

Horse Fort

A One Page Dungeon for the 2020 One Page Dungeon Contest
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You find a low stone wall nearly overgrown with grass along the path. Strange munching and breathing can be heard coming from a gap in the wall—it is a nude woman on all fours eating grass. She sees you, whinnies, and gallops away into a grassy dry moat. Follow her and enter the Horse Fort—a sunny outdoor dungeon in a ruined military fort.

1. A Gap in the Wall.

A rubbly overgrown gap in the stone wall through which the horse woman entered. Ahead is the south ravelin—a ruined tower overgrown with moss.

2. Grassy Ditch Moat.

Green grass grows all along this ditch. Ancient stone walls stand on both sides, about 30' tall. When characters first enter, roll on the Encounter Table.

3. East Ravelin.

Narrow stairs that no horse could traverse lead up to a viewpoint atop the tower. From here the layout of the entire fort is clear. A green glow can be seen coming from the Mossy Roof Guardhouse in the Grassy Parade.

4. West Ravelin.

This tower has been reduced to a pile of rubble.

5. Rampart.

This thick stone wall has a walkway atop it. Stairs lead upwards from areas 7 and 9. The horses cannot climb up here.

6. Grassy Parade.

Open grassy area inside the fort. When characters first enter, roll on the Encounter Table.

Encounter Table

- 1d4 nude humans + 1d2 horses munching grass or eliminating waste. They are startled and charge at you.
- Two stallions are fighting over 1d6 mares.
- 1d4+1 horses are racing. Two humans try to race as well but are accidentally trampled.
- A naked man crouches, trembling. "Help!" he shrieks at you, but is soon bewitched again.
- A hovering horse with glowing green eyes rotates towards you and snorts green energy from its muzzle.
- Somebody steps in horse manure.

7. Manure Heap.

Strong smell of manure. Huge piles of horse droppings, dried and caked with age—clear signs of years of buildup. Smaller, fresher piles of human waste. There is a stone set of spiral stairs leading to the walkway atop the rampart. When characters first enter, roll on the Encounter Table.

8. West Magazine.

The stone magazine building is inaccessible to horses. There are rusted tools, one crate of horseshoes, an anvil, a rack of 10 rusted cannonballs, plus one barrel of powder.

9. Demi-Bastion.

Wildflowers grow here amongst the grass. There are two old shovels leaning against the wall. Stone spiral stairs lead up to the walkway atop the rampart. When characters first enter, roll on the Encounter Table.

10. Horse Skull Chamber.

The entrance to the east magazine building has partially collapsed, allowing the large horses to enter. There are neat stacks of horse skulls on the stone flagstones, and a solitary old mare stands silently among them, as if in remembrance.

11. Mossy Roof Guardhouse.

An old stone building with a thatch roof that has long since been overtaken with dense moss. Water drips down from the ceiling on the shadowy interior. A green marble statue of a horse god stands erect in the centre. His eyes glow green at the approach of humans, and anyone of weak will begins to feel the urge to drop to all fours and to defend the fort from these interlopers (i.e. their adventuring companions)....

