

The Titan's Sieve

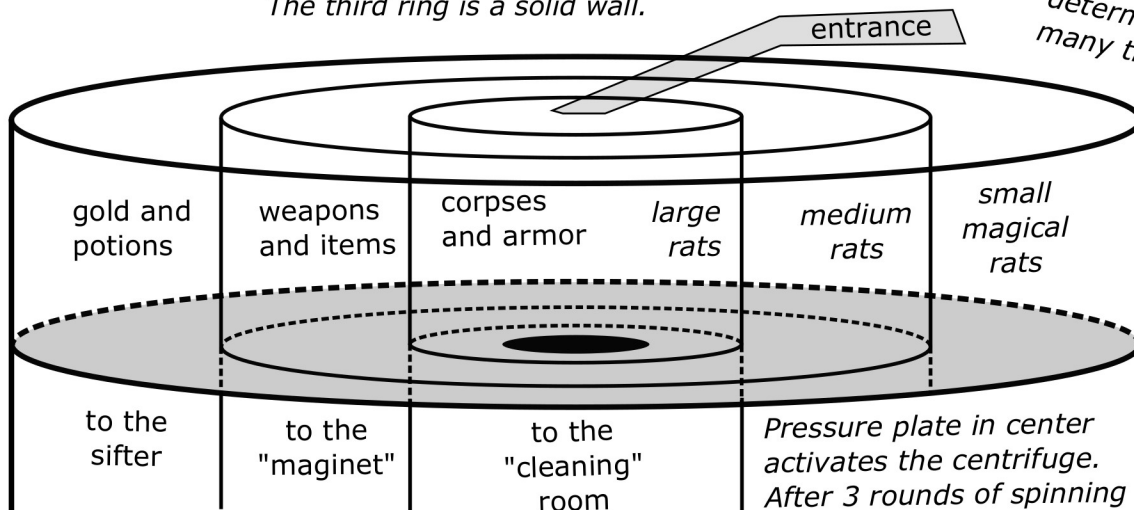
by Nathan (@natescottjones) and Karis Jones (@karis_m_jones)
<https://creativecommons.org/licenses/by-sa/3.0/>

You groan, open your eyes, and witness the carnage of a thousand of your fellow warriors who have fallen to the great Titan. As you struggle to rise, a colossal hand sweeps the carnage of battle, yourself included, into a long, smooth passageway. You stand and find yourself in a large, dimly lit, circular chamber lined with concentric circular fences. Several other wounded soldiers rise from the piles of bodies, ready to face whatever horrors await...

The centrifuge

Small characters can fit through the first fence
 Tiny characters can fit through the second fence
 The third ring is a solid wall.

roll 1d4 for each
 kind of rat to
 determine how
 many there are



when a magical
 rat is hit, roll 1d4

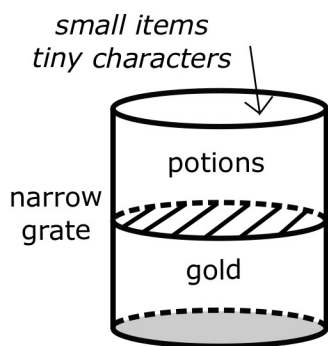
1. changes color
2. fangs grow
3. explodes
4. duplicates

rats fall along with
 the adventurers

The Titan's Centrifuge is designed to separate the corpses of defeated, mid-size adventurers from their items and valuable equipment.

We are but rubbish to this great beast...

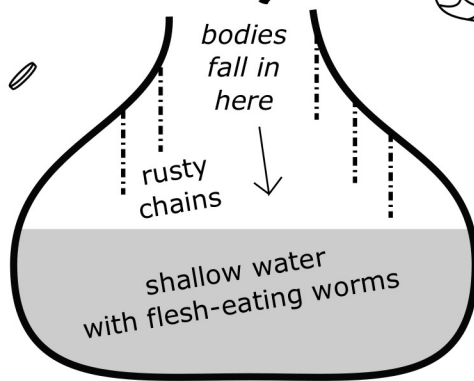
The Sifter



For each potion, roll 1d8
 The potion is a potion of:

- | | |
|--------------|------------------|
| 1. Full Heal | 5. Invisibility |
| 2. Polymorph | 6. Telepathy |
| 3. Silence | 7. Levitation |
| 4. Flame | 8. Petrification |

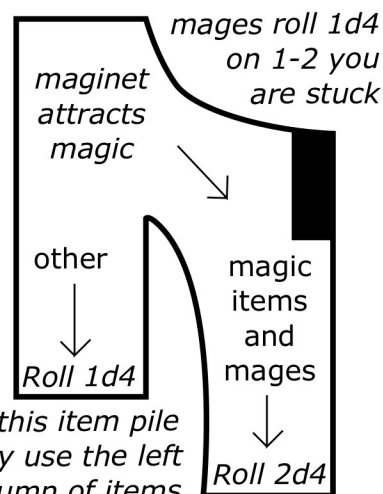
The cleaning Room



After 3 rounds, the tank flushes,
 leaving clean armor. Roll 2d4:

- | | |
|-------------|-------------|
| 1. Helm of | 1. Violence |
| 2. Coat of | 2. Terror |
| 3. Belt of | 3. Art |
| 4. Boots of | 4. Love |

The Magnet



In this item pile
 only use the left
 column of items

- | | |
|--------------|------------|
| 1. Sword of | 1. Binding |
| 2. Bow of | 2. Voices |
| 3. Shield of | 3. Truth |
| 4. Staff of | 4. Plague |

The Titan's Toes

To escape, you must fight your
 way through the 1d8+3 wriggling
 toes of Titan, which move as it
 sleeps and emit a toxic stench

The Titan's Torso

To escape, you must run across the
 Titan's colossal torso. It takes 4 rounds
 to traverse and the Titan will roll over
 after 1d4 rounds - dodge to escape

The Titan's Ear

To escape, you must sneak directly past
 the Titan's ear, but you hesitate, looking
 down toward its vulnerable brain...