be a guard patrol one weasel is armed with a spear, the other with a bow.

CONFLICT: These weasels seek to drive the mice from their lands. Players may be forced to fight, though negotiating is still preferable. The weasels cannot be driven off—they will fight to the death. Use the stats for two weasel soldiers (p.203).

Fight Resolution: 7
Negotiate Resolution: 5

First Action: Defend
Second Action: Mvmt
Third Action: Attack

Safely traverse the lands of Darkheather (Ob 4 Pathfinder)

5. The Darkheather Halls appear to have fallen on hard times. The nearby tunnels lie mostly in ruins, and many of the weasels have seem weak, hungry, or sickly. An elderly weasel patriarch sits upon a broken throne beside a cluster of mewling grandchildren. Despite being too weak to fight, he is the only thing standing between the mice and the Scent Border mixtures.

CONFLICT: The patriarch will not attempt to fight the mice—if attacked, he lies helplessly and accepts death. Instead, he tries his best to convince them to leave the scent-mixtures in Blackheather, arguing that this way both mouse and weasel can be protected from animals ranging from the west for the winter. He attempts to use his substantial powers of diplomacy to save his people. Use the stats for the weasel tunnel lord (p. 204) but only for Will, Orator, Deceiver, and Haggle tests. Characters should use Deceive, Orator, Persuade, or Haggle. Evidence (such as Rogan's statements) and outside factors (the wolf) may be factored in.

Negotiate Resolution: 9
First Action: Maneuver
Second Action: Feint
Third Action: Defend

6b. Rogan Agrees to assist the Guards in whatever fashion they have suggested. This may and the adventure entirely, but more likely will provide a substantial advantage to mice who attempt to retrieve the scent-mixtures from the weasels going forward.

5a. The Patriarch Submits to the will of the mice, holding to whatever agreement they were able to work out over the course of the heated debate.

5b. The Patriarch Succeeds in convincing the Guards to leave the scent mixtures with them and leave their mission incomplete. Though the mice may have agreed to do a good turn, they have failed at the mission given to them.

CONCLUSION: Questions to Consider

- Are players Beliefs being challenged and fulfilled?
- Are their choices consistent with the Goals of their characters?

The adventure may end in any number of ways, with either mice, weasels, wolf, or any combination of the above as the apparent "victor", but only the mice can decide what that means for them, for their friends and family, and for their future adventures!

Anytime the line crosses this bar, the party must make an Ob 5 Weather Watcher test. Success allows the character to choose which of the following six new weather options immediately takes effect. Failure indicates the new weather is randomly selected (d6): 1- AUTUMN STORM; 2- HEAVY RAIN; 3- REMARKABLY COLD (no effect); 4- REMARKABLY WARM (no effect); 5- UNSEASONABLY COLD (SNOW); 6- UNSEASONABLY WARM (HUMID)



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The Path of Devenor

A 1-Page Dungeon by Tom Doolan

Background

The Path of Devenor had been lost in legend until it was recently re-discovered. It is a cave complex that, when navigated successfully, will lead beneath a narrow, guarded gap in the mountains. However, Devenor didn't intend for anyone to use the pass but himself...

General Description

Except where noted below, the walls of this cave complex are rough, and more natural than hewn, unlit save for an occasional crevice that reaches the surface, allowing dim light in. In some areas there is evidence of working the walls to widen them, and make them more passable. The floor is refuse-strewn near the entrance and exit, and packed dirt or rubble throughout the rest. Footprints of wild animals and a few humanoids crisscross many passages, making it near impossible to track anything specific, or determine any well-used paths.

Traps

The Eastern section of the complex is riddled with Pit Traps that will automatically rearm once sprung. The single fire trap is old and worn. There is a 50% chance it will malfunction. Otherwise, it will shoot a jet of fire 20' long, and 5' wide, that lasts for one round. The trap resets after one hour. At the location of the fire trap is a false passage meant to entice explorers into thinking they have found the exit.

Rooms and Areas

1. Bear's Lair – This is the home of a large Grizzly Bear. There is a 50% chance he will be present. This chance increases to 75% if the season is Winter.

2. Dwarven Hall – This precisely cut room has a vaulted ceiling, and smooth, stone floors. The walls are adorned with carved reliefs of dwarves, humans, elves, and other races, engaging in revelry, feasting, and trade. At the back of the room is a set of broad, low steps leading to an arch in the wall that is almost a grotto, with carven images of various deities. *Though there is no obvious other entrance or exit,*

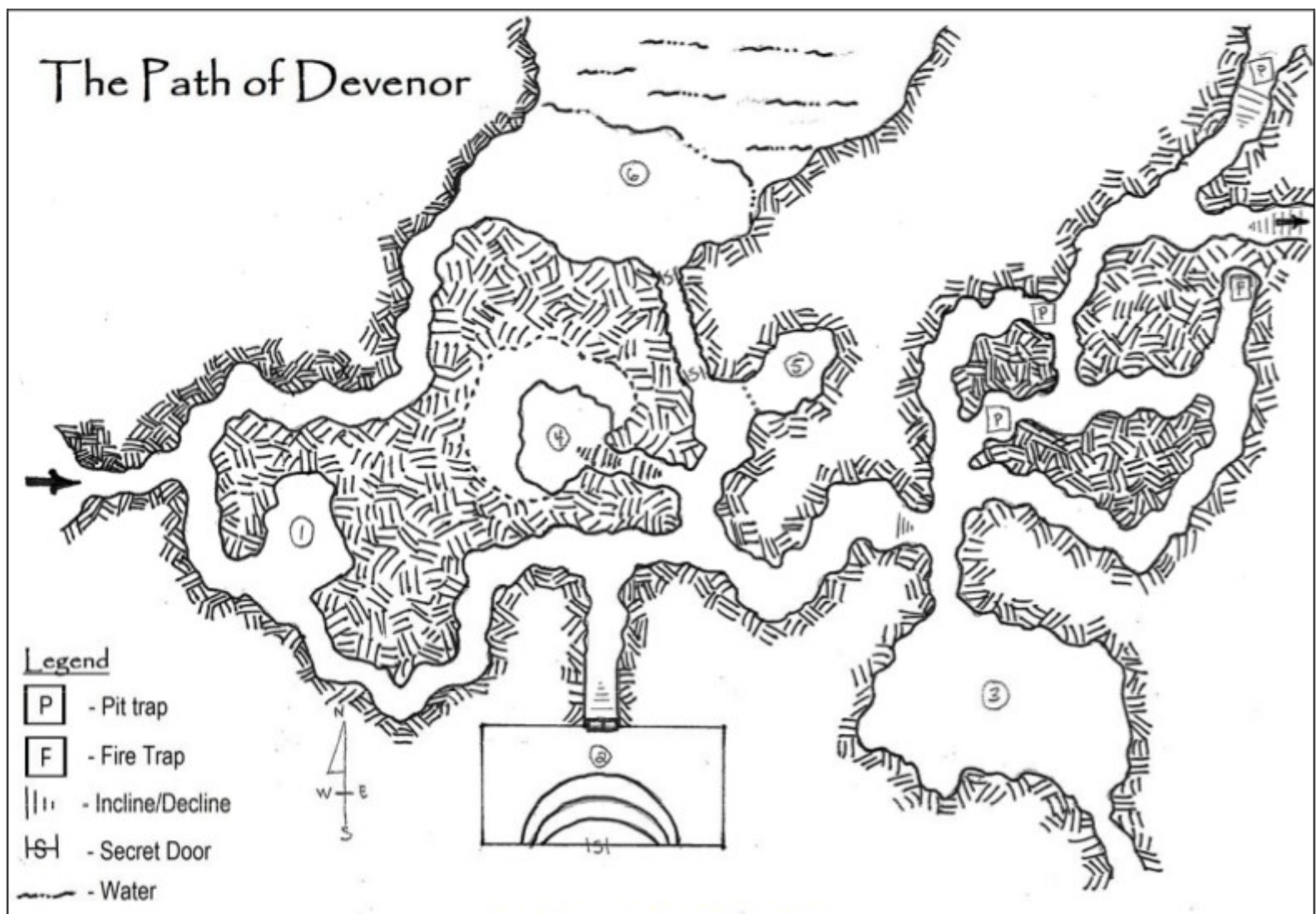
the arch at the back is actually a cleverly-disguised secret door that will lead to a long, descending path, ending in a still-active Dwarven city.

3. Warren of the Kobold King – This cavern is home to a village of Kobolds (35 adults), led by a self-styled king. If the party enters, the King will either have them captured and killed (for food), or will try to entice them to help him deal with a Goblin warren located at the end of the passage that leads out of this cavern to the south.

4. Wyvern's Chimney – This cavern is open to the surface about 30' up, and the walls are inclined in, making them extremely difficult to climb. The floor is littered with the refuse of many dead animals, and even a few humanoids (there may be some discarded loot, if the party digs for it). The cavern is home to a solitary wyvern, and there is a 25% chance it will be here, or will arrive soon. This chance increases by 5% for every 10 minutes the party lingers. The passage from the caves is steep, and too narrow for the wyvern to pass through.

5. Fluffy's Den – This small cavern smells of wet fur and rotten meat. Inside is a large cat (Sabre-tooth Tiger), that has been chained to the back wall. The cat's chain is long enough that he can reach almost all the way to the entrance to the **Wyvern's Chimney**. The cat will attack any who come near. There is a secret lever, which isn't too difficult to find, that will lower a portcullis, trapping the cat inside. Just past this portcullis is a secret door (also not very difficult to find), which will lead to down a low and narrow passage (single-file, stooping, unless Halfling or Dwarf). This passage leads to the cave with **The Lake of Whitefish**, on the other side of another secret door.

6. The Lake of Whitefish – This vast cavern has an underground lake fed by an unknown source. In the lake are schools of peculiar white fish. There is evidence of fishing nets and poles being used near the Eastern edge of the shore. On the sand is evidence of many animals, and there is a 2 in 6 chance that there will be a bear or other wild animal in here.

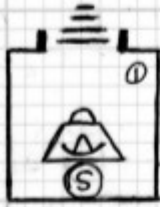


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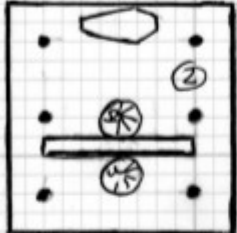
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The Pyramid of Esslor, by Vance Atkins (<http://leicestersramble.blogspot.com/>)

The burial shrine of Esslor, a snake cult's priest, has recently been rediscovered. Word has it that Esslor is buried with his loyal wife and companions, as well as a relic of great power that he used to prolong his life (although it cost him his soul in the end).



The partially-buried and overgrown step pyramid rises from the jungle floor: PCs may notice one of two entries – an overgrown entrance at the top of the stairs (1), or a recent burrow along the west side of the apparent base of the pyramid (6). Unbeknownst to the PCs, a second party with an ulterior motive is also en route to the pyramid. Will they be allies or antagonists? This party ('Reavers', below) will enter at the opposite entry as the party.

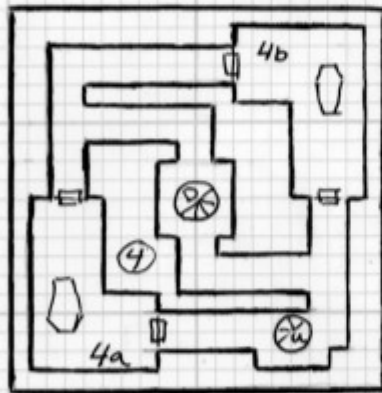


All level passages are narrow spiral stairs or ladders, all corridors are 5' wide.

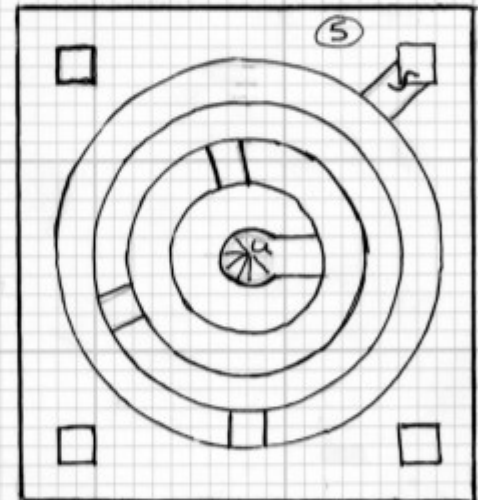
1. Upper Entry and Alter: (Via overgrown steps) Alabaster devotional font before a snake statue with large gem eyes (one ruby, one emerald); Secret door behind alter: Swapping the gemstones in the statue's eyes will expose and open door. (Careful examination of eye-sockets may reveal mechanism) **2. Shrine:** Hieroglyphs and reliefs of Esslor's life events and of his love for his 'Serpent Queen'. Iron-bound false sarcophagus: Iron Cobra (construct, 3HD, AC 2/18, dam: bite (1d6+1)+Acid reservoir with 3 charges (2d8, save for 1/2 dam) (25 gp misc. grave goods, 1 silver dagger, 1 +1 dagger, 100gp sapphire necklace) **3. Number Maze:** Stairway descends to an open room with 5'x5' numbered tiles. A crouching metallic figure is seen (Small iron golem, 8HD). Stepping off path will cause attack. Returning to path and/or maintaining route will immobilize the guardian. Path is Fibonacci sequence, in base-8 (1,1,2,3,5,8,15,25,42,66).



4. Burial Chamber: Inscribed on the walls is 'Entwined in Death, as in Life'. **4a. Sleeping Serpent Queen:** Wight, (3HD, +1 Trident w/ Snake Charm, 300gp crown) and **4b. Esslor, The Snake King:** Wraith (4HD, Feathered Serpent Scepter (1/day: restores level drain 1d4 (no penalty); 1/year: rejuvenates 5d4 years (each use: roll-under Con or be stuck dead and reanimated as wraith); 500gp crown). Disturbing one will wake the 2nd in 2 rounds. Each is also guarded by a Skeletal Champion (2HD, AC 3/17, +1 mace). **5. Rotating Passage:** Aligns for one turn, then will rotate out of alignment, trapping any individuals within chambers. Whole or partial skeletons are in corridor, indicating the need for haste. Any PC making it to the end prior to offset can re-align the chambers by pressing a copper



pressure plate at the center. Anyone trapped within the chambers has a chance of dismemberment or asphyxiation. Any non-destroyed guardians (6.) will recover their gems, offsetting and locking the rotating chambers. **6. Lower Entry and Tree of Life 'labyrinth':** **6a.** Entrance via a branching burrow, dug by immature ankheg (3HD, 50% chance of encounter). **6b. Secret Door to False Tomb:** Sarcophagus will release **Black Rot** spores: 5' radius (1d6 Con&Cha dam/day. Cure: Save on 2 successive days, recover 1 pt per day after) (300gp grave goods) **6c. Gem Guards:** Skeletal Champions (2HD, AC 5/15, 2x sword, 2x +1spear) in sarcophagi. Each carries a gem on a chain (tetrahedral topaz, cubic ruby, pentagonal emerald, hexagonal diamond).



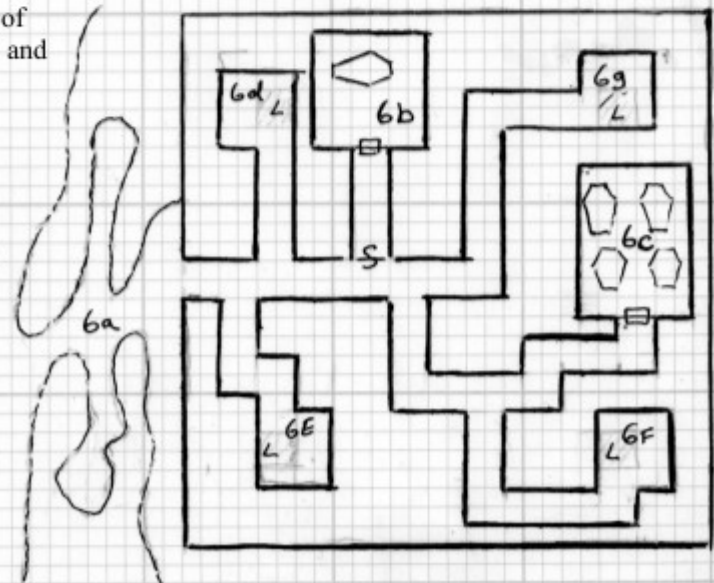
Lock chambers (6d-g) Ladders (L) lead to dead-end shafts marked with triangle, square, pentagon, hexagon. Gems placed in alcoves at the top of the chambers in order of # of sides will open secret door in Chamber 'f' and align rotating chambers (5.).

"Reavers": undead warriors per Yellow Bone Legion

(<http://www.sinenomine-pub.com>) are seeking components to a possible cure to their cursed immortality. They have little interest in treasure, but seek the necromancer's relic. They will fight, negotiate, or cooperate for it. Leader 5HD, AC2/18, +1 Axe, 4 Myrmidons 2HD, AC 4/16, Bastard sword, 50% +1 dagger. PCs may identify them or know legend (1 in 4). Any cleric will note the stench of the undead upon the Reavers. Reaction rolls improve the more desperate the situation is...

Options: Reavers arrive 1st but are set upon by K and/or Q. One or more have been injured or dismembered but do not bleed. They are taking damage but not succumbing to other effects (if PCs enter one entrance then circle back to 2nd, Reavers will arrive 1st); PCs arrive 1st, with Reavers following in 2-6 turns. K and/or Q will respond accordingly; Simultaneous arrival, K and Q not yet awakened. *Etc.*

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Blood Mansion



1 Hall

Zombie > Angry fat cook armed with a cleaver, deep cut on his head. Any loud combat noises immediately alarm zombies from the gallery (6)

Mosaic covered floor > Riding nobles and hounds on a hunt.

Two statues > Mustached man in a breastplate and a woman in a long white dress.

Weapon stand > Shield, three spears, crossbow and an axe.

2 Workshop

Worktable > Vise, file, saw, hammer and nails.

Barrels, crates, sack > Oil, candles, flour, beer, rag doll with a top hat.

3 Servants room

Ghost of a young lad > Ginger, purple strangulation line around his neck. He is crying about dying without ever really touching a woman.

Beds > Straw mattresses, a dirty picture under one of them.

Two cabinets > Cook's and ginger's cheap clothes and other personal belongings, 12 sp, 30cp.

4 Kitchen

Ghost of the cook > Confused, looking for his cleaver, which is stuck in his head.

Stove > Tiled oven and a worktop stained with blood.

One large and one smaller washbowl

Shelf > Dry salami, honey, several spices.

5 Dining room

Fireplace > Built of stone with a wide grilling grate.

Eight chairs rounding a dining table > Beautifully laid, decorated tablecloth of eastern origin, feast of meat and fruits slowly rotting away.

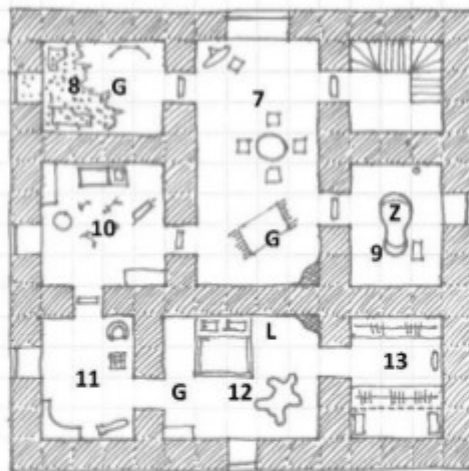
Did someone say "Tablecloth, set yourself!"? So be it! Abundant feast will appear on the decorated tablecloth. Anyone eating from it, will be sleepwalking that night, summoning demons.

6 Gallery

Three zombies > Ginger boy with a rope around his neck, horribly burnt actor and a naked mustached lord with a dagger in his back. If alarmed, it will take them 1d4 rounds to break through doors.

Stairs to the second floor

Paintings > Several landscapes and six large portraits of various legendary heroes (2k10 gp each), behind one of them there is a secret entrance to the cellar.



7 Living room

Ghost of a little girl > Her clothes and hair are streaming and waving as if underwater. She is crying, because she can't find Mister Hat.

Fireplace

Round table, four chairs

Rug in front of the fireplace

Sewing kit and a stool

8 Guest room

Ghost of the actor > Burned from waist up, rehearsing for his role of a famous handsome seducer. The scars don't really go with that image.

Tall mirror

Burned furniture and shutters > Remains of a bed, bed table, small chest and a broken lantern.

9 Bathroom

Tin tub > Full of milk-colored soap water.

Zombie of a drowned little girl will attack the first person leaning over the tub.

Chamber pot > Iron, shiny and clean.

Ceramic jug > Perfume oil.

10 Nursery

Cluttered with toys

Chest > Child clothes and three clay figures (mom, dad and child)

Child-sized table and bed

11 Game room

Bar > Two bottles of wine and rum, three bottles of cognac, some tobacco.

Harp

Chessboard on a spinning table, one chair

12 Bedroom

Ghost of the lord > Naked and covered in blood. Impressive mustache. His own wife stabbed him in bed and he wants her dead but cannot kill her himself because of his wedding vows.

Lady of the house > Starving, dehydrated, soiled woman begging for help. If asked, she will confess to murdering everyone in the house, explaining she had no choice, one of them was possessed by a demon.

Bed > Expensive bedding soaked with blood.

Closet > Torn clothes and papers, spilled ink.

Bearskin

13 Changing room

Tall oval shaped mirror

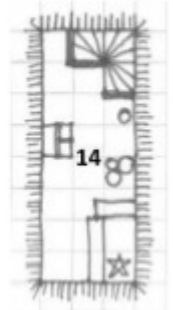
Wardrobes > Fine clothes for any occasion. There is a secret area behind a fake wall in one of the wardrobes - 120 gp, 63 sp, jewel case with gold necklace and earrings (4d20 gp), +1 light hunting crossbow, potion of charm and potion of mind-reading.

14 Cellar

Firewood rack

Crates and barrels > Some more supplies

Wine racks > Shelves with dozens of wine bottles are hiding a secret area with a black pentagram on the ground. Everything is ready. A single drop of blood is enough to connect the donor with hellish demons on the other side to talk, trade and summon.



Monsters

Zombies

Dead for less than two weeks, so don't be shy in describing necrosis, horrible stench and crawling fat worms.

Ghosts

PCs can talk with all of them and everyone has his little issue. Ghosts will vanish and finally rest in peace once their problem is solved. Provoked, they'll attack. If asked, all of them will recall lady of the house and how she murdered them.

by Vlastimil Valluch

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Gruknok's Shifting Labyrinth

a OnePageDungeon by Will Russell

BACKGROUND

A stopover in the trade route town of Aertier finds the typically hospitable hamlet on lockdown. A half-orc shaman by the name of Gruknoh has built an elaborate stronghold in the nearby hills and has been terrorizing the locals and demanding tribute.

TRAPS & PUZZLES

a, d, e, f: levers (marked in red) toggle swinging walls (marked in black) between their two positions. Walls are shown in their default position, with the grey arcs indicating how they shift into their second position. Levers can be used as many times as needed to toggle the walls.

- > A lever that operates 'a' is concealed behind the stove. Scale: 1 map square = 5 feet Creative Commons
- > Switch 'd' in 2nd position also extends a 5 ft wide ledge over the southern edge of the large pit.

Scale: 1 map square = 5 feet

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b: The gigantic crank opens the heavy slab to the south. Up to 8 individuals can push the crank at one time. Have the players demonstrate their strength and combine the results. If they demonstrate sufficient strength, the slab rises for a period of time based on how mighty their efforts were. When time expires, the slab slams shut. Anyone standing underneath takes massive damage.

C A tripwire sets off an acid spray overtop the length of the wire. Agile characters can halve the damage taken.

9: A pressure plate magically blinds the triggerer unless they demonstrate the willpower to resist the magic.

TREASURE CHESTS

Five treasure chests labeled in roman numerals are placed on the map. Each chest holds progressively better rewards.

ROOMS

1: The Entrance Hallway: Players enter the dungeon by a shaft in the southern alcove of this barren stone corridor. Guards patrol. **2:**

The Rear Hallway: From here, the players can listen and hear Grukno's bandit underlings making merry in the Feasting Hall. The patrol

from area 1 sweeps up through this area as well. **3a: Feasting Hall:** Longtables loaded with grog and meats are knocked aside as combat breaks out. A pair of serving wenches cower in fear, but it is a ruse and they will strike with daggers or low blows when approached. The

bandits have strict orders not to reveal the location of the switch in the kitchen, and will try to escape via the entrance if hard pressed. **3b:**

Kitchen: By the stove, Grukno's gnoll chef lies in wait with a meat cleaver. **4: Crank Room:** A massive wooden crank dominates this room.

There are grated windows on the west wall from which archers fire. **5: Sleeping Quarters:** Filthy bedding is strewn across the room. The inebriated and unarmored brigands in this room will find themselves at quite the disadvantage. **6: The '3 Legs' Room:** These three rooms are used for storing mundane goods. Astute characters will note that cleared spaces suggest the presence of more switch-controlled walls.

Vicious trained animals lie waiting to pounce among the supplies. **7: The Feeding Room:** A simple room containing some vats. Used to feed

and care for the animals in area 6. **8: The Corridor Beyond the Slab:** An oddly shaped corridor. **9: The Pit Room:** A pit of unknown

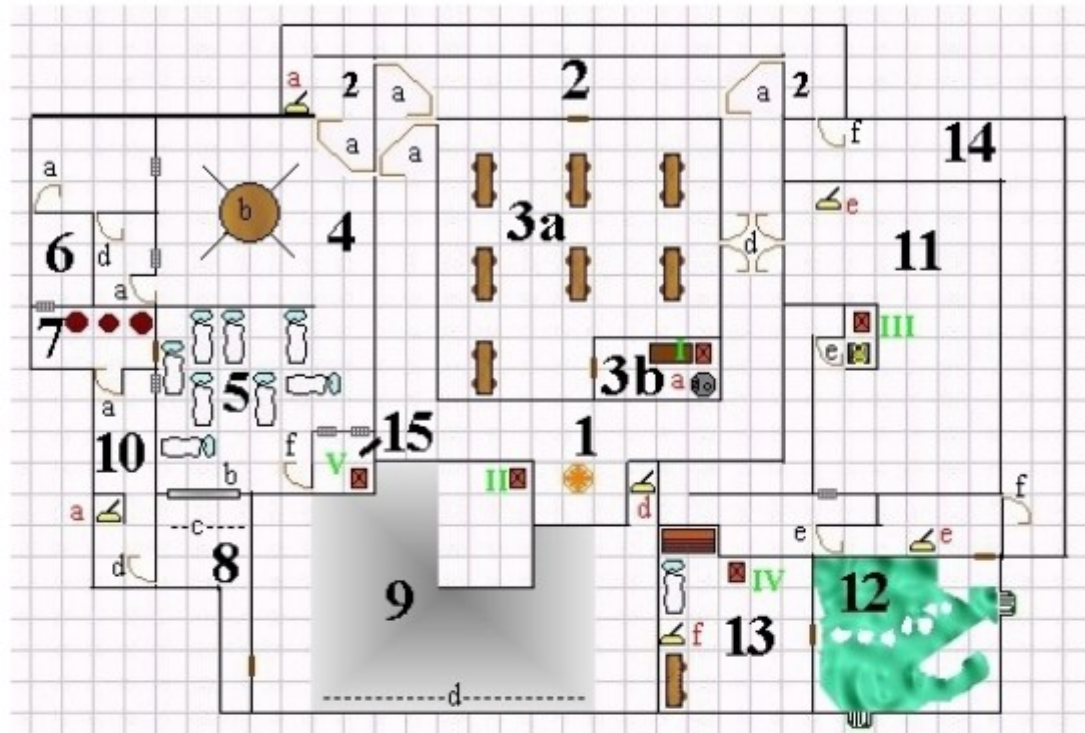
depth divides the room in half. The northern platform can only be accessed by the west due to walls. **10: The 'Doubleback' Room:**

Contains a single switch. **11: The Maze of Two:** The arrangement of switches in this pitch black series of corridors require the party split

to progress. Angry bats wait in the corners. **12: The Acid Room:** Acid flows in from two grates. An acid immune pet slime stands guards.

13: Gruknok's Lair: Gruknok and a burly female companion stand ready to fight the party. In the room is a bookshelf, an ornate king size

bed, and a writing desk for two. **14: The Exiting Corridor:** Used by Gruknok to save time when heading out. **15: The Forgotten Room:** Easily forgotten, despite the grates.



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