

ONE PAGE DUNGEON COMPENDIUM

**2019
EDITION**

ONE PAGE DUNGEON COMPENDIUM

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**DUNGEON
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**2019
EDITION**



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2019 WINNING ENTRIES

ENTRIES ARE LISTED IN THE ORDER THEY WERE RANKED BY THE PANEL OF JUDGES, BEGINNING WITH THE HIGHEST RANKED ONE PAGE DUNGEON ENTRY.

ED NICHOLSON *"PLUMBING THE DEPTHS"*

A mage shrinks you and sends you down into the plumbing of his laboratory sink to retrieve a precious ring lost there.

JD THORNTON

"THE BURIED PYRAMID OF THE UNDERGOD"

An opening has been discovered into the long lost temple of a depraved and violent religion, and the local historian is offering double market value for any artifacts retrieved. The PCs are not, however, the first looters to delve into the buried pyramid! Will they be the first to make it back out?

SKERPLES *"THE ROVING WHEEL"*

There's a 500' tall iron wheel roaming the earth. Legend says there's a way inside the vertical spinning dungeon. Can it be stopped in time?

KARL STJERNBERG *"SALT AND STINK"*

You find yourselves shipwrecked and washed up on a trash-filled shore on a mysterious... island? Prepare to face pirates, parasites and the paranormal in and around this naval (and stinking) location!

CLARABELLE CHONG *"A PINCH OF SALT"*

Salt-essential for life. And, in this case, death. When alchemists discover that salt can make a necromancer's spell more potent, practicing necromancy becomes highly fashionable and profitable. But when a long forgotten evil is unleashed in the name of profit, it's time to find out who or what is behind this dark business!

EUAN R AND GARRY C

"ZORPY'S TALL TALE (FOR KIDS!)"

Kind old Zorpy will share his meal with you. But this dinner conversation has some bite of its own.

WILLIAM ROSS "THE FORGOTTEN TEMPLE"

In the village of Malchance, an earthquake made the well go dry, villagers and workers in the area's logging camps have been disappearing, and trade caravans in the area are being attacked by a group of human bandits and giant spiders.

ANTON L.C. "TOMB OF THE BROKEN KING"

The Broken King is dead and gone, but somehow still rules his realm. Venture into his tomb to defeat him, or to acquire the infamous Sword of Sins.

DAVID NORTHCUTT

"THE BROKEN SEPULCHER"

An ancient order has unearthed the key to reviving their cruel leader. Delve into the forgotten past to recover the artifact and stop them.

MAX WHITE "FEUDAL ATTRACTION"

Two star-crossed lovers from feuding noble families have decided to get married. It won't go smoothly.

OLOBOSK "THE FORGOTTEN ABBEY"

A procedurally generated dungeon crawl through a maze of ruinous architecture, haunted by the trapped souls of an ancient religious order.

DYLAN BARKER

"AN AWAKENING AT THE OLD WELL"

In a small clearing is a crumbling old well, flanked by three standing stones. Suddenly, a voice is heard from within, "Help me, I'm stuck".

STEVE THOMPSON

"CROSS MY HEART, HOPE TO DIE"

Gnolls are attacking Fort Resolve at night! Everyone has been called to defend the walls. Now, key staff are missing. Is it Gnolls, or something else? What secrets hide behind these walls? It's your job to find out...

ESHAN MITRA

"THE MAD ARTIFICER'S INVENTION"

A curious pair of inventions can convert one magic object into another. Can the heroes learn to use them and recover the missing artifact?

VANCE ATKINS "NOW AND WHEN?"

The mage Onzethar Odore built a teleport device in his tower, but did it malfunction? Dammit. When are we? Time travel verb tenses are hard.

DAVID AND LAUREN SCHIRDUAN

"BROKEN FACTORY"

A broken factory train-car. If the PCs can repair the factory, they gain a useful robot ally! Too bad there's no instruction manual...

LUKE LE MOIGNAN "SHUB-RHADAMAN"

The Train to the Land of the Dead only goes one way. You'd better stop the engine before it takes you there forever.

BENJAMIN ROWE

"WHAT LIES BENEATH THE WELL"

The fountain that supplies the water to this small town mysteriously stopped working about a month ago... The players are hired by the mayor to get to the bottom of what's happening down there and report back.

ROGER SG SOROLLA

"YESTERDAY'S DUNGEON... TOMORROW"

Novices find a bound demon in the cellar of Castle Hierdemain. Later, as heroes, they return to find the place altered by their early deeds.

WORDMAN

"THE GOLDEN CANALS OF IRID'S VAULT"

One of the most secure storage vault complexes in the multiverse.

VIOLET J. SMITH AND JEREMY SMITH

"THE HIDDEN CITY"

An evil sorcerer has taken over the city in the mountain.

CHANCE DUDINACK

"THE STAFF OF SHIFTING SANDS"

To end the curse of an ancient Pharaoh and escape the desert, the party must enter his tomb and retrieve the Staff of Shifting Sands.

CHRIS PAUL "SENSELESS PURSUITS"

Strange occurrences in the town of Vista Point have culminated in the disappearance of the butcher's boy. The blind are suspected.

CARL NIBLAEUS "THE DEATH ZIGGURAT"

A death demigoddess has escaped her ziggurat prison deep in the jungle. If she is not stopped, her undead horde will soon ravage the land.

ALEX AND CHRIS STOESZ

"THERE AIN'T NOBODY HERE BUT US CHICKENS!"

Chicken-like creatures seen near town of Huevo and an abandoned church. The church is a giant, chicken-shaped building. You can't miss it.

ANDRE BOGAZ AND CAMILA MORAIS

"FACING FASCISM"

A group of regular people has discovered the secret hideout of a fascist leader and now must face the ultimate evil.

KEN MOORE

"STATUARY GARDEN OF THE LITHOMANCER"

If the basilisk is already petrified, that means this area is safe, right?

NATE TREME "BAD FROG BARGAIN"

An unpaid debt to an Elfland lord has put a dark cloud over the town of Burdelen in this fairytale-inspired adventure.

JOHNATHAN CASTLE AND MATT HENDERSON
"A WHALE OF A TIME..."

Questionable decisions were made and now you find yourself in the rapidly closing maw of a giant mechanical sky-whale as it plummets to the distant ground below, broken and on fire...

NATHAN AND KARIS JONES

"THE TITAN'S SIEVE"

A group of adventurers are swept along with the corpses of their colleagues into a titan's loot-sorting machine and fight their way out.



HONORABLE MENTIONS

KELSEY SOSA *"THE FORGOTTEN FEW"*

GM LILY *"THE LOST CRYSTAL"*

WILLIAM JAMES CUFFE *"ENDLESS BLUE:
EWER ON THE CONFLUENCE"*

TIM SHORTS

"THE DEMON BABOON OF PORTERS CROWN"

SIMON FORSTER *"THE WAILING WELL"*

TODD LEBACK AND AARON SCHMIDT
"DOME OF THE LIBRARY"

JENNA SHIVELY AND NICK FRANCO
"THE WIVES OF THE MAD DUKE"

MATHEW AND MICHAEL IANTORNO
*"CAPTAIN HUXLEY PALLOOLIETH AND THE
GREAT UNDERWATER ELEVATOR"*

MICHAEL CALLEIA *"CARAVAN"*

STEVE LESKE

"THE DREAM-VAULT OF THE PURPLE KING"

HONORABLE MENTIONS

MARK A. WILSON

"DEATH RAVE OF THE TECHNO-LICH"

ABRAM TOWLE *"SCRATCH PAPER"*

DANIEL COMERCI *"THE FROZEN CITADEL"*

J. A. KORDOSH *"RAMPAGE BOULEVARD"*

CLARK B. TIMMINS *"DAYDREAM DUNGEON"*

BRIENNE REID

"RUMBLE IN THE TRASH-HAUS"

STAN SMITH

"BURIAL MOUND OF THE ULTEEZ"

MORTEN GREIS

"GREAT GREAT GRANDFATHER'S GRAVE"

KHELREN

*"23, WOLFDOWN STREET
- THE DEVOURING HOUSE"*

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SCRATCH PAPER!

A COLLAPSIBLE ADVENTURE BY ABRAM TOWLE

5 WYLM'S-EYE VIEW

FALTHIER IS A CAPABLE
PAPERMANCER WHO CREATES
MINIONS FROM HIS ENDLESS
STATIONARY. THESE
CONSTRUCTS ARE RESISTANT TO

FLAME,
BUT TAKE
DOUBLE DAMAGE FROM
SLASHING SOURCES. VITYLIAX,
A FEARSOME SHARD-BREATHING
DRAGON, HOVERS OVERHEAD, AWAITING
ORDERS. DEFEATING THE MAGICIAN
YIELDS A KEY TO THE PARLOR
CHEST, WHICH CONTAINS THE
PAPERMANCER'S SPELLBOOK, A
SHEET OF UNENDING
PARCHMENT, QUILLS OF
FORETHOUGHT, AND A SMALL
FORTUNE OF GOLD.

D6	BOOK TITLE & ILLUSIONS CREATED
1	TINY ROSE WALKING CLOAK (MANGY, MUSCULAR WOLF)
2	CUTIE & THE MONSTER (HORNED DEVIL DRESSED IN FINERY)
3	THE GOBLIN SPINSTER (MISCHIEVOUS REDCAP)
4	COWS TO BEANS: A CALCULATED STUDY (THROTTLING VINES)
5	A DISOBEDIENT PUPPET (DERANGED MANNEQUIN)
6	THE AMPHIBIOUS BOY-KING (SWARM OF POISONOUS FROGS)

3 SPARSE STUDY

THIN SHEETS OF PAPER ARE STACKED NEATLY ATOP A SIMPLE TEAK DESK, ACCOMPANIED BY AN OPAQUE
INKWELL. IF THE DRAWER IS OPENED, A SLIDING TRAP ACTIVATES! THE WALLS AND FLOOR FALL OUT
FROM UNDER ANYONE IN THE ROOM, CREATING A CHUTE THAT FUNNELS TO THE DUNGEON (B).
CREATURES TAKE FALLING DAMAGE AND BECOME VICTIM TO PAPER CUTS. THE DRAWER CONTAINS A
POWERFUL RELIC, THE SHARPENED SHEARS OF FORCENIUS!

2 ILLUMINATED BALLROOM

A BEAUTIFULLY CRAFTED GOLD CHANDELIER REFLECTS FROM THE HIGHLY POLISHED FLOOR IN THIS OPEN
ROOM. MAGICALLY-LIT CANDLES FLUTTER LAZILY. THESE CANDLES ARE ACTUALLY WAX ELEMENTALS;
THEY SERVE AS THE FIRST LINE OF DEFENSE IN THE TOWER. THE HEAT EMANATING FROM THE CANDLES
CAUSES THE HEAVILY WAXED FLOOR TO COALESCE INTO A MELTED STATE, CREATING DIFFICULT
TERRAIN. ALTHOUGH THE TOWER IS CONSTRUCTED OF PAPER, IT IS PROTECTED FROM FIRE DAMAGE.

1 COMFORTABLE PARLOR

PRIOR TO EXPANDING, FALTHIER'S HOME ONLY CONSISTS OF THIS SINGLE, COZY ROOM. FURNISHED WITH
SQUISHY ARMCHAIRS, A LAVISHLY INTRICATE RUG, AND A POPPING FIREPLACE, THE PAPERMANCER ASSUMES
THE IDENTITY OF AN UNREMARKABLE, AMICABLE MAN. HE WELCOMES ALL INTO HIS ABODE,
SHARING STORIES OF THE EXOTIC ACCOUTREMENT RESTING ON SHELVES BETWEEN DUSTY
TOMES. IF PUSH COMES TO SHOVE, FALTHIER PULLS A HANGING ROPE WHICH UNFOLDS
THE PAPER WALLS TO FORM THE UPPER STORIES. THE MAGICIAN IS YANKED UPWARDS
TO THE ROOF.

B CRUDE DUNGEON

SURROUNDED BY FAUX-STONE WALLS, INCREDIBLY SHARP PAPER SHARDS
JUT OUT FROM THE FLOOR IN THE CENTER OF THE CHAMBER. A HEFTY
GRANITE BOULDER IS CHAINED TO THE WALL ON THE NORTHERN EDGE.
THIS BOULDER IS ACTUALLY A SENTIENT ROCK GOLEM, GORU,
IMPRISONED BY FALTHIER TO SHOW HIS DOMINANCE OVER THE ELEMENT.
THE LADDER BACK TO THE PARLOR WILL DESCEND IF GORU IS FREED, SINCE
THE CHAIN IS ATTACHED TO A HIDDEN PULLEY SYSTEM.

THINGS ARE GETTING STRANGE IN WOOLSTREAM! UNEXPLAINABLE CIRCUMSTANCES HAVE THE
VILLAGE IN A TIZZY! PIGS TURNED TO PAPER! EXCEPTIONAL STATIONARY STOLEN! TALES TORN FROM
TANTALIZING TOMES! RUMORS SUGGEST THAT THESE EVENTS HAPPEN IN THE WAKE OF VISITS FROM
AN ELDERLY MAN WHO ROAMS THE REGION. THIS MAN, A PAPERMANCER NAMED FALTHIER,
DOESN'T APPEAR TO HAVE A PERMANENT RESIDENCE, BUT HUNTERS HAVE REPORTED
SIGHTINGS OF A COLLAPSIBLE HUT THAT LITERALLY SEEMS TO POP OUT OF
NOWHERE. LET'S CUT TO THE CHASE!

4 CLUTTERED STACKS

SCORES OF BOOKS LIE IN SCATTERED
HEAPS THROUGHOUT THIS ROOM,
DISCARDED. ANYONE CROSSING THROUGH
BECOMES ASSAULTED BY ILLUSORY
CHARACTERS FROM WELL-KNOWN TALES!
BURSTING FORTH FROM THE PAGES OF
BOOKS, THREE MONSTERS KNOWN AS
FANTASTICAL FABLES ATTACK!



There ain't nobody here but us chickens! By Save vs. Stozilla (Alex & Chris Stoesz)

Introduction:

Bounty Signs posted on the road talk about a strange orc-like creature lurking in the woods just outside of Huevo, near the abandoned church. You've decided to find it's lair and kill it for a fee. The church is a giant chicken-shaped building. Can't miss it.

Rumors heard in town:

- A half horse/half chicken has been seen in the meadow south of town.
- A strange, large creature in the woods is seen chirping at group of odd goblins.
- There are giant misshapen toads near the swamp that took little Jimmy last week.
- The old church is haunted; no one has ever returned from there. Loud and violent screeching is heard coming from the tower.
- Old Odocoileus the hermit dwarf was heard to have killed the weirdest looking deer this fall. She's got it mounted on her cabin out in the woods if you venture out beyond the church.
- Tami the wizened old elf was attacked by a group of vicious squirrels. Claimed they were chirping at him while pecking at his eyes and stealing his corn on the cob. But everyone knows he's crazy.

Local Yokels in and around Town of Huevo:

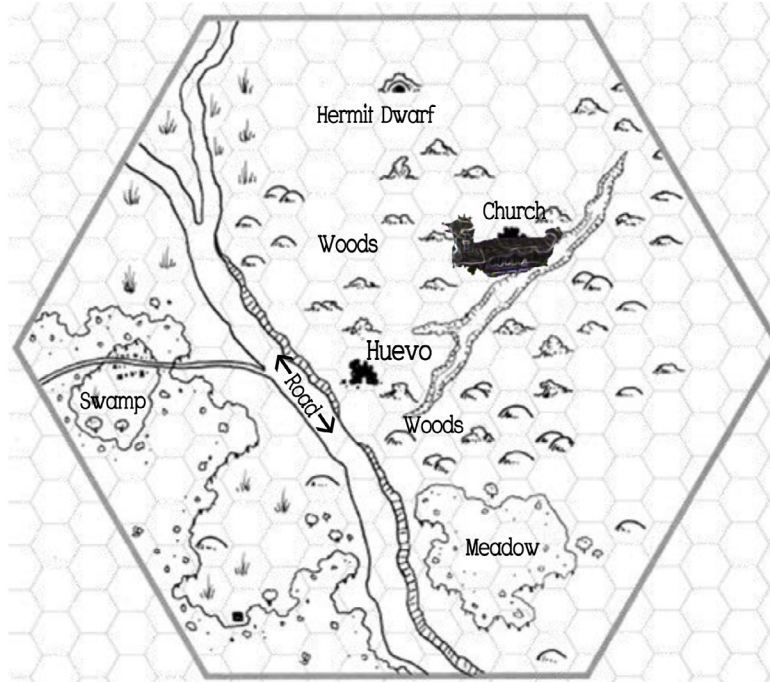
Chuck. Locally known as "Cluck" the Chicken-Infested Commoner. He stole a gem-studded cleaver from a wizard which was cursed. Every time he hit something with it, there was a 50% chance of converting the target to a live chicken. Chuck has a large collection of chickens... Making the most of his misfortune, Chuck has learned to become a skilled cook, especially when it comes to making various chicken recipes. Unfortunately, those who've come to know Chuck for any length of time inevitably call him "Cluck" instead, a nickname that he despises.

Buck. The town barber, he tells a tale of some close shaves with the creature in the woods (see rumors). Has a slight twitch that gets worse when he's using the straight razor.

Lucky Lacey. Runs the "*Gallus domesticus* Inn", where they serve local fowl most fare. She is fairly evil and conspires to cook your goose if you're too nosy about the orcish creature seen in the

woods. She is in cahoots with the real roost ruler: Benhen the Wizard! Lacey serves Benhen unwillingly and will turn on him; she was dating a half-Orc until recently... Benhen promises to return the Orc back to normal if she is a good servant.

Benhen the Wizard. He gives the party a quest: bring back chicken horse. Use bridle, lasso, carrot or grain. Or none. Each one has a



unique result. He blames misfired spell as the cause of the chicken-horse. The chicken horse is violent and his hope is it will end you! Benhen poisoned a spring near the *Swamp* which is contaminating the swamp, the river, and the town well. He wants to take over the region by turning everyone into chicken-crosses. Benhen is encountered in town initially (Inn) then 1d6 chance encounter every day the party is out of town.

Odocoileus the Hermit Dwarf. She is over 200 years old, gruff and may take pot-shots with her sling at the party if she comes across them trespassing. Can be bribed with candy. Mounted on her cabin door is a large, elk-sized chicken head with a multipoint antler rack. It's legit.

Tamiasciurus the wizened elf. Lives in a small shack on the edge of town. The yard is filled with eccentricities like garden gnomes set up in various states of activities. Tami talks to his gnomes. He claims they were trespassing on his property so he turned them to stone. He has a ring of petrification with 1 charge left.

Encounters:

Chicken Orc: stats as orc but may be distracted for 2 rounds by throwing grain or corn on the ground at it's feet. Has a soft spot for Lucky Lacey; will parley if her name is mentioned. Runs the choblin gang. Found *outside of town within 15 minutes or so*.

Goblin chicken "choblins" ruled by the chicken orc boss. Stats as goblins. Distracted by grain or corn for 6 rounds. May parley if half number is dead. Found *near or with Orc*.

Chicken harpy nest of 1d3 in *the chicken church*. Nest has 1 fist-sized golden egg (valuable), spell book and a magic chicken-headed wand that will reverse chicken-curse poisoning if placed at source of poison.

Giant chicken toads (choads) found near *Swamp*. Stats as giant toads but instead of drowning or poison, choads will "flap" attack a victim unconscious and then take the victim to their water nest of lily pads to sit on their eggs to hatch.

Chicken deer (cheer). 1d3 found *near meadow or in forest*. Large deer with a chicken head. With varying sizes of antlers. All males.

Chicken-headed squirrels 3d6 attack immediately in *Forest*.

Chicken rabbits 2d4 on trail to *Meadow*. Will scamper a short distance away, luring party to *Swamp*.

Chicken Horse(s). Momma, Poppa and Baby chicken horse in meadow. When presented with carrot, they will attack. If given grain, will allow you to bridle and harness them. If they see the harness or bridle first, will stampede you.

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Rethel Abbey

The empty dormitory of this old abbey became refuge for a flooded town. Everyone liked it enough that they stayed, fixing up the place. Distant church authorities dispatched a witch-paranoid inquisitor to encourage them to move back. Certain of the presence of witchery, the inquisitor is looking for a third party to investigate. He offers a minor bounty for each witch accused with evidence. He thinks a sermon can turn the accused back to goodness. Should the investigators take too long, the townsfolk will become angry. Investigators may explore 30 points of interest freely, angering the villagers for every five thereafter.

Suggested hint locations are shown on the map by the person's initials. Each clue can lead to a person's secret with the right investigating. They should be mingled into descriptions of spaces and people. Time-consuming activities have a 1-in-6 chance of interruption by wandering townsfolk. This may require stealth or explanation to avoid angering people.

Most folk own up when caught, but a few may offer goods as a bribe or 1d4 hints for a promise to not accuse. Oscar will grumble but pay a bounty on himself and his sermon will be conciliatory instead of fiery. Fumbled investigations and false accusations anger the townsfolk: **1st time**, the investigation is public and people are less friendly. **2nd time**, tensions rise (5 random hints may become Red Herrings). **3rd time**, evidence is hidden (-1 hint each). **4th time**, players are run out of town and the inquisitor declares them witches.

Red Herrings: 1-3: Misleading hint (truth); **Odd marks look like heretical signs** (wear and tear), **overhear dark muttering** (complaining), **person sneaks off** (uncouth behavior), **bladed tool in their belongings** (lost tool). 4-6: Normal hint.



- | |
|---|
| ❖ Adam Orprorst - Priest (Romance with weaver . Eats alone in church, Romantic letters in desk, Gives special attention to weaver) |
| ❖ Petr Martin - Assistant (Blackmailing priest . Priest secretly does Petr's chores, Robe holds Elena's letter, Keeps Elena from Adam) |
| ❖ Jacc Eus - Inquisitor (Non-canon church book . Weird book in bags, References a saint that isn't, Explains odd prayer as a local custom) |
| ❖ Beck Aimar - Elder (Secret altar to good god . Home icon subtly marred, Mantlepiece hides shrine, Crosses fingers during prayer) |
| ❖ Ralf & Cecily Aimar - Taxman and goose farmer (Bully brother to hide theft . She flaunts wealth, They berate Seth, He puts some taxes in a pocket) |
| ❖ Dina - 1st, Weaver asst. (Sneaks off with Bradley . Protective of cut flowers, Hay in clothing, Hiding hickey beneath collar) |
| ❖ Fenn - 2nd, Acolyte (Steals from parents to donate . Donates lots of coins, Jangling coins in robes, Fakes a need to pee to donate) |
| ❖ Seth Aimar - Miller (Covers brother's theft . Always carries ledger, Nervous when Ralf or Cecily brag, "True" ledger hidden in mill) |
| ❖ Hazel Aimar - Baker (Secret death shrine with Ralf and Cecily's hair . Mutters hexes at in-laws, Locked cupboard, Steals hair from in-laws' brush) |
| ❖ Thedric - 1st, Hunter and miller asst. (Enjoys torturing his prey . Mangled bones in forest, Unusual animal traps, Creepy forest laughter). |
| ❖ Ralf & Joan Fisch - Innkeepers (Retired smugglers with tomb goods . Musty storage smell, Cagey about storage, Hooded night visitor) |
| ❖ Walter & Staefa Sorrells - Smiths and pregnant (Offerings to god of fertility . Milk odor in room, Boxes hide space under bed, Sneak pitcher to room) |
| ❖ Elena Karr - Weaver (Romance with priest . Sneaks to dine with priest, Hides love letters in donations, Fussess over Adam's robes) |
| ❖ Elli & Misa Shep - Shepherd and Fromager (Hiding magic . He offers bribe, She starts oven magically, Spell elements in spice rack) |
| ❖ Jori and Barkus - 1st and 2nd, Shepherd asst. (Recently acquired edgy tattoos . Sleeves despite heat, sore arms, Smirking and Poking each other's arm) |
| ❖ Alice - 4th, Fromager asst. (Pretending to do magic . Fake 'witch' hut in forest, Forgot to leave 'wand' in forest, Leaves in clothing). |
| ❖ Grikory Hoffman and Chesa, mother in-law (Pray to god of disease . Coins on their childrens' graves, Sneeze when praying, Alms to hidden icon) |
| ❖ Bradley - 1st, Farmer asst. (Sneaks off with the elder's granddaughter . Hidey hole in hay storage, Hickey beneath collar, Collects flowers) |
| ❖ Jerome - 2nd, Farmer asst. (Copying inquisitor's heretical text . Secretive about book, Ink stains on hands, Sneaks off to visit inquisitor) |
| ❖ Nina - 4th, Smith asst. (Anti-theist . Debates morality of gods, Naps during church, Gestures rudely at icons and priests) |
| ❖ Maria - 7th, Weaver asst., sickly (Bears birthmark of god of illness . Talia died before giving birth to her, Animals avoid her, She mumbles about disease) |
| ❖ Marius & Kestra Lumbert; Ros & Istrida; Theotra, Besica, Alix - Loggers. (Ancestor and fey praise . Home shrine, Charm bracelets, Save part of meals) |
| ❖ Auria Pulver - Apothecary, lost heir of late apothecary. (Fraud, guild thief in hiding . Accidental thieves cant, Bad herbalist, None knew he had a kid) |

The Marsh Tree of Gravitas

Legend Tells of an Ancient Sorcerer who resides in the Gravitas Swamp. It is rumoured that they can cure any ailment or illness. Their mysterious residence, an ancient, hollowed tree, is also said to home many dangers and riches!

The Firefly Heart at the center of the tree has a strange effect on the gravity inside. It is always considered to be "Up" regardless of where you are inside the tree. This allows travel along the inner walls and even on the "Ceiling" without the use of climbing equipment. It takes about 4 hours to travel from the bottom of the tree to the top when walking along the walls.

The main entrance to the tree is a magical doorway near the roots that only opens when exposed to very foul smells. Goblin Raiders can move through at will.

The sides of the tree are covered in slow-moving swamp water. The depth fluctuates from 1.5 to 3.5 feet.

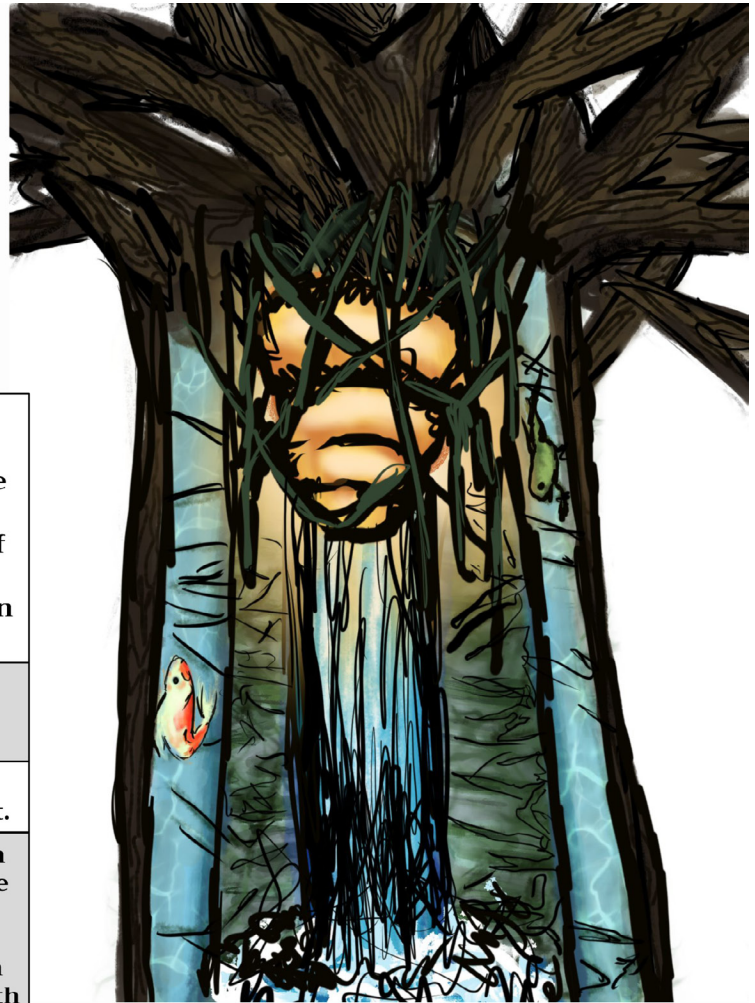
A quarrelling Brackish Nymph and Lilypad Dryad each make their home at opposite ends of the tree. They are former lovers who hold a grudge and will reward any who help them pull a prank on the other. The Dryad will offer a bracelet of tree climbing, while the Nymph will offer a ring of water-breathing. They will offer both gifts to any who help them reconcile.

The Woodpecker Dragon's Nest resides in some of the higher branches of the Tree. Inside are three dragon eggs and the magical (regurgitated) gear of several past adventurers, including a Sword of Dragon-Slaying and a Cloak of Elvenkind. There's also a secret passageway directly into the Firefly Heart.

The branches directly above the heart are guarded by the Alpha Crocuirrel! (stats as Giant Crocodile with climb speed)

A stream of brackish water flows up towards the Heart from the bottom of the tree. It is inhabited by many Reverse Diving Bell Spiders.

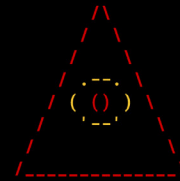
Inside the heart is the home of the Leech-Lich, a sorcerer made of a swarm of leeches. They guard a portal to the Plane of Swamps and have mastered all sorts of ancient magic and lore. Their leeches can cure any disease or affliction, even aging. The Leech-Lich is impressed with anyone able to survive the journey into the Heart and will offer them a single leech. They are also quite lonely and happy to chat about any number of subjects, especially Ancient History, the Planes of Existence, and the Arcane Arts.



ENCOUNTER TABLE (Roll Once Every Hour)

1	1d4 Crocuirrels: Giant Squirrels with the head of a Crocodile (Stats as Crocodile with climb speed). Their pelts are warm and waterproof.
2	Piranha-Frog Swarm: Frogs with the head of a piranha. Devour everything in their path. Their teeth are quite durable and can be made into darts or arrowheads.
3	1d12 Goblin Raiders: Armed with Blowguns that double as an air tube. Good swimmers. They use Crocuirrel Pelts for clothing and Piranha-Frog teeth for their darts.
4	1d6 Giant Vampire Fireflies: Save vs Swamp-Vampirism if bitten. (Stats as Stirge). Corpses give off light for 1d3 days after death
5	Reverse Diving Bell Spider: Aquatic Spiders that attempt to drown their prey in water with bubbles they throw like nets. Will retreat back into the water if the bubble around their head is popped (Stats as Giant Spider, Begin to Drown if hit by an attack)
6	Giant Marsh-Koi: They are harmless and worth 1000 gold each if brought to a buyer alive. The average Marsh-Koi weighs 200 pounds. They are quite fast despite their size.
7	Holy Water Elemental: Created by the Leech-Lich to control the Vampire Firefly population. Peaceful until provoked, they only speak Aquan. Will gently attempt to stop anyone from leaving with a Marsh-Koi, and will attack Swamp-Vampires on sight.
8	The Woodpecker Dragon's Beak Hammers through the tree like a giant dagger, searching for prey.





2081 AD, ace netrunners are hacking a military-grade system looking for Arkhetrix's megacorp secrets. Relying on topnotch cyberware, they tap their minds directly to the cyberspace. Offensive security countermeasures are deployed, preventing them from jacking out safely... The only way out lies deep in.

Cyberspace:

The cyberspace is an VR maze of layered cell-grids, each with 1 entry, 3 exits and a **damaged** (unpassable) sector. PCs start at layer 1 and need to find their way to layer 4. The GM can determine the correct exit by rolling 1d3 in secret for each layer. Each time the (whole) group takes the correct exit, rotate the board 90° clockwise and access the next layer. Otherwise, rotate the board counter-clockwise and re-enter the previous layer (or re-enter layer 1 if already at layer 1).

	1	2	3	4	Exit1	5	6	7	8
1									
2									
3									
4									
5									
Entry									Exit2
6									
7									
8									
9									
10									
					Exit3				

Avatars:

In Arkhetrix's cyberspace, PCs are represented by avatars, with:

- 10 Connection Points (CP) and
- 10 Execution Points (EP).

Bonuses may apply at GM's discretion.

If dropped to 0 CP, PCs are derezzed. Otherwise, a PC commands 2 different actions each round:

- Move 1 cell
- Move up to 2 cells
- Regain 1 EP (capped at maximum)
- Code (an exploit)
- Execute (an exploit)

Exploits:

Coding an exploit costs 1 permanent EP (effectively reducing the PC's maximum), and allows to execute it unlimitedly. Coding fixes effects and cost in EP, for each EP (required for execution) an exploit gains:

- +2 cell range
- +1 target (friend or foe)

And choose between effects(*):

- +1d6 CP damage
- +2 CP increase
- +2 cell (forced) movement

(*) Distribute EP between effects and effects between different targets.



Intruder Countermeasure Entities (ICE):

AI software protects the system, spawning **ICE** to repel intruders. **ICE** have 1 CP and a damage reduction of 1. At the beginning of each round in layer N, spawn N+1 **ICE**. Roll 1d10 and 1d8, then place an **ICE** in the corresponding cell. Ignore an spawn on top of an existing **ICE** and activate it instead, also ignore spawns in the **damaged** sector.

At the end of each round, every **ICE** in play activates and moves 3 cells towards the PC closest to it (avoiding collisions with other **ICE**). When entering a cell occupied by another **ICE** or PC (including during spawn), **ICE** are automatically dropped to 0 CP. At 0 CP, **ICE** explode damaging friend and foes in the central and adjacent cells for 1d6 CP. Every time PCs move between layers reset existing **ICE**.

Arkhetrix Restricted Knowledgebase (ARK):

At layer 4 place the **ARK** (occupying a 3x3 area) fixed at the center of the grid. The **ARK** has 40 CP and a damage reduction of 2. Immediately after each PC's turn, the **ARK** activates an **ICE** or spawns a new one if there are none in play. **ICE** spawned in **ARK**'s cells are ignored, activating the **ARK** instead. When dropped to 0 CP, the **ARK** is hacked, the paydata retrieved, and PCs may disconnect safely.

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FACING FASCISM

By André Bogaz & Camila Morais
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The Player Characters are regular people bent on ending the reign of a fascist leader whose secret hideout they've discovered. Poorly equipped and with no military training, these civilians are the only hope for a better world. Tonight, they face fascism.

PREPARATION

Choose one of the many current or recent world leaders who have a soft spot for fascist ideology. Grab a picture of them. Having him/her as the villain would be impolite, so make the picture unrecognizable by giving him/her a fastidious mustache, a militaristic hat or any ideology-revealing garment you find appropriate. Show your work of art to the players and tell them the fictitious evil deeds this fictitious character has perpetrated against the fictitious world you chose or made up for your game.

The group has an unreliable map (use this one or draw your own) plus one of these (1d6):

1. A permit to go inside
2. Some era-appropriate weapon
3. Some era-inappropriate weapon
4. A dozen well-trained dogs
5. Assorted office paraphernalia
6. Old army uniforms (might look like current ones from a distance)

An informant told the group that at midnight (1d4):

1. There will be fireworks
2. The fascist leader does something demoralizing in secret
3. Guards are replaced by a new shift
4. High-ranking officers get drinks

The group's informant is inside. Randomly decide where, or bring him/her on in the most unhappy moment.

The fascist leader is in a subterranean dome under the headquarters with (1d6):

1. A mecha
2. 2d6 clones of him/herself
3. A donkey — the actual evil mastermind
4. His/her whole family
5. A demon they serve
6. All of the above

The dome is (1d4):

1. Labyrinthic
2. A lab full of clones identical to the PCs
3. A holodeck
4. A mall-like building full of eccentricities



GM INSTRUCTIONS

Facing fascism is hard. Reward only clever thinking.

You're both the GM and the fascist leader. Treasure him/her.

The players win if they capture, kill or demoralize the villain, or otherwise end his/her reign.

If they win, you're out of the game. You lose your authority over them. Tell the players to decide what happens to the world. If someone sabotages the conversation, that player becomes the new GM/fascist and the game is played again. If nobody can reach an agreement, the group must play some other warlike game and the victor becomes the new GM/fascist and must run this "dungeon" again for the others. Do this as many times as needed.

Don't play this game (or any other) with actual fascists.

Residents of Obmil:

Mayor *Snoric* is haunted by constant nightmares in which some stranger demands to repay his debts and set a pack of rats on him. Father *Tobian* believes this is the spirit of *Rinar* - the former mayor. Our brave heroes should help the spirit to calm down and rest in peace.

Detained at the police station.

- **Wisdom** – alone with some resident you can experience any moment of his past.

- portal is open → **TIME TRACKER** - Obmil is merging into Limbo
day | night → day | night → day | night → day | night → day | night → day | night → day | night

night | day → night | day → night | day → night | day → night | day → night | day → night | day
In Limbo: mark the next item each time you **move** to location, **rest** or **interact** with Obmil.



Anton L. C. - Tomb of the Broken King

Tomb of the Broken King

By: Anton L. C. at <https://savevshollowing.wordpress.com/> <http://creativecommons.org/licenses/by-sa/3.0>

The Broken King is long dead, yet his cruel regime somehow lives on. Hopeful monarchs rise to improve the kingdom, yet all are disposed of, driven mad, or corrupted. Rumors say the late king is still ruling from his cold grave, a covetous revenant unable to let go of this world.

Exorcists and graverobbers have visited his crypt, but none have managed to open the Basalt Coffin he is to reside in.

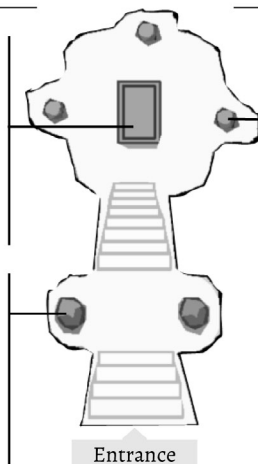
Rumors

- The king was buried with his magical sword, which is said to behead a man with each stroke.
- A youth somehow entered the coffin and disappeared. Those that saw it happen all went missing within a week.
- The king behaved more and more erratically towards the end. The queen tried to keep track of him but went missing a week before his funeral.
- People regularly enter the tomb and never come back. There is talk of people that *have* come back but no one actually knows one that has.

The Tomb

The **Basalt Coffin**, large enough for three people, is the centerpiece of the room. A plaque on top reads "My will is found among the dead". It can be opened with significant violence (which alerts the **Golems**) or by solving the **statues**. Inside are two gilded skeletons, with space for a person in between. If you slip inside and close the lid, you are transported to the **standing stone coffin**.

Mirrored statues stand uncomfortably close to the path. They depict heavysset faceless humanoid creatures, half again as tall as a man, but lacking almost all detail. Their massive hands are covered in week-old blood. They are **Golems** that the Broken King commands. If enough of a ruckus is raised, they will come alive and hunt the intruders.



Three **statues** of the Broken King stand on the side of the **Basalt Coffin**:

- **To the west**, in armor, holding a scepter, with a plaque reading "I conquered".
- **To the north**, in court garb, holding a priestly staff, with a plaque reading "I ruled".
- **To the east**, in robes, holding a sword, with a plaque reading "I ascended".

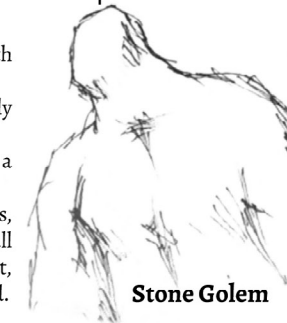
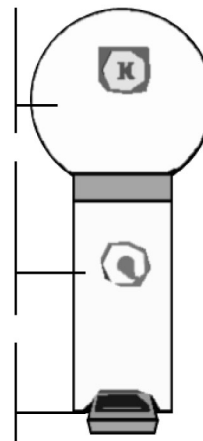
The held items can be moved between statues, and it's obvious to see at a casual glance. If all three are in their rightful place (sword-west, scepter-north, staff-east), the coffin is unlocked.

The Deep

The **throne room** is a black dome, hard stone tiles covering both floor and walls. The Basalt Throne is blacker still, and holds the **Broken King**.

The **corridor** is short and straight, ending in the Basalt Gate. Rows of skeletons line alcoves in the walls, each with a green copper sword. The **Broken Queen** is here.

You enter and leave through a **standing stone coffin**, which leads to the **Basalt Coffin** in the burial chamber.



Stone Golem

THE BROKEN KING sits on his throne, unable to ever rise. It's impossible to tell whether he's alive or dead, his gaunt features far beyond starvation, yet somehow more alive than a corpse. He still rules the kingdom from the shadows, 200 years after his supposed passing, locked to the Basalt Throne by the weight of his leaden hands.

His wishes, in order of priority:

- Keep ruling his kingdom, forever.
- Be released from the Basalt Throne.
- Return to a youthful form.

If he is attacked, he will defend himself by breathing out necrotic fog and summoning the corridor skeletons.

THE BROKEN QUEEN is kneeling outside the Basalt Gate, her hands of blackened lead anchoring her to the ground. The Sword of Sins is in her grasp. She will ask any seemingly honest people to use it to slay the Broken King, and then her.

Her wishes, in order of priority:

- For the Broken King to die.
- For herself to die.
- For the kingdom to find peace.

If she is attacked by someone that she deems unworthy, she will call the swords of the skeletons to dance around her in a sphere of cuts.

THE SWORD OF SINS



A slender longsword, of a dull grey metal, heavily worn. Each blow deals enough damage to immediately kill a normal man in one blow. Each kill accumulates Sin on the wielder. Killing a foe in combat adds 1 Sin, while killing a noncombatant adds 2 Sin. Each point of Sin causes a to-hit penalty, as the wielders hands turns to lead, becoming more and more stiff and heavy. Reaching even 10 Sin would prevent most from even striking a live target.

At certain levels of Sin, the wielder acquires these traits permanently:

- **5+ Sin:** the wielder cannot die from old age, though all other ageing applies.
- **10+ Sin:** the wielder is unable to eat or drink and doesn't need to.
- **15+ Sin:** the wielder cannot be harmed by any other weapon than the Sword of Sins.
- **20+ Sin:** the wielder becomes unable to move, anchored to the ground by their heavy, sinful hands.



The Broken King



The Broken Queen



Burial Chamber



GHOSTS OF MARS

An advanced science outpost lost contact with the main Martian colony. You are called to investigate what has occurred and a terrible secret has been discovered. A sci-fi terror scenario for levels 1-5, ideal for 3 players.

[1] Main Airlock

There are four lockers for exosuits in the room. Two are empty, the other two with untouched exosuits, seemingly in perfect condition. There are tools scattered on the floor. There is no breathable atmosphere on site. A door in the back gives access to the base.

[2] Corridor

This corridor gives access to 3 doors. On one screen you see written store, in the other workshop and other main access. On the floor there is a kind of green fungus. There is no breathable atmosphere on site.

[3] Workshop

The workshop has tools scattered across the countertops and on one of the 3D printers, there is a weapon that has not been completed. No signs of fighting just confusion. One of the walls is taken by the green fungus. There are tools that can be

used as weapons. Draw on the table

[4] Warehouse

The warehouse is a mess. The supply boxes are spread out and spread across the floor. All are covered with green fungus, and the appearance seems to be rotting. Toolboxes and equipment are untouched.

[5] Main Junction

At the main junction there are 3 doors. One for sector A, another for sector B and the door from which it gives access to the entrance part. There are burn marks on the wall, as if someone had used a torch. There is no green fungus here.

[6] Science Lab

The laboratory is totally destroyed, with signs of struggle everywhere. There are milestones of energetic weapon fire through the walls. And the green fungus dominates the whole room. There is a door written sick bay, other greenhouse.

[7] Greenhouse

The greenhouse is totally taken up by the fungus and the hydroponic farming system destroyed. On one of the walls is written the hand: "The Fungus Kills"

[8] Sick Bay

Upon entering sick bay you are faced with a tremendous confusion. In addition there is a body lying on the ground covered with fungus, wearing a scientist's uniform. As he approaches, he begins to move and will attack the group. If the characters beat him, they find out that the fungus has something to do with what's happening.

[10] Crew Quarters

The crew quarters are destroyed, with clothes and belongings strewn across the floor. However it is not empty, a female-shaped fungus zombie is in place and attacks the group.

[9] Main Control Room

The control room is completely damaged, however a terminal works. There is a door written on Crew Quarters another Digging site. When accessing this terminal appears the following diary.

05.05.2047

Commander David, Personal Log

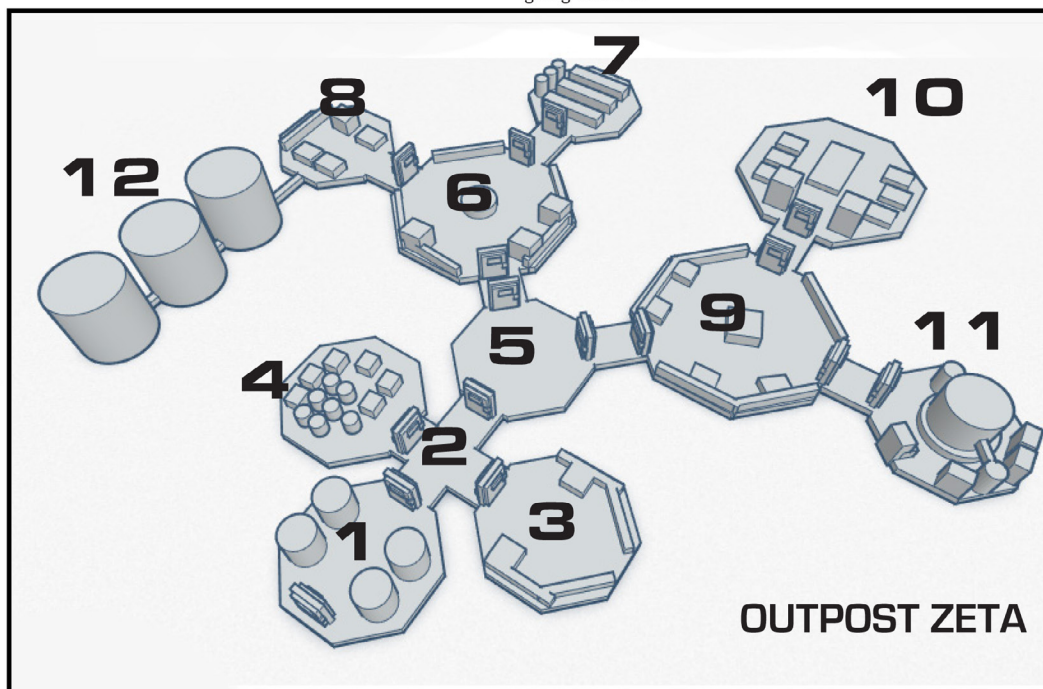
The digging site revealed a strange fungus that eventually infiltrated the station. It seems that this fungus causes some kind of madness in people. Mike and Jana were infected and go crazy in the process. They killed each other and took Doctor Chandra along. I am alone and I can not risk infecting others. Now I'm going to throw the bodies in the digging hole and then I do not know what I'm going to do ..."

[11] Digging Site

The digging site is covered by the fungus, and is totally contaminated. When entering the room you come across a strong and tall humanoid figure, covered with remains of the uniform and formed by the fungus. In the remnants of the uniform you see written "Commander David". Time to face what's left of that human being.

[12] Support Tanks

The life support tanks are apparently in perfect condition. There is nothing remarkable about them.



Aftermath

If the players beat Commander David, they take a sample of the fungus and take it to study. The master will explain that that fungus is responsible for all that.

In the process they will destroy the outpost, preventing the spread of it. If they are defeated, they will all become zombie fungi.

Weapon Table

d6 Roll - Weapon

- 1 - Flame Thrower
- 2,3 - Steel bar (eq. to mace)
- 3,4 - Steel Knife (eq. to shortsword)
- 5,6 - Steel Cutter (eq. to long sword)

Credits

Design:

Antonio Marcelo
(antonmarcelo@gmail.com)
Manoel Garcia
(mgleitef@gmail.com)

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Fungus Zombie

This monster is equivalent to a zombie level 3 of any system. When attacking and hitting, he has 40% of piercing the suit and causing an infection in the attacked character. The character will die and become a zombie in 1d6 hours.

Comander David, Fungus Zombie

This monster is equivalent to a mummy level 5 of any system. When attacking and hitting, he has 50% of piercing the suit and causing an infection in the attacked character. The character will die and become a zombie in 1d6 hours.



THE DEATHLESS CYST

BY LUCA COPPOLA, SIMONE DI FRANCESCO AND LORENZO DIONISI

The Deathless Cyst is the greatest achievement of Parnassus, the Biomancer. It is an endless soul receptacle, that allowed him to become immortal (at a price). The Cyst often captures and respawns the souls of many unlucky ones, forcing them to be reborn in it when they die. It is meant to be used as a "you wake up in this goo" event after a TPK, but remember: nothing truly dies here. Any time something dies, its soul is captured back into the Cyst, which spawns a new body for it (with a 1-in-6 possibility of a random mutation; this mutations stack and every time one is rolled more than once reduce a random Ability Score by 1; when ability scores reach 0 players degenerate in a twisted shadow of their former selves). They are then reborn 1d3x10 minutes afterwards, naked. Many souls were captured over the years, which resulted in... peculiar degenerate creatures roaming this goey place. Can you escape the Deathless Cyst of Doctor Parnassus and its terrible marvels, or will you become one of the deformed monstrosities that stalk its bowels?

CREATURES:

Unicorns: flaccid, obese and pony-sized, the Unicorns of the Cyst are what remains of much nobler creatures trapped by it. They feed off nutrients in the ground, biting off small pieces of flesh that regenerate almost immediately. When hit, they release small toxic clouds, very dangerous to predators around. Their horns comes easily off their corpses, and can be opened like a scroll. They contain 1d4 spell levels worth of a single random spell.

Handmaidens: giant bees with human hands for feet. Big as a human torso. They secrete a sprinkly blue dust from their mouths, that lures their prey. Mostly spend their time grasping the ceiling and exchanging nutrients with the Cyst. Their barbed stingers ignore armor when they drop from above to kill their prey, which they eat and feed the Cyst with.

Silent Watchers: eyes with buglike legs, they scuttle all around the Cyst and give off light as a torch. They are as big as a Lantern, and don't need to be fueled. Can walk on the ceiling and walls. Feed by licking where they walk. Docile, can be killed by just squeezing too hard. When killed, they contain 1d4-1 small gems, which explode when dropped, stunning all those within 10 feet. In any room, there are 1d2-6 of them around.

MUTATIONS:

Crabby Hands: they work like a Heavy Weapon. You can't manipulate anything precisely anymore.

Skinless Scalp: you can sense anything moving 10 feet around you. You take double elemental damage.

Acidic Soul: you can vomit your own soul, which you control and acts as a green slime. You die if you're not back to your body in 1 hour.

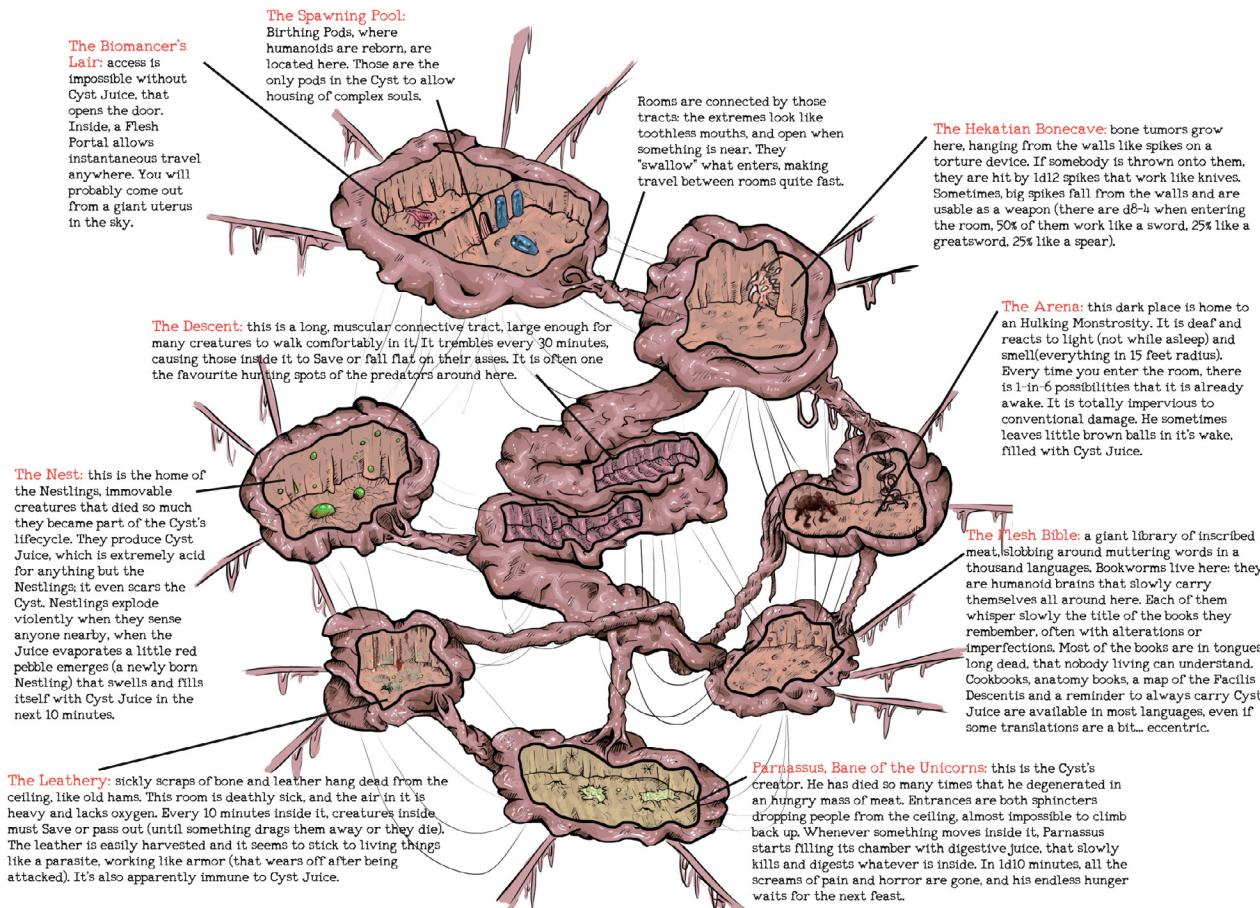
Iron Hair: your body is covered in thick hair, that acts as Leather Armor. It instantly grows back if burned or cut. You can't wear any armor at all, or any clothes for that matter.

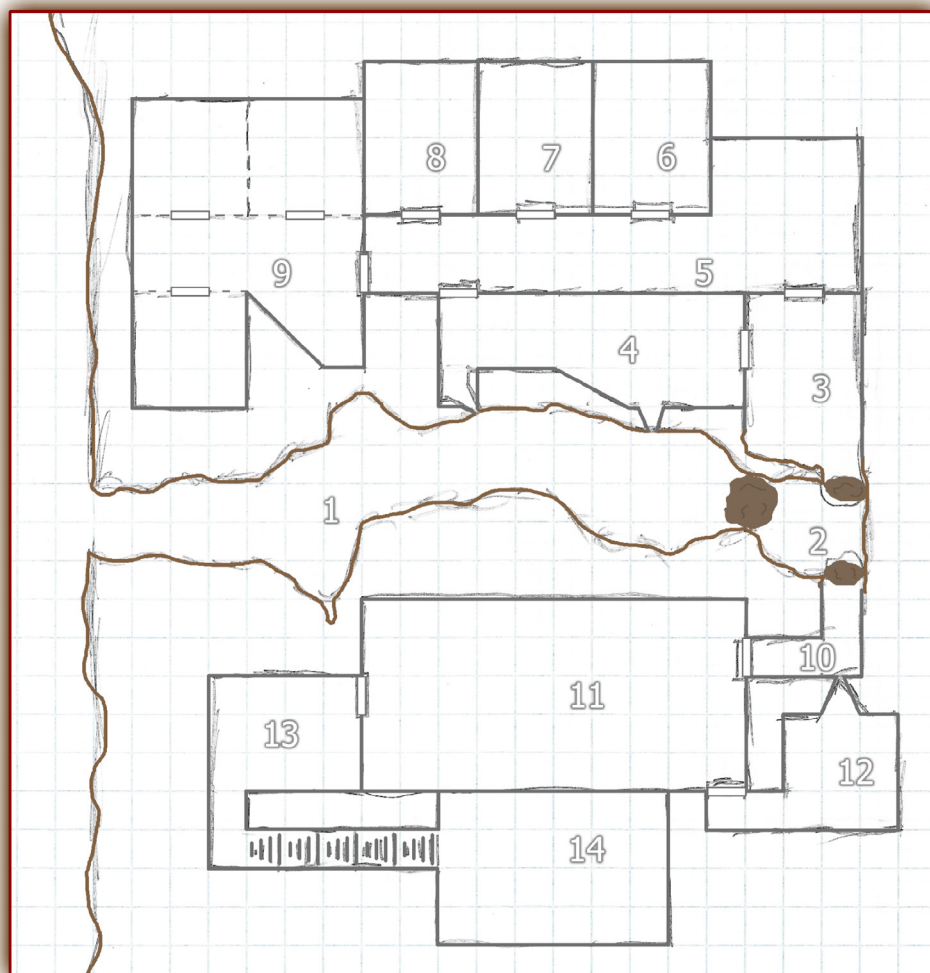
Electrical Heart: your heart produces and stores electricity. You can use it to attack at will by just touching any enemy (damage like a standard weapon), but you receive half the damage you inflict.

Octofeet: your legs now fork off into 8 long, thin and extremely movable finger-like appendages. They work like Thieve's Tool like a charme, and allow climbing at 1/2 your normal speed. However they reduce your land speed by half and make running impossible.

Healthy Eater: your ribcage becomes a giant mouth, filled with sharp teeth. You can swallow whole creatures smaller than you that you grapple, and be fed for a week. You can't eat normal food anymore.

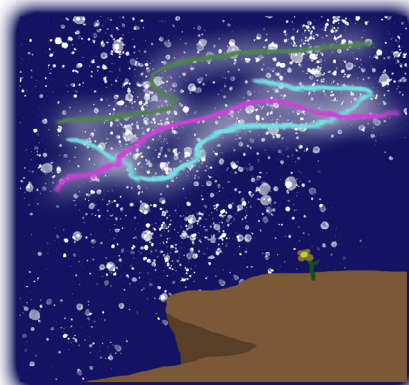
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Scarlight

Ages ago, a dark wizard made her lair in a cliff face. She was defeated, but her lair remained. The townsfolk feared it, saying that she forever tainted the land, and calling it "Gaia's Scar". Children who snuck away on dares would return better behaved, and never speak of what they saw. Recently, a beautiful light has been illuminating the night sky. The villagers have traced the source of the light to Gaia's Scar, and now fear it heralds the return of the dark mage.



1. Rock corridor leads up to a giant rock. The rock must be removed to get to area 2. An Imp in area 4 mocks intruders through the arrow slits.

2. A small room with two more boulders. They are smaller than the first, and block areas 3 and 10.

3. Two doors, neither locked. Cave walls and floors transition to stone bricks.

4. Three imps are here. They're lazy, so they won't attack first. This room contains some very usable spears and arrows.

5. Long hall. Many doors, and a small room with chairs at the East end.

6. Musty old bunks and a chest with old boots, some money, and a spider in it.

7. Even more bunks. An Earth Elemental is trying to sleep, but it cannot, because Earth Elementals can't sleep. It's trying tho.

8. There is a hole here. It's the toilet.

9. A prison, with three cells. A demon holds a keyring and attacks on entry. One of the cells contains a dryad, who was making the lights. Her sister is being kept in area 14.

10. A small hall leading to a locked door. Needs the keyring from area 9. An Earth Elemental in area 12 hurls small rocks through the slit.

11. A huge room with several demonic runes and summoning circles. Many imps and a demon. Area 14 looks down on this area, 30 feet above, and rocks sometimes fly down from there.

12. A small Earth Elemental sits here and watches area 10. It attacks on entry.

13. A storage room. Contains magical implements not used for years. A globe sits shattered in the center. A staircase to the south leads up to area 14.

14. A study looking over area 11 with no Northern wall. A reddish brown demon-corrupted Earth Elemental stands in front of a cage containing an exhausted, older Dryad. It drains her magic into the dark crystal embedded in its chest to feed. Elemental attacks on sight.

An Earth Elemental, corrupted by forgotten magic, stole away two dryads to feed on their power, accidentally summoning demons. Now that it has been stopped, maybe the dryads will be cool and offer some kind of reward, or be good friends?



Scarlight by
Ben Chaplin
@ZesuBen

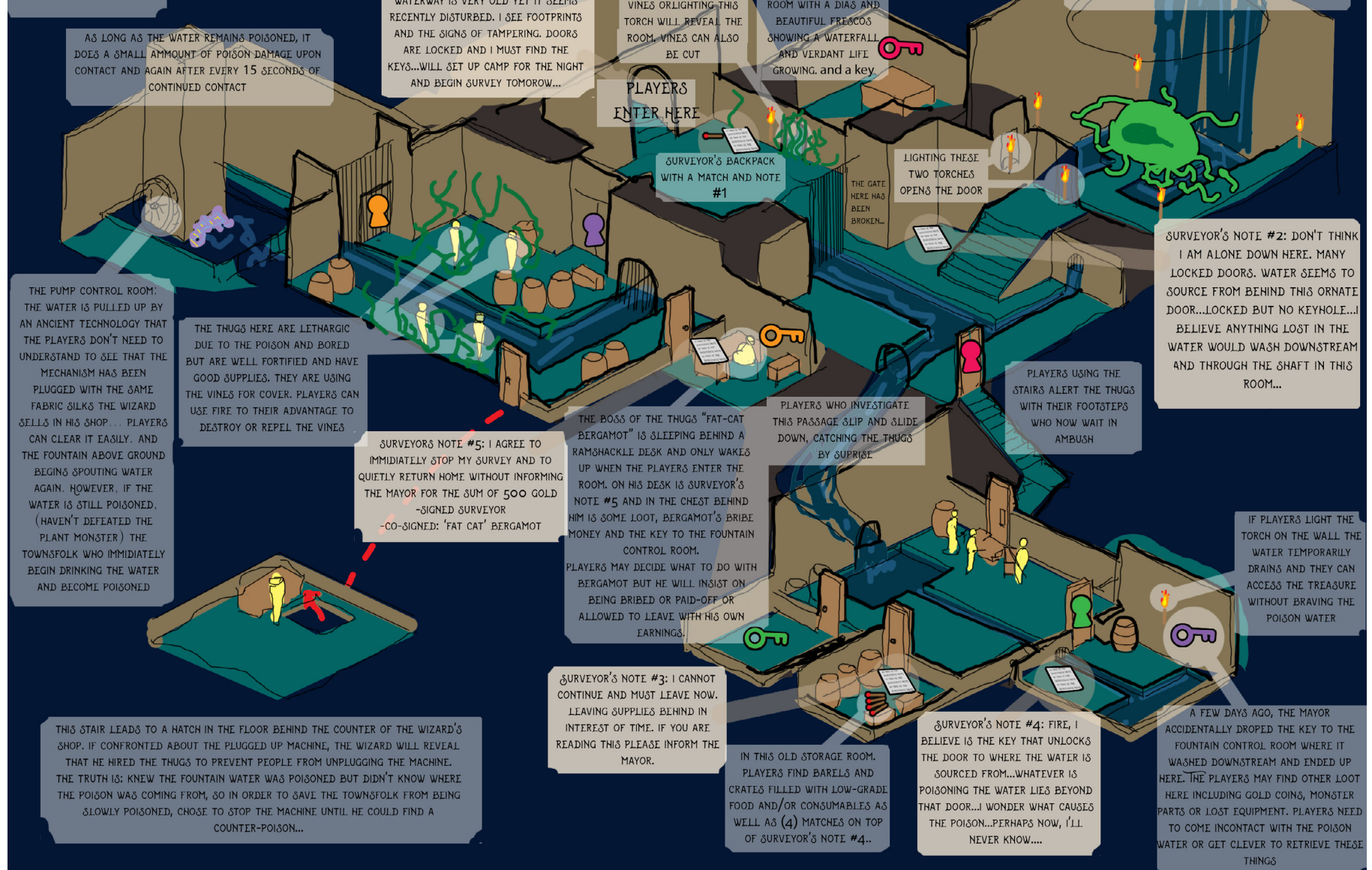


Benjamin Rowe - What Lies Beneath the Well

- WHAT LIES BENEATH THE WELL - BY BENJAMIN ROWE - BENJAMINROWEDESIGN@GMAIL.COM -

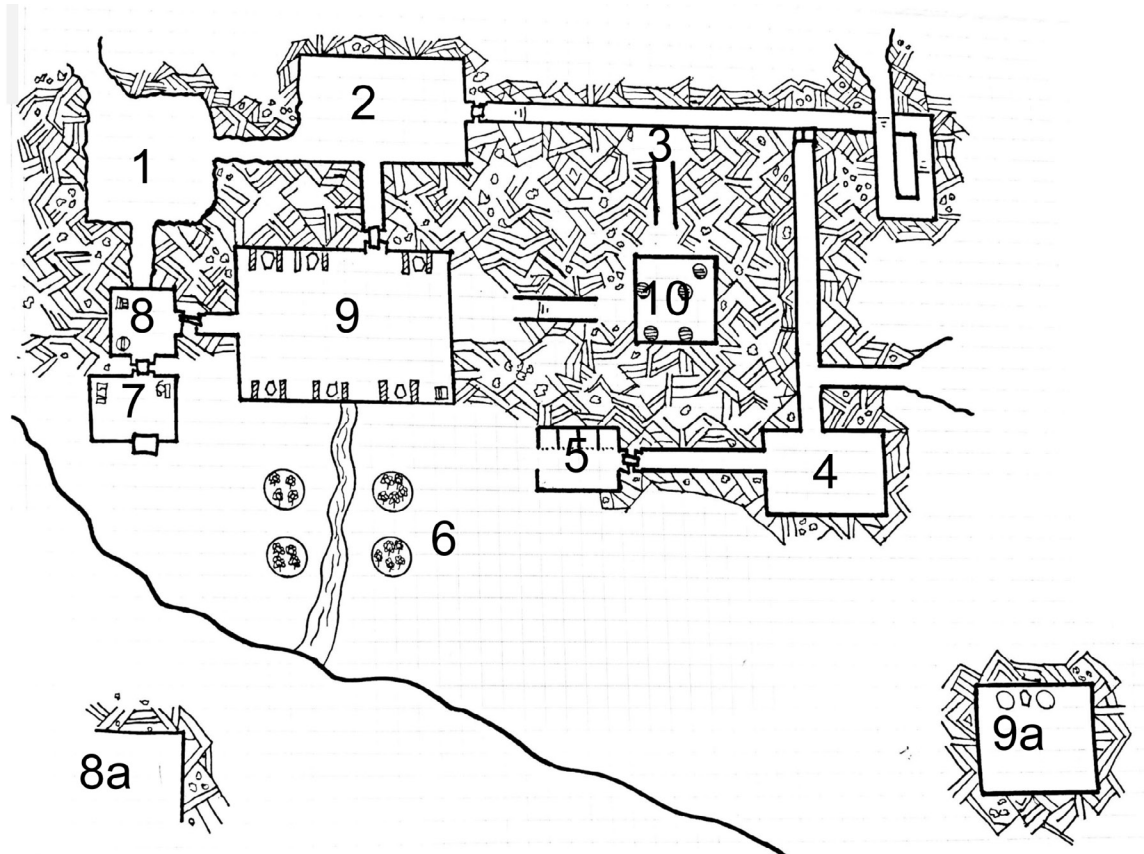
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THE FOUNTAIN THAT SUPPLIES THE WATER TO THIS SMALL TOWN MYSTERIOUSLY STOPPED WORKING ABOUT A MONTH AGO. THE TOWN WIZARD SAYS IT'S PART OF A LONG-TERM NATURAL CYCLE BUT THE MAYOR IS SKEPTICAL. THE SURVEYOR HIRED BY THE MAYOR TO INVESTIGATE THE ANCIENT UNDERGROUND WATERWAY HAS BEEN DOWN THERE FOR SIX DAYS... FAR TOO LONG...WITH THE PROMISE OF GOLD AND SAVING THE TOWN THE PLAYERS ARE HIRED BY THE MAYOR TO GET TO THE BOTTOM OF WHAT'S HAPPENING DOWN THERE AND REPORT BACK.



Crypt of the Viper Queen Brian Mackenzie

1. Goblins and kobolds. The kobolds are in charge and bully the goblins. 1x kobold inventor, 1x kobold dragonshield, 1x goblin.
2. 2 cursed statues stand in this room. They were left to guard the secret crypt (9a).
3. There's a trapdoor. The plate is too heavy for goblins and kobolds to set off. Sometimes constructs or monsters get in and roam these halls
4. Twin Kobold sorcerers, one with wings and one with beefier armor occupy the room. A lever here shuts off the constructs in area 5. There are several dead goblins that have been experimented on. Secret exit connects to 10.
5. Prison cell guarded by 2 suits of animated armor invented by the kobolds. A yuan ti sits in each cell malnourished and injured, they are from a nearby village and hate humans.
6. A garden filled with flowers, each plot with a different color. A stream runs down from the mountain, formed by an ever raining cloud on the mountain. It runs down into 9a. Plots guarded by 2 vine blights and 2 twig blights, peaceful unless disturbed.
7. Bedroom of the late Viper Queen. There is an obvious net trap on the north door. There is a watering can, and 4 vials of poison in a desk.
8. Storage room, valuable fabrics in the boxes, as well as a set of embalmers tools and some brass candlesticks. There is a deep echo in this room due to the cave below the floor that connects to 8a
- 8a. High up the mountain. A wyvern's nest with 2 eggs is up here, 5% chance the mother shows up every 30 minutes the party stays up here. A cave built into the mountain leads to 8









9. Crypt containing mummified yuan-ti in caskets. One casket is broken open, a yuan ti wrapped in cloth sits within. There is a bloodstain at its foot. Opening a casket requires a DC 15 wisdom save or you get cursed with a level of exhaustion. One casket has no body within, opening it opens a secret door to 10.
- 9a. Ornate sarcophagus guarded by a giant constrictor snake. A chest in the room contains loot, if the sarcophagus is opened the mummified viper queen within attacks. Her crown magically controls the constrictor.
10. Room full of human statues. Secret exit to 4 under one of the statues, secret exit behind a statue to 9, hole in the ceiling to 3

Wandering Monsters

- 10% chance per hour outdoors or in hallway 3
1. 2x giant spider
 2. 2x lion
 3. 2x rhinoceros
 4. 1x Giant toad











RUMBLE IN THE TRASH-HAUS


BY BRIENNE REID

The garbage disposal of the esteemed goblin sorcerer-chef slash nonbinary anarchist icon Rozz Hrokkog is a wild place. You were just served up a wild place. You were just served up a disposal. Spooky, yes—but Rozz did make you dinner. It's only polite to help them by cleaning up afterwards, right?


mutagenic soup that caused any food it touched to come alive in a fit of murderous rage. Shortly afterwards, a terrifying, unearthly chorus of roars rose from the trash chute before realizing what had happened. Rozz chuckled some of the scraps down the disposal. Spooky, yes—but Rozz did make you dinner. It's only polite to help them by cleaning up afterwards, right?




X MARKS THE STARTING SPOT! HOLLER WHEN YOU'RE DONE.




Diminutive **berryfolk** with glowing white eyes and a childlike laugh. Taste for humanoid flesh. Smarter than the average bear, infinitely more cruel. **Expect traps** with bone shards, spines, pineapples.




Rotten **cabbage** cabal. Foul eldritch heads spewing forth profane prophecy and reeking of millennia-old mustards lost from all histories of goodly folk. Floating. Lair is musky, covered in evil sigils. **Magic abounds**. Go figure.



Here be the dreaded **bread-fiends**. Very few in number, not in carbs. Didn't know bread could sell its soul to gain wicked powers. Didn't know bread had a soul. Beware their **friends**, their **siren songs**, and the **melted butter pits**.



T-rex-amisu. Big, angry, and **shoots scalding coffee** from its maw. At least it doesn't have **pint-sized clones**, right? Lil' tira-bites? Oh, wait, it definitely does.



Reanimated **lobster husks**, fearful of bread-fiend butter and not much else. **Armored**, shrieking, all but mindless in their dedication to violence. Oh, and love to **scuttle onto the ceiling** and **ambush** interlopers. Cabbage and bread rivals.

TOPOGRAPHY: UNEVEN, SQUISHY FOOTING • METAPHYSICS: POCKET UNIVERSE
TIME: PASSES ODDLY • CLIMATE: WARM, STICKY • VISIBILITY: DULL GLOW, HEAVY FOG

BERRYFOLK TRAPS: 1D8	CABBAGE CURSES: 1D8	LOBSTER MUTATIONS: 1D8	BREAD-FIEND FRIENDS: 1D8
1 - face-height citrus jets	1 - very slippery, goopy hands	1 - super swole	1 - demonic gnat swarms
2 - rapid fire razor seeds	2 - wild forgetfulness	2 - extra thick shells	2 - infernal cowboy coyotes
3 - explosive decoy	3 - compulsive singing	3 - magically reflective shells	3 - giant satanic puffins
4 - rocket-propelled bear trap	4 - metal slowly burns your skin	4 - claws display greatest fears	4 - possessed rolling pins
5 - fondue bouncing betty	5 - raw meat hunger	5 - aura of deadly garlic sauce	5 - accursed jellies
6 - quick-dry molasses pits	6 - grow painless tooth-beard	6 - ectoplasmic levitation	6 - heretical murder-cheeses
7 - overhead sugar spikes	7 - incessant over-sharing	7 - claws randomly shoot lasers	7 - bored hench-devil
8 - jellyfish stinger curtains	8 - uncontrollable levitation	8 - two, sometimes three, heads	8 - overenthusiastic lost soul

REWARDS FOR # OF MUTATED FOOD GROUPS VANQUISHED IN ONE VISIT:

- 1 - Rozz's appreciation, a sauce-covered wad of cash, and a nice cutting board
- 2 - Rozz's Spice Mix: lich dust, ecto-salts, shaved void whispers, and cumin
- 3 - The recipe for this evening's Mutagenic Ooze and Mushroom Soup
- 4 - The Sharpest Dang Knife, surprisingly made out of gelatin—technically edible
- 5 - Bottle of Rozz's Life-slappin' Hot Sauce, a cure-all and revitalizer for even the dustiest bones

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14

Sunken Swamp Stronghold

Created by Bruno71

A black dragon reigns from an abandoned fortress in the swamp and terrorizes the nearby town with hordes of undead.

Environment

Most rooms and hallways are 20ft high.
The top of the Watchtower is 30ft high.
Heavy fog makes visual checks difficult.

Undead Raids

The party arrives in town at dusk. Streets are empty. No one goes outside at night. Waves of **zombies**, **skeletons**, and **other undead** advance on the town after dark. After fending them off, a villager gives you a helpful magic item.

Traversing the Swamp

Make appropriate skill checks to navigate or forage through the treacherous swamp. After 3 successes or 3 failures, you arrive at the stronghold.

Successes

- 1: Rescue a villager, send them back to town
- 2: Find a rare plant that magically cures
- 3: Fog conceals you from roving **zombies**

Failures

- 1: Lose a piece of mundane gear in the mud
- 2: Interrupt **giant rats** feasting on a corpse
- 3: One person gets poisoned for 1 hour

Upon arriving, you can scout the area.

Undead and sentient plants wander in front of the main entrance, but there may be another way in.

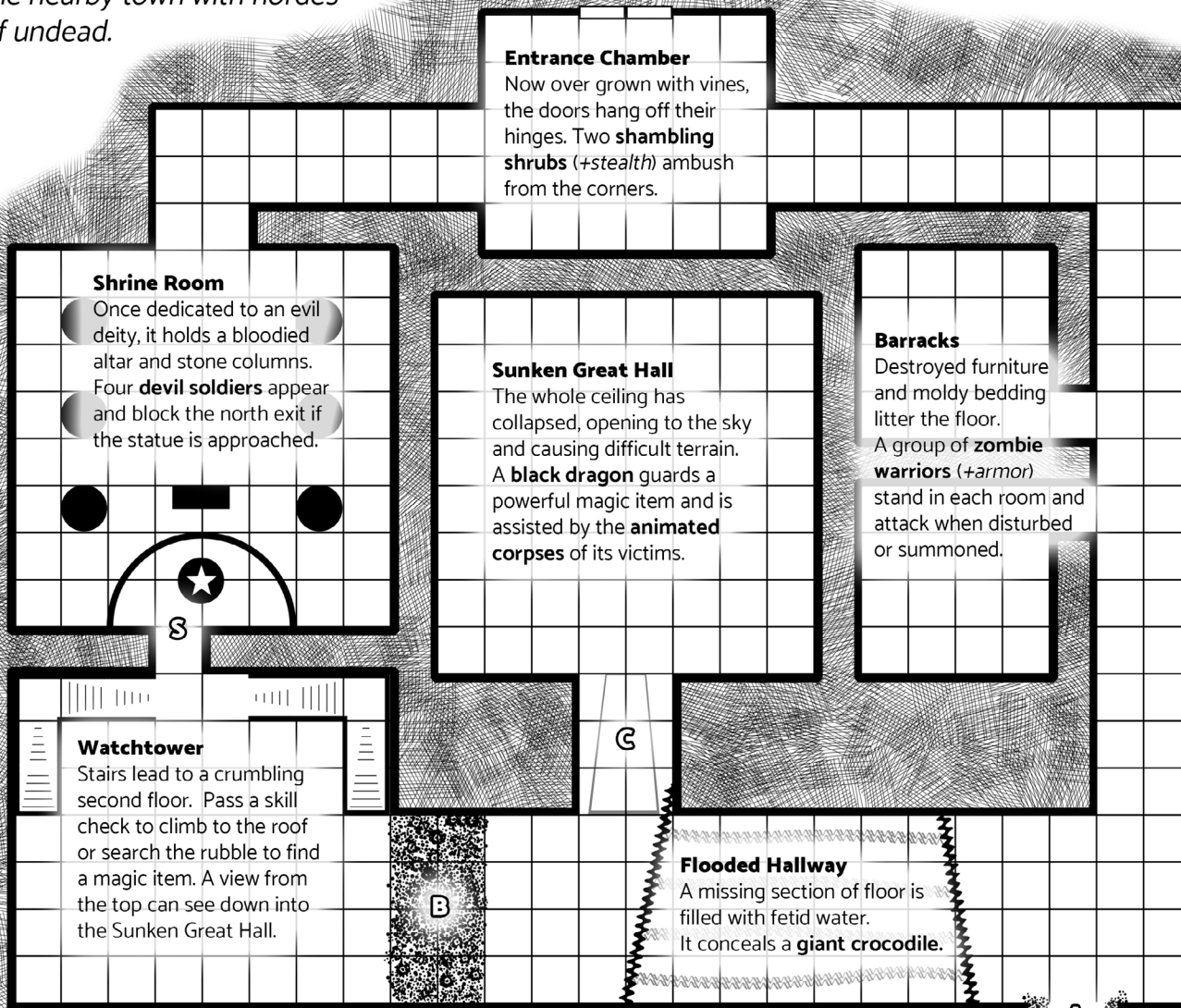
Map Areas

A: Part of the southern wall has collapsed and opens into the main hallway. Guarding this entrance is a giant **frog monster** submerged in the swamp.

B: The eastern wall of the Watchtower has crumbled and caved in, blocking access from the main hallway. The debris can be climbed to reach the opening in the roof.

C: The passage into the Sunken Great Hall slopes downward and is covered with slippery runoff from the Flooded Hallway making it difficult to keep your balance.

S: A secret panel in the wall hides a passage into the Watchtower. It's not too hard to notice if the statue is approached.



THE TYRANNY OF PANHEAD VEETWIN

A. VESTIBULE

ENTRYWAY AND SMALL COAT CHECK ROOM ON THE WEST SIDE. A TRIDRONE WITH A SMILE PAINTED ON ITS FACE WAITS TO ACCEPT YOUR TRAVELING CAPE. IT WILL DEFEND THE GARMENTS IN ITS CARE TO THE DEATH. CHECKING THE POCKETS OF THE OTHER COATS OFFERS 10 CP AND 3 SP.

D. FABRICATION

A BRONZE POLE THAT MAKES UP PART OF THE MACHINERY NEAR THE DOOR ARCS WITH ENERGY. ANY PC WEARING METAL ARMOR THAT MOVES WITHIN 20' OF THE POLE MUST SUCCEED ON A DC 12 DEX SAVE OR TAKE 1D6 LIGHTNING DAMAGE. THE BRONZE POLE CAN BE USED AS A JAVELIN OF LIGHTNING.

AT THE FAR END OF THE ROOM, A QUADDRONE SUPERVISES AS 4 MONODRONES WORK TIRELESSLY ATTACHING WHEELS AND HANDLEBARS TO THE PAINTED FRAMES. THEY WILL CONTINUE WORKING UNLESS GIVEN AN ORDER BY A SUPERIOR, BUT THEY WILL DEFEND THEMSELVES IF DIRECTLY ATTACKED. THE QUADDRONE WILL ORDER THE MONODRONES TO ATTACK ANYONE WHO DISRUPTS PRODUCTION, BUT WILL NOT ATTACK UNLESS ALL 4 MONODRONES UNDER ITS COMMAND ARE DEFEATED, AND UPON REACHING HALF HEALTH WILL SURRENDER AND BEG FOR ITS 'LIFE'.

E. PAINT-SHOP

NOXIOUS FUMES FILL THE AIR. ANY CREATURE THAT BREATHES MUST SUCCEED ON A DC 12 CON SAVE OR BE DEBILITATED BY HIDEOUS LAUGHTER FOR 1 MINUTE REPEATING THE SAVE EACH TURN AND BECOMING IMMUNE ON A SUCCESS. A TRIDRONE DISTRACTEDLY FLIRTS WITH A MONODRONE, WHILE 3 OTHER MONODRONES APPLY DECALS AND PAINT TO THE BICYCLES. THEY WILL CONTINUE WORKING UNLESS GIVEN AN ORDER BY A SUPERIOR, BUT THEY WILL DEFEND THEMSELVES IF DIRECTLY ATTACKED. IF ANYTHING DISRUPTS ITS FLIRTATIONS, THE TRIDRONE WILL ATTACK, ORDERING THE 3 WORKING MONODRONES TO JOIN THE FIGHT. IT WILL ACCEPT ATTACKS OF OPPORTUNITY TO INTERPOSE ITSELF BETWEEN HOSTILES AND THE MONODRONE IT WAS FLIRTING WITH, AND WILL DEFEND THIS MONODRONE TO THE DEATH.

THE NEW PLANT MANAGER, PANHEAD VEETWIN, HAS FIRED ALL THE GNOMES AT THE BARLEY HAVERSON BICYCLE FACTORY. TIME TO SMASH HIS AUTOMATED HORRORS!

B. HALLWAY

8 MONODRONES SPACED EVENLY DOWN THE HALL STAND AT ATTENTION. IF THEY BECOME AWARE OF ANY HOSTILITIES, THE 2 CLOSEST TO THE FRAY WILL LEAVE THEIR POST TO REINFORCE THEIR ALLIES. IF THEY DON'T RETURN IN 1 MINUTE, THE NEXT 2 WILL TRAVEL TO THE SAME DESTINATION OF THE ORIGINALS, AND SO ON UNTIL ALL 8 ARE EXPENDED.

C. VISITOR'S CENTER AND GIFT SHOP

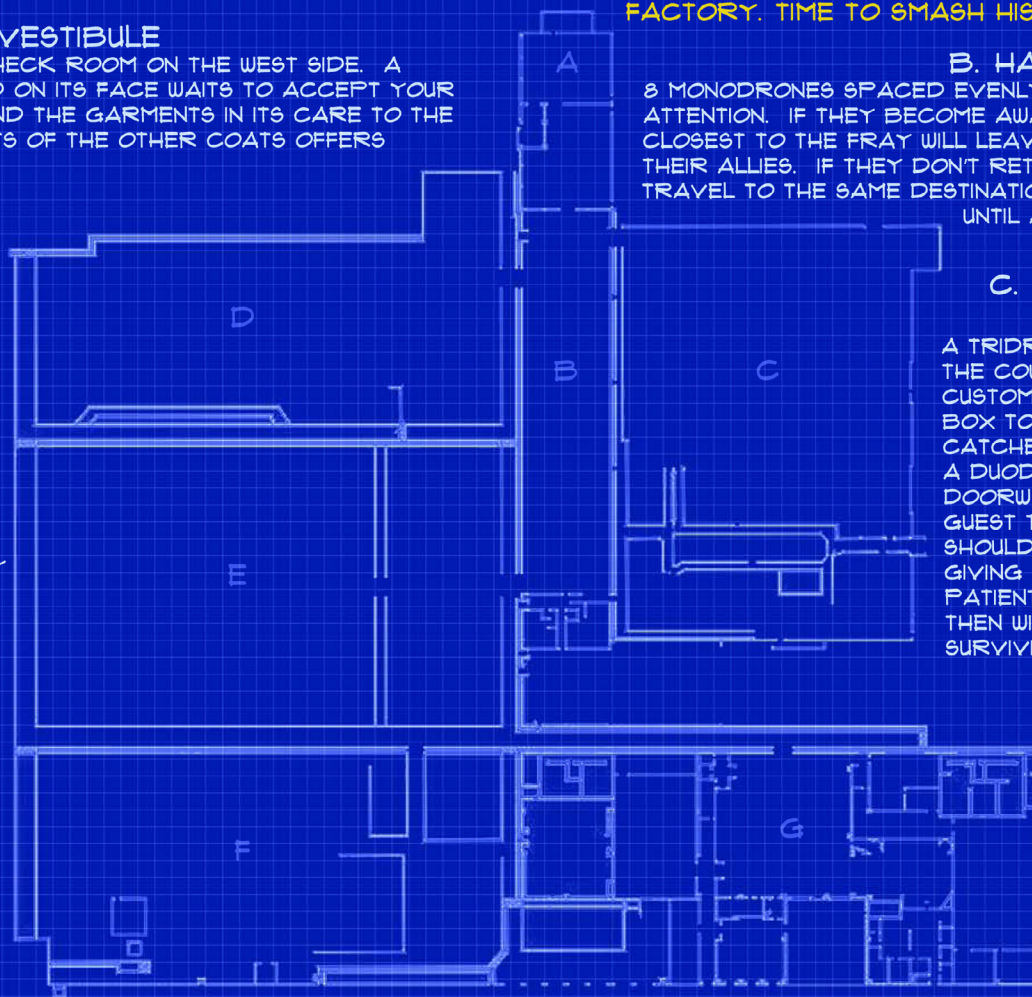
A TRIDRONE STANDS PATIENTLY BEHIND THE COUNTER READY TO ASSIST ANY CUSTOMERS. IT WILL DEFEND THE CASH BOX TO THE DEATH AGAINST ANY IT CATCHES TRYING TO STEAL. A DUODRONE RESIDES JUST INSIDE THE DOORWAY, AND WILL ACCEPT 1 SP PER GUEST TO GIVE A TOUR OF THE FACTORY. SHOULD A FIGHT HAPPEN WHILE IT IS GIVING A TOUR, IT WILL STOP AND WAIT PATIENTLY FOR THE CONFLICT TO END, THEN WILL RESUME ITS TOUR FOR ANY SURVIVING PATRONS. IT WILL NOT FIGHT UNLESS DIRECTLY ATTACKED.

G. ADMINISTRATIVE OFFICES

4 MONODRONES SIT AT DESKS FILING PAPERWORK. ON TOP OF ONE OF THE DESKS IS A SPELL SCROLL OF HASTE. PANHEAD VEETWIN, THE PENTADRONE TASKMASTER MOVES ABOUT THE ROOM COMMANDING THE MONODRONES TO WORK HARDER. IF THEY ARE PREVENTED FROM DOING THEIR WORK BY ANY MEANS INCLUDING BEING ATTACKED BY THE PCs, PANHEAD WILL COMMAND THEM TO IGNORE IT AND CONTINUE WORKING. ONCE PANHEAD IS DEFEATED ALL OTHER MODRONS IN THE FACTORY WILL IMMEDIATELY CEASE HOSTILITIES AND CHEER FOR THE PCs.

F. SHIPPING

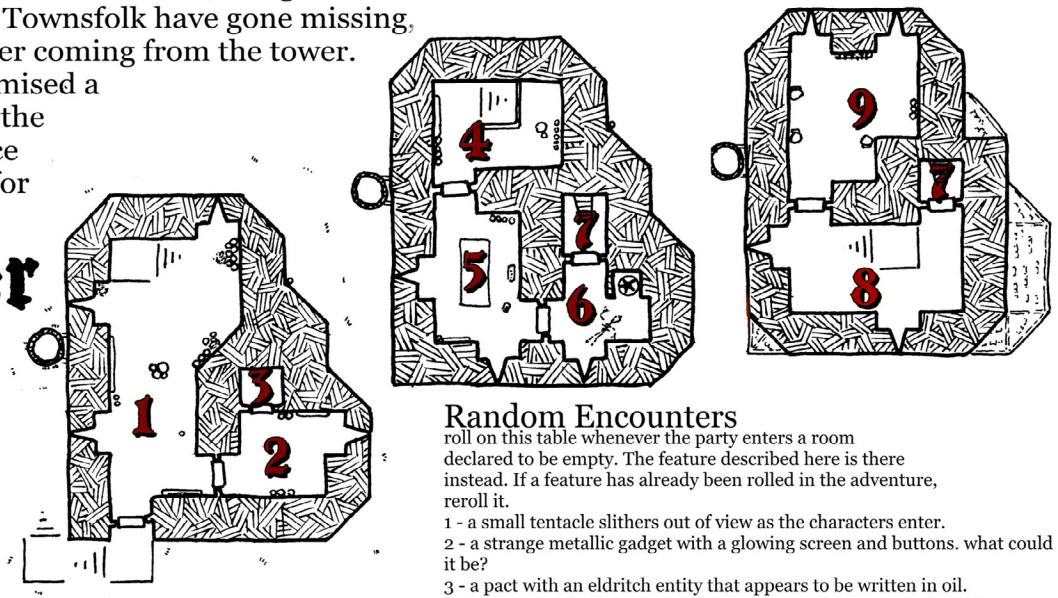
2 DUODRONES PACK THE BICYCLES INTO BOXES WHILE 2 MONODRONES WORK TOGETHER TO FLY EACH BOX TO THE TOP OF A TALL STACK. ROLL A D6 FOR EACH ROUND THE PCs SPEND IN THE ROOM. ON A 5 OR 6 THEY DISTURB ONE OF THE PRECARIOUS STACKS AND ALL CREATURES WITHIN 10' MUST MAKE A DC 12 STR SAVE OR BE RESTRAINED, REPEATING THE SAVE EACH ROUND, SUCCESS RESULTING IN FREEDOM. A FIRST-AID KIT IN THE ROOM CONTAINS A RACK OF 4 HEALING POTIONS.



In a tower on the edge of the wilderness, there is a tower. Until recently, the tower has been uninhabited. but in the last few months, things have started happening. Townsfolk have gone missing, and a strange noise is ever coming from the tower. The local lords have promised a great reward for finding the source of this disturbance and ending it. it is time for the adventurers to enter

the Tower of the Bronze Lich

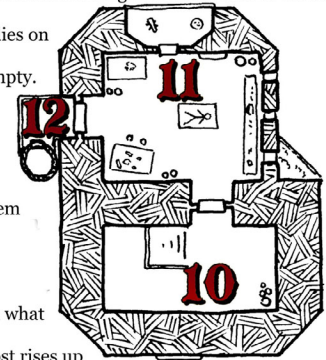
By Cameron Black,
Nolan Cameron, and Will Freer



Random Encounters

roll on this table whenever the party enters a room declared to be empty. The feature described here is there instead. If a feature has already been rolled in the adventure, reroll it.

- 1 - a small tentacle slithers out of view as the characters enter.
- 2 - a strange metallic gadget with a glowing screen and buttons. what could it be?
- 3 - a pact with an eldritch entity that appears to be written in oil.
- 4 - a clockwork bird, but instead of a tongue it has a mass of writhing (living!) tentacles.
- 5 - a chained up skeleton lies on the floor
- 6 - the room is actually empty.



Area 1 - Entryway: The walls of this room are covered in pipes that emit strange gurgling noises. Other than that, it is silent here. This area is uninhabited aside from 3 Eldritch Vermin which have made their nests in the alcoves between the pipes. They will flee into holes in the pipes when heavily wounded.

Area 2 - Guardroom: This room has a strange Automaton standing in the middle of it. The Automaton has a hammer in it's hand and appears to be making pipe repairs. it attacks with no self-regard and fights until destroyed.

Area 3 - Tentacle Closet: When a haracter opens this nondescript door, otherworldly tentacles erupt forth and try to drag them inside. If somone is pulled inside, then the creature chews on them for a few seconds before spitting them out into another dimension. characters can stop this by closing the closet door before someone is pulled in.

Area 4 - Stairwell: This area is empty.

Area 5 - Dissection Room: an empty, bloodstained slab of metal lies in the middle of this room. several small, spiderlike creatures with no eyes and bronze plating scamper around, paying the characters no heed. There are also several tables with what appear to be instruments of torture sitting on them.

Area 6 - Dead Adventurer: There is skeleton of what seems to be an adventurer here. if anyone disturbs it's remains, it's Ghost rises up and tells the characters to beware the lich, for it's power is great. the ghost then fades away to the afterlife.

Area 7 - Ladder Shaft: This ladder provides access to the upper levels.

Area 8 - Steam Room: A Mist Lurker summoned by the lich has taken over this room as it's lair. the room has filled with mist, and the lurker waits above the doorway and attacks the last creature into the room with it's long, pale, bony arms that it uses to strangle it's victims. the stairs here lead to the next level.

Area 9 - Refueling Room: Three large pipes with valves in their sides stand in this room. Two more Automaton in the manner of the one downstairs stand next to each pipe, appearing to be refueling with a strange magical liquid. They pay the characters no heed, but if anyone attacks a pipe or automaton, then they immediately disconnect from the pipes and attack.

Area 10 - Stairwell: This area is empty.

Area 11 - Laboratory: A slab similar to the one in Area 5 squats in the middle of this room, though this time it has what appears to be a half-finished automaton. various tables covered in papers and spellbooks are scattered around. The balcony outside has an intricate telescope and small table with astrological charts on it.

Area 12 - Elevator: this is a bronze tube running up the side of the tower. When all the characters have entered the tube, the platform inside begins to take them down to Area 13.

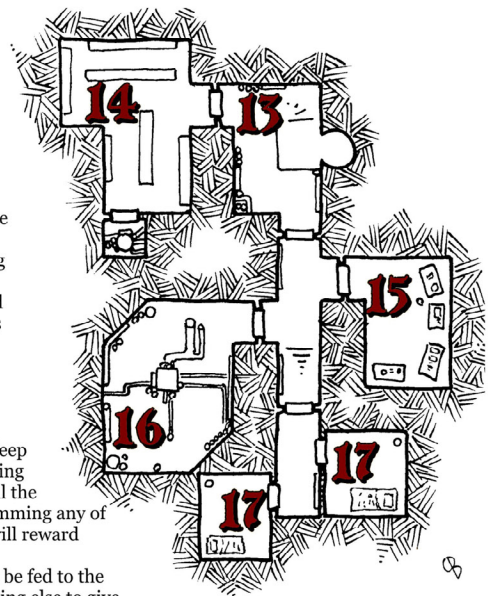
Area 13 - Landing: Aside from several pipes snaking up the walls, this room has nothing in it. a steady thrumming noise emits from the southern door.

Area 14 - Library of Spirits: This room is a maze of bookshelves, but every shelf is covered in small glass jars filled with wispy green mist. Through the door to the south is a closet with a strange machine that appears to be a cross between a boiler and a washing machine. It is gradually pouring more of the mist into jars which, which are then sucked into a tube leading through the wall.

Area 15 - Study: this area is filled with desks, tables, and stools, each heaped with papers and diagrams. There is nothing else to be found here.

Area 16 - Summoning Engine: This room is dominated by a large machine into which many pipes run. Sitting in front of it, cross-legged, is the Bronze Lich. A coppery lens covers it's left eye, and it is dressed in many robes of deep purple and magenta. It carries a mahogany staff that has the power to suck the souls out of those it slays, preventing them from being resurrected. The Lich fights to defend it's creation, the summoning engine, with which it will call the dread entity it serves to this realm. The engine can be destroyed by breaking three of the pipes leading to it, or jamming any of the gears. if the party destroys the engine and slays the lich, then their mission is complete, and the local nobles will reward them greatly. they can also rescue the prisoners, which are in Area 17.

Area 17 - Cells: there are three human peasants here, awaiting death at the hands of the lich and for their souls to be fed to the machine. They are overjoyed to be rescued, and will offer the characters their eternal gratitude, as they have nothing else to give.



DEEP IN THE haunted jungle, in an unnaturally cold hollow filled with ancient temple ruins, is an unholy ziggurat. It has for a millennium been the prison of the death demigoddess *Arakyani*, who was brought down by the cosmic sultan *Varhu* when her people revolted with *Varhu's* aid. But the confinement would not last forever. Recently, the top of the ziggurat exploded when *Arakyani* escaped from her prison. She is now channelling *Varhu's* energies to raise an undead army and retake the land.

1d8 Random events (roll every thirty minutes)

- 1 Clouds drawn into the fog cloud, thunder rumbles
- 2 Clouds open up, a small spiraling, colorful galaxy with black center is visible in the night sky.
- 3 Arctic cold hits for a few seconds, everything freezes
- 4 Discovered by 1d6 *undead* who moan and attack
- 5 1d4 *rot priests* approach carefully
- 6 1d4 confident *rot priests* with 2 *horn beasts*
- 7 Stalked by *Sakarru*, who accidentally makes some noise before hiding
- 8 Approached by *Sakarru*

When searching the ruins, roll 1d4:

- 1 surprised by 2d3 *undead*
- 2 roll a random event above
- 3 minor treasure
- 4 major treasure

Ruin types: pagoda, stupa, fountain plaza, walled garden, archway, dome, tower, monolith, ziggurat

Treasure: idol, brooch, bracelet, necklace, chalice, medallion, pearls, jewels, tiara, gems, ring, dagger
Major treasure is like minor, but special or magic

A cave opening leads to dark passages where *undead* lurk. It is cold and there is a foul smell. Leads after an hour through a rotting mouth to the jungle outside. The mouth is closed, opens when blood is dripped on it.

In a camp near the mouth are **25 death cultists**, looking for their god *Arakyani*. Have not dared to go inside the rotting mouth. Bodies covered in white symbols. Wear strange headdresses signaling rank.

The demigod Arakyani is clad in a dazzling black robe, embroidered with gold and crimson. Five eyes symmetrically placed around the head, crowned with cylindrical antlers. A huge, rotting vertical mouth covers the chest and abdomen.

Grabs with claws to devour victims. Shoots rays of darkness from the eyes, affecting up to five nearby enemies. Powerful sorcerer. Teleports freely in the area. Mostly found in ziggurat. Resurrected at her heart if killed.

THE DEATH ZIGURAT

Carl Niblaeus

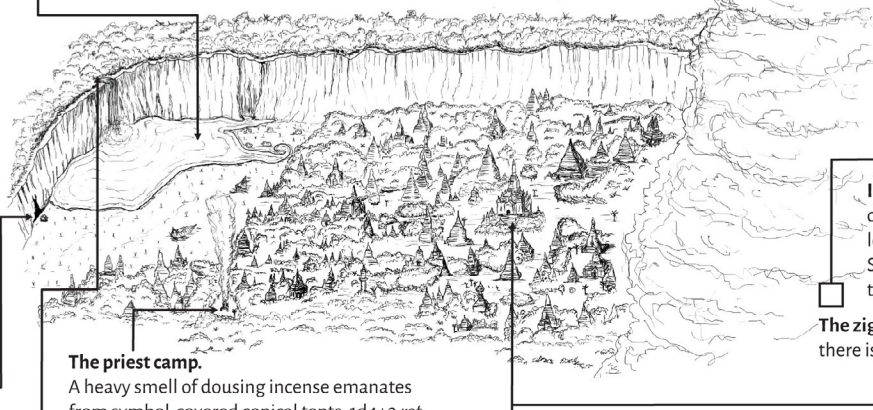
A frozen lake covered in icy lotus flowers. The brittle magenta flowers have strange effects when crushed. Next to the lake, dozens of moaning undead are trapped in the half-frozen mud.

Lotus flower effect. Affects all that touch.

Duration: D—1 hour, W—1 week, P—permanent

- 1 (W) Visions of the death plane, bleak and threatening, flicker past at worst of times but can also be of help to find the way in.

- 2 (P) All hair on body turns white, skin dark grey.
- 3 (D) Steals energy from death plane, gains health, inflicts more damage on *undead*.
- 4 (P) Turns into a ghoul creature with pale skin and red eyes. Loses sense of taste.
- 5 (P) Starts aging in reverse
- 6 (W) Wounds do not heal, attract larvae. Immune to the *rot priests'* touch.



The priest camp.

A heavy smell of dousing incense emanates from symbol-covered conical tents. 1d4+2 *rot priests* sit around a fire, discussing metaphysical matters, such as the possibility of existing simultaneously in all the planes.

The river flows rapidly towards the waterfall. Closer to the waterfall the temperature drops rapidly and the river becomes covered in ice.

The spiral pagoda, dedicated to the spiraling cosmic force of *Varhu*. The ceiling inside is a painted night sky with galaxy in center. Underneath the galaxy, the golden, ruby-adorned *spiral crown* is hidden under the floor. To open, put spiral-patterned metal disc (see right) in depression on floor and press, failure triggers lightning trap from galaxy in ceiling.

Like a huge tornado, clouds are drawn from the night sky into a great fog cloud.



The city of the dead. In a frozen pond are hundreds of old mausolea on an island. Among them is a bottomless pit from which the *horn beasts* crawl when summoned by the *rot priests*, who have set up a tent next to the pit. No more beasts appear if the meditation of the two *rot priests* is stopped. Guarded by two *horn beasts*.



The ziggurat rises 100 feet into the air with a tornado of clouds at its top, ever pulling from a point in the sky. The top is broken, looks as if something has exploded on the inside.

Inside the ziggurat is an open space. 40 feet below the broken top, 1d4+1 *rot priests* and 2 *horn beasts* guard a rotten mouth-like opening in the floor that is sucking in the spiraling clouds above. There is a thundering roar from the icy tornado. Warm air emanates from the maw, reeking of rotten flesh.

Inside the maw is a quiet and warm space with walls of flesh. A tunnel descends into darkness, a rhythmic beating sound is heard. 20 feet below, growing from the wall, is **Arakyani's heart**, black and pulsating. Stabbing it with a magic weapon will banish *Arakyani* into the void for the next millennium

The ziggurat is hidden in the death plane. In the normal plane, there is only a barren wasteland in the fog, swarming with *undead*.

On a wall in the pagoda is a mural of a priest on a temple, gazing out over the Cosmos. Pressing priest's head reveals metal disc.

If the **crown is worn**, lightning shoots into it and the wearer becomes a cosmic vessel, seeing strange visions, such as swirling colors in the Cosmos. This breaks *Arakyani's* channeling and quickly drains her powers and she will instantly teleport to stop it.

Rot priests. Wear black robes and wide-brimmed cylindrical hats with black veils covering the face. Rotting mouth similar to *Arakyani's* on front of upper body, must eat human flesh regularly. Wear medallions that allow for traveling into the death plane.

Curious about existential and metaphysical issues. When provoked, attack with claws and a rotten roar (affects all nearby). Their touch causes death and ruin.

The medallions are gold, shaped in the form of a elongated skull with five ruby-filled eyeholes placed around it. To travel into the death plane at the ziggurat, one should grab the medallion tightly and think about death while walking into the fog.

Horn beasts. A chaotic mass of horns and bones with a circular mouth filled with teeth instead of a face, they rip enemies apart with their sharp claws.

Undead. The rotting dead, awakened to serve. Drooling tongues, red eyes. Fight weakly with a paralyzing touch.

The sharp-tongued Sakarru was *Arakyani's* closest advisor but betrayed her in favor of *Varhu*. A ghost with a long, sharp tongue that sucks the blood of his victims and stretches their tongues. The dried up corpses hang upside down from the trees. Wants to be set free from his earthly prison and move on the afterlife. Knows where *Arakyani's* heart is and that stabbing it kills her.



Excavation at the Lesser Basilisk Peaks

By: Caroline Berg

Archaeologists are going missing at the Eburnean Empire excavation in the Lesser Basilisk Peaks!

Rumor has it the Eburnean Empire kept basilisks as watchdogs and had ways to ignore their stone magics. Could this be why people periodically go missing?

Or could it be that the local warlord, known as the Manticore, has been collecting artifacts from the Eburnean Empire to give legitimacy to their rule?

You have been hired to find out what is really going on. Knowing only that workers have been going missing in the northeast tunnels, you start there.

To explore roll one four-sided die (1d4) for the column and one six-sided die (1d6) for the row to find what room you enter. Before moving into the next room, roll 1d4 for each doorway. On a roll of 1 the passage is blocked, cap it off to show you cannot use it. If you ever run out of open doorways, congratulations, you have completely mapped out the northeast tunnels!

Each bandit camp has captured archaeologists working for them. The archaeologists equal half the bandit population at the camp, rounded down. They will not fight when freed, but give 1d4 valuable items to you before leaving!

- 1) Beads made of bone or ivory. They make you feel slightly nauseous the longer you look at them. If you do not drop them, you have gained a sickness and require 1d6 hours of rest to feel better.
- 2) Fingerbones. These could have been dice, though they are too worn now to tell. They are practically worthless.
- 3) A tarnished metal spoon inlaid with intricate bone shards. Worth much to a collector.
- 4) A fully intact crown. Polished opal and inlaid bone decorate the base. Holding gives you a sense of power, and the longer you hold it, the more paranoid you get.

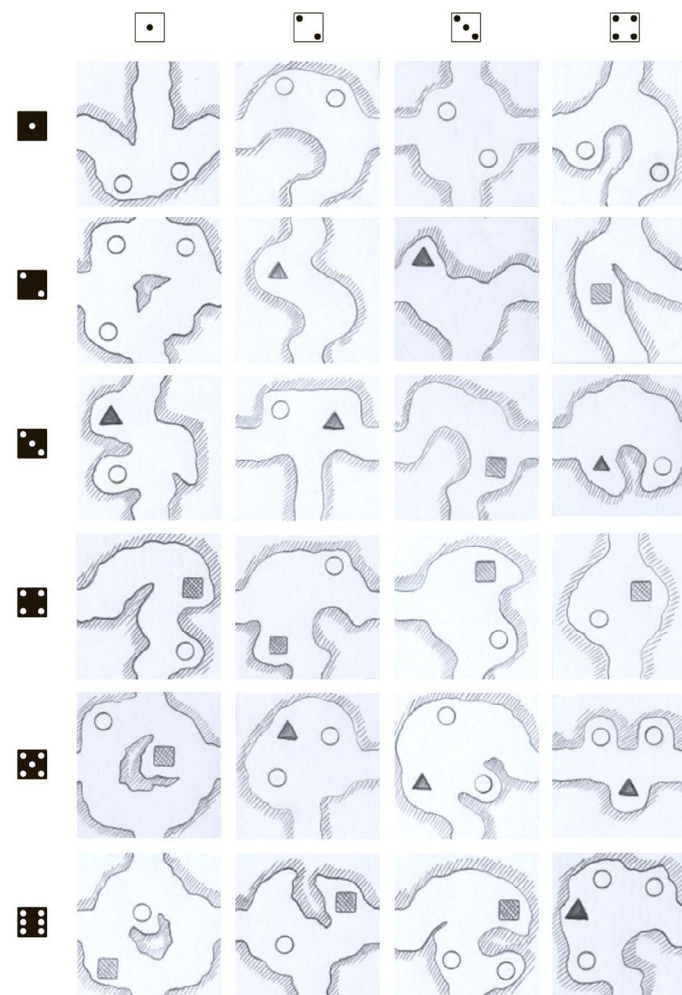
The basilisks in these peaks devour magic, which has a side-effect of turning anything living to stone as they suck the innate magic out of the creatures. Magic users are especially affected. As they get close to basilisk lairs, they feel a stiffness in their joints long before anyone else is aware anything is wrong. If they ignore the warning signs, their toes will start to turn to stone, moving up to their legs, unless they take precautions. Without proper magic to help, it is likely any limbs which have turned to stone need to be amputated.

When in a room with statues, roll 1d4 to determine which type of statues they are:

- 1) The statues here are so old and worn you do not know what they were of, originally.
- 2) The statues are of all types of animals which look terrified, frozen midleap, or midflight. Oddly enough, when you look at the broken pieces, they seem to include blood vessels and muscles where limbs have broken away.
- 3) The statues include a few archaeologists! A basilisk is hidden amid the statues and can be spotted with a successful roll or sensed if a magic user is in the party.
- 4) The statues are genuine artifacts of the Eburnean Empire and show great craftsmanship. These are not the result of basilisk activity.

Key

- ▲ Basilisk nests. 1d4-1 Basilisks. 50% chance of eggs in the nest.
 - Bandit camps. 1d4+2 Bandits.
 - Statue clusters.
- Statues add: +1 Basilisk per statue on tiles with both.
+2 Bandit per statue on tiles with both.
50% chance of treasure with 2 or more statues.



When drawn, tiles may be sketched facing any direction, provided the openings match up.



The Staff of Shifting Sands

By Chance Dudinack

The party's journey through the desert has been halted by freak sandstorms. While taking shelter in a limestone cave, they encountered the old mystic T'zam. T'zam knew the reality of the situation, that the ancient pharaoh **Refenhoteb** had been awakened from the dead! To break the pharaoh's curse and escape the desert, the party must venture into Refenhoteb's pyramid tomb, slay his undead form, and take his legendary **Staff of Shifting Sands**.

The Staff: A golden staff with a desert glass gem shaped like a scarab at its head. Its wielder gains control over sand, but the staff's power grows as they use it. The staff slowly corrupts the mind of its wielder.

The Pharaoh: Legends say that Refenhoteb stole the Staff from Ra himself. He used its power to destroy entire armies and expand his kingdom across the desert. The tyrant's reign was ended by followers of Ra.

The Pyramid: Souls of the living that die within are resurrected as **Sand Phantoms**: lesser undead with bodies of sand that resemble the bodies they had in life.

Spike Trap

- A grave robber is impaled on a spike. He's barely alive and clutching a **silvered dagger**
- Trap resets itself after 1 hour

Priests' Crypt

- Disturbing the sarcophagi or the shrine of the Pharaoh causes **4 ghouls** to awaken
- Ghouls wear **scarab amulets**
- Shrine has a **gold idol** of the Pharaoh
- Shrine obscures the exit door

Antechamber

- **3 hidden doors**, one in each wall
- The 10ft. tall statue of the Pharaoh has an **unlit brazier** in its lap. Lighting the brazier reveals the three doors, but also causes the dog statues to transform into living beasts.

False Tomb

- Fresco of the Pharaoh deceiving Ra
- Sarcophagus contains a crazed **vampire spawn**

Ruined Chamber

- Flooded with sand and limestone debris
- Bas-relief on the walls depicts the Pharaoh wielding the Staff of Shifting Sands -- The staff's head is a scarab-shaped slot. Inserting a **scarab amulet** in the slot causes the room to magically rebuild itself and clear away the sand.
- **The Bronze Serpent:** The giant bronze construct attacks intruders. Its body is weathered; the serpent moves at half speed when not in sand.
- Chest is visible when the room is repaired -- contains a **Potion of Detect Life**

Queens' Chamber

- **Grave robbers** are searching the room. They will ambush the party if they hear them coming
- One sarcophagus is hollow and leads into a tunnel
- A character opening an occupied sarcophagus must save or be **curse**d!
- Each queen is buried with gold jewelry

Sand Trap

- Stairs turn to sand when treaded on, turning the staircase into a steep ramp
- A corpse in the pit has a **+2 Khopesh**

Scarab Den

- Ground is littered with bones -- among them is a skull wearing a **Circlet of Protection**
- **Flesh-eating giant scarabs!**

Pharaoh's Tomb

- Sarcophagus contains Refenhoteb himself!
- **Refenhoteb** is a powerful undead wielding the **Staff of Shifting Sands**. The Staff allows him to manipulate sand, conjure dust devils, and summon Sand Phantoms to aid him.
- Refenhoteb can't be damaged by normal weapons, but takes **double damage from fire**.
- The chests in the room are filled with golden regalia and gemstones
- Spells are inscribed amongst the hieroglyphs on the walls

Mass Grave

- Fresco of slaves constructing the Pyramid
- Pressure plates in front of the entrance make a heavy stone slab to fall to block the exit
- The sound of the slabs awakens the enormous pile of **zombie slaves** in the pit, and they begin to climb out
- *The zombies are **repelled** by symbols of the Pharaoh
- To escape, characters must lift the slab and slip under it

Grand Gallery

- The walls are painted with a scene of the Pharaoh's death at the hands of warrior-priests wielding flaming weapons
- 3 emaciated grave robber corpses lie on the floor. They have lanterns, flasks of oil, and sacks stuffed with stolen treasure.
- Lit scones line the walls
- Exit is blocked by a wall of **blue flames**. To extinguish them, all other fires in the room must be put out.



Senseless Pursuits

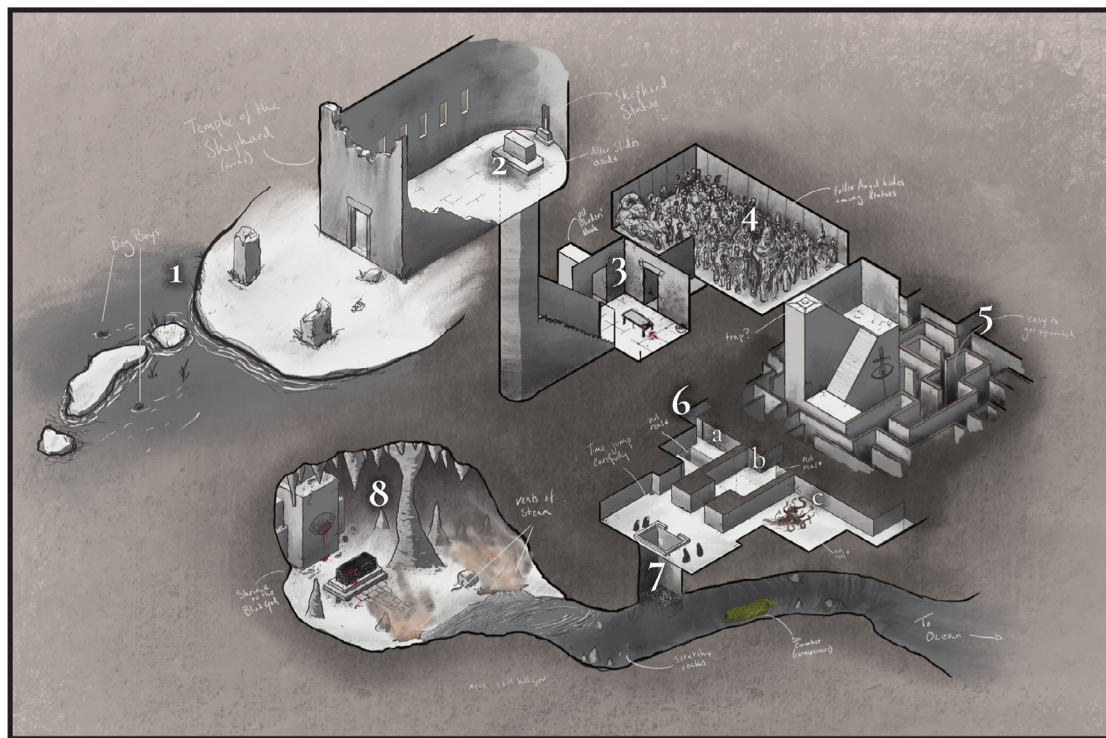
a one page dungeon adventure by Chris Paul

For the past several months, the communities near Vista Point have been experiencing strange lights in the sky, weird ululations at night, and several sheep have disappeared without a trace. The new residents of the ruined church at the end of the point are the prime suspects, but how a group of blind refugees could be responsible for the odd occurrences is beyond anyone. The peaty bogs surrounding the church have been known to claim the occasional wandering lamb and drunk, but now the butcher's son has disappeared, and that boy was built like one of the oxen he slaughtered.

Locations

1. **Approach Across the Bog** - A slow slog across a lonely moor, the wind sighing through spindly trees that clutch at the fog. The faint rumble of waves can be heard to the west, the fresh brine smothered by the purple stench that rises from the bogs to either side of the thin raised path. Strange lights and noises in the mist, but beware the **Bog Boys** who come crawling out of the muck to grab lingerers.
2. **Ruins of the Temple of the Shepherd** - A ruined temple, signs of rebuilding. **Blind Priest** and **Acolytes** deflect and offer to lead in prayer, but defend the undercroft against unbelievers. Undercroft accessed by mashing the eyes of the Shepherd statue. Altar then slides away.
3. **Blinding Room** - A ceremonial table with straps and strains. Rusty metal spoons. Basket with desiccated eyeballs. Warning carved beside dark passage "Light bringeth ruin upon ye!" The **Old Blinder** sitting in an alcove off to one side will offer to remove your "heretical orbs." Anyone that scoops out their eyes gets a blindfold (imparts blindsight and can avoid traps targeting the sighted).
4. **Desecrated Statuary** - Statues draped in myriad finery, all facing the entrance. Deep wounds mar the faces of the statues, their eyes chipped, gouged, scraped, or otherwise removed. A **Fallen Angel** stands motionless near the exit to the hall, not permitting passage to any who can still see.
5. **Trackless Halls** - Twisting, turning halls meant to instill a sense of isolation. Utterly lightless. Passages and walls shift and change, separating groups of adventurers and leading them into various trials and tribulations. Crab-like **Light Thieves** skitter through the passages, stealing any light intruders might spark. Random penitents wander the Trackless Halls

- on blind quests. Adventurers can easily become lost, disoriented, and arrive at the Great Betrayer from different directions.
6. **The Great Betrayer** - The Trackless Halls end in different places, especially if party is separated. The Great Betrayer is a test of devotion, in three forms, each probing the piety and commitment of the acolyte. Any who have removed their eyes and wear a ritual blindfold pass unharmed.
 - A. Illusion of giant pit causes delay for doors to close and gas to fill room.
 - B. A deep spiked pit is covered with an illusion of a dirty, cracked flagstone floor.
 - C. An illusion of a tentacled horror that fights with reckless rage. Those who are blindfolded experience nothing. Unblindfolded can be killed and ravaged.
 7. **The Descent** - A pit descends into darkness, crashing waves rushing up in time with storm surge. 1d6 **Acolytes** surround pit in prayer.
 8. **Aphotic Shrine** - Sea surge batters the penitent against jagged rocks, and **Giant Sea Cucumbers** (carnivorous) lurk in the darkness. Emerge into the Shrine to the Blind God of the Lightless Realms. A dark, sunken place. Surging sea waves spill into superheated vents, filling the air with sticky steam that stings the eyes. Obsidian shrine wreathed in incense. Copper plates hang from ceiling, ringing and chiming as black bog water drips upon them. Sight, smell, and hearing are all compromised here. Butcher's son lays atop the altar, **Aphotic Priest** performing a summoning ritual. As the ritual progresses, bloody ichor begins to leak from the massive stone eye behind the altar. If the ritual is completed, a **Monstrous Deep Sea Lobster** bursts forth from the eye and ravages anyone in the shrine.



Random Encounters

1. A novice acolyte who lost his blindfold. Sightless and bleeding. Swings wildly with his dagger at the first sound.
2. A Fallen Angel, standing stock still, blindly absorbing infinity. Scythes on back speak of a reaping to come.
3. 1d6 Light Thieves swallow visible light and swarm offenders. They shit it out in the sky above the bog, where it glows.
4. Penitent procession of 1d6 acolytes heading to the Aphotic Shrine.
5. A Giant Sea Cucumber has crawled into the temple, and is on the hunt.
6. A priest and 1d4 acolytes, pulling a villager after them violently. Blood seeps from the villager's empty eye sockets.

Rumors in Town

1. Old Blind Bill up on the hill was seen jumping from rock to rock after a loose sheep.
2. Right before the butcher's boy disappeared, he was complaining about a pain in his gut.
3. A shepherd got doused with some foul-smelling goo (light thief shit) that glowed the other night. His been sick ever since.
4. That church on the point was torn down by the great-grandfathers of the oldest villagers.
5. The blind churchfolk have been carting in wagonloads of bodies (statues) at night.
6. Poxy Pete was flirting with the innkeep the other night, despite the disgusted face Lana was making at him.



A Pinch of Salt

ISSUE NO. 2019

A GAME OF SALT SPIRITS & SECRETS

0 CENTS

SALT'S OTHER USES

Ever since alchemists discovered using smelling salts, commonly used to treat vapours, promotes higher consciousness & attunes ones mind to the spirit world, practioners of necromancy have increased salt usage.

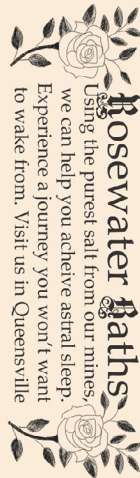
Salt baths have become increasingly popular within the Crown. A salt bath is the perfect bed for astral travel which can help alleviate stress & clear the mind. But if prepared incorrectly, it can lead to the lost of one's soul.

Bartle's
Magic Salt
For opella's Astral Protection & Speak with Dead.
The Necromancer's No. 1 Choice



Salt smugglers, in protest of the Crown's Salt Tax, plague the countryside. Many female smugglers risk betraying their female sensibilities when they are caught hiding salt in their dresses.

Residents living in the countryside in Queensville report hearing weird noises at night. Some liken it to the hum of magic, while others liken it to a moan coming from deep under the earth itself.



Rosewater Baths
Using the purest salt from our mines, we can help you achieve astral sleep. Experience a journey you won't want to wake from. Visit us in Queensville



COMMUNE WITH THE DEAD!
Seance Performance by the Circle of Necromantic Arts at the

OPUS THEATRE

Come experience the wonder & learn the rules & etiquette when receiving spirits.

Important spell scrolls left behind on hansom cab. If found, please contact Mr. Gerard Haut at the Societee of Magus

Rosewater saltworks & mine hiring salt miners, salt workers & guardsmen. Competitive salaries. Inquire at office.

Reward for whereabouts of Tom Huling. Last seen headed for Rosewater Mine. Send info to Plum Terrace Hotel.

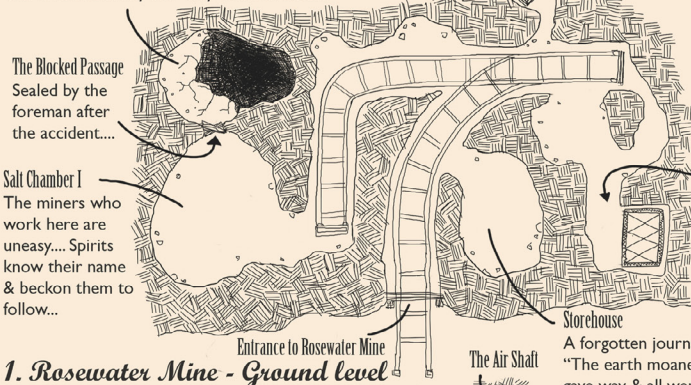
~ Keep Spirits & Demons Away ~

with

GERALD'S SALT

Salt Chamber II a.k.a. The Sinkhole

A seance reveals the restless spirits of salt miners. Something deep under stirs.... the Darkness calls....It reaches out to them like tentacles....They fear they cannot resist....



1. Rosewater Mine - Ground level

The Salt Circle

Complete the rune to activate the circle. To where does it lead?

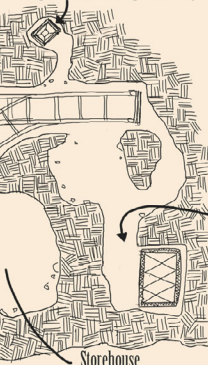
A secret passage blocked by an illusionary boulder

Abandoned Salt Chamber IV
Somewhere far below, an eerie light glows... The air pulsates with an unknown energy while familiar voices call out to the living to join the dead...All it takes is a leap of faith...

A bridge over a natural chasm. Once used by miners, now used by the possessed

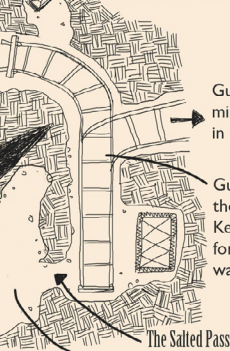
The Air Shaft

Dangerous but a good way up & down...



The Air Shaft

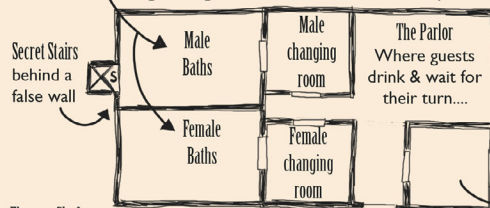
A forgotten journal buried under miners' tools. "The earth moaned. The ground shook. The salt floor gave way & all were lost...Now, I hear voices calling me... What horror did we unearth when we dug so deep?"



The Salted Passage
Salt - the only way to keep evil spirits at bay
Spirits transformed by the Darkness haunt these chambers looking for warm bodies to possess. Miners, guardsmen, intruders - these evil spirits do not discriminate

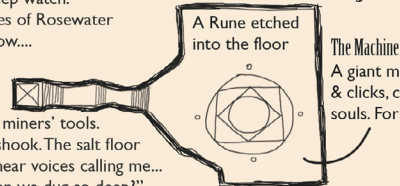
The Baths

While guests slumber in salt baths, they travel to another plane where the grass is greener. A voice tells them to stay...



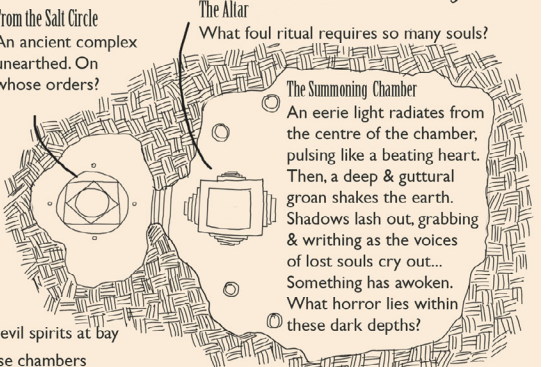
Secret Stairs behind a false wall
The Elevator Shaft
Guardsmen keep watch. Only employees of Rosewater may travel below...

1a. Rosewater Baths - Ground Level



2a. Rosewater Baths - Underground

From the Salt Circle
An ancient complex unearthed. On whose orders?



3. Rosewater Mine - 13000 ft below



Daydream Dungeon

Two o'clock... three hours more...

Hidden dungeon, sturdy door
Down the stairs, to the mark
What lurks there within the dark?

Executive Summary

On the floor a weapon found...

A magic sword, upon the ground

Lost by warrior, once strong and proud

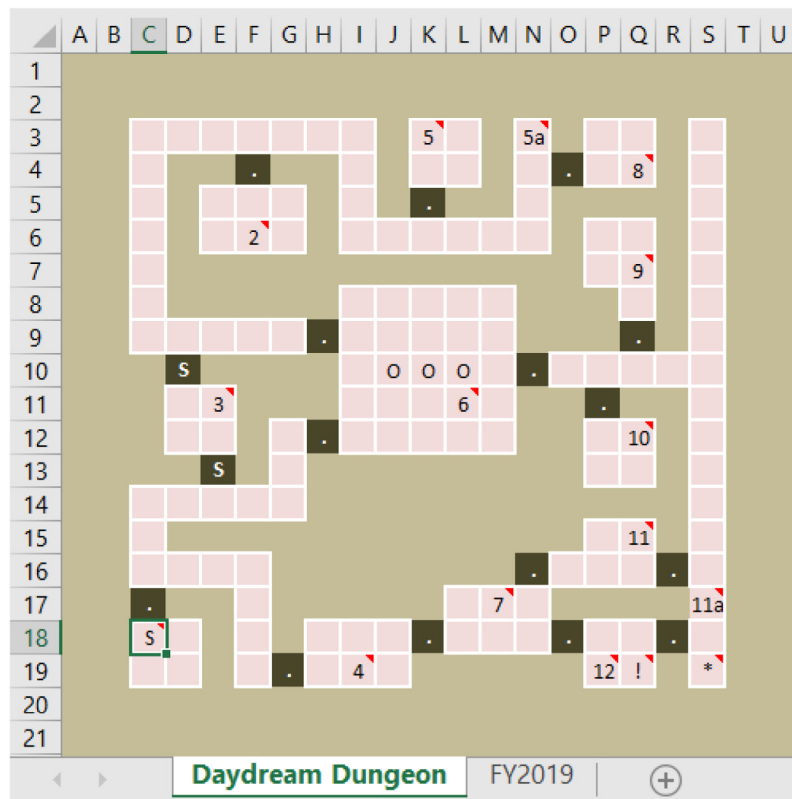
Skeletal now, and clothed in mold

Take the weapon, take the shield

Wear it now upon the field

Fight the goblin that emerges

Glorious victory through you surges



Touch it now, the glittering gold

Lust for it has made you bold

On you rush into the pit

Through rooms and hallways barely lit

Daydream Dungeon by [Clark B. Timmins](#) for the [One Page Dungeon Contest](#) 2019. Thanks to [Goblin's Henchman](#) and [Pixabay](#); and inspiration from work.



Products and Services

Dragon's hoard is heaped so tall

Hapless hostage held in thrall

Now comes hero to right the wrong—

How the legend will live in song!

Sales revenue (USD)

Products and services

Unconquerable, invincible, forever young

A life eternal in tapestry spun

Archetype of hero, epic voyage made

Time won't dim the sparkling blade

Five o'clock! Time to go!

We now depart the gilded hole,

The adventure passed, and told our poem,

It's time to now go on home...

THE FROZEN CITADEL

by Daniel Comerci

THE ENTRANCE

A. A rock platform, covered in **debris and ice**. Some **frozen** carcasses at the borders, two giant pillars invite to a staircase finely carved. Scent of death and some 6 meters **birds nests** along the path will reveal the inhabitants of this place, giant **harpies** hunting on this mountain. Their nests are made with stones, wood, fur and fabrics taken from their preys. *Is there something useful?*

B. The huge citadel door. Carved in **stone and dark metal**, completely frozen and closed, an **inscription** above it (*what is the message?*). The door is difficult but not impossible to open, but making **noise** will attract attention from D. A small fountain on the left spills water (not frozen) in a **metal bowl**. Drinking the water will grant the door to open, but will cause the person the same curse that tainted the inhabitants in D. Signs will start to show after an hour. Otherwise going back to the middle of the staircase will reveal the **hidden path** to C.

C. The staircase to B is covered in debris and partially broken. Another **smaller staircase** starts after a 5 meters crevice on the left, partially hidden behind a turn in the mountain. The hole, 25 meters deep, goes directly down to H, no light comes from below. At the top of the staircase there is a group of buildings, a **partially dissolved tower** (*what was inside the tower?*), and the core of the Citadel.

THE UNDERGROUND

E. A small cavern with a **strange shrine**. A small cursed humanoid statue made of **dark metal and white crystal**. All is **covered in ice**. Stairs goes down to other chambers and then to G. Under the ice on the far end of the room a **secret passage** to F and a smaller staircase, blocked by a **small dark metal door** that goes to P.

F. A big cavern, ice pillars are carved insanely with glyphs, whispering about **stillness and eternity**. A giant figure lies stuck in the ice floor, chained in it, fused in it like sleeping. Watching carefully you can almost see him **breathe**. A pillar on one side has a metal bowl with an **arcane white and cold flame** lighting the room. Inside the flame a **small metal sphere**. The fire freezes everything it touches.

G. A immense hall ice and stone with poems and prayers carved, **frozen undead warriors** with rich equipment protect this place. On the left a labyrinth of ice spikes. On the center a huge hole to M. On the right a corridor with stairs to M and a poll of **cursed water** (H). After passing the poll a big arch leads to J.

H. The water smells of snow, fresh air and relief. It calls all living things, whispering of **purification and eternal life**. Inside the water **lost ancient treasures**. Behind a partially frozen waterfall a small shrine holds the **second metal sphere**.

I. A circular hole in the floor goes down to M (30 meters), and opens on the stairs coming from G. **Inscriptions** on the smooth walls will tell the dreams of the sleeping ancient **Frozen Being**, leading living things to **momentary madness** and risking to fall to the ground.

J. A circular marble hall, adorned in shiny and silvery **precious metal flakes**. Magnificent pillars on the wall, one holding a flame and sphere like in F. A hole on the floor and on the ceiling gives a little white light to the room. Snow falling from above to the floor and underling room K through the hole. A subtle **white glow** coming from there. On the right a smaller cavern houses the guardian of this shrine, a **frozen basilisk, white eyes and pale skin**.

K. A cursed water poll. Inside it **pale serpents** protecting the **fourth metal sphere**. Walls are carved in prayers, under the water hundreds of small humanoid figures in different materials.

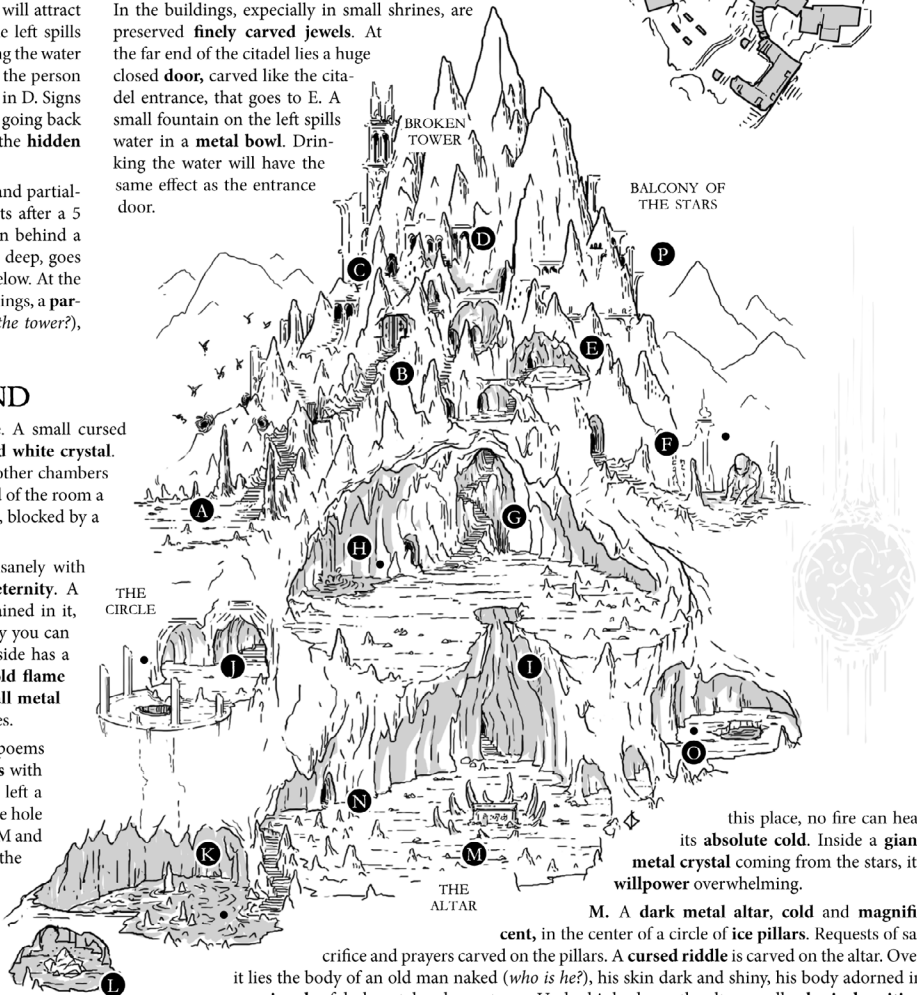
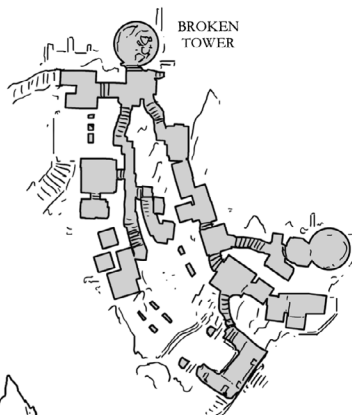
L. A small chamber, accessible from a corridor (N). No light can light

A SOLITARY MONASTERY FROZEN IN ICE LIES ON A REMOTE MOUNTAIN PERPETUALLY BEATEN BY STORMS. ONCE A BEAUTIFUL MONASTERY, NOW A PLACE OF ARCAN E POWER, DEATH AND COLD.

THE CITADEL

D. A small **group of buildings**, all preserved magnificently below a **deep layer of ice**. Marble and stone **pillars, arches and beautiful mosaics** depicting the Gods of the monastery and the life of the inhabitants. There is an insane **silence**, even snow falling or storm sounds are muffled here. This place smells of **wood, fresh air and mold**. Several carcasses lie frozen on the streets. (*who are they?*)

A look around will reveal **figures standing**: several dead **inhabitants**, naked and frozen, blocked standing in rooms or down the streets. Their **skin darkened** by cold and made **hard as stone**. Going too close will awake them, forcing them to grievously attack the defilers. Even **wild animals, pets and some harpies** are stuck in this curse. In the buildings, especially in small shrines, are preserved **finely carved jewels**. At the far end of the citadel lies a huge closed **door**, carved like the citadel entrance, that goes to E. A small fountain on the left spills water in a **metal bowl**. Drinking the water will have the same effect as the entrance door.



this place, no fire can heat its **absolute cold**. Inside a **giant metal crystal** coming from the stars, its **willpower** overwhelming.

M. A **dark metal altar**, cold and magnificent, in the center of a circle of **ice pillars**. Requests of sacrifice and prayers carved on the pillars. A **cursed riddle** is carved on the altar. Over

it lies the body of an old man naked (*who is he?*), his skin dark and shiny, his body adorned in **many jewels** of dark metal and gemstones. Under his body, on the altar, small **spherical cavities**. **Try not to awake him from his sleep**.

N. A corridor leading to L. Each step into it every light will fade, heat will disappear and **darkness and cold** will take their place. An **unnatural voice** will start to whisper **secret words of command**.

O. A small poll of ice, smell of fish and rotting. The house of a **strange being made of cold and sadness**, protecting his sleeping master. In his stomach the **fifth metal sphere**.

P. A solitary balcony. The smell of **fresh air** almost hurts, the sounds around are whispering of decay and death. Living beings staying here feel the urge to jump in the sky below. Fluctuating a couple centimeters above a small shrine, a **dark metal rod**, smooth and matte like skin.

THE CURSE OF THE WHITE FLAME

You start feeling warm and calm, more meditative and less prone to anger and fight. Then you feel warmer, almost hot and want to strip and abandon your clothes. Your skin starts to turn dark and cold. And then every source of heat hurts your eyes and soul, you start feeling the desire to destroy everything warm near you, you hate it. You want cold, stillness and relief. Now you are a frozen being, your heart stops, your blood turns dark, your eyes glowing of a white cold fire.



BROKEN FACTORYAuthors/Artists: David & Lauren Schirduan. More stuff at [TechnicalGrimoire](https://www.technicalgrimoire.com/)

A broken factory. If the PCs can repair it, they gain a useful robot ally.

1. Central Hallway [simple metal, geometric patterns] **Glowing Screen** [embedded in wall, touchscreen] **Open Chute** [shaped like a smiling mouth]

"Craft your very own Auto! Please deposit 100lbs of materials in the chute."

After the materials are deposited, "Please wait in the Lounge while your Auto is created". The doors to **2** and **8** open.

2. Lounge table [10ft high, 27 legs, screen set in the top] **Chairs** [tall, awkward sharp corners] **Pipe** [dripping a dark liquid, tastes like coffe oil] **Off-Key Music**

After several minutes the screen on the table lights up and starts blaring annoying alerts. Roll d6 to determine what is broken. Then the maintenance door swings open...

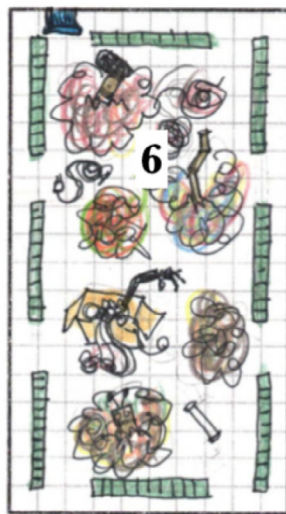
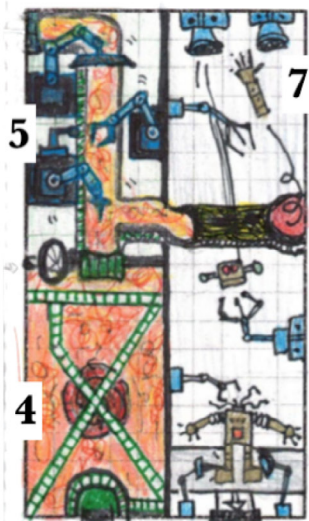
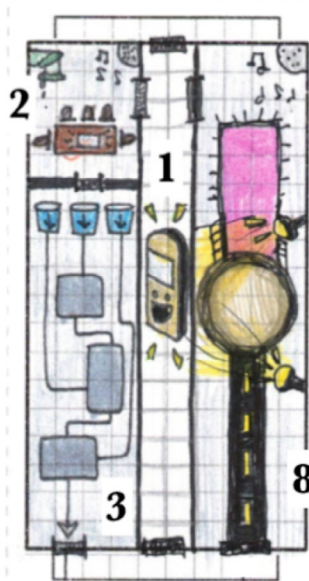
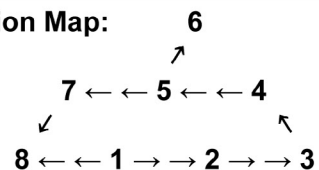
- 1 - Transfer Chutes are blocked.
- 2 - Furnace valve is stuck.
- 3 - Molding arms are misbehaving
- 4 - Assembly Chamber malfunction.
- 5 - Trash Dump broken.
- 6 - Roll twice more.

3. Transfer Chutes [5ft wide, gravity shifts smoothly to keep stuff moving] **Transfer Rooms** [intersections between chutes, Big numbered button on the ceiling]

WORKING: All the chutes are open and flowing freely, in direction of the arrows.
BROKEN: gravity fluctuates dangerously. Large furry slugs keep pressing the buttons in the wrong order (HD3, DAM d6)
FIX: Push the 3 numbered buttons in order.

4. Furnace [blinding smoke, stifling heat] **Two Catwalks** [thin, 20ft height difference, only one leads to Valve] **Release Valve** [end of catwalk, 10ft tall revolving circle]

WORKING: Valve opens regularly every few minutes to release heat.
BROKEN: Valve fused shut from outside.
FIX: enter furnace, open the release valve. Either requires incredible strength, engineering knowledge, or a large time investment in a hot, blinding room.

**Connection Map:**

5. Molding River [river of molten sludge, winding through room] **3 Robot Arms** [stiff quick movements]

WORKING: The Arms dip in sludge, mold robot parts, then toss them to Assembly.
BROKEN: Arms are crusted in sludge, erratic jerky movements.

FIX: Scrub away the cruft. Avoid the jerky, quick movements of the arms, don't fall in the river of hot molten sludge.

6. Trash Tilt [6 inches of detritus and crap, hard to move around] **Walls** [along the edge of the roof, 4ft high]

WORKING: When the roof is full the walls retract and the entire roof tilts 75 degrees and dumps the contents over the side.
BROKEN: Roof lifts up once every hour, but most of the trash has merged together into a Trash Golem, clinging to the roof.
FIX: Get to roof, defeat Trash Golem.

Trash Golem (HD 10, DAM d8+2)
 Each Hit Dice is a clump of garbage. When the roof tilts all "defeated" clumps fall off.

7. Assembly Chamber [no gravity] **Conveyor Belts, Launch Pads**

WORKING: Complex dance of precision the robot parts are launched into the air and assembled in zero-g.
BROKEN: Previous malfunctions smashed together a Jealous Robot that keeps grabbing parts and attaching it to itself.
FIX: Defeat the Jealous Robot.

Jealous Robot (HD 6, DAM d10)
 Grows +1 HD every turn as it keeps grabbing parts to attach.

8. Pickup Room [shiny lights, announcer rapidly reading terms and conditions]

"Auto" is a competent and sturdy hireling. Almost all damage can be repaired with 8 hours charging in sunlight. Negotiate with your table in regards to its functions.



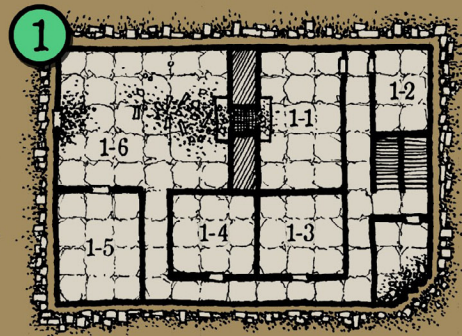
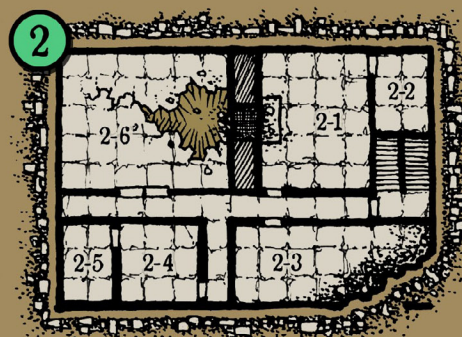
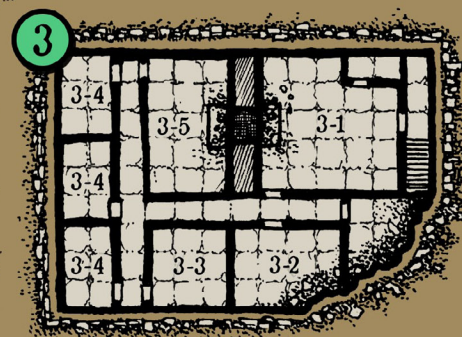
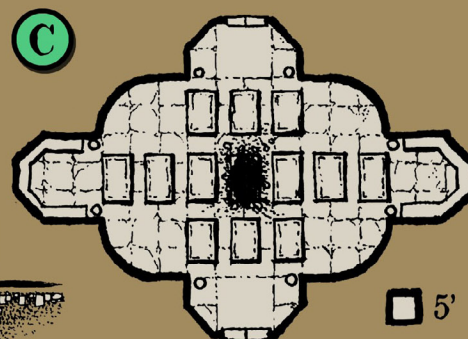
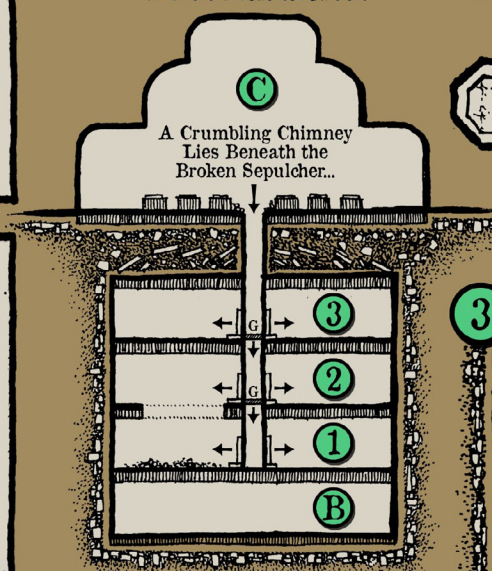
The Broken Sepulcher

By
David Northcutt

Random Encounters

- 1) Scrabbling inside the walls.
- 2) Distant chanting and shouting.
- 3) Rotting floor. Collapse 2-in-6.
- 4) 2d6 pale, hairless **Giant Rats**.
- 5) 1d3 scarlet-robed **Disciples**.
- 6) 1d4 wall-crawling **Ghouls**.
- 7) 1d6 fanatical **Order Guards**.
- 8) 1 loathsome **Arch Ghoul**.

The Chapel of Preordination



Two-sided Fireplaces. Iron grate (G) may be removed to descend further. Doors. Stuck on a 2-in-6. Unlocked unless noted.

C Player Start: Chapel The Order of Preordination ruled the city. Their leader Izix imposed his blood magic on all who opposed him. But a few brave heroes smote him and the ground swallowed his stately home. Hundreds of years later, a new Order exists, but the evil has been forgotten - a chapel has been erected on the site of Izix's home in his honor. And yet, the *old* Order still lives on in secret. They've broken the Sepulcher of Izix and descended to retrieve the **Globe of Preordination**, which would allow Izix to rise to power once again.

3 Upper Level Random Encounters - roll 1d4.
 3-1 Master Bedroom. **Furniture** (broken, dusty), **closet** (scarlet robes, moths).
 3-2 Bedroom. **Rubble**, **thick webs** (hanging forms, key to 1-2 chest), **Giant Spider**.
 3-3 Water Closet. **Vanity** (enchanted looking glass which shows area B-3).
 3-4 Storage. 1d3 1) Rotting linens 2) Library, desk, map 3) Dead bodies, 1 **Ghoul**.
 3-5 Bedroom. **Dripping** (stench, weak floor), **nest** (bones, silver medallion).

2 Mid Level Random Encounters - roll 1d6.
 2-1 Living Room. **Couches** (rotten, ripped), **harp** (broken), **box** (wooden, cigars).
 2-2 Butler's Pantry. **Gaming table**, **trays** (silver, tarnished), **rags**, **linens** (rotting).
 2-3 Kitchen. **Rubble** (roaches), **cabinets** (rotten food, pouch w/100 coins).
 2-4 Pantry. **Food** (rotting, diseased), **roaches** (swarming, flying), **odor** (from 2-5).
 2-5 Cold Storage. **Misty** (filled with icy caustic vapor, released when door opens).
 2-6 Dining Room. **Hole** (to 1-6), **floor** (weak, collapse 2-in-6), **cabinet** (fine wine).

1 Lower Level Random Encounters - roll 1d6+1.
 1-1 Library. **Shelves** (moldering tomes, book of the Order's plans, book of maps).
 1-2 Vault. **Door** (locked), **chest** (explosive trap, bypass w/key from 3-2, 400 coins).
 1-3 Guest Room. **Nest** (bones, scraps, diseased meat, 13 coins), 12 **Giant Rats**.
 1-4 Guest Room. **Two beds** (two bodies in each, bloody), 4 **Undead Adventurers**.
 1-5 Study. **Historical texts**, **curative draught** (heals), **hammer** (bonus vs. undead).
 1-6 Parlor. **Door** (exterior, blocked), **broken furniture** (fine silverware), 6 **Ghouls**.

B Basement Random Encounters - roll 1d4+4.
 B-1 Laboratory. 3 **Vats** (milky liquid, 3 partially-developed Arch Ghouls).
 B-2 Storage. 1d3 1) Scarlet robes 2) Bags of salt 3) Disciples' personal articles.
 B-3 Temple. Circle of 12 **Disciples** (chanting), 6 **Order Guards**, **runes on floor** (circular pattern of salt), **Globe of Preordination**, **spectral energy** (Izix).
 B-4 Inner Sanctum. 2 **arcane scrolls**, **bust** (golden, likeness of Izix), **mask** (jeweled).



AN AWAKENING AT THE OLD WELL

an adventure by Dylan Barker

THE SETUP

Looking for a place to rest, the band of adventurers stumble across the ruins of an old well.

It seems odd that a well would be built this far into the forrest. The well is a crumbling mess and is flanked by three standing stones. Suddenly a voice is heard from within the well. "Help me, I'm stuck".

THE VOICE

"Help me, I'm stuck", the voice repeats. The voice sounds weak and raspy. Trying to get any more information is difficult. It's as if the voice is that of a scared child that is only fixated on wanting help. If pushed they may reveal that their name is Pinch.

TO THE WATERFALL

As the corridor rounds the corner it opens up into an empty room. Disguised in the room a pit trap with a thin walkway either side. The bottom of the pit littered with crab shells.

THE WATERFALL

The passage opens up to sight and sound of running water spilling out from a cracking the wall. Small crabs flutter along the edge of the water grabbing at anything brought through by the stream. Watching closely it looks like they're working together. They attack if disturbed. The stream flows for 20 feet before barreling over a 30 foot waterfall and into the cavern below.

BEHIND THE WATERFALL

Hidden behind the waterfall is a small cave containing some rotting furniture and a sturdy chest covered in moss.

Inside the chest are damp scraps of paper that once formed a diary.

It reads "... the green crystals at the the bottom of the lake may be able to enhance my mental powers more experiments, and subjects needed.. .. it's working, but the subjects are growing restless and insolent, I fear they are plotting against me, a cull maybe needed.." Also in the chest is a rusty set of crab crackers.

THE STONES

Investigating the stones will reveal badly weathered runes. A trained eye can spot symbols for "mind" and "increase".

THE WELL

Peering into the abandoned well you can just make out the slight shimmer of water at the bottom. An old frayed rope has been tied to one of the posts and falls down into the gloom. As you climb down you find an opening in the well wall and past it, a door.

THE EMPTY ROOM

The room smells damp and mouldy and cracked marble tiles line the floor. There is a fireplace stacked with rotting logs. Investigating the room will reveal; faintly glowing green crystal shards on the table, broken alchemist equipment on the floor, carvings of crabs on the fireplace and some scrapping marks in

front of the fireplace. Suddenly a swarm of crabs pour out of the cracks in the walls and start to attack.

BEHIND THE FIREPLACE

Through the fireplace the air becomes thicker with moisture.

Down the stairs the corridor opens up into a small room, lit by the glow phosphorescent algae covering the walls. A small cup stands on a plinth filled with a swirling teal liquid. Drinking from the cup grants the ability to breathe underwater for a day.

THE CAVERN

At the bottom of the well the shaft opens up into a large cavern filled with water which is lit by a dull green glow coming from underneath the water. Bubbles gently pop on the surface in the centre of the pool.

Following the bubbles down you will find a cluster of three green crystals. A small raised alcove in the cavern is littered with bones and what looks like some kind of nest.

PINCH

Hidden in either the alcove or the water is a giant awakened crab. Pinch has lived down here since he was a nipper and as grown so large by tempting unsuspecting travellers into the well. But now he's bored and just wants some company, or better a way out of this cavern prison. He'll get angry if he is refused help.



Plumbing the Depths

By Ed Nicholson

You responded to a help wanted poster from the local arch wizard Gon the Good. In the morning, you are guided to the laboratory at the top his tower by empty suits of walking armor. Gon's eyes sparkle with great magical energy as he tells you, "I will pay you 100 coins each to go down into my laboratory sink and retrieve a ring with 1 red ruby on it. It was dropped down there a few days ago and should not be far. I of course will shrink you and all your equipment down to about an inch in height so you can easily fit. Do not attempt to use the ring as it could kill you! Once you have found it—take this Gem of Returning and say "Zopowie" and you will return here, back to your normal size. I can give you this spool of thread so you have as much rope as you need. One more thing, we will have a heavy rainstorm tonight, so find it and return before the storm!"

5. Rescue Apprentice

- 4 evil Mushroom men chase wounded and exhausted apprentice
- Apprentice explains:

"I am Alcatraz, apprentice to the wizard. He is evil and will betray you in the end! He is after the ring of wishing so he can take over the kingdom! The mushroom men have it! They do not know how to use it. If you get it do not let him have it! I know where it is but cannot get to it. It is beyond the Mirror, at the top of the snake, in the mushrooms men king's thrown room. Balthazar got past the magic mirror, he said "Only one whom does not have a refection can pass through". He went back after it and I have not seen him since."

A mage shrinks you and sends you down into the plumbing of his laboratory sink to retrieve a precious lost ring. But when you run into one of his apprentices down there, you wonder how truthful your employer has been with you. For low level adventurers.

1. Sump

- Magnet just under water.
- 50' Rope of climbing tied to it (lying on bottom)
- Phosphorescent glowing water causes PCs to glow
- 2 Jellyfish monsters

2. Spider web w/3 Spiders (Paralysis poison)

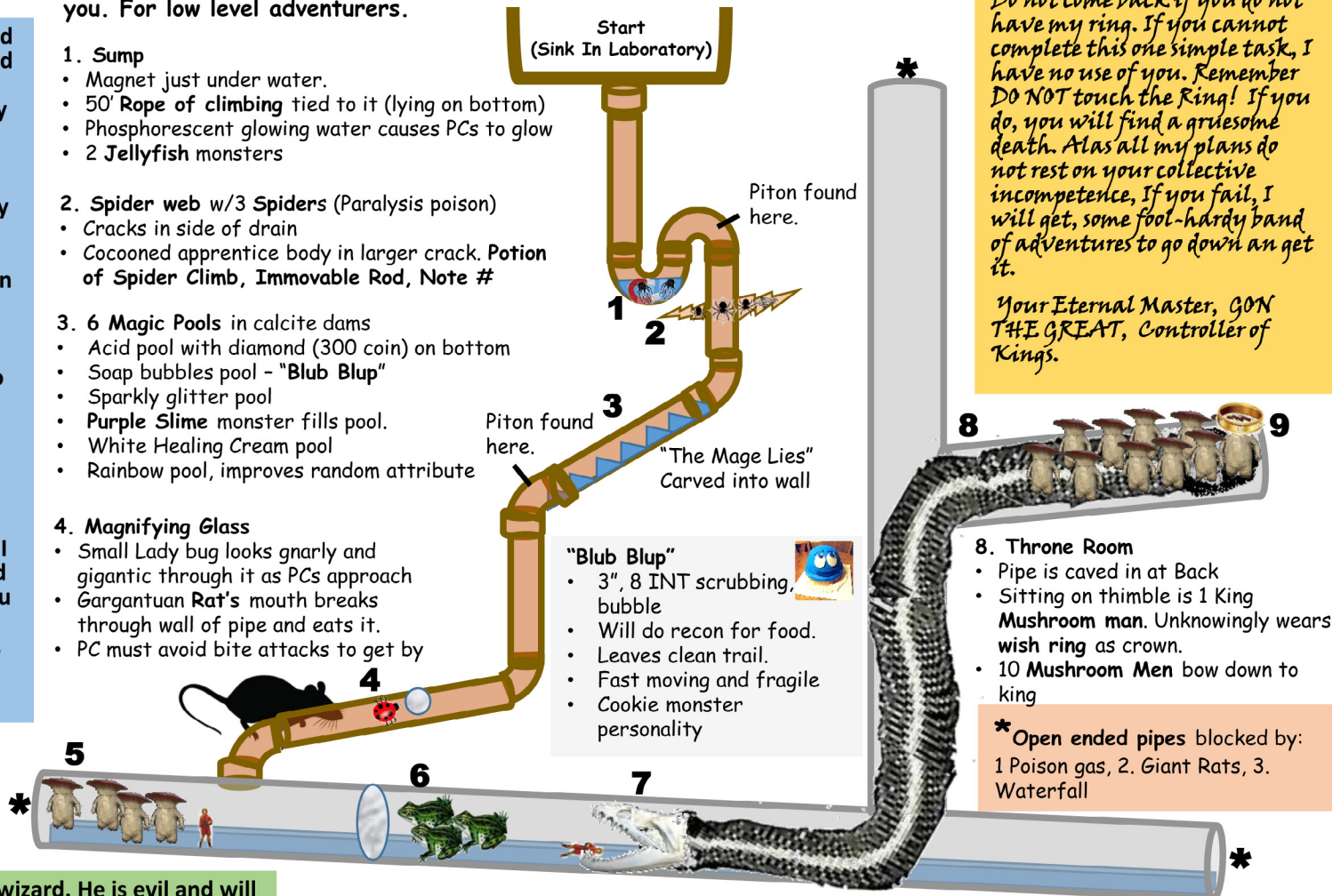
- Cracks in side of drain
- Cocooned apprentice body in larger crack. Potion of Spider Climb, Immovable Rod, Note #

3. 6 Magic Pools in calcite dams

- Acid pool with diamond (300 coin) on bottom
- Soap bubbles pool - "Blub Blup"
- Sparkly glitter pool
- Purple Slime monster fills pool.
- White Healing Cream pool
- Rainbow pool, improves random attribute

4. Magnifying Glass

- Small Lady bug looks gnarly and gigantic through it as PCs approach
- Gargantuan Rat's mouth breaks through wall of pipe and eats it.
- PC must avoid bite attacks to get by



Note

*My miserable apprentices,
Do not come back if you do not have my ring. If you cannot complete this one simple task, I have no use of you. Remember DO NOT touch the Ring! If you do, you will find a gruesome death. Alas all my plans do not rest on your collective incompetence, If you fail, I will get, some fool-hardy band of adventures to go down an get it.
Your Eternal Master, GON THE GREAT, Controller of Kings.*

8. Throne Room

- Pipe is caved in at Back
- Sitting on thimble is 1 King Mushroom man. Unknowingly wears wish ring as crown.
- 10 Mushroom Men bow down to king

* Open ended pipes blocked by:
1 Poison gas, 2. Giant Rats, 3. Waterfall

6. Magic Mirror:

- Your own reflection blocks you
- Other things pass through
- Close eyes or walk thru backwards to pass
- 3 Giant frogs attack

7. Snake Jaws Trap (falls 1in4)

- Giant Snake skeleton fills the passage
- Apprentice body pierced by trap.
- Mushrooms growing on him
- Potion Gaseous form, Boots of levitation
- Skelton easy to climb

9. Conclusion:

- The Gem of Returning brings PCs back full size in prison cells in tower
- Gon demands the ring and can easily defeat them unless they use the wish ring on him
- Suits of Armor guards fall apart if he dies

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The Void Sword

by Elven Tower

This retrieval sidequest triggers after the adventurers find out what type of weapon is needed to defeat a great evil. A demonic entity threatens the world and the peace of mankind. This growing plague corrupts everything it touches and transforms it into a mock of itself. A walking nightmare which shall never end. This obscurity can never be damaged by mundane or even magical weaponry. The only thing that can touch the core of evil and madness is metal imbued with the same energy. Secretive monks call such weapons "void blades".

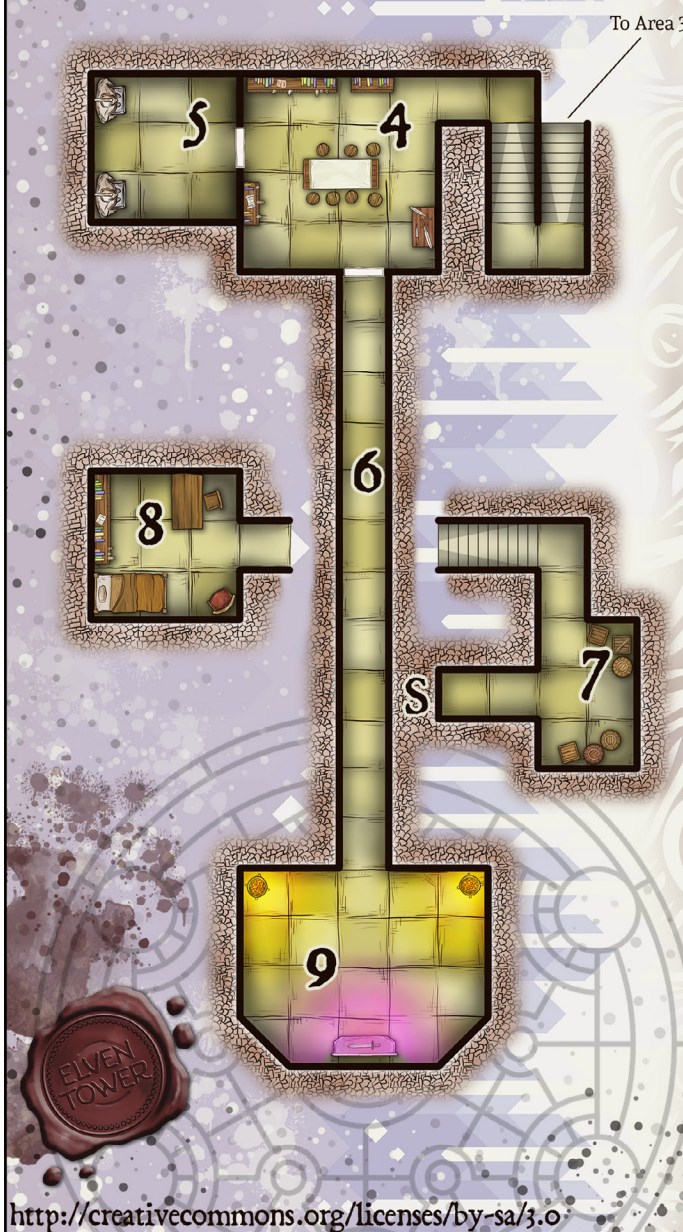
The origin of these weapons is unclear but it is believed they were originally forged during the dawn war, eons ago. During a time when the small races had yet to be born and demons, celestials, and primordial roamed the planes. The adventurers find out the physical location of one of those void swords. The rest of them were destroyed or lost in time. The sword is reported to be in a temple four days from the capital, near the great mountain range.

This temple is the home of a small cult to the spirit of the night. They are peaceful people who do their best to help their community. Their leader is Great Priest Ardomo. Ardomo appears to be around 50 years old but he is way older than that. The Great Priest was born almost six hundred years ago. He managed to overcome the natural limitations of human life by taking advantage of the magic inside the void sword. The sword is in the basement of the church in an altar that collects its power and channels it to preserve Great Priest Ardomo's life.

While the cult and the priest are reasonable people and will do their best to help. There is no way in which they will accept relinquishing the blade. Removing the sword from the altar in the basement causes the immediate death of Ardomo, as he is living on borrowed time. This rotund negative might force the adventurers to take more dire decisions about the cult and the priest. If the adventurers try to force their way to the sword, the priest and his followers will retaliate with violence. Great Priest Ardomo cannot escape as the void sword cannot be removed safely from the altar, he is bound to stay.

Area Descriptions

1. The temple is located in a beautiful part of the countryside. It is surrounded by rolling hills, trees, and plantations. There are three small settlements within line of sight of the temple. People from those towns visit the church often.
2. The nave of the church is large enough for a small crowd. A statue of the spirit of the night is at the bottom, behind the tabernacle. Great Priest Ardomo can animate the two statues in the room to defend the church.
3. This bare office contains a desk, a chest, and a trapdoor that leads to the basement. The desk drawers have papers and documents pertinent to their religion. The trapdoor opens when the command word "Ardennia" is said.
4. A set of stairs leads to this common room with a dining table, a table with weapons, and three bookcases. In case of attack, the priest orders his followers to defend the basement from this location. They fight valiantly to the death.
5. Great Priest Ardomo awaits here, he can animate the two statues and will fight to the death if needed. Ardomo is a powerful cleric with hundreds of years of training and experience. A veritable opponent, worthy of any adversary.
6. A purple-tinted light shines at the end of this hallway. There is a trap about one-third of the way. Pressing a hidden button causes ten sharp spikes to shoot from the floor. Ten feet of the hallway are affected in this way and any person standing on the area might well lose their lives.
7. A secret panel in Area 6 leads to this secret storage room. The crates and barrels contain valuable items such as jewelry, spices, and handmade tapestries.
8. This is the Great Priest's secret office. The bookcase features many books that detail the power of the void sword and how he used it to become immortal.
9. The purple glow is revealed to come from an ornated sword on a pedestal. The pedestal features strange sets of runes that glow in a pulsating pattern. The sword is not fixed to the altar and can be removed at any given time. If Ardomo still lives when the sword is removed, his skin wrinkles and ages rapidly. He looks as if he were ninety years old within a minute. After a few more minutes, nothing remains of the good man. The adventurers have obtained their weapon, now they must ponder whether the price they paid was justified.





CURSED ARE THE WOODS

FOR CENTURIES, THE GREAT WINDMILL BLEW THE DARKNESS FROM THESE WOODS, WORKING AS A FILTER TO SWEEP THE LAND OF WICKED SPIRITS. EVER SINCE THE MAGICAL ORB THAT POWERS THE WINDMILL WENT MISSING, EVIL HAS REIGNED OVER THE ONCE PEACEFUL HOLLOW. CAN YOU FIND THE ORB AND REPAIR THE WINDMILL? OR WILL YOU FALL VICTIM TO THE CURSED FOREST AND THE FIENDS THAT LIE WITHIN?

CREATED BY: ERIC DOLLICH

LOCATIONS

- ① THE OLD BRIDGE: START OF THE JOURNEY. REQUIRES SAVING THROW TO CROSS. DAMAGE IF FAILED. LOG NEARBY CAN BE USED BUT ALSO SKETCHY.
- ② WINDMILL: TRIPLE LOCKED. RELOCKS IF CLOSED. GET THE ORB INSIDE AND THE MAGIC WILL DO THE REST. CONTAINS LETTER FROM THE MILLER SAYING, "DO NOT TRUST ME!"
- ③ GRAVEYARD: GRAVESTONES TELL THE CODE TO BREAK THE WITCHES SPELL ON THE ORB.
- ④ STAIRCASE: LOCATION OF SKULL #1. AT THE TOP OF THE STAIRS IS THE TREASURE ALOFT. ROLL D8 TO FIND OUT WHAT HAPPENS WHEN YOU CLIMB THE STAIRS.
- ⑤ QUICKSAND PIT: ESAU IS TRAPPED IN THE MUD. HE SAYS HE KNOWS HOW TO BREAK THE CURSE IF HE IS RESCUED.
- ⑥ THE CAVE: LOCATION OF SKULL #2. HOME OF BIGFOOT.
- ⑦ WITCHES HUT: CONTAINS THE ORB, LOCKED BY THE WITCHES CURSE. FIND THE CODE (Z-E-D) TO BREAK THE CURSE AND TAKE THE ORB. CONTAINS POTIONS & HERBS.

ENCOUNTERS

ESAU THE MILLER?: IF RESCUED FROM THE QUICKSAND PIT, ESAU SAYS EATING THE MUSHROOMS WILL BREAK THE CURSE. BUT IT'S NOT REALLY HIM, IT'S HIS EVIL TWIN.

THE SKULLS: THE SKULLS TELL WHICH RUNES TO SPEAK AND THE ORDER TO SPEAK THEM IN TO BREAK THE WITCHES CURSE.

SKULL #1: "IN THE GRAVEYARD 1, 2, 3"
SKULL #2: "TO THE RIGHT OF THE CROSS THE CODE WILL BE."

BIGFOOT: 1D4 HIBERNATING BIGFOOT. ENRAGED IF AWOKEN, PRONE TO SLEEP ATTACKS. USUALLY IN OR AROUND THE CAVE.

MUD MONSTERS: 1D6 NASTY MUCK COVERED CREATURES OUT TO PULL YOU INTO THE EARTH.

MUSHROOMS: WHEN CONSUMED, THESE DELICIOUS PARASITES MAKE A CRUDE CLONE THAT GROWS OFF OF THE HOST. IF THE CYCLE COMPLETES, THE EVIL TWIN WILL STOP AT NOTHING TO DESTROY HIS HOST.

THE WITCH: THE CAUSE OF ALL THE EVIL WILL ATTACK ONLY AFTER YOU BREAK HER CURSE ON THE ORB. SHE RIDES HER BROOM, ATTACKING WITH ADVANTAGE FROM ABOVE. BLOW HER OFF HER STICK BY GETTING THE ORB IN THE WINDMILL.

TREASURES

THE ORB: ENCHANTED ORB MAGICALLY ENGINEERED TO POWER THE WINDMILL FOR ETERNITY, SO LONG AS IT STAYS IN PLACE.

THE AMULET: A CURSED STONE THAT HAS THE POWER TO ALLOW THE OWNER TO TRANSFER BODIES BUT ONLY ON A ONE WAY TRIP.

WALKERS STICK: A POWERFUL TOOL GIVING ITS OWNER THE ABILITY TO TELEPORT ANYWHERE WITHIN THE WOODS. ONLY WORKS ONCE PER DAY.

TREASURE ALOFT: LOCATED AT THE TOP OF THE STAIRCASE, BUT IT AINT EASY. 500 GOLD AWAITS THOSE WHO MAKE IT TO THE TOP. ROLL D8 TO SEE YOUR FATE.

- ① AN UNSEEN FORCE BLASTS YOU AWAY FROM THE STAIRS. TAKE 5 DAMAGE.
- ② 10 STEPS UP THE STAIRS FLATTEN AND BECOME AN UNSCALABLE SLIDE.
- ③ YOU ARE JUST ABOUT TO THE TOP WHEN YOU TAKE YOUR NEXT STEP AND TELEPORT TO A RANDOM MAP LOCATION.
- ④ YOU WALK ABOUT HALFWAY UP THE STAIRCASE AND REALIZE YOU ARE WALKING BACK DOWN THE STAIRS.
- ⑤ HALFWAY UP THE STAIRS YOU SEE A FREAKY BOG BEAST BOOKING IT BACK DOWN. ROLL TO SEE WHO GOES AND WHO STAYS. HIGHEST ROLL WINS, LOSER FALLS.
- ⑥ YOU MAKE IT HALFWAY UP AND SEE THAT THERE IS A CRUMBLING GAP IN THE STAIRS. MAKE A SAVING THROW TO JUMP IT.
- ⑦ YOU NEAR THE TOP AND BEGIN TO FEEL WEIRD. SUDDENLY A TAIL GROWS FROM YOUR REAR. GROWS BACK IF SEVERED.
- ⑧ YOU MAKE IT TO THE TOP OF THE STAIRS BUT NOW YOU HAVE TITS OR A BEARD!

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The Mad Artificer's Invention

by Eshan Mitra · www.roguehexagon.com · Twitter @HowTheQuest
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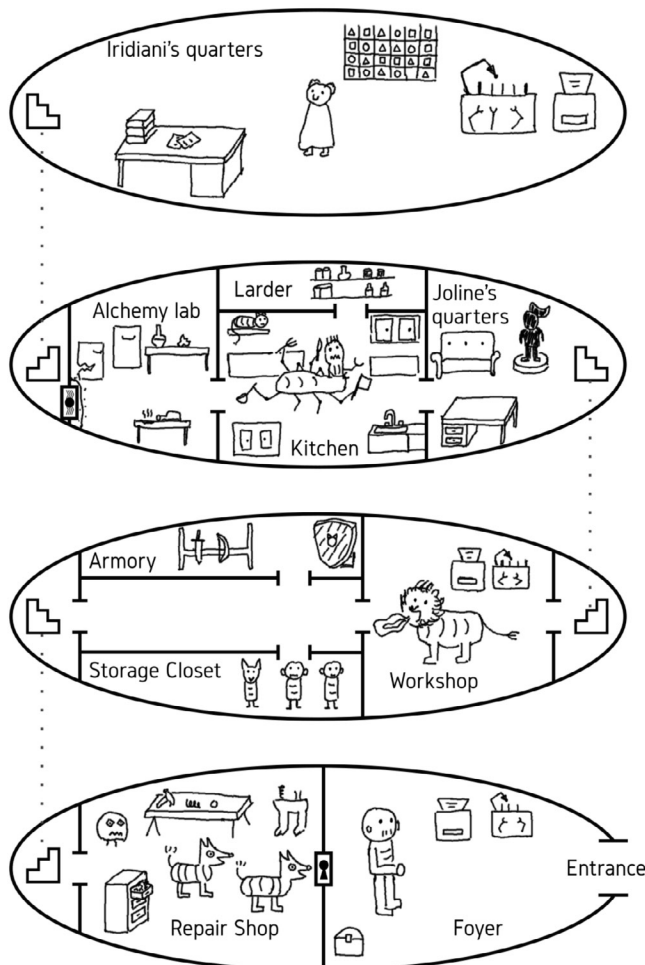
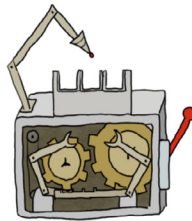
The party is tasked to retrieve the **Crimson Dragon**, a powerful magical artifact stolen by the mad artificer Iridiani. They arrive at his tower, where he has worked for years in solitude on inventions unknown.

Iridiani's Inventions

The **Deconstructor** is a big, box-shaped machine with a large opening at the top, and a small tray in the front. When an object is fed into the opening, it breaks it down into its component Alchemical gems, which are deposited in the tray. Many objects in the dungeon can be broken down this way. For example, if the party puts in the small key (●■) from the foyer, they get a red orb and a blue cube.



The **Assembler** combines alchemical gems to create new objects. It has 2-4 slots for alchemical gems. When gems are put in the slots, it consumes the gems to build a new object combining the attributes represented by the gems used. It could be a useful item, a useless item, or another construct that attacks the party. For example, if the party puts in a black tetrahedron (ice) and an orange orb (sword), they get a sword that deals extra cold damage.



Alchemical Gems

Each shape/color combination corresponds to a feature:

	Red	Orange	Yellow	Green	Blue	Purple	Black	White
● Orb	key	sword	friendly	potion	fire	cursed	large	cat
■ Cube	electric	wolf	bow	invisible	small	dragon	shield	guard
⬠ Tetrahedron	poison	stone	healing	Joline	flying	spider	ice	wood

The party will learn the correspondence over the course of the adventure by experimenting with deconstructing and assembling objects.

Iridiani's Tower

Note: All creatures in the tower are mechanical constructs, except Iridiani himself.

Foyer – Guarded by an 8-foot mechanical humanoid (●■). A chest contains a healing potion (▲●). The Mk. 1 Assembler (the earliest design, with only 2 gem slots) and a Deconstructor are here. The door forward is locked, and has an exceptionally large keyhole. A tiny key (●■), far too small for the lock, hangs on the door. The party must assemble a large key (●●) to unlock the door.

Repair shop – Various parts and incomplete robots are strewn about. Two finished robots attack: an electric wolf (■●) and a flying electric wolf (■●▲).

Armory – Contains various equipment: A small wooden sword (●■▲), a cursed ice bow (■●▲) (deals cold damage to the wielder), and a stone shield, too large to carry, engraved with a cat (▲●■). An animate invisible flying sword (●●▲) attacks anyone who tries to take the items.



Storage closet – Contains an assortment of robots, which attack when the closet is opened. A guard with fire and ice attacks (●■▲), a guard with electric attacks (■●), and a guard with a head of a wolf (■●).

Workshop – Burning heat radiates from a huge fire-breathing lion (●●●). The lion guards the Mk. 2 Assembler (a newer model, with 3 gem slots) and a Deconstructor.

Joline's quarters – Contains a stone statue of Joline (▲●●). In a desk drawer is Joline's diary, describing her last days working on the Assembler before being turned to stone by Iridiani.

Kitchen – A huge drider (human head and torso with a spider body) with health regeneration (▲●●) attacks the party, wielding various cutlery in several arms. A friendly cat (●●) watches them from a high shelf.

Larder – Among the provisions are 3 potions: a potion of invisibility (●●), a cursed potion of petrification (▲●●), and a poison potion (▲●).

Alchemy lab – A messy room with benches covered in glass vials and other alchemist's supplies, and stained with chemicals. 2 vials of poison (▲●) can be salvaged. A flying guard who shoots poison arrows from his arms (▲●■) lurks on the ceiling. Near the door is a broken freezer. Magical coolant leaks onto the door and covers it and the lock in ice. If melted with heat, the ice quickly refreezes. The lock has a visibly unusual shape:  The party can construct a flaming spider-shaped key (●●▲) to  open the door.

Iridiani's quarters – Iridiani stands beside the Mk. 3 Assembler (the latest model, with 4 gem slots) and Deconstructor, and a rack of assorted alchemical gems, including exactly one ■. He fights the party by using the

Iridiani created the mechanical creatures in the tower using his Assembler. He stole the Crimson Dragon to make a dragon gem to build the greatest robot ever.



The Crimson Dragon is a stone dragon statuette. It grants the wielder the power to channel fire magic.

gems to create various new constructs to fight at his side. Upon defeating Iridiani, the party does not find the Crimson Dragon in his quarters because he has deconstructed it. They must rebuild it using the combination ▲●■ in the Mk. 3 Assembler.



Zorpy's tall tale (for kids!)

by Euan R and his dad Garry C

You will need

- A favourite family soft toy
- Some chocolate coins (optional)
- The usual adventuring gear (dice, paper and so on)

Setting the scene

Our adventurers are wandering between towns. They happen upon a man preparing soup in the shade of a leafy oak.

"Come!" he says. "I'm Zorpy. Share my soup and hear my tale!"

The plot (and the soup) thickens

As our adventurers sit down for soup Zorpy begins his story. But the old man isn't what he first appeared. As he explains his travels the scene around the party changes. They are inside the story and are facing Zorpy's encounters!

Where the tale might lead

Zorpy is well-traveled and has had many adventures — roll a D4 to see where your party find themselves.

1. The icy poles — a simple encounter
Zorpy remembers his brush with a polar Allosaurus. The group must fight.
2. Deep, damp caves — see map on top right
Zorpy regales the group with his stories of spelunking. Limit your group's time in the caves, Zorpy can tell the story in 20 minutes!
3. The old portal — a simple encounter
Zorpy once found a portal to another plane, guarded by goblins! Sneak past or fight through.
4. The never ending forest — see map on bottom right
Zorpy recounts his charting expedition in deep forest. Limit your group's time in the forest, Zorpy can tell the story in 20 minutes!

After the encounter Zorpy rewards your party with some loot. This can be either items to use in the game or treasure (chocolate coins).

Rudus to the rescue

A furry creature advances on the party after their encounter (do they see it as a threat?). The approaching creature is Rudus, an NPC played by the soft toy. The character can cast heal but has no attacks (unless you feel like it).

Zorpy continues his tale and you should roll another D4 against the list above. Rudus is available this time. If you roll the same number the second time, cycle one place further in the list. Thus treat a second 4 as a 1, and everything else as +1 to what you rolled.

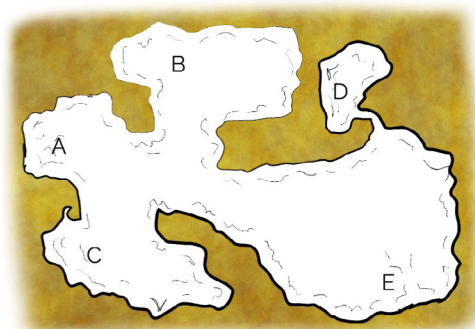
Zorpy's finale

When the party emerges from their second encounter Zorpy immediately cries:

"You haven't heard about my greatest battle! It was a foul night, and creatures still fouler stalked it." This sends the party back into their final encounter.

They must face a Cockatrice and D6 Scorpions. At the end the whole group will be back sitting down to soup, even those who died in the story. Reward the group with loot, including any remaining chocolate coins.

Deep, damp caves



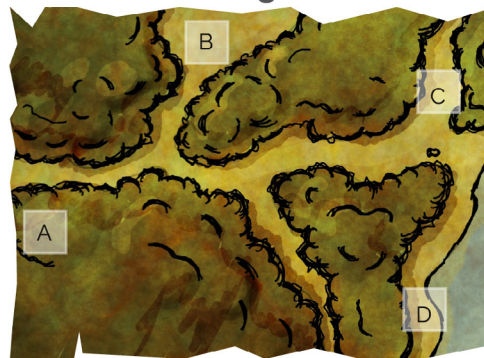
A. A flumph at the entrance! Roll a D4 for its mood colour. 1 - glowing pink, will help find loot and avoid danger; 2 - blue, give your party a chance to cheer it up to pink; 3 - green and curious, if your party are friendly it will turn pink and help; 4 - angry, in a rotten mood and will guide the players towards danger if they're not wary.

B & C. D4 Kuo-Toa are exploring the caves. They will attack if encountered.

D. Hidden chamber with loot.

E. Exit back to Zorpy.

The never ending forest



The group starts at A and can leave by any of the routes in front.

A: The group is in dense forest, beware of wolves!

B: A clear area where a Triceratops ate all the trees. Don't anger it.

C. Someone has laid a trap on the path.

D. A fishing crew, who can restore the group's health and transport them to safety.

THE BOWELS OF HOLY MOUNTAIN

Crafted by: Finnen Cerises

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-1- The monument of regrowth.

Blessings may provide:

- 1) Temporary HP
- 2) Resistance to poison
- 3) Divine Companion
- 4) Blue Torch of Undying Light

-2- Farm, in the shadow of the shadow of the mountain.

-3- Guardians of the cave.

Armed with:

- 1) Torches
- 2) Spears
- 3) Rusted Swords
- 4) Ritual Instruments

-4- Well of the prophet.

Guarded by:

- 1) The red serpent
- 2) The Lust Demon
- 3) Drowned Travelers
- 4) Red Ooze

A holy weapon lies within...

- 1) Coagulated Scabbard
- 2) Crow Blades
- 3) Dark Crystal Halberd
- 4) Holy Glowing Axe

-5- Teahouse of the Titan.

Denizens are friendly. Always hungry.

-8- Clash with the demon at the spires.

CAREFUL! It has:

- 1) Endless Arms
- 2) Three Evil Eyes
- 3) Snakes for legs, arms, and a tail, and there are snakes all over.
- 4) The Lost Bow and Arrows of the Corrupted Water Dragon.

-6- Reach Enlightenment then ascend.

Enlightment could mean many things in your campaign. It could even be a riddle. Though many gods have a symbol they recognize as Respect.

-7- Temple among the heavenly mists.

- 1) The sightless monks block your path.
- 2) Two massive cats assault you with questions.
- 3) Miles above, yet the temple seems to be submerged in water. And guarded by serpents.



THE MAD WITCH PROJECT

by Francesco Pauzzi

Shana, the mad witch, is trying to complete a ritual in order to obtain the powers of a demon, through a dark pact and some sacrifices. She locked into her dungeon, a small island in the middle of the lake, together with her followers and some prisoners, to conjure the demon without interruptions. If her ritual will be successful, she could take over the kingdom with her newfound power. Will the PCs stop her ritual in time?

HOW THE KEYS WORK:

keys are made of 2 parts in different colors (red, orange, yellow, black), that can be combined in order to open doors and chests that matches those colors in the dungeon. To separate two parts of a key, one needs to be turned in clockwise direction. Without the right combination of keys, PCs could activate fire traps and alarms. If 2 pieces of key of the same color are combined, they will explode, dealing damage to a 3 squares radius, and turn black. Any other combination of colors can work. All-black keys can open any door and don't explode again. Black doors and chests opens only with black keys. I will use a bar (/) to separate the colors combinations for keys and chests. All doors and chests are supposed to be locked. Half black chests should contain a bigger treasure. The guards are faithful to Shana, and won't reveal how keys works.



DOOR (VARIABLE COLOURS)



SECRET DOOR



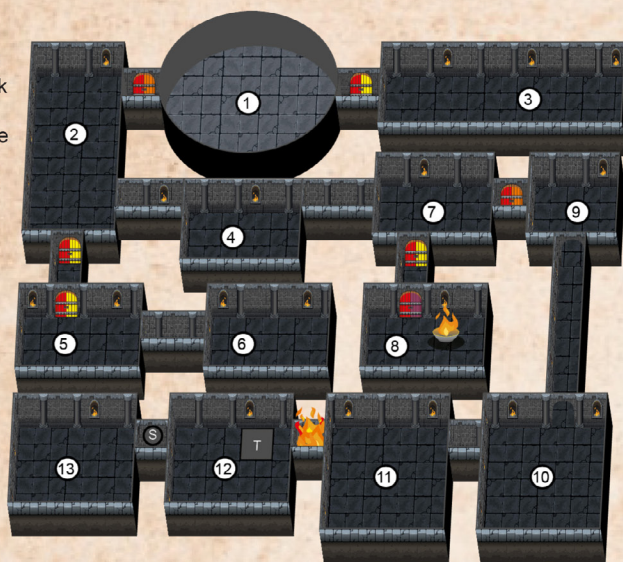
FIRE WALL



FIRE TRAP FLOOR

THE ISLAND

The witch's hideout is well-known in the nearby settlements, but nobody dares to go there because of its fearsome fame. The party must rent a boat and ask for a map in order to get there. Since the mad witch is hated, the party will surely obtain a discount on the boat, and a free map. They have more or less 24 hours left to stop the witch, after the boat trip. The island is very small, and hosts a watchtower. Four human guards and three wolves patrols the island during the day, leaving one sleepy guard and three wolves in the night. The ground floor of the watchtower hosts a kennel for the wolves and a wooden chest, which contains 2 keys (one orange/red and one yellow/red). A locked wooden manhole, (orange/yellow), leads to the dungeon through a set of stairs. A fire trap will activate if the PCs don't use the right key.



The Witch's dungeon is mostly dark and lit by torches. The air is wet due to the lake nearby, but it gets hotter near the brazier.

1. GUARD POST: Hosts 4 guards (2 wizards, a warrior, a cleric), one of them has a key (yellow/orange), another has a parchment with 2 drawings (an orange key and a fiery skull, and a black square next to a yellow/red/orange square).
2. LUNCHROOM: Contains enough food for 4 people, and a yellow/orange chest protected by alarm and fire trap.
3. DORMITORY: Hosts 4 sleeping guards and 4 red/yellow chests protected by alarms. One guard has a key in a pocket (red/yellow).
4. SPIDER NEST: A huge web contains a yellow/red chest in a cocoon (it's a mimic, still alive); 4 giant spiders made their nest here.
5. KITCHEN: Contains cooking tools, a table and enough food for 8 people.
6. DEPOSIT: Contains food for 4 days, weapons and some healing potions in a flour bag. Some rats will attack and run away, if annoyed.
7. MOSAIC ROOM: This room contains a black mosaic on the floor and a stone dragon statue. There's a keyhole under the central big piece of the mosaic, any key put inside it will turn black. There's a red/black chest too, protected by a flamethrower hidden in the statue's mouth.
8. LEVER ROOM: The climate here is hot, thanks to a central brazier. The room contains 4 fire elemental guards and 2 levers (1 black and 1 red). The first lever turns half red the metal door that locks room 10, the second lever turns it half black. If both levers are activated, the door won't change color at all.

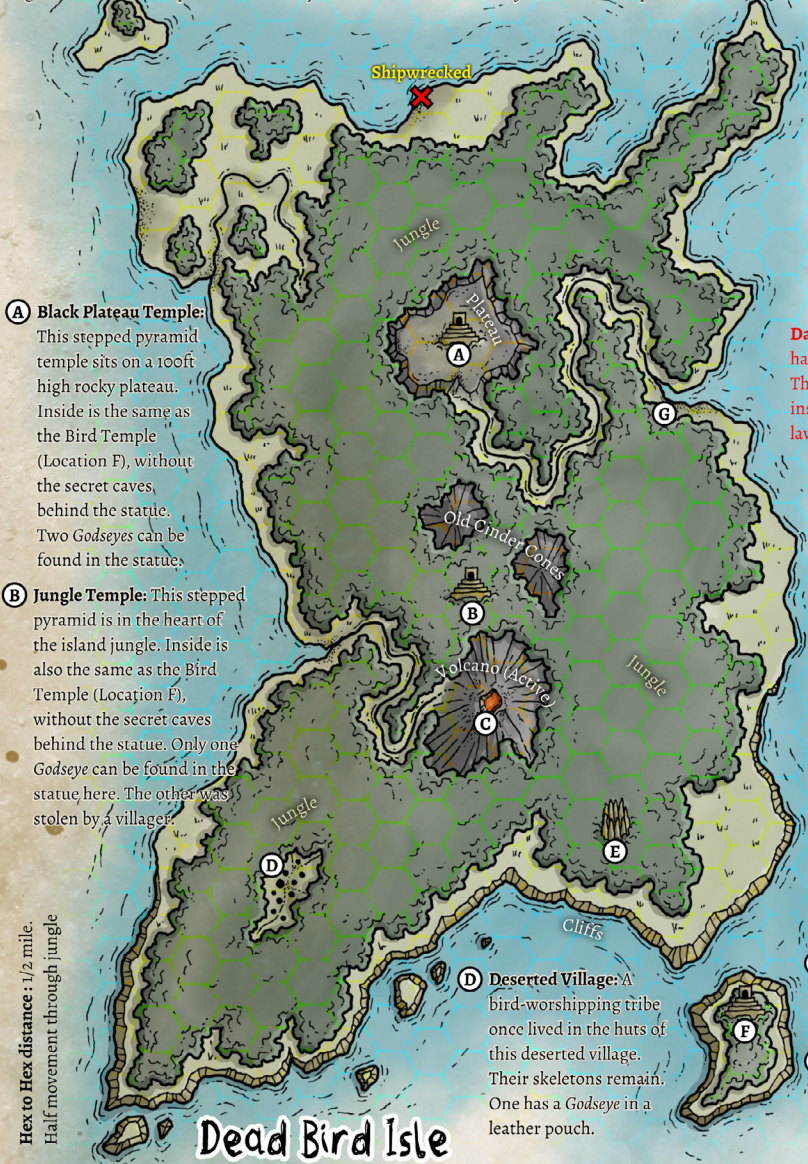
9. LEVER ROOM: Contains 4 fire elemental guards, a brazier, a yellow lever and a red lever. The levers changes with the corresponding color half of the metal door that locks room 10. If both levers are activated, more fire guards will appear and attack, and the door won't change color at all.
10. PRISON: 3 prisoners waits here in a cage to be sacrificed to the demon. They are hungry, scared and they don't know why they are here. If the party opens the cage, an alarm will sound, and Shana will leave room 13 to fight. A fire trap on the floor will burn who opens the cage.
11. SUMMONING ROOM: There are an altar, a magic circle on the floor, a ceremonial magic knife (with a poisoned handle) and many black candles lights the area. It's easy for a wizard to modify the symbol to make the ritual fail, but Shana (in room 14) will be alerted, and she will summon some creatures to help her.
12. LAB ROOM: Protected by a fire wall (that can be removed by burning a black key in it), contains some profane symbols on a shelf and an orange/red chest. A table hosts a brazier and all the necessary items to forge keys. If the party touches something, a brief vision of Shana's triumph will scare them. A secret door behind the table must be opened with a black key.
13. SHANA'S ROOM: There are a bed, a chest filled with fine clothing, a shelf filled with books, a big golden mirror. Everything is lit by torches on the walls. Shana is studying here the last chapter of the book, if not alerted by the alarms, the traps or by the summoning room.

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Introduction: The players are shipwrecked during a great storm. They awake on a beach, little of use from the ship they travelled on remains. The island is covered in a dense jungle, and dead birds lie on the ground in most places. There is nothing but ocean as far as the eye can see. The players need to figure out how to escape the island. They need to collect all six Godseyes, and find the portal chamber.

Escape from Dead Bird Isle



A Black Plateau Temple: This stepped pyramid temple sits on a 100ft high rocky plateau. Inside is the same as the Bird Temple (Location F), without the secret caves behind the statue. Two Godseyes can be found in the statues.

B Jungle Temple: This stepped pyramid is in the heart of the island jungle. Inside is also the same as the Bird Temple (Location F), without the secret caves behind the statue. Only one Godseye can be found in the statue here. The other was stolen by a villager.

D Deserted Village: A bird-worshipping tribe once lived in the huts of this deserted village. Their skeletons remain. One has a Godseye in a leather pouch.

Dangers: The waters around the island have dangerous currents and sharks! The jungle has many large, chitinous insects and snakes. The volcano spews lava and noxious gases.

G Hidden Coracle: An old coracle and a paddle is hidden in the undergrowth here. Suitable for one person. It has a small hole which can be plugged or used as is, providing the water is bailed out occasionally. A brave paddler could use it to get from the large island to Location F.

Descending Stair: Behind the secret door, a carved stairway descends down into the cold.

C Volcano: Still active, the volcano occasionally spews hot lava and poisonous gases (the reason for the dead birds and deserted village).

E Talonstones: A series of tall 30' tall spires in a ring formation, created by Lava Ants.

F Island Bird Temple: See opposite -->

Temple: A temple to the bird god, Corvoth. The room contains four semi-circular niches, each is empty but once contained offerings to the god left by the villagers. The statue is intact and made of stones and mudbricks, and painted black with a gold beak. The two eyes are rubies worth 100 gold coins each. These rubies, called *The Godseyes*, are required to activate the portal to the mainland.

The floor is marked with strange symbols carved into the floor, as well as symbols carved into the entrance archway. These suggest (to someone versed in the arcane arts) that some kind of portal exists somewhere on the island

Location F only: A secret door can be found in the plinth, behind the statue.

Entrance: The entrance into the stepped pyramid is weathered and crumbling. It could collapse at any point.

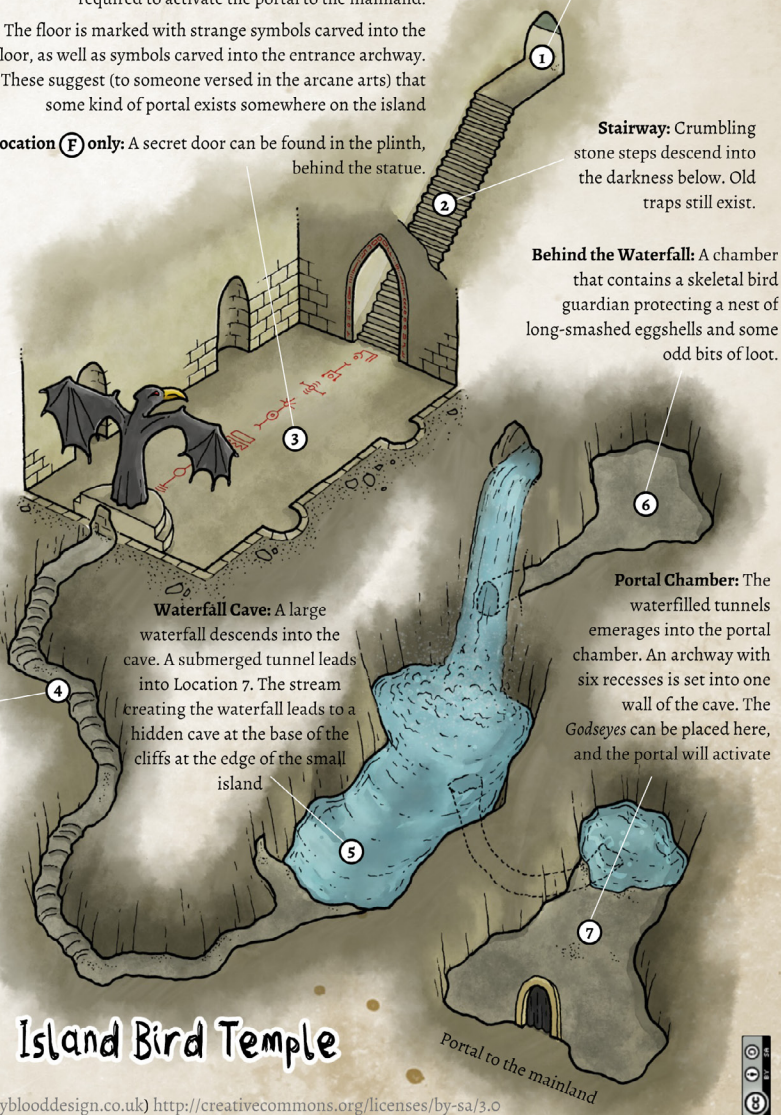
Stairway: Crumbling stone steps descend into the darkness below. Old traps still exist.

Behind the Waterfall: A chamber that contains a skeletal bird guardian protecting a nest of long-smashed eggshells and some odd bits of loot.

Portal Chamber: The waterfilled tunnels emerges into the portal chamber. An archway with six recesses is set into one wall of the cave. The Godseyes can be placed here, and the portal will activate

Waterfall Cave: A large waterfall descends into the cave. A submerged tunnel leads into Location 7. The stream creating the waterfall leads to a hidden cave at the base of the cliffs at the edge of the small island

Island Bird Temple



THE LOST CRYSTAL BY GM LILY

It was a dark and stormy night in Lavonna. Except this storm was a sandstorm. Queen Seenra sent a town crier to tell the adventurers in town about a meeting that is crucial to the survival of the town. The meeting will take place in the castle—right now!

When the adventurers arrive, Queen Seenra and Princess Eluwees explain that this desert town's existence is thanks to a magical heart-shaped, rainbow-colored crystal. The crystal was kept in the water tower hidden in the heart of the castle. The crystal keeps the tower filled with water, providing water for the town's people and the surrounding farms by aqueducts and irrigation. If the crystal is not returned, the town will run out of water and sandstorms will cover the town. The crystal must be found by the morning of the third day before all of the water in the tower runs out. If the crystal is found after that, it will be too late. Thieves stole the crystal and are believed to have tried to escape through the dungeons, the adventurers are to go into the dungeons and get back the crystal.

1. SPYDIA

The princess's pet spider named Spydia who got lost in the dungeon. Spydia is friendly, but if attacked will defend herself. If the adventurers kill Spydia, as punishment they will not be rewarded for finding the crystal.

2. WALL OF FOOD

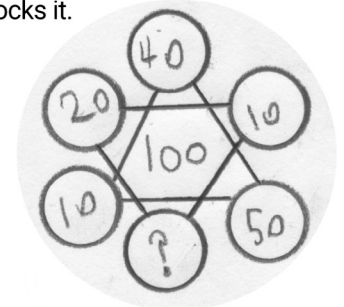
The doorway is a wall covered in fruits, eating the fruit or cutting it down will open the door. The fruit will grow back as soon as the party passes through.

3. SLIME

Blue slime hanging from the ceiling falls down on top of the party and surprise attacks.

4. LOCKED PUZZLE DOOR

The door is marked with the image below. Saying the missing number unlocks it.



Hint: "Look at what is connected, say the missing number." Answer: 70.

5. SKELETONS

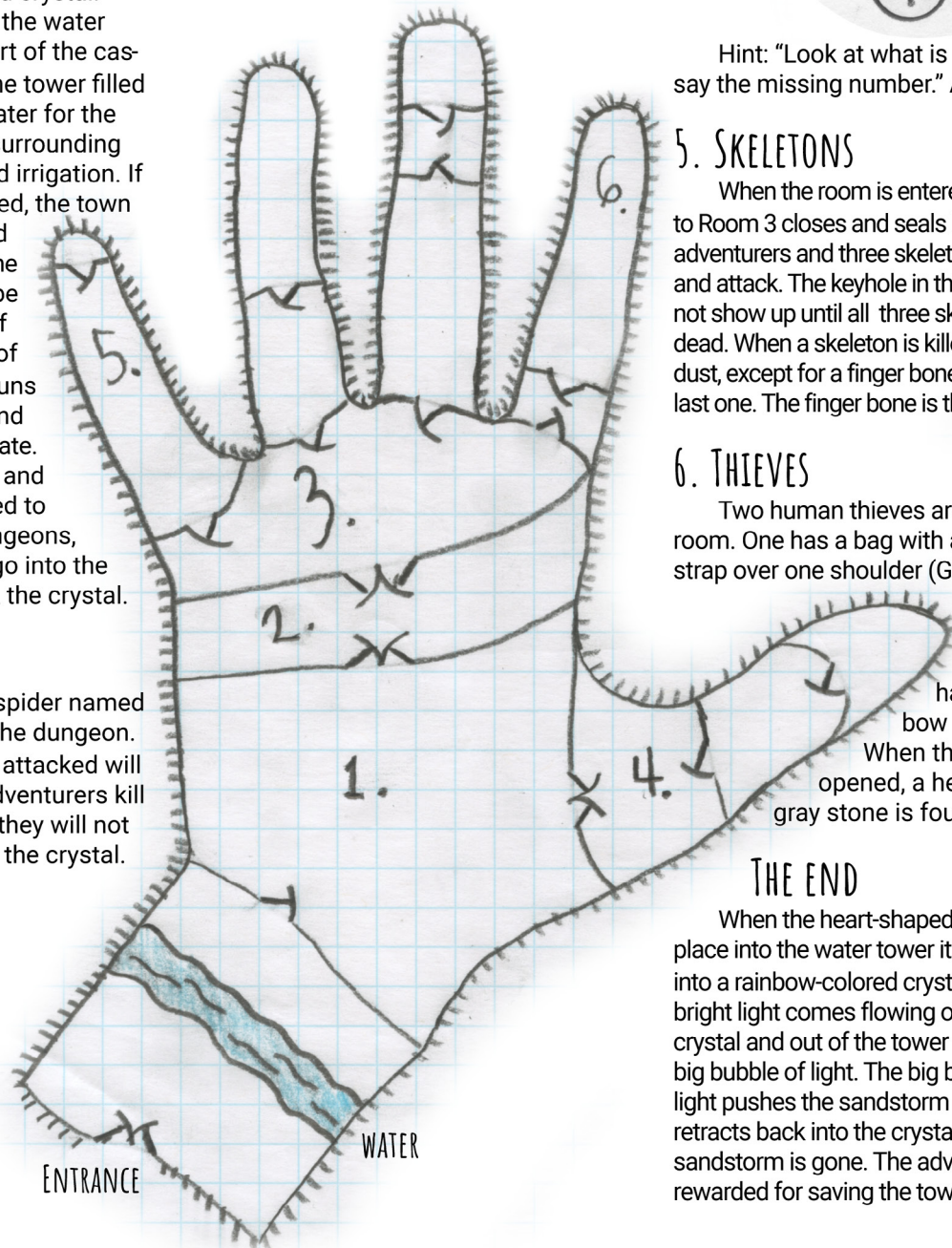
When the room is entered, the door to Room 3 closes and seals behind the adventurers and three skeletons rise up and attack. The keyhole in the door does not show up until all three skeletons are dead. When a skeleton is killed it turns to dust, except for a finger bone from the last one. The finger bone is the key.

6. THIEVES

Two human thieves are in the room. One has a bag with a flap and a strap over one shoulder (GM note: the crystal is in the bag). Each thief has a sword, bow and arrows. When the bag is opened, a heart-shaped gray stone is found.

THE END

When the heart-shaped rock is placed into the water tower it turns back into a rainbow-colored crystal and a bright light comes flowing out of the crystal and out of the tower creating a big bubble of light. The big bubble of light pushes the sandstorm away, then retracts back into the crystal and then sandstorm is gone. The adventurers are rewarded for saving the town.



Goblin's Henchman - In the Heart of the Sea



IN THE HEART OF THE SEA

A Procedural High Seas 'Hex Crawl'



Travel & Encounter icons

Large | small icon = nearby | chance to outrun (or, probable | improbable)

White spotted red flag | blue flag = destination | landfall is a day's sail away

- Trouble onboard** e.g. crew (mutinous), disease, broken equipment, food, infestation, leak, listing, navigation, propulsion, drinking water
- Vessel sighted** e.g. abandoned (ghost), fishing, fugitives, islanders, merchant (junk), navy (military), pirates, slavers, smugglers, whaling
- Natural hazard** e.g. freak wave, gas, reef, rock, sand bar, strong current, odd submerged obstacle, volcanic activity, whirlpool, wreck
- Benign shallow-water encounter** e.g. basking shark, eels, jellyfish, manatee, porpoises, sea birds, sea otter, seals, shoal of fish, turtle
- Signs of land** e.g. buoys, coastal clouds, drifting coconuts, floating log, flotsam, humanoid's body, nets, scent in air, sea birds, seals
- Benign deep-water encounter** e.g. albatross, dolphins, flying fish, huge jellyfish, manta ray, orca, sail fish, loggerhead turtle, shark, whale
- Aquatic society** e.g. ixitxachitl, koalinth, kopoacanth, kuo-toa, lacedon, locathah, mer-folk, sahuagin, sea-elves, triton
- Dangerous creature** e.g. bellicose whale, dragon turtle, giant shark / squid/octopus, morkoth, plesiosaurus, sea hag/serpent, aerial threat

Travel time – decide how many days the voyage will take and roll for each day. Alternatively, roll until any flag is reached; or for a long sea voyage, roll until the red flag with a white spot is reached.

Method

For each Hex-Flower (HF) 'engine' below, determine what dominant condition or important encounter will happen that day.

This is done by rolling and summing 2D6 and moving from the 'current Hex' to a 'new Hex' in the 2D6 rolled 'Navigation Direction'. The 'new Hex' defines what is happening that day.

The six 'Navigation Directions' are shown in the centre of the schematic Navigation HF (see right) and are coloured pink. So, if the 'current Hex' is in the centre of a HF and a 12 is rolled, then the day's conditions are set by the Hex directly above the central Hex. However, a roll of 6 gives the Hex below. The 'new Hex' will also be tomorrow's jumping off point. So, the past condition/encounter has a legacy effect on the next outcome.

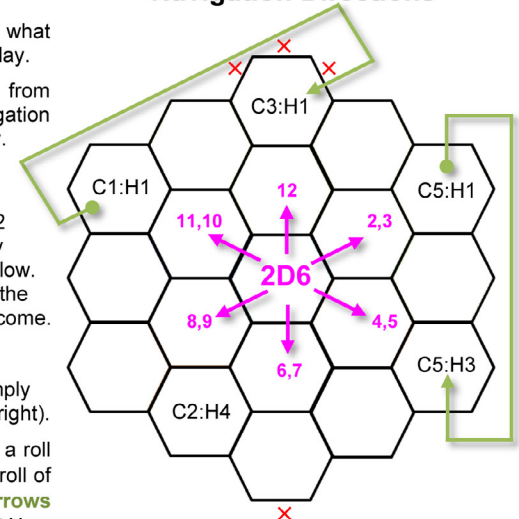
Going off the Hex Flower

Where the 'Navigation Direction' would lead "off" the HF, simply wrap round to the opposite edge of the HF (examples shown right).

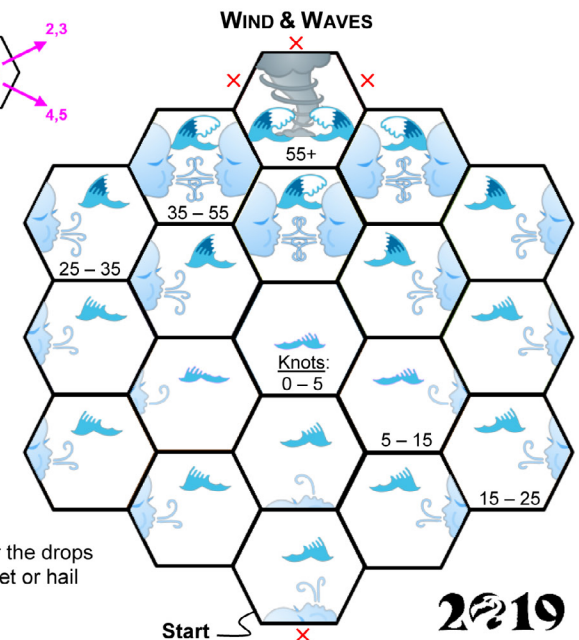
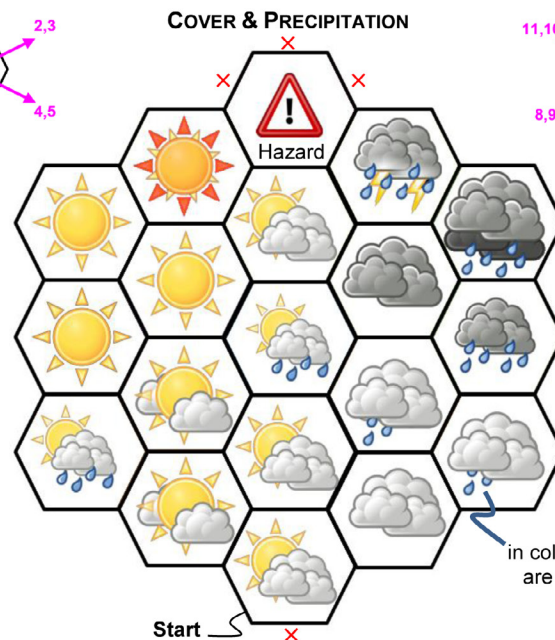
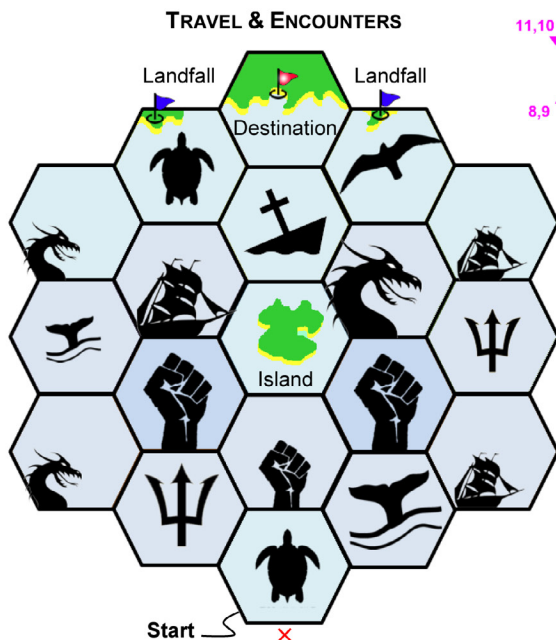
So, if the current location is Column 1, Hex 1 (C1:H1), then a roll of 8 wraps around to Column 3, Hex 1 (C3:H1). In C5:H1 a roll of 12 goes to C5:H3. These 'wraps' are shown with green arrows right. The X indicates a disallowed direction, so stay in current Hex.

by Goblin's Henchman
<https://goblinshenchman.wordpress.com>

Navigation Directions

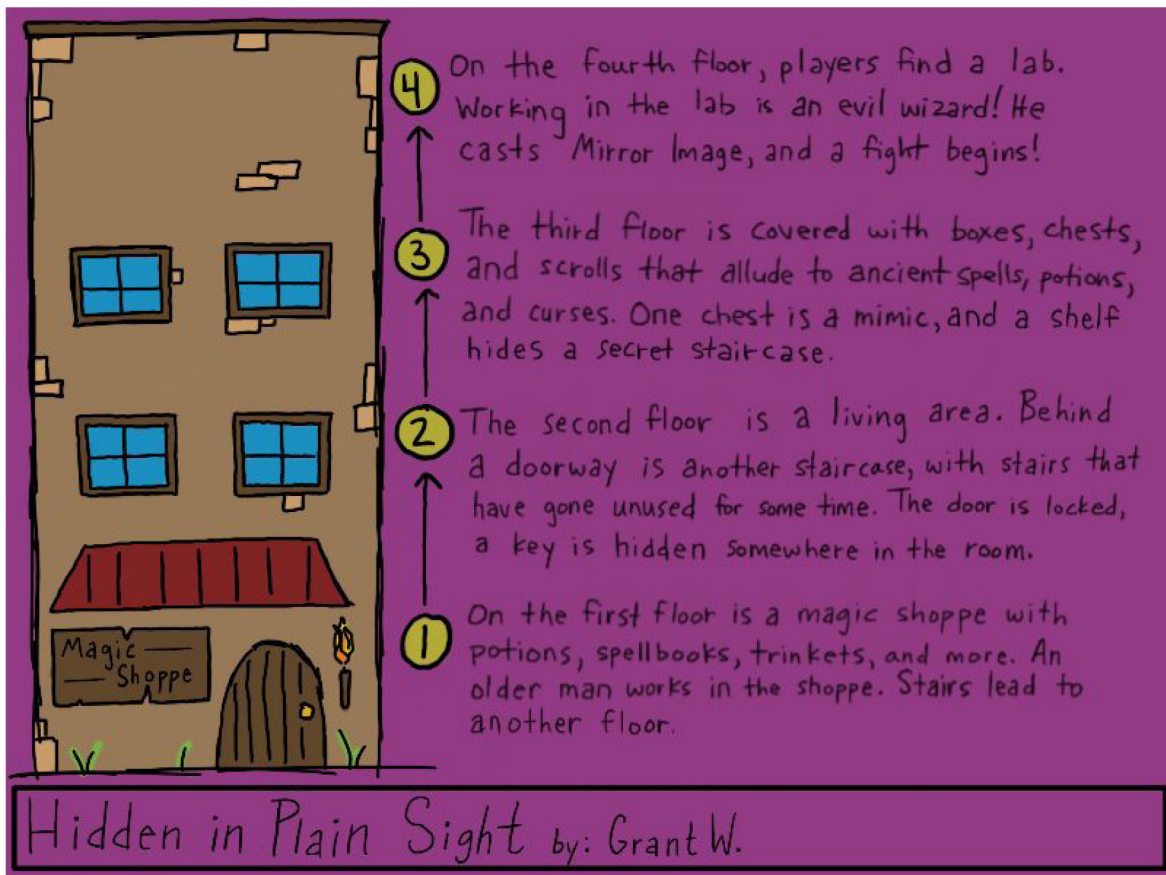


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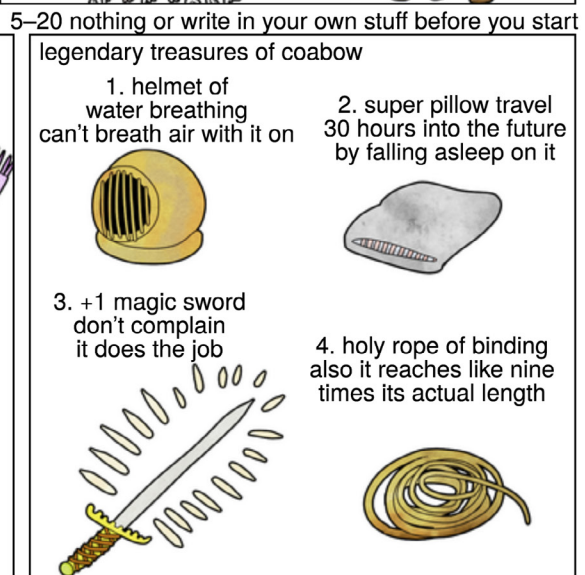
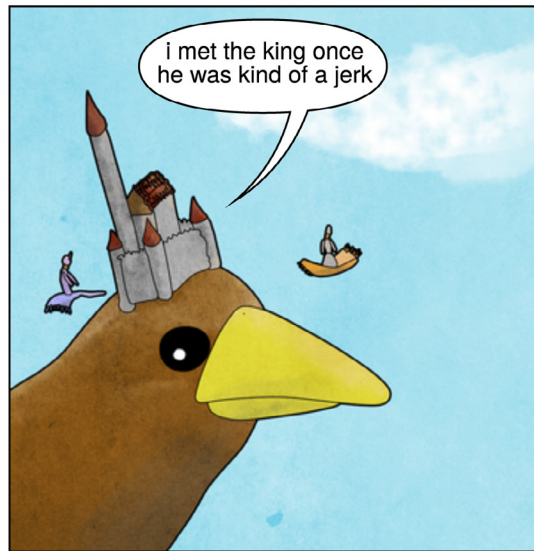
Hidden in Plain Sight

One Page Dungeon by Grant W.



Description:

Giant spiders that speak common. Green, murky water flowing through the street. Strange things are happening in town, and adventurers are sent to the local magic shoppe to investigate and see if someone is up to no good. This is a one page adventure for levels 1 - 3.



"city on a bird or whatever"

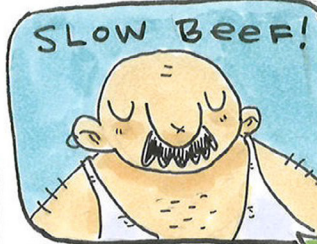


R M P G B L V D

PRESS
START

FOR THE GM: THIS IS A GOOFY, ACTION-HEAVY ADVENTURE. GOONS CAN BE FOUND IN ANY HEX. FIGHT AS MANY BATTLES AS YOU DEEM NECESSARY IN EACH HEX. MOVE ABRUPTLY BETWEEN HEXES FOR THAT RETRO VIDEO GAME FEEL!

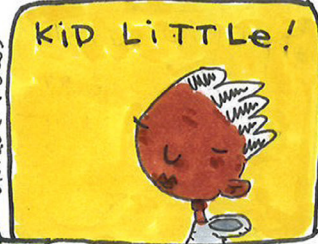
FOR THE PARTY: THIS IS IT, CHAMPS! DR FATCASH HAS LEFT YOU FOR DEAD IN THE OUTSKIRTS OF RED CITY WHILE HE MARRIES MAYOR DIM'S DAUGHTER! MAKE IT TO EVIL CORP HQ AND STOP HIM!



SLOW BEEF!

THIS GENTLE GIANT HULKS OUT AGAINST INJUSTICE!

A MARTIAL ARTS
UNIQUE FOWS



KID LITTLE!

NO ONE KNOWS RED CITY BETTER OR MOVES QUICKER!

OR! MAKE UP YR OWN CHAMP!
THERE'S NO WRONG WAY TO HERO!



SIDESWIPE!

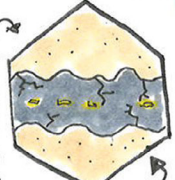
A MYSTERIOUS TRAGEDY TOOK HER DAD BUT GAVE HER MYSTIC POWERS!

CHOOSE
YR
CHAMP!
EACH HERO IS
A EXPERT W/A



TECH - SPeX!

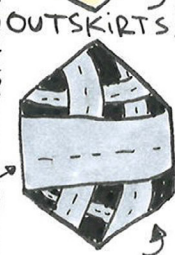
QUEEN GEEK WHO CAN HACK ANY SYSTEM WHENEVER TIME!



NEGLECTED, DEBRIS-FILLED

1. EXISTENTIAL DREAD
2. SMOG CLOUD
3. MASSIVE GARBAGE PILE
4. MAD PURD GOON!

NOT AFFILIATED W/ OTHER GOONS JUST A CRAZY FIREBUG



OUTSKIRTS!

ALL CHAMPS & GOONS ARE ON MOTORCYCLES IN THIS HEX ONLY!

1. 18-WHEELER
2. MUSCLE CARS RACING
3. COP CAR (ON FATCASH'S PAY ROLL)
4. MINI-TANK!

VICE RICHTER OPERATES THE TANK AND EUROPEAN GOON INTERESTS



FREEWAY!

HECTIC, FULL OF INNOCENTS

1. YUPPIE JOBBER
2. FLOCK OF TOURISTS
3. DRAMATIC RAIN
4. ROBOT CHAMPS!

EVIL MECH VERSIONS OF OUR BELOVED HEROES!

DOWNTOWN!

1. LOBBY: HEHEHE, YOU'LL NEVER MAKE IT IN HERE IN THOSE FILTHY RAGS! MY PLAN IS UNBEATABLE!
2. BALLROOM: THE WEDDING IS UNDERWAY! CELEBRITIES & POLITICIANS PARTY DOWN!
- IF THE CHAMPS ARE STEALTHY ENOUGH, I'LL FLEE TO THE 3RD FLOOR 2 W/O MY BRIDE OTHERWISE SHE COMES W/ME.
3. KITCHENS: POWER-UPS GALORE BUT KITCHEN GOONS ARE RABE MONSTERS!!!



FATCASH'S RIGHT HAND GOON! FIGHTS W/ KATANA... AND HONOR! IF DEFEATED & DOESN'T ESCAPE HE CAN BE PERSUADED TO JOIN THE CHAMPS

1. MECH-LAB: A CREEPY PLACE FILLED W/ HUGE CPU'S AND ROBOT CHAMP PARTS & PIECES
2. BIO-LAB: EVEN CREEPIER! JAPS W/ BOOIES & BODY PARTS. MY GIANT NAW-NAW LURKS!

- SLASH:** QUICK, SARCASTIC FIGHTS W/ KNIVES
- BOOVER:** LOUD, DUMB FIGHTS W/ PIPES
- CARDBOARD:** AGILE, CRUEL. DANCE FIGHTERS!
- ZAP:** THEY'LL TAZE YA, BRO.
- NAW-NAW:** REJECTED CLONES. VICIOUS, CHAOTIC.

HELLCAT

POWER-UPS ★★★★★

(THESE CAN APPEAR AFTER BEATING GOONS OR AS YOU SEE FIT)

- 1. SODA: SPEED BOOST (2 TURNS)
- 2. PIZZA SLICE: STRENGTH BOOST (1 TURN)
- 3. TURKEY LEG/WHOLE TURKEY: HEALS ONE CHAMP/HEALS ALL
- 4. GOLDEN HAMBURGER: INVINCIBILITY (3 TURNS!!!)

PSST! Hey There, I'm just a dirty ol' bum but take these tailored tuxedos I've been carrying around...

(AND SAY HI TO SIDESWIPE FOR ME)

HUH? NO, I SAID:

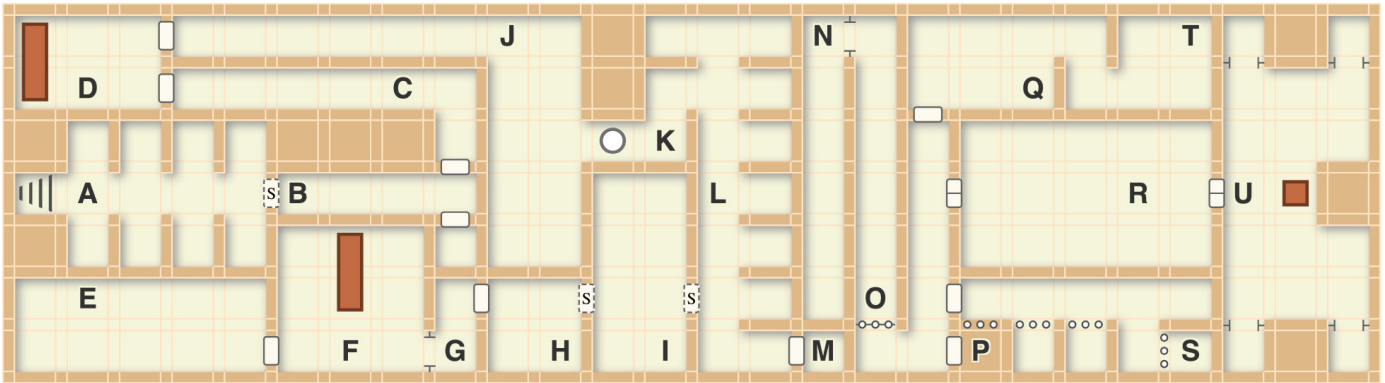
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OH, FYI, I'M AS STRONG AS BEEF, AS QUICK AS KID, AS SMART AS SPeX AND AS WISE AS SIDESWIPE...

Catacombs of the Lich Queen

by J. Alan Henning, [@jalanhenning](https://www.jalanhenning.com) - <http://creativecommons.org/licenses/by/3.0>



A PC's sister, Thara, died in childbirth then appeared at her newborn's naming rite as a zombie. She fled into the graveyard with her child. Follow a ramp down into the catacombs at A or find the grate at the church and descend to E. **A)** Catacombs with charnel pits filled with corpses. **B)** Corridor: Chunks of cadavers, covered in flies; a PC sickens. **C)** Rows of rotting corpses, from which emerge a shambling of zombies. **D)** Infernal lab: Flesh golem sitting on a workbench. Can become brute companion, with high charisma check. Shelf with rows of pickled brains. **E)** Crypt: High above, through a grate, is the church, with a tall statue of a god speared on a windswept tree. Where a branch joins the trunk is hidden a holy relic. **F)** Stone altar long enough to hold a giant. Dried blood. Jeweled chalice. **G)** Elaborate mummy casket with divine runes of speared god. Empty but will compel in and close on most selfish PC. **H)** Wraith, a half decaying corpse, half skeleton. Bound, locked book. **I)** Thara is here holding her baby: may or may not be persuadable to surrender daughter. Will protect baby in a fight. Body-shaped coffins, closed. Open one, and a mummy emerges. Jars of brains and organs. **J)** Rotted coffins, many empty, others containing headless skeletons, each broken apart with bones akimbo. Row of spears (blessed). **K)** Hidden trap over a grave-like pit containing a swarm of earthworms that can decompose exposed flesh. **L)** Long passageway lined with hundreds of crude shafts and in each shaft is a headless skeleton. **M)** Skeletal warrior with two-handed axe, jaw moving but no sound. Skeleton key, to bound book (H). **N)** Corridor ending in skeletal archers, who fire then retreat. **O)** Wall with arrow slits, disgorging arrows from retreated archers. **P)** Door activates trap, an avalanche of skulls. **Q)** Chamber of motionless, prostrate, headless skeletons. **R)** Evil human cleric, with any turned undead gathered here and rebuked. While cleric lives, undead with her cannot be turned. More jarred brains. **S)** Cell with Dezhat, a female human wizard, writing on scrolls, chained to desk with magic-resistant lock (requires high strength to break). **T)** Skeletal mage with bony fists glowing blue. Runic spell book. **U)** Lich Queen wearing crown. If defeated, then if PCs have phylactery, lich is killed, otherwise turns invisible and retreats.

Clues – Discoverable via negotiation, intimidation, searches, checks, or other creative means.

- ☐ Altar and mummies associated with god. Statue pulling spear from body to fight undead.
- ☐ Jeweled chalice can be filled with own blood for divine blessing (2x damage for hour).
- ☐ Each jarred brain commands a skeleton, psionically communicate between rooms.
- ☐ Birthrune on baby shows claimed by lich queen.
- ☐ Undead leaders seeking to possess newborns and live again through them.
- ☐ Destroying all the brains makes skeletons inanimate and halves strength of lich queen.
- ☐ Lich queen's phylactery is the holy relic (E).

[Map made with [Mipui.net](http://mipui.net).]



FOSSILIZED IN FISHPORT

JASON ERMER · @MYTHEMATICS

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STORY HOOK. Early one morning, an uncharted island mysteriously appears in the fishing waters near the coastal town of Fishport. That night, everyone dining at the Whale and Whelk tavern – the patrons, the cook, the bartender, everyone! – suddenly turns to stone. The mayor of Fishport begs for help. Will the heroes find a fix for this fossilization and free the folks of Fishport?

SECRETS. A fishing vessel, the *Cormorant*, caught its haul close to the mysterious island, which is home to a gorgon and other creatures who possess petrifying powers. The cook at the Whale and Whelk bought most of the *Cormorant*'s catch and made a big pot of chowder for the that evening's meal. Everyone who eats the fish turns to stone! Fortunately, the island may also have an antidote...

= ACT I · IN TOWN =

The owner of the **Whale and Whelk Tavern** wonders why she didn't turn to stone like the rest of her employees and patrons. She last saw the cook as he was leaving for the wharf to buy fish for dinner, and she recalls being disappointed at his proposed menu: the cook was going to make a tomato-based chowder, and the innkeeper is allergic to tomatoes. She didn't eat any.

Down at the **Harbor**, the crew of the *Cormorant* hasn't shown up for work this morning. It turns out that they all took fish home for dinner, and they are currently sitting, fossilized, at their dining tables!

= ACT II · AT SEA =

Our heroes need transportation to the mysterious island, but the superstitious ship captains down at the harbor require significant persuasion, intimidation, or bribery if they are to be convinced to help.

Once at sea, beware! Rocky, uncharted reefs surround the island. As the heroes approach, roll d100: there is 60% chance of a shipwreck! If shipwrecked, roll d100 as the heroes swim for shore: there is 20% chance of encountering a school of petrifying pirahnas! If bitten by these fossilizing fish, you must save against being turned to stone. If petrified, you sink to the shallow reef!

= ACT III · ON THE MYSTERIOUS ISLAND =

The heroes come ashore in **Basilisk Territory**, which covers the southern half of the island. While the heroes explore, roll 1d12 for encounters: 1–3 = one adult basilisk. 4–5 = two adult basilisks. 6–8 = one adult and one young basilisk*. 9–10 = one adult and 1d3+1 young basilisks*. 11–12 = unusually realistic statue (roll on the "Who Dis?" table below).

*Young basilisks haven't learned to control their poison output yet. They do reduced damage compared to adults, but a have higher chance of petrifying their target!

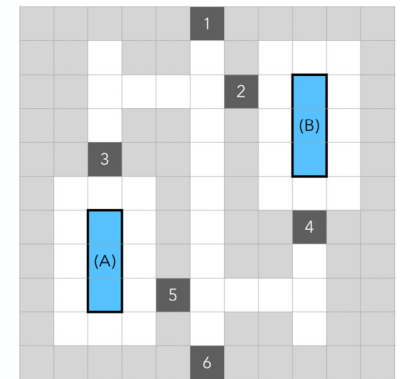
One pathway from the coast leads to the **Ruined Palace**, which is occupied by the gorgon **Koralia** (human above the waist, big snake below, snake hair, petrifying gaze, the works) and her human consort **Pelagios** (beefcake gladiator type).

Pelagios wears an *amulet of immunity to petrification*, which allows him to (ahem) serve Koralia in all the ways that she requires. Putting the amulet around the neck of an already-petrified person will cure them of their affliction.

Naturally, neither Koralia nor Pelagios is keen to part with the amulet!

The other pathway from the coast leads to the **Shrine of Skin & Stone**, which contains a *Sokoban*-inspired puzzle (below). Squares 1 through 6 are smooth stone cubes that fill the entire hallway. The heavy cubes can be pushed in the direction of their hallway, stopping when they hit a wall or another cube. **Pool A** is full of magic potion that turns *flesh* to *stone*. Meanwhile, **Pool B** holds magic potion that turns *stone* to *flesh*. But., how will the heroes know which pool is which?!

Incidentally, watch out! Pushing stone cubes 2 or 4 into Pool B will transform the block of stone into a gelatinous cube!



Toward the northern end of the island, the elevation rises and becomes **Cockatrice Territory**, home to wandering herds (or are they flocks?) of hungry cockatrice! While the heroes explore, roll 1d12 for encounters: 1–3 = 1d4 cockatrice. 4–6 = 1d4+2 cockatrice. 7–8 = 1d4+4 cockatrice. 9–11 = benevolent talking tree who will answer three questions about the island. 12 = unusually realistic statue (roll on the "Who Dis?" table below).

At the highest, northernmost point on the island stands a **Lighthouse** that has a catwalk around the glowing, glass-walled room at the top, but no doors or windows. The bright light is produced by the *Daybreak Lantern* (see below). The tower is home to **Gabbro**, a ghost who is willing to make a deal in exchange for the lantern... but at what cost?!

CONCLUSION. After collecting whatever antidotes they can, the heroes will be able to help the citizens of Fishport, though they will need to be creative about how they get back to the island.

After that, the heroes may wish to investigate just where the mysterious island came from!

THE DAYBREAK LANTERN

This handheld lantern radiates magical golden light. While holding it, you can expend one or more sparks to perform minor healing (1 spark per target), major healing (2 per target), or to cure a disease or affliction, including petrification (3 per target). The lantern has a maximum of 6 sparks and regains 1d6 sparks at dawn. If you use the last spark, there is a 5% chance that the lantern goes dark forever!

Who Dis? It's a fossilized hero! Roll 2d4: 1 = dwarf / fighter. 2 = elf / ranger. 3 = halfling / rogue. 4 = human / wizard.



THE BURIED PYRAMID OF THE UNDERGOD

BY JD THORNTON

Talkative historian & well-fed monk *Bertrand O'Toole* has just learned that an opening has been found into the legendary lost onyx pyramid in the Cairnfall Desert. He is desperate to find a stalwart crew to make haste & recover as many artifacts as possible, before it is ransacked by the halfling graverobbers who set out yesterday! He will pay generously for ancient relics retrieved, & even more for a complete map of the interior.

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1: Buried in the sands of time, recent erosions have opened passage into the long lost onyx temple of the Undergod. Boot tracks show that the PCs are not the first to approach the opening. *Taavo*, lone survivor of the party in room 3, emerges screaming, fleeing in madness. Roll encounter.

2: Massive black tourmaline sphere atop an altar etched with scrying chants in abyssal. Concealed trapdoor in almandine floor tiles hides 13 vials of ichor, 39 glass jars full of human incisors, & an anachronistically advanced tattoo kit. The rest of the room is ransacked. Roll encounter.

3: Four polished onyx slab beds with iron restraints. Bloodstone table with rusted hooks, needles, scalpels, & clamps. Vertical stretching rack, winch still operable, hiding door to room 4. Party of elvish adventurers killed by ghouls, already looted. Roll encounter.

4: When the door is opened, a repelling blast of energy as *Vladdis*, the former archpriest (and current wraith), rises from his sepulcher wielding the Blade of the Long Winter (+1d4 cold damage & enemy speed halved for one round). 6d6x100gp of gems & an unholy amulet of the Undergod lay beneath him.

5: Tomb of the Unholy (Locked; key in rm 15). Four mummified high priests on onyx plinths, with golden scarab beetle coffers atop of their folded arms. The mummies rise only if coffers messed with. 1d4 contents of coffers = 1: 1d4x100gp of gold dust; 2: 1d8x100gp of platinum dust; 3: 1d12x100gp of diamond dust; 4: This coffer releases a swarm of hornets under the opener's command (can use once a day).

6: Walls, ceiling, & floor constructed entirely out of humanoid skulls. One has faintly glowing flames set deep within the eye sockets, & babbles frenetically about "the bottomless hunger beyond the unseen halls" (rm 14). Roll encounter.

7: Hideous gargoyles (not animated) in upper corners of room. 1d4+1 orphaned

fennec fox pups tearing apart a chuckwalla. Not hostile unless cornered. Sand piled up in old entrance with small fox hole and den. Smell of burnt paper from stairwell. Roll encounter.

8: Ransacked storeroom. *Ezril*, the ghost of a repentant swindler (escaped from the 1d8th circle of hell through the portal in rm 14), believes demons are hunting him (they aren't). He wants company, conversation, & help getting out of here. Can warn the PCs about the portal. Roll encounter.

9: Prison cells, overcrowded with skeletons. 1d4+1 *poltergeists* hurl bones & moan melodramatically, but only fight if attacked. Two of the skeletons lay folded in an embrace, with an Amulet of Vitality (+1d4 HP to all healing spells) clutched in one of their hands (hidden). Roll encounter.

10: Bejeweled dagger (necrotic dmg, 1d4 HP gained on kills; cursed) atop a sacrificial altar of polished onyx. Anyone who takes the dagger will lose 1 HP from their max HP every night, & hear a constant voice urging the sacrifice of innocents to The Deep One (until curse removed). Roll encounter.

11: Scorched library & newly established lair of *Nethrez*, a very young azure dragon. She addresses intruders in broken common. All of the books are burned, except for a sentient but insane abyssal spellbook (full of necromantic spells). 1d4x100gp in gems & coins in loose piles, & a silvered greatsword. *Nethrez* will offer unfettered passage (true) & treasure (false) for the PCs to kill *Ujharu* (rm 12). Roll encounter (entering from 10 or 7).

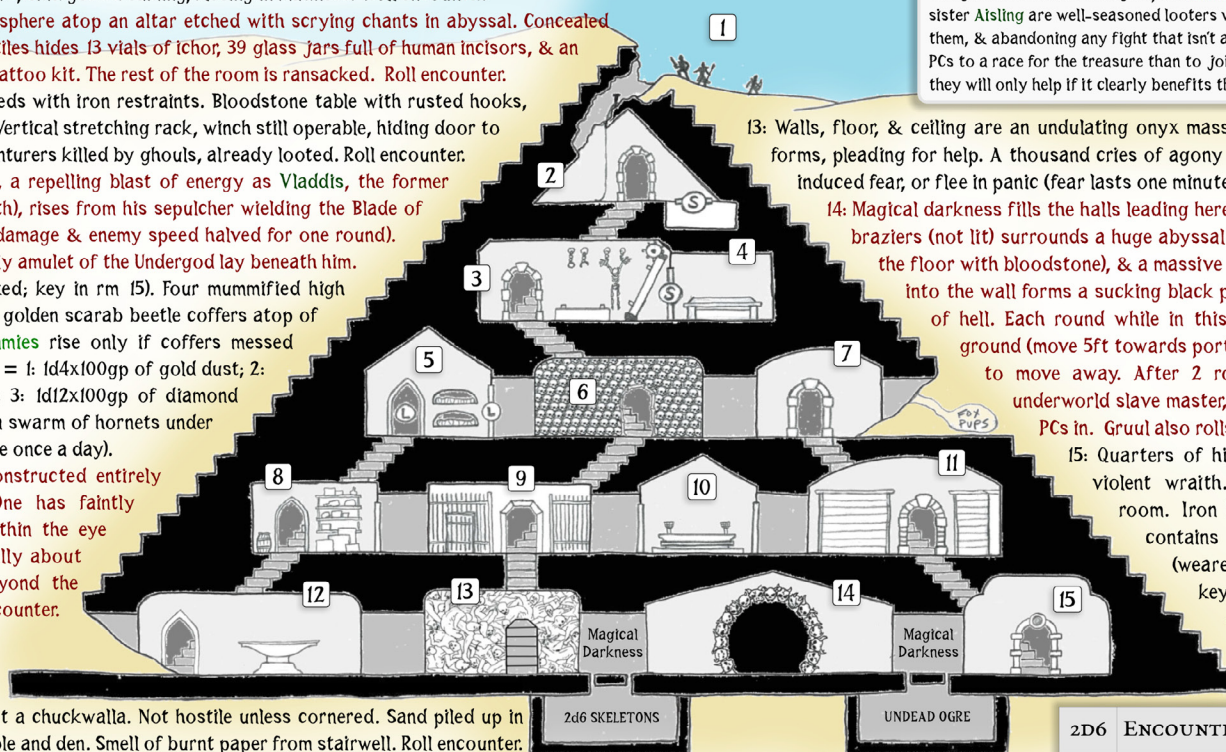
12: Old entry hall with reliefs of hedonistic & profane imagery covering the walls. Large fountain basin in center of room (anything/anyone that falls in immediately falls from the center of the ceiling in room 14). *Ujharu*, a vain & ruthless lamia, seeks to lair here. She is using her *Dog-Men* minions to gradually establish dominance over the surrounding rooms. 1d4+1 *Dog-Men* are with her. She will offer heaps of gold & free passage (lies) for the PCs to kill *Nethrez* (room 11). Struggling in anti-magic manacles in the sand to the south is *Brielle*, an old sun druid hermit who was overwhelmed by *Dog-Men* while trying to magically seal off the pyramid. If freed, she can provide healing, druidcraft, & refuge in her nearby abode. *Ujharu* dons a bronze Headband of Influence (can cast Suggest 1d4-1 times daily, resets at dawn) & hoards 2d6x100gp worth of gems, coins, & ancient trinkets.

The grave robbers: Halfling triplets *Hamish*, *Aengus*, & *Eoin* & their younger sister *Aisling* are well-seasoned looters who survive most threats by avoiding them, & abandoning any fight that isn't a sure win. More likely to challenge the PCs to a race for the treasure than to join forces, & if they find PCs in combat they will only help if it clearly benefits them. Unwilling to yield an iota of loot.

13: Walls, floor, & ceiling are an undulating onyx mass of agonized, contorted human forms, pleading for help. A thousand cries of agony fill the room. Save vs magically induced fear, or flee in panic (fear lasts one minute, repeat save at end of turns).

14: Magical darkness fills the halls leading here (see map). A circle of black iron braziers (not lit) surrounds a huge abyssal glyph of summoning (inlaid into the floor with bloodstone), & a massive circle of demon skulls embedded into the wall forms a sucking black portal leading to the 1d8th circle of hell. Each round while in this room: Strength save to stand ground (move 5ft towards portal for every fail), strength check to move away. After 2 rounds, *Gruul*, a minor devil & underworld slave master, emerges from the portal to pull PCs in. *Gruul* also rolls strength saves vs the vacuum.

15: Quarters of high priest *Kolis*, now an insane, violent wraith. Sulfur stench permeates the room. Iron locker (locked, but key is lost) contains 3d4x100gp, a Cape of Evasion (wearer adds 1d4 to all dex saves), a key to room 5, & a 14 inch long golden scarab beetle coffer containing infinitely smaller scarab beetle coffers.



2D6	ENCOUNTERS IN THE PYRAMID
2	ROLL TWO ENCOUNTERS
3	GIANT MIMIC (AS FLOOR)
4	HALFLING GRAVE ROBBERS (SEE ABOVE)
5	DISEMBODIED SCREAMS OF TERROR
6	1D4 GHOULS
7	2D4 DOG-MEN (SEE ROOM 12)
8	1D4 FENNEC FOX PUPS (SEE ROOM 7)
9	GIANT SCORPION
10	2D4 ASH IMPS (PRANKS!)
11	DEMONIC APPARITION (VANISHES IF HIT)
12	300 UNDEAD SCARAB BEETLES

Jeff McKelley - Shadow Prison Escape!

Shadow Prison Escape!

By Jeff McKelley

DM Notes: This prison dungeon is run as an escape room/ adventure hybrid. The players have a time limit to escape the prison or else be devoured by shadow creatures. DM is free to add wandering monsters as desired.

Player Hook: An abandoned prison lies on the outskirts of town. Rumor has it that the warden hoarded great wealth behind the Gray Door. Inside the prison, a portal filled with a gray swirling mist can be found. This portal leads to a Shadow Plane prison. Players who step into the portal are transported to area 1 of the prison. A voice says "Intruders! You have 3 hours (or other DM determined time limit) to leave, else be devoured." Set a timer and let the fun begin.

Area 1: Guard barracks. Eight bunk beds and 16 chests. Prison guard chain mail, short swords, helmets, and bucklers are available to the players.

Area 2: Broken pieces of tables and chairs are scattered about the room. Skeletal bodies of guards and prisoners lay about the room. As PCs move into the room, five bodies will release a shadow which will attack. Guard shadows will attack players who do not have a guard buckler or helmet while prisoner shadows will attack players with a guard buckler or helmet.

Area 3: Sally port leads to a corridor with five evenly spaced doors on each side of the hall. The hallway has three Shadow guard dogs. They will attack any character who does not have one of the guard bucklers or helmet showing. Cells hold a bed, table with a water basin and a chamber pot, a small wardrobe, and a wooden table and chair.

Area 4: The guards' common room containing tables, chairs, plates, mugs, gaming/gambling paraphernalia.

Area 5: Guard food pantry containing desiccated food and empty barrels.

Area 6: Deputy Office. On the desk is a stiletto stabbed into a piece of parchment. The stiletto has a twist and a half to its blade. The parchment reads "*Warden, The remaining amulets are safe. Remember the vaulted tale of the Magician who sought justice in the tower but only found Death. All you need is in hand. Deputy Gorm.*"

Area 7: Bed chamber. Shelves in this area hold books on prophecy and various accoutrements including a tea cup and tea, a silver bowl with a knife, a deck of tarot cards, a spirit board, and astrology star charts. The Magician, Tower, Justice, and Death tarot cards and the twisted stiletto are needed to open the vault, area 11.

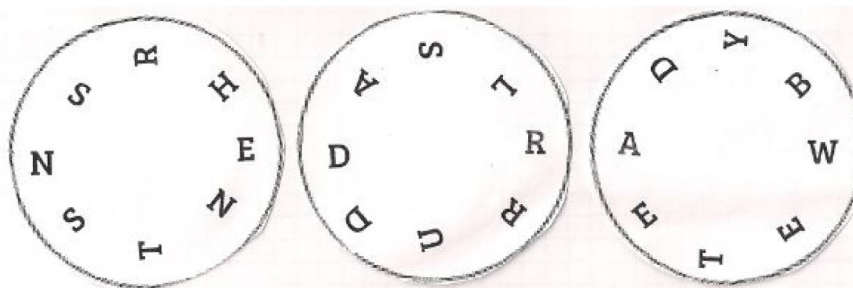
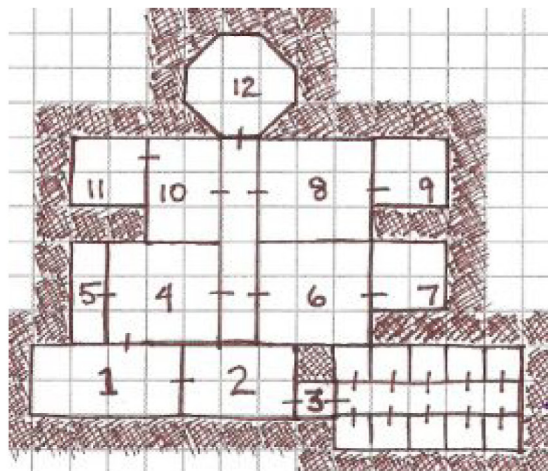
Area 8: The Warden's Office. The shadow Warden is busy at the desk with paperwork. He is dismissive and will take no notice of the players; players may notice he is left-handed. The desk contains a book, a key, a monocle, a small silver comb, a container of moustache wax, and several mirrors. The book has the title "The Warden" on the cover and records prison data. The warden refers to himself in the third person as "the Warden" in the book. The last entry states that to escape, one must use the medium portal while wearing a Topaz Planar Amulet.

Area 9: The Warden's living chambers. Living area with bed, wardrobe, small night-table, and several mirrors. Under the bed is a stone chest covered with mirrors. The key from the desk in area 8 will open a panel on the chest with key code wheels (see picture below-cut out individual circles, randomly rotate them and give to players, keeping them in the same order). Arranging the wheels so that they spell the word WARDEN backwards (NEDRAW) will open the chest. Inside is the key to area 10 and 12 and a single Topaz Planar Amulet.

Area 10: Vault Antechamber. A hammer-wielding golem blocks the door to area 11, the vault. The golem will state that it will only move for its master. A person with a well-groomed moustache and monocle can command the golem, otherwise the golem will attack anyone attempting to get to the door behind it. The hammer can absorb 6 spell levels.

Area 11: Vault: A stone door with a keyhole and four rectangular depressions in the surface. To open the vault door, the Magician, Justice, Tower and Death tarot cards must be placed into the door depressions and the twisted stiletto used as a key. Inside the vault are several small bags of gold and a safe. The safe has a keyhole and can be unlocked using the key that is hidden in the handle of the stiletto. The safe contains Topaz Planar Amulets. At DM option, provide one fewer amulet than there are players.

Area 12: The Tower. Steps wind up to an open area at the top. Four portals are in the walls. A gray swirling mist can be seen in each of the portals. Each portal adorned with a specific pattern: one is bordered with a sword and shield design, a second is bordered in a crystal ball and book design, a third is bordered in a cloak and dagger design, and the fourth doorway is bordered by a lute and rapier design. The crystal ball portal leads to the prime material plane, while the others lead to certain death. Using a portal without an amulet also leads to certain death.





The Wives of the Mad Duke

By Jenna Shively & Nick Franco

A ghostly woman appears to you in a dream:

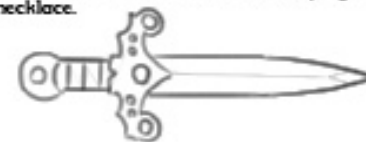
"The mad duke has locked away his pregnant wife. He craves a son. Tomorrow, she will give birth to a daughter. In his rage, he will murder his wife and daughter, just as he has done three times before. Please, save her from our fate! You can find them in the tower. I will help you if I can, but be warned: the spirits of the other queens are restless and unpredictable. They may not wish you to succeed."



The mad duke's castle is an isolated keep far from any other town or settlement. It is staffed by clockwork servants who will go about their programmed duties unless hindered.



7. The library is supernaturally flooded. On the far wall, the door to the next room is blocked by floating wreckage. Water remains suspended inside the room even when the door is open, approximately 7 feet deep. Tara is weeping in one corner, and rebuffs any attempts to speak to her. Her tears threaten to fill the entire room. 2 sharks circle the room, attacking the players. The players can console Tara with her lost emerald necklace, which is in the mouth of one of the sharks. Giving Tara her necklace will dry up the water in the room. Tara's tears also act as a healing potion, and she offers a flask of them to the players for finding her necklace.



8. Stebitha has taken up residence in the trophy room, possessing taxidermied skins and mounts. She can change the trophy she is possessing at will, switching between a boar's head, a stuffed grizzly bear, and suit of armor. As a ghost, she is unable to physically harm the players, but gains additional stats when possessing the trophies. Destroying all of her possessed objects renders her harmless, but delivering the killing blow with her family's filigreed dagger (displayed in the room) will imbue the weapon with her rage, giving you +1 to attack when fighting the duke.

9. When the players reach the third floor, they hear the thin wail of an infant and the unsteady voice of a midwife from the next room, "It's...a girl." The mad duke howls in rage.

10. The duchess, midwife, and duke are in the tallest part of the tower. When the players enter the room, the duke is advancing on his wife, who is holding her newborn daughter. He turns to fight the players immediately. The duke is a skilled knight and he homes in on whichever party member has the lowest health. He fights with a twin to the ancestral sword in the chapel, and the wielders of the ancestral swords have a 50% chance of missing against each other. His cry summons 2 clockwork guards, who enter the chamber and fight the party.

When the duke is defeated, the duchess thanks the party. As a sign of her thanks, she offers to let them name her daughter. As the players leave, the duchess holds her daughter in her arms, and for a moment, the ghostly forms of the duke's three dead wives hover near her, then vanish.

1. The entrance hall is lined with portraits of the king's family, including his three dead wives, Arabella, her hands clasped in prayer; Tara, wearing an emerald necklace; and Stebitha, holding a filigreed dagger.

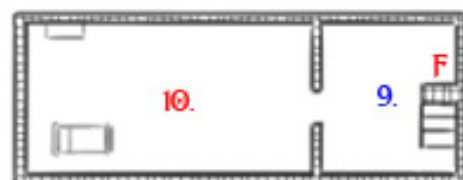
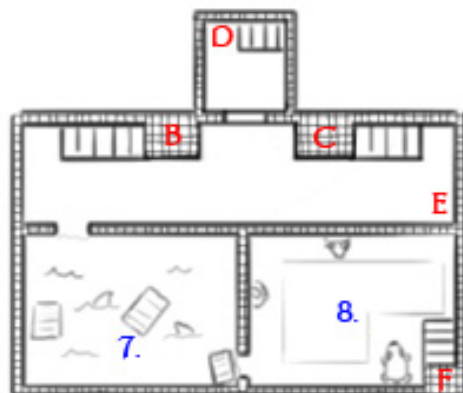
2. Inside the feast hall, there are half a dozen tables set for a feast, a raised dais at one end with two thrones, and the king's sad parrot in a gilded cage. Two sets of large stairs lead up to the second floor, flanked by 2 sets clockwork guards who won't let anyone past without a fight. The parrot asks for a joke. If the players tell him one, he reveals a set of servants' stairs behind the dais, an alternate way to the second floor.

3. Inside the chapel, the ghost of Agatha prays by herself. If any of the players join her in prayer, she'll give the party a holy relic hidden in the chapel floor, which gives the holder +1 to their defense.

4. The crypt holds the tombs of the dead wives and the empty tomb of the duke, adorned with a half finished sculpture, holding the duke's ancestral sword. The sword is enchanted and knows information about the castle. It may give helpful information if the players are stuck.

5. Inside the kitchens, a clockwork cook prepares a meal inside. It will try to eject the party if it sees them and attacks them if they resist. Hidden in the cupboards are 2 bottles of fine wine worth 20 g each and a healing potion.

6. The greenhouse contains 1 carnivorous plant and 3 poison plants, which will attack when anyone walks by. There are also 4 rare plant specimens that are worth 5 g each. One set of harmless vines has grown out of control, completely enveloping a clockwork gardener, who holds a jar of "Mir-a-Grow". If the players apply this to plants inside the greenhouse, the plants will grow out of control, bursting through the glass roof and providing a way up to the second floor.



John Rattlemayne - Perchel's Geode

Perchel peddles wares at dungeons. Little does he know, his geode is a dungeon itself!



A Whale of a Time...

Questionable decisions* were made and now you find yourself in the rapidly closing maw of a giant mechanical sky-whale. As it plummets to the distant ground below, broken and on fire...

Speaking of broken, the airship's also seen better days. Days that involved it's envelope being free of holes and properly attached to the rest of it.

* Involving a local tavern, a friendly airship captain, a conversation on the value of mechanical sky-whale Ambergris and more rum than might be medically advisable.

The Maw

Full of panicked sky ghost Krill that the mecha sky-whale has scooped up ready to process. Also, a group of player characters are here too, where they've been thrown from their recently swallowed airship...

START HERE

The Brain

Over eager fire fighting water elementals will ensure the PC's are well doused. Opens the maw for two height segments and can trigger a gag reflex. No, it can't turn off the lightning. Does some other things.

+/- 1 to the next encounter roll.

Blow Hole

Emergency ballast cannon, currently firing out regular bursts of water, could be a way past the lightning field as it'll shoot someone out pretty quick, and quite possibly also knock them unconscious in the process.

Lightning Fin

Power collector used to charge the bio matrix spline capacitors, now broken and acting as the source for a very friendly lightning field around the skywhale that's attracted to anything outside of the whale. If making friends with a few million volts of elemental energy doesn't sound fun, this may require some aggressive maintenance before departure.

Griselda

"They said I was mad to live in a sky-whale, mad I tell you, who's mad now, eh!?" Griselda is definitely mad as a box of spoons, but maybe she knows the inner secrets of the sky-whale. Good luck with that, you're far more likely to get a story about her cat first...

+/- 2 to the next encounter roll.

Emergency Brake

This should be incredibly useful, however it's not. The burnt remains of these giant parachutes instead make for a room full of floating cloth scraps, smoke and fire. Maybe an intact spare is in a fireproof store. If only the signs weren't also on fire it would probably be easy to find.

Ambergris "Store"

Sweet precious Ambergris. Once its been dried and matured. A rather more pungent, organic, digestive system kind of a odour pervades the air currently. Like an outhouse in summer, after a festival. Breathing should be kept to a minimum.

Getting Out!

How to get out of this alive. Disabling the friendly lightning field might make life easier. Dislodging your vessel from the maw could handy to, assuming you can persuade it to open first. Some might say an air worthy vessel is useful, but at this stage that might be a luxury to far. Skywhale Ambergris would be spiffy too, may as well make the trip worthwhale.

Beast Belly

Ghost-krill are sucked in to giant vents and turned in to the fuel the mech whale uses, well normally they would, but there is the crashed wreck of an airship jammed in here instead. The wreck is being dismantled by a gang of smaller mecha robo antibodies. It looks familiar...

Engine Halls

Unnecessary amounts of dangerous moving parts: CHECK. Thermal sterilisation vents: CHECK. Ghost krill tenderising auto hammers: CHECK. It'll get easier once you know the timing?

Enemies

SWAB's (Sky Whale Anti-Bodies) - Anti whose body? The PC's who just crashed into their Skywhale for one. SWABs come in 3 sizes with lots of sharp, nasty tools. **Ghost Krill** - the size of a small bat and made of eerie green ectoplasm, these can choke if inhaled. Their screeching whale tests the soundest mind to breaking. **Gelatinous Tube** - Like a gelatinous cube, but a cylinder. One that also happens to produce a clear oily coating. Of course it's poisonous. And slippery. They also roll...

Height Tracker

Each time the PC's change room, move a counter down the chart.

Stage 4+ Movement will gain interesting new challenges.

Stage 5+ Free fall and the floor is a wall sometimes.

Falling

Still Falling

Falling Faster

Turbulence

Nose Down

Flipping

Spinning

Petunia Bowl

Round, Ground

1

2

3

4

5

6

7

8

9



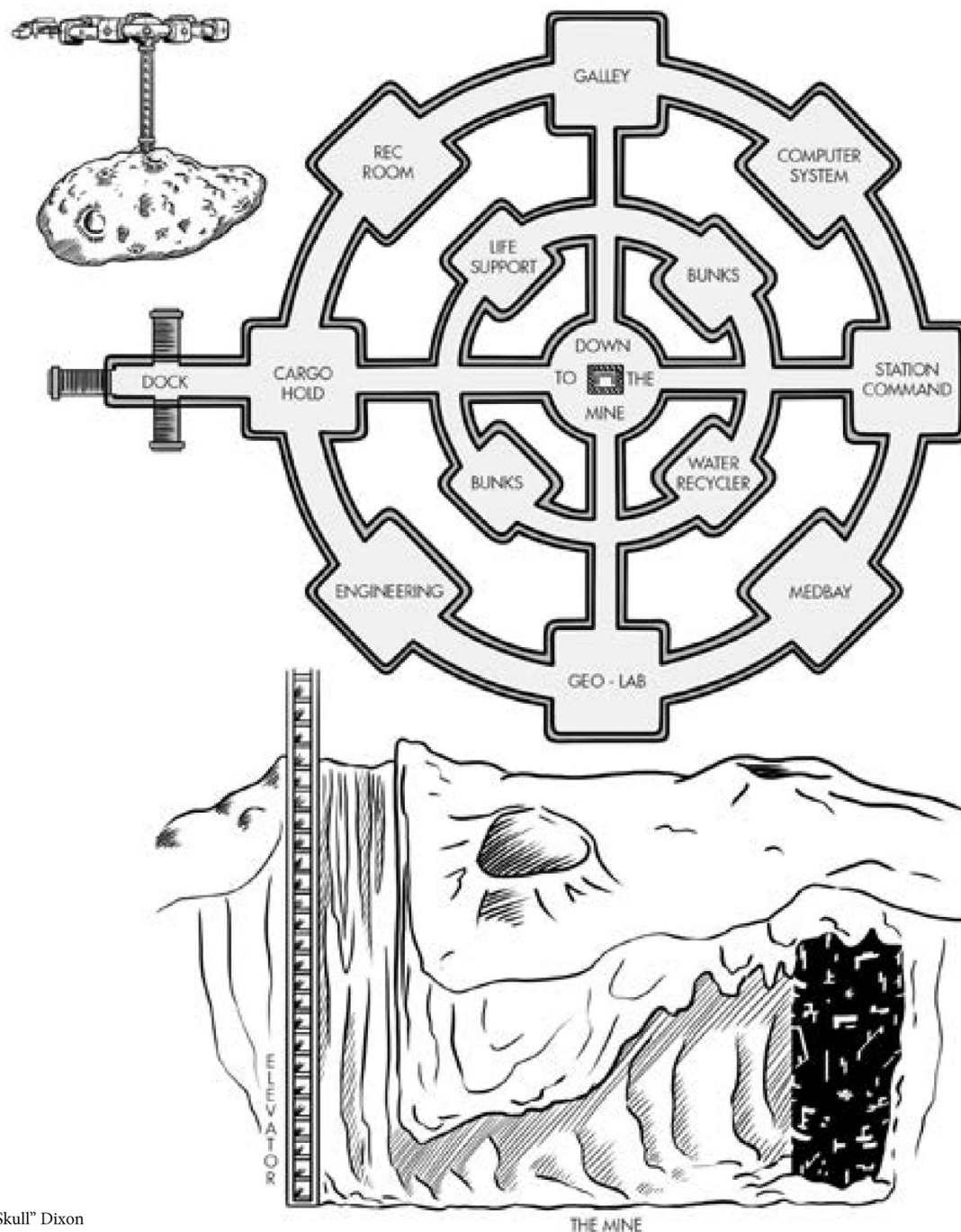
Feynman's Mining Station

Contact with the Mining station stopped two days ago. When the crew's ship shows up, they are unable to hail anyone at the station. External scans show signs of damage from possible attack, and defensive system appears to be offline. The scan shows that the station still has full life support but zero signs of life. The station's docking clamps are malfunctioning and will need to be forced manually by the crew to dock their ship

When they dock with the station they see that another ship is docked as well. This ship has large sections of its haul completely removed, exposing the ship's interior to space.

Alien nanites from the Core found in the mine have taken control of all the androids in the mine and station. They are being used to strip the station and ships for parts to build some kind of alien device, as well, as to protect the nanite core or nest from intruders. Whenever a nanite infected Android attacks, the nanites will try to dismantled or take control of any mechanical, electrical device, or metallic object.

The Core is the alien nanite's nest and Hive Mother. It is the structure the miners found. it was inactive while buried within the asteroid until uncovered. Now it is seeking to reconnect with more of its like by building a device to move the asteroid through hyper-space. All nanites originate from this core. destroying the core will deactivate the nanites.



Joshua Drake - Myconids Ale

Myconids Ale

By: Joshua Drake

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A brewery has come under attack from strange animals with mushroom sprouts coming out of their body. The village, Crestlake, has offered a sum of coins to handle the issue. What the village does not know is that the taverns famous ale is created using myconids and the myconids are using the animals to defend themselves.

Setup: As the players are visiting the inn, The Flagrant Giant, or passing by a set of animals with mushroom sprouts attack the inn and anyone nearby. Once defeated a villager directs the players to a bounty board or town elder to help end the attacks. The town elder will offer a sum of coins and a cart with a horse to deal with the issue.

Part 1: Investigation Direction

Once the players start to investigate there is a chance of a few different information plots:

1. Villager comments that the attacks started about 6 months ago. Passerby comments that the inn, The Flagrant Giant, came out with an amazing ale about the same time.
2. A village child will suggest to speak to the Ancient Stone (a Galub Dur or another earth elemental).
3. A hunter from the region comments that this started about 6 months ago and directs them to Ancient Stone (see above).
4. Guard commander thinks this is coming from a local necromancer.
5. False Rumor: Village child blames this on a hag nearby. No hag even exists, this is from a story the child's parents told them.
6. False Rumor: Villager blames elder for getting the village cursed.

Part 2: Investigation Questioning

Once the players select which rumor they follow up on see the following corresponding options:

1. If players confront innkeeper, innkeeper will state that they had nothing to do with the attacks. On successful persuasion, they will indicate that a druid came to them to plead for their brewing to be changed and ask the players to deal with the druid and direct them to the cave in part 3. They will also offer gold for each sprout returned to them alive.
2. The child will lead the players to the Ancient Stone and direct the players to interact with it. The Ancient Stone will attempt to keep the players talking as much as possible. It enjoys speaking to huminoids and does not feel it has enough conversation so will keep them talking as long as possible about any topic. If pressed will eventually direct the players to the cave in part 3.
3. See 2 (above) and replace child with the hunter.
4. False Rumor: If players investigate necromancer house, about half a days journey from the village,

they will find no mushrooms at all. The house is a small house and simple in design. It was left in a hurry and if players succeed in investigation, they will find a diary about how the necromance was looking into the mushroom attacks but the guards were suspecting him. The implication is he left quickly to get away from the guards. The diary will reference the location of the cave in part 3 and plans to investigate it further.

5. False Rumor: Anyone in the village can confirm there is no hag in the region and will direct the players to either the Guard Commander (see part 1, 4) or the hunter (see part 1, 3).
6. False Rumor: Most villagers will state that the village elder would not be the type of person to cause a curse to fall on the village. If investigated the village elder will have some reference to not knowing anything about a curse and that they always seek advice from the Ancient Stone. They will give instructions for how to get to it (see part 2, 2. Replace child with instructions)

Part 3: Attack on the Cave

The cave has 1 section outside and 4 sections inside.

1. The exterior of the cave has no major features except an excess of mushrooms on the outside. There are several animal corpses in the area. This will be guarded by several animals taken over by myconid spores and have mushrooms growing out of them. They are not hostile to the players until they take an attack action or move within 15 feet (4.5 meters) of the entrance. It is obvious that they see the players and are not hostile.
2. Several stronger animals (eg bears), myconid adults, and myconid sprout (see part 2, 1 for significance) are in this section and attack only if players move into the cave.
3. This is the primary boss room. It will have several mushroom animals, several myconid adults, several myconid sprouts, and a druid. The druid will plead with the party to help them end the innkeeper using the myconid in the ale. If the players agree see part 4, 3. If they disagree or attack outright, see part 4 1 or 2 as appropriate. This is meant to be a difficult encounter.
4. This room is a myconid sprout growing area. No major threats only myconid sprouts.

Part 4: Conclusion

These are the conclusion options:

1. If the players do not take the contract of the innkeeper and destroy the myconids and druid, then the players are given some gold and a cart with a horse.
2. If the players take the contract of the innkeeper then they get significant gold only, this cannot be reported to the village elder.
3. If they help the myconids, they gain the rewards from 4, 1 and the innkeeper is run out of town.



Dungeon surprises twice

SOME TIME AGO, **SERİRES**, A POWERFUL WIZARD WITH AN **OCD** DISORDER, CREATED A VERY STRANGE DUNGEON TO EXPERIMENT WITH MAGIC IN A VERY ORGANIZED WORLD. AND HIDE HIS TREASURES. HE LOVES SQUARES, MAGIC PORTALS AND SYMMETRY.

INSTRUCTIONS: DON'T SHOW THE MAP TO PLAYERS. DON'T LET THEM DRAW A MAP IF THEIR CHARACTERS DON'T HAVE PAPER OR SOMETHING TO WRITE, JUST TELL THEM THE DOORS IN THE ROOM AND THEIR POSITION.

DOORS CONNECTING ROOMS ARE MAGIC PORTALS, HEROES CAN'T SEE WHAT IS IN THE OTHER SIDE AND ONCE THEY ENTER, A MAGIC FORCE WILL PUSH THEM THROUGH. HEROES CAN TRY TO RESIST, BUT IT IS PAINFUL AND IT WILL COST THEM SOME HEALTH POINTS.

ALL THE ROOMS LOOK THE SAME: SAME SHAPE, SAME SIZE, IF THERE ARE ELEMENTS LIKE FURNITURE THEY ARE ALWAYS DUPLICATED (EXCEPT TRAPS).

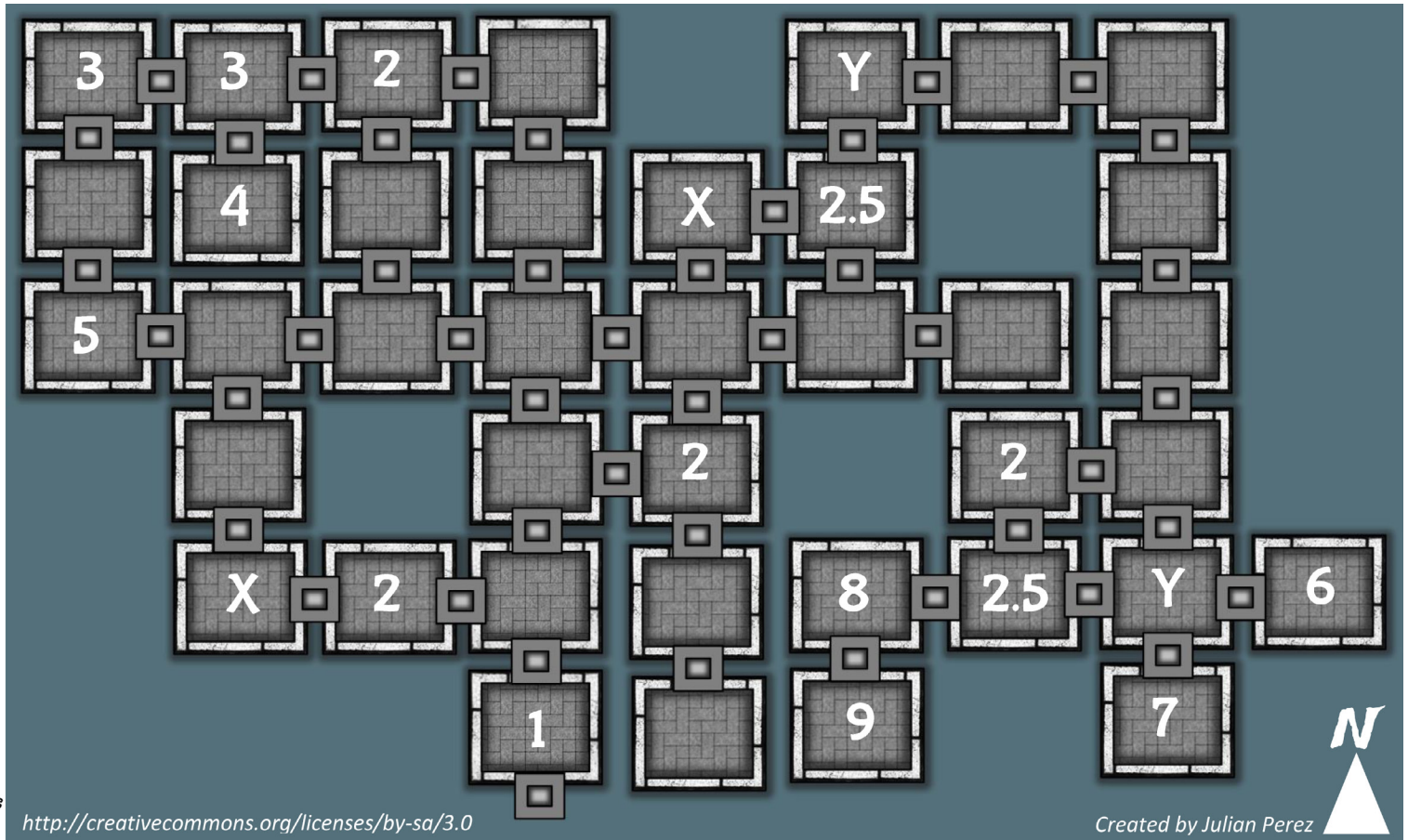
TRAPS WILL TRIGGER TWICE. ALWAYS. THE SECOND ATTACK WILL COME AFTER 2 ROUNDS.

IF GUARDS ACTIVATE THE ALARM, THE 2.5 STRATEGIC ROOMS WILL GET 2-4 EXTRA VETERAN GUARDS.

1. Entry: EMPTY ROOM

2. Guards room: 2-4 VETERAN GUARDS

3. Jails room: RIGHT NOW EMPTY



4. Experiments room: A BUNCH OF CORPSES OF DIFFERENT RACES.

THEY SHOW BURNED MARKS. TOUCHING A CORPSE GIVES A DISEASE: -10% CONSTITUTION. IT CAN BE HEALED WITH A SMALL HEALING SPELL/POTION.

5. Rat den: A BUNCH OF HUGE RATS MANAGED TO CREATE A HOLE IN THE WALL. IN THE HOLE THERE IS A MEDALLION THAT ALLOWS ITS CARRIER (NECK) TO GO TO THE LIBRARY CROSSING ANY PORTAL.

6. Library: IT HAS SOME INTERESTING MAGIC BOOKS: "HOW TO CREATE PORTALS" & "ORGANIZE A ROOM PROPERLY"

8. Magic Workshop: 80 % CHANCES OF SERİRES IS HERE. IF SO, THERE IS AN OPEN PORTAL AND THE WIZARD IS SUMMONING A REALLY STRONG AND EVIL CREATURE WHO WILL ATTACK THE PLAYERS.

7. Treasure: MEDIUM TREASURE IN GOLD, SILVER AND SOME GEMS.

9. Chamber of Serires: 20% CHANCES OF SERİRES IS HERE. IF SO, IF THE ALARM IS ACTIVATED, HE WILL BE READY TO FIGHT, IF NOT, HE IS SURPRISED.

X/Y Connected rooms: SERİRE USE THEM TO MOVE FASTER THROUGH THE DUNGEON. EVERY ROOM HAS 2 LEVERS, IN THE RIGHT POSITION, A PERSON CAN MOVE BETWEEN THE ROOMS THROUGH THE PORTALS.

No number rooms: 50% OF A TRAP: THERE ARE AN ODD NUMBER OF ELEMENTS IN THE ROOM. 20% EMPTY ROOM. 10% HUMAN WHO LOST HIS MIND LOST IN THE DUNGEON FLED FROM JAILS (ONLY ONCE). 10% 1-2 GUARDS PATROLLING, ACTIVATE THE ALARM IN 3 ROUNDS. 10% 1-2 HUGE RAT ATTACK

The Haunted Theatre (Aren't they all?)

by Julien Tremblay & Nora Mally

An old theatre built into the hill has been abandoned for decades. The main entrance to the lobby is destroyed and the only way in is through the back. Rumors abound of it being a dangerous place. A touring show has announced it will be coming through town and the theatre hauntings must be cast out before construction/repair can begin. If not, the touring show will pass by the town and the poor town will lose the revenue. Only the bravest of souls are willing to go in.....

*If at any point 'Macbeth' is spoken, all monsters in the theater converge on the PCs simultaneously and attack.

**There are elements of modern technology (ie electricity) They are easily altered if wanted.

FIRST FLOOR

The ghost of a stage manager appears very shortly upon entering the theater. She is helpful and will speak to them and does not pose a direct threat. (she does not know the source of the curse) However, once she appears there is a time limit for when they must 'take a break' and leave the theatre (or be trapped forever performing a play for the delight of the ghosts and undead-GM choice though it is likely a musical) The time limit is 1hr 20min (per union rules) of "in game time". (not "real time") She is good at keeping track of time and will appear throughout the theatre to announce how much time is left at 1/2 hr, 15min, 5 min and CURTAIN.

Wood/Scenic Shop: Piles of lumber and woodworking and power tools fill the room. Hidden among the wood are 2 coffins containing Vampires. There are also several large rats.

Trap room: The room is full of old furniture (mainly couches and chairs). Upon entering the doors disappear, trapping the PCs. (Living up to its name.) Skeletons come out from behind the furniture. The only way out is the trap door in the ceiling 30' above. (to Mainstage)

Prop Room: The room is full of many random objects that have no relation to each other. Though it is difficult to find, there is a bottle containing a genie among the objects. (GM should make sure any wishes granted backfire horribly.) There is a large section of weapons, that look and feel real. However, if anyone uses them in combat they do no damage because, well, they are props. If the PCs linger, 2 large spiders appear.

Costume shop: Racks of clothes hang. It is possible to get lost in the labyrinth of clothing. The ghost of the costume shop manager appears and encourages everyone to put on an appropriate piece of costume. If any characters put on a costume it is cursed! They must speak in an appropriate dialect (iambic pentameter or GM choice) for the remainder of the game or the clothes will constrict (those darn corsets!) and suffocate them. Costumes cannot be removed unless through magical intervention.

Green Room: The walls are covered in a putrid green slime.

SECOND FLOOR

Paint Deck: Here there are abandoned paint supplies and a wall with large frames. A ghost of a goat is attached via a leash to the paint frames. If the party unties her, she thanks them by healing some damage before disappearing.

Dressing Rooms: A mummy is found sitting at one of the mirrored dressing stations. She is transfixed by her reflection until disturbed by the PCs.

Lighting storage: There are puddles of water on the floor due to a leaky ceiling but they are hard to see. If anyone steps on the water they receive an electric shock. The electric surge activates a deafening sound from a nearby room as well as lights in the room turning on and off in a strobe affect causing much disorientation.

Sound storage: The speakers in the room will suddenly turn on and a banshee cry is heard through them.

Outer ring: This circular corridor surrounds the floor and allows access to most of the rooms. The way to the lobby is completely blocked by rubble. Zombies may be encountered in outer ring.

Mainstage: A banshee singing opera is standing onstage. Oddly she is not heard or seen from the other rooms. (except sound storage) If she is interrupted before the end of the song she will attack. If she finishes, she will disappear. There is a trap door in the middle of the stage floor that if stepped on, the characters will fall down into the trap room. (assuming they did not arrive to the mainstage via the trap.) There is a broken, unusable spiral staircase offstage that used to lead up to fly rail balcony.

If the PCs step onstage (after the Banshee battle or she leaves) a page of a script floats down from above and a spot light appears on the PCs. 3 shadow creatures appear in the wings and 3 zombies are seen sitting in the audience. The PCs must perform something satisfactory (roll determined by GM) or the zombies will rush the stage and the shadows attack. The shadows have arms that reshape into different weapons each time they attack. If the zombies/shadows are satisfied by the performance the zombies remain seated, the shadows disappear and the spot light goes out. If the PCs are successful a glowing path appears leading to the rehearsal room.

If not battled the zombies may file out of the room, only to be randomly encountered throughout the theatre afterwards. They attack immediately if encountered another time. The shadows would disappear.

Rehearsal Room: Disembodied swords are flying about. They are going through what looks like choreographed fight 'rehearsals'. If the PCs watch long enough to learn the pattern and go through the "dance" themselves the swords do not attack. If a mistake is made, or if the PCs do not try the choreography the swords attack. There is a key hidden in this room that will open the control booth. (GM may decide it is hidden in a different room to encourage exploring.)

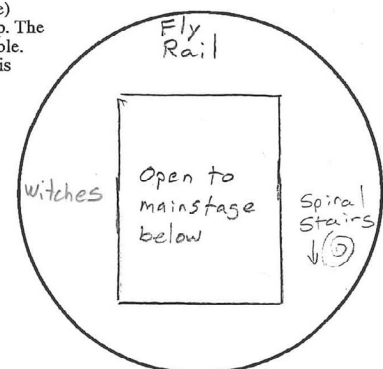
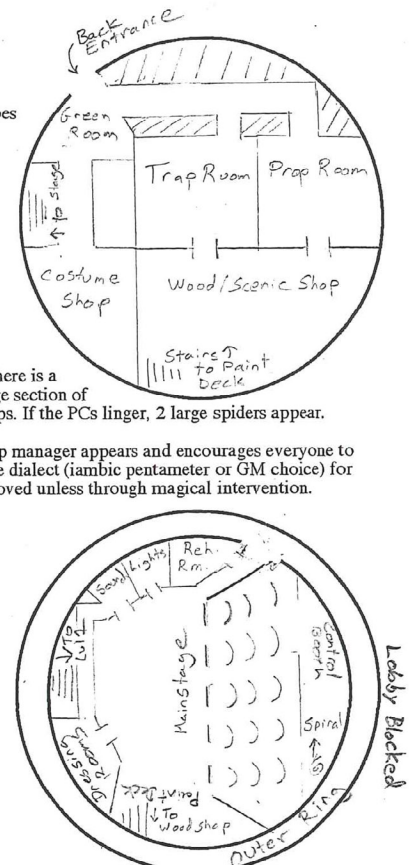
Control Booth: The control booth is magically locked until the key is found in the rehearsal room. (or area of GM choice) **Cue light box:** On the desk in the booth is a panel with 5 small square buttons in a row. (1,2,3,4,5) The 2- and 4- are lit up. The stage manager ghost appears and explains that they need to get all the lights lit on the panel with the fewest presses possible. She will not give them the answer but tells them that by pressing a button the squares will turn on (if it is off) or off (if it is on) as well as the adjacent squares. ANSWER: they must press in sequence #3, #1, #5 or #3, #5, #1. If they succeed a stopwatch (or timepiece type of GM choice) appears showing the remaining "in game" time left. If the PC's press 'stop' the time limit is eliminated. There is a spiral staircase leading up to the flyrail/catwalk.

THIRD FLOOR

Fly Rail: Bats will swoop down on anyone passing the ropes that control the fly mechanisms in the theatre.

In the furthest US part of the catwalk 3 witches are found stirring a bubbling cauldron. They will be friendly at first and will offer 'soup'. (it is poisoned) They are the source of the curse. It will be lifted if they are defeated.

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MAUSOLEUM MATRIMONY

"Welcome and thank you for coming on such short notice. I'm Talik the town administrator. Six months ago a local trickster, Farlik, entered the sanctuary of Belial's Children in a nearby valley. He tried to steal a jeweled dagger believed used for sacrifices. Farlik, however, was captured. Mortendron, priest of Belial the ruler of the Fourth plane of Hell, tried to force Farlik to marry his daughter Keldora but was foiled by Farlik's powerful friends. Many of us wanted the cult's bodies burned but the voices of compassion won out. They were "purified" and entombed in the mausoleum. However, in the last two nights a deep and terrible lament has been heard coming from its depths. Will you ride to the mausoleum and investigate?"

Note: Several days ago wisps of Belial's evil seeped up from the marble floor of the mausoleum corrupting it and turning Mortendron into a dark and powerful Spectre. Keldora and her bridesmaids, and the rest of Belial's Children are now a macabre array of well dressed zombies. Mortendron still wants a wedding for his daughter! He holds a terrible grudge and will target the rogue(or suitable alternative) of the party!

The double doors to the mausoleum stand open. The caretaker clearly took no time to close them when he heard the howls from below. The marble floors and walls have been corrupted by a black soot.

Upon opening the doors you see a family room with benches and areas set aside for prayer. Two alcoves are situated on either side of this room. On the far side of the room in front of another set of double doors stand several men dressed in fine clothes.

Note: 2-8 "groomsmen" are waiting to welcome the party. They are hideous flesh eroded zombies. They will attack here. Turning undead in this mausoleum is more difficult. Belial holds sway. Use your discretion.

After passing through the third set of double doors you see a long corridor of individual crypts and columbaria set into the walls on both sides. There are alcoves along the way where the dead are also entombed. On the floor to your right is/are (1-2) urns smashed with their owner's ashes spilled onto the floor. To your shock the ash begins to swirl and take a vaguely human form! You think it (they) whisper, "Marriage."

Note: (1-2) Mortendron's parents are now "Ash Spirits" and rise up to attack the party. Treat as half strength spectres.

At the end of the corridor stands a closed iron gate. (locked) It appears to lead to a staircase that heads down. High above is an ornate piece of stained glass. The same dark soot has soiled this once beautiful work. When you look up you see a ghastly apparition. This chilling vision is that of a man in a robe wearing a large pendant. He hovers above you with the most sinister eyes you've ever seen and then disappears.

Note: Mortendron's spectre will make his move here. Ideally he will wait for a rogue to start picking the lock to the gate and then reappear face to face on the other side of the bars! He'll attempt an attack to drain energy from his daughter's new mate. At this point 2-8 "groomsmen" break through the corrupted marble from behind! Give this fight a minute, then read:

"With the groans of zombies and howls of the spectre it's hard to imagine any other sound cutting through these twisted realities but the bursting of granite from below does so. Hand after horrifying hand emerge through the floor to grab the legs of (Keldora's betrothed) to pull the character straight through the floor to the hall below! Those left above see an apocalyptic horde of zombies carrying him/her to an altar."

Note: The zombie horde(your discretion on numbers) will not bite or attempt to kill Keldora's "betrothed." The character will suffer clawing damage but the character needs to be alive for Keldora! Mortendron will take his place behind the altar and wait. The character can heroically cut apart zombies but enough should remain to push the character to Keldora.

As you are shoved towards the altar by the hoard you see a flesh rotting row of women. One in particular holds a dead and crispy bouquet of flowers. You think you see her smile at you. *Note: Once the player is near Keldora she'll get mad and "hurt" when she realizes the player is not entirely happy. She gets her smile back, however, when Mortendron speaks in his otherworldly voice for the first time.*

"We gather here tonight in front of The Great Belial to join my beautiful daughter Keldora-and-uh-what's your name?" he asks leaning toward the character.

Note: Should the rest of the party get close he'll fight. The player should have noticed the zombies aren't trying to kill him/her. That will change if the player attacks Keldora. The player might even buy time by "sweet talking" her. Beware, however, "Keldora's Kiss" (roll to hit) damage 1-3 (save vs. disease). If the party gets too close the "attendants" will turn to fight. If and when Mortendron is "killed" there will be one round of confusion before all zombies attack the closest living thing.

Conclusion: Assuming the party survives, either through resurrection or some other means, give one of the players a "vision" of the party's new enemy: Belial himself!!!!

Treasure:

One of Belial's Children survived the original purging and placed three items with Mortendron and Keldora.

Mirror of Deception: Keldora's crypt. Small hand mirror. Enthralls gazer (save vs. magic) imagined beauty beyond compare. Subject enchanted indefinitely unless physically interrupted. 2,000 gp.

Belial Holy Symbol: Mortendron's crypt. Large platinum pendant. Depicts Belial. Provides protection from magic +2 for evil characters. 5,000 gp.

Mortendron's Dagger: Large wave bladed dagger. Bedecked with jewels. The sheath appears to be made of tanned human skin. +3 to hit against good aligned creatures 2-8 hp +3 damage 7,000 gp.

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SALT & STINK!

Shipwrecked among pirates, parasites & the paranormal inside an undead whale. For 1st level adventurers.
Written & Illustrated by Karl Stjernberg AKA @skullfungus
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SHIPWRECKED, SOAKING WET, BUT ALIVE!

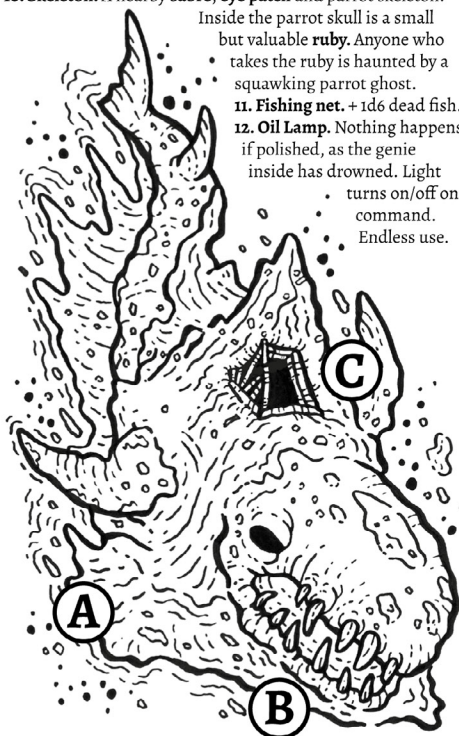
After a violent storm, a naval attack or some other marine mishap, the adventurers are washed ashore a small, stinking beach (A) littered with the remains of countless ships. By searching the trash-filled beach, the adventurers might be able to find something useful...

"What do I find on this sad excuse for a beach?" (Roll 1d12)

- Everyone gets to roll twice. Treat duplicates as "1".
- 1. Rusted weapon.** Will break after a couple of uses.
 - 2. Shrimp-filled Leather Armor.** Itchy but protective.
 - 3. Letter in a bottle.** Contains random 1st level spell.
 - 4. Muddy Backpack.** Contains 1d6 torches, flint & tinder.
 - 5. Mast, sticking out of the rubble.** On it, 60 feet of damp rope!
 - 6. Flintlock Gun!** Great damage, but 1-in-6 risk of exploding.
 - 7. Random potion inside small bag.** Roll 1d4: 1. Grow Gills! 2. Gain Limited Flight! 3. Turn Invisible! 4. Breathe Fire!
 - 8. Peg-Leg.** As club. Contains hidden treasure map!
 - 9. Half Drowned Goblin.** Cowardly, friendly, low on HP.
 - 10. Skeleton.** A nearby **sabre**, **eye patch** and parrot skeleton.

Inside the parrot skull is a small but valuable **ruby**. Anyone who takes the ruby is haunted by a squawking parrot ghost.

- 11. Fishing net.** + 1d6 dead fish.
- 12. Oil Lamp.** Nothing happens if polished, as the genie inside has drowned. Light turns on/off on command. Endless use.



ALL ABOARD THE TERRIBLE ROT-WHALE!

A. Trash-filled beach. (Start Here!)

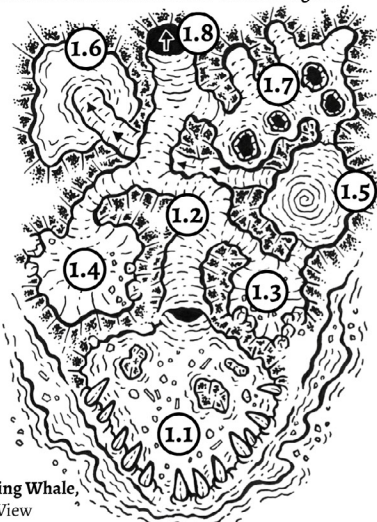
Everything is covered in mud, barnacles & algae. 2 distinct landmarks can be seen from here: A massive **mouth-like cave** & a small **opening** at the peak of a **mountain of trash**...

B. Reeking "Cave Mouth" - Entrance to 1.1

An overpowering stench followed by a rhythmic, warm wind. Filthy "stalactites" surround the edges. The "cave" occasionally closes, slowly crushing anything stuck in between...

C. Trash Mountain - Entrance to 2.1

Travelling to the top of the mountain is hard & hazardous. It's easy to slip & slide down to the base of the mountain, risking to cut oneself on something sharp on the way down. 2 surly undead **Duck-Pirates** guard the entrance. **All Ducks in this adventure are armed with sabres & flintlock guns.**



Rotting Whale,
Top View

INSIDE THE DECAYING ROT-WHALE

1.1 Inside the Stinking Cave Mouth

Murky, waist high water that gets inside of everything. Everything reeks, but this place is particularly bad. A skeleton sits grinning on the small island in the middle.

Anyone searching the waters gets to roll 1d6:

- 1. Rancid Eel.** Sharp teeth. Bites down hard & won't let go!
- 2. Poisonous Puffer Fish.** Sting causes nausea and vomiting.
- 3. Barnacle Covered Shield.** Barnacles add extra protection!
- 4. Slimy Egg Cluster.** Great lure for predators & quite tasty.
- 5. Helpful Crabbling.** Follows party. Stronger than you think!
- 6. Golden Sable.** Value decreases if used in combat.

1.2 Disgusting, Fleshy Tunnels

The walls pulsate with dark magic. 1d8 Giant isopods greet the adventurers by harmlessly nibbling on their feet. Any violence towards them makes them nibble harmfully!

1.3 Rubble & Rot

The roof has partly collapsed. 4 undead **duck-pirates** are excavating the chamber with pickaxes. They will ignore anyone if left undisturbed.

1.4 Grumpy Oyster, planning and scheming

Home to a huge **Oyster**. She will try to persuade anyone to commit mutiny and overthrow **The Captain** (2.6). She doesn't want to become the new captain but rather prove a point that spitting out valuable pearls is hard work, dangit!

1.5 Swirling Vortex & Slip-n-Slide

The vortex will suck the careless into the **Acid Pool** (1.6) below.

1.6 (Slow acting) Acid Pool

Anything organic falling into this chamber will be dissolved in a few hours. The walls are slick, so getting out is hard! 1d10 valuable **pearls** are found on the bottom, covered in goop.

1.7 Hard Working Parasites

Here, the 20-something-strong workforce of the "ship" - a collective of parasitic **Lamprey-Folk** - are hard at work. They feed on the rotting husk of the whale corpse and in return make it move by stimulating its many nerve ends. They are a hungry bunch, and will lure adventurers to their personal chambers for a snack. They swear like sailors!

1.8 / 2.8 The Great Barnacle-Guard (Impervious to damage)

A massive, burly **Barnacle-Man** blocks the path to the "upper/lower chambers", as it calls it. Will summon 1d6 Undead **Duck-Pirates** to escort anyone to either the **Acid Pool** (1.6) or the **Prison Cells** (2.6), depending on how it's been treated. Tunnel leads up to 2.8 / down to 1.8 depending on approach.

TRASH MOUNTAIN, A HUGE PILE OF JUNK

2.1 Guarded Entrance

2 Undead **Duck-Pirates** guard the entrance. They insist on escorting any intruders to the **Prison Cells** (2.4) to be dealt with later, by the **Captain**. They won't abandon their post.

2.2 Poorly Constructed Tunnel

In disrepair & prone to collapse!

2.3 Haunted Cargo Hold

Filled with crates and barrels and home to a depressed **poltergeist** that will lift a barrel to throw, but shortly put it back down with a loud sigh. If anyone could just cheer it up...

2.4 Dilapidated Prison Cells

Rusty bars, and a small barred window to look through. A skeleton is chained to the wall. The **Prison Guard Duck** with the key sits snoring on a chair juuust out of reach...

2.5 Crew Quarters

10-or-so **Ducks** are here at any given time, complaining about the **captain**, playing cards, arm-wrestling or resting in hammocks. They will act surprised, but not immediately hostile if approached by the adventurers.

2.6 Captain's Quarters

Eye-patch, peg-leg. Talks like a famous duck, only evil. This bearded, lich-like **Duck** is pure evil, but short of good manpower. The undead **Duck-Pirates** are hard to motivate, you see? Will try to convince any able bodied adventurer to work for him. Or else! Backs up all his threats with awe-inspiring displays of dark magic and powerful spells.

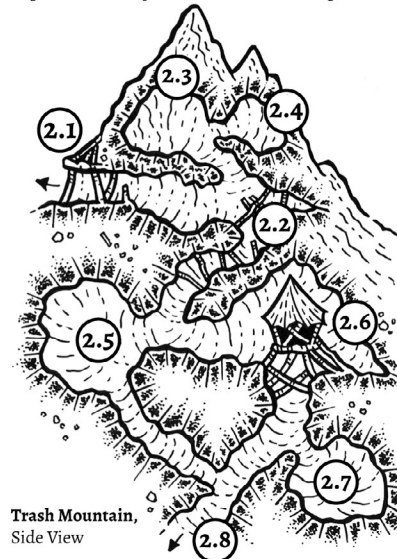
"If you want freedom, you'll have to work for it!" (Roll 1d6)

- 1. "Someone please cheer up the poltergeist!" (2.3)** I'm sure a good joke or two will do the trick."
- 2. "The tunnels (2.2) are in disrepair.** Grab a pick-axe & go fix them!"
- 3. "Someone please convince the Oyster (1.4)** that life on the sea isn't so bad, and that she is very much replaceable..."
- 4. "I feel like my men... well ducks, are out of line.** Make an example out of one of them in front of the others, please."
- 5. "I'm so bored. You there!"** Points at random adventurer* Let's see who can drink the most of this ancient rum!"
- 6. "The Lamprey-Folk (1.7)** are complaining about malnourishment and the risk of scurvy. "Donate" some of your blood, will you?"

If the adventurers successful finish 3 of the **Captains** requests, they will be offered freedom after one last job: The raiding and looting of a nearby, lawful coastal town... Perhaps they will have become so accustomed to the life on the sea that they'd like to continue working for the **Captain**, or maybe even take the "ship" for themselves? Play to find out!

2.7 Poorly Hidden (but well guarded) Treasure Chamber

A fat, well-fed **Chest-Mimic** guards thousands of gold coins and assorted treasure inside of it. It only obeys its master, the **Captain**, and has perfected the art of biting off limbs...



Trash Mountain,
Side View



2) on leaving the shop, they see the Baronia tower, barracks and armoury destroyed and ablaze. When the munitions ignited, the concussion from the blast knocked them out and shattered the smith shop. The courtyard is filled with broken weapons, dead guards, and a few scraps of small witherings.

3) When the attack happened, there was not enough time to close the portcullis on the inner gate as they sent the party can see the town is dark except for burning buildings. The streets are filled with signs of withering attacks and dead bodies. They can hear the howls of packs still hunting the town.

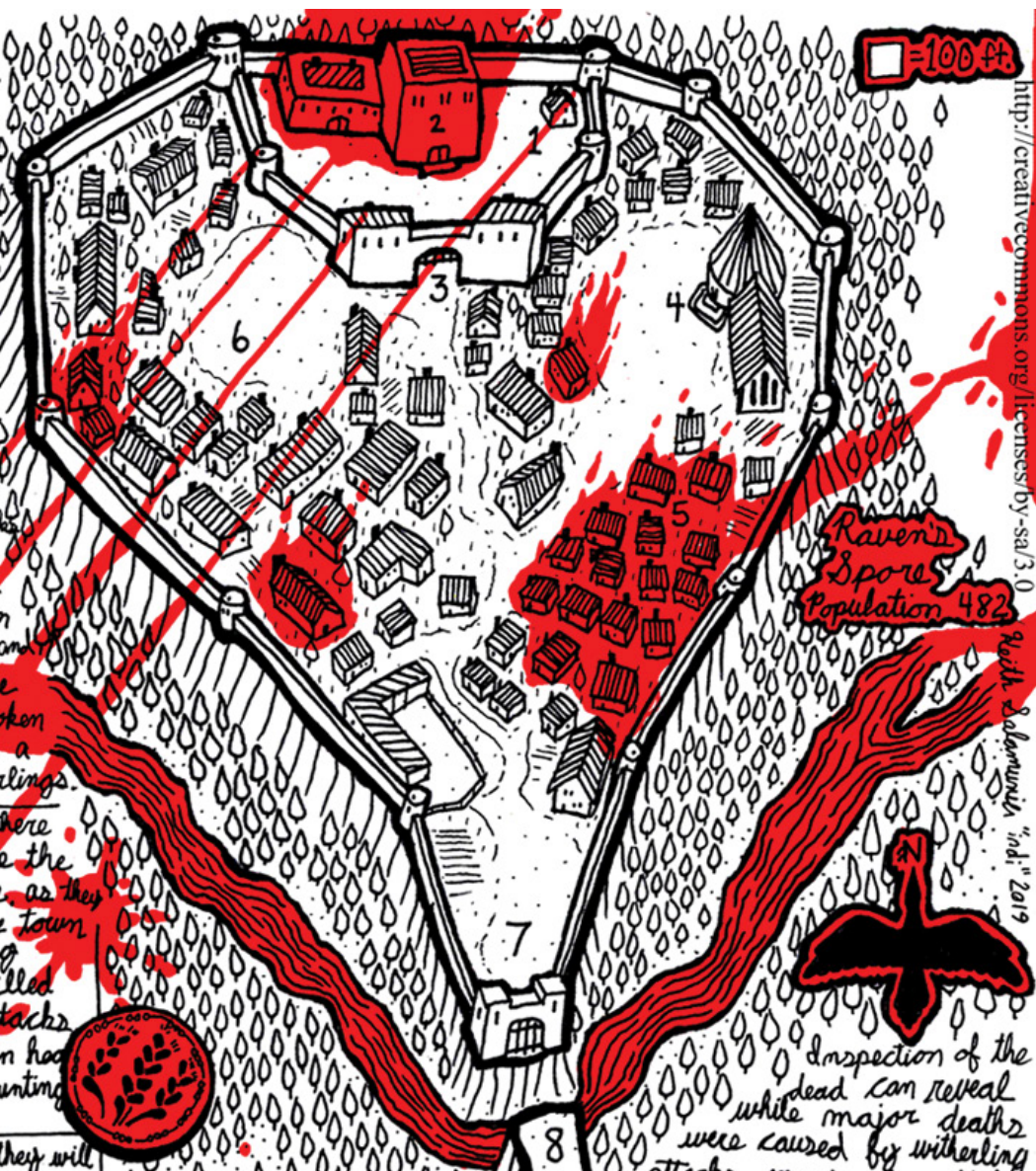
4) If the party investigators, they will find the withering tracks originate from the cathedral. When they arrive, the heroes find the priest torn apart in a pool of blood. the gnolls infiltrated the city by way of the underground river feeding the cistern under the cathedral.

5) In the chaos of the initial attack, a cooking fire was brack over. The blaze spread to the eastern residential area. The smell of burning permeates the air as most of the residents were consumed by the inferno. Burning witherings stalk the streets searching for victims to feast upon.

6) The market grounds are littered with bodies. The night is filled with signs of the battle a few dead witherings are amongst many more dead guards and villagers who were caught by the surprise attack.

71) The city's gates and portcullis are locked, stacked high with the bodies of citizens unable to escape the massacre. A pack of the witherlings and their alpha are gorging themselves on the bodies. They will fight to the death if the party tries to escape or raise the gates.

8) Before the gatekeeper was killed, he cut off the pack by destroying the bridge over the city's river gorge far below.



Inspection of the dead can reveal while major deaths were caused by withering attacks, many also died from a very virulent form of "Cackle Fever" the gnolls were carriers of. To add an extra threat to the game, have the players roll a Con check every 30 minutes of play time. After 3 failed checks (Cumulative) the player contracts the disease and a level of exhaustion that is not curable until the alpha is killed. After each failed Dave after contraction, the player gains another level of exhaustion until they die after getting five.

Kelly Ellerbrook and Aaron Thompson - The Lost Chasm

The Lost Chasm by Kelly Ellerbrook and Aaron Thompson

At one time a town thrived across the chasm from the Omen Tree. Then a cataclysm occurred and the town became deserted, the chasm infested and dangerous. The major bridge across the Yebati Vedra River has been destroyed and this is the only crossing for miles.

1. Omen tree Omen tree is chaotic and will dole out assistance or amuse itself with falsehoods. Many items hang from the branches of the tree. Amongst them is a large **wrought Iron key**.

2. Hidden passage - Omen Tree will direct PCs to this passage by truthful or false means. 25% chance of a question resulting in the ground opening, the PCs fall into the earth to find themselves in the cavern below.

3. Here there be Dragon

An ancient dragon, dying of old age makes its home in the cavern.

Theft will win the party treasure with a 50% chance of finding a **Sonic Beacon**.

Assist the dragon in some way and the dragon will reward the party with a **Sonic Beacon**.

Fight the dragon and in its death throws it curses the party. Slim chance of finding the **Sonic Beacon**.

4. Bridge Gate A large wrought iron gate separates the trail from the chasm bridge

- The metal of the gate is slick to the touch as though covered in oil
- **Wrought Iron Key** opens it
- There are roots sticking up from the ground that grasps at anything nearby: they can be used to climb the gate.
- Trying to climb around the side of the gate will end in a drop to the chasm floor and damage taken

5. The Bridge Scorpion bats the size of house cats attack from above and below in swarms.

- Sonic Beacon is best used here: thrown as a lure or used as a protective barrier shield to confuse the scorpion bats as they attack

6. Paint by Battleground A battle scene is inlaid into the surface of the wall with shallow concave pockets. Strewed about the ground are smooth river stones in different colors that when placed in the concave spaces exact results:

Red : blood in a wounded warriors side: wall becomes extra sticky and bloody

Grey : the hoof of a horse: a doorway opens in the wall that leads to a tunnel

Silver: coin purse paid to spy: mountain of "treasure" begins spilling out like an avalanche

Black: in the belly of a medic: rock tentacles grasp players closest, pulls them in, and heals them

White: cloud in the sky: nothing at all but a light breeze

Purple: over a grave of the dead: a strange voice whispers to the party until they cross the river

7. Treble Tunnel

- First path leads back to the dragon's cavern
- Second tunnel leads to an underground pond filled with baby freshwater kracken
- Third leads to the chasm floor. There are white, glowing crystals in the walls and skeletons on the floor
- Once past the second path, if the party is using a source of light, the tunnel constricts until they are crawling and begin to get stuck
- Dousing the light source will cause the walls retreat back to walking size.

8. Egress Breathe the "fresh air" of the cavern floor

9. Yebati Vedra River a crystal clear laminar-flow river. This is the only place in the chasm narrow enough to cross the river via bridge. The river is mainly subterranean here, the surface is exceptionally fast; anything that is dropped or falls into the river will be swept out of sight immediately.

10. An Oar fishipede hunts this part of the river. There appears to be a smooth stone path across the river. The Fishipede has multiple fins that have adapted into claws which it uses to clasp the rocks of the riverbed, slithering as it moves. It has lures that float up along its body and mimic objects such as a stone path that lead directly across the river. Only the small tubule attachment of the lure actually breaks the water's surface and minimal disruption to the river.

11. Herbert Misanthropic witch lives here. He keeps scorpion bats as family members

- If the party is on the far side of the river he may approach and offer to help by creating an invisible bridge. He will create the bridge and throw stones on it to show it exists only to dismiss the spell at an inopportune moment.

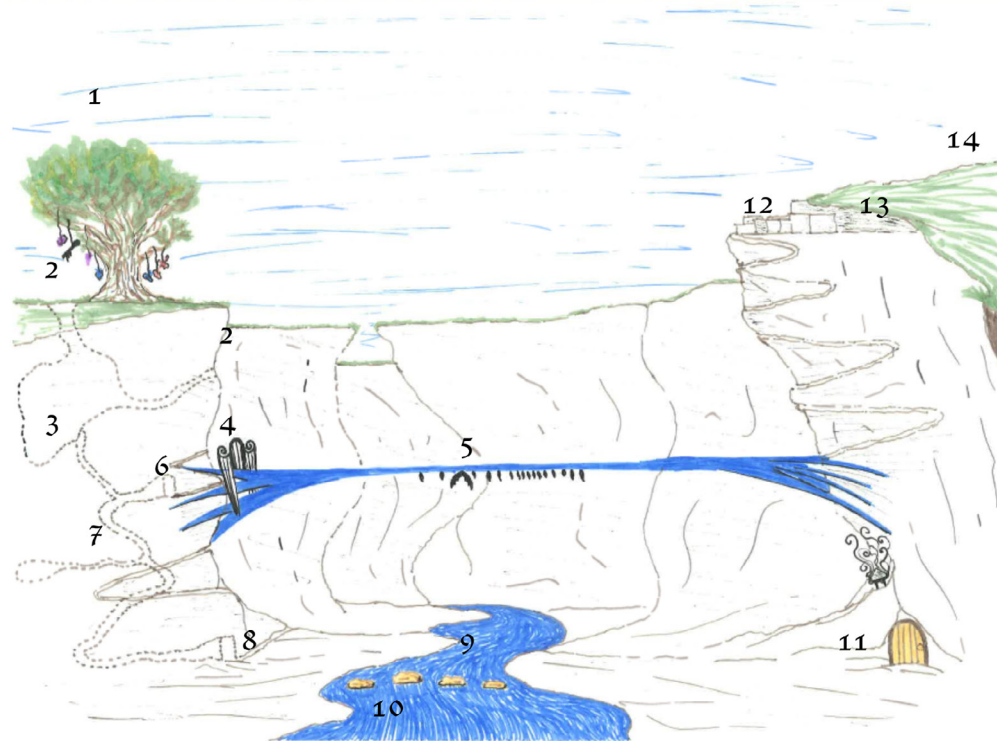
12. Maze - High stone walls create a maze of twists and turns here

- Make noise here and harpies will begin to gather and harass them
- Harpies in the maze will demand trinkets and compliments on their beauty or they will become irritable and begin dropping alchemist fire, tanglefoot bags, etc. in a grenade-like assault. The harpies will remain out of reach and use the high walls of the maze as defense.
- White crystals mark every "correct" turn in the maze, lighting up in the absence of light.

13. The Ruins - the old town is in a cavernous area inset below the rock face above it. It is infested with harpies who will create windstorms and steal party members.

- If captured by harpies the best way out is to tell them an interesting story and flirt mercilessly.
- These harpies enjoy long, drawn out, minimalist torture: not allowing food or drink, cloistering victims in locations that they can escape from so they can be captured again, etc.
- If there is any time to loot the town the only treasure left is anthropological in nature.

14. Green Grass Having crossed the chasm and attained the verdant lands on the other side the party will discover that whatever drew them into the chasm in the first place, whatever they were searching for, it is not here.



Kelsey Sosa - The Forgotten Few

(E) An X-ray light box holds the grotesque exoskeleton of a small **MANTES**. Inside the locked procedure room are two mangled scientists. The body of Dr Mary Lin holds one of the keycards to enter (G). There is a fingerprint scanner used to open a cabinet filled with medical drugs, mutagen pills, and codes for (C).

Warning: If the keycard is retrieved **MANTES** will control three OPERATION BOTS to attack.

(F) Animals reside in glass cages. They seem to have magical mutations - the birds use mimicry, the turtles meld into stone, and lizards turn invisible. Within the largest cage is a bludgeoned scientist with a stun gun and a TWO-HEADED GIANT BOAR. A panel in the wall holds the automatic feeder as well as a ring of keys to open the cages.

Illusion: Around the neck of the scientist body is a keycard that appears to enter (G).

(G) As the PCs enter they will see the Illusion. This locker room lists the names of the nine scientists; with three dead and five imprisoned by **MANTES** one appears to have escaped...

Illusion: Spray painted on the walls is a mural of the path the PCs took through the facility while shadowy figures watch them from the outskirts. The final drawing is of these figures pouncing on them as they enter (H).

(H) A tipped over incubation pod, and three SPIDER BOTS crushed beneath it, keep the elevator doors from closing. The computer station shows distorted video recordings of the scientists last moments, as well as paper documentation of **MANTES** experiments and data. A hole leads down into (I) and glowing feelers travel from the opening to the generators. Attacking the feelers severs **MANTES** connection to the Test Center.

(I) In one last effort to confuse the PCs, **MANTES** creates an illusion of an underground grove complete with waterfall, grass, and trees. While the waterfall is real, the floor is covered in water and the trees are the living scientists strapped into the missing incubation pods. **MANTES** feasts upon their mind, slowly erasing them from existence. When the illusion is disturbed SPIDER BOT minions (disguised as rocks) will join **MANTES** in the final fight.

MECHANICS

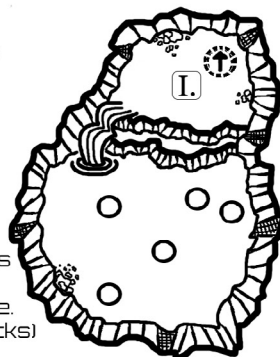
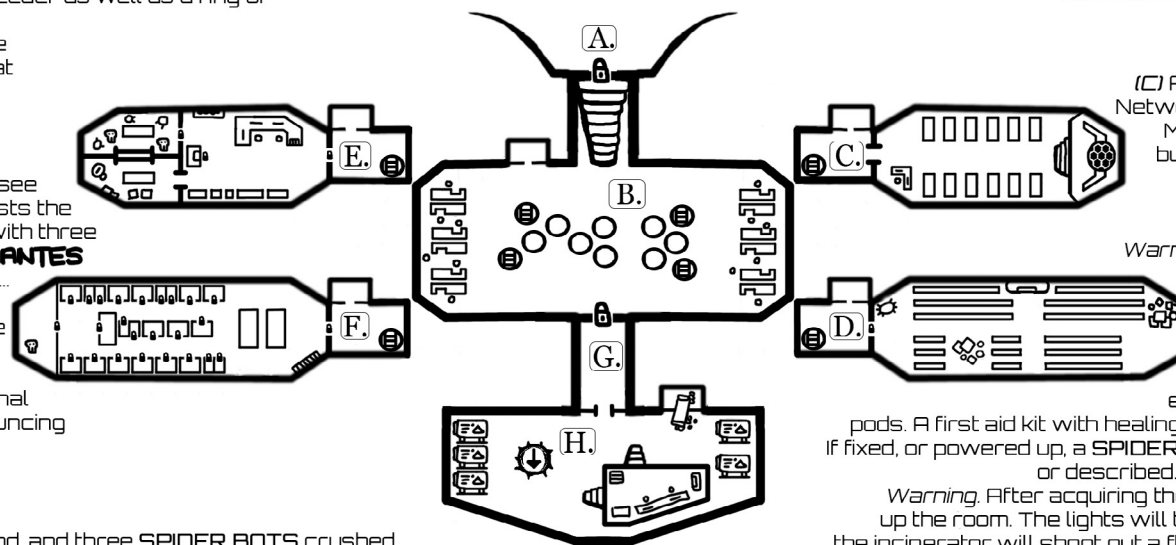
The egg (and beast within) classified as **MANTES** (Mind Altering Nexus Trans-dimensional Eldritch Sentient) will assault the PCs with both Illusions and Warnings to either fatally injure or scare them away. Illusions cannot be identified using active detects, there should always be an air of suspicion as they tempt PCs to endanger themselves. **MANTES** maintains control of the electrical infrastructure; Warnings are **MANTES** way of physically interacting with PCs as they traverse closer to its lair. **MANTES** uses the cameras in each room to track the PCs movements. It watches and learns.

(A) Lights over the door flicker on and off. Using the wrong passcode to enter will cause WAYWARD SPARKS to zap the user. Illusion: Once past the door, a HUGE BOULDER will give the PCs chase down the stairs.

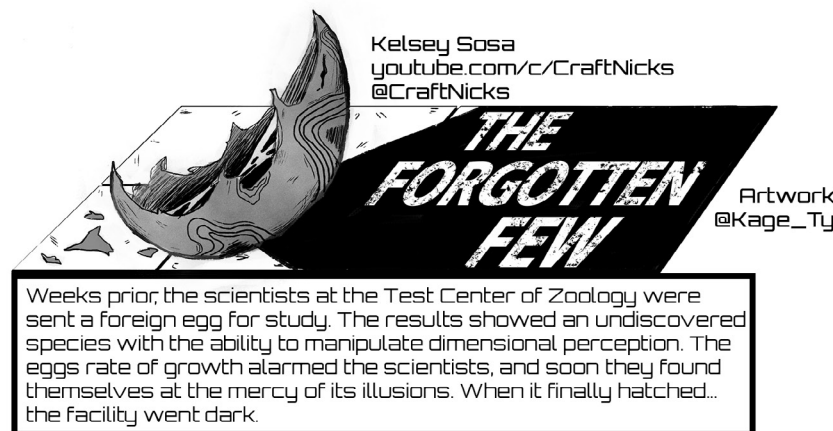
(B) The laboratory is a mess. Most of the mechanical incubation pods are broken, one appears to have bubbling blue liquid inside, and two appear to be missing. The door to (G) requires two keycards, one located in (E) and the other is lost. Illusion: If a PC approaches the blue pod a humanoid figure will appear, banging against the glass for help. If released a GELATINOUS OOZE swallows the closest target. When defeated a heat sensor modification remains.

(C) ADMN (Archival Data Management Network) sleeps in its trivia game mode. Most of its information is corrupted, but with the override codes from (E) and the proper tools at (D), ADMN can operate the door that leads to (G). ADMN has basic sentience. Warning: **MANTES** will briefly hack into ADMN and demand the PCs leave.

(D) The storage room shows evidence of four missing incubation pods. A first aid kit with healing balms and tools for (C) are hidden. If fixed, or powered up, a SPIDER BOT will retrieve anything named or described. The camera in this room is broken. Warning: After acquiring the tools for (C), **MANTES** will power up the room. The lights will turn on, the door will seal shut, and the incinerator will shoot out a flame catching fire to close objects.



Kelsey Sosa
youtube.com/c/CraftNicks
@CraftNicks

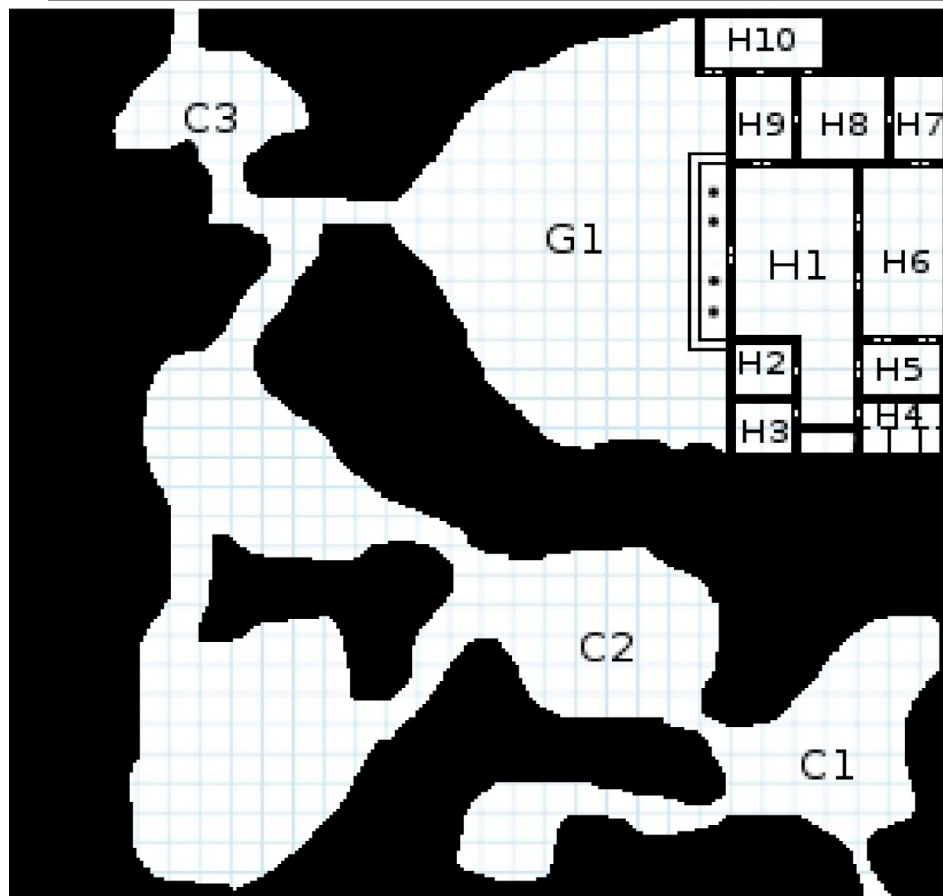


Artwork
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Statuary Garden of the Lithomancer

by Ken Moore <https://ohthesubhumanity.blogspot.com/http://creativecommons.org/licenses/by-sa/3.0>



Wandering Monsters

Caverns (d8)

- 1: underground gnomes (1d8 of level 1-4; scouting the area from deeper underground; they assume the Lithomancer is human; if they don't like the look of the party they will remain statue still among the other statues until they can sneak away)
- 2-3: crystal servitors (1d6 running a local errand)
- 4-5: crystal servitors with crystal sentinels (1d6 humanoid servitors with 1d3 minotaur shaped sentinels on their way to or from a distant errand; probably carrying goods of some sort or other)
- 6-8: gargoyles (1d6 hiding among the statues; will probably attack stragglers or if they outnumber the party)

Garden (d10)

- 1: underground gnomes
- 2-4: crystal servitors
- 5-6: crystal servitors with crystal sentinels
- 7: gargoyles
- 8-9: The Lithomancer (see below for details)
- 10: visitors (1d6 dark elves, dark dwarves, brain-eaters, etc)

House (d6)

- 1-2: crystal servitors
- 3: crystal servitors with crystal sentinels
- 4: crystal sentinels (patrolling or standing guard)
- 5: The Lithomancer
- 6: visitors

Crystal Servitor (Armor 4 [15], hits 3d8, 1 attack, 1d6 damage)

Crystal Sentinel (Armor 4 [15], hits 5d8, 2 attacks, 2d6 damage)

Room Key (1 square = 10 feet)

The Caverns: Natural stone caves, with many seemingly petrified adventurers/monsters (at least one per square). Many are in the classic poses (surprised, fighting, cowering), but many others seem to be fighting among themselves, and perceptive and educated observers may notice some scenes from history or mythology being re-enacted here. If characters use magic to unpetrify some of them, about half will be actual petrified victims and half are well-made statues. Incidental treasure (ie chump change) may be found here.

C1: This is the entry cave, either leading (eventually) to the surface or to the local megadungeon.

C2: Among the other petrified creatures found here is a basilisk in a fighting pose. A few shards of broken mirror lie nearby.

C3: This cave's exit leads either deeper underground or to a deeper level of the local megadungeon.

The Garden (G1): Dimly lit by magic (twilight level of brightness), filled with stone trees, flowers, walking paths, benches, and statues of deer, birds, rabbits, etc. Many of the smaller details are very fragile, and the Lithomancer will not be happy to see them damaged. To the east is a portico guarded by 2 crystal sentinels with double doors of what appears to be a house. The statues here may be of some value to a collector but will be hard to carry out.

The House: All walls are covered in carved patterns or bas-relief sculptures of mythological scenes. The only stretch of wall not adorned this way is the wall between H3 and H4. Behind this wall is the Lithomancer's treasure trove (12,000 gp value). Occasionally, the Lithomancer will host a big soiree, inviting dark elves, brain-eating octopus men, etc, and all double doors in the house will be opened to provide party space.

H1 Entry Hall: Chairs, benches, and small tables along the walls. Art objects worth 1000gp can be looted, but are bulky to pack up and carry.

H2 Kitchen: A crystal servitor is here, cooking food, cleaning, and preparing for the next underworld shindig.

H3 Library: A wide variety of books, with quite a few on the underground realms and the element of earth. Overall usefulness and value left to the DM.

H4 Baths: Benches and shelves for clothing, towels, soaps, etc. Three alcoves to the south have pools of hot, warm, and cold water.

H5 Dining Room: A large table dominates the center, with hutches around the sides for plates and cutlery. 2000 gp of bulky, fragile treasure (plates, glasses, silverware, etc) can be found here.

H6 Ballroom: Benches and chairs along the sides of the room, with a few gathered into circles for socializing.

H7 Blue Parlor: A sitting room decorated in shades of blue. Many chairs, a few couches and tables. The Lithomancer sometimes takes breakfast or tea here, with or without a guest.

H8 Boudoir: A room for dressing and sleeping. Bed, wardrobes, a small bookshelf.

H9 Green Parlor: As the Blue Parlor, but made up in green.

H10 Alchemical Lab: Long tables with various alchemical equipment. A few bookshelves of alchemical lore. Among the various substances scattered around the room are 3 potions of stone to flesh. There are also 2 doses of a potion that softens stone to the consistency of clay for 1 hour, and the reagents and alchemical notes needed to create 4 more, assuming the party searches thoroughly enough. Randomly mixing reagents here will (30%) cause an explosion (6d6 damage, 10' radius), (50%) generate poisonous fumes (fill the room, save each round or take 2d6 damage), or (20%) create an alchemical ooze (treat as gray ooze).

The Lithomancer is a powerful medusa with spellcasting abilities of at least high enough level to cast stone shaping magic, which she uses to beautify her house and garden. She wears a hood to conceal her face until combat breaks out. Her exact powers and total numbers of minions are up to the DM.

Template created by Chgowiz (chgowiz@gmail.com) <http://oldguyrpg.blogspot.com> Licensing: Creative Commons Attribution-Share Alike 3.0 United States License



23, WOLFDOWN STREET THE DEVOURING HOUSE

The PCs enter a strange mansion in order to recover an antique trinket useful to their investigation. But their visit won't be so easy as the house is alive and changes its configuration every time someone enters a room. One thing for certain: their sanity will be tested.

RUMOURS

Before entering the manor, the PCs should be able to hear a few rumours. Roll a d6:

1. Mysterious disappearances are linked to the manor. **Charles Gray, Esq.** is the latest missing person. The police is under a lot of pressure to solve this case. *(TRUE)*
2. The manor is own by **Lajos Károly**, a Hungarian gentleman that no one has ever seen. *(TRUE)*
3. People have heard shouts and cries coming from the basement of the manor. *(TRUE)*
4. There's a library on the first floor where the trinket the PCs are looking for should probably be. *(FALSE)*
5. Several people have entered the house and been able to leave. However, their recollections of the first floor plan are wildly disparate. *(TRUE)*
6. The house is haunted. A previous owner died in mysterious circumstances. *(FALSE)*

PLAYING THE HOUSE

The house tries to trap people and to devour them. But it wants to remain innocuous as much as possible, at least until all the PCs are properly inside. To say the least, the floors are non euclidian, but apart from that and the fact that the house is alive and will try to devour people, there is no real supernatural element and this scenario should be played as realistically as possible.

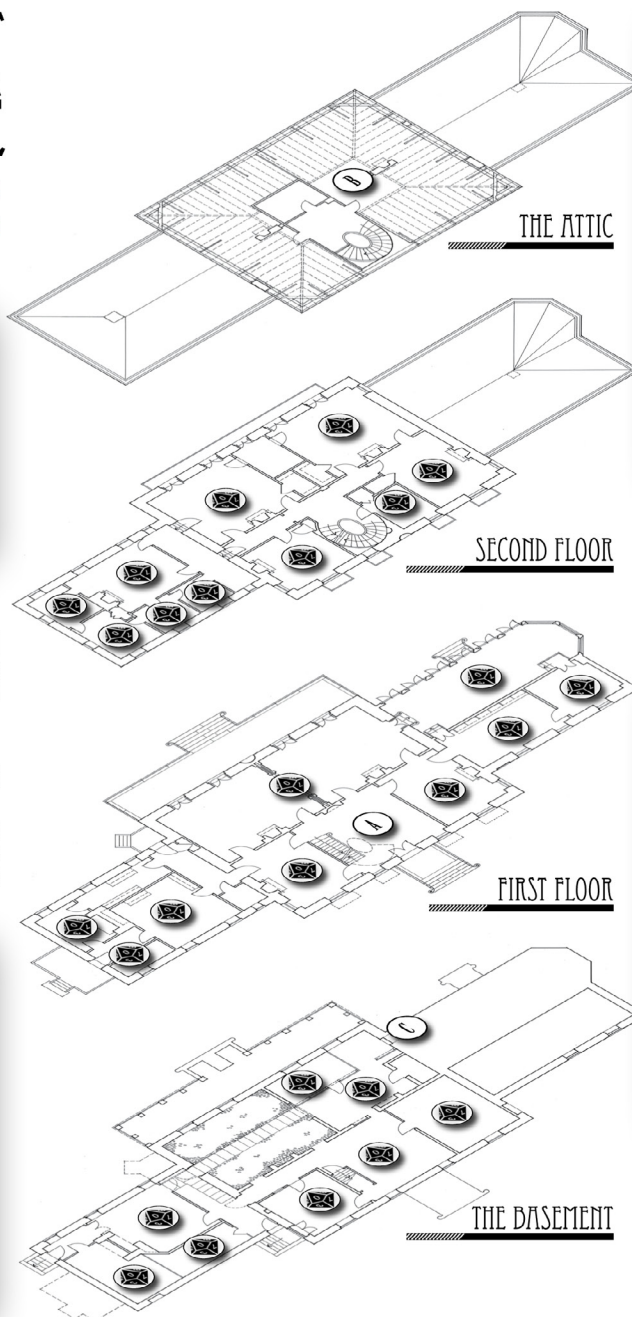
INTRODUCTION

The entrance (A) reveals a stair going up to the second floor and one going down to the basement. Several doors lead to other rooms. The manor isn't lit in any shape or form: there is no electricity, nor candles.

From now on, every time a PC enters a room with a dice icon, roll on the corresponding table. Rooms without any icon are just hallways or closets. Use the plan to describe if the room has doors or windows and their general shape. Remember that the floor plans are only indicative because a PC can cross a door and find a room they already have visited elsewhere, even if that doesn't make any sense.

FIRST FLOOR ROOMS

1. **LIBRARY.** Bookshelves and books have sharp edges coated in poison. *(next roll is done with disadvantage)*.
2. **SERVANT'S BEDROOM.** An old woman, **Alvah**, sleeps here. She can guide the PCs in the house. *(PCs can adjust the dice outcome by one, up or down)*. But she has a strange knack: each time she guides into a room, she'll have to drink blood. *(for 1 hp loss)*.
3. **LOUNGE.** Every now and then, the walls are distorted as if someone was trapped inside and was digested.
4. **LIVING ROOM.** Furniture are exclusively made of human bones. There's notably a chandelier, a few massive vases, several chairs, an impressive coat of arms and a pyramid of skulls. *(Consider sanity loss.)*
5. **SECOND LIVING ROOM.** The walls are pulsating and a muffled heartbeat can be heard. *(Consider sanity loss.)*
6. **BATHROOM.** Bathtub is full of blood, emerging from the plumbing. Will slowly overflow and reach other rooms.
7. **DINING ROOM.** Thousands of maggots are falling from the ceiling.
8. **PARLOUR.** From the walls, cries and shouts can be heard coming from the basement.
9. **KITCHEN.** In a corner, stairs go down to the basement. Several meat pies have been left here. If someone uses the stairs, the steps are slippery and treacherous. *(1d6 hp loss due to the fall)*.
10. Hallway leading to the entrance (A) and the stairs.



SECOND FLOOR ROOMS

1. **LIVING ROOM.** Floor is like quicksand. *(1d6 rounds to escape before being entirely swallowed)*.
2. **BEDROOM.** There's notably a full-length mirror here and **Charles Gray, Esq.** is clearly trapped inside. Whoever sits in front of the mirror and looks at the prisoner right in the eyes will swap places with him.
3. A trap opens under the feet of one of the PCs. *(choose randomly)*. They end up in the basement. *(roll to determine the room)*. They're also hurt if they can't slow their fall. *(2d6 hp loss)*.
4. **BATHROOM.** When entering the room, the tiles suddenly tilt and become razorlike shards. *(4d4 hp loss)*.
5. **MASTER BEDROOM.** Gusts of wind move the numerous curtains in the room. The curtains will trap people and hang them by the ceiling, until they suffocate.
6. **NURSERY.** Toys and dolls have been torn apart by a dog. The dog is so hungry, it will attack everyone.
7. **DINING ROOM.** A massive chandelier hangs from the ceiling. Intertwined in its twisted dark golden arms like barbed wire lies **Lajos Károly** dead. The floor is soaked with blood. Károly holds a key opening an hatch leading to the attic but trying to reach it without protection will result in severe harm. *(2d6 hp loss)*.
8. **LIBRARY.** The room is a jumble of trinkets and books. *(Depending on the subject of the books, consider sanity loss)*.
9. **STUDY.** Several unfinished letters lie on a desk. They are signed Lajos Károly and express a great sense of dread. Károly ponders if he is becoming mad as he thinks he has heard footsteps coming from the attic and complains about having lost the key of his house.
10. Hall with the stairs to the first floor and to the attic. A painting of Lajos Károly hangs on the wall.

FINDING THE TRINKET

The trinket the PCs are looking for can be found in the dusty mess in the attic (B). They will terrorise a black cat in the process.

Reginald Wolfdown, the former owner of the house resides also here. He thinks that the house asks him to kill people, so that's what he does. This is how he survived. He likes to hide till the moment he can unexpectedly gut someone alone. He also sports a few guns as last resort.

BASEMENT FLOOR ROOMS

1. **STORAGE.** Coal is stored in this cellar. Entering this room with a flame will create an explosion. *(3d6 hp loss)*.
2. **FURNACE ROOM.** Steam jets are released when someone is inside the room. *(2d6 hp loss per round)*.
3. This room has been damaged by mould and water leak. Beams will fall from the ceiling. *(2d6 hp loss)*.
4. **GREENHOUSE.** Flowers coming from all around the world are cultivated here. The scent are incredible but also soporific. Giant carnivorous plants uses vines to catch their sleeping preys.
5. **WINE CELLAR.** Rabid bats sleep here. If someone makes even the softest noise, they will attack in swarm, bite and suck the blood of their victims. *(1d6 hp loss)*.
6. **ROOT CELLAR.** There is a strong odour of rotting. Breathing here for too long will cause vomiting. *(next roll is done with disadvantage)*.
7. **PANTRY.** The food is poisoned by an overflowing septic tank. The fecal sludge comes out of the plumbing and recovers everything. The smell is nauseating. *(next roll is done with disadvantage)*.
8. **LAUNDRY ROOM.** The room is filled with a pool of acid that dissolves flesh at a slow rate. *(1d6 hp loss per hour)*. Several corpses are floating, waiting to be slowly digested.
9. **MUSIC ROOM.** Every instrument has been violently smashed. **Ophelia**, the daughter of Lajos Károly, hides here. She shouts for help when she has the strenght and cries the rest of the time. She has her father's **master key** but cannot find the entrance of the house.
10. Hall with the stairs to the first floor.

EXITING THE HOUSE

PCs can't escape the manor, unless they have the master key and go back to the entrance: all the other doors and windows are somehow shut and unbreakable.

Another way to escape the manor is to use the master key on a secret door (C) that Ophelia has discovered in the basement. Since she opened it, the house has become even more insane and truly alive. On the other side, a strange landscape appears. Colours are unknown to the PCs and they can see at a distance a town with non-euclidian architecture populated by inhuman figures. A sense of dread overwhelms them. *(consider sanity loss)*.

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Kraken Attack'n!



Imprisoned below decks, you stare helplessly through the iron bars that confine you into the dejected eyes of your friends. Suddenly the boat is hit hard. Moments later an enormous cracking and grating sound is followed by the eruption of an enormous, snapping, black beak through the hull. Kraken! The beak retreats only to be replaced by a gigantic tentacle and water pouring in through the hole. The tentacle flails about the room, catches one of the screaming sailors and pulls him into the cold dark sea. Quickly the tentacle returns, flailing about the room and catching on the iron bars of your cell. The tentacle wraps around the iron and pulls, wrenching the door of your cell free and flinging it across the room. The horrid tentacle is searching the room, your jailors are screaming, water is pouring into the room and your friends look at you hopelessly. You must escape the ship **NOW**.

The ship is sinking! This is represented by placing a transparent page protector over the ship and placing a push pin or fastener on the big black spot just above the waterline, through the page protector and ship. Draw a line on the protector that matches the line running through the big black spot. Holding the ship stationary move the page protector so that the line points to the number of minutes passed, indicated in 5 minute increments on the arc. The line on the page protector is the new water line. Once the ship is at 90 degrees it sinks completely within five more minutes. Apply consequences to rooms as the angle of the ship increases e.g. no longer able to stand on the floor, contents of room have cascaded to one end, underwater etc. Choose to track real time, game time, or a combination, but keep it consistent and urgent. Add one tentacle to an occupied room every 5 minutes and increment the waterline on the arc.

1. The Brig. There are two jailors with short swords that must be grappled and overcome in addition to the kraken's tentacle. One of the jailors has a set of keys, but they are unique--the keys end in pieces of colored glass. There are three colors: red, blue and yellow. The cells have lock mechanisms with three slots in them. The mechanism that holds your friends has a dime size hole on the face of it. If the hole is closely examined with sufficient light it will appear that inside the lock, visible only by peering through the hole, is the color purple. The blue and red keys must be inserted to unlock the cell. The door out of the first room opens outward and contains a similar lock with the color orange inside. The red and yellow keys must be inserted to unlock the door.

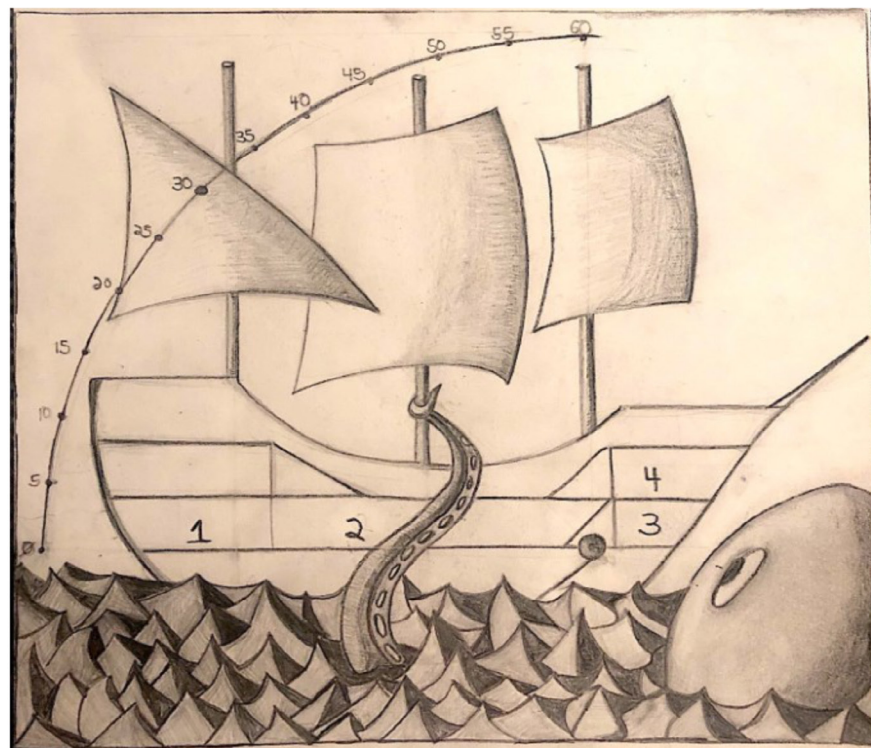
2. Cargo Hold. The hold of the ship is full of barrels of wine, rope and ship supplies. The staircases leading topside are blocked with debris and/or tentacles. Characters must move to the far side of the hold and open the door. The portside and starboard sides of the hold are lined with iron cages containing various specimens collected by the sailors. Held in cages are a sahuagin, a lion and more allies or enemies as the GM sees fit. Tentacles will rip the bars off of the cells every five minutes, freeing the captive creature. The door to #3 has a lock similar to the first two encountered and this lock has the color green inside. The blue and yellow keys need to be inserted.

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Created by Lang Waters with Paul Sweeney

3. Lab. The Lab contains ceramic jars full of colored powders in cupboards (do they break when they fall?). The colors are primary and the powders match the color of the jar. A piece of paper (can the paper be found amidst jumbled contents of the room?): has these notes: Purple explodes with water, orange is an incredible adhesive, green exudes a noxious gas.

4. Captain's Quarters. Contains the character's personal possessions. There is also a secret door behind a wooden panel. When the panel is found and pulled to the side three separate spinning wheels with numbers will be revealed on another flat, wooden surface. Three numbers must be input to open the door. The jumbled contents of the room contain three dice which must be found. The three dice have three sides that are very subtly marked on these faces: six, three and five. If the marked faces are set face down the numbers that are revealed are one, four and two. These numbers, in this sequence, must be set into the numbered wheels in order to open the secret door. Once the secret door is opened it will reveal a 4'x4' room with another door on the far side that has a simple latch on it. On the floor of the small room is a cloak of the manta ray and any other bootie the DM sees fit to place. The latched door opens to the outside of the ship. Characters that escape will find an unmanned dinghy nearby.

Scaling complexity. To make escape more difficult use tertiary colors rather than primary colors (you will have to add keys to the key ring as well). Add more challenging monsters in cages in the hold, more tentacles, faster sinking or all three. To make escape easier allow die rolls that provide clues to solve puzzles or remove puzzles. Slow the sinking, start room #1 without having to rescue friends, or add allies to cages in #1 and/or #2. Add useful equipment to #2. Hide a color wheel in one of the rooms.



Larry Z. Pennyworth - A Temple in Time

Introduction: Master Umlaut and his cult have kidnapped little Timmy. He's held in a mysterious temple deep in the forest. Locals avoid the area. They tell rumors of strange things happening there.

New Temple

1. Maze: The corridors are filled with arrow, spike, pit and falling block traps. Fresh torches hang on the wall making the Maze well lit.

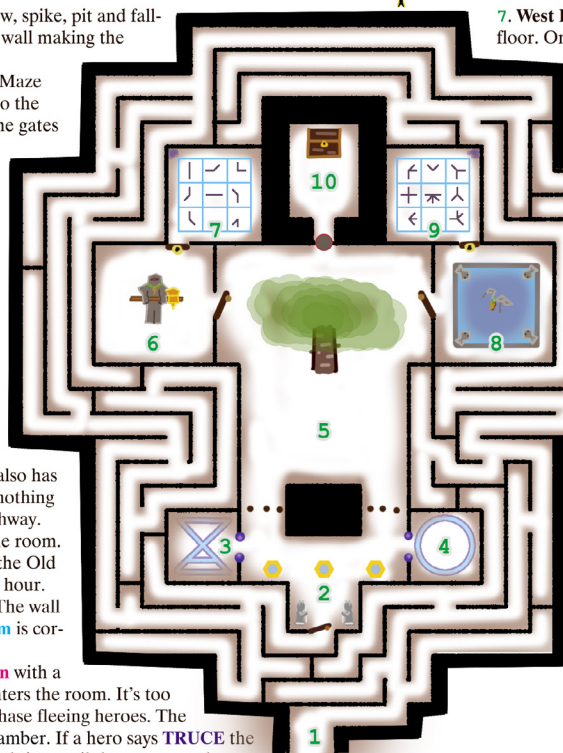
2. Hall: If the heroes just came out of the Maze they can see two cultists dragging Timmy to the Vault and the wall closing behind them. The gates to the Atrium are closed. Three marked tiles on the ground function as pressure plates. As long as the weight of at least an adult human is on all three tiles the gates will open. There are two statues that can be moved.


3. West Alcove: The archway to this room has strange symbols carved in them. If a hero moves through it, they will slowly fade away for about ten seconds and appear in the same room in the **Old Temple**. (Heroes can't get stuck inside walls or each other, they will be pushed into the closest free space at the DM's discretion.)

4. East Alcove: The archway to this room also has strange symbols carved in them, however nothing will happen when moving through this archway.


5. Atrium: A tree grows in the center of the room. Chopping it down won't affect the tree in the **Old Temple** and a new tree will grow within an hour. There is a circle carved in the north wall. The wall to the Vault will open if the **Circle Tangram** is correctly placed on it.

6. Guardian Room: A **giant stone guardian** with a key around its neck attacks anyone that enters the room. It's too big to move through the door so it won't chase fleeing heroes. The key opens the door to the West Puzzle Chamber. If a hero says **TRUCE** the guardian will look at the heroes but stop fighting until they re-enter the room. It will take cover when attacked from outside the room.

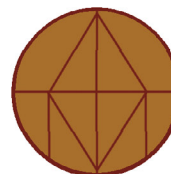


7. West Puzzle Chamber: There are tiles with symbols on the floor. One of the tiles is blank. There is also a small mound of purple sand in the corner. The heroes have to make the correct symbol on the blank tile with the purple sand. This will reveal **five pieces** of the **Circle Tangram**. (Answer- : One line rotates 90° and the other 45°, both clockwise.)

8. Fountain Room: There is a square pool inside this room. A statue of a crane with a key around its neck stands in the middle of the water while in each corner a statue of a fish periodically spews water. The key opens the door to the East Puzzle Chamber. **Two water elementals** slumber in the water and will chase and attack the heroes if the water is touched. The elementals won't awake if the water is in any way frozen or if the key is recovered without touching the water.

9. East Puzzle Chamber: There are tiles with symbols on the floor. One of the tiles is blank. There is also a small mound of purple sand in the corner. The heroes have to make the correct symbol on the blank tile with the purple sand. This will reveal **five pieces** of the **Circle Tangram**. (Answer- : Lines from first and second column are added in the third. If two lines overlap then they're both removed.)

10. Vault: The chest is filled with beautiful clothes, jewelry, paintings and other masterful crafted art. However, if the heroes try to take it outside the temple it will fade away.



Circle Tangram

Old Temple

1. Maze: All the traps in the Maze have been sprung, disabled or broken. All the torches are gone too, and several walls have collapsed, as well as the exit.

2. Hall: The gates to the Atrium are open. Debris of the statues are lying on the three tiles. Even if all tiles are cleared the rusty gates won't close.

3. West Alcove: The archway to this room has collapsed but heroes can squeeze through a broken wall into the Maze. A **single giant termite** is hiding in the room and will attack when disturbed.

4. East Alcove: The archway to this room has strange symbols carved in them. If a hero moves through it, they will slowly fade away for about ten seconds and appear in the **New Temple**. (Heroes can't get stuck inside walls or each other, they will be pushed into the closest free space at the DM's discretion.)

5. Atrium: A large decrepit tree dominates this room, its roots growing on the floor and walls, covering up the entrance to the Cave. The tree is possessed by an **evil spirit**. It will trip, entangle and strangle a hero when they don't expect it. There is a circle carved in the north wall. The wall to the Vault will open if the **Circle Tangram** is correctly placed on it.

6. Demolished Room: The room is completely destroyed. There is rubble everywhere as well as some broken weapons and items, as if there was a bloody battle a long time ago. On the south wall the word **TRUCE** is written.



7. Egg Chamber: A **giant termite queen** has turned this room into her egg chamber. The termite queen spits acid and fights to the death to protect her eggs. If the queen is defeated and heroes search between the eggs they might find a small magical item or a coin pouch.

8. Cave: The water in the pool has eroded through the walls of the Maze and created a cave. Some healing mushrooms can be found, but other than that there isn't anything else.

9. Termite Chamber: This room is now filled with **giant termites**. When the heroes enter, half of them scatter away while the other half attack. Apart from termite droppings, this room is empty.

10. Vault: Master Umlaut has Timmy tied to a sacrificial altar while he prepares for the ritual. As soon as they see the heroes, the **cultists** attack with weapons and **master Umlaut** with spells. They also wear a ring that let them fade into the other temple which they use to escape. This will take at least half a minute and they can be hit during that time.

Conclusion: If master Umlaut is killed, he and the cultists fade away with a dramatic and agonizing yell, leaving nothing behind. Little Timmy looks somewhat traumatized but his parents are happy he's alive and safe, offering anything they can afford to the heroes. Observant heroes may have noticed a resemblance between Timmy and Umlaut. They even had the same birthmarks...



THE ACID BATHS OF SAMBRIA

By Levi Kornelsen.

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The baths are a working complex that produces acid. This is done by virtue of a species of magically-altered water snake which constricts prey and secretes that acid. The complex also has lighting, air circulation, and mechanisms powered by the energy-generating cube of Sambria. The characters are, of course, here to steal this extraordinarily valuable cube, while the workers are gone home for the night. Keys and removal of the night guards may have been managed by their client, or may be added, as desired.

1. ENTRY

Entry from outside (or, if desired, to market space, non-industrial rooms, break areas, etc) at north. This room (and all later rooms) is lit by softly glowing bands of runes running along the walls about ten feet up. In the southwest, a pool of acid in green with a ramp leading down into it. At the end of that ramp (small dots) are heavy glass amphorae, empty. A pair of long glass poles with a bucket-like scoops at one end, used to fill these, lean on the wall beside the amphorae. On the east wall are lockers. In each is a heavy, rubbery-feeling poncho, boots of similar material, a pot of pale creamy unguent, and a long glass staff with an odd head (like a floor shuffleboard cue). The air near the acid is nastily vaporous, but all air is slowly circulating, with old air breezing towards (2), and new air coming in from the ceiling. The door from (1) to (2) is modified from its original construction; it has been deliberately narrowed from about ten feet wide to five (this is true throughout, to stop people taking the cube out).

2. TOWER ROOM

North side of room is a round "tower" area (80 feet tall) with a fan at top and vents out. Seven large jellyfish-like creatures hang in the air, and will move slowly to attack (treat as oozes of appropriate strength) unless characters are covered with ponchos and smeared with the scent-erasing unguent from (1). These creatures clean the air; if slain, acid vapour will slowly build up throughout.

3. FEEDING PLATFORM

The lockers on the north wall of this area contain slabs of dried fungal material, the two round tables have bowls of the same, torn into strips. If thrown into the acid, horned snakes (about three feet long) will surface to grab it before vanishing back into the murky acid. A wide ledge leads to (5) and the bridge to (4).

4. CUBE PLATFORM

Reached by a bridge made of the same glassy substance as the various staves. The cube is ten feet to a side, too wide for the doors. It sits on a dais, with long lines of runes around and leading off, supplying light and carrying energies to the fan in (2); these fail if it is moved. It slides easily if pushed, but will break the bridge.

5. APPARATUS GARAGE

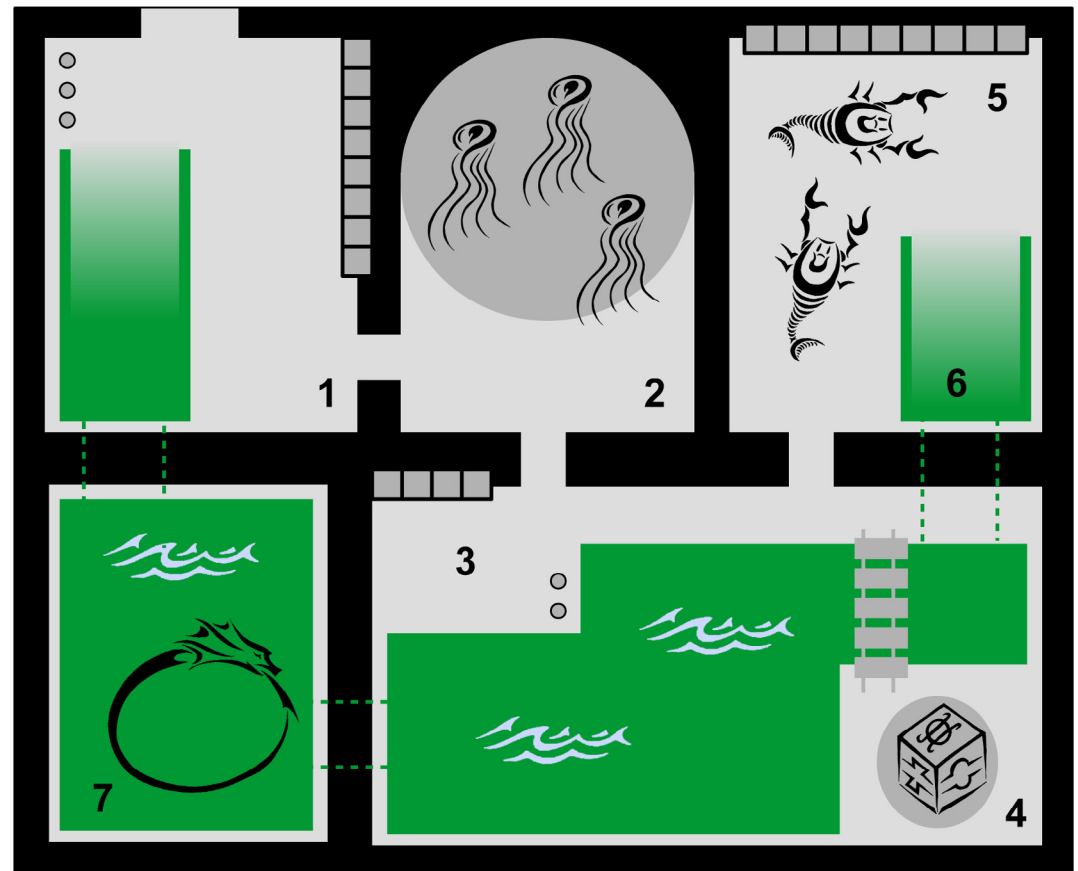
Here, an acid-ramp, and two submersible, acid-proofed, one-pilot vehicles shaped as crayfish. These are worked by buttons and levers that can be sorted out by tinkering. They fight poorly, cannot climb, and are too large to fit through surface doors. They are powered by charges from the cube; and are currently charged. Lockers to north are tools, spare parts, glass filters, and other arcane oddments.

6. INTO THE ACID

Dotted green lines indicate submerged tunnels about 12 feet wide through which the crayfish-apparatus can swim. These areas contain acid snakes, which investigate but don't bother the vehicles. The bottoms of the pools and sides of (4) are littered with filter ports and runes that the apparatus can manipulate (and are present to service).

7. THE QUEEN CHAMBER

The tunnels to this room have grates covering them; these are easily removed by the crayfish apparatus. However, this room also hosts the queen acid snake – an acid-slicked creature some thirty feet long. It has more interest in escape than the apparatus, but once loose, will want to prevent food (that is, adventurers) from leaving. Stat this as a gigantic acid-spitting acid-covered snake.



Pentomino Dungeon

1 In the first room there is a wizard. He is wearing a colourful crown, blue gloves and only has one tooth. He says:

"This is what we are going to do. If you make it out of my dungeon, I will grant you a wish. Each room has a riddle written on the floor. You need the solution to unlock the doors. The riddles are not too difficult, but don't be fooled. There are things in the rooms to distract you from thinking. I will stay here and also start sending things after you. The first riddle is easy. I am 80 years old. My brother is 20 years younger than me. My sister, the witch, is 20 years older than me. How old are we all together? Good luck."

random monsters, summoned by the wizard in room 1:

- 1 a funny man with an axe and a shield
- 2 a very sharp triangle ruler
- 3 a man made of fire
- 4 a man who looks at you so sweet, it is hypnotizing
- 5 a ball with arms and legs that explodes when it gets too loud

2 Five Goblins, three with knives, two with spears.

There is a riddle written on the floor:
The goblin king has 5 sons, every son has two sisters.
How many children does the goblin king have?

3 A man who says blablabla.

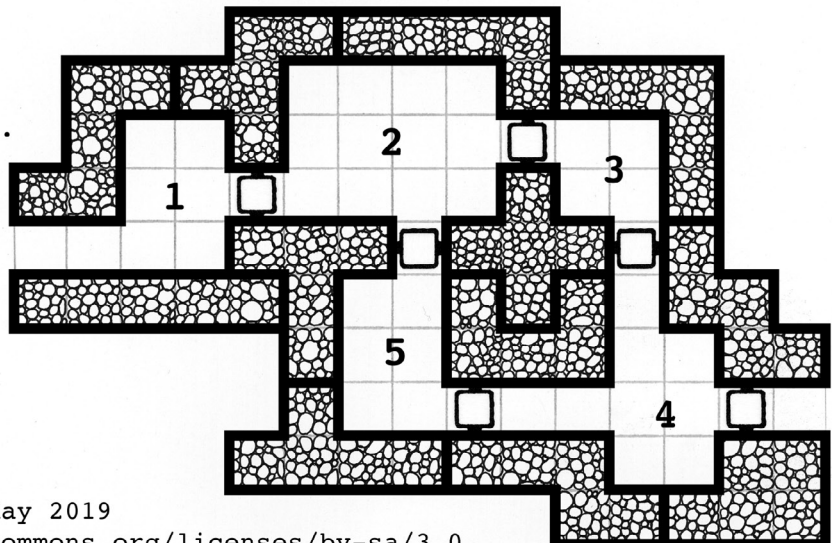
The riddle is: How many numbers, bigger than 10 and smaller than 60, can be built, combining two different digits, using 0, 1, 2, 5 and 7?

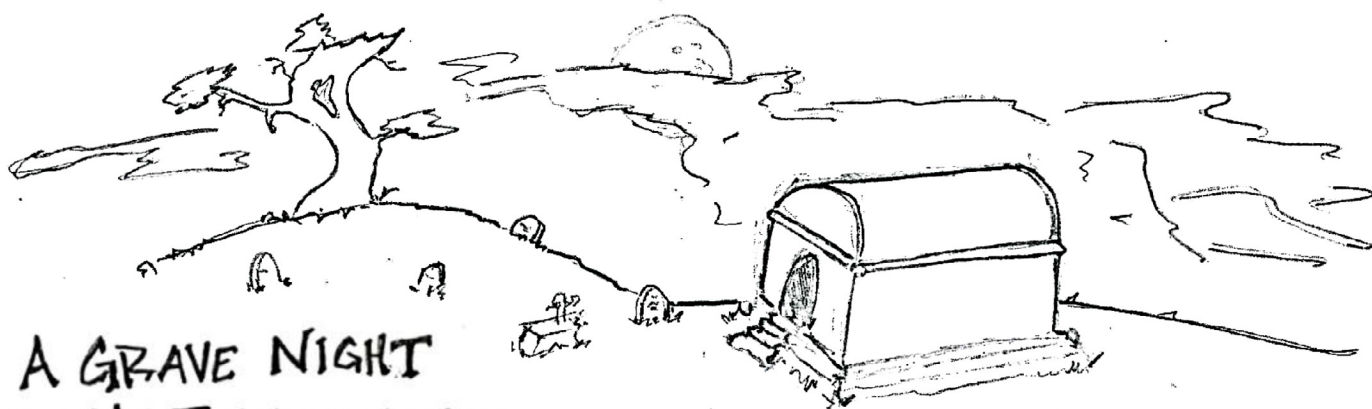
4 A naked giant with green skin, wearing a baseball cap, a bow in one hand, an arrow in the other hand.
The monster has spiky feet and leaves violet marks on the floor when moving.
It can spit poison. Flames come out of his eyes and little creatures crawl out of his hair. It makes a noise like hhhhh ...

The riddle is: Which is the biggest?
 $2+0+1+3$ or $2\times0\times1\times3$ or
 $2\times0+1\times3$ or $20+13$ or
 20×13 ?

5 A goose, four hats, nine glasses, sixteen cooks.

How many books?





A GRAVE NIGHT ON THE BORDERLANDS

AN OSR ADVENTURE
BY LUKE E. DODD

The old cemetery outside the hamlet of Cold Field is rarely visited nowadays... But grave-robbing has recently been discovered there! Who would dig up the long dead? And what has become of the bodies?!



Daytime visits are either deathly quiet, or dominated by noisy cicadas.
Night time visits are either unnervingly still, or dominated by whistling winds.
Abruptly shift these conditions to ratchet up the tension!!!

About a dozen headstones are spread across the hilltop. Some have been desecrated!
Likely a ghost haunts the grounds. Does the spirit hold a clue as to which of the deceased has developed an unholy appetite?



That lonesome old tree sure is spooky, isn't it?
By daylight a vulture watches the party.
After nightfall, a colony of ravenous bats will exit!



Careful investigation of the rotting roots reveal a tight passage towards the mausoleum. If the party ventures into the fetid tunnels they encounter worm horrors!



And beyond lies the ghoul's lair!

The mausoleum has become home to a ghostly creature. Perhaps the sarcophagus

lid is askew? While the corpse is missing, golden trinkets remain.

An inky man at the base of the casket descends into the bowels of the world!



The party awakens. They are not wherever they went to sleep: instead, they are in the baggage car of a Gothic-opulent steam train. It is dark and chilly, and all colours have a strangely blue tint. They are aboard the Train to the Land of the Dead:

Shub—Rhadaman

Shub-Rhadaman runs in one direction: to the Land of the Dead. The players, as living beings, do *not* want to go there. They will have the lowest possible social status there — lower even than ghostly destitutes and criminals, and *they get burnt as industrial fuel*.

In order to escape, they must halt the train before it reaches its sole stop, the City of the Dead. They can't simply jump off *en route* — the train runs through a lightless, timeless, total void.

The Carriages run from the baggage car at the back of the train (which they can loot) to the engine at the front. In between, the party may encounter as many carriages as you have time for (pick, or roll 1d4 and reroll unrepeatable results):

• 1–2: a passenger car

Third Class, then Second, then First. Each time they enter a passenger car, the ancient, embalmed Conductor may appear. If they are conspicuous, he will check their tickets — which they do not have. If they looted the baggage car, they may have acceptable currency with which to buy tickets. Otherwise, they'll have to fight him. He'll try to restrain them with animated rolls of ticket-paper, and summon Maintenance to remove them. (Probably by hurling them off into the void.)

Third Class is full of ordinary ghosts on their way to their new unlife.

Second Class is full of (mostly) living ticket-holders, including:

- Drow spies lurking beneath broad-brimmed hats
- Two junior caterpillar-naga diplomats and their naked, tattooed elf secretary, manacled to his typewriter
- A party of Bureaucracy Elementals, who can temporarily declare specific actions illegal in their presence (such as stabbing Bureaucracy Elementals)
- A venerable warlock, off to bargain with his patron in person

First Class contains high-status newly deceased and planar diplomats; a carriage of private compartments, including:

- a confused, traumatised, freshly assassinated Emperor's ghost
- a levitating sarcophagus, bound in chains, radiating dread and arcane tingling
- a lich, catching up on his reading
- the Ocular Bishop, the only Beholder ever to convert to a church of Good. Scripture-embroidered eyepatches over every eye, accompanied by a small staff of seeing-eye acolytes. After many years, a high-ranked clergyman — humble penitent or devious long con?

If the players start shit in First Class, they are *extremely* likely to die.

• 3: a freight car

The aristocrats of the afterlife have cold, dark, endless un-lives of being exactly the bastards they were in life. It costs fortunes to ship *objets d'art* in from the living world, even more to import living creatures for one's menagerie. Naturally, they do so as often and extravagantly as they can. Possible cargo includes such oddities as:

- a rare symbiotic shark/gelatinous cube
- a coin-operated fortune-telling Tarot automaton
- a beachball-sized soap bubble micro-universe, its existence maintained by psychic monks, meditating in shifts
- deliberately mislabelled crates of illicit ghost-killing magic weapons to arm revolutionary anarchists

...and anything else that sounds interesting.

• 4: a special car

— The dining car

A live band (so to speak) plays subdued tunes. There's an open bar; use your preferred potions, poisons, drunkenness or carousing rules.

— An open flatbed freight car

Outside the train, it's killingly cold, and the air is barely thick enough to breathe. Out of sight of the passengers work the maintenance crew: skeletons wreathed in ghostfire (the heat-draining blue flames you get from burning ghosts) and scuttling arachnid repair golems. They don't take kindly to interruptions.

Anyone who falls off will fall forever through bottomless black. Try not to.

— The maintenance car

Containing the conductor's office, cleaning supplies, and the maintenance crew's mess and bunks.

And then there's the Engine, manned by the Driver, a ghostfire-wreathed skeleton/cyborg extension of the locomotive.

He has a long fork with which to pluck up bottled ghosts and fling them into the furnace, which he'll use as a spear against intruders. He can vent noxious ghostfire fumes from his mouth, and fling the furnace door wide open to blast the players with cold; but doing either robs the engine of speed.

So does smashing him to bits, but it doesn't *stop* the train.

Inside the furnace, a vast fire-spirit in the shape of a bird is trussed in chains; these are anchored to ceramic plugs, moulded in the shape of grimacing faces, which can be smashed by someone (carefully) climbing around the outside of the engine. With enough broken, the fire-spirit will explode out of the boiler's confines and fly away.

Without power, the train will roll to a stop. When still, it summons a spectral station platform, its exit shining with the glow of genuine sunlight....



WHERE'S THAT TOWER?

The location of a ruined tower containing an eldritch artifact was lost in time. But adventurers brave enough to explore the surrounding land will find clues of its whereabouts.

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 Fonts credits: Alimendra (by Ana Sanfelippo), OFL - Liberation Serif, OFL

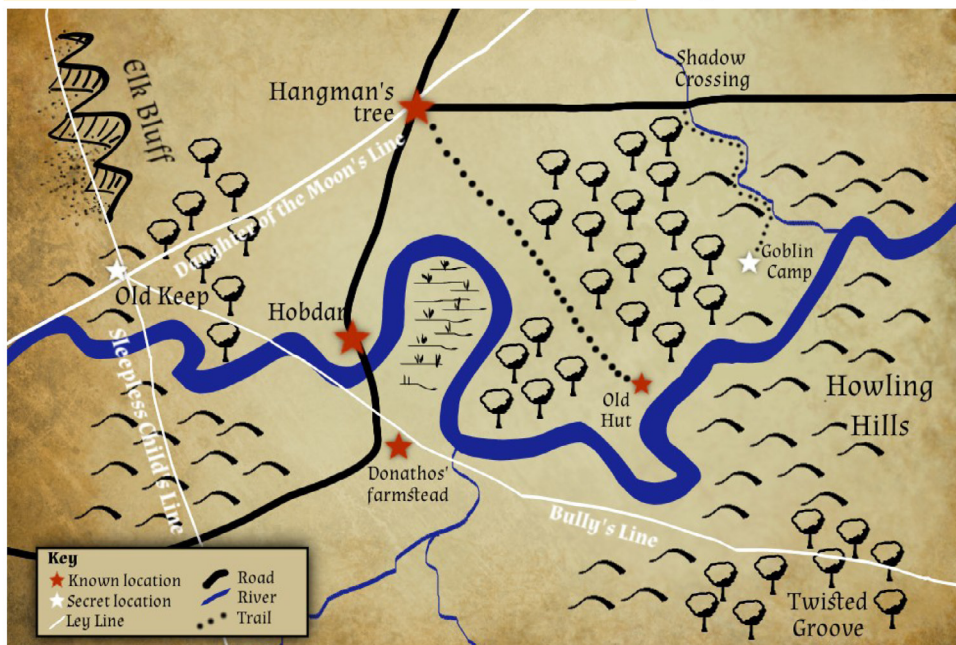
OLD KEEP. Long ago, a tower was built at the crossing of three ley lines, mystical hidden geographical features. Using the magic of the ley lines, the creators of the tower created an eldritch artifact – a scrying sphere of great power. But time and wars ravaged the land, and the tower was abandoned. Known in local folklore as “Old Keep”, its location has been forgotten by the civilized folks.

What's in the tower? It's up to you. Some options (D6):

- 1 – A group of trolls, constantly pranked by the fey siblings
- 2 – A mad cult unaware of the artifact, but subtly influenced by it
- 3 – Ghosts of paladins that died defending the tower, and still do!
- 4 – A den of werewolves, their alpha controlled by the artifact
- 5 – Cunning robbers use the tale of the artifact to attract victims. They believe it to be only a tall tale, but they are wrong!
- 6 – A mad mage and his goblin mercenaries (see “Flying Offering” from the 2018 “One Page Dungeon” contest)

THE FEY SIBLINGS. Each ley line is inhabited by an immortal fey spirit, embodiments of different aspects of nature. They manifest at different locations along the line at their leisure. If approached as you would approach a difficult child, they can be friendly and provide information and maybe even bestow a blessing. If attacked, they will cast a curse and vanish, to reform some other day along the line.

- **The Sleepless Child:** a lonely, feral and shy child with a grim task: putting down sick and old animals so that the eternal cycle of death and life can continue. It often hides by **ELK BLUFF**.
- **The Bully:** a short-tempered, vicious and violent teenager, embodiment of nature's scary, unpredictable power. It's trapped in the **OLD HUT**, away from its ley line, and this scares it.
- **Daughter of the Moon:** a whimsical, candid and fearless girl that bows to no human law or custom. Her favorite plaything is the caged skeleton hanging from the **HANGMAN'S TREE**.



The ley lines. They can be revealed by spells that detect magic, by subtle hints in the landscape or by following a fey sibling in their wandering. Plotting the lines on a map will reveal where they cross.

GOBLIN CAMP. The camp was recently abandoned. **Pulo the goblin** and his pedantic maybe-child Mine-Mine (goblin children all look the same, so he's not sure), are scavenging the remains. Pulo was exiled by the tribe for “creative differences”, and can be friendly to humans.

Where are the goblins? (D4)

- 1 – Went to the Old Keep
- 2 – Joined the bandits
- 3 – Split into warring factions that killed each other
- 4 – Went on pilgrimage to the Twisted Groove

RANDOM FEY CURSES (D6)

- 1 – Old and sick animals will follow you around until their death
- 2 – Daylight looks like night to you
- 3 – You can speak only in questions
- 4 – Eating will make you fall asleep
- 5 – You can't walk on roads
- 6 – You would do *anything* for a carrot!

RANDOM FEY BOONS (D6)

- 1 – No animal will ever bite you
- 2 – You can see through the eye of any bird within your sight
- 3 – When you speak, you can have each listener hear a different sentence
- 4 – Your bag is always full with food
- 5 – You can walk on mist and fog
- 6 – To other people, one of your hugs is as valuable as a handful of gold

D6	Location	NPC
1	Hobdar	Pulo the goblin
2	Donathos' farm	Agatha
3	Elk Bluff	Raike the Hermit
4	Goblin Camp	Okto Frize
5	Twisted Groove	Ike Donathos
6	Shadow crossing	Marshall Frize

DONATHOS' FARMSTEAD. It has been in the hand of the Donathos family for many generations. **Ike Donathos** is the head the family. Unbeknownst to anyone, they are descendants of the paladins that guarded the Old Keep, and many have a boon from the Fey Siblings. Young **Nania Donathos** lost her old dog, **General Drool**. The Sleepless Child will put it down soon. The dog is in a random location and was seen there by a random NPC.

ELK BLUFF. Old bones and skulls litter the bottom of the bluff. The **Sleepless Child** leads old and sick animals here with its flute to jump to their death. The Child is lonely, cold and scared. He will appreciate a blanket, a lullaby or a warm embrace, and reward them with boons.

HANGMAN'S TREE. Bandits are hanged at this crossroads by the Marshall as a warning. A very old cage with a forgotten skeleton, its key long lost, hangs from a branch. The **Daughter of the Moon** can temporarily animate those bones to play with the skeleton. If the cage is opened, the Daughter is happy for her friend and will grant a boon. The key is in a random location.

HOB DAR. An emporium, a toll bridge, a tavern and a few houses. **Marshall Frize** is a strict ruler, but means well. He's a heavy drinker and a cartography enthusiast. Farmers are afraid of bandits and feys; the tavern helps them forget their worries. The barmaid, **Agatha**, is secretly learning sorcery. She has been cursed (random roll) by the Bully, but the curse manifests only at night. She is the secret lover of **Ike Donathos**.

OLD HUT. The **Bully** stumbled upon Agatha secretly practicing magic in this abandoned hut. Startled, she cast a botched spell on the Bully that made it forget the location of its ley line. The Bully is now scared to leave the hut as it feels exposed and lost. Its fear fuels its rage, and it will curse anyone entering the hut.

HOWLING HILLS. Nothing but dire wolves and evil spirits roam these dangerous hills.

SHADOW CROSSING. This bridge is the perfect place to ambush travelers with wagons. A lonely bandit, **Okto Frize**, the bad apple of the family, hides under the bridge, badly wounded. If helped, will share a map and a secret about a random NPC.

TWISTED GROOVE. **Raike the Hermit** lives out her madness here. She was cursed (random roll) by the Bully. She was an adventurer looking for the Old Keep but the curse also made her lose her memory. She is related to a random NPC who can help her recover her memory.



Escape from the Chaos Ravine

By Marcus Mortati

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The adventure seemed to have come to an end, adventurers after facing monsters, traps and challenges face the lord of the dungeon and lay hands on the coveted Scarlet Skull. When the sinister artifact is removed from its reliquary the red light takes over the surroundings and a deafening roar takes the heroes to the ground unconscious.

The adventure begins here, at its end.

The adventurers regain consciousness. How long have they been passed out? Nobody knows. There are other more immediate concerns like the dungeon ceiling collapsing!

This is an adventure that begins at its end, after the adventurers have conquered the dungeon, must now flee from it that is collapsing. Set a time (20 minutes, 30 minutes, more or less time, at DM's discretion) so that adventurers leave the dungeon before it collapse over their heads!

1 - This is the room where the adventurers wake up, confused and without recent memories. Walls, floor and ceiling are cracking and collapsing. The body of the wizard, guardian of the skull is on the ground, as well as his bodyguard an ogre back. The Scarlet Skull does not want to be taken and in its dark magic revives the bodies of the sorcerer and the ogre as zombies. The monsters that the adventurers defeated in other rooms had the same fate, returned in undead versions!

2 - It was here that the adventurers slaughtered the pets of the Guardian of the Skull. Giant lizards (1d4 + 1), now undead.

3 - Attracted by the smell of corpses, Giant Centipedes (2 to 3) come to quench their hunger and the sight of living adventurers make them furious.

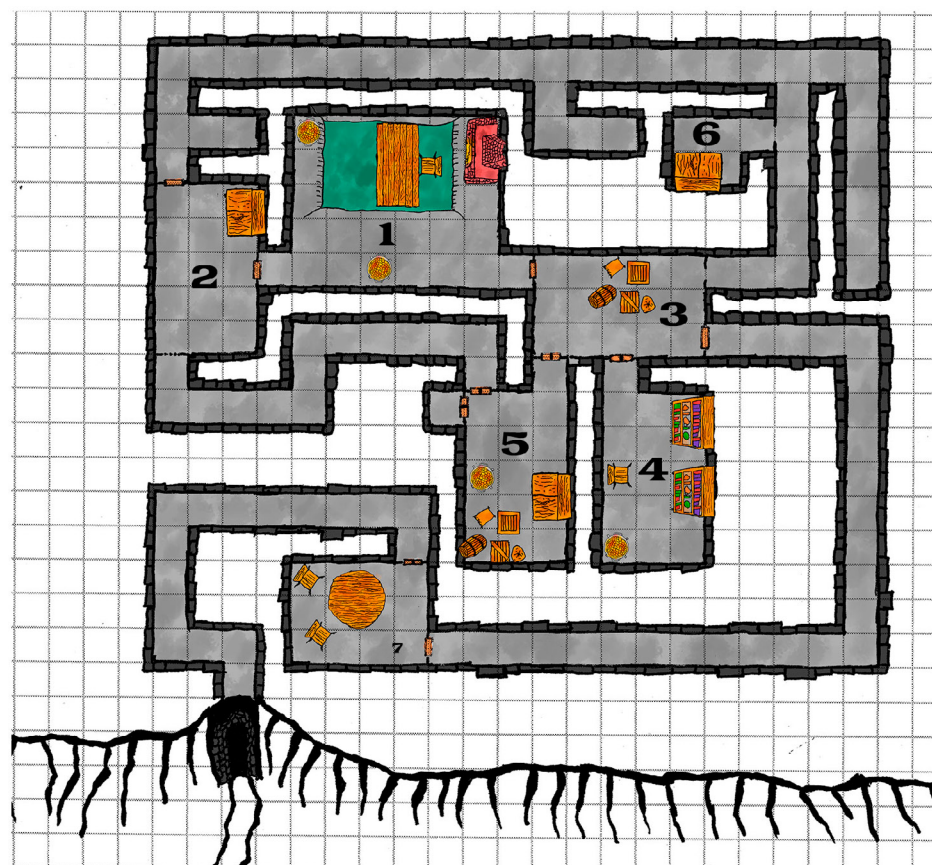
4 - A strange room with bookshelves displaying profane symbols. In this room of invocations, the Skull reacts conjuring random magical effects on its bearer. Roll 1d4 to find out the effect:

- 1- The bearer is silenced for 2d6 minutes;
- 2- The bearer levitates for 2d4 minutes;
- 3- The tongue of the character becomes luminous and his next sentence becomes true and his tongue returns to normal. Tell the players only the part of the luminous tongue!
- 4- All clothes or armor of the wearer become dust.

5- The floor of the room is filled with bodies of goblins that were defeated by the adventurers in their incursion. The Skull commands that their dirty spirits return for another fight. Four specters obey the profane call. If spectres are too strong for their heroes, use weaker, incorporeal undead, like shadows. In this room there is a cubicle with a lever that opens the exit door of room 7.

6- Here, the heroes fought and defeated 2 Animated Armors. Now reanimated, they will face the characters again. If the bearer of the Scarlet Skull is silenced by the effect of Room 4, the Animated Armor will have penalties to attack the adventurers. Give the players hints to realize the effect!

7- This room is filled with vines that come down from the ceiling. The vines, commanded by the Skull, try to grab the adventurers to keep them from leaving. If the adventurers have not activated the Room 5 lever, the exit door will be locked, open the lock or knock the door will be hindered by the vines, DM will apply penalties. If the heroes have triggered the lever the exit will be guaranteed for the exit of the dungeon!



Unlocked Door



Locked Door

Death Rave of the Techno-Lich

by Mark A. Wilson

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The year: 1985. Stuart the Techno-Lich rules the land with a tungsten fist. The party is invited to a mandatory death rave in honor of their dread overlord. Groups shall compete to see who amuses Stuart the most. In preparation for the death rave, groups are asked to come in matching costumes, and to prepare a choreographed dance. Allow players time to brainstorm their attire and dance routine. At the entrance, the party is charged for entry and asked for their dance team's name.

Description Chart

- 1 - Disco balls float through the room asimps fly around serving appetizers and drinks. A feverish disco tune plays as you enter.
- 2 - The sound of chains, and demonic minions all wear black lipstick and speak in gravelly voices. Grindcore death metal plays loudly.
- 3 - A denim wonderland, with creatures' hairdos magically enhanced to enormous size. Synth-heavy pop plays as you enter.
- 4 - Everyone seems to be wearing a suit, but none are black. Oranges, blues, plaids and others assault your eyes, and the smell of hair gel and mustache wax permeates the room. Smooth jazz plays as you enter.

MC Chart

- 1 - DJ Jazzy Djinn (Genie)
- 2 - Spinasaurus Rex (T-Rex)
- 3 - Vamping Vamp (Vampire)
- 4 - Doppelgangnam Style (Shapechanger)
- 5 - The Vinyl Vine (Plant Creature)
- 6 - The Bearded Devil (human, huge beard)

Running the Session

1. Roll 1d4 on the Rave Description Chart, 1d6 on the MC Chart, and 1d8 on the Dance Teams chart to choose three teams. These will compete in the dance-off.
2. Once the players settle in, the dance floor flares to life and the music changes to ominous bass beats. Mists swirl to life, forming opaque walls of a dungeon. The MC makes the following announcement: "All prospective team's must make it through the Dungeon of the Techno-Lich and defeat the Killjoy, who hates all fun, to prove their worth before the dance-off. Good luck!" As they enter, other competing teams begin to disappear into their own versions of the dungeon.
3. Following the dungeon portion, remaining teams compete in a dance-off.
4. The party competes in a semi-final, with a group dance roll of 10+ needed to advance. If they reach the finals, this increases to 12+. The Techno-Lich will then challenge the winner(s) to a dance-off, group check of 15+.
5. The MC congratulates the victors, regardless of the outcome against Stuart, announcing that they've been selected to become undead minions of the Techno-Lich. Will they accept their fate? Escape? Given the attendance, several strategies will create the confusion needed to escape before being captured and converted.

Dance Teams

- 1 - The Hippos: Literal hippos. No one's sure how they got here. Dance move: rolling around as if in mud.
- 2 - The Bawdy Birdies: Humanoid bird siblings. Dance move: romantic aerial dance, set to string music.
- 3 - The Rock Sashas: Humanoid cat group, dressed sharply. Dance move: Tumbling routine set to hip-hop.
- 4 - The Rainbow Unicorns: mixed group, dressed all in black. When asked, they say it's about the irony. Dance move: Scarily violent head-banging.
- 5 - The Chromatics: each dressed as a different-color dragon, with sparkling sequins. Dance move: Tango
- 6 - Zoot-Suit Zombies: undead makeup and finely tailored, multi-colored zoot suits on each. Dance move: Lindy Hop Routine
- 7 - Druidic Storm: four druids wearing plain clothes. Dance move: Each transforms into a different elemental and they create a weather maelstrom on the dance floor.
- 8 - The Underground Pounders: Dwarves dressed in tribal war robes. Dance move: Synchronized Haka dedicated to the Techno-Lich.



A. The Gatekeeper (coffee-powered construct). Asks the party for their favorite bands. If the bands are too mainstream, it accuses them of not liking good music, and attacks. If they're too obscure, it accuses them of trying to seem cool, and attacks.

B. War Game. A wizard offers them a game: she'll flip a coin. On heads, the party will take lightning damage. On tails, the wizard will deal lightning damage to the party. They keep playing until someone falls. The only winning move is not to play. Players can simply walk through the room, ignoring the offer, or kill the wizard.

C. Ballroom of Dances Past. Dance teams from past years' competitions appear in ghostly form (those not rolled earlier). Inquiring about Stuart's intent will reveal he wants to turn the best dancers into his personal minions, ensuring he has the sickest moves in the land.

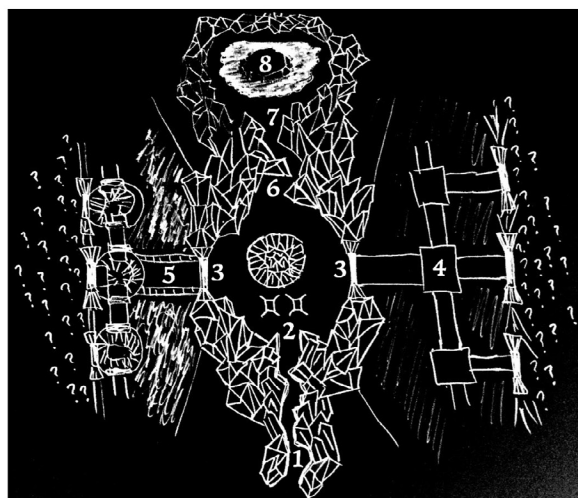
D. The Library. Contains shelves of music and poetry written by the Techno-Lich. Most of it is awful. A secret opening in the wall leads to a compartment that contains a magical guitar, which can be used to boost spellcasting for one who is musically proficient. There's also a pair of sweet shades that grant nightvision.

E. The Killjoy. A demon sulks, claiming that he hates raves. He'll stop it any way he can. A fight breaks out, with tentacles springing from the walls which will grapple (but not harm) the party. Upon victory, the dungeon disappears, leaving players back on the dance floor.

TOURIST TRAP

Beside a wilderness road favoured by many travellers, a strange magical geode floats above the landscape, rumoured to be bigger on the inside than out. The Perfidious Merchant has set up shop here and is charging an entry fee.

INSIDE THE GEODE



1. VUG

Narrow cave entry into the geode. A tight squeeze.

2. LUCENT CAVERN

An enormous cavern walled by faceted crystalline blocks that glow with a soft colored light.

Plinths • Two glass plinths stand at the entrance to the cavern, each holding up a magic weapon. They are a boolean switch. Removing a weapon from one instantly encases the other in a crystalline cage that crackles down from the ceiling, crushing anyone underneath. If the weapon is put back, the cage crackles back upwards and disappears.

Crystal Hammer • +2 bludgeoning weapon causing additional magical damage according to the geode's type.

Rondel Shard • +2 piercing weapon causing additional magical damage according to the geode's type.

Fulgid Pit • In the centre of the cavern is a pit trap concealed by the glowing light that makes it appear part of the floor. A 20 foot fall onto hard, sharp-edged crystal blocks.

ROADSIDE ATTRACTION

PROMENADE OF TENTS

A small market of stalls and tents has popped up at the site. Bright flags and bunting flap in the breeze.

Healer and Herbalist • Restores health and mends ailments for a small fee. They occasionally sell potions.

Alchemists • They study the geode and argue about its origins. None are brave enough to venture in. Instead, they pester those who return for details.

Poleman • Sells a fine selection of 10 foot poles unlikely to fit through the vug.

Sire Gaunt • Buys and sells clothing, junk items and rare artefacts. Other sellers suspect Gaunt of stripping the possessions of those who don't make it back in one piece, but nobody has ever seen Gaunt do it.

Bookkeeper • Records details of all parties who enter the geode and whether they return. Will offer odds and take bets on any group who has paid the entry fee.

The type of crystals the geode is made from determines its color and the kind of elemental damage dealt by its magical creatures and weapons.

CRYSTAL	COLOR	ELEMENT	DAMAGE
1. Amethyst	Purple	Energy	Lightning
2. Topaz	Yellow	Earth	Acid
3. Sapphire	Blue	Air	Thunder
4. Emerald	Green	Water	Poison
5. Ruby	Red	Fire	Fire
6. Zircon	Cyan	Frost	Cold

3. CHIMERAN PORTALS

Two massive archways hewn out of the crystal walls on either side of the cavern. Glistening in the dim light are enormous piles of treasure, just a few steps away.

Stepping through • The crystals hum, the light flickers and the illusion disintegrates. Looking back, the cavern is no longer visible. The archway is covered in a swirling, morphing elemental field.

Stepping back • Crossing the field back into the cavern delivers 2d4 magical damage according to the geode's type. The illusion of treasure reappears on the other side.

4. INFINITE LATTICE

A lattice of bridges and cross-walks connecting to doors as far as the eye can see. Above and below is abyssal darkness.

Doors to the dungeon • Entering any of the doors leads to an infinite megadungeon generated from random tables or spliced in from other One Page Dungeon entries. The dungeon doesn't lead anywhere and there is no escape route. The only way out is retracing the way in or using Crystals of Return.

Abyss • Plunging into the abyss leads to an infinite fall. There is no bottom. If the party has means to fly upwards, the result is the same.

5. INFINITE STAIRWELLS

An endless grid of spiral staircases and well chambers leading to dungeon doors in the same way as the lattice. There's no abyss on this side, just solid rock.

A One Page Dungeon by @maetl (maetl.net), 2019. Released under the "Creative Commons AttributionShare Alike 3.0" license <http://creativecommons.org/licenses/by-sa/3.0>

TICKET HUT

Base for the Perfidious Merchant and their guards and helpers.

Cost of Entry • Entry to the amphitheatre as a spectator is 1cp. Entry to the geode is 1d4 times the cost of a night in a local inn.

Crystals of Return • Shards chipped from the geode, given to everyone who pays the cost of entry. To activate, two or more shards must be touched together for the duration of a round. All those directly touching the crystal will be teleported to a point in the air 1d8 feet above the mud puddle in the amphitheatre, to unceremoniously splash down in front of the crowd.

AMPHITHEATRE

A roughly circular arena of log beam seats surrounding the floating geode. The area below the geode has been trampled into mud with a large puddle at the centre.

Crowd • Rag-tag assortment of travellers, thieves, thugs and local farmers hoping to see blood.

Entry protocol • Entry to the geode is via a rickety wooden scaffold ladder held in place by two of the merchant's helpers as the party climbs up.

6. HIDDEN VUG

A hidden passageway through the crystal blocks. It's incredibly hard to find.

7. ANTECHAMBER

A cave opening that looks out onto the Dreaming Dragon. Things are flying here, like a whirlwind of glittering gemstones.

Elemental bats • A swarm of 2d4 magical creatures that attack on sight, delivering damage according to the geode's type.

8. DREAMING DRAGON

On a crystal slab in the middle of a shallow pool, a dragon is chained by its limbs. A magical collar grips its neck. Asleep or comatose, it growls and thrashes as it dreams the geode into existence.

Pool • 3 foot deep stagnant water encircling the chained dragon. In some geodes, the pool is acid, poison or magma.

Crystal Dragon • Its crusted scales cannot be pierced by conventional weapons. Attempts to strike it will not wake it. If stabbed with the Rondel Shard while sleeping, the dragon will die. If struck by the Crystal Hammer, the dragon will wake. Once awake, the hammer will deal standard damage to the dragon.

Killing the dragon • Materializes the geode, collapsing the inner chambers and dungeon. It falls to the ground and cracks open, strewn crystal rubble across the amphitheatre.

Freeing the dragon • Its collar can be broken with the Crystal Hammer. If its limbs are still chained when it wakes, it will attack the party with its breath, yielding damage according to the geode's type. If unchained when it wakes, it will roar with gratitude and go on a rampage dematerializing the geode with its breath. Party must race for the exit or risk being blown into the vortex and transported to the dragon's elemental plane.

Wrecking the geode • If there is a crowd, this will cause an uproar. The Perfidious Merchant is extremely angry and will hold the party accountable. He will try to persuade them to venture into the elemental planes to capture another dragon so he can start again. If they refuse, he will send assassins after them on the road when they leave.



CAPTAIN HUXLEY PALLOOLIETH AND THE GREAT UNDERWATER ELEVATOR

Howdy gents and ladygents! I'm Captain Huxley Palloolieth. Until a few months ago, I was commander of the Aquamarine Underwater Research Area - that's AURA for short! It's a big underwater lab designed to study sea creatures and ply the secrets of the deep. However, a cataclysmic failure occurred in the boiler room that forced everyone to evacuate in a big hurry. Although the project has been officially scrubbed, I'm hoping you brave adventurers can help us cut our losses. We'd like you to venture into the AURA and recover the crystal core - the potent (and very expensive) power source of the facility. I have a list of other trinkets you can nab too if you have the opportunity and the wherewithal. A big elevator connects all the levels of the AURA, so getting to the boiler room should be pretty straightforward. Just watch out for flooded rooms, jets of steam, electrified water, electrified eels, giant squids, regular-sized sharks, and cosmic horrors. Easy-peasy, right?

THE AURA

The AURA is a large underwater facility made of curved glass panels and gleaming brass scaffolding. It combines gnomish steam technology with abjuration magic to create a self-sufficient artificial environment under the waves. Although the AURA is currently in a state of disrepair, assume that there is sufficient air to sustain the players and enough artificial light to guide their way (unless otherwise noted).

THE ELEVATOR

A spherical elevator enclosed within a column of glass grants access to each floor of the facility. However, the problems in the boiler room have made it unreliable. Whenever the elevator is activated, roll 1d4. The result determines the number of floors the elevator ascends or descends (as desired) before shorting out and stopping. At this point, the party must leave the elevator to reset the breaker on the floor (noted with a ☆ on the map). Regardless of the result of the 1d4 roll, the elevator stops entirely when it makes it to a terminal floor (the Atrium or the Boiler Room). Track progress using the elevator tracker below and a pawn from a board game - and watch out for malfunctions!

THE PLATFORM

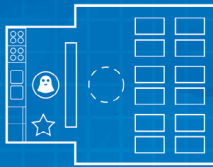
The adventure begins on a retrofitted oil platform. Huxley waits here on a deck chair, sipping a tropical drink, as the players use the elevator to descend into the AURA. As the elevator doors close, he casually tosses a scrap of paper at the players. The note contains an itemized list of trinkets that can be gathered from within the AURA, along with the payment for retrieving them (see below).

THE ATRIUM



This glass canopied room houses the skeletons of sea creatures, half a dozen display cases full of fossils, and a pair of large tapestries depicting underwater scenes, presumably to impress guests. An aquatic troll has taken up residence here and chases off intruders, using an enormous plesiosaur bone as a club.

MESS HALL



The ghost of the AURA's cook, Libby, haunts the mess hall. She insists that the party stays and eats a ghostly meal that she has prepared for them. The meal is harmless but unpleasant since Libby can't remember what things taste like anymore. If the players refuse to dine, she will possess one of them to get her way.

Luminous Shard +200 GP
Bathysphere Gyroscope +250 GP
Huge Vacuum Tube +400 GP
Deep Sea Barometer +500 GP

It's a chunk of glowing green rock that's warm to the touch. Glowing things cost a lot of money.
You can grab this from any of the bathyspheres onboard. I only need one to reverse-engineer.
We probably didn't need to make it this big. Our hubris was our downfall.
This one is actually attached to the outside of the facility, so you might have to go for a swim.

Ensign Salvador is hunkered down here, having slept through the evacuation alarm. He clings to the luminous shard, the only source of light on this floor. Hobbled by the radiation emanating from the shard and three months of isolation, Salvador has built an elaborate blanket fort and declared himself the "sleepover king."



THE BUNKS



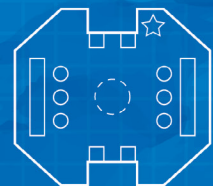
MISHAP!



**REVERSE COURSE AND ROLL AGAIN!
CROSS OFF THIS BOX AFTER ONE USE.**

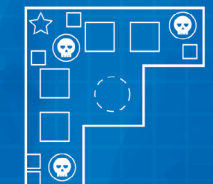


COMMAND OPS



This floor is full of blinking control consoles with countless dials, levers, and buttons. Huxley's cat Butterbean, who is inexplicably well-fed, loaf around here. Returning Butterbean to Huxley yields an extra 100 GP, but the cat is extremely scratchy and difficult to catch.

This darkened room once contained the AURA's day-to-day supplies. However, a trio of giant mollusks have taken up residence, gorging themselves on dried goods and using barrels and crates as shells. The huge vacuum tube can be found in the south corner of the room.



STORAGE



**REVERSE COURSE AND ROLL AGAIN!
CROSS OFF THIS BOX AFTER ONE USE.**



MISHAP!



DOCKING BAY



This room contains six bathyspheres (each containing a functional gyroscope) sitting next to matching apertures in the floor. A colossal squid intently watches the room through a large porthole. If any player approaches a bathysphere, the squid forces a tendrill through the adjacent aperture and grabs them.

This cavernous glass sphere contains a glimmering crescent pool that allows friendly dolphins to enter from the outside. The deep sea barometer floats in clear view, tethered to the outside of the facility. If properly persuaded, the dolphins will retrieve it for the party.



OBSERVATORY

This metal-plated room is full of leaky steel pipes. An immense boiler dominates the far wall of the chamber while the north half is completely flooded. What appears to be the crystal core lies in the center of the room. However, it is actually the lure of a giant anglerfish - the real core is in its belly.



BOILER ROOM



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The Hidden Bazaar

by Matt Carlson

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> Before you stands a sturdy wooden table shaded by a thick thatch roof. As you approach you see a bizarre assortment of desiccated monster parts, jars of dried powders and herbs, and vials of colorful liquids. A weathered elven woman glances up at you briefly then returns her attention to the thick leather bound tome that she's reading.

If any player touches anything without her permission, she springs up from her chair with startling speed and drives a dagger into the table beside their hand, then icily states, "Look. Don't touch." There's a 25% chance of finding rare spell or potion components, though only if plant or animal based. If engaged, the seller, Ebnira Eridanu, will sigh heavily and state fairly exorbitant prices for her goods. If the players attempt to haggle she will lower her prices, but reluctantly with such comments as, "You have no idea the effort it took to obtain these.", "You won't find another of those in the city.", or "It took a year and a half to track that down." Though she does not sell any magical items, she has extensive contacts amongst the wizarding community and can provide contacts for almost any magical needs the players have for a few coins - if they don't antagonize her.

> A roughhewn table holds a vast assortment of weaponry - hammers, axes, swords, and daggers. Spears, halberds, and pole axes lean against the wall behind the stall. Almost any weapon except the most exotic can be found here. Players even glancing at the stall will be greeted warmly by twin brothers, human and sharply dressed in matching tunics.

Festus and Darryn Tindale are extremely eager to make a sale, things have been a bit slow the past few days. They're exceedingly friendly and try to be helpful, no matter what the players do or say. They have a peculiar habit - Festus will say something and Darryn will support him enthusiastically, for example, if Festus tells the players, "This is dwarven steel, it will serve you well in battle." then Darryn will say, "Very strong! Ridiculously strong! You won't find stronger!" Their wares are all second hand, but they have extensive knowledge of metalworking in the city, and will freely offer advice in that area.

> A small table with a fine black linen tablecloth sits under a black canvas awning. Underneath an ancient human with long grey hair and a thick woolen cloak leans on a gnarled staff gazing into the distance. Placed neatly on the table are empty wineskins.

If the players make any inquiries about his wares, he taps a small sign hanging from the awning with his staff that they hadn't noticed before that says, "ONLY wineskins". If they inquire about price, he taps a small sign on the table that they hadn't noticed before that indicates the price. At any attempt to haggle, he again taps the sign with the price. Any other inquiries and he taps the sign saying ONLY wineskins. If the players continue trying to interact with him, he eventually begins staring off into the distance again.

> A rotund human woman stands under a grey canvas sunshade barking continuously, "Meat pies! Hot, fresh meat pies!" The aforementioned pies rest on a motley assortment of small tables and chairs arrayed all around her. There is a line of a few people here throughout the day.

Marta Pilkwort does a brisk business in meat pies. Her husband is the baker, and her son Marcus is the napper, carrying a surprisingly large number of pies, arriving with the announcement, "Fresh pies mother!" The pies are delicious and reasonably priced. Price is non-negotiable. Marta is very busy and though friendly will not have time to chat.

> A long thatched roof covers a variety of barrels and casks of different sizes. Most of the larger barrels have a variety of bottles and jugs on them. Hanging from the roof is a sign that reads, "Drink, Drink, Drunk."

Two dwarves, Umna and Bido Hardcake, run this establishment and sell all manner of beverages from cheap ale to an assortment of minor magical potions. Umna addresses the party in a terse manner, "What you want?" and "We got that." Bido then scrambles through the maze of barrels and locates any requested item almost instantly. At the back of their stall is a shabby bed, a pair of crossbows loaded and ready, and a profusion of meat pie crumbs. Their small grey kitten Peaches dozes through most of the day but may come out to investigate the players.

Random Encounters:

- 1) With a horrific groan a small mud elemental rises from the standing water on the east side of the alley and attacks! A minor magical ring with a healing enchantment lies in the muck where the beast rose.
- 2) A gang of 8 laughing children run down the alley and bump into a player. (possibly stealing his purse!)
- 3) A young woman flanked by two guards with spears marches down the alley and points at one of the players declaring, "That's the one that took my quilt!" Hilarity and misunderstandings ensue.
- 4) A horrific lizard creature flips open the sewer grate and walks down the east side of the alley, its clawed flippers splashing in the puddles as moves. As the PCs reach for their weapons in terror, Marta shouts, "Hey Frank!" Frank gets in line for a pie, sorting through his handful of coppers.
- 5) A figure in a dark cloak races down the alley. A guard rounds the corner and shouts, "Stop him!"
- 6) An unnoticed wax sealed scroll case floats lazily in the gutter, heading toward the storm drain. Within is a map of the local area with a red X in the woods outside town. Treasure or trouble?

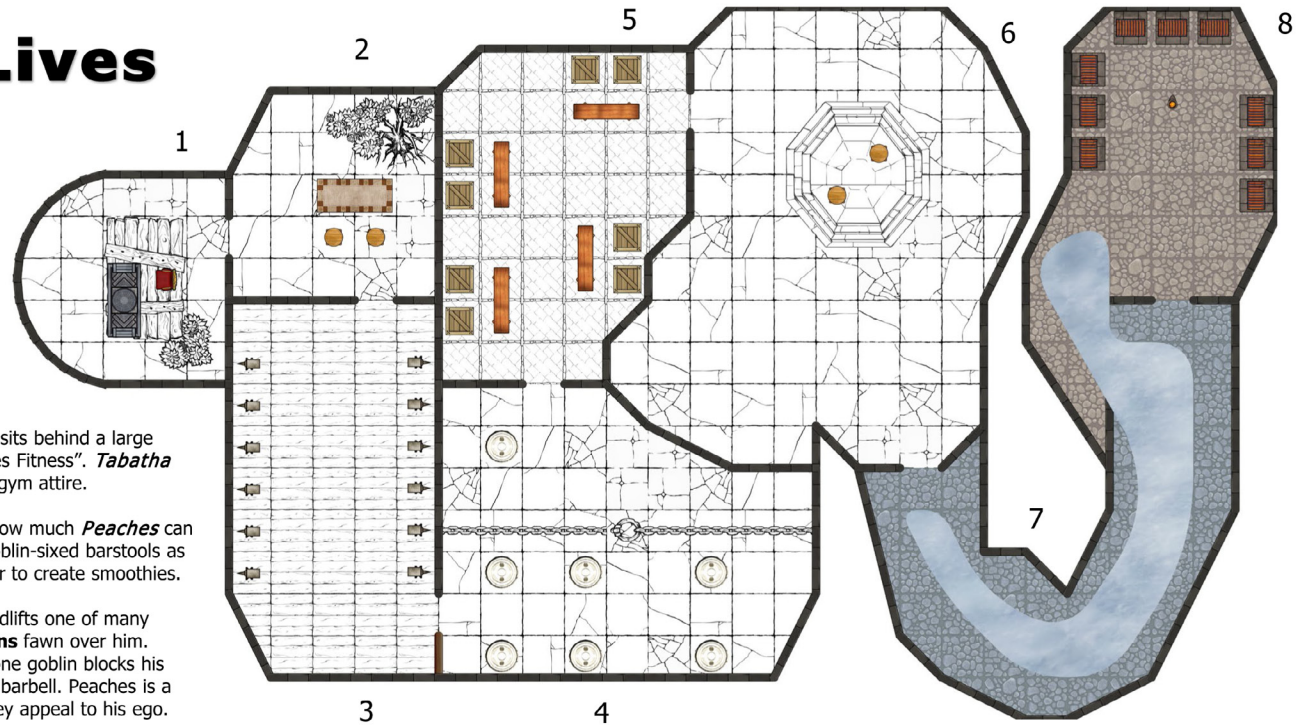


Seven Lives Fitness

By Matthew DePaso

Rumor has it that Nyx, the Tabaxi owner of Seven Lives Fitness, is the supplier of a dangerous steroid that is driving users mad with hubris and rage. Investigate the gym and put an end to his operation!

- 1) **Reception** - *Tabatha*, a surly and flamboyant Tabaxi sits behind a large wooden desk. Behind her is the gym's logo "Seven Lives Fitness". *Tabatha* will pull out a large crossbow if players refuse to wear gym attire.
- 2) **Smoothie Bar** - A *Dryad* settles an argument (over how much *Peaches* can lift) between **x2 Ogres**. They ineffectually perch on goblin-sized barstools as the Dryad plucks fruit from various trees behind the bar to create smoothies.
- 3) **Free Weights** - *Peaches* is a ripped Owlbear. He deadlifts one of many barbells in front of a floor length wall mirror. **x3 Goblins** fawn over him. Despite the praise, *Peaches becomes* enraged when one goblin blocks his view of the mirror and brutally smashes them with the barbell. *Peaches* is a difficult combat encounter, but players can get by if they appeal to his ego.



- 4) **Cardio Class** - The room is divided in half by a large metal gate rigged up to chains. On the nearest side to the door are six massive "hamster wheels" occupied by **x2 slow Half-Ogres** and **x3 easy distracted Goblins** running for their lives. One, panting, says "I wish I'd taken boxing instead. On the other side of the gate is a **Weretiger** instructor outpacing them on her own wheel. Investigation reveals the devices are in tug of war over the gate until an hourglass empties and the class ends. Without intervention the class will lose to the **Weretiger**.
- 5) **Locker Room** - A wafting, yet somehow pungent scent of Gruyere curls from under the door. Inside are long wooden benches and earthen cubby holes (assorted coins, loincloths, x2 daggers). The room is littered with unwashed piles of towels and clothes. Players must make regular tests to avoid becoming sickened. **X6 Grey Ooze**, dormant, cling to the ceiling and hide under piles of clothes. They awake if players rush, loot or become ill. A huge locker includes a Boxing champion belt.
- 6) **Boxing Ring** - A cavernous room with a boxing ring in the center, surrounded by cheering fans. A **monstrous Gnoll** lands a K.O. hook on a Bugbear. And a **Tabaxi Referee** counts him out. The Bugbear is dragged from the ring by **x3 Struggling Goblins**. The Gnoll invites the party to put forth someone for a proper 1 on 1 match. Other players can intervene during the 1 on 1 if they distract the referee. If the party declines (or the ref catches them), the ring's audience **x6 Goblins** will jump them. The **Gnoll** will go to their locker room. Else it's a no holes barred 1 on 1.
- 7) **River** - A large narrow pool is fed by a waterfall from the far end of the room. **x3 Merfolk** and **x2 Goblins** swim laps. Their belongings (assorted shells, short sword and sling) are staked out on deck chairs. Upon investigation, the water is noticeably warmer near the waterfall. The Sauna door is locked from the inside. The players can break the door down or attempt the difficult swim up river to enter the sauna from the hot spring.
- 8) **Sauna** - A *bright stone* mounted on the wall provides low light in the mist filled steam room. It's difficult to tell who is who. Near the door is an **Ettin**, one head fast asleep. In the back is **Nyx**, the ruthless Tabaxi who owns the gym. He wears an eyepatch and makes *Peaches* look like he only does Cardio. Before combat begins *Nyx* will attempt to bribe the players off with money. If *Nyx* feels threatened he will destroy the *bright stone* and attempt to slip out via the hot spring. He will regroup with any remaining staff at the **Free Weights**.

Afterward - If the players kill Nyx, on their way out a Tabaxi will replace the company logo with an update of "Six Lives Fitness".

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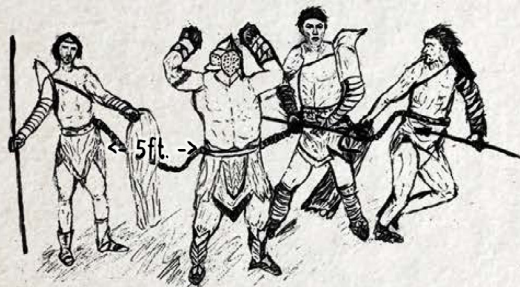
BOUND IN CHAINS

a one-page dungeon

There are few warriors more feared than those of Clan of Chains. They are infamous for their ferocity and their well-coordinated movement in combat. It is said to join the Clan, a warband of initiates must first prove themselves worthy in a trial few are able to survive. Your party is looking to undertake this test tonight. You are stripped of your equipment, save one weapon of your choice. The Clan Elder leads you to a large pit. With the words "rely on each other" you are cast down into the dark.

1. Landing

The party is thrown into a deep pool of water. As they struggle to the surface, they barely notice a glowing chain creeping up from the depths and ensnaring them. Rather than pulling them down, it binds them together. Upon surfacing, the party notices that they are unable to break the chain tying them together at the waist.

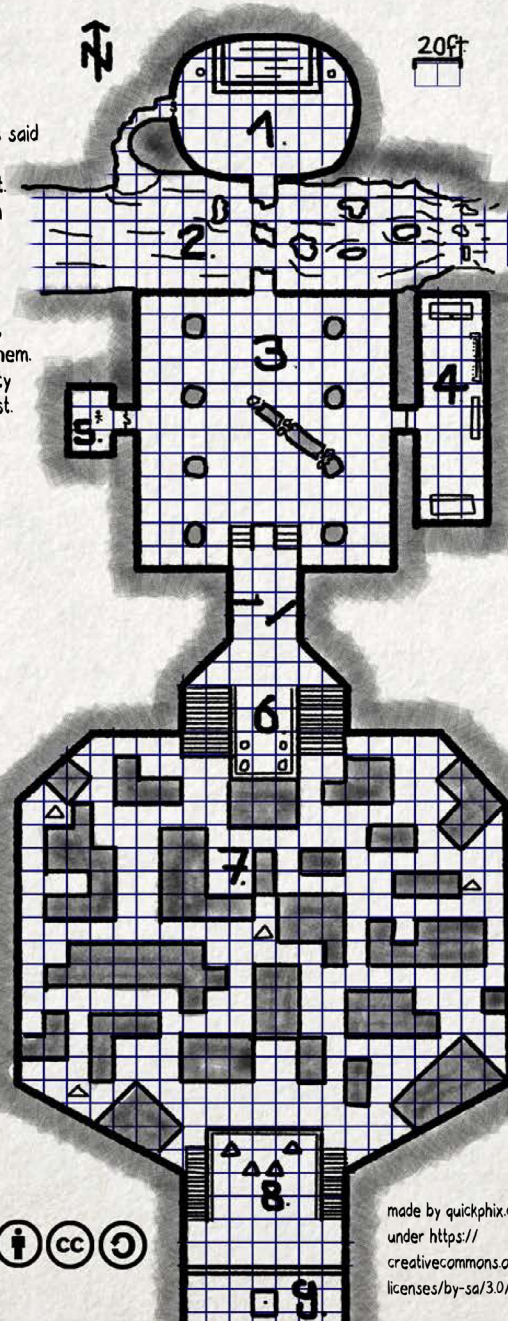


2. Bridge and Chasm

The once beatifully constructed bridge has partially collapsed. Some of its rubble can still be seen in the torrential river 30ft. below. For the unlucky souls falling into the water, a secret passage was craved into the rocks below, which leads back to the landing. Whoever, getting there is another story.

Monster Table (roll a 1d10 for wandering monsters)

1	Skeleton Archer (Reach: 60ft., only attacks from afar)
2	Skeleton Secutor (Fast enemy, attacks with two short swords)
3	Skeleton Scutarius (Heavy armor, tower shield, long spear)
4	Ghostly Retiarius (Fights with net & spear, ensnares players)
5	Laquearius Ghoul (Fights with lasso & dagger, trips players)
6	Undead Captio Mage (attacks from afar with blinding magic)
7	Fulmen Ghoul (Electric melee attacks, conducted through chain)
8	Ignis Ghoul (Breaths fire in a 15ft. cone, moves very slowly)
9	Ghostly Volaticus (Small airborne spirit, attacking with claws)
10	Deplexus Beetle (Small, climbs players' bodies, attacks by biting)



3. Temple Entrance

The temple entrance is badly lit. 50ft. high pillars hold up the richly decorated temple roof. To the east, the party can see a small closed wooden door. To the west, a massive painting of a warband hides the entrance to a hidden room. Behind each pillar hides a Skeleton Archer. In front of the door stands a Undead Captio Mage.

4. Weapon Chamber

A decaying weapon chamber which once served the Clan's temple guard. Roll once on the monster table and half as many times as there are players on the loot table.

5. Four Corpses

The hidden room contains four corpses of previous initiates. One has clearly been shot dead by the archers. Two had their heads bashed in, presumably by the third, who probably took his life with the weapon in his hand. Roll once on the loot table.

6. Four Flickering Flames

On the platform overlooking the labyrinth below stand four large torches of four different colours. On the other side of labyrinth the players can see four corresponding coloured flames flickering. These flames suddenly float away from their braziers, fly over the labyrinth and hide within it. With the flames hidden in the labyrinth, the large torches suddenly clatter to the ground. The task seems clear.

7. Labyrinth: No Ooze Trying to Escape

The labyrinth is filled with three wandering Oozes and other wandering monsters. The Oozes occupy 400 square feet. They move 20ft. each turn. Although usually rectangular, they can stretch their mass to fill the available space. They attack by moving towards the players and enveloping them, dealing acid damage to those caught within. It senses players through heat generated by their bodies or the torches. Torches getting sucked into it are extinguished and the flame returns to its spot in the labyrinth. Random loot is contained in each Ooze.



8. Four Braziers

The players have to bring the four flames from the labyrinth back to the corresponding braziers, using the large torches. Once all braziers are lit, the giant door behind them will open. The players have survived their trial.

9. Exit

Chained together, forced to work as a unit, the players have proven themselves worthy of the Clan through their teamwork. A magical light dissolves their chains and teleports them back to the surface. Yet, even after their triumph, they still feel themselves bound together. Bound by the chains of fate.

Loot Table (roll a 1d10 to reward players)

1	Small melee weapon	6	Headgear or helmet
2	Big & heavy melee weapon	7	Piece of metal body armor
3	Lance or throwing javelin	8	Pouch with gunpowder & flint
4	Ammunition (e.g. arrows)	9	Gold and jewels
5	10ft. metal chain	10	Bow or crossbow with ammunition

Richard Sarah Mathias Anne Francis Cornelius Grace Josiah Elinor Roland Marion Samson Ursula

Feudal Attraction

Two star-crossed lovers from feuding noble families have decided to get married. Will there finally be peace between the Stokes and the Hugos, or will the streets continue to run red?

The father of the bride, Stanley Stoke, has agreed to host the wedding in the sprawling walled garden of his manor home on Jay St. The Players are neutral arbiters hired to keep the peace.

Many invited guests oppose this union, but none wants to be blamed for its undoing. Whenever hijinx are afoot, roll on the table below to see who is involved (cross off names as needed). The **tension** modifier starts at 0; add +1, -1 or 0 depending on how discretely each incident is handled (lower is better).

0 Guests **ARRIVE** and mingle about the garden until the ceremony.

1 The leg of the bride's mother's chair has been sawn precipitously thin. Convince someone less to swap chairs before **SEATING**.

2 Some saboteurs have climbed a tree and found birds eggs. They're looking to take aim during the **PROCESSION**.

3 The chest containing the **DOWRY** has been swapped for one with a hornet's nest inside! The real one is buried in the sand garden. The culprits have sandy boots.

7 When the **KISS** happens, roll 1d20+tension. On a 10 or higher, double the **tension**. Describe the guests' mood.

9 A former lover drunkenly keeps trying to make an embarrassing speech during the **TOASTS**.

10 **DINNER** is servered under the silk canopy tent, but sabateurs try to cut the ropes.

11 Rapsallions are seen fiddling with the **CAKE** box. It may appear nothing is wrong, but they've swapped the berries for poisonous ones from the greenhouse!

12 A queen hornet has been dropped into the **BOUQUET** before it's time to be thrown. The whole colony may soon start swarming!

13 The **FIRST DANCE** will start soon, but someone is trying to get the musicians too drunk.

14 After the first dance the **RECEPTION** continues into the night, with one hitch...

NPCs

Roll 4d10 each; even/odd total: Stoke/Hugo

d10	Build	Manner	Flaw	Quirk
1	lanky	charming	greedy	lisp
2	petite	pious	addicted	hiccups
3	fat	sensual	spineless	whispers
4	muscular	sarcastic	gambler	squints
5	lithe	blunt	vain	sweaty
6	tall	grumpy	clumsy	mumbles
7	stocky	morose	oblivious	allergic
8	broad	hostile	germaphobic	filthy
9	average	manic	illiterate	hairy
10	big	withdrawn	paranoid	fragrant

4 The wedding officiant never showed up! One of the Players will have to fill in and improvise the **OPENING REMARKS**.

5 Some soundrels can be overheard mocking the groom's prepared **VOWS**; it seems they've stolen the paper from his pocket without him noticing!

6 The **RING**-bearer has fallen asleep in the hedges. It seems someone traded him a cursed ring for the real one and he tried it on!

8 It's time to release the doves for the **RECESSIONAL**, but someone freed them in the garden and replaced them with crows... (a bad omen, to be sure).



15 One of the few things the guests can agree on is the quality of the booze, but nobody seems to know where it came from. Inside the keg naps a **shriveled demon** that feeds on bad vibes. After every event, roll 1d20+tension; on a 10 or higher the demon's strength grows. At **MIDNIGHT** it bursts forth. Roll 1d20+tension one last time to see if the guests band together or add to the chaos.

Theodore Bridget Martin Sybil Roger Florence Nicholas By Max White <https://creativecommons.org/licenses/by-sa/3.0>



CARAVAN

By Michael Calleia

{ Background }

"Red Duck" has a valuable & highly flammable cargo to deliver. To avoid trouble, he put together a motley caravan to blend into & for safety in numbers. Needing a bit of muscle in case of highway bandits or other trouble, Red Duck is looking for a group to protect the caravan. But, what intrigue & secrets does this ensemble cast of non-playing characters hold?

{ Notes for the GM }

The caravan has seven wagons, each with a short description including denizens & in some cases GM information (Secrets & Rumors).

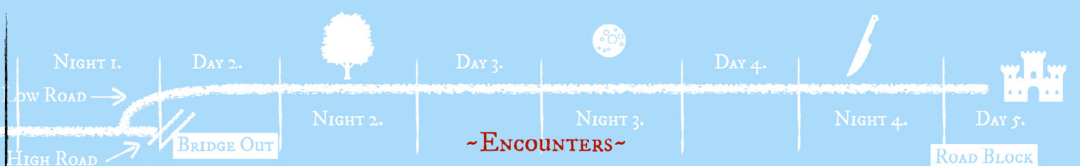
In this adventure the action unfolds based on both distance traveled & elapsed time. The party can disrupt any & all events in the timeline—in fact, that's the point of the adventure, for characters to interact with NPCs & reshape events that would have happened without their intervention.

Secrets are generally known only by those on a particular wagon. Rumors can be shared by any NPC.

For GM inspiration before running this adventure watch: *Convoy*, *Smokey & the Bandit* or *Every Which Way but Loose*.

{ Introduction }

Hearing rumors of opportunities in the North Country, our intrepid adventurers head to the Prancing Centaur to seek a way to get there. The inn-keep mentions Red Duck is in search of a group just like theirs & makes introductions. Red Duck tells the party the trip takes three days by the High Road or five by the Low Road—the current plan is to take the High Road. If the party is hired, the trip begins the next morning.



Day EVENT

1. MORNING	Broken wheel. <i>One of the wheels on Winifred's wagon breaks, the journey-folks repair the wheel.</i>
1. NIGHT	What's that smell? <i>During watch there is the smell of burning wood, Red Duck is seen walking back to camp from up the road.</i>
2. MORNING	Bridge is out. <i>The ravine bridge on the High Road is out, forcing the caravan to go back & take the Low Road.</i>
2. AFTERNOON	Are those bandits? <i>Group of 4-6 Sheriff's deputies ride up from behind the caravan, dressed in black leather & black hats.</i>
2. EVENING	Zombie tree. <i>The clearing is marked by a large tree, today there are body parts hanging from the tree & a zombie ogre hiding in waiting.</i>
3. MORNING	Bear in the air. <i>A sheriff's deputy flies over the caravan riding a hippogriff.</i>
3. AFTERNOON	Broken harness. <i>Draft horse from Winifred's wagon breaks free & runs off. The Party can catch the horse or replace it from a nearby farm.</i>
3. NIGHT	Full moon. <i>Adult wereboar attempts to break the child hidden on the pig wagon free.</i>
3. MORNING	Wagon overturns. <i>Winifred's wagon hits a large rock & rolls over. The journey-folks are able to right the wagon.</i>
4. EVENING	Worried about the Lady. <i>After the wagons are circled, Thori confides to the party he is concerned about Lady Miath.</i>
4. NIGHT	A sacrifice. <i>Perceval will kidnap & sacrifice one of the Journey-folks to his demon patron in his wagon.</i>
5. MORNING	Broken rope. <i>The rope holding all of the casks on Winifred's wagon breaks & the casks roll all over the ground.</i>
5. AFTERNOON	Road block. <i>If the party attacked the sheriff's men, there is a road block in front of the last bridge to capture or fine them.</i>

* Additionally, as desired, consider rolling random wilderness encounter checks once per character watch & twice per day (morning & afternoon).

* At night the caravan circles the wagons to settle in, including supper, a bit of socializing & sleep while the party provides the watch.

* At stops, the party can forage for the caravan or live on their own rations.

~ RED DUCK ~

Red Duck specializes in hauling exotic & rare liquids, spices, dyes & goods that require care in transport, with a reputation for getting them to their destination. On this trip, Red Duck is hauling rather large casks of an unknown substance—the casks having been acquired from Tim's Casks. Having traveled so far & wide, Duck is a bit of a legend among those that make their coin on the road. *Red Duck: 41 male human.*

{ Secrets }

The cargo is Greek/Alchemist's Fire.

{ Rumors }

Red Duck is trying to avoid paying taxes on his cargo—the truth is taxes are already settled on the cargo.

~ JOURNEY-FOLKS' WAGON ~

A wagon filled with tools, lumber & supplies for various crafts to support crafts-folks traveling from town to town for construction, repair & other jobs.

- * Barba Laughingseeker: 32 female half-orc, wagon driver & group leader
- * Arget Bolge: 53 male halfling, cook, who occasionally cooks for the Widow's Wonder Players' shows since their cook left them
- * Isabel de Bolbee: 38 female human carpenter, traveling with Prose & Nigrate for a chapel construction job
- * Prose Rgwith: 22 male halfling, carpenter
- * Nigrate Stonesooth: 97 female dwarf mason
- * Peronell de Grey: 15 female human miller traveling to a new apprenticeship
- * Gee D'Arn: 28 male human sheep shearer

~ THE LADY MIATH'S COACH ~

The Lady's coach is austere & black. On closer inspection, the quality of workmanship quickly becomes obvious. The coachman is *Thori Sapphirebraids: 155 male Dwarf*. The sole occupant is *Lady Miath: 41 female human.*

{ Secrets }

The Lady Miath was replaced by a Doppelganger (unknownst to Thori) & will not come out of her coach. Looking inside the coach will reveal a littered floor. Thori has a crossbow & is handy in a fight.

{ Rumors }

The coach had two guards, but they fell ill after carousing the night before the party joined. While snooty, Lady Miath used to come out of her carriage during stops.

~ WIDOW'S WONDER PLAYERS ~

Traveling performers entertaining the landed & wealthy in private performances with catered fine dining. *Ilian "Black Widow" Mayday: early middle aged half-elf female*, is a bard of some renown with three apprentices:

- * Bryce McKinnon: 20 male human
- * Millicent Chaucer: 20 female human
- * Loreena Luaf: young adult female half-elf

{ Secrets }

Ilian's lost cook was her husband Kent Mayday, his soul is held by Perceval. Perceval's threat of sending the soul to his demon patron forces Ilian to do his bidding, including a planned assassination of nobles at their next destination. Ilian's apprentices seem afraid of something (they fear Perceval).

~ PERCEVAL'S BOOKS ~

A traveling used books & scrolls wagon run by *Perceval: elderly male elf*. Perceval will act kindly to the party, giving them books & casting a few helpful spells.

{ Secrets }

Perceval is an evil magic-user & enthralled by a demon. Perceval burned down the bridge on the High Road. Perceval forced Ben to transport the wereboar & hid the cursed gem on Winifred's wagon. Perceval's wagon contains: piles of books, a jar with the soul of Ilian's husband; a mirror covered by a cloth that is a communication portal with the domain of Perceval's demon lord. If not stopped, Perceval will kidnap & sacrifice one of the Journey-folks to his demon patron in his wagon on the fourth night.

~ TIM'S CASKS ~

A cart filled with distinctive casks en route from cooper Tim's workshop to an abbey famed for their ale. The cart is driven by Tim's apprentice, *Winifred Stonesworn: 29 female human.*

{ Secrets }

A cursed gem is hidden within one of the many casks on Winifred's wagon. The gem causes constant trouble to befall Winifred's wagon. With some time, each problem that occurs to the wagon can be repaired. On day 5 a rope breaks & all of the casks spill to the ground, the cask with gem breaks open making the gem more easily findable—that is, unless Perceval can hide it first.

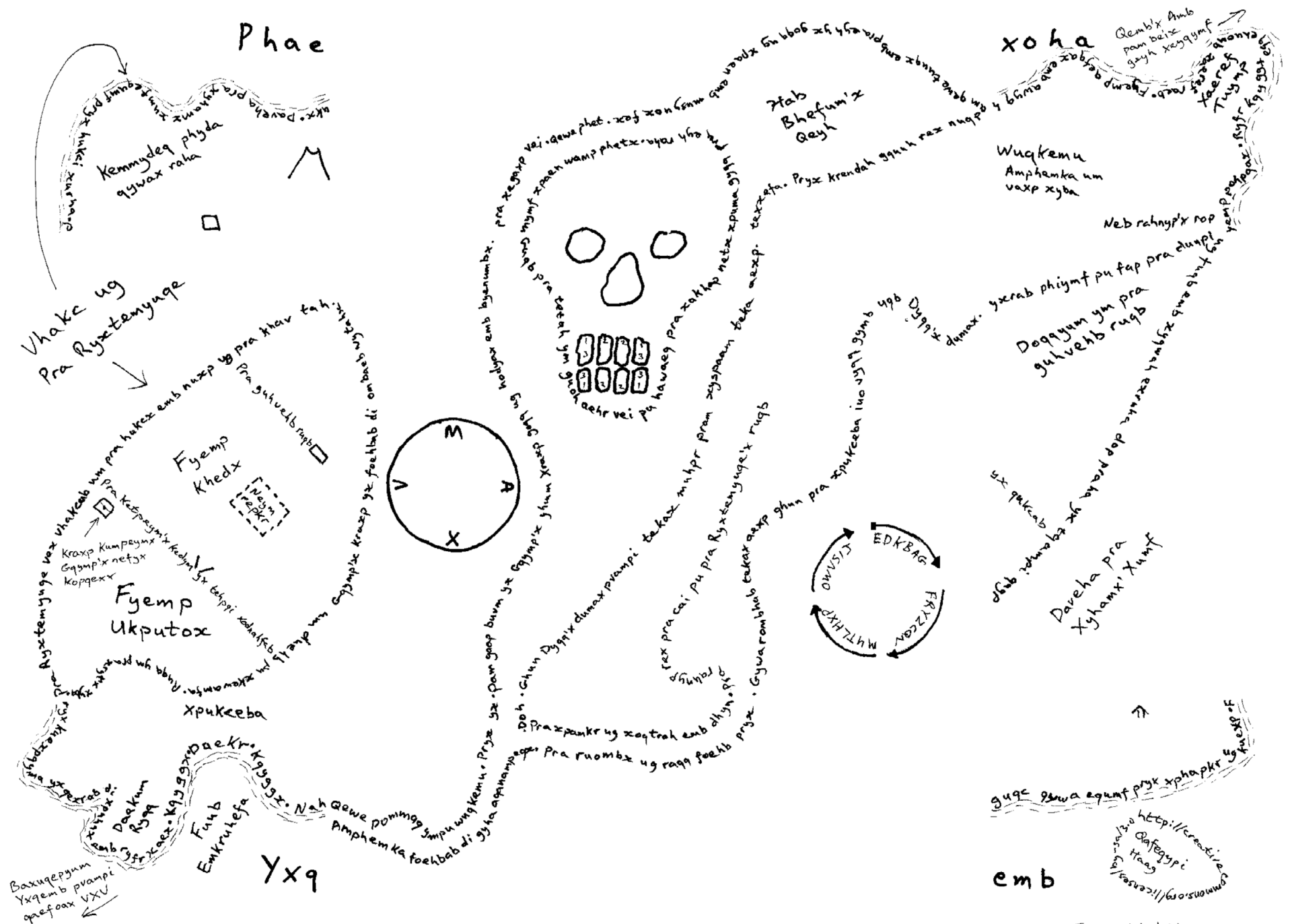
~ THE PIG WAGON ~

A wagon filled with pigs on the way to market. The wagon is referred to by the caravan crew as the "pig pen." In the middle of the wagon is a dog house like structure with a covered cloth opening, presumably for the pigs. The driver is *Ben Haman: 44 male human* accompanied by his dog *Kenworth*. Ben is in a rush to get the pigs to market in three days, while they are still at peak fitness to get the best price.

{ Secrets }

Hidden in the "dog house" is a cage containing a wereboar child. There is a full moon in three days, this is really why Ben is in a rush. A parent of the wereboar child is tracking the caravan & will attempt a rescue on the full moon.





Great Great Grandfather's Grave

Text by Morten Greis; Map by Oliver Nøglebæk

An old catacomb is being plundered by cannibalistic cultists, and the spirits of the dead bemoan the fate of their old bones.

An adventurer is contacted by an ancient seer, who tells her/him, that their great great grandfathers grave is in danger, and as the closest descendant, it is their duty to visit the graveyard and enter the catacomb. Every night the wailing spirit of POSTATIUS will appear in the dreams of the descendant until the catacomb is visited.

The entrance is at the local graveyard. It is hidden behind bushes, but plenty of foot prints reveal activity around the catacomb.

#1 Great Hall with Sacred Pit

Haunted by the **Spirit** of POSTATIUS, great great grandfather, who cannot rest until his remains are safe. Non-combatant, who constantly talks bemoaning that his descendants never visit him. Will keep manifesting 10 minutes after being banished. He will follow his heir around.

In the pit is a statue of the lord of the catacomb missing its right hand. At the base is a nest with **6 hungry Giant Rats**. Hidden in the offal is the missing hand holding a **golden apple**.

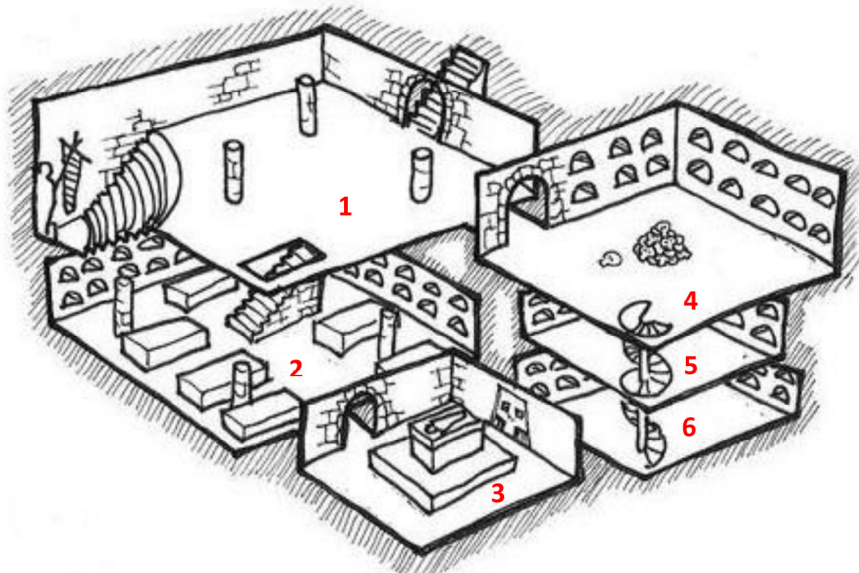
#2 Main Crypt

On six slabs of stone are the remains are plundered graves. The coffins are broken, the bones removed. A stench of fried meat hangs in the air. If any noise is made (i.e. if POSTATIUS is around complaining), **5 stealthy cannibal cultists** will silently enter from area #3 - they throw jars with burning corpse fat as an ambush-attack.

There are 60 graves in the walls. They contain crumbling corpses and rotting shrouds; if searched (1d20): 1-10) empty grave; 11) a **Swarm of Bats** flitters confused about; 12) A **cursed gold coin** (every day there is 30% risk of hole in pouch, though the cursed coin is never lost); 13) et cheap piece of silver jewelry lies among the bones; 14) a missed piece of gold jewelry; 15-17) 1d6 silver coins left as grave goods; 18-20) a **Spirit** appears bemoaning that its grave has been disturbed. Will disappear, once it has finished its complaint.

#3 Crypt of the Archidux

The lord's grave is used to fry the remains of corpses. The bottom is covered in smoldering embers. Between them simmers clay jars with corpse fat and bone soup, and skewers with meat. **5 hungry cannibal cultists** are here as well as **2 charming cannibal chefs** preparing the



food (they will use the glowing skewers as weapons). Great great grandfather's bones are kept here in a sack.

#4 First sub-crypt

There are 40 plundered graves. In the center is a pile of skulls. Hidden in the pile is a **patient ghoul** lying in wait (the sound of its coarse tongue against bones can heard), springing forth if the pile is disturbed.

When the party is moving down, **suspicious PETRARKE**, great great granddaughter of LARES, appears with **3 Warriors** from area #1 in order to stop the disturbance of her ancestor's grave.

#5 Second sub-crypt

Der are 40 graves in the room (use table from area #2). **3 distracted cannibal cultists** are here emptying graves for their corpses. Every bit of bone and body part is stored in sacks.

Great Great grandfather POSTATIUS' grave is here. If his bones are returned, he will find rest. The following night he will appear in a dream revealing the location of treasure hidden in a *One Page Dungeon*.

#6 Third sub-crypt

The air is cold, and rime appears on metal surfaces. Your breath is visible. There are 40 untouched graves in the room (use the table above), but if 18-20 is rolled a **Shadow** appears and attacks.

Using necromantic magic here will animate **1d6 corpses** hungering for the sweet, sweet taste of the living.



Bad Frog Bargain

By Nate Treme

Sigwin, a minor Elfland lord, promised to make the frogling **Tobbit** mayor of **Burdelen** in exchange for his first born child. Since becoming mayor and having a son, Tobbit has banned any elves or other fae creatures from entering Burdelen. Sigwin is determined to collect his payment and raise a frog child as his own in Elfland. He has cursed the town's water source, the **Ancient Well**, causing a 1 in 6 chance of mutating anyone who drinks from it. He has also summoned a magic dark cloud over the town that rains dangerous things once per day. He has sent a letter to Tobbit stating that the curses will stop if he drops the child into the well after walking around it widdershins, or counter clockwise. (This opens a portal to Elfland)

Since becoming mayor 2 years ago, Tobbit has spread rumors about fae creatures trying to steal babies and has fomented a strong anti-fae sentiment in the town. He eventually banned all faeriekind from Burdelen. His wife **Morva** has been mutated and is on forced bedrest. He hasn't told anyone about his deal with Sigwin. If confronted by the PCs about it, he will offer them gold and a town festival in their honor if they solve his problem.

Sigwin camps on a hill overlooking the town. Four trees around his tent are really **Bark Golems**. He offers a bag of ancient faerie coins and a silver **Faerie Bell** to anyone who delivers the baby frog to him. He will offer to put a glamour on any fae creatures so they appear as humans unless closely inspected.

Once per day, roll to see what weird rain falls upon the town.

D6 Dark Cloud Rain

1. Sharp finned fish
2. Fat rabid rats
3. Poisonous snakes
4. Rabid porcupines
5. Leaf fletched arrows
6. Large vicious leeches

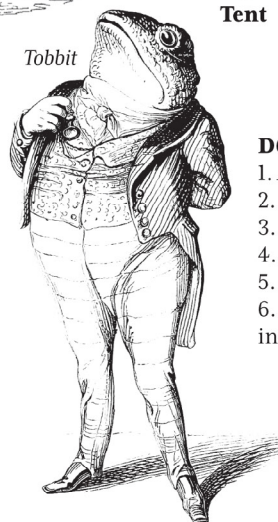
Faerie Bell

User selects one target within sight. For the next d8 days, no matter the distance, the target can always hear the bell when it rings.

Sigwin



Tobbit



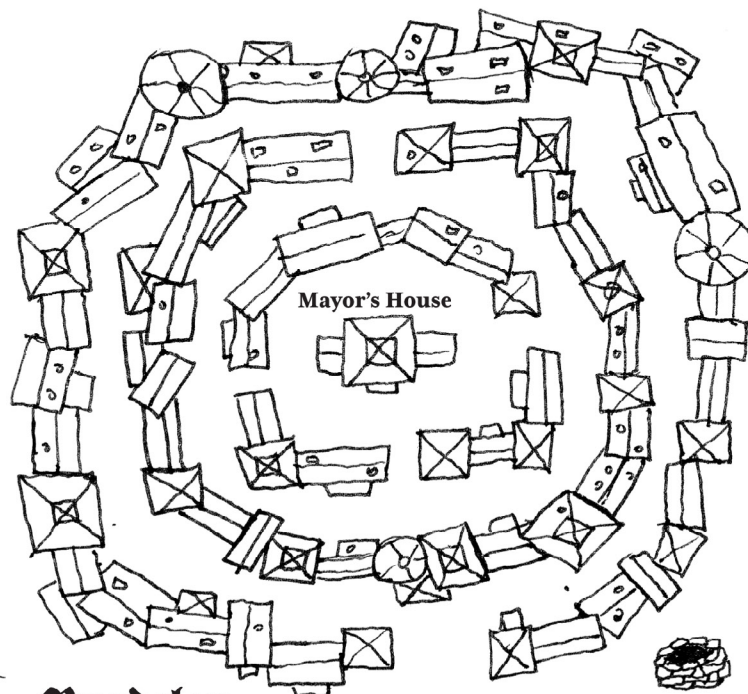
2d4 Town Encounters

2. A Frogling bringing in 5 barrels of well water on a cart drawn by a giant boar.
3. 2d4 Young Toads looking for outsiders to rob, call it Stranger Tax.
4. 1d6 Paranoid townsfolk wary of strangers.
5. 2d4 Suspicious Frog Guards looking for elves.
6. 2 Froglings with a leashed badger hunting cloud vermin.
7. Elf tourist in elaborate goatman costume. Will accuse players of elf sympathy to keep suspicions off their self.
8. Frog Priest offering to cure curses for \$5. 50% chance of reverting mutations, also removes any glamours or magic effects.

Sigwin's Tent



Burdelen



Ancient Well

D6 Well Water Mutations

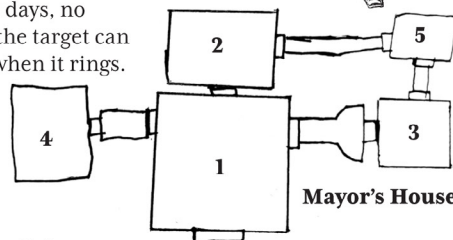
1. Arm turns to tentacle
2. Mouth turns to beak (or to lips if already beak)
3. Eye stalks grow out of head.
4. Hand turns to crab claw
5. Legs meld into single leg with large foot.
6. Teeth fall out and tongue grows too long to fit in mouth.

2d6 Building Types

1. Home (locked)
2. Church
3. Blacksmith
4. Candlemaker
5. Grocer
6. Home (abandoned)
7. Home (locked)
8. Home (unlocked)
9. General Store
10. Weaver
11. Guard Barracks
12. Stable

Mayor's House

1. **Parlor:** 1 Toad Butler screening visitors. 1 Guard at door to office. Large painting of frogs in armor fighting turtle dragon. Glass chandelier.
2. **Mayor's Office:** Stressed Tobbit sits at messy desk. Has flintlock pistol under desk. Valuable book on faerie pacts in desk drawer. Door to Room 5 hidden behind bookshelf.
3. **Nursery:** Two guards stand in hall outside door. Frog Nanny tends to Tobbit's son, Baby Gulbert. Enchanted mobile of fae creatures over crib puts anyone who stares at it for over a minute to sleep. Door to secret room hidden behind pastoral tapestry.
4. **Bedroom:** 1 Guard in hall outside door. Morva is restrained in bed. She has a beak and her arms are tentacles. She is overcome with rage. Her only thought is to get to her baby and kill anyone in her way.
5. **Hidden Room:** Old documents and heirlooms. A ruby hilted saber. A tricorne hat with phoenix feather. Scrimshaw pipe. Letter from Sigwin detailing the deal and curses.



Mayor's House



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The Titan's Sieve

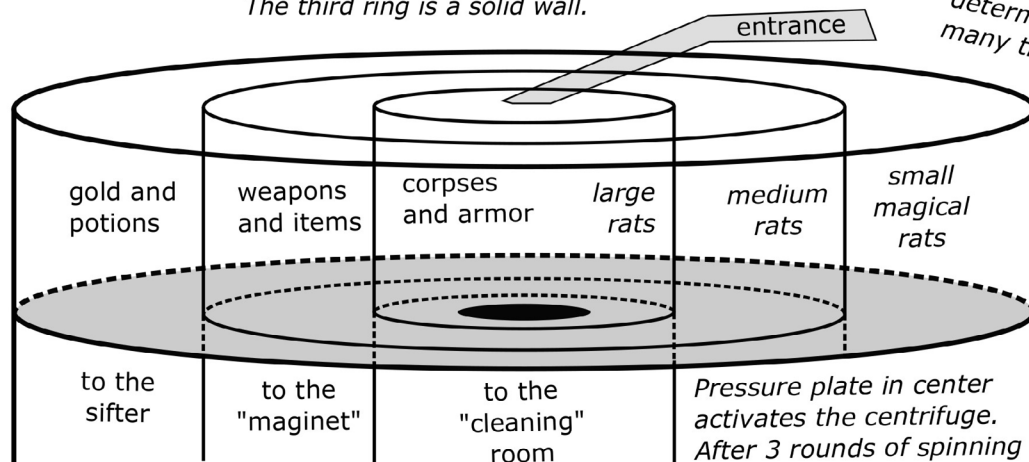
by Nathan (@natescottjones) and Karis Jones (@karis_m_jones)
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You groan, open your eyes, and witness the carnage of a thousand of your fellow warriors who have fallen to the great Titan. As you struggle to rise, a colossal hand sweeps the carnage of 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



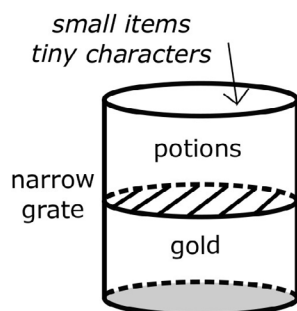
when a magical
 rat is hit, roll 1d4
 1. changes color
 2. fangs grow
 3. explodes
 4. duplicates

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...

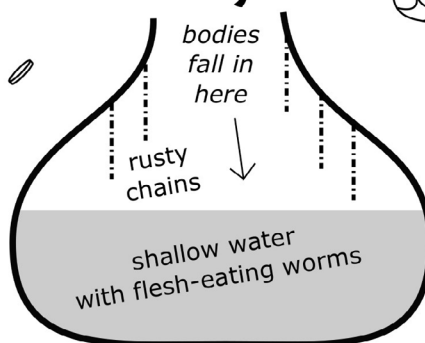
The Sifter



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 |

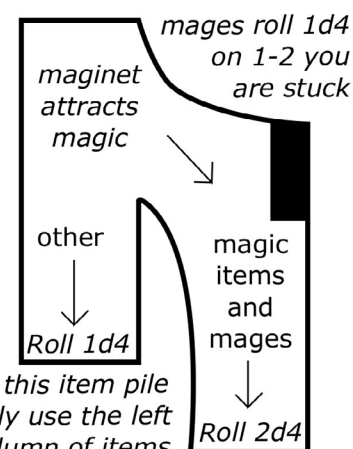
The cleaning Room



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

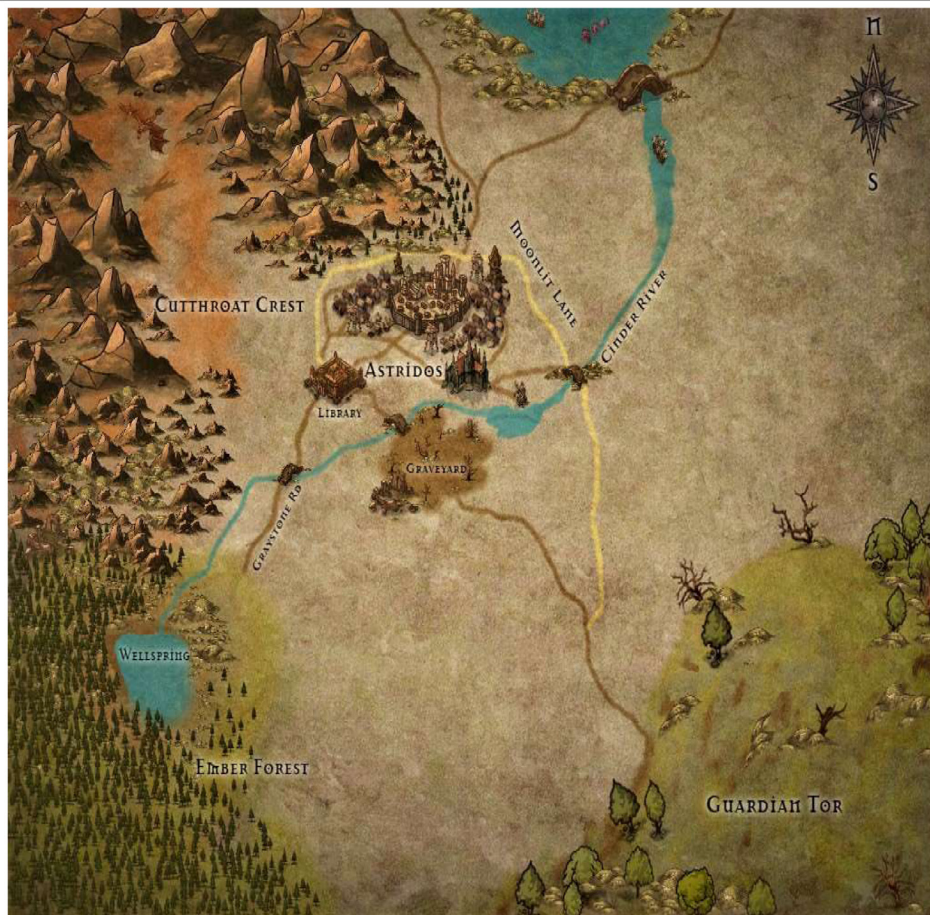
The Titan's Ear

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



The Lanterns of Astridos By Nikita Lehman

Adventurers, I beg of you to light the long-dormant Lanterns of Astridos. The streets of our town have gone dark, and with it, dark creatures roam freely and attack our citizens. Perhaps begin at the Wellspring, and follow the path to Guardian Tor until all 12 are lit.



Summary: All manner of dark creatures have taken up residence in Astridos. Mayor Gormdal and the priests in the town citadel believe that relighting the lasting Lanterns of Astridos will drive the monsters away so that the citizens may live in peace. The flames abated decades ago, and though no one knows why, the town took no action because they now use magical orbs to light the noble areas of the town.

Wandering Monsters: Shadow mastiffs, ghouls, and Nightwalkers are said to reside around the Wellspring and Ember Forest. Graystone Rd. is frequented by **undead**, **zombies**, and **shadow** creatures of all kinds. The town library is said to drive people mad, and most would not dare enter it anymore. Reports of undead **goblins** aren't as worrisome as the strange "accidents" that have happened to the dozens of diligent adventurers who decided to try test their luck. The town graveyard is overrun with undead. The ruins to the southwest are said to house a **necromancer**. Moonlit Lane is brightly decorated, and most monsters avoid the area. Snake-oil salesmen are more likely to bother adventurers. The base of Guardian Tor is littered with **wraiths** and small corrupt creatures. No one has successfully scaled Tor and returned to tell of what creatures lie beyond the first 100ft.

Level: This adventure can be modified for any level, but the Lanterns of Astridos quest was made with levels 5 through 10 in mind.

Wellspring: 3 ghouls are hovering over the water. In the center of the Wellspring, a worn-metal frame encircles an empty chamber with a post driven into the ground 5ft below. The citizens of Astridos are convinced that a Nightwalker resides in the Ember Forest to the west. **Treasure:** a platinum ring with the inscription "surrounded by darkness, invite the monsters into the light." The wearer can cast *Light* 3x/day.

Ember Forest: This dense forest can lead to Guardian Tor, but there are no lanterns here, only devilish dogs.

Graystone Rd: Along this long road, there are 4 lanterns that must be lit. Be wary, there are many reports of shadow creatures frequenting the area. **Treasure:** A man's wagon has broken down. If the PCs help, he offers them food, wine, and a few gold pieces.

Library: The road ends at the Astridos Library. The courtyard contains 4 lanterns, but a puzzle must be solved before a flame can be lit in the area. No fire spells work here. To get to the courtyard, PCs must pass through the now-haunted library first. **Puzzle:** 4 stone plagues, each adorned with a magical rune, must be placed at the base of the corresponding lantern. If not placed correctly, a trap could be set off. **Treasure:** Various magical tomes, one inlaid with a small silver dragon head and trimmed in electrum. A cursed ring rests on a bookshelf.

Graveyard: No lanterns here, but it is a quicker route to Guardian Tor than Moonlit Lane. The cost may be greater, however. **Treasure:** A bag of Tricks is halfway falling out of a large hole in one of the dead trees.

Moonlit Lane: Okay, so you're a sissy. This road is well-lit with various magical orbs and is relatively free of monsters. A late-night merchant is desperate to make a sale...

Cutthroat Crest: Wyverns and juvenile dragons can be spotted along the roads to the east of here, but the further back one ventures, the bigger the dragons become. **Treasure?** A plethora, but do you want to steal from a dragon?

Guardian Tor: Along the path up this 700ft-high hill, the final 3 torches await. Wraiths are said to roam the shallow hillside and who knows what lurks further up. **Treasure:** At the peak, a Sword of Inner Fire leans against a tree. This sword can be absorbed into the body of the wielder as a swift action and called back to hand with another swift action. The sword gives her a +5 deflection bonus to AC, a +2 luck bonus to saves, and causes her eyes to burn with flame. At mythic levels, it bypasses fire resistance and fire immunity, and emits an aura that damages non-living foes.

Cinder River: This river must be crossed at least twice to light all the lanterns. The crossing at Graystone is relatively safe, but the occasional wyvern ventures here. The Moonlit Lane crossing is far more dangerous, with the bridge partially collapsed and frail.

Success: If the PCs light all the lanterns, the monsters flee Astridos and Mayor Gormdal rewards them with 5,000 gold each. Each player also receives a +2 weapon at the GM's discretion.

Failure: Don't get ghoul fever.

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Olobosk - The Forgotten Abbey

The crumbling ruins of an ancient temple lurk in the distance. Heavy black clouds hang ominously above, bathing you in an unnatural darkness. The decrepit stone leers at you as you approach, warning you to turn back now. Dare you tread the hallowed grounds of...



The Forgotten Abbey



Encounters Time

A Procedural Dungeon Generator by Olobosk

Rooms Treasures

This dungeon is procedurally generated using a standard 52 card deck:

1. Add the listed ♠ and ♣ from the below tables to 3 decks:
The Courtyards | The Sanctum | The Undercroft
2. Randomly deal the indicated number of ♥ and ♦ to each deck.
3. Shuffle each of the 3 decks and place them along the right edge.

When moving into a new room, draw a card from that area's deck.

If it's a ♣, describe that room from the table below.

If it's a ♠, describe that encounter from the table below.

If it's a ♦, put it into your hand, draw again.

If it's a ♥, put it into your hand, draw again.

The Courtyards

Start here. Collapsing walls divide these cracked flagstone ruins. A locked door in the Parlour leads into the Sanctum.

♦x3 ♥x6

2♠ Atmosphere, d3 - (1) The clatter of collapsing stonework echos about the chamber. (2) Murmurs and whispers linger in the air. (3) Shadows shift in the corners of the room.

3♠ d4 Grave Robber Ghouls - Half-decomposed corpses of previous tomb robbers, they shamle after anything that looks valuable. They attack with clumsy fists and rusty weapons.

4♠ d8 Skeletal Habit - Tattered robes hide undead skeletons of several monks, hoods pulled up and faces in shadow. Their skeletal frames walk the courtyards, parodying their routines in life.

5♠ d3 Possessed Grotesques - Bestial figures of carved stone, clamber down from the surrounding masonry. Ghostly flames burn in their eyes. Fierce guardians, they attack with stony claws.

2♣ Graveyard - All that remains are weathered gravestones and overgrown weeds. If investigated, one character will find a distant ancestor buried here along with a valuable family heirloom.

3♣ Cloister - Stunted arches jut from pillars of rubble down a long corridor. Few pieces of the ceiling remain, most of it sits in crumpled heaps littering the cobbles underfoot.

4♣ Narthex - An echoing antechamber. A partially collapsed staircase leads up to an unstable belfry, huge brass bell intact. Rotten doors hang from great hinges on what was once an entrance.

5♣ Parlour - Shredded velvets and satins upholster what is left of the wrecked furniture. The guestbook lists the last visitor d100 x10 years ago. Signing it brings a character luck on thier next action.

The Sanctum

These dark rooms are separated by creaky wooden doors. A trapdoor in the Infirmary leads down into the Undercroft.

♦x4 ♥x4

6♠ Atmosphere, d3 - (1) Faint gregorian chant reverberates through the ghostly halls. (2) Scratching and scraping noises come from the walls. (3) The sudden thud of a door slamming shut.

7♠ Matron - A bright white cornette drifts slowly onto a random character's head. They become possessed by the Matron. She will scathe the characters for being out of bed, and try to herd them back.

8♠ The Almoner - A friendly faced wraith floats by bearing gifts of rotten food and dusty clothes. They insist on donating to any visitors and get quite irate should they be rejected.

9♠ 2d4 Ash Ghosts - Rising from long dead fires, ash ghosts are specters of swirling soot. They choke their victims with lungfuls of dust, and pummel them with the surrounding debris.

10♠ The Weeping Choir - A wailing, song-like cry accompanies this group of floating specters as they drift through the Abbey. This beautifully terrifying music slowly drains the living of happiness.

6♣ Calefactory - An enormous carved stone hearth dominates this dilapidated chamber. On entry the dusty timbers erupt into ethereal fire, bright blue and white flames that freeze instead of burn.

7♣ Refectory - Rows of ramshackle tables and chairs, peppered with discarded plates and cutlery. A long decayed pantry in the kitchen contains an ancient recipe book of herbal remedies. 5 in 6 work.

8♣ Dormitory - A corridor of small, simple chambers fallen into disrepair. Each contains a simple grimy bed, a flaky prayer matt and a tome of short orisons that, when spoken aloud, draw nearby spirits.

9♣ Infirmary - An arcade of cubicles separated by flimsy wooden partitions. Ragged curtains hang in the archways concealing fragile cots and cabinets of various long spoiled medicines.

10♣ Scriptorium - Collapsing bookcases hold rolls upon rolls of scrolls detailing the long and dull history of the religious order that once lived here. A thorough search will reveal a divine spell scroll.

The Undercroft

Rusty iron gates lead to cramped corridors that snake between these underground chambers.

♦x6 ♥x3

J♠ Atmosphere, d3 - (1) Ghostly hands grab and shove characters about. (2) A gust of screams shoots through the group, blowing out torches. (3) Trapped souls wail hopelessly for help.

Q♠ The Abbess - A Litch with dominion over the Forgotten Abbey. She refuses to let her order die, so while she remains, the souls here are trapped. She resurrects a random ♠ if threatened.

K♠ Father Al'Dea - A priestly wight who's ghostly chants echo ominously as he wanders. He will attempt to purge any invaders from these sacred halls with holy words and ethereal fire.

A♠ d6 Mummified Saints - Shrivelled zombies dressed in filthy vestments and wielding elaborate crosiers. Stumbling towards intruders, they spit curses that blind, mute and paralyse.

J♣ Crypt - Vaulted ceilings and low archways make the crypts feel claustrophobic. Alcoves hide erupted sarcophagi containing valuable artefacts. Once coveted items, taking them will anger the dead.

Q♣ Presbytery - This room is decorated floor to ceiling with murals. They depict a ritual for becoming a lich by entrapping hundreds of souls. The very ritual performed by the Abbess herself.

K♣ Chapter House - A towering, pristine chamber. A single fluted pillar rises into a fan vaulted ceiling. Speech reverberates so powerfully here, that it acts as the spell Command on the living.

A♣ Cellar, d3 - (1) Barrels of ale (2) Shelves of cheeses (3) Jars of preserves stack in dark caverns. There is a 2 in 6 chance that any recovered item is still preserved, otherwise it is poisonous.

Find more at tigourandreverie.blogspot.co.uk

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Place Courtyards Deck Here

Place Sanctum Deck Here

Place Undercroft Deck Here

As you play, lay the ♣ face up on the table like a map. Whenever players return to a room, choose to search or otherwise do something time consuming, draw a card from the current area's deck. Ignore any ♣ and keep drawing until you find a ♥, ♦ or ♠. Return any ♣ to its deck, and reshuffle it.

The Abbey is a maze of ever shifting architecture infested with undead that resurrect indefinitely. After an encounter, or a successful search, have a player draw a card from your hand. If it's a ♦, they find a treasure amidst the ruins, listed to the right. If it's a ♥, place it face up on the table. If at any point the ♥ values total over 21 by Blackjack rules, then reshuffle all cards (not including the current room or acquired ♦) and repeat the setup.

2♦ Mummified Hand - d4/day possess another's hand for a minute.

3♦ Undead Mask - A leathery mask of skin, the wearer appears undead.

4♦ Ghouls Teeth - Caltrops, save vs. poison or flesh rots.

5♦ Prayer Beads - Carved into skulls. 1/day Command d4 random undead.

6♦ Symbol of Turning - 1/day turn d6 random nearby undead.

7♦ Cursed Incense - Burning it smells of death, attracts nearby undead.

8♦ Jar of Ectoplasm - Objects coated with this can touch the incorporeal.

9♦ Ghost Glass - When looked through, reveals the invisible.

10♦ Spectral Bracers - Hands of the wearer become ethereal.

J♦ Undead Flowers - When they are planted on a grave, it raises the corpse.

Q♦ Bone Wand - 2d4/day fuse bones.

K♦ Ring of Zombie Appetite - Wearer can only eat rotting flesh.

A♦ Abbesses' Phylactery - A puzzlebox, re-configures when the decks reset.



THE MAD MAN'S MIND BY PAIGE ALLAN, DARCY BLACK, AND SEBASTIAN SHARMA

PLACES- D8

1; Loss; This room is an empty expanse, dark and plain, with only a window that shows what Red is seeing through a foggy lens.
2; Anger; This room is hardly a room- it more closely resembles an entire enraged town, rioting and protesting in the streets.
3; Paranoia; The characters appear in a sunlit pathway. Everything is calm. But, as they stand there, they realise that there is no life in this place, save for them and the plants. And that though there is no wind, there is movement behind the bushes.
4; Delirium; This room is an exact replica of Red's old favourite bar, with dim lighting, a old piano in the corner, and old creaky barstools. It is lively and filled with people.

5; Excitement; This room is the old carnival and travelling circus from Red's hometown. Animals and stunt artists fly around in a beautiful display. Games and snack stands surround everyone.
6; Hope; Mud smeared windows allow only dim light into this new room: a greenhouse. Wilted flowers and brittle shrubs peek out from half-shattered flower pots, and shards of pottery and dirt are smudged across the floor.

7; Passion; Slashed canvases and spilled paint coat the creaking wooden floors of this new room: an art studio. It looks like someone or something destroyed every piece of art in here, then left. Even after all this time, the room still smells of fresh paint.
8; Dreams; This space resembles a beautiful art gallery, filled with Red's paintings. People pensively stroll, taking in his art.

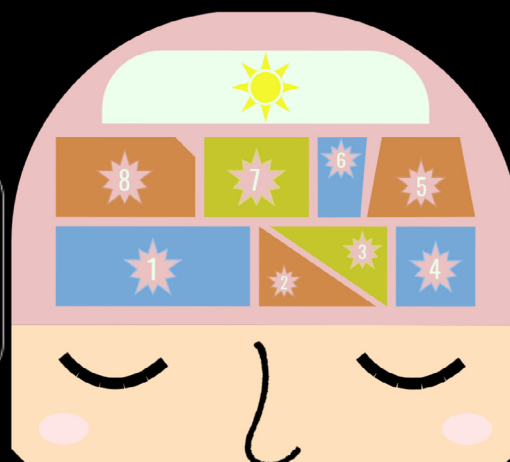
NPC TABLE-

Amily Aarons; Found in the Anger room, Amily is an old activist that often butted heads with Red in his workplace.
Kevin King; Found in the Paranoia room, Kevin is a terrible past boss of Red's.
John Jenkins; John was the bartender at Red's favourite club, and at the eerily similar copy in the Delirium room.
Suzie Smith; Found in the Excitement room, Suzie works as a long forgotten carnival ringleader from Red's childhood.
Henry Hughes; Found in the Passion room, Mr. Hughes taught Red's childhood art class, a dream that he can no longer reach.
Lucy Love- Found in the Dreams room, Lucy Love is an avid admirer of Red's artwork. However, while she loves the art, she cannot stand the man himself.



GAMEPLAY-

- > Each player plays as a creative version of Red, inspired by his multiple personality disorder. - each should be a spellcasting class.
- > Travel; 'Mood swings' can cause the party to move from room to room. Roll a D8 to move rooms.



ENEMY TABLE- D6

1. Angry rioter (easy)- A fierce-looking woman shakes her fists at the characters, promising that they'll burn in Hell.
2. Corrupted hound (medium)- A mangy black dog bares its teeth and snarls threateningly.
3. Bar brawler (easy)- A burly man with a shaggy beard lurches around the space, yelling drunkenly at the players.
4. Clown (hard)- A clown cackles maniacally at the players, bright red lips and glaringly white cheeks contorting as he snickers.
5. Poisonous plant (easy)- A bright purple flower speckled with orange and yellow spots waves gently in the breeze, a sweet scent flowing from it to the players.
6. Bats (medium)- The sound of flapping wings fills the players ears as a shifting black cloud of bats rounds the corner.



FINAL BATTLE-

Players must fight an embodiment of Red's psychosis chosen by the GM
Battle space is unlabeled (top of map.) It is a spacious, dark void.



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Trial of the Lamp

There's a legend that somewhere worthy adventurers and weird beings can find a special tavern in which incredible desires can be granted and this variegated attendance can watch a wondrous show that is staged from time to time, when a worthy adventurer group accept to participate in this trial, and possibly win a treasure map that will lead to a mountain of gold.

The tavern is built in the very inside of a Marid lamp, which is also his host. He made this tavern in the centuries for a purpose: to gain freedom from a curse, as he'll be set free only when the treasure, in which this lamp is the most prized item, will be all spent by those who will find it, but since the gold is now buried in an ancient, forgotten city in the desert, the curse will never set him free. Osum-Ac, that's the name of the djinn, has only a luck: in the centuries, the curse has faded a bit and he was able to snatch some of his power back, which with he built the tavern and gained possession of a big emerald that he can use to scry everywhere and everyone he knows the location or the name of. To enter the tavern one must first find it, as a servant of the genie moves around in the city, a duplicate of the lamp that works as a portal: the servant is in contact with his master and the genie will grant access to adventurers if they ask for, and among the guests of the tavern there are many weird creatures often, like demons, drows, even maybe a dragon polymorphed in a humanoid.

The trial is a series of tests for a group of adventurers set up in the lower level of the tavern, which can be seen from a large room resembling an arena at the first floor; the structure has three levels: ground level contains storage areas and the trial rooms, first floor contains the tavern, some leisure and the arena room for looking at the trial, and second floor has some rooms for customers and a wondrous harem with female creatures coming from all over the realms.

1) Osum-Ac room, the secret door holds a large treasure and the scrying gem, an orange size emerald, and a bonsai tree which is tied to the driad he holds inside the harem.

2) The fabulous harem. Among the other female creatures, the genie trapped here three special ones, which are very prized: a succubus, a dryad and even a medusae, the latter can be met only after the genie, which is immune to the monster stare, casts a blind spell on the guest, and remove it after the service is paid.

3) Tavern salon.

4) Kitchen

5)arder

6) Guests rooms

7) Bathroom

8) Scrying arena: here Osum-Ac reunites all his guests every time the trial is started. He uses the scrying gem to project on a smoke curtain in the middle of the room, images from the trial: a high ticket is charged for this show.

9) Gambling and shows room

10) Entrance portal

11) Trial start room: when the pc's enters here they hear a Hatif, a voice from nowhere, speaking to them "Here starts your trial, a travel into the desert sands for the wise and brave adventurers; the trial may prove mortal for you all, do not dare to cheat, you cannot. The trials are those of flesh, of water, of fire and of air". The one-way door then opens, and when the last character gets through, it closes again and cannot be opened or broken.

12) Trial of flesh. This room has a step on a corner with a large, rich bed on it. On the bed is lying an incredibly beautiful woman, dressed with semitransparent veils, tied to a long, heavy chain that

is long enough for her to reach the exit door, she also wears a golden necklace with a key to open the exit door. A small smoke table sits on a corner with food, kefir and an incense burner on it. The woman will try to convince the group to leave the youngest member in the room to let her indulge in the pleasures of the flesh, or eventually with informations about the next test. The woman is a ghoul: if the character is left with her, he will transform and eat him; if the group promises to leave the character behind, said character won't be able to get through the door as a magical barrier will prevent it. The woman seems uncomfortable everytime someone gets near to the table, and eventually, the ghoul will reveal himself: she cannot be killed by normal means and only a single strike that will reduce her to 0 hp exactly will kill her, or anyone can light the incense and the ghoul will fade in the smoke, leaving the key behind.

13) Trial of water. A chest full of gold, a fountain of water and a big scale stays in this room. There's a cup on the small fountain and another Hatif speaks "you need to give a measure of water and a measure of gold to keep traveling. Pc's must fill the cup and pose it on one scale plate, on the other they must put all the gold from the chest, and the door will open.

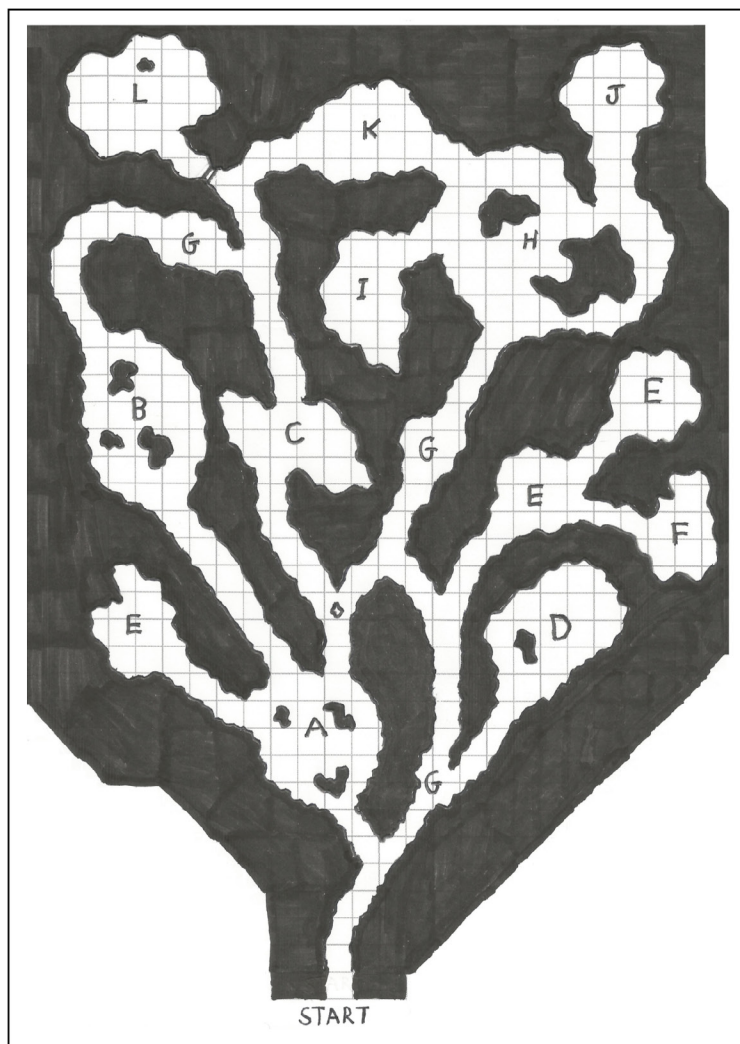
14) Trial of fire: the corridors here have their floors made out of a fiery metal grate, they will damage heavily anyone stepping on them, enough to kill everyone at the end of the first span of the corridor. There's a sundial on the wall, which pc's can rotate, and a Hatif says, this time "do not travel under the sun". If the players make a full rotation of the sundial, the roof will transform itself into a starry night and the grids will turn off. There may be other means of traveling there but any magical one will be dispelled; another way to travel in the corridor may be the use of the water in the previous room, but only the one on the scale plate.

15) Trial of air: a Hatif says "trust not the vanishing visions". There are two doors in this room: the nearer one has mosaics and looks very rich, the other one seems old and decaying, in front of the first there's normal floor, and the other has a pit full of scorpions and snakes, with only a small beam to get toward it. In fact the pit is real, but extends in front of the rich door too, except an illusion shows it as normal floor. Getting on the other side, will make the players gain an exit no matter the door chosen.

16) The last room is not a trial per se: another Hatif will say "Eat and drink, your travel is ended, but do not light anything here, because the Ifrits are made from a smokeless fire; trust me and do not offend my hospitality". There's a table with a banquet inside the room, but all is poorly lit. It's possible to eat everything here, but every pc must eat or drink something, even a bit, to open the last door. Lighting any fire here, even a candle or a torch, will spawn indeed an Ifrit.

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A – Entrance Cave. A number of rats occupy this cave, picking at a few bones that litter the ground. At the back of this cave are 3 passages. The passage to the right branches off into two further passages. At this branch sits a Roper, disguised as a stalagmite. Around the “stalagmite” are the skeletons of 2 goblins and a wolf.

B – Web Cave. This cave is filled with webs. In the webs are corpses of adventurers. They have various pieces of equipment, maybe even pouches of gold. If the webs are disturbed, a giant spider descends from the cave roof and attacks.

C – Wolf Kennel. 5 trained wolves are here.

D – Giant Rat Nest. 3 giant rats live here.

E – Cavern E is always an empty cavern. The size of the caverns and the number of passages leading away are variable, as shown on the Dungeon Master’s map.

F – Cages. Tied to rocks and a pulley system, are 5 cages. 3 are suspended 20 ft. in the air. In the first cage is the former goblin leader; Nibolg. He will help the party if they agree to restore him to leadership. The other 2 cages hold human corpses.

G – At the points marked G are Goblin guard posts. There is a small fire, with 3 goblins standing nearby.

H – Goblin Cavern. This is the goblins living area. 10 goblins are currently here. Each has 5 cp on them.

I – Kitchen and Larder. The kitchen area is where food is prepared by a goblin cook and his 2 assistants. The south part of the cavern is colder, acting as a larder where meat hangs from hooks hammered into the ceiling.

J – Junk Pile. A massive pile of garbage sits here.

K – Goblin Throne Room. Ugluk the Orc sits on a raised wooden throne, guarded by 5 goblins. He has a key to area L around his neck.

L – Treasure Room. The door is locked. An ogre chained to a rock guards this room, although he will become distracted if meat is thrown to the far side of the room. A treasure chest contains 600 gp.

Twisting Cavern by Paul Penna

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Background – Five years ago the Goblin Nailbiter Clan were driven out of the mountains by savage Orc war bands. This led them to occupy a cavern near Docktown.

Since then the populace of Docktown have tried to manage the problem themselves, but when their militia engaged the Goblin forces, they discovered that the Goblins were led by a savage Orc.

Ugluk was shunned by his people for worshipping forbidden Gods, and after wandering for a number of years, found a home with the Goblins.

But becoming the Goblins champion was not enough for Ugluk, and he has now usurped the position of leader, ruling the Goblins himself.

The major of Docktown is offering a 500 gp to any adventurers that can rid the town of the threat.

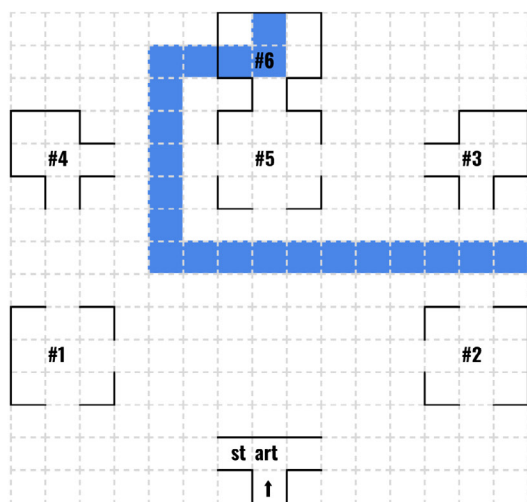
The Goblin raiders are easily tracked back to their lair at the edge of the mountains.



THE RANDOM DRAGON HOARD

BY PHILIPP HAJEK

Lower level PCs might have fallen through a hole, have been captured by the dragon's underlings or otherwise want to flee the labyrinth. Mid level PCs might want to steal an important item from the dragon's lair, whilst remaining unseen by the dragon. Higher level PCs will likely want to free the land from the dragon. You could spin a whole campaign around the PCs retrieving e.g. magic gems for a ritual that can stop the demon hordes, or cure the disease which has befallen the elven king, or the capital, or ...



PLACING MONSTERS

Depending on which dragon lair the party is invading different monsters appear. There are four categories of monsters. (1) dragon, (1d4) sentinels, (1d8) followers, and kobolds (as many as you like).

When the game seems to slow down throw followers and kobolds at the players. The sentinels (#5) guard the entrance to the dragon's lair(#6). Note that the dragon doesn't allow creatures in the labyrinth to carry treasure, it's all in his/her hoard.

- The white dragon's sentinels are yetis and its followers are ice mephits.
- The green dragon's sentinels are yuan-ti and its followers are vine blights.
- The black dragon's sentinels are phase spiders and its followers are lizardfolk.
- The red dragon's sentinels are hellhounds and its followers are hobgoblins.

NPCs, TREASURE AND RIDDLES

Place them between room #1 to #4.

- 1) Cells or stakes for prisoners/food.
- 2) The ghost of a former denizen or adventurer. He can guide the party once his body is laid to rest. A fortune teller, druid or shaman who wants to either cure the land or is in league with the dragon.
- 3) A dais with strange writings drawn on the floor. If solved a secret shortcut appears.
- 4) Give players items they need magical and mundane. They are however frozen in ice/secured by an ancient trap/in the clutches of a bog body/guarded by a fire elemental of the forge.

CREATING THE LABYRINTH

roll 1d4:

- 1) up/down
- 2) left/right
- 3) intersection
- 4) room with 1d4 exits

(if you'd run off the border it's a dead end; place traps and secret doors as you see fit!)

THE LAIRS

- ★ The white's lair is an ice cavern. The labyrinth's walls are made of ice or snow and icicles hang from the ceiling. The river is frozen and easy to break through. Everything is made out of ice, bone or pelts. In some parts the ice is so clear you can see through.
- ★ The green's lair is a jungle thicket. The labyrinth hedges have thorns and giant trees veil the area in shadow. The river is a raging stream with lianas hanging from surrounding trees. Everything is made of wood or stones from ancient ruins. Poison is a common threat.
- ★ The black's lair is a crumbling mansion in a moor. The labyrinth has neither walls nor ceiling but thick fog obscures the save paths. The river does not exist but will-o'-wisps occur in its area instead. Everything you would find in a creepy mansion. The moor lives.
- ★ The red's lair is a former dwarven stronghold. The labyrinth's walls and ceiling are made of stone. The river is bubbling lava with dwarven rocks from broken bridges that defy the heat. Everything is dwarven craftsmanship. There are lots of arrow slits.

THE DRAGONS

If you think the PCs are having a easy time chase the dragon after them to give them a shock. The dragon wont kill them (yet), its toying with them.

- ★ The white appears in draconic form. He/she uses its breath to block passages sealing the PCs in.
- ★ The green appears in either draconic or human form. Diving down from above or miss directing them away from its lair.
- ★ The black appears in either draconic or human form. Hiding and letting the PCs walk directly into him/her or warning them from "the creature" that lives in the mansion describing what it has done to previous adventurers in excruciating detail.
- ★ The red appears in draconic form. Chasing the PCs through corridors with its fiery breath.

THE KOBOLD TRIBES

The different kobold tribes have adapted to their environments by using available materials for their gear, dying their skin etc. Kobolds are also a great way to bring fun into these environments eg. icicle licking-/ trapped inside a giant snake-/bed sheet ghost-/dwarf beard wearing kobolds ...



Dungeon of the Mirror Wizard

A faint smell of death emanates from the old dungeon rumored to belong to the Mirror Wizard.

Pyry Qvick

1. A room filled with broken pieces of furniture. There is a small mirror on the floor. Locked door blocks your way. If one looks into the door's big keyhole they can reflecting surface inside.

There is a big key hanging on the wall. If the key is taken out, a small crack on the wall emits a faint beam of light in a straight line.

Trying to open the door with key causes venomous spiders to erupt from the keyhole. The door must be opened by reflectin the beam to the door's keyhole. Or perhaps strong hands can break the door.

2. A glass gargoyle stands tall at the center of the room. It stays still. Shelves full of utensils and rotten vegetables cover two walls. On the wall facing the gargoyle hangs a mirror on the wall. A keen eye can see tiny cracks running through the mirrors surface.

If you look at the gargoyles reflection in the mirror it attacks with fury. If the gargoyle is injured badly it jumps to the mirrors image to heal itself. By breaking the mirror, gargoyle comes out of the mirror, but covered in sharp glass shards.

If one breaks the mirror before looking at the gargoyles reflection they can resume safely.

3. Large dining room with huge mirror covering the wall. A dead wizards lies on the ground. One can see other travellers flickering in the mirror, but themselves with ease.

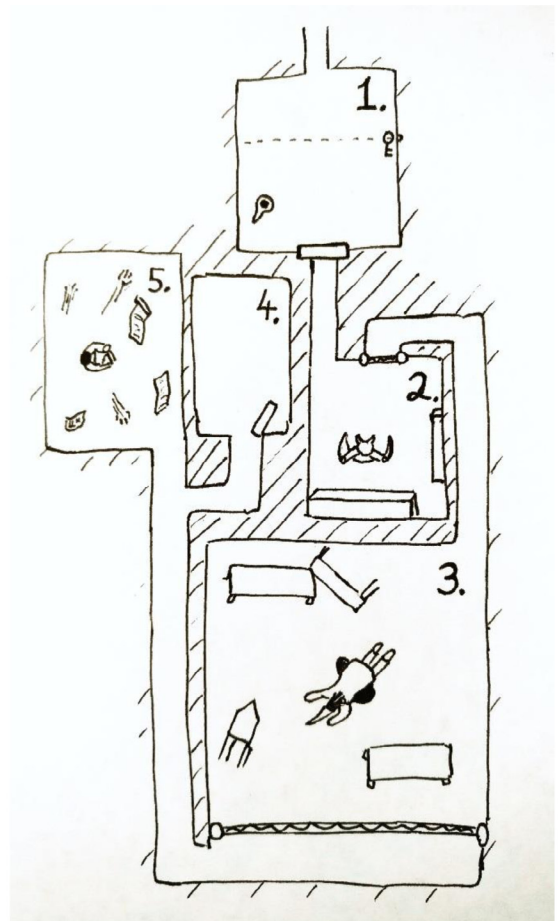
If one touches their reflection, that reflections comes to life as mindles evil version of the adventurer. It steps through the mirror and starts attacking.

Adventurers must walk through the mirror eyes closed.

4. An empty room filled with a faint smell of gold.

5. The room is filled with torn scrolls. A robber is skimming through them with bloody hands. Before her death the wizard cursed the robber to be haunted by disturbing illusions. Beside his basic attacks, the robber will use illusory spells from the scrolls.

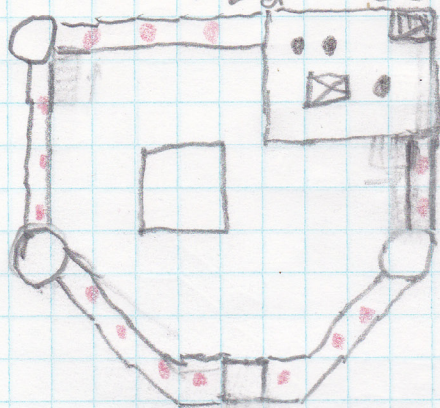
Few scrolls might be intact after the fight. From the robber you can find a small mirror frame. If that frame is brought to the empty room, it reveals gold on the floor that can be picked up through the frame.



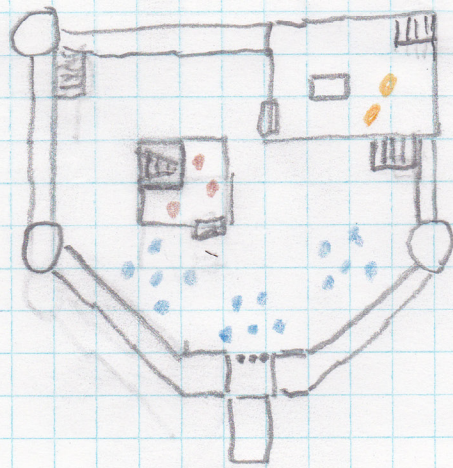
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Count Vlad's Castle (A.K.A. the Monster Mash)

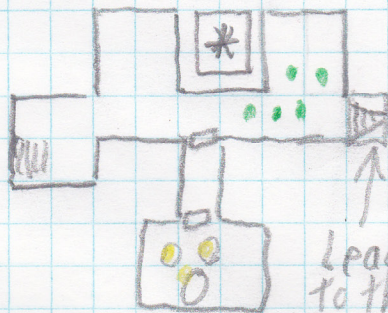
Ralph Glatt ralphglatt@yahoo.com



Top Level



Ground Level



Leads to the sea

- skeletons with bow and 12 arrows
- werebats

Count Vlad is a vampire who comes out at night.

There's a 1 in 6 chance

he'll be with the werebats and 2 in 6 chance to be with the flesh golems

- -flesh Golems guard stone to mud scroll
- -Zombies
- -Werewolves

If the Count is losing in combat or gets turned, he takes gaseous form and heads towards the room marked *. This room has small holes in 3 walls

- Figh men
- mummies have 1,000 gp, 3 gems scroll of passwall

* * hold Vlad's coffin, 2000 gp has 5000 sp silver diadem

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The Shadow Monastery

by richard fraser

set up

Turning, a ghostly monk, pleas for help from the adventurers to free them from evil and guides them into the shadow of the temple where they can constantly hear a bell ringing in the distance. Turing is tangible once they enter the shadow. **play up the bell**. Turing says you will have to fight me if you return.

exploration

After exploring the maze for the first time, **roll a d4** to find out which area they enter. Cross out the room rolled. When the characters explore the maze again, roll to find out where they exit skipping to the **next highest room**. If the players choose to **follow the sound of the bell** roll the d4, but only use the crossed out rooms.

monks

Each time they enter a room they encounter a low threat group of monks numbering the same as the **players +d4** monks have **half the hit die as the average level (AL)** of characters, **2 attacks a round**, and do **dAL damage (min 1)**



entrance

leads to the shadow monastery and the maze. Turing is here waiting to be freed. The second time players return he will attack. Turing has 3 attacks and a chance to stun unless the character hit makes a con save. Turing will be friendly after the fight and will stabilize characters that are knocked down.
crumbling walls, sandy ground, and real world



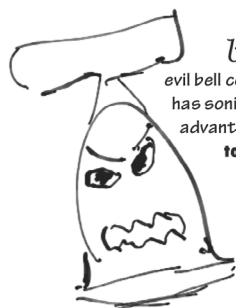
sparring ring

the ring is surrounded by lush carpets for spectators. The characters are challenged to a meele by the resident monks, a successful attack from a monk causes a creature hit to roll a dex save to stay in the ring and the fight. If all the monks are not slain, the characters will be challenged again.
carpets, hanging lights, and chalk



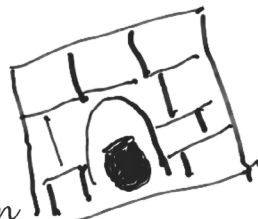
meeting room

monks hide and lie in wait behind the pulpit and in alcoves around the room. They will start the engagement with throwing weapons and move to melee
benches, candles, higher ground



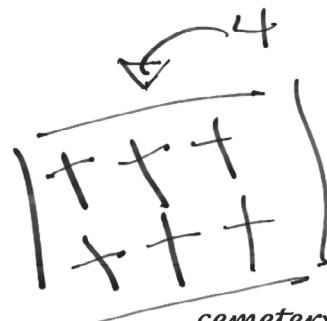
bell tower

evil bell construct (as clay golem) has sonic attack that gives disadvantage (or -5) on attacks.
tower, stairs, rope



kitchen

ghostly monks cook food for their fellows. Eating the food gives characters an advantage in the next combat.
Eternally burning fires, hot bread, boiling soup



cemetery

hands grasp from the ground holding characters that don't make a dex save every round
grasping hands, headstones, wooden crosses

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Pan's Passionate

Play

Now looking for starting level adventurers! Inquire within.

//written by:
Rodrigo Melchior and Roll 4 Tarrasque

//The Setup

Pan is a bored gnome lich, whose main source of entertainment is to watch weaker beings struggle against the inevitability of death. And so, he wrote a play and now invites adventurers to try their hands at it, in exchange for incredible rewards straight from the his fabulous treasury.

The Dungeon is the Stage itself: a magical 240x140 ft. structure that can create the most vivid (effectively real) illusions with the snap of a finger.

//How To Run It...

Once on stage, players are given the following instructions: "Play along with the crazy stuff that happens on stage. Don't break out of character! The show must go on no matter what happens!"

Pan may help or hinder adventurers depending on their **FAVOUR** (it represents the lich's enjoyment). Each player receives a **d6** to track it as they move along the path of the play. **All players start with 3 FAVOUR**, because **Pan** is bored and impatient to start.

- 1: You are ruining this!** **Pan** will actively make your life miserable.
- 2: Boring!** When rolling, do it twice and always take the worst result;
- 3: Meh.** Subtract a d4 from any roll;
- 4: Passable.** Add a d4 from any roll;
- 5: Really good!** When rolling, do it twice and always take the best result;
- 6: INCREDIBLE!** **Pan** will actually cheer for you! And also help you if you scream loud enough...

//The Play: Follow along its 3 acts up to the conclusion. After every act, players will be able to rest the equivalent of a day with special frothy refreshments offered by **Pan**.

//ACT I

AN ANCIENT CURSE UPON THE LAND! In a secluded hut, adventurers are offered a contract to rescue a princess in a tower far away. Problem is, it takes 4 rounds for someone to understand where to sign it. 3d6 skeletons come out of the ground every turn and attempt to stop players.

WOAH! AN ANCIENT BLACK DRAGON APPROACHES! On their journey, heroes come under attack from a Black Dragon (clearly 8 goblins in a poor costume). Pointing that out will summon an actual dragon. Goblins attempt to splash players with a bucket of acid. He will flee once half of the goblins die.

GOTTA RESCUE THE PRINCESS IN THE TOWER! She's made of fire and is in a bad mood, only agreeing to descend the 100ft. tall tower in the arms of a strong person.

//ACT II

A RIVAL APPEARS, ANOTHER SUITOR! He is a true god of beauty, master of arguments, skilled swordsman and willing to die for the princess. She's not against the idea.

THE OLD LADY WAS EXPECTING YOUR RETURN! With a force of 20 knights which rise from the audience. Apparently she needed the princess for a sacrifice. Surrender her or die.

THERE MUST HAVE BEEN A BETRAYAL! One of the adventurers is clearly working with the Old Lady! **Pan** demands one of them is chosen for summary execution. Refusing to do so rewards player with 1 **FAVOUR**, as the Lich appreciates loyalty.

//ACT III

ONTO THE OLD LADY'S CASTLE! Well, it's in the middle of a poisonous swamp and you have a dingy wood boat. It takes 8 rounds to get there but 20 Goblins will actively try to sabotage the boat.

WHAT A CONVENIENT BLACK DRAGON! The old pal arrives just in time. He is only doing his job and is willing to put the past behind with a good enough argument (or beating).

AN EPIC SHOWDOWN! You come upon the Old Lady in her chambers. She summoned an extremely angry demon, that looks like the mom of the character with the least favour. Upon victory the princess insists on marrying the player with the most favour. A kiss is necessary to seal the deal.

//Reactions

Everytime a player complains about the adventure and its fairness, roll on the table below:

- 1: WELL THEN HAVE A TASTE OF THIS!** 10 Lizardman armed with AK-47s rise from the crowd;
- 2: YOU DO NOT KNOW THE MEANING OF CHEESY!** A giant-sized cheese wheel rolls in from the dressing room;
- 3: THE BIG OL' SWITCHEROO!** Character swap bodies and character sheets;
- 4: SKEDADDLE SKIDOODLE, YOUR DICK IS NOW A NOODLE!** **Pan** casts Dick to Noodle on the player with the least **FAVOUR**;
- 5: DANCE DANCE DANCE!** Players must physically dance or get zapped by a disintegrating ray;
- 6: TREASURE HOARD!**
Wow, so much gold. You can take with you all you can eat. A normal person can eat 500GP without dying. The gold turns to ash once the play is over.

//Rewards

- ! Dick to Noodle spell scroll;
- ! Sword of Heroics: a magical sword that blasts loud obnoxious music when drawn, inspiring (or annoying) those near it;
- ! Wand of Wands: this wand shoots sharp wands;
- ! Tattoo Pocket: a tattoo that once made can store an item inside the extradimensional space in it;
- ! Batty Bat: attacking people with this bat causes their blood to become bloodsucking bats when exposed to air.

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YESTERDAY'S DUNGEON ... TOMORROW

Roger SG Sorolla 2019 * One Page Dungeon contest entry * License: <http://creativecommons.org/licenses/by-sa/3.0>

The cellars of the ruined Castle Hierdmain are described NOW for novice adventurers tracking a village's rustled sheep. Then months or years LATER, the now-expert heroes are called back: a crying child was heard near the castle ruins!

What they do NOW influences the dungeon in the future. For example, if the ceiling plug falls in 3, there's a new way in.

1. Steep, worn **steps**, **moss**-covered, lead down to a **doorway**.

NOW: A worm-pocked, loosely nailed oak **door** is in the way. It's barred on the inside. One can slide a blade between the planks to lift the bar, break it down, or just knock.

LATER: If the door was broken, the arch is open, the remnants cleared; otherwise, it is now painted with a red **symbol** ⇒ and the child, Belko, is hiding in the ruins of the castle nearby.

2. A low, **brick-lined** room; a strong wooden **door** leads on.

NOW: Six **grimalkin guards** (1; ashen runts with heads like shaved cats' and jag-edged pigstickers). Three are squabbling over a **wig**, three sleeping in salvaged **beds**. Hidden in the frame of each bed is a trunkload of copper pennies.

LATER, if door broken: Two **leucrottas** (5), hyena-badger monsters, lair here. One listens for noise, and mimics a child's cries, then drunken goblin songs, as a lure into ambush.

LATER, if door intact: Two **ogres** (4), and a **half-demon** fire wizard ogre wearing the wig as a goatee (6). They kidnapped Belko's shepherd parents, but he escaped. If the copper went unfound, the ogres smashed the beds for it, buying 3 gold rings (100 coins each) worn in the wizard's nose.

3. **Steps** go 4' down into a high, damp limestone **cave**.

NOW: A **stream** gurgles north through a **pool**. A closed, empty **coffin** leans on the west wall. **Cracks** in the north and south floor reach the ceiling. Treading on them causes a cave-in at that end (likely to kill novices, save for half damage). The pool hides a pit. Tread in the area beyond the pool, and a plug of ceiling falls, blocks the pit, and lets in daylight.

LATER, if south caved in: **Rubble** stops the stream, exposing the **pit**, 10' deep; a rusty box under 5' of water holds 4 ivory cameos of the lords and ladies in 6, each one 400 coins.

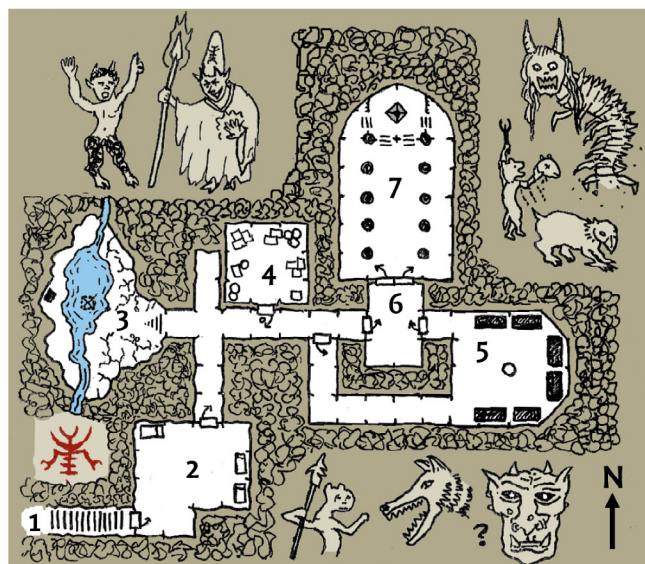
LATER, if north caved in: **Rubble** dams the stream. The room is **flooded** 4' deep, the hallways wet, patrolled by 5 giant cray-leeches (2). They have blood-sucking mouths and sharp, hamstringing pincers but fear salt.

4. **Crates** of rotten food, **barrels** of stale water, sheep **bones**.

NOW: **Rocks piled** on the outside door imprison Delph, a half-dead **satyr** (5). Dreams of the demon Psqualladir drew him here, but the grimalkins distrusted and beat him. He will lead the party to room 7 but betray them, hoping to free his Lady.

LATER, if Delph is killed: He is a sad wraith (6), haunting his death place, just wanting to give life-draining wraith hugs.

LATER, if Delph survives: He paces in room 6, giggling, afraid, now an evil priest of Psqualladir (6) with a flaming spear +1.



Arrows = direction of door opening. { } = 5 feet (5')
(Numbers) after monster names = approx. challenge level.

5. Six black marble **tombs**, each with an **effigy** of a lord or lady of the castle. Sandstone pillar supports the vaulted ceiling.

NOW: Each tomb is **sealed** in red wax with holy text, warding off evil. Three of the dead wear silver rings, 200 coins each.

LATER: If the seals are broken, Psqualladir revives the bones as **flaming skeletons** (3), the 3 lords here, the 3 ladies in room 6. Their silver rings she will wear on the tips of her horns.

6. **Murals**: angels pointing swords at the bronze **double doors**.

NOW: Two **grimalkins** (1), with Delph's +1 spear, bronze head like a sharp pinecone. They are pacifying a nervous **sheep** (0).

LATER: Delph and/or 3 skeletons may be here (see rooms 4,5).

7. Chapel, black **pillars**, **dais** with 30' deep **pit**, cut silk **rope** hanging above. **Murals**: left, woman-headed centipede demon reaves the land with fire, paladins force her to a castle, down a pit; right, a saint addresses her: "I bind you with ... fear" (sword) "... gluttony" (cow's leg) "... ignorance" (empty skull).

NOW: The grimalkin **shaman** (2) prays to the pit, her two **beak dogs** (2) on guard. A headless, gnawed **sheep body** lies on the side. The shaman, Jex, foolishly cut down the sword, breaking the **fear** ward, and now throws sheep heads to keep the demon Psqualladir trapped deep in the pit by the ward of **gluttony**.

Psqualladir (9) can, at will, within 30' range, **animate dead**, **cause fear**, and **ignite** objects (1 day, +d6 damage) or flesh (1 round, 2d6 damage). The holy sword (+3) is with her in a pile of sheep skulls, filth, and grimalkin bones. She shrinks from it still.

LATER: After 3 days of no food, **Psqualladir** escaped, but is still bound inside the chapel by **ignorance**. She has to eat 4 fresh, intelligent brains, then fast 3 days, to escape.

If the ogres brought Belko's parents, she has already taken their heads and needs just two more. Anyone with average or higher intelligence, including Delph or the ogre wizard, will do.



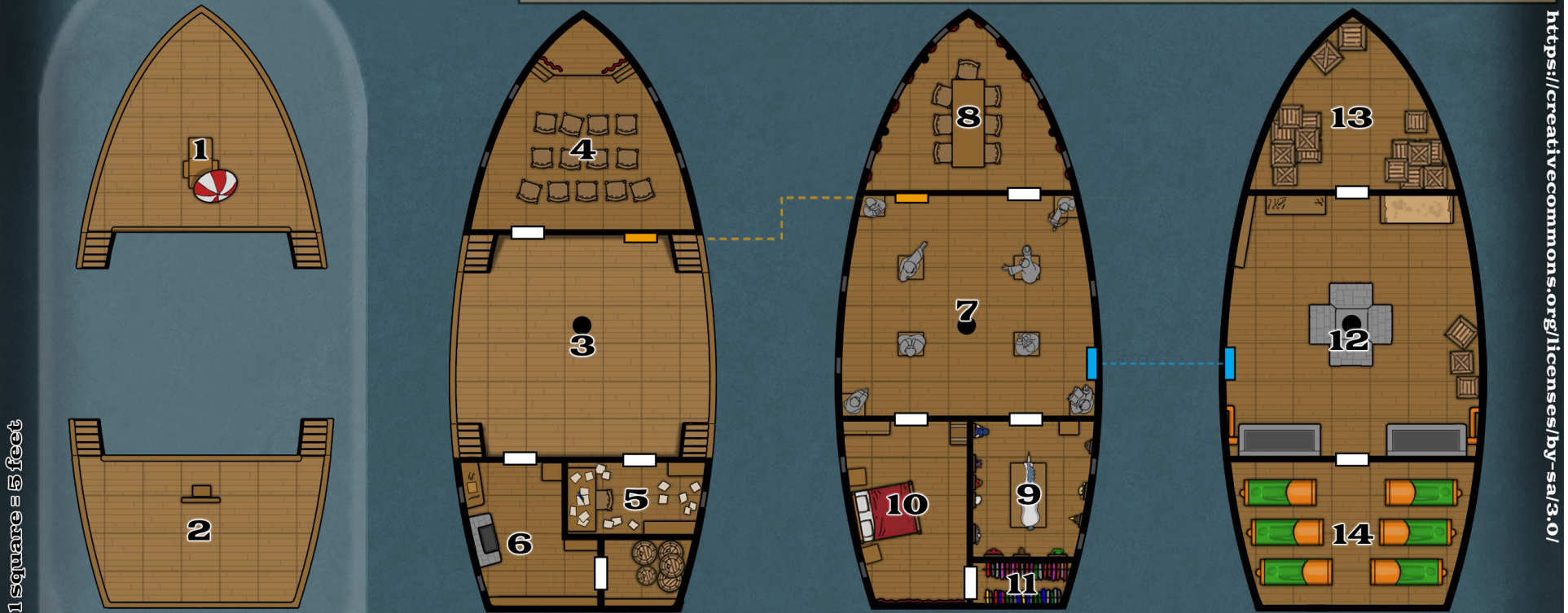
THE CASE OF THE SUSPICIOUS SHIP IN A BOTTLE

By ROOPE SORVO

The adventurers find themselves in possession of a curious package containing a ship in a bottle. Upon opening the bottle they find themselves whisked aboard the boat, trapped!

To escape, the adventurers must find the ship in the bottle aboard the ship in the bottle. However, they can only escape by breaking the bottle; opening the bottle pulls them into the bottle inside the bottle. It is possible to go multiple bottles 'deep' this way.

Created by a talented mage, the ship in a bottle is a world in itself. The ship is manned by a crew of magically created homunculi that once acted as the mage's servants. However, there's only so many demands the crew could handle, and eventually the homunculi staged a mutiny against their creator, entombing him into one of his own clone vats. Now their own masters, the crew is not happy about the arrival of some upstart intruders aboard their world, let alone ones that want to shatter it.



1. FORECASTLE: Equipped with a comfortable lounge chair and a parasol.

2. AFT DECK: Never meant for seafaring, the ship's steering wheel is inoperational.

3. MAIN DECK: The favourite haunt of the crew.

4. MUSIC ROOM: A small stage stands in front of few rows of benches. The mage held amateurish musical performances here; if encountered here, the homunculi will instinctively clap at all performances.

5. STUDY. The countless of handwritten symphonies make it clear that the mage did not know how to actually read notes.

6. KITCHEN: Both the kitchen and the adjoining pantry are maintained by magic despite the years of disuse.

7. GALLERY: Contains several paintings and numerous sculptures of the mage himself. If the collection is tampered with, the mage's giant-sized portrait animates and climbs out of the frame to punish the meddlers.

8. DINING HALL: The mage's last, unfinished meal has been rotting on the table for years.

9. TROPHY ROOM: Decorated with a collection of mounted heads and taxidermied bodies of various magical beasts. The unicorn is animated and will attempt to poke the eyes out of any intruders, resulting the high number of eye-patches among the homunculi.

10. BEDROOM: The finely appointed bedchamber has been taken over by the 'captain' of the crew, a homunculus pirate named Big Booty Randall.

11. WALK-IN CLOSET: A magic full body mirror compliments anyone who looks at themselves through it.

12. KILN: This space is where the mage crafted his magical servants; after the mutiny the crew has continued the creation process, resulting more and more degenerate homunculi due to the lack of skills and thinning resources.

13. HOLD: The containers once stored materials for crafting the homunculus crew, but those components have long since ran out.

14. CLONE VATS: Six glass cases house inanimate clones of the mage, with one exception: one case contains the real mage, trapped by his crew. This makes little difference, as all of them think of themselves as the genuine article.

THE HAUNTED CHAPEL

A Fifth Era Adventure
by Scott Marcley

The old chapel outside of town holds a terrible secret. Many years ago, after the former rector died, a new priest arrived to take over. Some say the new rector went insane, locking his fellow priests inside the chapel and setting fire to it, burning the poor souls alive.

Badly burned himself, the rector confessed to the ghastly murders, but died without saying why he did it. The head priest was hastily buried in the burned-out chapel, and the cursed site was abandoned. It is now a crumbling ruin said to be haunted by ghosts of the murdered priests.

Lately, strange events have befallen the town and several locals have gone missing. Townsfolk suspect the haunted chapel is the source of their recent distress. The heroes must go there and put an end to the curse that plagues the town.

PLOT! In truth, death cultists secretly work to restore the chapel for evil purposes, and have turned its undead guardians into their deadly servants (or vice versa).

THE CHAPEL GROUNDS

- 1 Rusted iron gates screech open onto a weed-choked flagstone courtyard. To either side, bent iron fences open into other areas of the grounds. Cracked steps rise to the façade, where one of the 40-ft. high belfries has toppled into a pile of rubble. One chapel door has fallen down; the other hangs loosely on a bent hinge (1-in-6 chance it falls on someone passing through the doorway).
- 2 Old tombstones stand among rustling weeds. Eight graves were recently turned. Hidden in the grass are huge rat holes (x). Coming within 10 ft. of one attracts 1d4+2 giant rats. Dozens more infest a warren of tunnels below. At night, (8) skeletons roam the cemetery.
- 3 Four burial vaults are carved with the names and deeds of holy knights. The lids were smashed open and the bodies removed.
- 4 A marble statue of an angelic figure. The first person to leave an offering receives a blessing for one hour. Nearby, a rusted gate leads into the rear garden.
- 5 Two giant spiders guard an algae-covered fountain.
- 6 Beneath the lid of the covered well, a cobweb-filled shaft leads to the well room in the undercroft.
- 7 The path here is completely overgrown with briars; hacking through reveals a rusted gate into the rear garden.
- 8 Hidden beneath the dense brush here is a hatch to the undercroft.
- 9 A deadly hangman's tree stands here. A glint at the tree's base is a lure to attack prey with its strangling vines. Among its roots are skeletal remains wearing a shiny silver pendant and a pouch full of gold coins.
- 10 The path here is completely overgrown with briars (which hide a huge nest of wasps).
- 11 A vine-shrouded mausoleum is barred by a locked iron gate. Inside is an ornate marble sarcophagus. Beneath the lid, a tight staircase descends to a foul-smelling crypt.

THE UNDERCROFT

The lower foundation of the chapel mostly escaped the fire's destruction. The vaulted ceilings are 9–12 ft. high.

- 17 Smashed barrels and crates litter the floor of this musty cellar. The west door is ajar.
- 18 The refectory is strewn with broken stools and smashed cookery. A simple hearth stands in the corner. Two ghouls in burnt robes hunch over a wide table in the center of the room, hungrily devouring a dead local. These are the former chapel priests who were "killed" in the fire.
- 19 Dormitory: (6) cultists camp in the common area (C). Three of the five rooms are empty (E) save for broken remains of a bed and table. Room (T) holds (2) kidnapped townsfolk, locals who offer a reward if rescued. Room (R) is occupied by (4) giant rats. A dark hole in the wall leads into their warren.
- 20 The stone cistern is filled with greasy water. The bones of two missing townsfolk, along with a silver holy symbol and (2) vials of holy water, can be found scattered on the bottom.
- 21 Well Room: A stairway once led up to the belfry, but it is now filled with rubble. The passage ends at the lip of a fresh water spring. A cobweb-filled shaft ascends to the garden. On the sandy bottom of the 10 ft. deep pool is a sealed jar containing an iron key.

CHAPEL RUINS

The chapel grounds are surrounded by a 9-ft. high stone wall. The roof and upper walls of the stone chapel, as well as the east belfry, have collapsed into the interior, but most of the 20-ft. high outer walls are intact. The stained glass is gone from the 12-ft. high window frames, but the bronze lattices that remain prevent any trespassers from climbing through the openings.

Half the chapel grounds are completely shrouded with dense, thorny foliage (10–20 ft. high) that hinders movement and obscures sight beyond 10 ft. Anyone leaving a flagstone path must slowly chop their way through the prickly briars and tangling vines.

INSIDE THE CHAPEL

The chapel interior shows signs of a terrible fire. It is filled with tall piles of loose rubble, but the valleys between them are safe. Bootprints and drag marks can be spotted in the dust.

A ladder climbs 30 ft. to a narrow platform (12) where a bronze bell hangs from the rafters. A 2-ft. rope dangles from the clapper. If the bell is rung, the platform collapses and (10) stingers nesting in the rafters attack. The noise alerts those in the undercroft.

(4) giant centipedes strike from gaps in the rubble and then retreat into the debris to reemerge elsewhere.

The rubble conceals a locked door to the garden. The stuck door is difficult to force open.

The rubble conceals a staircase down to the undercroft (it can only be seen from NE corner).

A fire-blackened marble altar bears a hastily-carved inscription: "A wise man, possessed by madness; here we consign his wicked bones. May his poor victims rest in eternal peace." Beneath the 600 lb. altar is a stone ossuary containing the maligned rector's bones and a +1 holy mace called "Salvation" (a due to the true story).

The Undercroft (cont.)

Remains of old supplies lie scattered about both storerooms. The cultists dug a hole into the crypt through the east wall of one storeroom. A gold platter and chalice along with four gold candlesticks are found in the other storeroom.

The door to the rector's office is barricaded by a bookcase and desk. Beyond the curtain is a bed, a night table, and a tapestry (behind which is a secret door). Under the bed is the rector's journal. The final entries reveal that he discovered his fellow priests (and the former rector) were really secret cultists performing unholy rituals in the chapel.

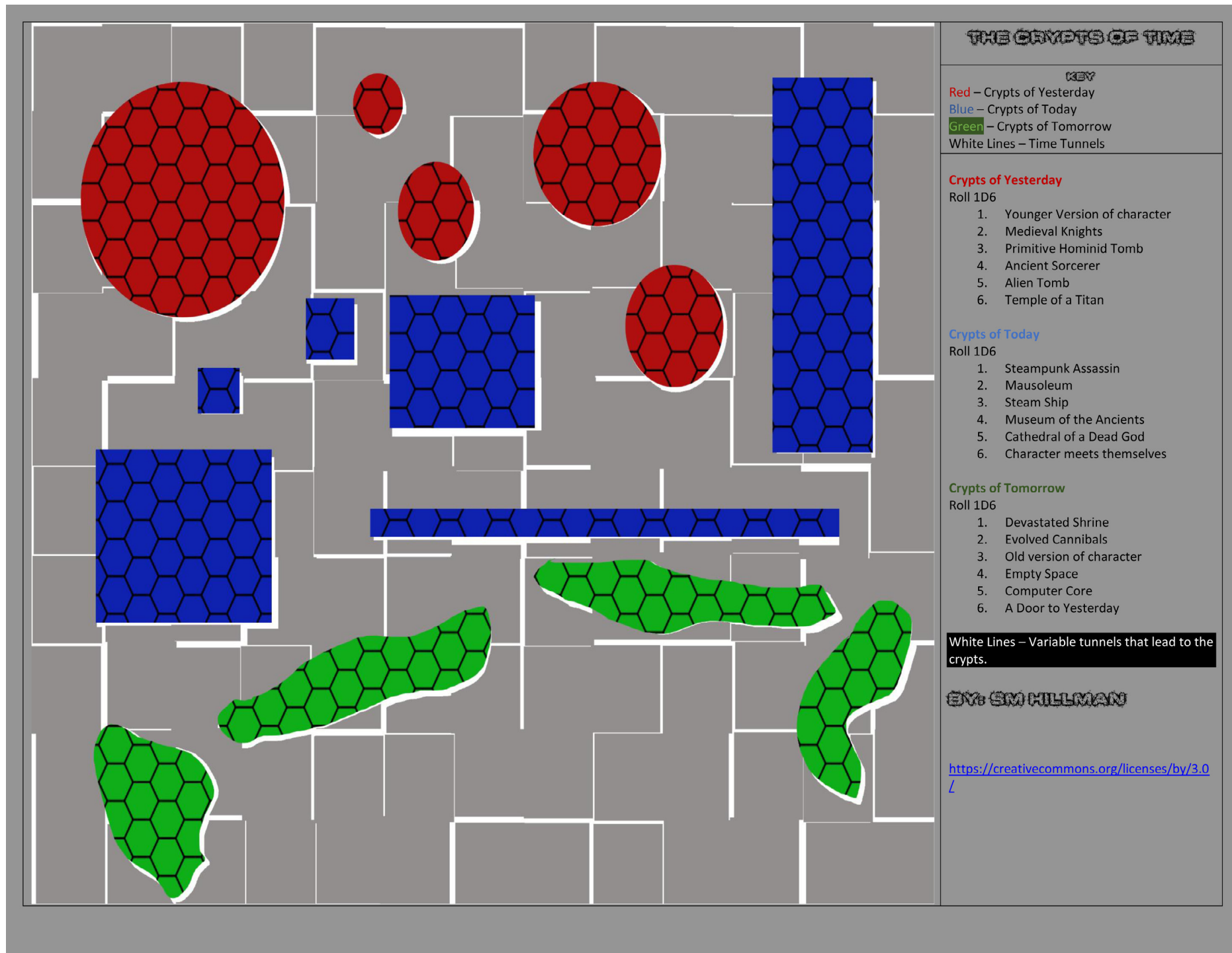
Shelves filled with dusty scrolls line the scriptorium walls. Four scribe's desks stand in the room's center. Two iron doors on the north wall are locked. The east door is trapped with a magic glyph but the iron key opens it safely.

A ladder ascends a 15-ft. shaft to a hatch that opens into the rear garden.

Dozens of niches hold sealed ossuaries. Each niche bears a priest's name. A skull wearing a priest's cap rests on a pedestal in the east alcove. If given an offering, the skull speaks: "Your gesture comforts my eternal soul; Brother Denton has a gift for you." Denton's ossuary contains (2) healing potions. If a blessing or prayer is conferred on the skull, it says: "Salvation awaits you in the chapel's heart."

The damp air of the crypt stinks of rotting flesh. Two carved pillars support the ceiling. Standing next to a marble sarcophagus on a raised dais are (4) skeletal knights (from the cemetery) wearing chain mail and wielding long swords and shields. When they attack, the sarcophagus lid slides open and a ghost wearing tattered robes and a miter appears—the former rector and secret cult leader. The skeletons and ghost wear a small fortune in jewelry.





Needs of the Few – By Seth Piercey

The Setup

The players find themselves investigating the parliament of a small democratic country nearing its own destruction; war is approaching, food and employment shortages are rife, and constant rioting rocks once peaceful neighborhoods. However, despite promises by politicians to fix the issues, more laws are passed every day that throw the country into more chaos. Word on the street is that laws are being passed with foul play, as a large majority of voting politicians don't remember having voted for them days later. Visiting and working hours are from 9 am to 5 pm.

The Key Players

Kilkenny – The leader of the Rhino party, which has the most politicians in the assembly. He thinks about his ego first.

Portia – The leader of the Tiger party, who has the second most politicians in the assembly. She gets easily worked up. Secretly, she has plans to control the country through fear.

Egmund – The leader of the Ostrich party, which has a few less politicians in the assembly than Portia. He loves money.

Hornicus – The acting moderator in political debates between the political parties during law making. Has a booming voice.

Key Locations

1. The Foyer – A large, ornate door separates the marble steps from the foyer, where the lantern of peace symbolizes unending hope. A small gift shop sits to the side. Several guards watch for mischievous visitors.

2. The Hall – A large hall protected by many strong guards. Fine stonework is common.

3. Politician Offices – All are locked when not in use. There is a 1/6 chance the players notice dirty footprints leaving **7** and fading away towards the Library during the nighttime.

4. Library – Two librarians keep watch over the variety of books here, and discourage anyone from staying too long for fear of library disruption. Neither know about the secret door behind a back book shelf, which is only used at night. There is a 2/10 chance the players notice dirty footprints leaving **7** and fading away towards the Hall during the nighttime.

5. Assembly Room – The place all the politicians vote on laws. Forty seats line the walls for people to sit, and one large desk is at the back for the speaker to moderate from. Very magical characters can sense a faint magic coming from the walls of this room.

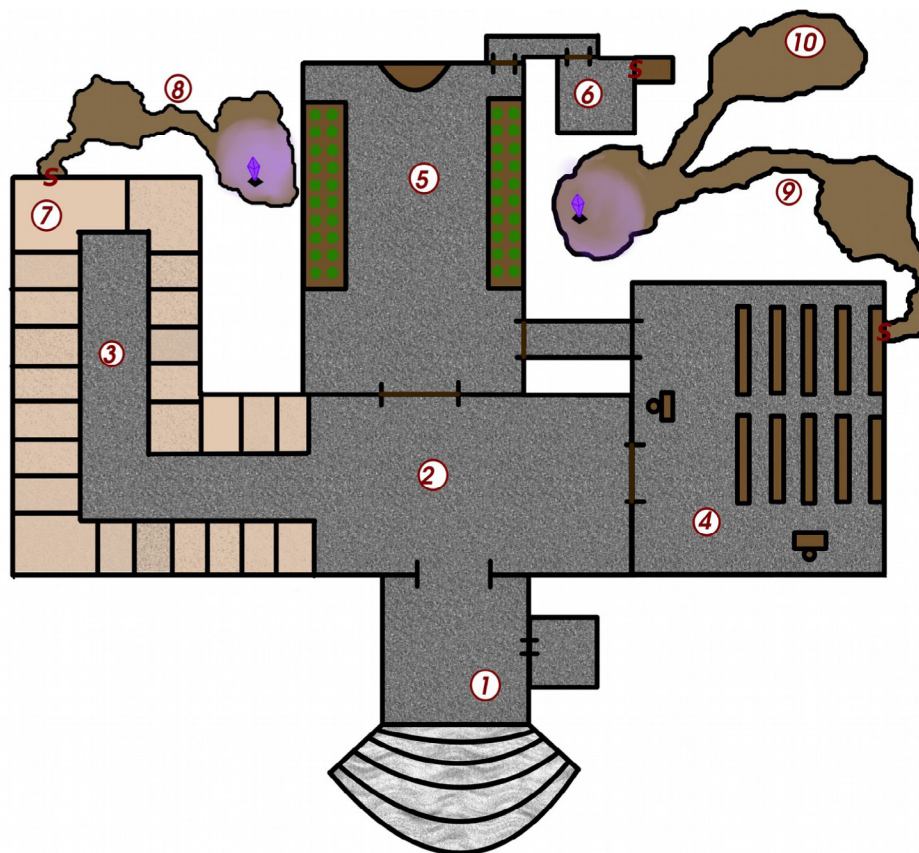
6. Hornicus' Office – A simple office stacked with papers. Locked at all times. Used only in the day. A secret cabinet holds a small variety of magical books, and looks well used.

7. Portia's Office – A simple, clean office. Always locked. Contains a secret door that leads underground.

8. Underground 1 – Contains a magical augmentation crystal used to control the minds of the political assembly. It blows up if damaged. Protected by several unimportant cultists, and during the nighttime, Portia.

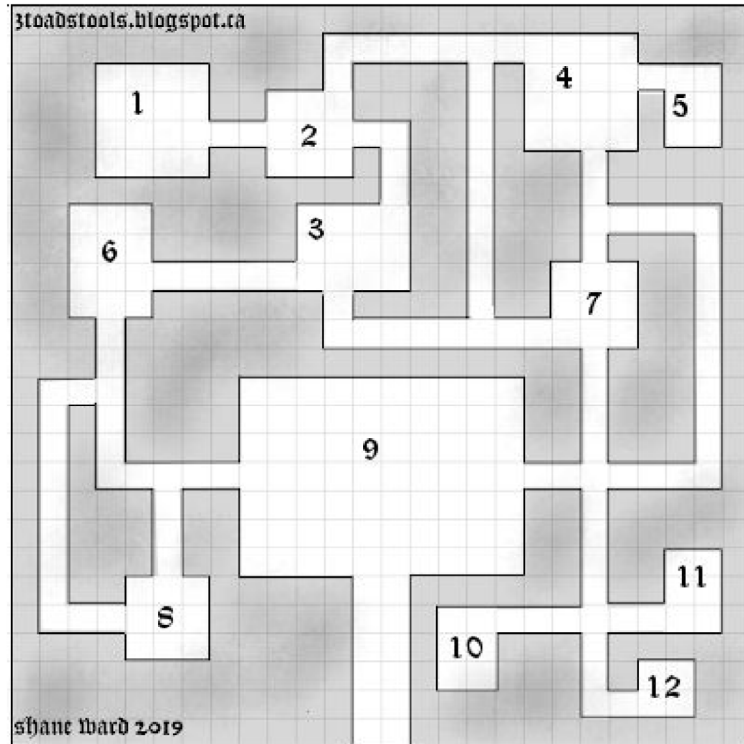
9. Underground 2 – A larger underground chamber containing another aug. crystal, and more unimportant cultists. The crystal blows up if damaged.

10. Final Showdown – A small idol is worshiped by many cultists and Hornicus. It controls the aug. crystals, and tells about its plans of domination to the cultists. The cultists don't realize that Hornicus controls the idol.



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Tales Of Tenacity



Rumours spread fast, whether they are true or heresay. Below the Three Toadstools Inn & Tavern, a gang of malicious alchemists & have been brewing up a new drug called "Tenacity". This drug leaves the user catatonic in high doses. The local militia has tracked down the source of the drug to the tavern, but are afraid of what is down there. Bringing the drug dealers to justice is now in the hands of better men and women.

1. A hole in the floor behind the bar leads to this room, it is filled with barrels containing a potent drug. There is a trip wire connected to the exit in the room. This will sound an alarm in room 2.

2. Three large thugs inhabit this room, 25% chance they are sleeping. They carry large clubs, and have a few

coins on them.

3. Chained to the wall are two very large dogs, the chains can reach all three exits.
4. This room is filled with beakers, and scientific equipment. A man is hunched over a table working. *If the man is bothered during his work, there is a 40% chance that a large explosion will occur.
5. There are 4 large glass cylinders in this room filled with multi coloured chemicals. Entering the room with a torch may cause an explosion (40% chance). Below a cylinder is a trap door containing the recipes for Tenacity, a letter detailing a local official knowing about the operation, and a pile of coins.
6. There are four makeshift beds, strapped to them are corpses.
7. A multi coloured pool is in the centre of this room, it is about six feet deep and bubbles. This is the spillage drain for the drug that didn't work. Breathing it in or drinking it will cause paralysis. The liquid is unstable and could explode (40%).
8. The floor of this room is piled with coins (4000 total), the proceeds of crime. Within the pile of coins are three venomous snakes. On the wall is a book shelf, it contains an anecdote for the snake venom, and two healing potions.
9. This room is filled with rows and rows of toadstools, an artificial magical light imbues the room with a soft greenish glow. Tending to the toadstools are six heavily armed workers.
10. This room contains three levers. The first lever will open a secret door in the room (inside is a small armoury), lever two will sound a loud alarm, lever three will fill the room with a noxious gas (save or die).
11. This small chamber contains a pile of books on shelves, these are records of the experiments with the drug.
12. The overseer of the operation resides in this room, he's very tough and has bulging biceps. He carries a very large, very shiney battle axe.

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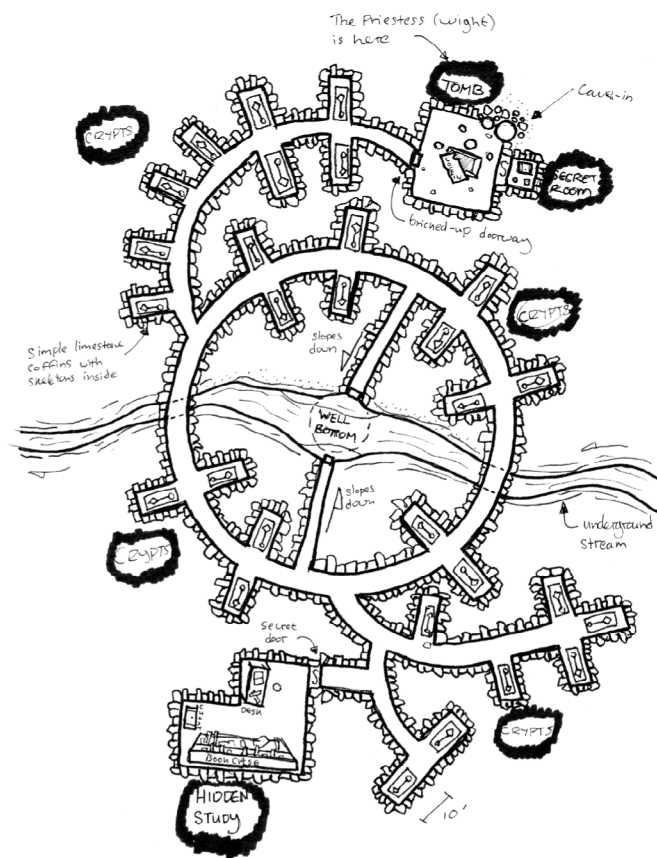
THE WAILING WELL

There is a well. It could be in a village, a quiet part of town, or in the middle of some ruins. Maybe it's the source of water for a farm or border outpost. Wherever it happens to be, recently there has been wailing coming from its depths. Great sobs, cries of anguish, coming and going during the dusk and into the evening, fading away to moans as dawn colours the sky. Then, for a time, quiet.

It is disturbing and the locals want it to stop. Maybe some brave adventurers would be willing to pop down and take a look?

Beneath the Well

Under the well are some old crypts, as well as a secret room wherein an old study lies hidden. A larger tomb, the source of the wailing lies at one end of the crypt. Inside that tomb is a long-dead priestess, who has awoken a a Wight after a small cave-in knocked the lid of her sarcophagus and she came awake. She is only vaguely aware that she is one of the walking dead, and is terrified at finding herself trapped in a tomb. She thinks she has been mistakenly buried. She wants out and has tried clawing at the bricked-up door that has sealed her inside. The wails are her sobs, screams and pleas for freedom.



Crypts

The dead rest in alcoves along the walls, encased in simple limestone coffins that are worn with age. Inside each is a skeleton wearing little more than rags, former acolytes of the priestess. They are just bones until the bricked-up door (covered in seals of warding) is broken, at which point that animate to protect their priestess from all harm.

There are 29 skeletons in total. Each has a pair of glass eyes (worth 25 gp apiece) and a solitary gold coin grasped in one hand.

Hidden Study

Whether this once belonged to the priestess, or some recluse wizard that used it as a base, this study has lain empty for decades at least. Inside is a dusty bookcase with shelves filled with ancient tomes, scrolls and journals, all worth something to a scholar.

A desk holds a book of prayers, an aged scroll (actually a Ward Against Undead) and a couple of treasure maps that point to ancient ruins.

The Tomb

A bricked-up doorway seals this room, and runes of power (wards against undead) are engraved into the brickwork. Behind it the priestess wails and claws. If she hears anyone on the other side, she will call out and beg for their help, saying that she has been trapped here and can't get out. It is only from her rescuers (if such they are) reactions that she will realise her undead status. How she reacts to that very much depends on how the adventurers react when they see the withered corpse before them.

Secret Room

Through a secret door at the back of the tomb is a small chamber, wherein are the wealth the priestess was buried with. She has no idea it is there.

Inside is a chest with 1,985 electrum pieces, an ornate *warhammer +1/+2 versus arcane magic-users* (called "**Magebane**", engraved with images of wizards dying horribly) and a fancy feather robe (owl feathers, about 4,000 of them, 800 gp and too heavy for anyone to move about in, purely for ceremonial events, ideally when sitting down).

The Priestess

A Wight, but unaware that she is one, or that she is even dead. Her name is **Clarisa Sunhaven**, *First of the Order of St Augustus, Patron of Dead Mages*. She once was a tall, dark-skinned beauty with a fierce temper and icy blue eyes. Now she is a withered, hunched corpse, but her eyes retain the same colour and intelligence.

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SIMON FORSTER

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1 PAGE DUNGEON 2019

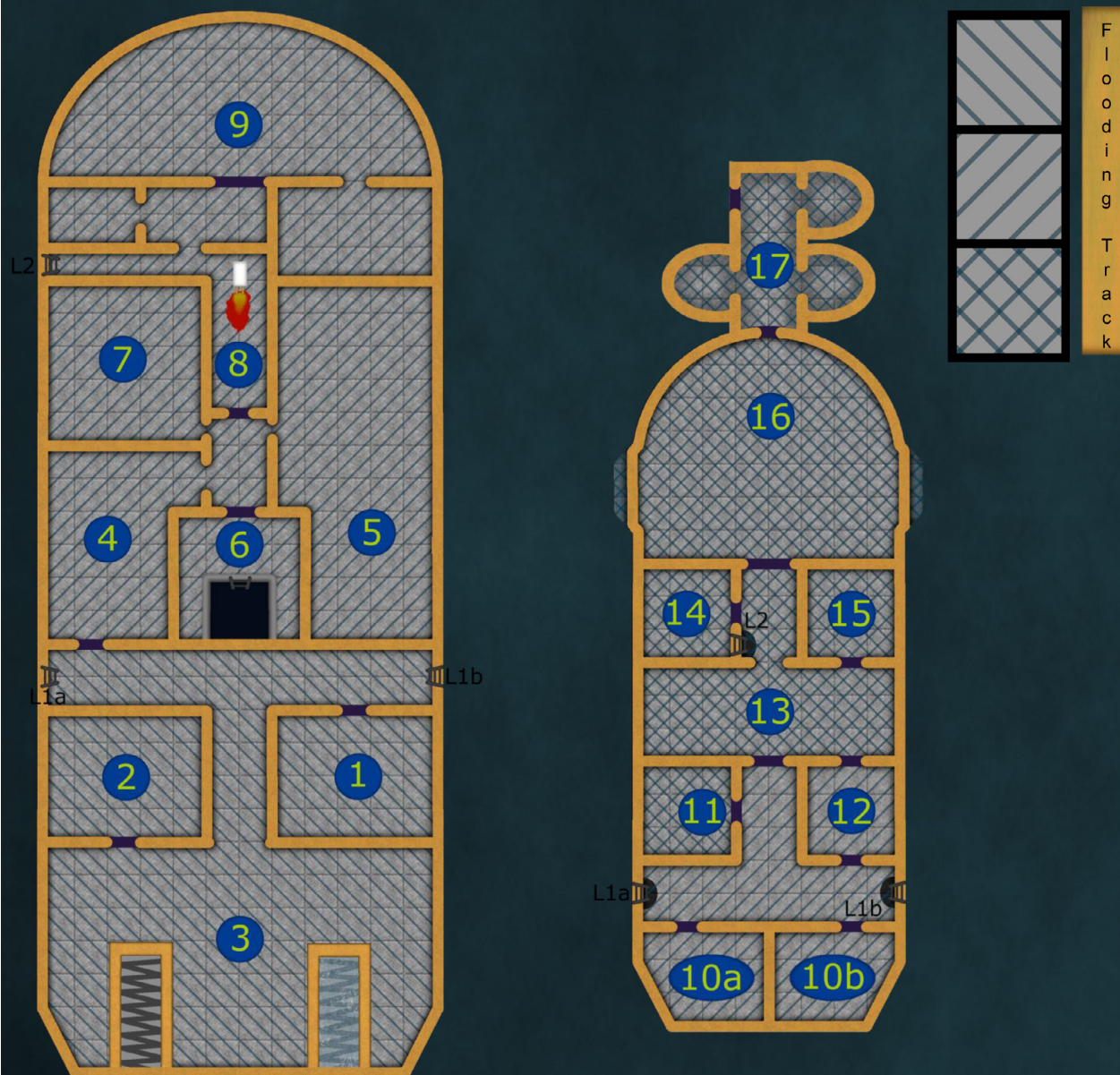


UNDER PRESSURE

An underwater adventure by S. M. Ledouble, the high pressure kobold


Features of the dungeon: The floor is made of cast iron while the walls are made of brass sheet riveted to iron girders. The seams between several of these sheets is leaky. Ceilings are about six feet tall and the doors are circular hatches, about 5 feet in diameter unless otherwise indicated. Brass portholes are interspaced throughout the external walls, but only total darkness is visible beyond. The bow of the ship has landed a few feet higher than the aft and the whole place is sloping toward the back. Unless otherwise indicated, a light spell has been cast on random rivet's heads bathing the rooms with a dim reddish light. The whole ship groans and creaks and the sound of dripping water is omnipresent. The first time the character encounters any group of sahuagin, one of them will alert their master (see area 16) by banging on the submarine's hull.


Flooding: As the characters explore the ship, they will soon notice that the water level is rising as indicated on the adjacent track. Whenever the players are taking a short rest, advance one level on the track. Rooms with the hatching matching the current flooding level are half-flooded with about three feet of water. On the next flooding levels, these rooms are completely submerged. Some rooms have symbol written in front of their description (like this: ) , in this case, when the characters first enter that room, advance the flooding level to the indicated level if it is not already at that level of higher. Finally, some of the characters' action (for example casting certain spells) might damage the ship and increase the flooding level at the DM's discretion.



1: Portal room- The characters arrive in this room. It is in complete darkness. As the portal opens, the character are almost knocked of their feet by the rush of air caused by the difference in pressure between the two side. The portal is knocked over and breaks, trapping the characters in the ship.

2: Mechanics' quarter

 3: Engine room (2 **Water Weirds** acted as a propulsion system one has broken free and is hostile, the other is still trapped in its glass cylinder).

 4: workshop: a **construct** was left abandoned mid-maintenance (it is missing its limbs). If repaired, it is of little use but can provide a map of the ship.

5: Crew quarters (3 **sahuagin** & 1 **sahuagin priestess**)


6: Diving airlock, 1 small and 2 medium-sized diving suits


7: Crew quarters


8: Access corridor: animated **fire-spitting turret**. The turret is safe to approach underwater and can be shut down from the control panel on


the left wall.

9: Torpedo room (4 **torpedo construct**)

 10: Guest quarters (3 **sahuagins** in 10a)


 11: Organ room

 12: Kitchen (2 **thugs** & 1 **veteran**); arrived a couple of days ago in the same way as the characters. Sahuagins attacks have left them trapped and desperate to escape.

 13: Dining room

14: Captain's quarter

15: Trophy room

 16: Command center (3 **sahuagins** & 1 **sahuagin priestess**. Their leader, a **Wight** arrives after 1d4 turn riding a **zombie orca** and breaks through one of the glass window. The room fills up with 1 foot of water every round.

17: Escape pods, one is missing the other 3 can old 3 persons each.



THE ROVING WHEEL

There's a giant iron wheel roaming the earth. 500' tall, it moves as slowly as a tortoise, rotating once every 8 hours and crushing half a mile into pulp. It rolls up mountains and down canyons, through rivers and across roads. Now it's heading for a densely populated coastal city.

The PCs have been hired to stop it. Legend says it can be done. There is door. All they need to do is stand very still, let the wheel roll over them, speak the right words, climb inside, and change the wheel's course. Simple, right? Save a city, get rich or die heroes.

They have 24 hours before the wheel reaches the city. Three full rotations.

Inside the Wheel

Constant movement. Everything slides. *Turn the map.* Climbing from compartment to compartment may be possible, but it is easier to move with the wheel, waiting for each section to reach the bottom. There are iron hatches between each compartment. They open at a touch, but only for a few seconds.

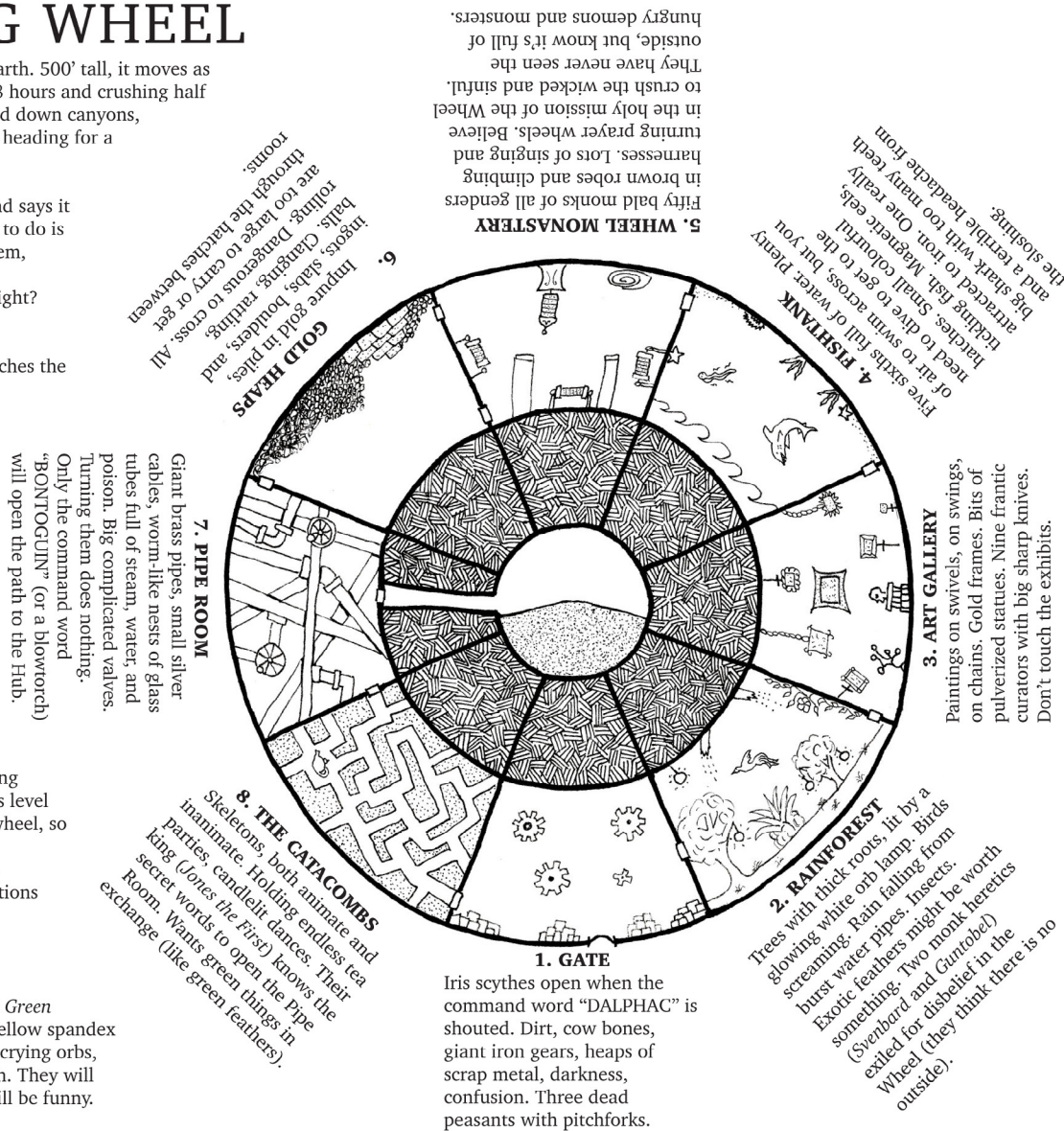
Each compartment is approximately 80' high and 175' long.

9. THE HUB

Accessible from **7. PIPE ROOM** via a long ladder in a metal tube. The Hub is always level and does not rotate with the rest of the wheel, so explorers may need to wait to get inside. The exit is blocked if the Pipe Room is in position 8, 1, or 2 (the bottom three positions on the wheel),

Inside the hub, the *Immortal Wizard Thunderspeck Wifflebang Griswelmindar Partoblam Fezzy Fezzy Eyirup P'Thothelial Green* and his *five identical clones*, all wearing yellow spandex suits, watch the Wheel's progress on six scrying orbs, giggling insanely at the things they squish. They will alter the wheel's course if they think it will be funny.

Possible options: the sea (good luck escaping), the fireworks factory on the outskirts of the city, a made-up land just over the horizon, etc.



Random Encounter Table

Roll 1d8 once every hour or whenever things seem insufficiently interesting.

- 1. Interior Scrying Sphere.** Glowing marble with gold helicopter blades. Blurry faces peering out. Faint giggling. Hard to catch, probably valuable.
- 2. Blowtorch Pigeons.** Fat, grey, cylindrical. Bright blue flame while alive. They like shiny things and food. Dense, dim.
- 3. Stealth Land Octopus.** Nearly invisible, very strangely. Eight loving arms and all them suckers.
- 4. Thieving Magical Monkey.** A neon lemur. Cute. Will steal anything and run: items, limbs, names, convictions, eye colour.
- 5. Glue Ball.** Larval eye tyrant. Egg sized. Soft toothless mouth, one eye. Sticky by choice. Babbles. It will leave if you tell it a story. If annoyed, blasts things with magic.
- 6. Spider-Person Explorer.** Excitable, cheerful, intelligent, horrific to look at. Thinks this is all great fun. Wants to get married, settle down, lay eggs in someone's torso.
- 7. Reverse Vampire Bats.** Barf blood all over you. They're just trying to help. Hope there's not a shark nearby.
- 8. Prototype Wheel.** 1d10x1d10 of them. Size of a coin. They're small, but in swarms they can bludgeon a person to death. They race around in mindless patterns. Some are square.

Immortal Wizard Spells

Used in combat or looted as treasure.

1. Make All Hands Non-Dominant
2. Cloud of Beetroot Foam
3. Swords to Plowshares
4. Summon Lightning Ferret
5. Flip Person
6. Shrikeblast

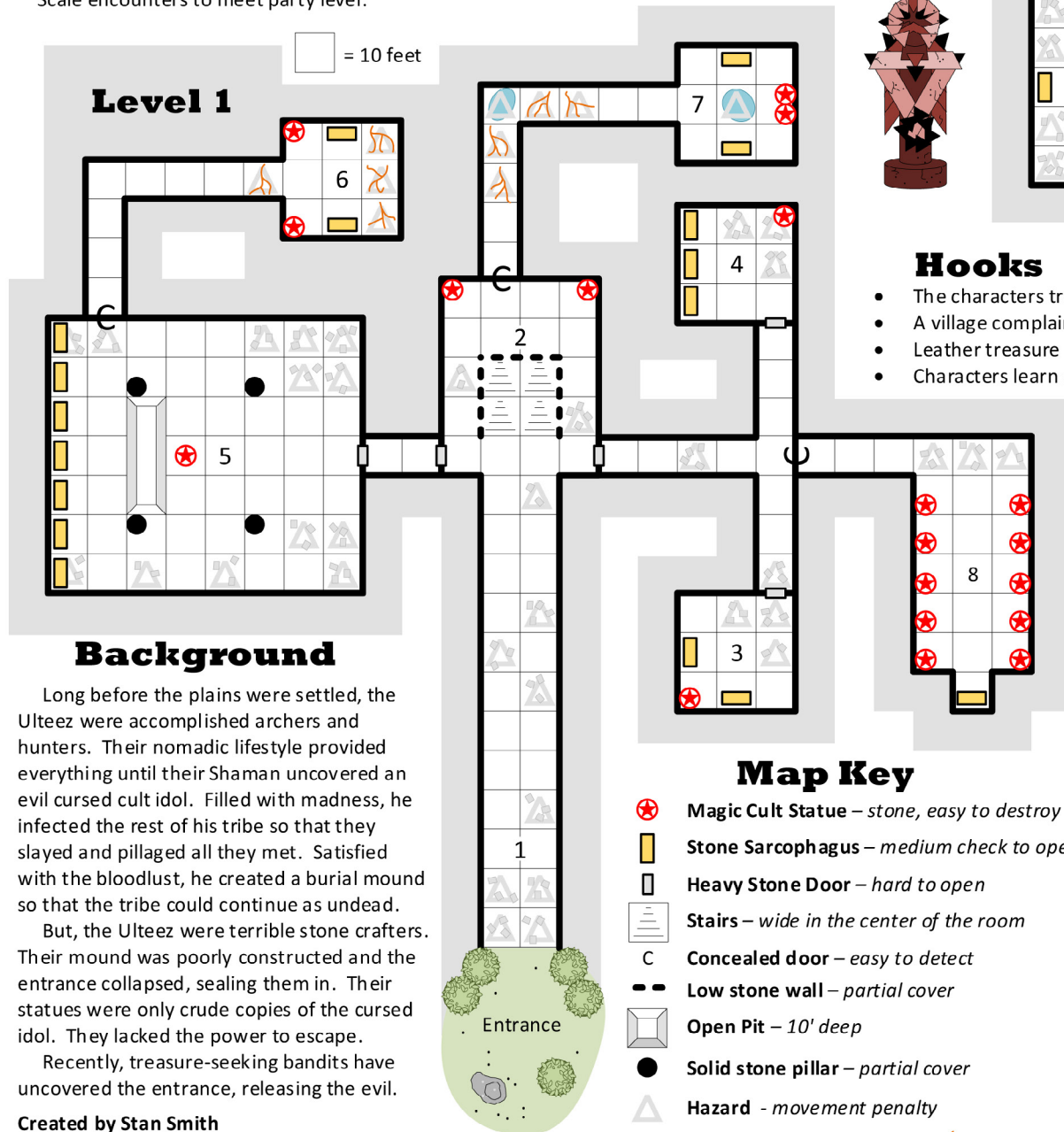
A very silly dungeon by Skerples (coinsandscrolls.blogspot.com)
Map by Abigail LaLonde (patreon.com/alien_sunset)

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Burial Mound of The Ulteez

This fantasy adventure is intended for low to mid-level characters played in one setting.
Scale encounters to meet party level.



Background

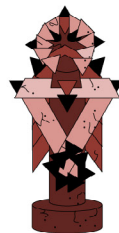
Long before the plains were settled, the Ulteez were accomplished archers and hunters. Their nomadic lifestyle provided everything until their Shaman uncovered an evil cursed cult idol. Filled with madness, he infected the rest of his tribe so that they slayed and pillaged all they met. Satisfied with the bloodlust, he created a burial mound so that the tribe could continue as undead.

But, the Ulteez were terrible stone crafters. Their mound was poorly constructed and the entrance collapsed, sealing them in. Their statues were only crude copies of the cursed idol. They lacked the power to escape.

Recently, treasure-seeking bandits have uncovered the entrance, releasing the evil.

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Hooks

- The characters trail the bandits
- A village complains of skeletons
- Leather treasure map found to room 8
- Characters learn of the cursed idol

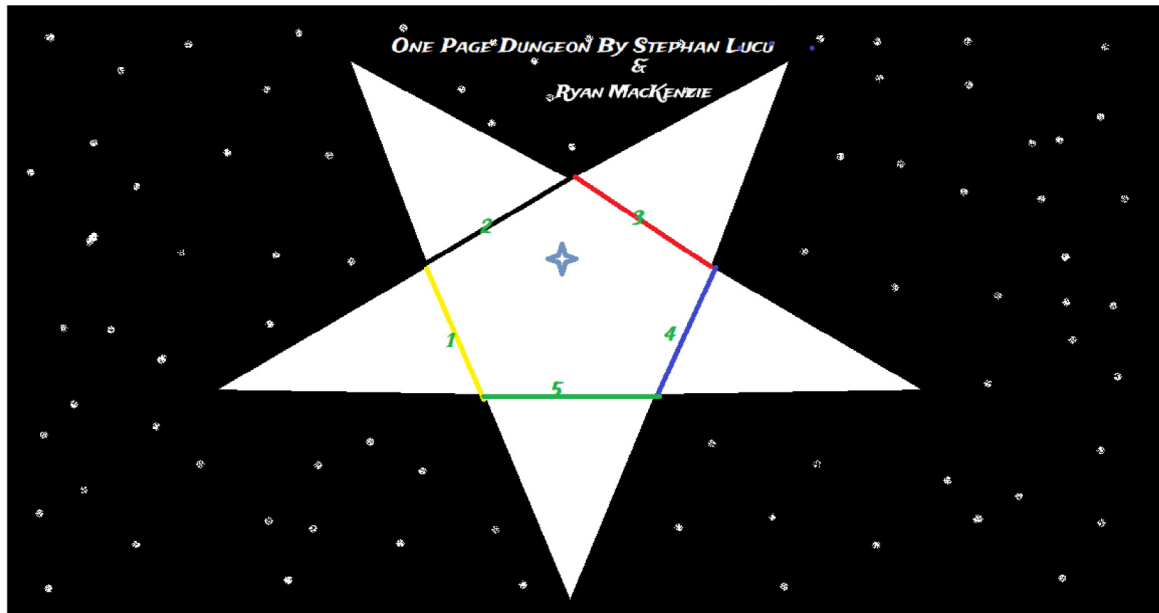
Room Key


- 1. Entrance** – *Easy encounter*. Scared Bandits outside will surrender after a quick fight. Trivial treasure on bandits.
- 2. Center Room** – *Balanced encounter*. Many Skeleton Archers fire down the hallway. Trivial treasure on skeletons.
- 3. Horseman Crypt** – *Empty*. Trivial treasure on corpses.
- 4. Family Crypt** – *Easy encounter*. Insect swarm pour out of sarcophagi when disturbed. Jewelry worth 100 gold.
- 5. Large Tomb Room** – *Balanced encounter*. Statue animates and attacks with a long sword +1 supported by Skeletons. 1000 silver in the bone pit with four gems worth 50 gold.
- 6. Lieutenant's Tomb Room** – *Easy encounter*. Small corrupted Plant Blights. Each sarcophagus has 100 gold.
- 7. Warrior Tomb Room** – *Balanced encounter*. Upgraded Skeletons. Good leather armor on skeletons.
- 8. Captain's Tomb** – *Trapped*. Moving past or disturbing statues triggers minor magical damaging spell: fire or cold. Good chainmail armor, shield, longsword, and 200 gold.
- 9. Witch Crypt** – *Hard Encounter*. Hidden (hard to detect) Wight will try to attack with surprise. 4 scrolls of Wizard spells, Dagger +1 (lost in the rubble), 1000 silver.
- 10. Horse Master Crypt** – *Empty*. Huge pile of horse bones.
- 11. Shaman's Crypt** – *Hard Encounter*. The boss monster Shaman is a unique armored undead. Treat as a Wight and able to cast cleric spells at the highest level of the party member. He wears plate armor, shield, and carries a mace. He cannot be turned or held while holding the idol. Potion of healing, 500 gold, 2 scrolls of Cleric spells, 2 magical stones that work like walkie-talkies, and the evil cursed cult idol.



THE WIZARD'S STAR

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YOU AND YOUR FELLOW COMPANIONS AWAKEN TO FIND YOURSELF FACE TO FACE WITH AN APPARITION OF AN OLD WIZARD. 
 THE APPARITION SEEMS TO BE A SORT OF MAGICAL RECORDING REPEATING ITSELF OVER AND OVER AGAIN. IT SAYS "VENTURE THROUGH EACH DOOR OF COLOR AND FACE WHAT LIES WITHIN. ONLY AFTER EACH COLOR HAS BEEN CONQUERED SHALL FREEDOM OF MY POCKET PLANE BE GIVEN."
 ROOM CONTAINS: ONE GOLD COIN, A DAGGER, A FULL WATERSKIN, A SMALL BRANCH, AND A BONE.
 WHEN ALL ROOMS ARE COMPLETED THE APPARITION WILL DISAPPEAR AND A PORTAL WILL FORM TO RELEASE THE PARTY FROM THE POCKET PLANE.
 THE ADVENTURERS RECEIVE A MAGICAL CRYSTAL THAT ENABLES THEM TO TELEPORT TO THE WIZARD'S POCKET PLANE ONCE A DAY UPON COMPLETION OF THE FIVE ROOMS.

1 - DOOR OF YELLOW	DOOR CAN ONLY BE OPENED WHEN THE GOLD COIN IS PRESSED AGAINST IT. ROOM IS BRIGHT AND GOLD COINS LITTER THE GROUND (100 GP). THE MOMENT A SINGLE COIN IS TAKEN 10 GOBLINS (WITH SHORT SWORDS) APPEAR AND SURROUND ALL COMPANIONS. A MAGIC RING (+2 AC) CAN BE FOUND ON ONE GOBLIN.
FIRST PC THROUGH DOOR ROLLS 1d4	1: FINE SWIRLING GOLD DUST WHIRLS AROUND THE ROOM CHOKING AND FILLING THE LUNGS OF TRESPASSERS TO DEATH IN 10 ROUNDS 2: ONE RANDOM ITEM THEY CARRY BECOMES MADE OF SOLID GOLD 3: FINDS A SMALL COIN-PURSE MADE OF GOLD, IT'S EMPTY 4: SUDDENLY KNOWS THE LOCATION OF THE NEAREST ANCIENT GOLD DRAGON AND HER LAIR
2- DOOR OF BLACK	DOOR CAN ONLY BE OPENED WHEN THE BONE IS PRESSED AGAINST IT. ROOM IS FILLED WITH BONES AND PUTRID SMELL. 4 ZOMBIES AND 2 SKELETAL WARRIORS (WITH LONGSWORD AND SHIELD). ONE ZOMBIE IS WEARING A CLOAK (CLOAK OF PROTECTION FROM GOOD & EVIL -USE 1 PER DAY)
FIRST PC THROUGH DOOR ROLLS 1d4	1: FOREVER SUFFERS FROM TURN UNDEAD EFFECTS 2: PANICS, FLEES ROOM FOR 1 HOUR 3: FINDS A BAG OF HUMAN TEETH 4: FOREVER ABLE TO ONCE A DAY ASK AN INANIMATE SKULL ONE QUESTION AND IT WILL BE ANSWERED TRUTHFULLY
3- DOOR OF RED	DOOR CAN ONLY BE OPENED WHEN SOME BLOOD IS SMEARED AGAINST IT. ROOM IS DARK BUT LIT WITH FOUR TORCHES AGAINST THE WALL AND INSIDE SITS A BEARDED DEVIL. HE WILL ATTACK THE MOMENT THE COMPANIONS VENTURE INTO THE ROOM. HE HOLDS A MAGICAL GLAIVE +2
FIRST PC THROUGH DOOR ROLLS 1d4	1: WILL SAVE OR ATTACKS NEAREST PERSON 2: WILL SAVE OR BELIEVES THEIR PANTS ARE ON FIRE 3: FINDS A BOX OF MATCHES 4: CAN NOW SPEAK ABYSSAL
4- DOOR OF BLUE	DOOR CAN ONLY BE OPENED WHEN WATER IS SPLASHED ON IT. ROOM IS 3 FEET DEEP IN WATER. A WATER WEIRD IS HIDING AND WILL ATTACK. A MAGICAL AMULET (PROTECTION FROM PETRIFICATION) WILL APPEAR WHEN THE WATER WEIRD IS DEFEATED.
FIRST PC THROUGH DOOR ROLLS 1d4	1: FOREVER SUFFERS FROM THE DELUSIONAL THAT THEY CAN SPEAK WITH FISH, THEY CANNOT 2: MUST SPEAK LIKE A PIRATE FOR 10 MINUTES 3: FINDS A 200-POUND LIVE TUNA FISH 4: THE WATERSKIN FOUND EARLIER REFILLS ITSELF EVERY NIGHT
2- DOOR OF GREEN	DOOR CAN ONLY BE OPENED WHEN THE BRANCH IS PRESSED AGAINST IT. ROOM IS COVERED WITH GRASS AND VINES. A BASILISK IS AT THE END OF THE ROOM. A MAGICAL RADIANT LONGSWORD +3 IS CAUGHT BETWEEN SOME VINES.
FIRST PC THROUGH DOOR ROLLS 1d4	1: FOREVER SMELLS LIKE THE FRESH SCENT OF CEDAR 2: SOME LEAVES WILL ALWAYS GROW FROM THE TOP OF THEIR HEAD EVEN IF PLUCKED 3: FINDS A DOWSING ROD THAT ACTUALLY WORKS HALF THE TIME 4: CAN TURN THEIR SKIN TO BARK FROM ONE ROUND ONCE A DAY IMPROVING THEIR AC WHEN THEY DO



THE YONDERGATE

The Yondergate is an alien portal that appears in varied environments without reason or warning. If the Yondergate is entered, the party will find themselves at one of four numbered arrival points (determine randomly, re-rolling if they should ever return to the Yondergate). Behind them is a carving of the place they just left, detailed down to the litter on the ground and the crows on the wing: a snapshot in stone. As they pass the other niches around the perimeter of the dungeon they see other scenes: farmers running from a chitinous fin just cresting the furrows; a forest aflame; a cratered landscape under strange constellations; an aging noble applying a prosthetic nose ... or any other appropriate scene from an established campaign.

1, 2, 3, 4: Arrival point.

A1-6: trigger squares for associated pinch-block. When triggered, the blocks close off the passage.

B: Stone mouth. If spoken to will say, "The meat hates the metal, the metal hates the meat. You'll likely die in here."

C: *Clockwork Minotaur* in front of mirror. Reflection shows a *golem minotaur*. Will attack and pursue anyone who comes within 2 squares. Regenerates, magical weapons required to hit. Will battle creature from area N to the death. Mirror easily broken.

D: 3-8 *gate-rats* in the ceiling!

E: Passage and concealed pit are filled with webs. Anyone falling into the pit is teleported to area M.

F: *Skeleton King* assembling *Improved Skeletons* from a stack of bones (leftovers from golem creation -- bull bodies and human skulls) and metal. 2-5 *Skeletons*, 1-2 *Skeleton Mastiffs*, plus the King, who wields a magical sword.

G: Control Room: On the floor is a model of the Yondergate Labyrinth, complete with figurines of the creatures within -- **including the party**. If a figurine is moved, that creature is relocated to the corresponding place in the labyrinth. If a character picks up their own figurine, they disappear, the figurine drops to the model, and they reappear. All pinch-blocks may be opened or shut and Arrival Point designated in area K may be activated (becomes passable). Figurines can't be taken from the room. If a normal-sized creature is placed in the model it will appear many times larger in the labyrinth.

H: The remains of a dead wizard, fused with the floor and wall.

I-1: Players hear something from I-2 (roll on Random Encounter table)

J: Ornate chest on wooden table. Chest contains sleep gas and modest treasure. If chest is opened or removed, the table - which is a *mimic* - will attack.

K: Gate-compass: Bas-reliefs on wall match those from Arrival Points. Compass points toward one that is not of the party's origin. Can be spun from initial position.

L: Sound of creature(s) from Random Encounter table, receding.

M: 2-5 *Spiders* in a 20' deep pit. Pit is littered with bones and modest treasure.

N: *Golem Minotaur* with warhammer in front of mirror. Reflection shows a *clockwork minotaur*. Golem is similar to creature in area C, and will fight it to the death. Mirror is see-through when approached from area M.

WAS THAT DOOR THERE BEFORE? DID THE WINDING ALLEYS OF GUTTERSRAWL FORM A CITY-RUNE THAT CONJURED IT INTO PLACE? DID THE CULT OF TELEPRAXIS FINALLY SUMMON THEIR ALIEN GOD? OR DID SOME OVERAMBITIOUS WIZARD MIS-CAST GLYPHS AND WARDS WHILE INSIDE A BAG OF HOLDING MADE FROM A DISPLACER BEAST'S STOMACH? NO MATTER -- **THE YONDERGATE HAS OPENED:** A PORTAL INTO IMPENETRABLE DARKNESS, BECKONING THE UNWARY INTO ITS LABYRINTHINE HEART...

RANDOM ENCOUNTERS (1 in 6 chance during a lull, automatic at area I-2):

- 1-4 *Keepers of the Gate*: Hypnotically swaying empty robes (save vs. <mind stat> or confused), wielding long knives. Constantly whisper unintelligibly.
- 2-8 *Gate-rats*: like Blink Dogs, but vicious wall-climbing rodents whose bite causes disease. They enjoy dropping from above, biting, and blinking back up to safety.
- 2-5 *Improved Skeletons* -- bones lashed/riveted together with metal.
- A scorched juvenile ape, confused and afraid.
- 1-6 lost townsfolk, mad with hunger and fear, with bone clubs and pocket knives.
- Apprentice to the wizard of area H, looking guilty.



STEVE KILIAN

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The Dream-Vault of the Purple King

The dream-vault can only be opened by the mad sage Hurkenio, who has long been a slave of the Purple King. The vault itself is a construct of his wild imagination, accessible only when Hurkenio wills the door to manifest in the physical world. The door exists for only an hour. Though the vault itself exists within Hurkenio's wild imagination, the treasures contained therein are very real.

LOOT! Each item is unique. Roll d6. On a 6 or looted number, they find a colorless gemstone worth 1d10x100 g.p.

1. **BLACK SWAN HELM.** 1/day, reroll any die. Yours or the DMs.
2. **RED KNIGHT PLATE.** +2 STR. You berserk at 1/2 h.p.
3. **STAFF OF THE SPIDER.** Cast Spider Climb at will.
4. **BUCKET OF RUIN.** Treat as a Fireball spell when thrown at a target; it refills daily at dawn.
5. **CROWN OF PARANOIA.** -2 CHA, +2 WIS, and you can't be put to sleep.

A trapped **WHITE** chest.

YELLOW ooze pit.
5' deep

YELLOW spiders
the size of dogs
drop down on
the unwary.

PURPLE ooze pit, 50' deep.
If you fail your save,
you try swimming to
the bottom.

RED ooze pit.
10' deep

5' deep

Pit of **GREEN** ooze
and a pack of
skeletons.

The skeletons
drag the first person
to walk across the
ledge into the pit.

Well...They try,
anyway.

This is a 20' deep pit of **WHITE** ooze.

A gargantuan
WHITE spider,
the size of an
elephant, will
start tracking the
heroes once they
pass by.

WHITE room,
wherein a
beastly **RED**
squid-thing
dwells.

GREEN room.

The squid-thing
can totally get
in here, but
it looks like it
shouldn't be
able to squeeze
that much.

1. **GREEN**

Save or vomit blood for
1d4 turns. Lose 1d4 h.p.
each turn you puke.

2. **RED**

Save or berserk, attacking
your friends, for 1d4 rounds.

3. **BLACK**

Save or poop your pants.
How embarrassing.

4. **PURPLE**

Save or start cutting your
wrists. Weapon damage
to yourself each round for
1d4 rounds or until you
kill yourself.

5. **YELLOW**

Save or become afraid,
fleeing for 1d4 turns.

6. **WHITE**

Save or become sleepy,
falling asleep for 1 hour,
or until something deals
1 h.p. of damage to you.

RED room
full of **WHITE**
spiders.

PURPLE room
full of cool
swords and
daggers.

If you are feeling
generous, maybe
there's a **PURPLE**
sword in here?

A trapped **BLACK** door. Beyond it,
a colorless hallway, with colorful doors
that lead to danger and loot.

Roll randomly for each door's
color. A typical trap does only
minor damage, but triggers
saving throws against its effect.

BLACK
OOZE

Heroes enter here.

You'll need to jot down save types/DCs for your preferred system, and decide how many monsters make for a good encounter for your particular adventuring party. Things with names have the property of that color (so **YELLOW** spiders cause fear, etc).



Steve Thompson - Cross My Heart, Hope to Die

A Groll Horde attacks and surrounds *Fort Resolve* at night. Everyone helps to defend the walls. At the **Outer Gatehouse**, the PCs are asked to investigate the disappearances of **Master-at-Arms Tesley Gorn** and **Outer Bailey Captain Gerik Stoates**, missing since the attack began. The **Wall Captain** was last seen in the **Outer Bailey Officer's Quarters**. The **Master-at-Arms** went missing from the **Outer Barracks**.

WHAT'S GOING ON? 5 years ago, Yoncey Arkenshaw returned home after selling produce at market to find his wife and daughter dead and their farm burned. Distraught, he consulted a **Diviner** who magically revealed that members of a *Fort Resolve* scouting party were responsible. Arkenshaw swore revenge, joined the **Order of Tyze** (the **God of Strength**) with the aim of becoming a military priest so he could be posted to *Fort Resolve*. The scouting party members had risen through the ranks but were still part of the castle's garrison: **Master-at-Arms Tesley Gorn**, **Outer Bailey Captain Gerik Stoates**, **Blacksmith Brigar Vess**, **Head Cook Shan Dolin**, **Lieutenant Krala Vesuvian** and **Inner Bailey Captain Drel Porshik**. Arkenshaw found a magic stone that summons and controls **Invisible Hunters** and is using it to kidnap the murderers and bring them to the **Temple of Tyze** under the keep, using the **Groll** attack as cover.

FORT RESOLVE: The map shows the ground level yard buildings and first floor of towers and walls, as well as ground and first floor of the keep and dungeon below. Each tower has a trapdoor (a circled T) with a ladder leading to the battlements. All troops are on the walls fending off **Groll** attackers, leaving the yards and most buildings empty. The sound of battle is pervasive, and, along with the constant snowfall, means all sight and sound perception checks in the open air are disadvantaged.

Fort Commander Angrin Dedala, **LG Dwarf Gladiator Fighter**, has the power to punish the murderers (she is unaware of their crimes). If Arkenshaw is captured and taken to the **Commander** with his story (he has a *Fort Resolve* insignia from the scene, which can be matched to **Shan Dolin's** old uniform), the murderers will hang.

THE INVESTIGATION: The **Outer Keep Barracks** and **Officer's Quarters** show signs of a struggle - furniture and papers are scattered widely. A successful **Medium Investigation** check indicates the rooms appear to have been subjected to high winds. Outside the door are swirling circles in the snow, which disappear as the snow falls, preventing tracking. Each time one of the murderers is kidnapped, the crime scene shows the same signs.

Other non-related NPCs, if interviewed, note that the **named NPCs** (no one other than the murderers know what they did) have been nervous since the **Master-at-Arms** and **Outer Wall Captain** went missing.

As the story progresses, the murderers are kidnapped one-by-one by an **Invisible Hunter** using the confusion of battle and surrounding darkness/snowfall as cover. It carries the murderer's unconscious body to the **Temple**, where Arkenshaw ties them up. He conjures another **Hunter** to get the next (each disappears after completing one job, which is why the *Summoning Stone* has used up most of its charges).

If the investigation stalls, the PCs hear a scream from one of the murderers, arriving to find a **Hunter** lifting their unconscious body through the air. The PCs may attack or follow the body (the **Hunter** will attack if it notices them with a **perception vs. stealthiness** check, before taking the body any further). If killed, another **Hunter** will be dispatched, possibly targeting a different victim. Also, **Vesuvian** could contact the PCs and reveal his story, if the PCs didn't learn it earlier.

GNOLL ASSAULT: During the investigation, **2 Gnolls/PC** get over the wall (wherever you decide, although the rear wall near the stores is suggested) and attack the PCs. If the PCs are defeated, troops come to their aid.

TEMPLE OF TYZE: Yoncey Arkenshaw, **NG Human Priest**, has a magic *Stone of Invisible Hunter Summoning* (use 1 charge to summon a **Hunter**, bonus action to issue command to track/kill someone, 3 charges remain when the PCs arrive, 1 charge will be used to summon a **Hunter** to defend Arkenshaw, if needed). **Master-at-Arms Tesley Gorn**, **N Human Veteran Fighter**, and **Outer Bailey Captain Gerik Stoates**, **N Human Knight**, are bound and gagged (possibly some of the other murderers as well). Arkenshaw waits until all are kidnapped before killing any. If PCs fight the **Invisible Hunter** in the temple, however, Arkenshaw slits the throats of each murderer present, using his action to dispatch one per round, then escapes via the secret door. If any of the murderers survive he will return later and finish them off.

The Murderers

OUTER WALL: **Lieutenant Krala Vesuvian**, **NE Human Veteran Fighter**, asks the PCs to investigate. He says he suspects **Groll infiltrators**. A **Medium Insight** check reveals he is unnecessarily nervous. A successful **Easy Intimidation/Persuasion** check reveals: "I was involved in an incident, hushed up several years ago, and was sworn to secrecy. I'm worried I may be on a hit list. The **Blacksmith** and **Head Cook** took part in the incident."

BLACKSMITH: **Brigar Vess**, **CN Half-Elf Berserker Fighter**, was traumatized after the incident. He apprenticed to the fort's blacksmith, eventually replacing him. A successful **Easy Intimidation/Persuasion** check reveals: "5 years ago a scouting party murdered an innocent family. **Master-at-Arms Tesley Gorn**, **Wall Captain Gerik Stoates** and **Head Cook Shan Dolin** were in the scouting party. The incident was hushed up. I was sworn to secrecy and have been living with the guilt all these years."

KITCHEN: **Head Cook Shan Dolin**, **LE Human Ex-Soldier**, was chief instigator of the murders. He was demoted to a cook but like the other conspirators was sworn to silence. A successful **Medium Intimidation/Persuasion** check reveals all the information Vess has, plus: "I don't think the murders were that big an issue. I'm just angry I wasn't rewarded like the others were. **Lieutenant Vesuvian** and **Colonel Porshik** know more than they're saying."

INNER OFFICER'S QUARTERS: **Inner Bailey Captain Drel Porshik**, **LN Human Knight**, guilt-ridden, a successful **Medium Intimidation/Persuasion** check reveals all the information the others know, as well as: "5 years ago our scouting party came across a deserted farm on the frontier. We decided to burn it down for fun. A woman appeared from the woods with her daughter. They were killed and the bodies burned to protect our careers. Later, I discovered the man who owned the farm went missing not long after the incident. The members of the scouting party were sworn to secrecy under threat of death."

Cross My Heart, Hope to Die

BY STEVE THOMPSON
LIDBACKDM
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Gnolls are attacking Fort Resolve at night! Everyone has been called to defend. Now, key staff are missing, is it Gnolls, or something else? What secrets hide behind these walls?



The Temple of Fools Hatred

Archaeologists have rediscovered an ancient temple built to prepare and test acolytes for priestly duties by a splinter sect of the long-dead god of knowledge. Now they need your help to solve its mysteries.

ROOM 1

The unearthed entrance tunnel, wide enough for six people abreast and clad on walls and floor in irregularly-shaped but smooth flag stones, leads to a circular hall with a stone pillar, 15' across, leading up to the 40' high ceiling. Around the base is a shallow cylinder bearing coloured crystals. Five doorways lead out from the hall. Each doorway has a word laid into the stone floor in gold lettering; each word is "glory", in five different languages.

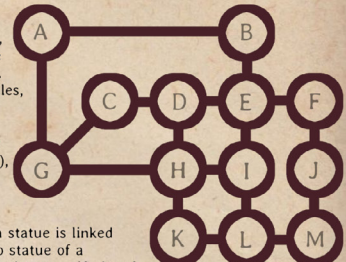
ROOM 3 floor word: alcar (elven)

This room has a smoked glass sphere hanging from the 40' ceiling by an 8' string. Inscribed inside the sphere, in writing small enough that one must be touching or close to the sphere to read it, is a poem line: "Numb'ring five with glory prefaced", with "five" picked out in gold. The sphere is shattered by falling onto a hard surface or if struck, and shattering makes it difficult to read the writing without magical mending of the sphere. The writing can be read in place for anyone who can climb or fly, but the string will not support the weight of any person hanging on it.

ROOM 2 floor word: aglar (gnomish)

The edges of the room are lined with realistic-looking statues, each approximately human-sized, of different animals; anyone entering is likely to think for a few seconds that they are real. Inscribed into the floor is a complicated pattern of linked circles, each 5" across, matching the size of the circular bases of the statues. The statues are of plain animals: goat (A), lion (H), dragon (C), bird (L), and horse (J), and of crossbred animals: mantichore (human + lion + dragon, D), griffon (bird + lion, K), sphinx (lion + bird + human, I), pegasus (bird + horse, M), centaur (horse + human, F), faun (human + goat, B), and chimera (goat + lion + dragon, G).

To solve the room, drag the statues to the circles so that each statue is linked to the animals that make it up or that it is part of. There is no statue of a human; to complete the puzzle, a character (who can be human, elf, dwarf, etc) must stand in the "human" circle, E. Two people together can drag a statue easily. One alone requires a test of strength. Placing all statues correctly and then standing in circle E magically reveals a poem line inscribed on the floor near the diagram: "Ev'ry door for His allegiance", with "for" picked out in gold.



ROOM 4 floor word: alagh (dwarfish)

Immediately on entering this room, a metal door clangs shut from above, sealing the exit. Inscribed on the door in gold is the symbol of a keyhole.

Standing in the middle of the room is a stone statue of a minotaur, holding a warhammer in one hand and a rolled scroll in the other. Painted on the statue's chest, around where the creature's heart would be, is a golden key. On the wall behind the minotaur is a shadow, as if it were cast by an invisible light in the very centre of the room, and the key is visible within the shadow, and this shadow key is also gold in colour.

Touching the wall shadow or the stone statue will cause the minotaur to come to life with full hit points and attack. Its attacks are ferocious, but actually do only a small amount of damage (present this as though it were unlucky dice rolls), since the task is not intended to kill the acolytes attempting it.

After one complete round of combat, the minotaur freezes back into a stone statue again in its current position, and the position of the shadow will also change to be on the wall as if cast by a light in the centre of the room.

To solve the room, manoeuvre the minotaur so that when it freezes, the minotaur's shadow key is cast on the door over the shadow lock. Doing so will cause the door to open, and the stone minotaur to release the scroll, on which is written a poem line, "Gath'ring knowledge won the magi", with "won" in gold lettering. Destroying the minotaur in one single round of combat will also open the door and release the scroll, but the minotaur heals whenever turned to stone so it must be done in one round.

ROOM 5 floor word: ioth (draconic)

A mannequin stands in the centre of the room, of a warrior, looking quite wounded. Fixed to the rear wall is a mirror in an ornate golden frame, reflecting an image of the mannequin. The reflection is holding a rolled-up scroll, although the real mannequin is not. Attacking the mannequin will cause more wounds to appear on it, as would be expected from the attacks.

However, as the mannequin is more wounded, the reflection will heal; they both start out approximately "half" wounded, and then as the mannequin takes damage, the reflection heals. The mannequin does not fight back and is completely inanimate. Healing the mannequin will cause wounds to the reflection. To solve the room, the mannequin must be healed to full strength; doing so will cause the reflection to slump to the ground of its wounds and release the scroll, which will unroll to reveal a (reflected) poem line, "Ev'ry soul is free of torpor", with "free" picked out in gold.

ROOM 6

floor word: glory (common)

In the centre of the room is a pedestal, on which is an obvious button to be pressed. Written on the wall in silver lettering is the legend "SEVER HEATHEN OPINIONS", and below the lettering are ten red gems, spaced evenly in a horizontal line. Pressing the button causes all ten gems to light up with a humming sound; from there, once per minute, one gem will darken again, and the humming sound will increase in pitch, like a countdown. Pressing the button again after the countdown has begun will restart the process, re-lighting all ten gems. Once the countdown reaches zero and all gems are dark, the letters on the wall rearrange themselves into a poem line: "Risen to His open heaven", with "to" picked out in gold.

ROOM 7

The lower step of the central pillar contains 12 coloured recesses of glowing glass in red, green, and blue. In each recess is a long thin crystal, of the same colour as the recess. Engraved on the side of the tall pillar is the legend "ORDERED|FIRST THEN LAST" and a diagram (right). This indicates to put the poem lines in order; each line has a word that sounds like a number ("won" for 1, "to" for 2, etc). After doing this, the poem is revealed:

Gath'ring knowledge won the magi
Risen to His open heaven
Ev'ry soul is free of torpor
Ev'ry door for His allegiance
Numb'ring five with glory prefaced

Reading the first letter of each line and then the last letter reveals the message "GREEN IN RED"; this indicates to move the three green crystals into the red holes.

Doing this causes a deep grinding sound as the central pillar descends into the ground. It descends, taking the lower step and crystal recesses with it, until the very top of the pillar is at approximately waist height, revealing the diagram atop the pillar and the final puzzle.

ORDERED|FIRST THEN LAST

<input type="checkbox"/>	1	<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>
<input type="checkbox"/>	5	<input type="checkbox"/>

ROOM 8

Atop the pillar's flat stone surface is engraved a diagram of boxes with an arrowed line joining some of them (seen to the left). The boxes are carved into the stone, and the arrowed line is laid into the stone in gold and silver. The boxes in the diagram each correspond to a word in the poem. If the poem were written into the boxes, then tracing the arrowed line reveals the final message which the priestly acolytes were to decipher: "Open the door with knowledge".

Firmly stating aloud the word "knowledge", or pressing the box corresponding to that word in the poem (if the speaker is aware of the solution) causes another grinding noise as the pillar descends even further into the earth, to reveal a steep descending spiral staircase cut into the rock. This leads downwards to the priestly areas of the ancient temple. At this point the archaeologists may arrive and thank the adventurers for revealing the secret of the temple, or the party may descend to find appropriate treasure or secrets.

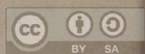
By Stuart Langridge. kryogenix.org @uol

One Page Dungeon Contest 2019

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Thank you for inspiration: Cressida/strolem.com, Knight of Ravens/rpgnet

Playtesting: Rolian/Solo/Tinyfist/Min @ Rolegate, Andy @ Gabry



This dungeon is in the Shadowfell or a similar plane when PCs would try to escape from the place they find themselves by means of the spell Plane Shift or a magic item that has the same effect. In casting Plane Shift or using a magic item to escape this plane within 20 miles of the location of this dungeon, the PCs are teleported to this dungeon instead. They cannot escape via the spell or magic item that brought them to this place. If they try they take 3d8 necrotic damage, and become frightened that they are going to die in this dungen. If any of the characters make a loud noise the hags enter from their respective rooms. If one hag encounters the PCs they will call the other two.

General Features: This dungeon is intended to be used within a gothic setting. All of the rooms are lit either by oil lamps, or by glowing fungus. The floors are cobblestones and the libraries and bed rooms are covered with rugs in various states of repair. The walls are chiseled stone and very smooth. The ceilings don't exist and there is only darkness beyond sight distance. There is no way to escape by going up.

1. This room has a dark teleportation circle in the middle where the PCs arrive.. You cannot use this teleportation circle unless you insert the key in the middle of the circle and one of the three hags has the key. To activate the teleportation circle is to turn the key in the key hole and then it activates, and you can use it by walking into it and you will be transported 20 miles in a random direction from the dungeon. There is a keyhole in the middle the teleportation circle that can be seen if the PCs closely observe their surroundings. There are bones all around the room outside of the circle (remnants of previous visitors). This room serves as the kitchen, slaughterhouse and dining room but otherwise the hags keep to themselves apart from one another in different rooms.

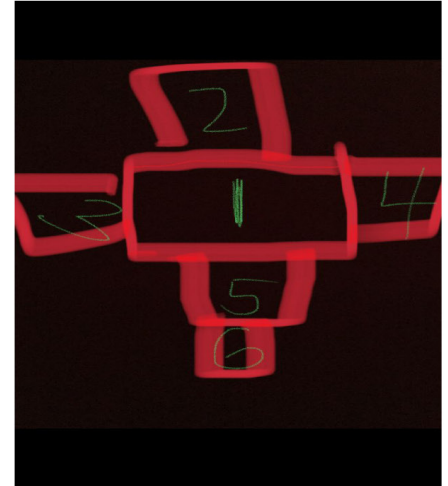
2. There is a door with black handles that are very cold to the touch. In the room there are **10 violet fungi** everywhere in the room. This room looks like a fungus covered library. There are books on potions and poisons, but many more books have been eaten away by rot and decay.

3. This room has a very strong odor. There is a cage hanging from a chain that continues upwards indefinitely. The cage is filled with bats and rats. It hangs about 100 ft above the floor. This room also has desks with needles and thread. There also rat and bird parts stitched together. There is one **night hag** in this room and she is very focused on stitching a rat and a bat together.

4. This room has a has a smell of a candle (wax, not scented) this is a very well kept-library. This place has all of the books a hag could ever want and there is a very large ladder that is 100 ft tall, as tall as the ceiling is. There is 1 **night hag** in this room intently reading a book.

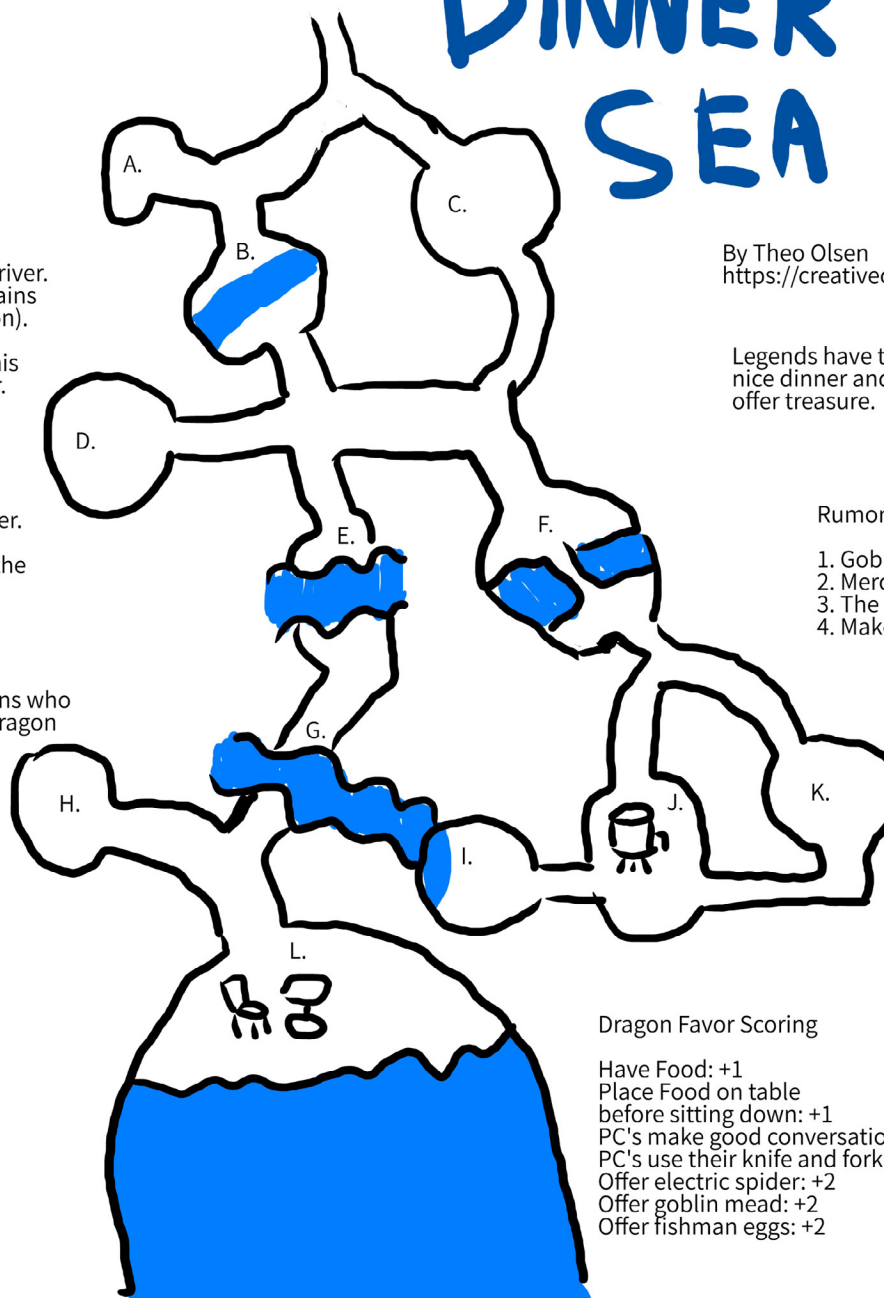
5. This room has a wax candle (not scented) and dirty clothes. There are 3 beds each with a chest with a trinket, a blanket, food crumbs, and also a plate that is cracked in different ways. Each bed has a pillow, blanket, and a small dresser with a book and an oil lamp on it. There is one **night hag** in a bed sleeping. This hag has the key to the teleportation circle..

6. The door to this room is locked and barricaded. It will take a dc: 20 dex (lock pick) to pick the lock and then a dc: 23 strength check to break the barricade. In the room there is a **gelatinous cube** trapped in a magical barrier, but when you step in a trap (you can see the trap with a dc: 25 perception check or the detect magic spell) goes off and it releases the gelatinous cube and then it attacks. The rest of the room is empty, except from where the gelatinous cube was, and there was a little bit of slime, but in the gelatinous cube there is a skeleton wearing boots of elvenkind, a cloak of displacement, and a cane that can turn into a flametongue.



DINNER WITH THE SEA DRAGON

- A. Two skeletons that will reanimate.
2 potions of ice lie in the skeleton's remains.
- B. A zombie ogre sits at the bottom of the pool.
- C. 3 sleeping goblin guards.
They know the dragon likes goblin mead.
- D. An electric spider is lurking on the ceiling,
body will remain electric after death.
- E. A 7ft sea serpent swims in this underground river.
A barnacled chest floats in the river and contains
a helmet of telepathy (doesn't work on dragon).
- F. An unbalanced armored hobgoblin guards this
bridge. Under the bridge is a 20ft fall to water.
- G. 2 mercenaries are dragging away a bound
fishman to sell it's scales. If you free the
fishman she will show you how to swim
through the river to get to I.
She also knows the dragon likes electric spider.
- H. 2 fishmen guard 40 fishman-eggs and think the
PC's are trying to take their scales.
- I. The goblin's treasure cave (250g) and trash
pond. Guarded by two goblins.
- J. A huge keg of goblin mead and 4 drunk goblins who
are not immediately hostile. They know the dragon
likes goblin mead.
- K. A terrified knight is too afraid to move
forwards after nearly dying.
- L. A lone table and chair sit on the shore of a
vast underground lake. The table is set for
two. If a PC takes a seat a great sea dragon
will slither out of the water and rest it's head
across from the PC. It will react differently
depending on what food the PC's have
brought.



By Theo Olsen
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Legends have told of a sea dragon who simply wants a nice dinner and good conversation. If pleased it will offer treasure.

Rumors (d4)

1. Goblins live in the caves and like to get drunk.
2. Mercenaries are hunting the fishmen for scales.
3. The Dragon loves electric spider.
4. Make sure to set the table before sitting down.

Wandering Monsters (d4)

1. An electric spider is looking for food.
2. 2 goblins are looking for threats.
3. 2 fishmen are checking for mercenaries who are trying to steal fishmen scales.
4. A goblin carrying a cup of goblin mead.

Dragon Favor Scoring

Have Food: +1
Place Food on table
before sitting down: +1
PC's make good conversation: +1
PC's use their knife and fork: +1
Offer electric spider: +2
Offer goblin mead: +2
Offer fishman eggs: +2

Dragon Scoring Reactions

0-1: The Dragon attacks
1-3: The Dragon is neutral
4-5: The Dragon offers a chest with 300g
6-8: The Dragon offers the chest and
2 random magic items
9-10: The Dragon offers the chest and
3 random magic items



The Demon Baboon of Porters Crown

by Tim Shorts

CURRENT SITUATION

The Hamlet of Porters Crown brushes against the outer edge of the Komor Forest, to warn and defend against the various creatures and people that emerge. The weekly reports have ceased. The party is charged to investigate, assess, and report. Sir Kellington offers a modest monetary reward and a two potions, healing and invisibility.

GM NOTES

There are a total of 20 baboons, not including the detailed baboons. They attack in packs. The number of baboons should equal the numbers within the party. Track the baboon carnage, when 20 are eliminated, the party can deal with the demon baboon.

APPROACHING PORTERS CROWN

The road curves through fields that have not been tended to in weeks. There are loud noises of screeching and strange noises. When the party scouts or enters Porters Crown they're attacked by baboons in the trees. They surprise on a 1 in 6 chance. They do not retreat from battle.

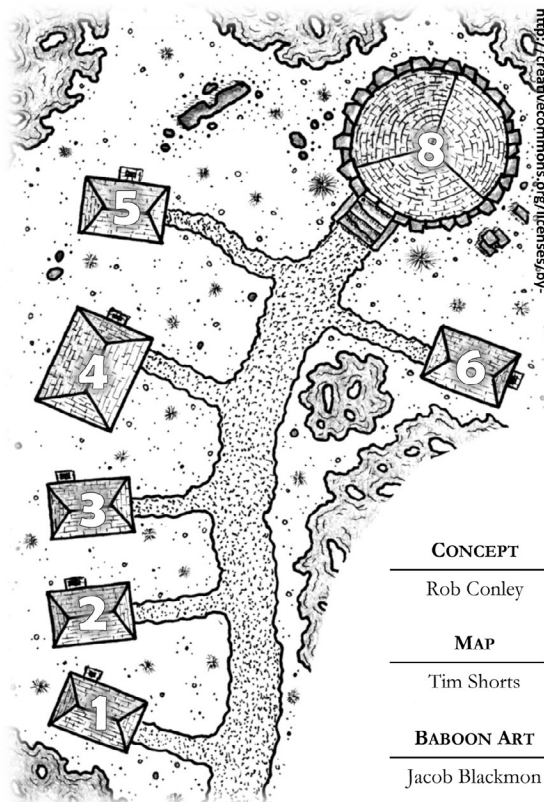
HAMLET OF PORTERS CROWN

While the party is exploring Porters Crown other baboon packs charge out of the woods to attack. The GM can chose to use a 2 in 6 chance (each turn) another pack attacks. Or have them attack at times that would best serve the adventure.

1: The door to this home is bashed in. Inside are five corpses in pieces. Two adults and three children. The contents of the home are destroyed. A search will find a pouch with 70sp and a silver ring with a three opal setting (100sp) on a finger that was bitten off.

2: The door is secure. The roof has heavy damage. A dead baboon hangs from a roof support beam. Two arrows are buried deep in its chest. Inside is Kimberley and her two children. She is a skilled archer. She and her children have been without food for two days and sick from drinking from the trough. If Kimberley hears people talking she shouts for help. She asks for food for her children. She doesn't know what happened or why. She was tending to her garden two weeks ago, heard a crack of thunder near the Shrine of St. Bastion (8) then the baboons charged through Porters Crown killing everyone they saw.

3: Two dead baboons lie outside this home. A man dressed in leather armor is missing his arm. Nearby his arm still holds a war hammer. Inside are the bodies of his two children. Hidden in a



CONCEPT

Rob Conley

MAP

Tim Shorts

BABOON ART

Jacob Blackmon

wardrobe is the youngest, Samantha. She has survived by eating scraps of food she's found around the house. If saved, she doesn't speak. She just stares. If Kimberley has been saved she takes Samantha. The hammer is magical. It increases the wielder's Strength by 1 (max of 18) and does an additional +1 to damage.

4: Within the home are seven baboons. It is obvious that the baboons are here due to the sounds and the smell of rotten food and feces. They've been eating pieces of the corpses. They attack on sight. There is nothing of value left in this home.

5: The home is sealed, but a section of the roof is blackened by a recent fire around the chimney. There are three baboon corpses outside the home. Each corpse corresponds with a small hole in

the wall. Wallie is inside. He died from infections he suffered from baboon bites. His spear lies across his chest. There is a backpack filled with adventuring equipment. Under his cot is a strongbox with 255sp, a onyx (100sp), and elven boots.

6: The north wall is torn down. There are six baboon bodies laying outside. This was Riley and Petula's home. Mages. They held off the baboons for a short time before being overwhelmed. Their bodies were torn apart and eaten. Both their spellbooks are in the debris. Both spellbooks contain four 1st level spells, two second level spells and one third level spell. There is a hidden compartment below a floorboard that contains a magically locked strongbox with 111sp, scrolls of *Web* and *Light*, and a Wand of Trap Detection (2 charges).

7: An ancient monolith with faded runic etchings. There are flowers, plates of food, and small bottles filled with ale. Despite the chaotic nature of Porters Crown, these remain untouched.

8: Loud baboon screeches and noises echo out of the tower. The doors are open, hanging off their hinges. Within are six baboons and a demon baboon. Nearly double the size of the others, blue fur, jagged horns erupt from its back, arms and the center of its head. It has no eyes. Its horns, hands and mouth are covered in blood. A priest hangs from a ceiling beam by a rope tied around a broken leg. The priest coughs and blood sprays. The demon baboon shoves him causing him to scream out in pain as he swings. The baboon can speak. It was summoned by priest by confusing the words in a midsummer ceremony. If the demon baboon is killed the remaining baboons flee.

If Parson Pittar is saved he reports he performed a midsummer rite in front of the monolith and the runes flashed and he was knocked to the ground and drug here by the demon baboon. He heard the fighting outside, but was helpless. The demon baboon said something that terrified Pittar. "Priest, you've done me a favor and I grant you your life. That is until my master arrives."



DOME of the LIBRARY

The ruins of an ancient massive dome tops out just shy of 50' in height. The dome was originally a vehicle, crafted by beings from another dimension, that suffered a malfunction and ended up stranded here, buried half in the earth. Those that piloted it died in the accident, and over the centuries a variety of creatures have inhabited it. A spirit naga named The Doom of Cthedrak dwells within, served by those she has charmed and assisted by the emissaries from the Festering Sore orcs. At the very bottom of the dome, covered in tons of the melted slag resulting from the reactor core overheating, is an artifact The Doom of Cthedrak refers to as "The Library". She has been using her oracular abilities to research "The Library" but has been stymied by bouts of insanity brought about by contact with extra-dimensional intelligences as well as the difficulty of physically excavating so much debris.

GROUND LEVEL

The sole entrance to the dome is an enormous door of beaten copper, set into the northern face. Though large enough for a hill giant to pass through without ducking, the pivot hinges upon which it is set are cunningly designed and expertly crafted, so as to open almost effortlessly cycles after their construction.

1. The orcs have set up a temporary shelter within the entrance hall; a rough framework of branches covered in animal hides. A dome within the dome, if you will, that provides additional shelter from the diffuse daylight that fills the room.

2. Hallway stairs up and stairs down.

Words by Todd Leback Pictures by Aaron Schmidt

2nd LEVEL

5. The Spirit Naga, The Doom of Cthedrak, has claimed this chamber and can often be found here. Along the northern wall is a nest of branches, leaves and torn cloth for her to rest in when she infrequently sleeps, and a low desk containing her personal library.

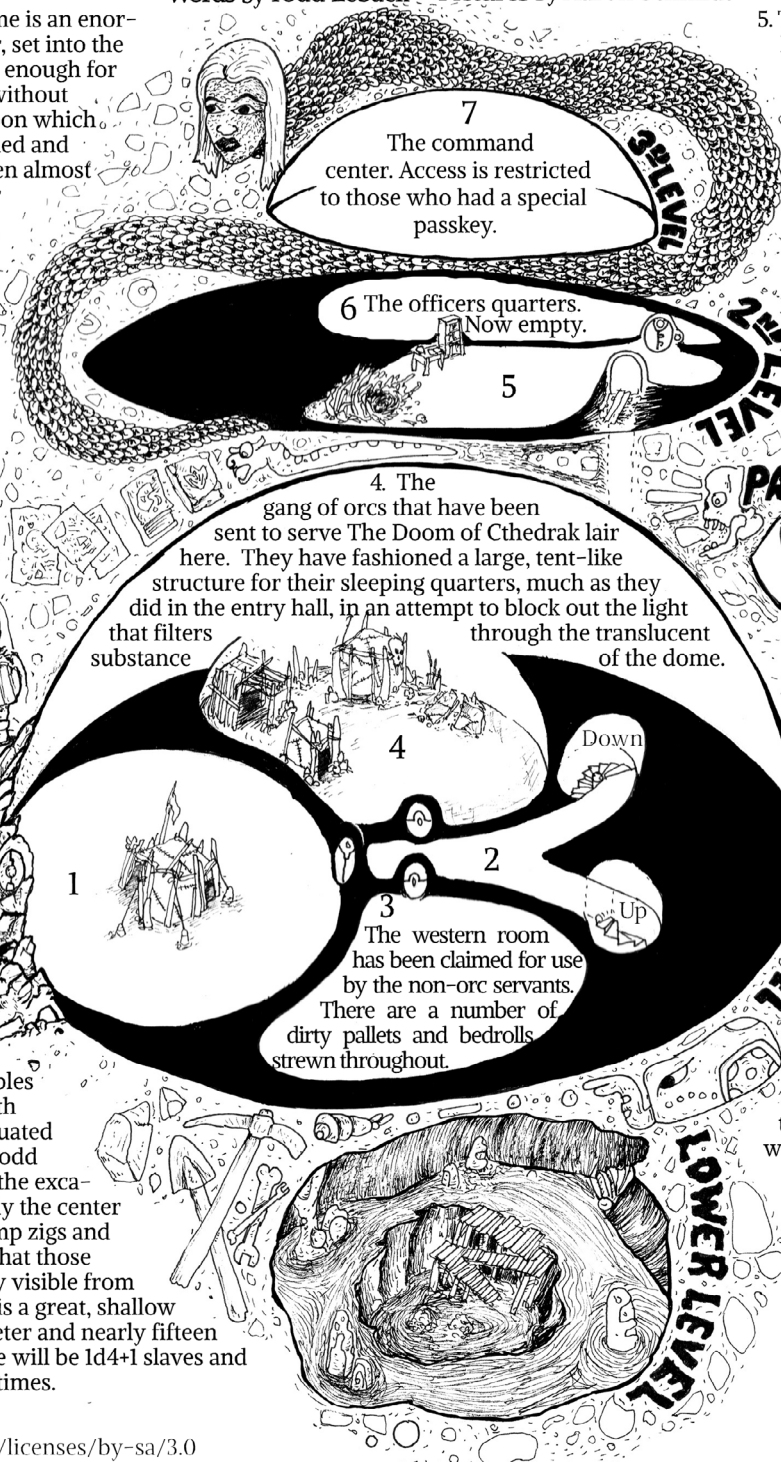
3rd LEVEL

To gain access to the 3rd level a passkey must be

located. There were four in existence; three of which can be found on the other side of the airlock on the corpses of the pilots who were killed when the dimensional ship crashed. The fourth card was being carried by the ship's first mate, who was on the main level when disaster struck. It can currently be found far to the south, in the ruins of the city of Jacaar, in the lair of the dragon Jadlierbron the All-Seeing.

LOWER LEVEL

The floor of this level resembles cooled lava; an almost smooth surface of black pitch, punctuated here and there by ripples or odd formations. The majority of the excavation is occurring in roughly the center of the room; the wooden ramp zigs and zags above the main dig, so that those laboring are not immediately visible from the ramp (and vice versa). It is a great, shallow pit, some thirty feet in diameter and nearly fifteen feet deep in the center. There will be 1d4+1 slaves and 1d4 orcs working here at all times.



Ships, Sails, & Sandbox

Made by Trenton Anderson <http://creativecommons.org/licenses/by-sa/3.0/>

Rumor Table

- 1) A ghost ship haunts these waters. It's crew is vast and never grow weary.
- 2) A Spanish Treasure Galleon is heading North and will rest at Puerto Barco to resupply.
- 3) The English are planning to raid San Rico.
- 4) An English Ship carrying slaves is headed east from Davidtown.
- 5) The local Tobacco crop failed. The governor of San Rico is willing to make arrangements with pirates to lessen this financial blow.
- 6) A pirate ship recently vanished between Puerto Barco and Suciote but Spain has not claimed to have sunk or captured her.
- 7) A voodoo cult is summoning dark spirits to the west of San Rico.
- 8) The governor of Suciote was fired 6 months ago but his replacement never arrived.
- 9) A Spanish ship carrying Tobacco should be sailing south from San Rico.

Spanish Ships

- 1) Trade Galleon, "La Rosa"
Carrying 5,000gp in Tobacco
10 Guns, 80 Men
- 2) Sloop, "Sao Gallento"
Patrolling for Pirates & the English
8 Guns, 60 Men
- 3) Trade Galleon, "La Jabali Blanco"
8 Guns, 100 Men
Carrying 4,000gp in Slaves
- 4) Trade Galleon, "Sao Iago"
8 Guns, 60 Men
Carrying 3,800gp in Sugar
- 5) War Galleon, "La Serpiente"
40 Guns, 300 Men
Escorting Treasure Ship
- 6) Treasure Galleon, "Santo Ricardo"
20 Guns, 120 Men
Carrying 25,000gp in Gold
- 7) Barque, "El Loco Marina"
6 Guns, 40 Men
Carrying 2,600gp in Sugar
- 8) Sloop, "Sao Numeria"
8 Guns, 70 Men
Patrolling for Pirates & the English

Please feel free to change names, factions, etc to fit your game

- *Great Britain and Spain are at war
- *Both sides are hiring privateers to harass their enemy & guard their own ships
- *Pirates are taking advantage of the chaos & attack ships freely
- *Pirate Captains have a bounty on their head of 5,000gp each



ISLAND VILLA OF THE MERCHANT PRINCE



The megalomaniac Merchant Prince has built a massive trading empire supported by criminal networks. He has constructed a secret villa on a tiny rocky island near the coast, where he can hold lavish parties for other villains and indulge in throwing traitors to the lions.

Gathering information:

- Questioning sailors might reveal that the island has a secret ship dock and who is currently there
- Questioning servants might reveal the layout of the villa (use the included map as a handout)
- Questioning guards might reveal guard positions, tactics and the like
- Questioning friends of the Merchant Prince might reveal that he keeps his treasures close to the throne
- Surveillance of the island reveals the three points of entry: sandy beach, boat dock and ship dock
- Surveillance over a longer period reveals regular supply boats going to the boat dock
- Everybody has heard about the lions, few can confirm if it is true

Security tactics: 1+1d3 guards usually patrol the corridor from the guardroom to the beach, checking by the throne room.

When any guards encounter enemies, one tries to flee to the guardroom to alert everyone there, others will fight. When the guards suspect that any infiltrators are on the island, they will double all posts and the rest will patrol the villa as one big group (including off-duty guards).

Throne room: the throne has two orbs, one on each end of the armrests. Pressing the left one will open a trap door into the lion pit below. Pressing the right one will allow the throne to be slid forward, which reveals a secret doorway into the hidden vault housing the Merchant Prince's most valuable possessions.

Ballroom: Cliffside windows offer a magnificent view. One could jump from the window into the ocean, but would have to swim to a different spot to climb out.

Prince's chambers: luxurious living quarters where plenty of evidence regarding the illegal activities of the Merchant Prince can be found.

Boat dock: hidden by rocks when viewed from the mainland. Guests and the Merchant Prince arrive here by boat. A locked iron gate blocks entry into the villa proper unless there is a party going on.

Sandy beach: one can walk here from the mainland at low tide. There are three guards inside a camouflaged guardpost.

Ship dock: this secret dock inside a cave can accommodate smaller ships, the Merchant Prince uses it to smuggle goods.

Currently a small pirate ship is anchored here. 32 crew members will fight to protect their ship and captain, but will not die for the Merchant Prince.

Guest rooms: the pirate captain can usually be found here arguing with the Merchant Prince over his share.

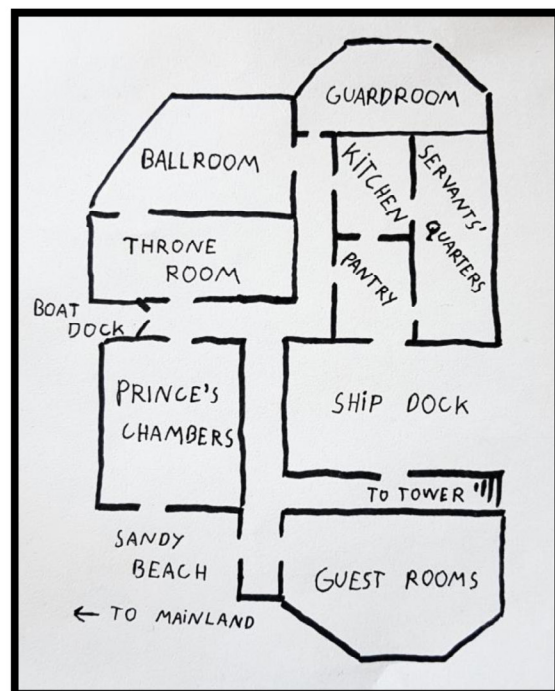
Tower: two guards here will alert the island of any unknown vessel approaching or leaving the island.

Guardroom: 1d4+2 guards on duty at any time, 8+1d4 off duty guards (will take a few minutes to don armor and equip themselves). Captured intruders will be detained and disarmed here, before getting thrown into the lion pit.

Lion pit: just below the throne room three hungry lions await. A bolted door blocks off a stairway to the pantry. A tiny tunnel blocked by rusted bars leads to the boat dock.

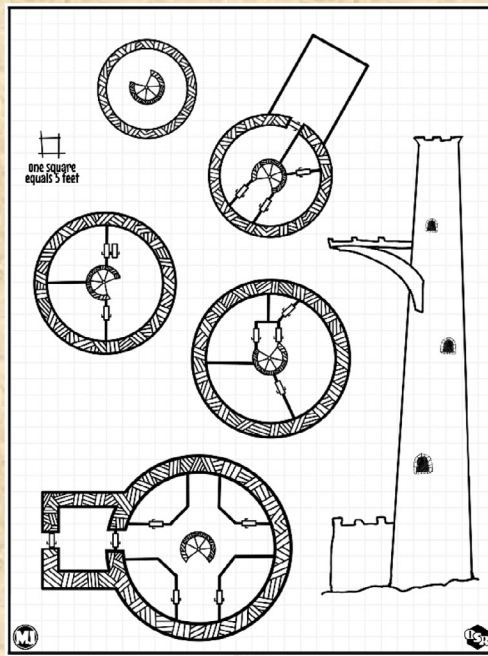
Opportunities:

- Supply boats regularly arrive at the boat dock
- The pirates will take on extra crew and visit the island one more time before heading out to sea
- A large party is hosted, the Merchant Prince does not personally know all the guests



Created by Ülo Leppik
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nest and spin the bowls on a pylon. The colors shift, revealing violet fading to white as device activates. He gives a thumbs-up then pauses, saying, "Oh, no." A flash of light... and the PCs find themselves outside of the tower, now in a damaged, disrepaired state. The southeast floor has collapsed. The barely-stable platform contains the remains of the damaged 'teleportation' focus. The red bowl is still in place, but the blue one is missing...

Roof: The tower's rooftop deck is covered with herb garden planters and a small tripod-mounted brass telescope (154 gp of seeing). A wyvern has crafted a nest filling the upper level, obsessively collecting blue items, including the blue bowl. There is a 1 in 6 chance for anyone in melee on the roof to fall through the floor. Besides the bowl, there are enamel and porcelain cookware, a +1 shield, glass bottles, some drapes, and a sapphire necklace (790 gp of azure).

If the PCs travel to the "Now" (whether returning or for the first time), there are good odds that they will surprise Onzethar Odore. He will react accordingly as a high-level mage...

Time travel success?

1-3. Flung into the future...
4-6. Returned to "Now" timeframe.

+1 for round trips to "Now" (Timey-wimey rules do not allow time travel prior to the existence of the device.)

Now & When? by Vance Atkins (leicestersramble.blogspot.com)

The PCs have learned of a mage with a rumored powerful teleportation device – perhaps they will barter, negotiate, or demand transport by force. Either flung into the future, or discovering the ruined tower for the first time, the PCs may seek out operation or salvage of this device. If they have been transported, its purpose will be clear. If not, clues at the workshop will indicate the device's true function.

1st level: The entrance is guarded by four 2nd level men-at-arms and Aldaveus Quibin (3rd level wizard, *Wand of magic missile*, 1d12 charges). Inside, four rooms comprise the barracks (564 gp of crap), storage, and a pantry. The damaged 1st floor is now occupied by two displacer critters (4 & 6 HD) drawn to the place by its temporal hum.

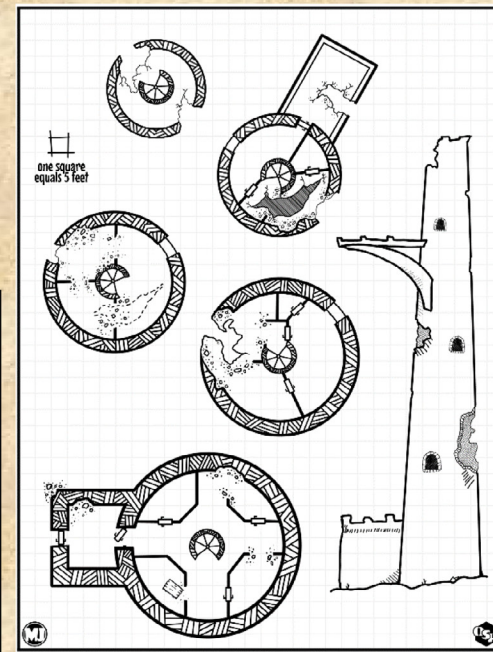
2nd level: Here are Quibin's quarters (spellbook, 328 gp of goodies) and the tower's kitchen. Aldaveus Quibin (5th level, *Staff of spell storing* (*magic missile*, *pyrotechnics*, *hold person*), 564 gp of trinkets), now aged and mad, still guards the tower as a shrine. He accesses the 2nd floor via a rope ladder to avoid the displacers below. Injured during the flawed teleportation, he is now half-blind. "Do not disturb Master he is working!"

3rd level: Onzethar Odore (9th level artificer/theorist) has his quarters and workshop here (Library with 1785 gp of knowledge). Locked in the northwest room is a glassblowing forge with one pail each of red and blue "sand" (ruby and sapphire fragments). Odore is all but certain that his device will teleport the PCs to their desired location via the "arcano-physicks of space-bending." The southeast room is filled with debris from the 4th floor collapse, the remnants of the study and forge are in the west rooms. Tattered and water-stained books depict schematics and show a color wheel with notes on coordinates. Violet is highlighted with margin notes saying, "Miles/years!?! Confirm axis parameters!"

4th level: If the PCs enlist/coerce Odore to operate his device, they stand at the focus point on the platform. The PCs observe Odore

Temporal fallout effects (roll as wandering monster):

1. Random character ages 1d10+2 years.
2. Random character cloned for one hour: clone exists 10 seconds in past.
3. Wrong season viewed outside window.
4. Party repeats last turn.
5. Extinct animal appears (1-2: angry; 3-6: harmless)
6. "Ghost" of Odore appears. Attempts to manipulate the device.



Maps by Matt Jackson (www.patreon.com/msjackson)

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THE HIDDEN CITY

An evil sorcerer has taken over the city in the mountain. People in the nearby town are getting scared because the mountain comes closer each day. They think an evil spirit is using all of its might to push the mountain.

Kitchen of the sorcerer. Table has a vase on it with a wilted rose that still stands straight; its petals have never opened. A loose floorboard opens to the city.

You can enter the city through the peaks, but you might fall.

Bedroom of the evil sorcerer.

Castle. There is a throne, staff, and crown on the ground; the rubies are of the same design as the one from the statue. There are bones everywhere. Behind the throne is a person bent over; it doesn't look like they are breathing. Nobody realizes it is the sorcerer; they think it is dead and it will POP UP!

Statue of two people holding a bright red ruby. There is a blue dot in the center that shoots a light like a laser onto the wall. There is a riddle on the wall. If you solve it, you can take the ruby. If you get it wrong, the doors lock and the walls squish you.

Outhouse

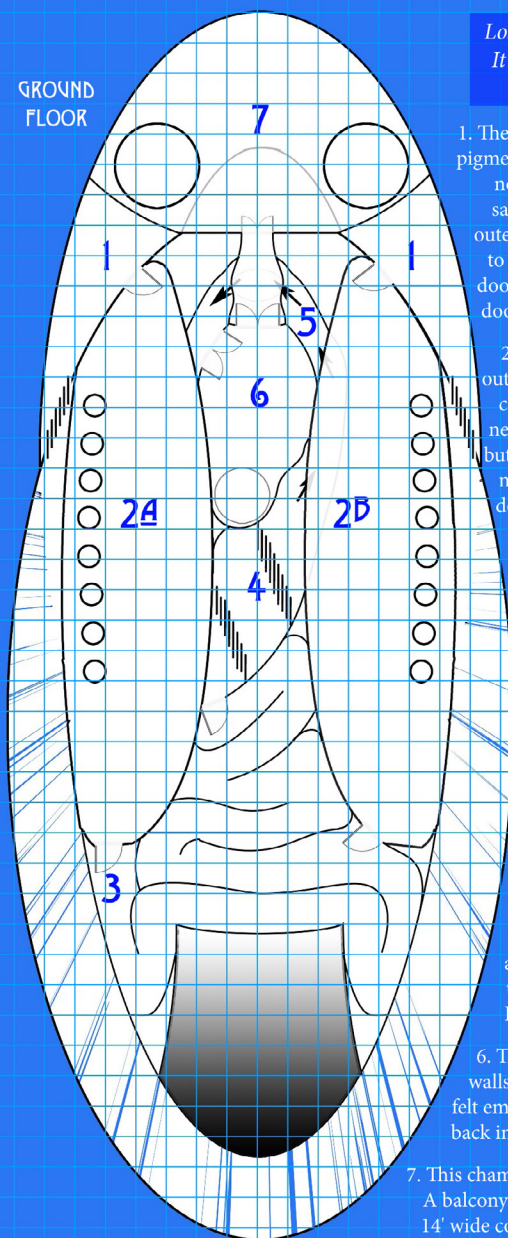
They can find this person that has been trapped by a web spell. They are still alive, but barely. They know what has happened over the years and know about the treasure.

Outhouse



BY VIOLET J. SMITH AGE 7

GROUND
FLOOR



Lost in the mountainous wilderness, the party spies a black dome not too far away, perched near the cliff edge of a deep trench. It is a large building with a stone frill around it. Oval and long in shape, it is made of obsidian, with the front 40' smooth but the rest of its 200' length covered in a latticework of chevrons, also formed of obsidian, that point towards the other end.

1. The entrance from outside has no door, but instead strips of vividly pigmented mauve leather hang down across the entryway. Inside, the noticeable thing is that all the walls of the dome are comprised of salmon-pink marble. The room itself is an acute triangle, and the outer wall is lined with empty carbiners, suggesting something was to be connected here before venturing further into the dome. The door on the inner wall has no handle, but is hanging wide open (all doors in the dome are in this same unsecured stated).

2a/2b. Long, oval rooms with a series of eight columns along the outer wall. However, instead of supporting the roof, these columns curve inward toward the center of the building and actually connect to the inner wall, forming arcs. They are comprised of a fine but flexible kind of coral, and will only give slightly no matter how much pressure is applied. From where the columns join the wall down toward to the floor, hammock-like sacks hang, anchored at each end with more carbiner-like devices. Inside of each sack is held an inert Patchwork Man -- flesh golem-ish pastiches of mismatched bodily parts sewn together. The party can choose to "kill" these Patchwork things, but slitting their throats or impaling where the heart lies triggers no reaction from them.

3. Instead of a hallway, this corridor is more rounded, like an underground tunnel. It does not travel in angular directions, but instead seem to fold into curves. Small patches of dried, caked-on brown algae cling to the walls, floor, and ceiling, in no discernible pattern.

4. This room is trisected by two parallel rows of curtains made of hanging leather strips, similar to those at the entrance of Rooms 1. They seem to insulate the sections they form, with each next one becoming warmer than the last.

5. This barren and narrow corridor curves sharply to the left, and almost imperceptibly angles downward. The further along, the faster the air moves forward, until curving back upward at Room 6.

6. This round cavern has thousands of tiny holes speckled across its walls and ceiling. They are too small to let in light, but a flow can be felt emanating from them. There is a larger hole in the ceiling, further back into the room, that leads up to Room 8 in the Upper Floor.

7. This chamber is large, at least two stories, and curves back into the dome. A balcony hangs over the entrance way, and immediately to each side is a 14' wide column. These columns are covered in a thick, solid plug of wax. Should the party penetrate the wax plug, the Patchwork Men from Rooms 2a and 2b will animate. At this point, treat the whole building as a wild zone, where any spell or energy employed has unexpected consequences. The balcony is described in Room10 of the Upper Floor section.

8. A 10' hole in the floor leads down to room 6 on the Ground Floor. The floor has an ever changing cascade of red travelling across it, like an eternal wave across the ocean.

9. This room has complex mathematical formulae written all over the walls. There are levels of math here that have yet to be discovered.

10. The balcony from Room 7, where a huge node of crystal looms. It has a large center staff and smaller spikes emanating from around its base. It is immovable, and any small bit chipped of immediately disintegrates to slt.

11. This room is actually a cage with bars barely 5" apart. There doesn't appear to be a door, and the cage appears empty.

12. This trio of long rooms each hold a mask and mantle at the back, perched upon a pole and cross bar. The mantles are large and bulky, and drape a floor-length cape around the entire body. The masks cover half the face and are smooth, with tiny eye openings, and tapering out to a long, pointed nose, reminiscent of a marlin.

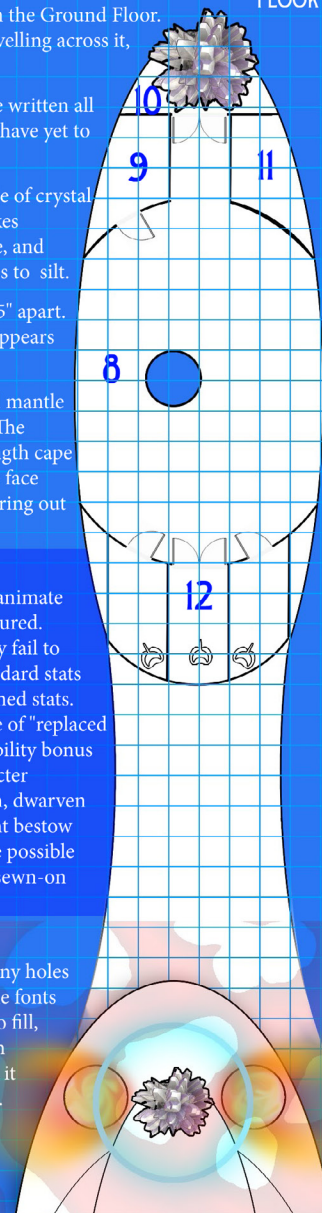
THE PATCHWORK MEN

The Patchwork Men from Rooms 2a and 2b will animate should the seals on the pair of briofonts be punctured. Only if a player dismembered the bodies will they fail to activate. The Men are not magical, and have standard stats as a normal NPC for the setting, save for heightened stats. The manner of these boosts are based on the type of "replaced parts" the Patchwork has -- they gain whatever ability bonus the race would normally get at the time of character generation. An orc arm would give extra strength, dwarven lungs would give constitution, or elven eyes might bestow heightened senses. The GM can be creative in the possible combinations, and can increase then number of sewn-on parts to scale with the party's level of power.

BROKEN SEALS

Cruor starts pouring into Room 6 through the tiny holes in the walls and ceiling when the wax seals on the fonts are compromised. It takes 1 minute for room 6 to fill, after which the cruor will begin to advance down Room 5 and fill room 4 in another minute. Then it will travel along Room 3, taking 3 minutes to fill. Room 2b has a closer door than 2a, but that also means the Patchwork Mer inside may have intercepted the party before reaching it. Otherwise, both Room 2s will fill in 10 minutes, and finally Rooms 1. However, no Cruor will spill out of the hanging strips that make up the entrance ways of Room 1. Soon thereafter, the entire dome uproots itself and falls into the chasm, taking any still inside with it.

UPPER
FLOOR



HTTPS://CREATIVECOMMONS.ORG/LICENSES/DT-SA/3.0/

ENDLESS BLUE
EWER ON THE CONFLUENCE v1.1

by William James Cuffe

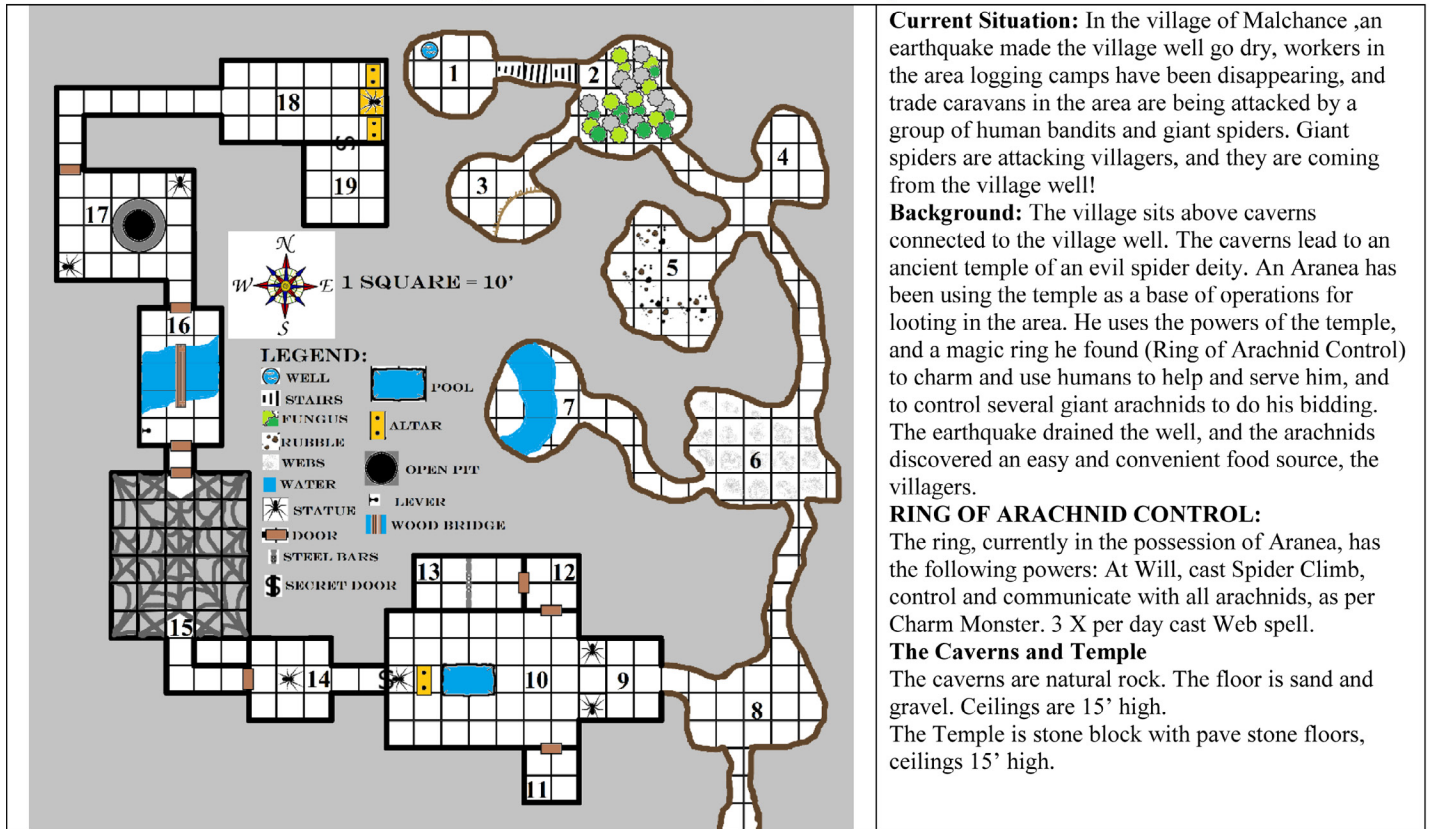


The Forgotten Temple

By William Ross

ross.72104@gmail.com

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Current Situation: In the village of Malchance, an earthquake made the village well go dry, workers in the area logging camps have been disappearing, and trade caravans in the area are being attacked by a group of human bandits and giant spiders. Giant spiders are attacking villagers, and they are coming from the village well!

Background: The village sits above caverns connected to the village well. The caverns lead to an ancient temple of an evil spider deity. An Aranea has been using the temple as a base of operations for looting in the area. He uses the powers of the temple, and a magic ring he found (Ring of Arachnid Control) to charm and use humans to help and serve him, and to control several giant arachnids to do his bidding. The earthquake drained the well, and the arachnids discovered an easy and convenient food source, the villagers.

RING OF ARACHNID CONTROL:

The ring, currently in the possession of Aranea, has the following powers: At Will, cast Spider Climb, control and communicate with all arachnids, as per Charm Monster. 3 X per day cast Web spell.

The Caverns and Temple

The caverns are natural rock. The floor is sand and gravel. Ceilings are 15' high.

The Temple is stone block with pave stone floors, ceilings 15' high.

KEYED AREAS

1. Descend 50' down into the well into a chamber. A passage exits to the east, 6' off the floor.
2. Chamber filled with fungus, molds, and sick looking plants. *1 Shrieker and 1 Violet Fungus.*
3. Chamber with a 10' high shelf on the southeast. *Ettercap with 2 Giant Spiders. Assorted coins and incidental treasure*
4. Desecated carcasses, remains of spider meals.
5. The ground is dug up and covered in dirt, rocks and debris. *2 Giant Scorpions wait hungrily in ambush*
6. Chamber choked with spider webs. *3 Giant Spiders (Web Spinners) Assorted incidental treasure*
7. Chamber separated by a 5' deep stream.
8. Chamber has been improved, with the stone worked smooth. The south passage continues for 3 miles, and emerges from a cave behind a waterfall in a valley outside the village.
9. Arch to the west formed by 2 spider statues. *3 Charmed Human Fighters (loggers) assorted incidental treasure and common weapons*
10. **Altar Room with 2 traps.** The pool causes arachnids to become giant in size. Any humanoid entering, touching, or drinking from the pool must save vs. Polymorph or be transformed into a Giant Hunting Spider (40%) Giant Web Spinning Spider (40%), or an Aranea (20%). A Remove Curse reverses the effect if cast within 1 hour, otherwise it becomes permanent. Once permanent, victims will have no memory of their former life or form, and nothing short of a wish may bring them back. The statue above the altar is of a giant beast,

a spider with a humanoid torso, with a fanged mouth. The six eyes of the statue are glowing crystals, flashing rhythmically in multiple colors. PCs must save vs. Charm, or be charmed into becoming a member of the Spider Cult, defending the temple and it's occupants to the best of their ability. If charmed, additional periodic saves allowed per game system rules.

Secret door behind statue, open by pulling spider arm down.

11. Storage, candles, gold candle holders, casks of oil.
12. Guard room. *2 Charmed Human Fighters, assorted incidental treasure and common weapons*
13. Prison cell. 2 villagers are held in the cells.
14. Animated spider statue, attacks anyone without spider holy symbol. *Animated Object*
15. 6 inch wide woven spider silk cables over 60' deep cavernous pit. Dex checks to avoid falling, and during combat. As PCs reach the center, spiders will emerge from below and attack. *3 Giant Black Widow Spiders, assorted incidental treasure*
16. 2' wide foot bridge across 30' wide, 6' deep stream. Dex check to avoid falling in water during combat. The lever on the west wall is in the center position. Moving it in any direction will sound a bell, summoning the guardian. *4 Water Mephits*
17. Open pit. Spider Swarm attacks anyone without spider holy symbol. *1 Spider Swarm*
18. Inner Temple. *1 Aranea with Ring of Arachnid Control, 3 Giant Spiders*
19. Secret door to treasure chamber. Treasures of the Temple. Assorted beneficial *Treasure fitting the challenge.*



The Gold Canals of Irid's Vault

by Wordman

<https://divnull.com/blog/2019/gold-canal>



Some say **Irid Guvoma** sprang into being when the concept of Order was invented. Others say it is the forbidden offspring of an angel and a devil. Still others claim it is an intelligent machine that grew beyond its creator's control. What is known is that whenever primordial forces of order really needed something done, they sent Irid Guvoma. It led armies against the hordes of chaos. It tracked individual law-breakers across planes. Whatever it was assigned to do, got done.

Then, one day about five centuries ago, it quit and went into business for itself.

Now, for a substantial fee, anyone can rent space within Irid's "retirement project", one of the most secure storage vault complexes in the multiverse.

The Vault

The vault is a pocket mini-dimension consisting of a nearly regular octahedron of solid *inertite*. Irid spent fifty years directing crews to carve out the inside to its specifications, using the only thing capable of altering *inertite*'s structure: disintegration magic. Once done, the top floors of the central building became host to a ritual making the resulting space **immune to disintegration magic**, as well as **suppressing teleportation**, portals, **scrying**, or similar intrusions into the space.

Ambient temperature within the vault hovers around 1070° C. At this temperature, **metals like silver, bronze, brass, and gold are liquids.**

Stronger materials, including granite, gems, wrought iron, and steel, glow. Most organic forms of life, even **cannot breathe** the atmosphere within the vault, and many would find it **toxic** as well.

Guards and staff are drawn from beings hardy enough to survive within the vault, usually planar creatures, elementals, golems and so on. All swear magical oaths to Irid.

The Gates

To access the vault, you must go through a **gate**. A gate is much smaller *intertite* octahedron, typically found floating in some other plane. The best known gate floats in the Plane of Fire, but there are said to be others. The golden door in the gate opens into a guarded room. By the time you cross to the other side of this room, you are inside the vault, looking out onto the dock and the canals.

The Canals

Within the upper three-fifths of the vault, everything that isn't one of the eight buildings has been removed, creating a vast internal space. A **fountain of molten gold** cascades from the central building, creating a **pool 30 feet deep** from which the buildings rise. Three **stone boats** navigate the gold canals between the buildings and the dock, their hardy crews shuttling customers between the gate and their rented vault.

The Pods

Within the gate building (and on the dock) are crystal pods of varying sizes. To reach their vault, customers will enter pods, which provide a comfortable temperature and breathable air. Vault staff will carry these pods to the boats, to the appropriate building, then up to the customer's vault. Vault openings are less doors than a receptacle for a pod, which rotates into the vault, allowing the customer to enter it alone.

The Keys

Anyone renting a vault is magically bound to its key, an intricate crystal and platinum medallion. The key is placed on the inner wall of a pod and touched by the attuned user to **grant entry** into their vault.

The Column

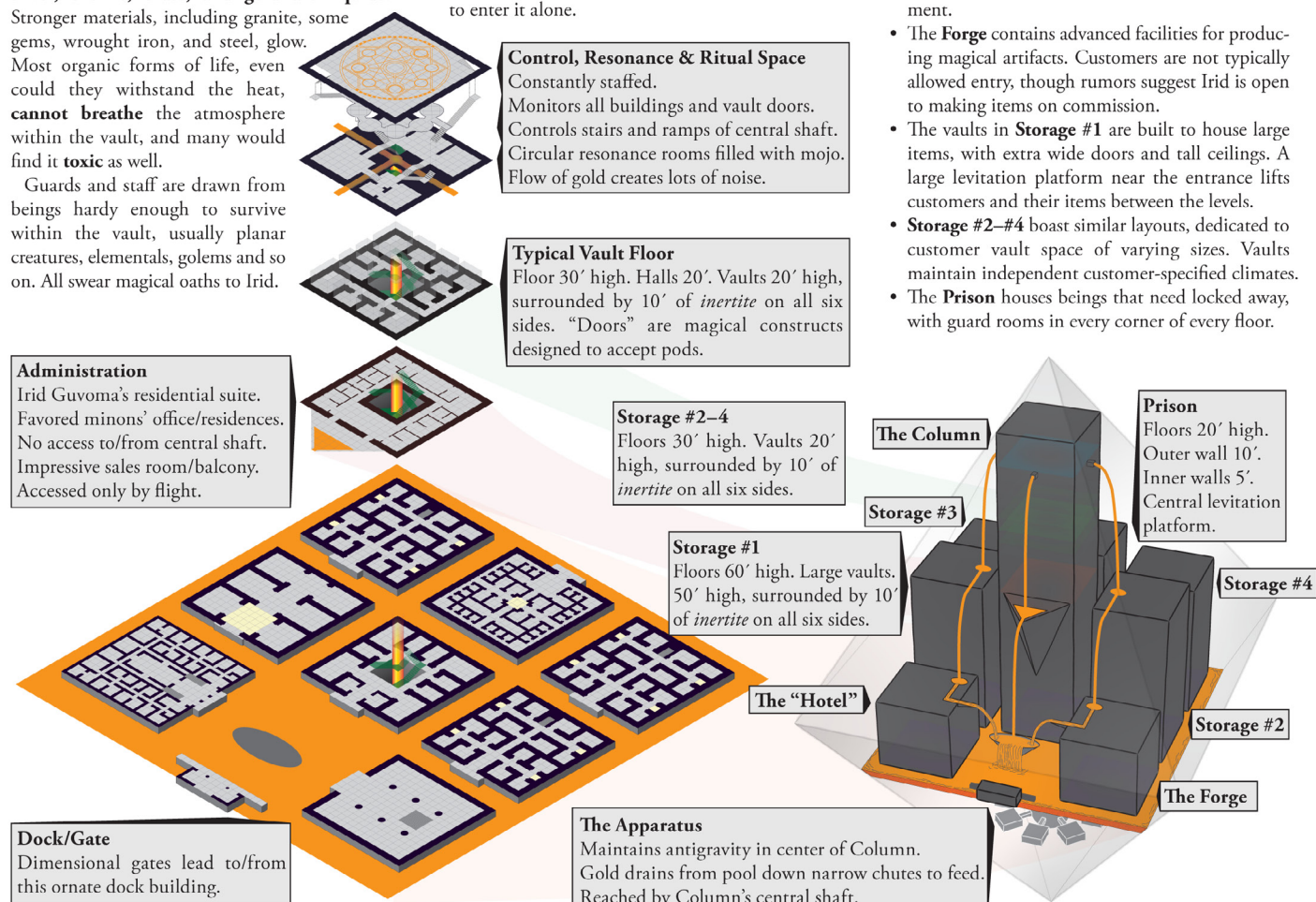
The central building rises the full length of the hollowed space, merging with the ceiling. At the center, a 50 foot shaft runs most of the length of the building, and down into the foundation. At the center, a 10 foot column of **antigravity** routes a column of molten gold from the **apparatus** far below to **Control**, a floor near the top of the building, where the gold is directed into channels out the sides. Around this shaft, **stairs and ramps** made of pure force can be **turned on and off** from rooms in Control.

Most of the floors in the Column contain **vaults**, but it also includes **Irid's residence**, sales space, a grand **balcony**, and administration offices. The floors above control are a **ritual space** which maintains defenses against disintegration and teleportation.

The Buildings

Seven other buildings surround the Column. All are guarded constantly:

- The **Hotel** provides quarters for the staff of the vault that need them. Space for other visitors is available, but rarely used, given the harsh environment.
- The **Forge** contains advanced facilities for producing magical artifacts. Customers are not typically allowed entry, though rumors suggest Irid is open to making items on commission.
- The vaults in **Storage #1** are built to house large items, with extra wide doors and tall ceilings. A large levitation platform near the entrance lifts customers and their items between the levels.
- **Storage #2-#4** boast similar layouts, dedicated to customer vault space of varying sizes. Vaults maintain independent customer-specified climates.
- The **Prison** houses beings that need locked away, with guard rooms in every corner of every floor.

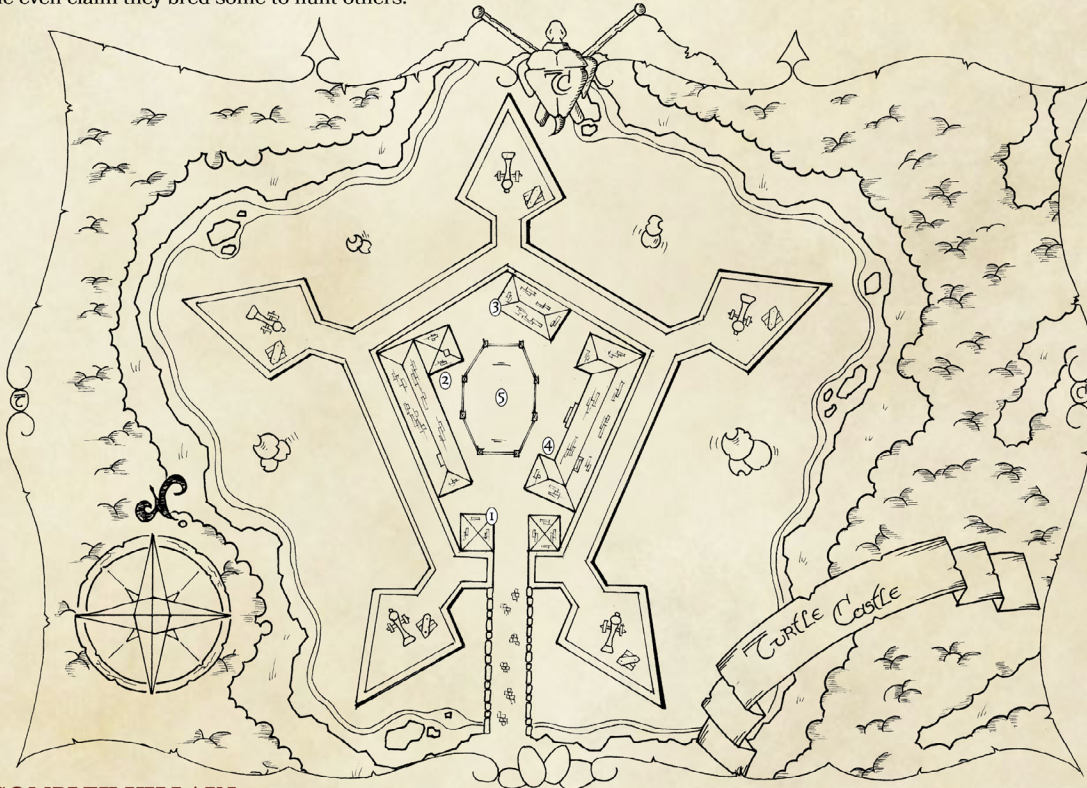


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TURTLE CASTLE:

Deep in the woods, far from any of the empires citizens or borders 'Turtle Castle' keeps other things at bay than invading neighbors. Exactly what is a well kept secret. But the obscurity around its purpose, isolated location and excessive defensive capabilities feed many outrageous rumors. Some whisper the Archdruoid and his garrison study and hunt ferocious beasts living in the woods around them. Others say they breed them. Some even claim they bred some to hunt others.



A COMPLEX VILLAIN:

Driven mad and/or eccentric by the isolation archdruoid and lord of Turtle Castle Prescott of Marwell could have intended well- *"Good villains think they're right in what they do. Great villains actually are right."* - @SlyFlourish

MAP

- **1 Guard tower & 2 Barracks.**
- **3 Reinforced stables:** What do they ride or do they keep something else here?
- **4 Luxurious manner:** Housing the eccentric lord, many hunting trophies and a locked study...
- **5 Arena:** Used to train the garrison or experiment, study and train against something else?

FORESHADOWING

- **Rumors:** Players hear the rumors in a nearby village.
- **Trophies:** A merchant sells expensive trophies made from a rumored ferocious beast.

HOOKS

- **Under attack:** A nearby village is attacked by a ferocious beast.
- **Supplies:** Players are asked to resupply the isolated castle. The Challenge: Players are challenged to scout the mysterious castle. Ferocious beasts: Passing through the woods the players are attacked.

LOOT & TREASURE

- **Ferocious beast study:** A study revealing weaknesses rendering them much less dangerous.
- **Ferocious beast trinkets:** Ferocious beast trophies.

CREDITS

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Prescott of Marwell by PoshMop

SAMPLE DUNGEONS

THE ONE PAGE DUNGEONS ON THE FOLLOWING PAGES WERE CREATED AND SHARED BY THE ORGANIZER DURING THE FINAL WEEKS OF THE CONTEST.

THEY WERE CREATED TO DEMONSTRATE THERE WAS AMPLE TIME TO CREATE AND SUBMIT ENTRIES IN A VARIETY OF FORMATS AND GENRES.



HERON'S VAULT

The "Heron", a prototype freighter lost in the third galactic war, may have been found. The resistance believes that the war was lost when the ship disappeared. While many rumors and wild tales surround the fabled vessel, no living being actually knows what the ship's cargo was, and in legends it is simply referred to as "the 'guffin".

The location of the wreckage believed to be the Heron is not exactly a closely guarded secret, and with several factions closing in on its location, the characters must act fast if they wish to recover the 'guffin.

1) GENERATOR

Protoplasmic blobs float about the hull breach in this location. These alien beings amplify even the slightest energy source, and have kept the remnants of the ship powered up for over 25 years. The floating blobs were released from a broken containment chamber, but three other chambers are intact in this area. The blobs can be NIMBLY avoided. Energy weapons or kinetic attacks will only charge the blobs, granting them a double damage energy counter-attack! The interior door is connected to the damaged containment chamber, and must be rerouted to one of the three undamaged chambers (Reason/ engineering/ etc).

2) COMMAND

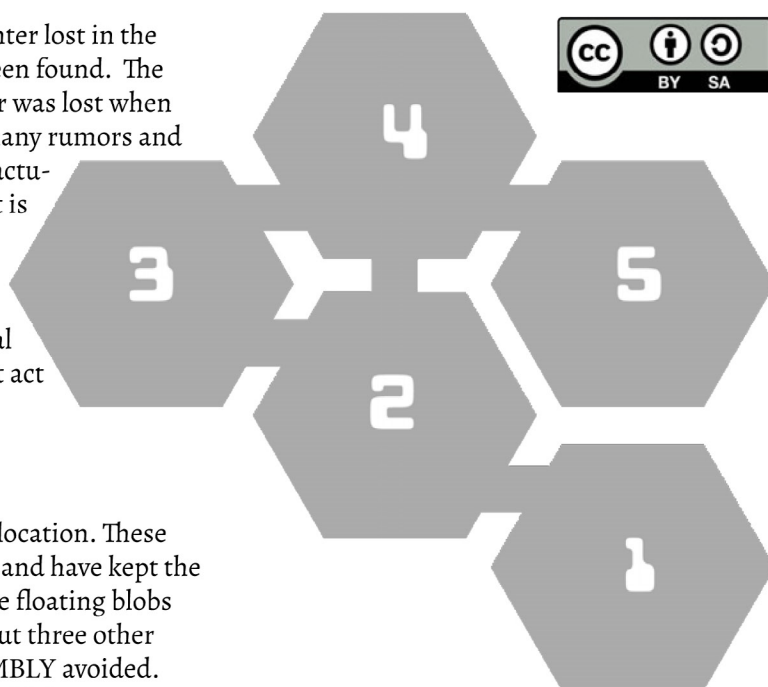
The remaining areas all have life support, and a prototypical artificial gravity effect that is just slightly off, imposing a small (5%) penalty to physical actions. A series of green screen monitors display boundless faults and system failures. While there are several stations meant for operation, a singular robot seems to be directly connected into the control console by several thick control cables. The robot is non-functional, although a clear "tank" in its chest reveals one of the blobs from area 1, desiccated and long dead. Replacing the blob will bring the robot back online after a painfully long reboot sequence. In the meantime roll 1d4:

ROLL	EVENT
1	Robot initiates ship self destruct. Hack it or escape!
2	Rival Scavengers enter from area 1. Parley or fight!
3	Warning shot from Imperial cruiser rips through hull knocking out life support! Engage shields or surrender.
4	Robot mis-identifies the characters as crew members- powers down cryo chambers in area 3, killing actual crew in the process.

The Robot can unlock doors to areas 3 & 4, and confirm the crew was on a secret mission, but cannot reveal any further details.

3) CRYO CHAMBERS

A number of cryo chambers equal to the characters +1 can be found here. One chamber is empty. The crew is either in stasis or dead. The technology is unknown, and any attempt to release a crew member has a 75% chance of killing them. If one survives, roll for the 'guffin, and provide a vague, disoriented clue before they collapse.



4) QUARTERS

A floating, spherical probe projects a digitized team of imperial commandos (equal to the # of characters -1) attempting to virtually gain entrance to area 5. The digitized commandos can and will deal physical damage to the characters, but cannot be harmed. The probe will begin zipping around the area, and must be destroyed to end the simulation. It has health equal to 1/2 the total health of the characters. Door to area 5 must be Hacked or Destroyed.

5) THE VAULT

ROLL	'GUFFIN
1	The wreckage houses/ is actually a small, advanced starfighter.
2	A planet-buster missile programmed to destroy a strategic manufacturing planet during the war, now largely abandoned.
3	A hub/database containing classified, damaging, and highly valuable Imperial secrets.
4	The pilot, a crazed defector trapped in exile, keeping his crew in stasis to conserve resources for himself.

BY AARON FROST



METAL HELL

CC BY SA

BY AARON FROST



*You finally did it! You sandboxed
and murder-hoboed your way to the most dire
punishment in the realm... Exile into the death silo
known as the "Metal Hell"!*

1: Sealed entrance behind you. Dim blue lights illuminate this circular chamber. A spiral circle of overlapping metal plates in the center of the floor. Skeletons and the stench of death... A panel with an imprint of a hand with only 3 fingers. One character must sacrifice two fingers to open the door to area 2.

2: Drop down into the circular room below. One exit to the south. A metal sphere hangs from the ceiling and emits beams of light intense enough to pierce

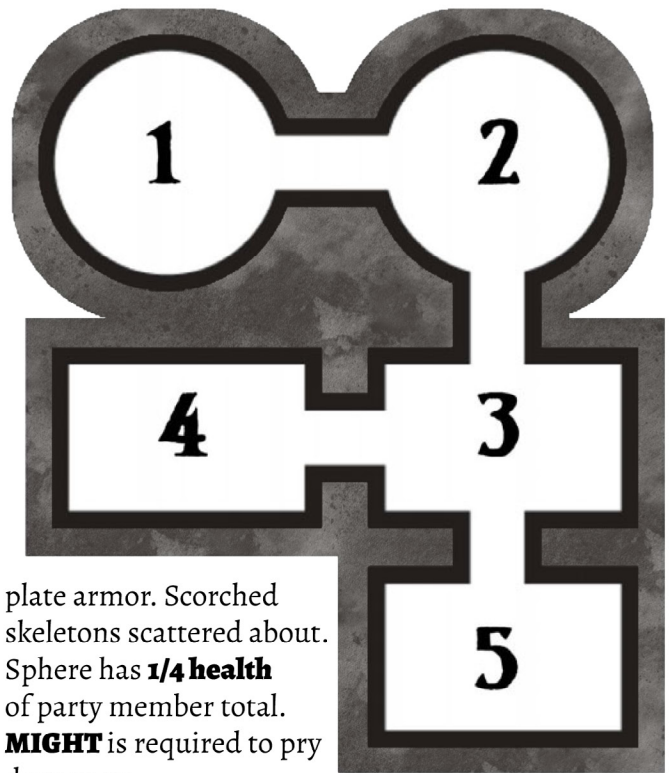
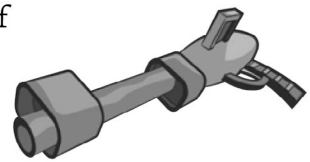


plate armor. Scorched skeletons scattered about. Sphere has **1/4 health** of party member total. **MIGHT** is required to pry door open.

3: A hallway not unlike the image to the left. Metal pipes jut out of walls and bend into the floor. An illuminated doorway. Rectangular room. Unknowable symbols on walls. South door sealed with thin slot "keyhole". Shifting grid of light beams (**2d6** damage) can be **NIMBLY** avoided.

4: "Key" in hand of corpse. Gas floods room (**1d8** damage per moment) as metallic "skeleton" emerges from alcove in wall (**1/2 health** of party)- attacks with metal "hand crossbow" that fires beams of light



[2x damage. 1/2 damage to shiny armor. 25 charges]

5: Roll 1d4. A Glowing Portal leads to...

ROLL	LOCATION
1	Another "fantasy" One Page Dungeon.
2	A foreign land in the midst of a chaotic battle between two massive armies.
3	The outskirts of the "Metal Hell", watching yourselves being forced inside.
4	The future. Convert characters to your favorite Sci-Fi RPG system.

"PROLOGUE"

A NARRATIVE ONE PAGE DUNGEON FOR TWO PLAYERS

BY AARON FROST

***A LONE HERO STANDS BEFORE A GAPING STONE
MAW, THE ENTRANCE TO AN ANCIENT, AND
BEST FORGOTTEN PLACE.***

- You tell me why the hero is here.
- I will tell you why no others have chosen to come.

***THE HERO CROSSES THE THRESHOLD INTO
THE UNKNOWN.***

- I will tell you why the hero is afraid.
- You will describe why even these first steps are perilous.

***FOLLOWING A SLICK DOWNWARD SLOPING
CORRIDOR, THE HERO ENTERS A
ROOM OR CHAMBER.***

- You tell me what lies in waiting.
- I will tell you how the hero overcomes this obstacle using their greatest strength, and at what cost.

***PRESSING ON, THE HERO DISCOVERS
SOMETHING UNEXPECTED.***

- I will tell you why the hero is surprised or caught off guard.
- You will describe a past experience that informs the hero's approach or reaction.

***THE GROUND BENEATH THE HERO'S FEET GIVES
WAY AS THE ANCIENT CORRIDOR COLLAPSES.***

- You tell me how the hero survives the fall.
- I will describe how the fall was the least perilous element of this new location.

***ILL PREPARED AND OFF GUARD, THE HERO NOW
REALIZES THEY MAY NOT SURVIVE.***

- I will explain how the hero manages to escape death.
- The hero loses something important in the process. You will tell me what was lost.

***SOMETHING IS NOT RIGHT. THE HERO COMES
TO UNDERSTAND THEY HAVE BEEN MISLEAD.***

- You will tell me who mislead the hero.
- I will explain why they chose to.

***DEEP UNDERGROUND, WITH LITTLE HOPE OF
ASCENT, THE HERO IS CONFRONTED WITH
A FINAL CHALLENGE.***

- I will explain how the hero's life comes to an end.
- You will describe the hero's final thoughts before death.

Use the details from the co-written story to create a short follow up adventure. Perhaps the characters are trying to discover the fate of a fabled hero from days long passed, recover something lost, or confront the same challenge that claimed the life of the hero.

SPOTIFY PLAYLIST



TIME AFTER TIME

A Modern/ Espionage One Page Dungeon

by AARON FROST

(Map created by Dyson Logos)

MEDICAL BAY: 0600 HOURS

"Your harnesses activated and now we find ourselves in "Yesterday". Suffice it to say that things did not go well. The lab figures this is about the seventh or eighth time now. Another temporal recall will be FATAL. You have one last chance to get it right. One more day..."

OPERATIONS CONTROL: 0700 HOURS

"Intelligence confirms that the Giotto Lorean (a megalomaniacal billionaire) is acquiring R-M3R-0, a prototypical compound we believe could potentially lead to the disafforestation of the entire planet. The production facility has been seized and the team of scientists responsible for developing it have been...neutralized.

We can take one of two approaches:



HEAVY ASSAULT: Enter from ground level from main or auxiliary entrance with support soldier unit. Gear includes body armor, semi-automatic rifles, grenades, etc. (SOLDIER UNIT CAN CLEAR/ SEARCH AREAS ON THE MAP INDEPENDENTLY)

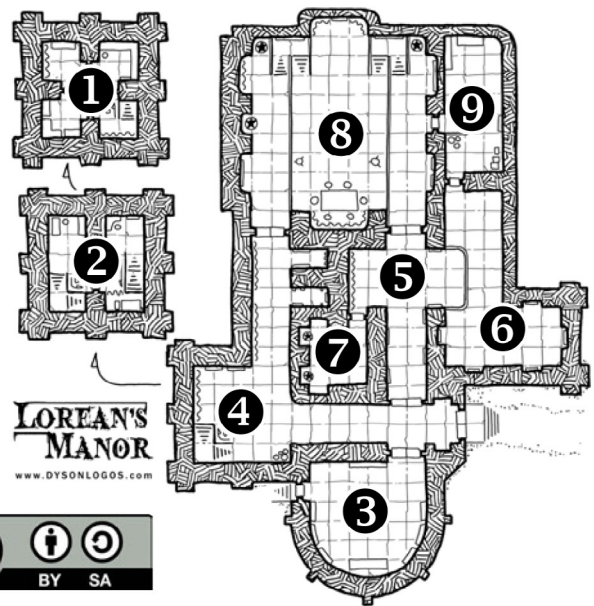


STEALTH INFILTRATION: Air drop and enter from top level of tower. Gear includes sidearms, bullet resistant vests, emp charges and shielded night vision goggles.

No matter which approach the characters use, it is the same they chose in the past, and it is the wrong choice. With the Heavy Assault, the character are betrayed by compromised support soldiers before entering the compound.

For stealth, the characters' chopper is hit with a missile and the compound is on alert.

IF THE CHARACTERS SWITCH PLANS AFTER MAKING THEIR INITIAL CHOICE, NEITHER COMPLICATION OCCURS



Roll 1d8 once for each location until Giotto is discovered (in final location in not found earlier).

ROLL	ENCOUNTER
1	Guards (Mooks: 2 lvls lower than PCs)
2	Elite Mercenary (1 level higher than PCs)
3	Temporal Anomaly: roll on table below.
4	Private security force (equal to PCs)
5	Temporal Anomaly: roll on table below.
6	Elite Henchman (2 lvls higher than PCs)
7	Guards (Mooks: 2 lvls lower than PCs)
8	Giotto Lorean: Releases R-M3R-0.

ROLL	TEMPORAL ANOMALY
1	"Sync" with a past version of yourself. Recover 2d4 health.
2	"Time Stutter" Gain initiative and +20% accuracy on next attack.
3	"Backslide" Start the infiltration again, but retain any injuries.
4	"Doppelgangers" Fight past versions of yourselves in this location.

R-M3R-0 is not a defoliant as believed, but a "zombie gas". Giotto will release it unless he is killed in a single attack. Any dead opponents and PCs will rise as horrific undead versions of themselves.

