

The background image is a detailed illustration of a city in a state of nature reclaiming it. Tall, dark skyscrapers rise from a dense thicket of green trees and bushes. A small, clear stream flows through the lower left foreground. The sky is blue with scattered white clouds. The overall tone is one of a world that has been abandoned and is now being overtaken by nature.

ONE PAGE DUNGEON COMPENDIUM

**2020
EDITION**

ONE PAGE DUNGEON COMPENDIUM

EARLY RELEASE EDITION

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THE JUDGES ARE HARD AT WORK READING ALL OF THE ENTRIES IN THIS YEAR'S CONTEST. AS SOON AS THEY HAVE MADE THEIR FINAL DECISIONS, THE WINNERS WILL BE ANNOUNCED,

ONCE THE WINNERS ARE DETERMINED, THIS EDITION WILL BE UPDATED TO INCLUDE THE "WINNING ENTRY" AND "HONORABLE MENTIONS" LISTINGS AS IS CUSTOMARY FOR THE ONE PAGE DUNGEON COMPENDIA.

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It was fifty years ago tonight as the tales go that something horrible happened at the Brickbeard Brewery. The workers fled saying only that Brickbeard –the greatest brewer of his age– was cursed and gone mad. Those who investigated found only a boarded up building. But the old brewery still stands! And haunted places always carry rumours; “They say old Brickbeard stashed away a fortune!” or “Have you heard about the lights that flicker in the windows on the night of the full moon?” Everyone has heard these stories; and don’t rumours sometimes have a kernel of truth? In fact, those strange events happened exactly fifty years ago today...

Before you start roll a d4 to decide what actually happened to Brickbeard...

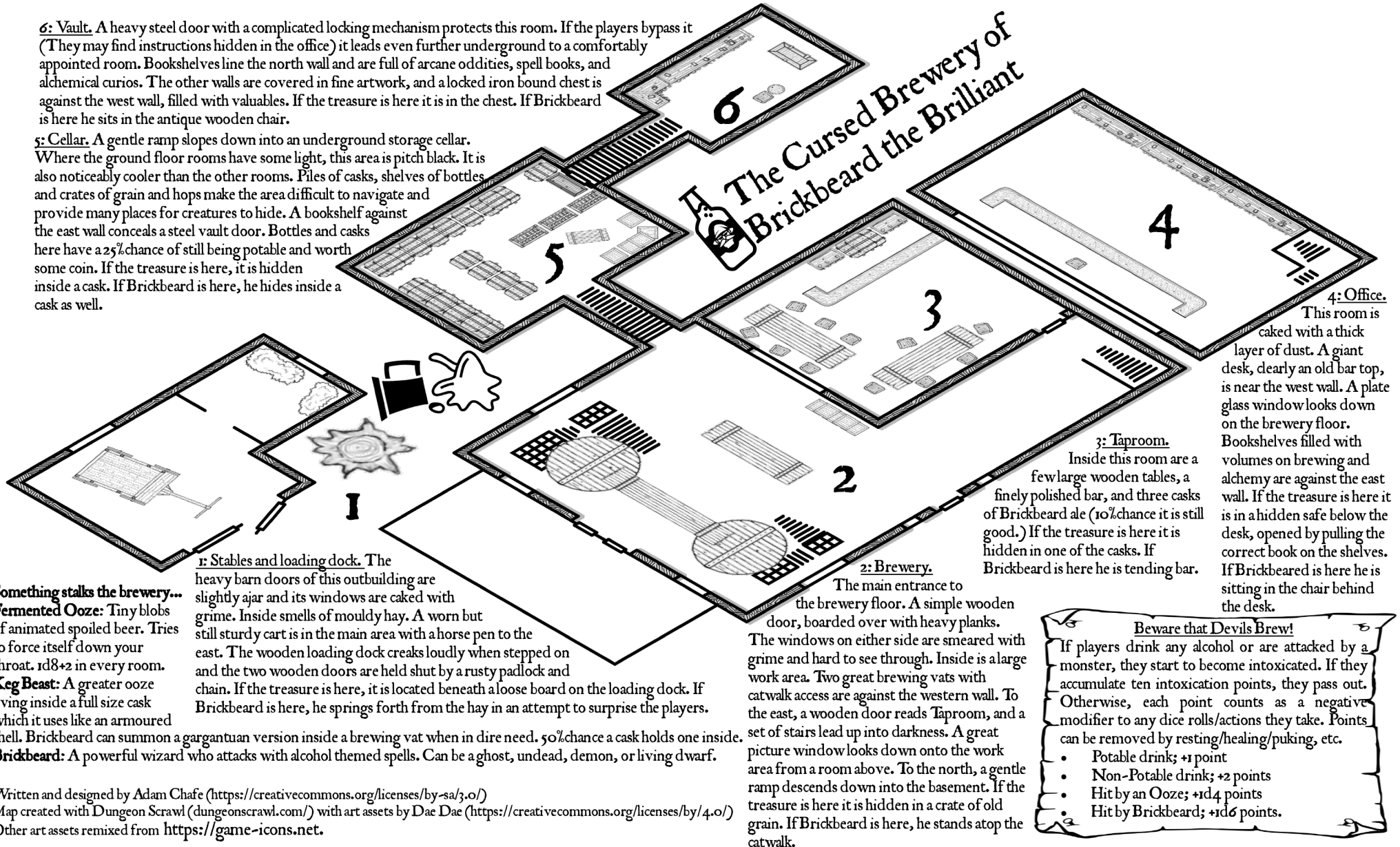
1- He died in a magical experiment. His ghost now haunts the old brewery. In its madness it will attempt to repel or kill invaders. 2- He was cursed and poisoned by a rival. His undead corpse wanders the old building looking for fresh blood that it adds to a final ghastly brew. 3- His success came from an infernal deal. All those years ago, the devil came to collect. Brickbeard’s soulless, demon possessed husk wanders the grounds. 4- He made everything up and paid off his workers to leave. He was tired of brewing and just wanted to work on his magic and alchemy in peace. He “haunts” the old building using simple magic and illusion to keep folks away.

Roll a d4 to determine the treasure: 1- A chest of gold and the deed to the brewery. 2- Rare and valuable alchemical ingredients. 3- Brickbeard’s recipe book. 4- The last keg of Brickbeard’s Special reserve, the magical seals still intact.

Finally, roll 2d6. The first d6 determines where the treasure will be found. The second d6 determines where Brickbeard will always be encountered. Otherwise there is a 25% chance he is encountered when entering a room.

6: Vault. A heavy steel door with a complicated locking mechanism protects this room. If the players bypass it (They may find instructions hidden in the office) it leads even further underground to a comfortably appointed room. Bookshelves line the north wall and are full of arcane oddities, spell books, and alchemical curios. The other walls are covered in fine artwork, and a locked iron bound chest is against the west wall, filled with valuables. If the treasure is here it is in the chest. If Brickbeard is here he sits in the antique wooden chair.

5: Cellar. A gentle ramp slopes down into an underground storage cellar. Where the ground floor rooms have some light, this area is pitch black. It is also noticeably cooler than the other rooms. Piles of casks, shelves of bottles and crates of grain and hops make the area difficult to navigate and provide many places for creatures to hide. A bookshelf against the east wall conceals a steel vault door. Bottles and casks here have a 25% chance of still being potable and worth some coin. If the treasure is here, it is hidden inside a cask. If Brickbeard is here, he hides inside a cask as well.



Something stalks the brewery...

Fermented Ooze: Tiny blobs of animated spoiled beer. Tries to force itself down your throat. 1d8+2 in every room.

Keg Beast: A greater ooze living inside a full size cask which it uses like an armoured shell. Brickbeard can summon a gargantuan version inside a brewing vat when in dire need. 50% chance a cask holds one inside.

Brickbeard: A powerful wizard who attacks with alcohol themed spells. Can be a ghost, undead, demon, or living dwarf.

4: Office.

This room is caked with a thick layer of dust. A giant desk, clearly an old bar top, is near the west wall. A plate glass window looks down on the brewery floor. Bookshelves filled with volumes on brewing and alchemy are against the east wall. If the treasure is here it is in a hidden safe below the desk, opened by pulling the correct book on the shelves. If Brickbeard is here he is sitting in the chair behind the desk.

3: Taproom.

Inside this room are a few large wooden tables, a finely polished bar, and three casks of Brickbeard ale (10% chance it is still good.) If the treasure is here it is hidden in one of the casks. If Brickbeard is here he is tending bar.

2: Brewery.

The main entrance to the brewery floor. A simple wooden door, boarded over with heavy planks. The windows on either side are smeared with grime and hard to see through. Inside is a large work area. Two great brewing vats with catwalk access are against the western wall. To the east, a wooden door reads Taproom, and a set of stairs lead up into darkness. A great picture window looks down onto the work area from a room above. To the north, a gentle ramp descends down into the basement. If the treasure is here it is hidden in a crate of old grain. If Brickbeard is here, he stands atop the catwalk.

Beware that Devils Brew!

If players drink any alcohol or are attacked by a monster, they start to become intoxicated. If they accumulate ten intoxication points, they pass out. Otherwise, each point counts as a negative modifier to any dice rolls/actions they take. Points can be removed by resting/healing/puking, etc.

- Potable drink; +1 point
- Non-Potable drink; +2 points
- Hit by an Ooze; +1d4 points
- Hit by Brickbeard; +1d6 points.

THE CHEESE THUGS

Created by Adam C. Hawkins

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Entering the small berg of Middleton, the players read a public notice posted on a tree saying, "WANTED: The Cheese Thugs, dead or alive. Reward: 80 gold coins. All inquirers see Local Militia Leader, Gop, at the blacksmith shop." When visited, Gop, the town blacksmith, tells players that over the last 2 months a gang made up of 6 bandits has been robbing travelers and locals. The notorious gang is untouchable while in their hideout at Chagon Cheesemaster's abandoned home and shop. The cheese shop lies at the edge of Midwood a mile west of town. The shop was abandoned by Chagon 7 months ago after he made a particularly nauseating batch of cheese and he retired after that. Chagon's shop is made of stone

with slate shingles. The thugs fire arrows through small windows at intruders, but worse, the stench of old forgotten cheese in the shop is unbearable to all who approach. Gop does not know how the thugs can bear the stench.

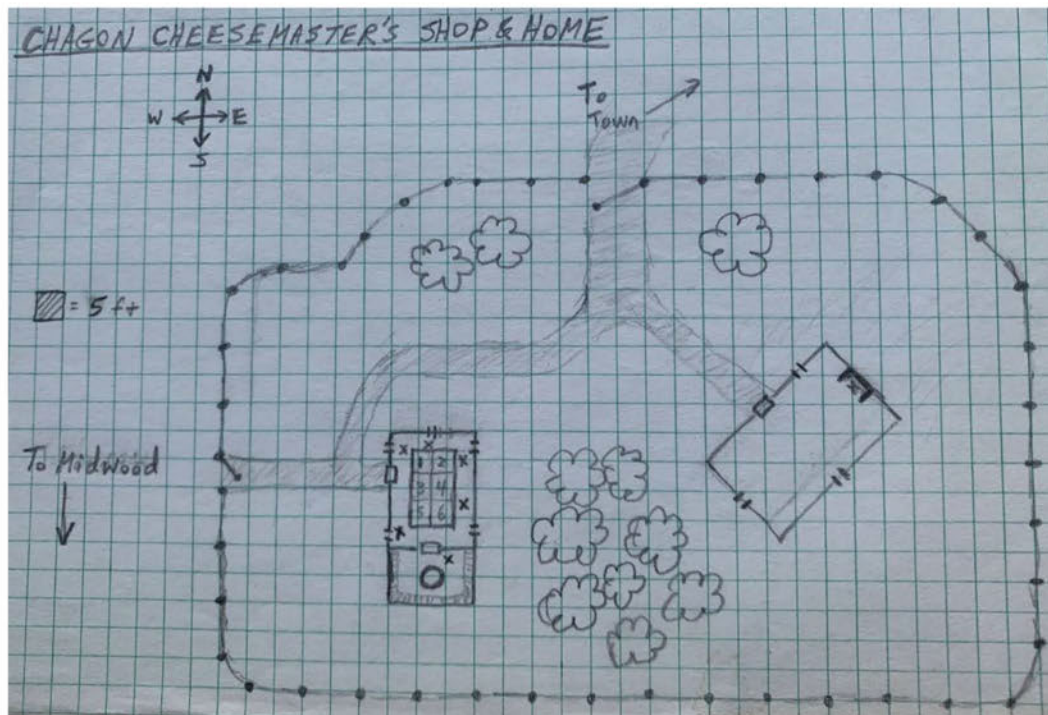
Chagon's abandoned cheese shop and home is only 100 yards south of the west road from town. Both structures are surrounded by a range fence with swinging gates north and west. The north edge of Midwood is 30 feet south of the fenced area. A few leafless trees grow inside the fence, but the wood cabin to the east and the stone cabin to the west are well preserved. Any person within 120 feet of the shop (or further downwind) can smell an overwhelming Limburger cheese scent emanating from the shop. Anyone within 60 feet of the shop or who ventures inside the fenced area may suffer from nausea.

Inside the cheese shop is a vat of bad cheese covered in **Blue Mold**, which causes nausea that impacts attack and resistance rolls (-2 on d20 or 10% penalty) to those within 60 feet of the patch. Only those who protect themselves with cloths or clothespins over their noses may potentially avoid the poisonous effects of nausea. The smell of garlic will completely cover and nullify the effects of nausea, and all thugs wear strings of garlic around their necks.

Worse still, Blue Mold occasionally emits a 10' x 10' x 10' cloud of spores that will rust iron and steel instantly. Only magical items have a chance to prevent rusting. The spores will also rot exposed foodstuffs within 48 hours. Blue Mold can only be destroyed by fire.

East Cabin: The windows are shuttered and the door is stuck, but all can be forced open. The fireplace has a low red glow of burning embers. Any approaching the fireplace will be attacked by a **Giant Beetle** with a glowing abdomen like a firefly hiding under 2 logs. It may escape up the chimney if severely wounded.

West Cheese Shop: The door is locked and the 5 windows are porthole sized, preventing anything bigger than a baby from crawling through. Inside the shop, a rectangular vat of cheese is marbled throughout with



Blue Mold. Five human bandits casually converse and stand guard with bows and arrows in front of their small open windows. At night, the shop is lit by a lantern. Their leader, a half-orc named Grum, is in the back room, but will come to the front room at the first sign of trouble.

The thugs will automatically see any who come through the fence gates during the day. Otherwise, the thugs have normal chances of seeing intruders (roll for surprise). The party has a better chance of approaching undetected (1) at night without carrying any light source; (2) if they approach from the south, or (3) if they sneak up using the cabin, fence, and trees for cover. Roll 2 or 3 times for detection as the players approach the shop.

If the players wait in hiding for the thugs to come out, normally only 1 thug will exit the shop at any time. In 2 days, all will exit at evening to go raiding, being watchful for ambush as they leave. They keep the door unlocked as they go. If attacked, they will flee back to the shop.

When the players enter the shop to fight the thugs, the Blue Mold will release a 10' x 10' x 10' cloud of spores. Roll d6 to determine what part of the vat the spores are released from, and randomly determine when the cloud will be released during the combat. The thugs are armed with axes and wear scale mail armor. Due to rust, their steel weapons have a 25% chance to break with any attack roll, rendering their weapons useless, and their armor will fall completely to pieces on any attack roll that would successfully hit them without armor - all to their surprise. Grum is armed with a heavy wooden club, and thus will not be at risk of breaking his weapon in combat.

The back room of the shop was made for smoking cheese. It has a central fire pit, a narrow chimney above it, and empty wall racks. The racks now hold the Cheese Thugs' water, foodstuffs, oil, torches, firewood, and accumulated treasure (118 gold coins, 4 cheap hematite gem stones [worth 10 gold coins each], and a large man-sized gold ring inset with a coral stone worth 1,100 gold coins).

The Lost Ship Barotok

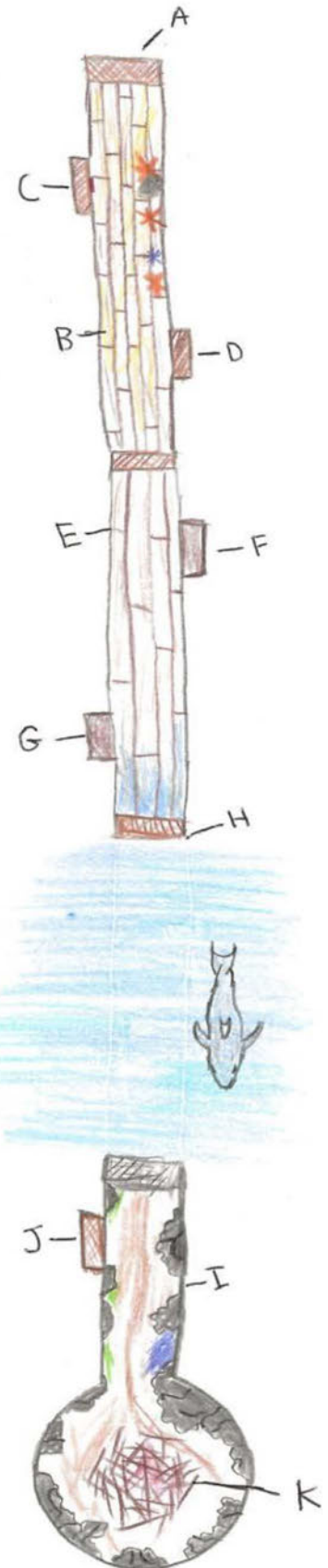
By Adam Lee

Premise – The Lost Ship of Barotok can be encountered at any time. The Barotok was once a wedding vessel to hold ceremonies only for noble and royal families. The ship last voyage was over 500 years ago. What happens when despair is found on the sea? Each hallway has a door on either end making the area an independent space. When players rest too long in one spot it, brings unwanted attention and they begin to sink into the floor.

- A. The entrance to The Lost Ship of Barotok can be found behind any normal looking door. Inspecting the door reveals the wood is dried as if exposed to the sun for long periods. Salt is crystalized along the frame adding to the mystery. The smell of the ocean is in the air.
- B. A hallway covered in sand extends into the darkness. The air is filled with the scent of sea air and dried coral climbs its way up the walls. What remains of corpse lies up against a wall clutching a battered book. Inside the book is a wedding announcement from many years ago. Inspecting the body reveals he is dressed in exceptionally fine clothes.
- C. Directly across from previous corpse lies a door unusually void of coral. The red cross of an infirmary stands out against the otherwise encroaching sea life. Beyond the door, the room is filled by organized beds and cabinets. Rhythmic beating can be seen from underneath the blankets. The beds attempt to scramble away as players approach. Pulling back the covers reveals internal organs, causing the bed to writhe in agony and die. While investigating the room the party is attacked by a creature from the darkness. After a few attacks the creature leaves.
- D. A partially covered cabin door can be seen through the coral. Opening the door reveals the sleeper cabin has been mostly consumed by the reef. Two backpacks can be found at the end of the beds. The journal details the wedding, getting stuck at sea, running out of food, increased tension, and missing guests. The journal ends with a mandatory meeting announcement.
- E. This hallway is stretched to an impossible length. The wood itself appears to be straining against the pressure.

- F. A door barely fills its frame, stretched wide by the hallway. Through the cracks a lit candle is seen flickering along with the acrid smell of smoke. Inside the walls are filled with makeshift candles and claw marks. The phrase "Forgive Me" is repeated over and over.
- G. A door labeled mess hall sits ajar at the far end of the hall, a meeting notice is nailed to the door. On the other side a grotesque scene of cannibalism is revealed. Long ago in this mess hall starving, desperate people ate the less fortunate and a Wendigo was born. Bones litter the room, on the floor, plates, and in pots. Again, players are briefly attacked.
- H. The door to the next hallway has water constantly streaming from the bottom. Beyond the door the walls are transparent and permeable providing a spectacular view of the ocean floor. This area is filled with water. Players can breathe the water with no problem and can easily pass through the walls into the ocean. They will have difficulty trying to get back without assistance. The journey is dangerous as sea creatures might attack as they attempt to reach the stone door at the other end.
- I. Beyond the stone door sits a hallway of earth, stone, and the hull of the ship. The air is cold and damp. The hallway itself angles down into the ground. An odd collection of bones, coral, and fish line the walls. Fresh tracks can be seen entering and leaving the room.
- J. The door to the Honeymoon suite is faded and worn by time, covered by dirt and roots. Inside the bright sun can be seen through the portholes, the scent of lavender fills the air, and a gentle humming. She knows nothing of what happened to the rest of the ship, the guests, or the world around her. She states she is given food every day but believes only a day has passed. She is dismissive of any attempt to point out the passing of time. She insists her groom means no harm.
- K. Following the hallway leads to a nest of bones, ship boards, and tattered clothing. A Wendigo stands ready to fight and hesitant to engage. Pausing the players hear him bleat "Sorry" repeatedly. The wendigo is "defeated" by being forgiven for his actions. The nest is filled with various treasure. Resolving the mystery of The Lost Ship Barotok is an exercise in forgiveness and expectation. Players can learn of the fate of the ship and the bridal party.

Returning to the families whom may find peace.



Orrery of Percipience

The cosmos of a creature's mind yields to the intrusive explorer expansive depths and caverns of intimate details, far-flung dreams, horrors, wonders, and knowledge.

The mind of the esoteric scholar can only be reached through focus and devoted meditation. This may take many attempts to grow one's skill enough to acquire the level of Wisdom required to reach beyond and be granted passage into the nebulous plane of the unknown mind.

Be warned! Such a journey will likely leave its mark on your psyche. Permanent scarring in the form of depression, nightmares, voices, or sleeplessness may impact your future adventures. If you find your way out, that is...

However, it has been rumored that a successful journey will bring the brave adventurer great knowledge and items of unique possibility!

Space in Which You Stand (1-6)d6 or 3d12

* combination of d6 or d12 on each column

Swarm of lights	Eerie	Monochrome
Seeping	Odorous	Geysers
Frozen	Ghastly	Moist
Crystalline	Alien	Starlit
Haunted	Surreal	Humid
Crashing Waves	Verdant	Rocky
Barren	Windy	Glaring light
Ashen	Quiet	Driftwood beach
Fossilized	Phantasmal	Purple mist
Lunar	Hexagonal	Snowy
Silver rain	Toxic vapors	Foggy
Craggy	Flooded	Celestial

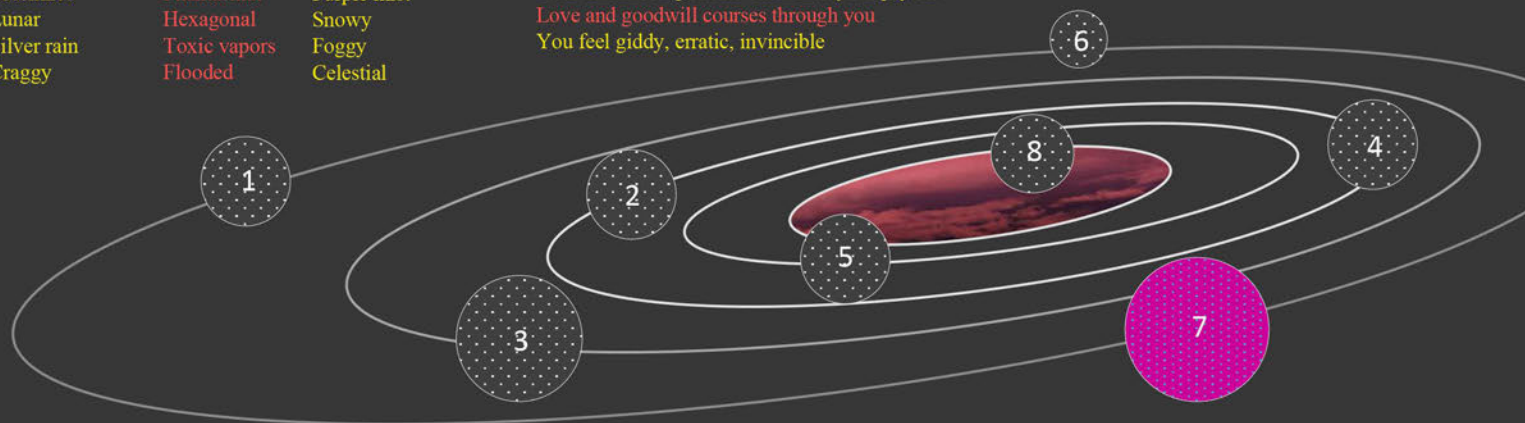
Impressions d12

duration subject to GM discretion

You feel a pressing emotional burden
Your beliefs become sources of doubt and confusion
Sense of being watched just from beyond the light
You feel nauseated and suffer from temporary vertigo
Heroic efforts are fraudulent; suffer crippling doubt
You turn from insanity by remembering a first love
You are convinced that you are an aerial being
Experience overwhelming agoraphobia
You slowly grow paranoid of your companions
Your childhood phobias crash into your psyche
Love and goodwill courses through you
You feel giddy, erratic, invincible

Should You Seek 3d8

Small vial	Oil	Clairvoyance
Wooden chest	Perfume	Holding
Metal ring	Topaz	Harmony
Book	Bone	Paralysis
Quill	Jade	Healing
Jar	Copper	Duress
Reliquary	Paper	Preservation
Pair of dice	Ink	Direction



Events Which Impress Upon You d12

A gamet-red comet burns dimly overhead (blind 1d4 rounds)
A yellow raven lands on a nearby surface, looks at you then turns away
You are suddenly transported to a different plane in the Orrery (roll d8; if same as current, recreate as if a new space)
A ruined tree erupts through the ground, a formless figure perches in the branches (to speak with the figure gives a 50/50 chance of violence)
An old woman wanders past you, mumbling sorrowful sounds
Piles of coins and crystals manifest all around you (but they disappear moments after being collected)
Time has escaped your party; after waking, you are surrounded by a large red circle; you notice d20 x 10 currency missing, along with a single tooth; characters age d4 + 1 years
You come across a wooden chair, there appears to be residual warmth on its arms and seat (to sit in the chair will cause hair to fall out)
You are suddenly surrounded by a cacophony of shouting and whispering; you realize your **STRENGTH** has slightly diminished
A young man hastily approaches, proffers you a stone, and pleads with you to tell him what it means (if stone taken in hand suffer d4 dmg from radiant light to hand)
The party stumbles across a narrow stream (a drink grants a hot nauseating moment causing **WISDOM** to temporarily fail)
You come across a quincunx of sand, charcoal, stone, wood, and iron (if samples taken by party in correct order, a magical item will appear upon the pile of sand (**Lens of Uncanny Perception**). Formation vanishes after single attempt leaving behind a vial of each material.

Forces That May Wish to Oppose *

Stalking	Intelligent	Swarming
Abomination	Crystalline	Inanimate
Sonic	Tendrils	Warded
Undead	Gaseous	Alien
Immaterial	Bony	Horrific
Hulking	Fangs	Multi-colored
Crazed	Sharp	Snarling
Spectral	Amorphous	Gravity
Toxic	Beautiful	Stoic
Psychic	Irresistible	Humanoid
Reflective	Insectoid	Wings
Oozing	Antlers	Serpentine

Objects of Esoteric Value

Lens of Uncanny Perception
Small copper-rimmed lens; must be mounted and worn as eyewear to use. +3 when searching, researching, examining; each use slowly diminishes eyesight; worth 200gp

Rune of Planar Projection
Tiny ingot of lead stamped with a quincunx; bonds to user permanently; allows user to perform a projection to find any entity; permanently lose 1d6 HP each use

(1) Greeted by the apparently corporeal Master himself, he welcomes you and warns of the potential peril. You receive a temporary light source in the form of an orb that must always be held. Releasing hold of the item will cause it to vanish, bringing each plane into total darkness. You are gifted a small crystal to be placed in any plane you wish to remain as is for your return journey. You are informed that to travel from room to room, you must concentrate your **WISDOM** in order to locate a portal. Upon each failure, your **knowledge** will decrease by one for the duration of the journey. “*Nothing remains stable in the interior planes.*”

(7) An unprecedented feeling of goodwill and calm envelops your party. Your confidence surges and the party recognize this serene place as the Master's sole plane of healing and joy. No encounters happen here. Search for a healing pool that grants the drinker temporary boost to **STRENGTH** & **CHARISMA**

(8) An environment of continuously shifting properties. The party is met with mirror reflections of themselves. Though recognizable, these antagonistic forms, much like the surroundings, shift properties every round.

(Central System) This is a place of fear, doubt, resentment. The cosmic creature found here comprises all the Master's knowledge, fears, loves and doubts. Guards a tiny ingot of lead stamped with a quincunx (**Rune of Planar Projection**). Roll d6 per section from above Oppose table to conjure Planar Horror.

The Archon Mines

Entrance A:

The Smelly Well

Exhale a strong odour of corpses.
You can hear the sound of flowing water.
You can't see the bottom of it.
1 in 6 chance of breaking the bucket rope.

1. The Greasy Lake

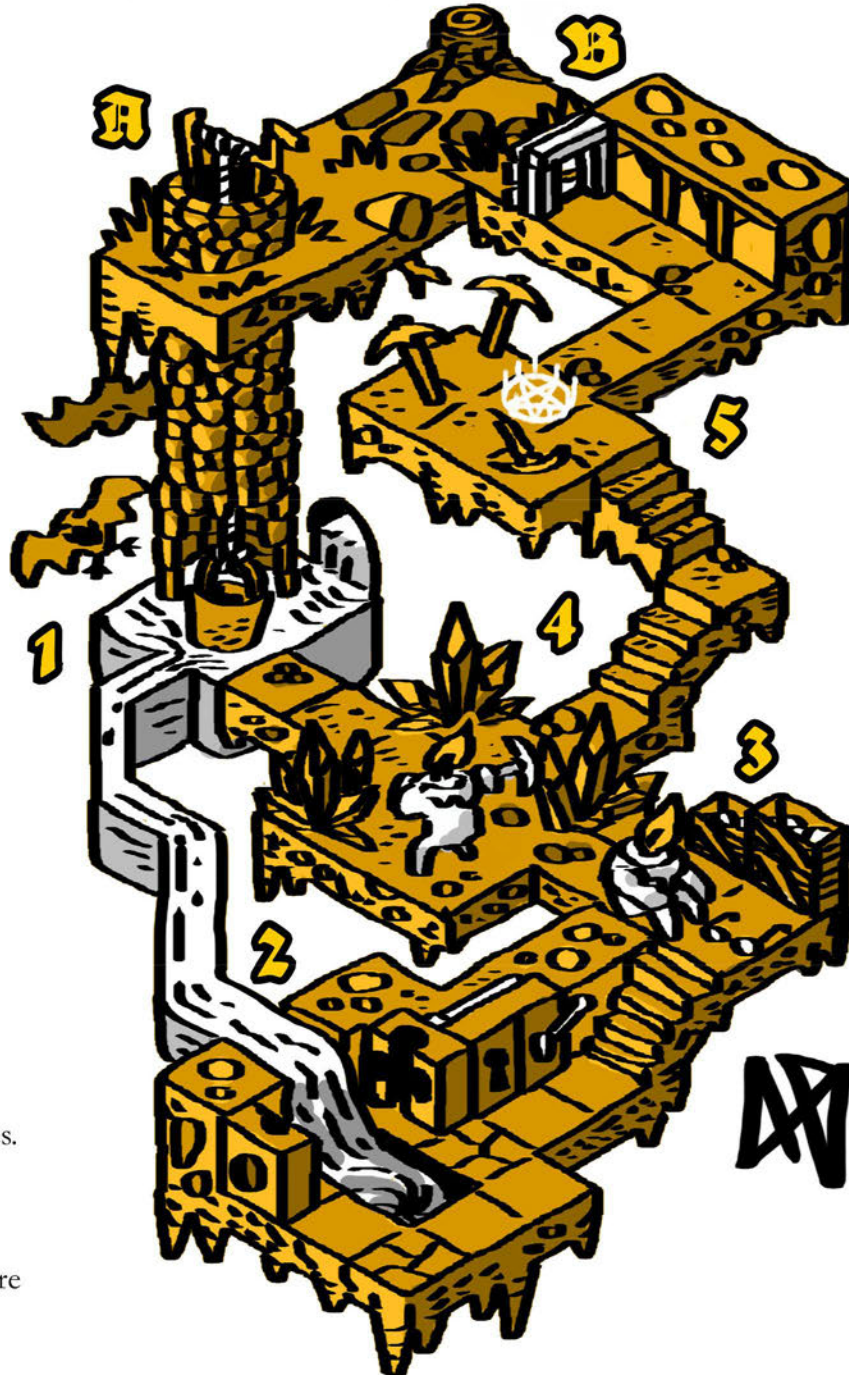
You can't move easily in this thick waters.
Light awakes the bat swarm at the ceiling.
You see a faint glow from the wider tunnel.
The "water" flows through the narrow tunnel.

2. The Candle Workshop

The "water" falls to a portal on the ground.
On the table you see a blank grimmoire.
The lever needs a key to unlock.
Pushing the lever creates a lifeless candleman.

3. The Storage Vault

Piles of wooden boxes full of raw crystals.
A living candleman is guarding both passages.
A human corpse is near the crates wearing glasses.
The glasses allow you to read the grimmoire:
"The crystals of this mine makes perfect
soul gems. The vein we found could raise an entire
legion of constructs for the empire!"



Entrance B:

The Blocked Passage

Entrance closed with rotten wood slates.
A cold breath of air escape from the inside.
"Warning: Do Not Open!"
"This Place is Cursed".

5. The Warehouse

You see a bunch of rusty pickaxes floating.
A nearly invisible sigil is drawn on the entrance.
Stepping on the sigil makes the pickaxes attack.

4. The Crystal Mines

A twisting maze of tunnels hard to navigate.
Make a roll/test to not deviate from the group.
Roll a D6 to discover which room you go:
1 - A couple of candlemans fighting cave bats.
2 - A candleman group working on a crystal vein.
(This place makes the character weaker)
3 - A melted candleman holding a key.
4 - The Greasy Lake.
5 - The Warehouse.
6 - The Storage Vault.

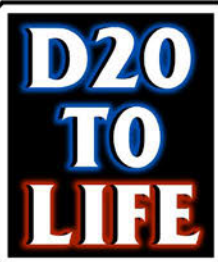
Written & Illustrated by

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ALEX MACKEY, JOHN ARMSTRONG, AND MATT GAPEN PRESENT:



In the Forgettable Domains Justice System, hero based offenses are considered especially heinous...

COURT LEVEL: Court's level is determined by DM and settlement size and wealth. 1-5:

Frontier, 5-10: Town, 10-15: City, 20+: Capital.

JUDGE: Blind, Lawful Cleric, same level as Court

ALIGNMENT(1d4):1,2- LN, 3-LG, 4-LE

BAIL: 100gp per charge. You're expected to pay it a week prior, else be held in the Holding Cells until your court date. If you fail to appear, a LN Ranger of Court's level comes to find you.

LOCKS: The DC of any locks is the Court Level.

CORRUPTION: The DC of persuading any guard is 10+ Court Level. Bribes can give advantage.

LEGAL COUNSEL: You can bring a legal counsel with you to court. Most lawyers are LE.

Public Defender (LN Lv. 1): 0 gp

Pro Bono (Lv. 5, LG): Persuasion check (DC20)

Student Lawyer (LE Lv. 10): 1000 gp

A simple country magister(LN Lv. 15): 5000 gp

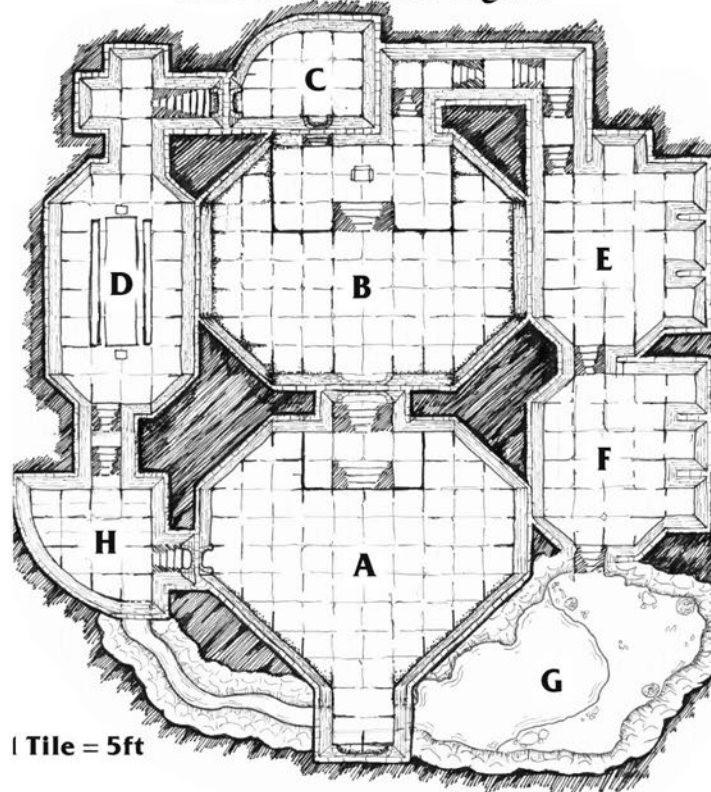
Greater Devil (LE, Lv. 20): Just sign the contract...

Legal Counsel gives you a D6 inspiration per 5 levels to use in Proceedings.

CHARGES: Can be multiple.

LOW CRIMES Petty theft, Vandalism, Assault, Destruction of Property	1d6 x 100 GP fine, 3d6 months service, Banished, 1d6 months Prison
HIGH CRIMES Manslaughter, Kidnapping, Attempted Murder, Major theft	4d6 gp x 1000 fine, 3d6 months prison, 1d6 years prison, Trial by Combat
UNFORGIVABLES Murder, Royal Assault, Heresy,	Trial by Combat, D20 Years in prison, Life, Execution

THE TEMPLE OF TRUTH



1 Tile = 5ft

PROCEEDINGS End of each Round, roll a Skill check to persuade the Jury of your innocence (DC14). If your case is compelling, like you have a reliable alibi, roll with advantage. If questioning a witness who saw you stab an innkeeper, disadvantage.

Round 1: Charges are read. Party can plead their innocence.

Round 2: Evidence for the defense.

Round 3: Evidence for the prosecution.

Round 4: Eyewitness for the Prosecution

Round 5: Character witness (if one can be found)

Round 6: Closing arguments.

RECESS: You can request a recess each round (DC12 persuasion at start). DC goes up by 1 if successful, 2 if not. Recess is 15 minutes each.

DM keeps a tally of how many successes the party had in the proceedings!

VERDICT After all rounds of Court Proceedings are complete, the Jury breaks for deliberation. This

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will take 1d10 hours.

When they return, render the Verdict for each Charge, starting with the least offense:

Roll a D20 for the charge, unmodified. 1-10, is guilty, 11-20, innocent. You can spend a *Success Tally* to reroll a Verdict!

SENTENCING

For each Guilty Verdict, roll a D4, 1 being first listed sentence, 4 being the last. You can spend a *Success Tally* to reroll sentences!

ROOMS:

(A)**ANTECHAMBER:** A number of guards equal to the Court Level. North doors are locked while court is in session.

(B)**Courtroom:** Where the action happens. The judge occupies the Throne of Truth, with the defense and prosecution before him, and the 8 jurors seated on the left wall. The party is brought in through the south doors if walking free, or from the north door if in the cells.

(C)**Judge's Chamber:** Judge will retire here during recess or deliberations. West door is locked. Executioner's Axe mounted on north wall.

(D)**Council Chamber:** The jury will deliberate here, locking all doors.

(E)**UPPER CELLS:** 2 guards. 2 cells, 50% either is occupied.

(F)**LOWER CELLS:** 2 guards (50% chance to be asleep). 2 cells, Richard Wolf is in one (Lycanthropy charges). Guards has key to Dungeon door.

(G)**DUNGEON:** Stinking cesspool, 1d6 starving prisoners, 1d6 skeletons.

Secret door at end of cesspool. Pool also contains a 12HD Shoggoth, but it is hiding. (Perception 15)

(H)**LIBRARY:** DC 20 research check to find an obscure law that can help you. 20 minutes per attempt, can grant advantage for rest of case! 20+ Perception check to notice the Secret Door.

Heroes and Minions

Starting when the adventurers enter through the iron doors, the **Dungeon Heart** initiates its **Plan**, summoning **Minions** as listed below, multiplied by the number of adventurers. Summoned **Minions** move towards the **Dungeon Heart** and any adventurers inside along an invisible path (purple) in single-file and unaffected by obstructions. If their attack wouldn't reach an adventurer, they move a 2nd time instead. They ignore any ghostly **Heroes**. **Minions** on the map attack adventurers they see, pursuing until victory or death.

The adventurers will need help to not be overrun, and spirits of long-lost **Heroes** fill this place. Luckily, those **Heroes** can be empowered to help the adventurers fight off the endless **Minions** closing in behind them.



Dungeon Heart Plan

1-9: Nothing. The **Dungeon Heart** wants its victims lured inside...

11: **Mook**. "Welcome to my domain, mortals..."

13: Nothing. "...drop your most costly item and you may leave." (True. Extortion is safer than a fight. **Minions** won't attack while leaving.)

14: **Spike** 15: **Mook**

18: Nothing. "You merely banish my **Minions** temporarily."

19: **Crawler** 20: **Mook** x2

24: Nothing. "Their energy and yours will feed me after you die."

25: **Hunger** 26+: **Mook, Spike, Brute**. Repeat until **Dungeon Heart** is defeated.

10: A portal opens at the **Entry**. **Mook**

12: **Mook** x2

16: **Mook**

21: **Mook** x2, **Spike** x2

17: **Brute**

22: **Mook** x2, **Brute** x2

23: **Brute** x3

Minions

- ❖ **Mook**: Shadowy, hunched humanoid. 10 HP, M, 13 AC, 25 ft. MOV, +3* Claw (1d8). **Horde**: +1 per **Mook** attacking the same target.
- ❖ **Spike**: Inky, four legged beast with shifting spikes. 7 HP, S, 14 AC, 35 ft. MOV, +5 Bite (1d8+3) or +6 Spike Volley [30 ft.] (1d4+4)
- ❖ **Brute**: Lumbering soot giant. 30 HP, L, 16 AC, 25 ft. MOV, +6 Slam (2d6+4)
 - *Shoulder Through*: No 2nd move, halve the 1st damage taken each round.
- ❖ **Crawler**: Lopsided centipede made of ichor and insect corpses. 10 HP per PC (min. 50), H (10 ft. wide, 60 ft. long), 18 AC, 25 ft. MOV.
 - *Sheltering Embrace*: All **Minions** move freely underneath it, gaining +2 AC and take half damage while there.
 - *Legs, Uncountable*: 3d6 damage to all enemies in **Crawler**'s space while it is moving.

❖ **Hunger**: Six-legged beast of pure darkness with two heads.

15 HP per PC (min. 75), H, 17 AC, 40 ft. MOV, +8 Bite x2 (2d6+5).

➢ *Dark Penumbra*: 50% the 1st hit taken each round does no damage.

Dungeon Heart: Immobile, slimy, black quartz with oozing, shadowy shields. 50 HP per PC (min. 200), L, 10 AC. *Regeneration* 5, slowly consumes all corpses and treasure left on the floor. Starts using *Core Magic* once the adventurers enter the **Heart Chamber**.

➢ *Core Magic*: Cast up to one of the following after each adventurer's turn. All spells are recharged every 5 adventurer turns.

- ☐ *Minion Rage* (Advantage to all **Minion** attacks and damage on their next turn. Advance the **Plan** one turn.)
- ☐ *Dark Invigoration* (All **Minions** regain 10 HP and make a half move)
- ☐ *Conjure Stalagmite* (One target, 4d6 damage, DC 15 save for half)
- ☐ *Barbed Barrier* (Attackers have a 50% chance of missing the **Heart** unless they take 1d6 damage. Lasts 1 round)

Loot:

- ★ **Ghost Jacks**: A bag of spectral caltrops. While scattered on a surface, they create a 20 ft. radius sphere of floating spikes. This is difficult terrain for intangible creatures that deals 2d6 damage to any who enter. Laying by a pillar at the **Entry**.
- ★ Pile of 103 high-quality, fake gold coins sitting in a pile in the **Art Room**.
- ★ **Tiny Mook** in a Jar. Hostile before **Dungeon Heart** is defeated, obedient after. Respawns in the jar each dawn if killed. In a cupboard in the **False Storage Room**
- ★ **Dark Essence**: Dense and inky smoke. Inhale to cast a weak summon without expending the spell. When it ends, make a DC 10 Dex save to catch the essence before it dissipates. A bubbling puddle on a **Final Corridor** flagstone
- ★ **Quickpouch**: A 6-vial potion belt, its wearer can use its potions with a thought. Holds 6 empty vials. Nailed to a **Heart Chamber** wall, not touching the floor.

Heroes:

A ghostly sage appears in the **Art Room** to explain the details below. She conjures a real-time map showing the **Heroes** and **Minions** in explored rooms.

Fragments of old souls that died here have refused to be drained by the **Dungeon Heart** and want vengeance. Each adventurer gains **Renown** for each **Minion** that is killed. Spend **Renown** to recruit **Heroes**: 10, 15, 20, 25, 30... Each adventurer recruits separately. When recruited they can be placed in any spot in any explored room and act on their recruiters' turn. Ordered to a new spot, they spend their next turn moving. 25 **MP** given to a **Hero** restores lost [*Skills*].

★ **Marksman**: Fires two arrows, dealing 5 damage each to any target(s). [**Sniper**] *Arrows deal 10 damage instead.*

★ **Swordsmen**: Slashes all enemies within 10 ft. for 15 damage. [**Champion**] *Any enemy that comes within 10ft. takes 5 damage.*

★ **Warlock**: Lobs a 10 ft. radius blast at any point, dealing 4 damage. [**Archmage**] *Can instead attack in a 120 ft. line, 5 ft. wide.*

★ **Priest**: Projects a 30 ft. slow aura. Enemies treat this as difficult terrain. [**Paladin**] *Enemies inside the aura take double damage.*

★ **Thief**: Throws a knife for 5 damage within 30 ft. Triple damage if target is below max. [**Assassin**] *After a kill, make another attack, up to twice per turn.*

★ **Shadow Carapace**: **Crawler**'s chitinous skull worn as a crown. Cover a 30 ft. radius area in shadowy insects as a reaction, insects taking damage instead of a friendly creature(s). Up to 30 HP per day, with any excess carrying through.

★ **Shade Veins**: A lace cloak of dark blood vessels. Can be split into more capes or rejoined during any rest. Wearers all share a pool of 10 rounds/day of **Haste**. This is **Hunger**'s corpse.

★ **Dungeon Core Shard (1 per adventurer)**: 12 charges/day for summoning **Minions** until killed for 1 day: **Mook** (2), **Spike** (3), **Brute** (4). If an adventurer gives their shard to the **Heroes**, it shatters, and they get a boon: Summon one [*Skilled*] **Hero** per day for 1 hour. From the **Dungeon Heart**.

Escape the Prison Airship!

by Amina Omari, with illustrations by Ken Christopher Hill

On the wind-swept main deck of the **HMS Mercy**, a prison airship a mile above the city of **New Penance**, you are dragged before a bewigged judge. "You have been arrested on charges of resisting arrest. You are hereby judged guilty. The penalty for your crime is death. However, by mercy of the court, your sentence is hereby commuted to a mere 63 and a half years in custody of the state. Next!"

Inside the Cell:

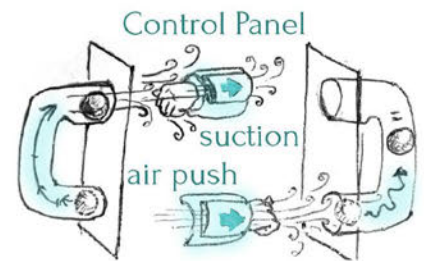
- Picking any lock on the ship triggers impregnable **Air Barriers** that seal off all cells and the stairs up to the main deck, unless PCs notice & cut a thin silver wire set around the lock on the *outside* of each door. Once triggered, Air Barriers can only be deactivated from **Main Deck**. Breaking down a door does not activate barriers.
- The PCs' cellmate, **Geoff**, is an annoying poet/revolutionary secretly working with a kind-hearted guard, **Aishlynn**, to plan a prison break. If he trusts them, Aishlynn will bring the PCs' weapons & unlock the cell door.

The Prison Deck:

- Guard post with several **Lawkeepers** (shortsword) & an **Elite Lawkeeper** (shortsword & **Air Gauntlets**). If alerted to the escape, they will trigger the Air Barriers, preventing PCs from reaching the Main Deck or unlocking other cells. A search reveals **Rope**, **Cell Keys** and any weapons the PCs failed to hide from the guards.
- The cells are strangely underpopulated. With such unjust laws, shouldn't this ship be crowded full?

Headed Up? The Main Deck:

- Captain's Quarters - In a hidden drawer, PCs find **Gold**, not quite enough **Scrolls of Gentle Falling** for their party, and an **Ominous Letter** from Dr. Salixer ("Captain: My research requires another dozen prisoners for extraction. Please deliver them to the lower deck at once.").
- Maproom - Holds the **Judge** (not very hardy, equipped with Sleep and Fear spells), an **Elite Lawkeeper** with **Air Gauntlets**, & several **Lawkeepers** who have barricaded themselves inside. Given time, they will find the captain's spell scrolls and escape the ship.
- An unlabeled Air Barrier Control Panel is connected to circuits of silver wire that thread through the ship's inner walls. Use Air Gauntlets to suction or push air, moving the silver ball from the bottom to the top of a hidden track behind the panel. This breaks the circuit and lowers the barriers.
- A massive anchor chain - Attached is a large round platform with a hole in the center, which can be ridden down if controlled by 3 pairs of Air Gauntlets. The ship is buffeted by heavy winds; climbing the chain or the outer hull will be deadly for all but the strongest PCs, unless anchored by rope.



Headed Down? The Lower Deck:

- Gnome laboratory, secured behind an Air Barrier. Led by **Dr. Wixim Salixer** (physically weak, with powerful Shield and Electric Shock spells), who taunts the PCs from behind the barrier as his lab assistants titter. He may lower the barrier if he needs to escape — for instance, if the PCs set the ship on fire or free the Air Elementals. He keeps a gnome-sized **Flying Carpet** as his personal escape insurance.
- Air Elemental cages all around the hull of the ship, made from near-unbreakable silvery mesh, each containing angry, powerful **Air Elementals** who are shocked and prodded by Dr. Salixer to keep the ship aloft. If pried free and dropped out of the **Oculus**, the cages will shatter on the ground below; a few minutes later, any uncaged Elementals will return to free their brethren and tear apart Dr. Salixer and his assistants with hurricane-force wind attacks. If PCs attack the Elementals, they will respond in kind; otherwise, they will ignore the party.
- Oculus controlled by Dr. Salixer. Opens on a dizzying fall.

Whether they head up or down, the PCs will face an aerial assault by **Captain Weatherbee** (a tough tactician) and his **Lawkeepers**, all mounted on flying **Hippogriffs** and armed with crossbows and **Air Gauntlets**. Hippogriffs are powerful, with deadly beak & claw attacks. They can be tamed by a skilled animal handler if their previous master is dead, but can only carry one large and one small rider. Only one can fit through the Oculus at a time.

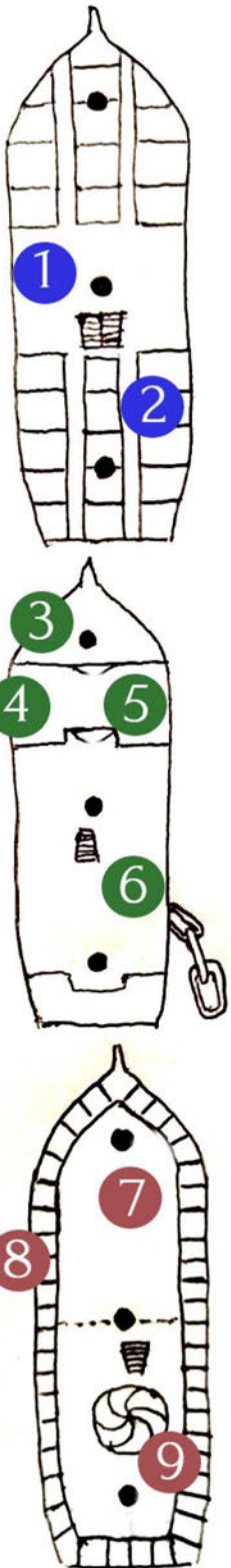
Air Gauntlets

- > Control 5x5' cube of air for an hour; 5 uses per day; takes concentration
- > Push enemy 10' or suck air from lungs
- > May depower after a week without being charged by an Air Elemental

As the Air Elementals escape...

- > The Mercy will begin to lurch and sink. **At the top of each combat round**, roll 1d4 to decide if the ship lurches to bow, port, stern, or starboard. All combatants slide 1d4 squares, falling prone if they are pushed into an immovable object.
- > Good luck finding a way down before the ship falls out of the sky!

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DREAM of the DRAGON

Once upon a time there was a Dragon deeply lost in their greed that they hid their treasure within a dream. Will you find the treasure before the slumber's end or be lost forever in the dream of the dragon?

For this dungeon you will need a Jenga Tower (JT) to make **Awakening Pulls** representing the instability of the dream and the awakening of the Dragon. If you do not own a JT, you can instead make **Awakening Rolls**.

Awakening Roll. Roll a d20 against the Awakening Target Number(ATN). The ATN starts at 1 and it increases by 1 (max 20) everytime you make an Awakening Roll. The PCs can add the following modifiers (+5,+4,+3,+2 and +1) after the roll once per modifier. If the result on the d20 roll is lower than the ATN, the Dragon awakes.



Awakening Pull. Everytime a PC fails to do something or the PCs leave a room from the misty gateway, make an Awakening Pull. Pull a block from the JT. If the JT falls, the Dragon awakes.

When the Dragon awakes, the PCs lose their connection to the material world and are forever lost in the dream of the dragon. This doesn't mean that the game ends, on the contrary, it only means that they can't come back to the world where they came from, but they still can (and should) explore the dream and find the treasure.

1. HALLS OF EXISTENCE. *White-stone colossal halls where 7 great statues of dragons are, each depicting an aspect of the sleeping Dragon.*

- Only the farthest statue (8) initially reacts. Once approached it fades, conjuring a misty gateway.
- Once the adventurers have been inside the **Dragon's Flame**, the other statues will react in the same way.
- The adventurers can leave the dream whenever they want by drinking salt water while holding a golden trinket so long as the Dragon is not awoken.

2. THE EVERLASTING ALE. *A statue of a dragon drinking ale from a barrel. The sculpted liquid falls through their corpse. At the base the sentence "Drown your failures and rise your ambitions to a neverplace" is carved.*

- A 1 floor tavern filled with empty tables and chairs.
- An innkeeper that serves a mug of everlasting ale for the price of one ambition.
- A group of 3 adventurers. They claim to know how to reach the treasure, but only reveal their secret if the PCs find and bring **Brian** to them. They actually hold the **Key** to the treasure.

3. GROUNDS OF HONOR. *A statue of a dragon on top of another dragon, victorious.*

- A landscape filled with ruined coliseums.
- **Warriors** in equal number to the PCs with dragon shaped helms approach. One of them make an extra step and bows, waiting for one PC to duel him.
- If an extra PC joins the duel, all the warriors charge in. They are immune to fire.
- The reward for winning the duel with honor is one **Dragon Helm**. It bestows the wearer with the ability to see the **Unseen**.

4. WELL OF REGRETS. *A statue of a sad dragon, holding a piece of cloth in one of its claws. At the base the sentence "Toss a regret and forever be free from it" is carved.*

- A giant dark-stone well on the floor.
- If a regret is "tossed" a giant white creature with no facial features comes upward from the well. It gently plucks a regret from the PC with one of its 6 arms.

5. GARDENS OF WEALTH. *A statue of a dragon holding a delicate flower on one hand and a pile of gold coins on another. Nothing is carved at the base.*

- A labyrinthic dark, rotten and dead garden.
- Spider webs are everywhere. There's also a giant spider web in the sky, like a dome, encapsulating the garden. Cocoons filled with treasure hang from it.
- An **Unseen** Giant Spider that clings to wealth, capturing whoever it can and stealing whatever they hold. It attacks the PCs.
- **Brian** is hidden somewhere in the garden. He will help the PCs if they approach him in peace. He knows a secret passage to the **Throne of Rule** without going through the misty gateway.

6. THRONE OF RULE. *A statue of a dragon with open wings on top of a bone throne. At the base the sentence "To truly rule is to make the hardest of choices" is carved.*

- Gargantuan bones, all broken and scattered. A skeleton of a dead dragon in front of the bone throne.
- The skeleton whispers imperceptible words, only understood by a PC that has been previously plucked in the **Well of Regrets**. It asks the PC to look inside the dragon's skull. **What is inside that must be burn in the Dragon's Flame?**

7. NEST OF LOYALTY. *A statue of a dragon proudly carrying eggs in their arms. At the base the sentence "Home is where the future takes shape" is carved.*

- A nest on the top of the world with dragons roaring and flying around.
- A Dragon is laying down, next to their precious eggs and addresses the PCs as if they betrayed them in the past.
- What do they ask them to do in order to restore their trust?

8. THE DRAGON'S FLAME. *A statue of a dragon spitting fire in an epic stance. At the base the sentence "A dragon's heart is an everblazing flame" is carved.*

- A black-stone room. In each side-wall there's a statue of a dragon's head. In the center of the room, there's an altar with a small flame that flickers at the same rhythm of the dragon's heart-beat.
- In the far wall there's a hole where the **Key** should go. There are words carved on top of it. *"It will cost you everything to reach the mighty treasure I hold"*.
- When the **Key** is inserted, the misty gateway turns to stone, trapping the PCs inside. Water starts pouring out of the dragon's head statues and once the PCs are drowned the treasure is revealed. A gateway to the world of the dead where their souls can dive in.



The Shard of Eternity

By Andrey Plisko (<https://www.patreon.com/anisplan>)
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The tower of Elisan The Archmage rests in the doomed wasteland. A long time ago, a star from the sky fell right at the top of it, but the tower survived the explosion, protected by some mysterious bubble. This bubble saved the tower itself, while all the surrounding lands turned into the wasteland by a big explosion and now are haunted by ghosts. The legend tells that the tower is protected by the powerful artifact - The Shard of Eternity - which is hidden somewhere inside. Following the order of Elisan, the Shard summoned bubbles around the tower and all sentient beings inside it. The legend also tells: "Only a creature stupid enough can go to the tower to retrieve the artifact."

Ground floor: The entrance is wide-open. But you have to cross the thick bubble around the walls of the tower to reach the doorway.

To pass through you should **fail the Intelligence check** or be soaked up by the bubble and freeze inside, as this substance is protecting all sentient beings at all costs.

Alternatively, you should be **unconscious** or in a **wild form** when your body is passing the entrance.

A bubbled figure of the **werewolf** with the head transformed back to human form for some reason. You can set free any bubbled person or thing by pushing or pulling him/it out without contacting a bubble with your body.

Stairs to the next floor in the middle of the room.

Enemies: D6 animated skeletons of dogs or other small animals

Treasure:

- Book in an unknown language.
- A nice picture of a half-griffin, half-wyvern creature.

Second floor: The portal is open. It looks like it should be closed a long time ago, but the power of radiant light seems to freeze the process or the time itself. Several scared and angry people in bubbles. Some frozen while running to the portal, some - to the exit. Few are blocking the passage upstairs.

Enemies: D6 ghosts of the former villagers.

Treasure: A box with a tiny slot in the center (on the table). You can put voice-recording crystal here to record or listen a message.

The red crystal already inside the box plays when activated:

"My boy, we are doomed and the gods are now against us. Hurry up, take the shard I sent you, and put a warding spell at the laboratory to protect the tower and all the people inside it."

Third floor: 2 stone statues (inactive **golems**, very big and bulky).

They can be activated by brute force or loud noise to attack the intruders.

Can be distracted for a moment with the voice of their master Elisan.

One of the beds is covered by the bubble with no one inside.

Enemies: mad apprentice able to get out of the bubble. He seems to use some magic potions to prolong his life for the last hundred years and he is running out of those already. He is holding **The Staff of Lightning** in his hands.

Treasure:

- The Staff of Lightning (transformed into the Staff of Guided Fireballs, if the Shard is installed at the top - you can choose trajectory, speed, power, and command the ball to explode).
- Minor teleport scroll in the desk (locked).
- Potion of longevity (inside one of the crates).



The Top of the Tower: A bubbled figure of a young man in grey robes sits in a chair and holds a small piece of shinning crystal in his hands. Radiating light seems to stream out of this crystal to the tower itself. Part of the wall and one lab table are smashed from outside, just a second before protecting bubble appeared around the tower.

Removing the shard awakes the boy: "Get out of here, adventurers! Save your lives while you can, and let the power of magic and your close touch help you on your way. I am about to join my master!"

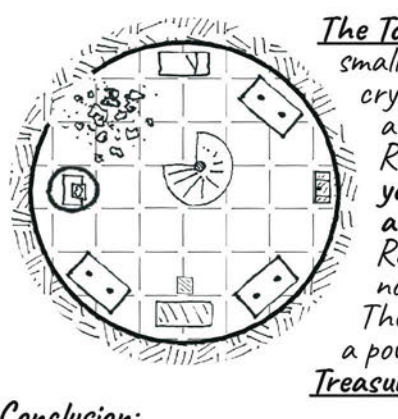
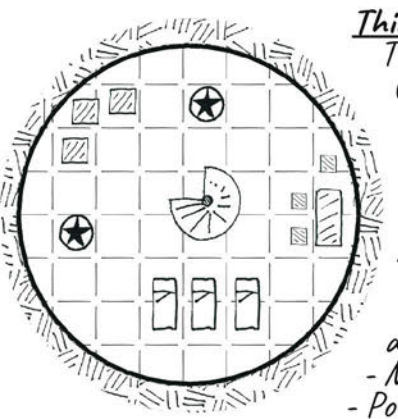
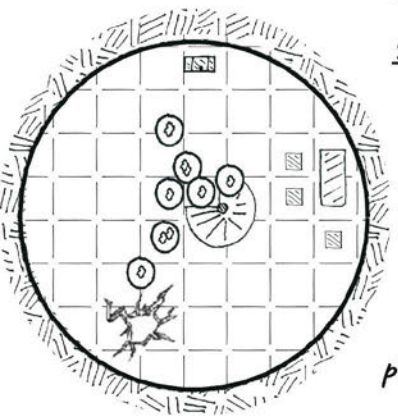
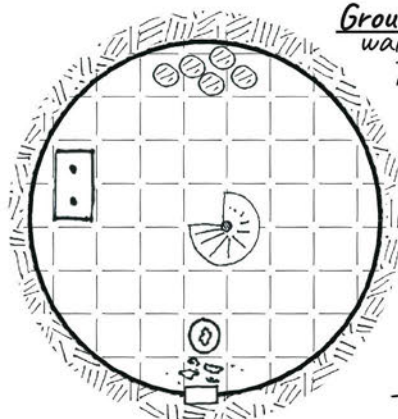
Radiant light starts to dissolve slowly and all the bubbles are popping around. Every item not covered by this light anymore is annihilating in the explosion.

The light would appear again when the shard is attached to the magic source (magic user or a powerful magic item) and spread to everyone who touches this mage or item.

Treasure: A bunch of voice-recording crystals in the chest (poison trap).

Conclusion:

The tower is collapsing around. People are screaming for help, the golems (if not defeated before) about to find the intruders and punish them. Portal is now active and about to close soon. As long as the magic is applied to the shard and you are holding each other hands, the power of the shard is protecting you all from any harm. Surprisingly, you are not frozen and can move around a bit slower than usual. The bubble is following the shard and everyone around it. But be careful - do not let anyone or anything to split you or drag you out.



THE CAPSULE FROM BEYOND

BY ANTON L. <https://savevshollowing.wordpress.com/>

Introduction

One day a large metal capsule appeared, ripping a hole through reality and crashing into the earth.

"That seems interesting," you said, before venturing inside.

Behind you, the formerly askew metal doors shut, leaving you in the dull red of emergency lighting.

The Capsule's Outside

What crashed into your reality was a fat metallic obelisk, perhaps six by six good paces wide at the bottom and as tall as five men standing on each other's shoulders. The doors hang slightly open just above ground level, until the emergency power turns on.

The Capsule's Inside

A simple square chamber. Consult the table for the details of this particular world (starting at **state 5**). The exit door shuts and locks after you enter.

The Control Room

A rounded triangular chamber with three panels, two windows overlaid with displays, and a main control. **There's 57 fuel rods stored under the main control.**

Jumping States (as per the Notebook)

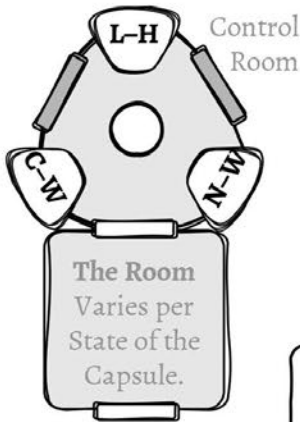
Each of the three binary states has its own panel that displays the state and has two slots for fuel rods. When you press the start button, each individual binary state changes as such:

- 0 rods to drop to 0-state
- 1 rod to remain at 1-state
- 2 rods to move to 1-state

What is this thing?

It is travel contraption of some alien beings, made from foreign super-alloys and fueled by eldritch power. It has **eight different rooms**, each connected to a corresponding plane.

Travel between these rooms (and planes) is handled by shifting one or several of three binary states in the **control room**. Each combination of states results in a particular plane.



The Displays

The displays shows the status of the capsule and a map of what worlds the rooms connect to.

Initial values:

- Heat: bar filled to just over 8/10.
- Power: bar filled to around 1/10.

It's completely understandable despite the alien glyphs.

Give brain, please.

Describing the Capsule

The control room is all silvery metal, with an almost liquid sheen. No edge is hard. The Room is likewise styled, but heavily influenced by the local world (e.g. frost in State 0, space dust in State 7). Most functional objects are very easy to understand and use.

Binary States

0-state	1-state
Narrow	Wide
Low	High
Cold	Warm

Fuel Rods

Unspent fuel rods are very light, and seem to glow a dull blue. They whirr eerily in the hand. When spent, they become heavy and like raw black iron.



Brain Slayer

To Open Outer Doors (any plane)

- Heat must be 4/10 or lower.
- Power must be 4/10 or higher.
- Main Key must be in.

(Can be broken with cannon-barrage-equivalent force.)

To Lower Heat

- Repair a coolant tube: -1/10
- Per 10 fuel rods exhausted: -1/10
- Turn off Forge: -2/10

To Increase Power

- Rile air elemental into frenzy: +2/10
- Per 10 fuel rods sacrificed: +1/10
- Per victim sacrificed: +1/10

STATE	LOCATION	ROOM INFORMATION
0 Narrow Low Cold	Elemental Plane of Ice	3 coffin-sized coolant tubes stand along each wall. Two are leaking and currently not providing any cooling. The floor is icy.
1 Wide Low Cold	A Desert World	A strange pantry emptied on food. A starved-to-death husk of some lanky gray-skinned humanoid lies on the floor. Holds a Brain-Breaker sword, extra effective vs. psychics. The husk twitches from contact, and will be revived by blood. Out to kill the <i>Brain Slayer</i> .
2 Narrow High Cold	A Cloud World	Trapped air elemental wants to be released on this plane. Can be fought or bargained with. Wards prevent it from entering control room.
3 Wide High Cold	The Void	Treasury. 12 numbered boxes opened with excessive violence or respective key. Boxes 1-3, 5, 9 contains gold- and gem idols. 4, 6 contain arcane tomes. 7, 8, 11 contains living flesh. 10, 12 contain madness-inducing ghosts.
4 Narrow Low Warm	Maelstrom Water Plane	Four fish people, desperately keeping their gills in the leaked water on the floor. Prepared to give treasure if you flood the craft. Have poisoned arrows they might threaten with. Willing to leave (and give reward) for the <i>Brain Slayer's</i> head. Talks about its powers.
5 Wide Low Warm	Home world	This is where you came from. Room contains a dead sorcerer with the <i>Notebook</i> , inside a Sacrificial Circle used to power the capsule.
6 Narrow High Warm	Elemental Plane of Fire	Forge. Transmutes 1 fuel rod into one of: Masterwork item (any), Numbered vault key, Repair foam, Anti-psyhic circlet, Gemstone. Can be turned off. Restarting uses 1 fuel rod.
7 Wide High Warm	Planetary Dust Rings	A lone tentacled <i>Brain Slayer</i> lies wounded, both legs torn off. Has the Main Key. Needs a brain to recover. Still a dangerous foe, with ferocious psychic powers. Untrustworthy, but explicit promises are law to it. <i>Very</i> polite.

A Very Annoying Seagull

By Ben Chaplin

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A big problem in this area is a giant seagull. It sounds bizarre, but it can dispel magical effects that it notices with its screeches. There's even a chance that its screeches will dispel magic it's unaware of, but that's a pretty low chance. It nests on top of the tallest tree in the forest.

A local noble, Aster Darcrest, was walking home when he dropped his signet ring. It's quite valuable. He stooped down to pick it up, but was knocked out of the way by the seagull. The dang thing swooped in, grabbed the ring, and flew back to its nest. He'll pay good money for someone to get it back, and bigger money for someone to kill that stupid gull.



The Seagull, while home, is alert. It squawks nearly constantly, unless it is asleep or gone. Yes, even while eating. It has made its nest out of all sorts of valuables. Mixed in here are a beautiful emerald necklace, dozens of coins, a sword, a whole stained glass window (don't ask me how it got that here in one piece), and yes, Aster Darcrest's missing signet ring, along with whatever else you want to place here. The seagull will attack anything flying, but will be totally unaware of any attempt at its nest from the tree.

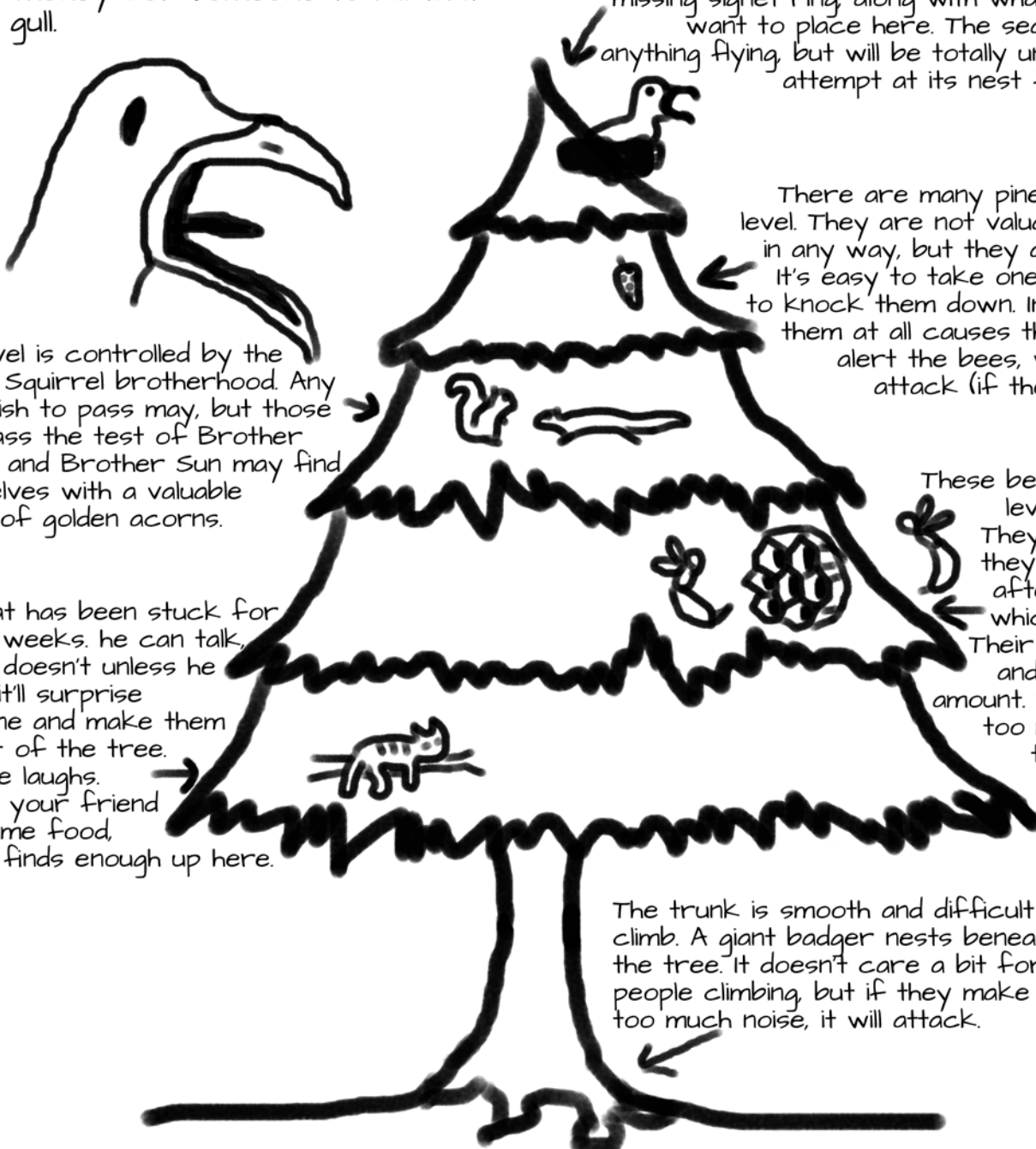
There are many pine cones on this level. They are not valuable or magical in any way, but they are very loose. It's easy to take one, but also easy to knock them down. Interacting with them at all causes them to fall and alert the bees, who fly up and attack (if they're still alive).

This level is controlled by the Golden Squirrel brotherhood. Any who wish to pass may, but those who pass the test of Brother Biscuit and Brother Sun may find themselves with a valuable bushel of golden acorns.

This cat has been stuck for a few weeks. he can talk, but he doesn't unless he thinks it'll surprise someone and make them fall out of the tree. Then he laughs. He'll be your friend for some food, but he finds enough up here.

These bees control this level of the tree. They dislike anyone they think might be after their honey, which is everyone. Their honey is tasty and worth a good amount. They don't pay too much attention though. They're quite busy.

The trunk is smooth and difficult to climb. A giant badger nests beneath the tree. It doesn't care a bit for people climbing, but if they make too much noise, it will attack.



SENTIENT LIMBS OF THE WORLD, UNITE!

Lost on the Outskirts this dungeon commune boils with **REVOLUTIONARY** fervour. **SENTIENT DISEMBODIED LIMBS** hatch schemes for ending centuries of grotesque oppression, exploitation and cruel neglect perpetrated by the **BODIED CLASS**.

Authorities deny rumours of impending violence yet **YOU** are **SECRETLY** sent to:

**INFILTRATE the Commune;
EVICT the Revolutionaries;
END the Sentient Menace!**

THE REVOLUTIONARY COMMUNE OF SENTIENT LIMBS

"COMRADES! The most important question facing the world, the question upon which the world's eyes must focus clearly upon, is that of Sentient Limbs.

Is not our sentience equivalent to the dullest, full-bodied Barbarian? Can we not perchance dream as wide as that Mage with twice our arms yet half our courage? Do we not owe it to all our Comrades to strike now, strike with our fleshy weight against the Bodied Class?

DO WE NOT OWE IT TO EACH OTHER TO BE FREE?"
KOM - GRAND HEAD, RSCL FOUNDER

Many paths lead to discovering this damp old mineshaft on the Outskirts. Inside the Revolutionary Commune of Sentient Limbs (RCSL) plan their fervent, perennially disastrous war against the Bodied Class. Yet bureaucracy, political backstabbing, and the disproportionate hegemony of the Left Arms runs wild.

Currently, schemes are afoot to raid the City Vault. A war of words on its conception is being fought inside the Commune between the disparate factions. Battling over when, how, why.

HOW TO CONSTRUCT THE DUNGEON

No map exists of this chaotic labyrinth scratched into the rock by RCSL faithful and the other disparate squatters that inhabit this old mineshaft.. Instead a point-crawl is generated. Each room of the RCSL dungeon is roughly 20' x 20' x 10' and connected by a maze of decrepit, winding tunnels. Each room has d4-1 tunnels leading off of it. When the party enters a new room GM rolls d6 and adds the number of rooms already explored (encounters or otherwise).

IF this value is equal to or greater than the number to the LEFT of an unexplored Encounter then that room has been discovered. IF NOT roll d6. 1-3 the upcoming room is empty. 4: d6 Sentient Weapons, 5: d3 Dream Spiders, 6: d6 disgruntled Porters at some menial task

TYPICAL ROOM DESCRIPTORS

Hot / damp / sweaty / blood trails / swarm of flies / dimly lit / d3 curious and concerning large spiders / d6 Porters sullenly attending / 2d6 Sentient Limbs / shouts from along the corridor / revolutionary detritus / buckets of oil / Porters passing by / shabby RCSL posters / discarded oily rags.

SENTIENT LIMB DESCRIPTORS (D3 X D66)

11. ODDLY FAMILIAR	24. TATTOOED	41. JEWELLED	54. INFECTED
12. WILLOWY	25. SUPPLE	42. ELEGANT	55. DENTED
13. BULGING	26. SCARRED	43. ANCIENT	56. WRINKLED
14. SWEATY	31. FLOATING	44. BROKEN	61. SLENDER
15. EMACIATED	32. FLOPPY	45. HEAVY	62. CLOTHED
16. PHALLIC	33. SUNBURNT	46. DARK	63. BRANDED
21. STUBBY	34. <u>VERY</u> HAIRY	51. CONJOINED	64. CALLOUSED
22. BLOODY	35. SCRABBLING	52. SWOLLEN	65. DAINTY
23. WEBBED	36. PALE	53. GIGANTIC	66. BLACKENED

Encounters

- 1 ABANDONED ENTRYWAY. Ripped RSCL posters ominously fill the space. Door kicked off its hinges. Damp. Conspicuously new ladder. Drums in the deep. Rats, scratched and torn?
- 3 LONELY SENTIENT ARM. **Congree**. Wounded guardian. Leaves trail of blood as he drags himself to help. If friendly, an explainer of things. Teacher of manifesto. Purveyor of under-regulated self-help potions. Wants: Healing. Proof of RSCL allegiance.
- 7 FUTURE OF POLITICS COMMITTEE (FPC). Dominant faction of the RCSL, according to them. 12x Right Arms. Led by **Deleon**. Immortal foes of the PFC. Hard-line anti-Body/Limb integration. Wants: PFC humiliated. The Great Head swayed to their faction. To lead the Vault Heist.
- 8 LIMBS RECOVERY COMMITTEE (LRC). **Engla**. Forgotten hero. Dreamer of daring heists and intrepid searches to free brothers from indenture (the grisly details of this are lost on his tired mind). Wants: glorious praise in the Grand Committee. The Heist to 'save' Limbs from the general population.
- 9 MERCENARY APPRENTICES (2+d3). Human. Angsty. Sparring. Room filled with sweat. Bought with promises of glory although clearly unnerved by the wriggling forearms. Want: more exsanguination in their training. Validation. Violence.
- 10 ARACHNOID SQUATTERS. Territorial dream spider infestation (d6). Want: protect the nest. Fresh meat for hatchlings.



- 13 PORTERAGE COMMITTEE. Exploited human servants. Chaff. Porters to the Limbs. Menders, makers, carriers of all that requires multi-limbed coordination. Out of sight, out of mind. Hushed plans amongst them to burn these rotting cadavers in the nearest forge. Supervised by **Troto** (shrewd old hand). Kindly yet sly. Sees the writing on the wall. Wants: freedom, gold, indiscriminate revenge.
- 14 POLITICAL FUTURE COMMITTEE. (PFC). Dominant faction of the RCSL, according to them. 10x Limbs. Led by **Moa**. Immortal foes of the FPC. Hard-line stance anti-Limb/Body integration. Wants: evidence that FPC are counter-revolutionaries.
- 15 GATHERING OF COMMUNE FAITHFUL. Vibrant. Boisterous. Filled with Limbs (2d6 * 3). Turns quiet, wary, angry at non-porters. Wants: you and that smart-ass dog beast GONE!
- 16 TEENAGE SPHYNX. **Ozymandias** (real name: Gary). Destitute Squatter. Still grasping how riddles work. Smug. Sardonic. Rippling gold fur. Dangerous and cognisant of that. Wants: to show its intelligence. Not to look foolish.
- 17 COUNTER-COUNTER REVOLUTIONARY DEFENCE COMMITTEE (CCRDC). Rare spark of professionalism. **Deng**. Defender of the Revolution. Investigating ECD. Wants: leads on counter-revolutionary activity. Appeals to the Great Head against ECD.
- 18 DUSK BLADES. D3+1 elite Human mercenaries for the RCSL. Wanted for murder most foul. Fanatical in their violence. Thicker than the damp surrounding stone but have interesting commentary on the nature of sentience. Want gold. Self-improvement Violence.
- 19 GRAND COMMITTEE CHAMBER. Heart of RSCL. Daubed in propaganda. Debate in session with all Committees represented. Slogans ricochet through the air. All want: evidence or support for their committee. Rousing political sentiment. Any excuse for violence.
- 25 GRAND HEAD'S SEPULCHRE. **KOM**. Dusty, sputtering firebrand. Once champion of limbs and men alike. Masterminded the RCSL since its inception. All this now lost, sombre, abandoning her savage, destructive flock. Mourns old crimes. Quietly contemplates lost dreams. Her grip on reality is fraying. Wants: abolition of the RCSL. Forgiveness for her crimes.



REVOLUTIONARY ZEAL GENERATOR (3D10)

1 IN 6 CHANCE OF BELIEF BEING COUNTER-REVOLUTIONARY

1. PROPONENT	1. CRIMES	1. LIMBS
2. ESPOUSING	2. VIOLENCE	2. NON-LIMBS
3. ADVOCATING	3. POSSESSION	3. BODIED CLASS
4. LAMENTING	4. SENTIENCE	4. COMMON FOES
5. BESMIRCHING	5. CONDITIONS	5. INEQUALITY
6. REPUDIATION	6. STRUCTURES	6. POSSESSORY CONSTRUCTS
7. DISCUSSION	7. STRUGGLES OF	7. NARRATIVES
8. DENOUNCING	8. REACTIONARY	8. POST POSSESSORY LIVING
9. ACADEMIC	9. EQUIVALENCY	9. NON-SENTIENT LIMBS
10. DIATRIBE	10. ABUSE	10. AWAKENING

The Flooded Factory

By Ben Rosenthal
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Random Encounters (d8): 1. One mutant cleaning up corpses 2. 1d4 mutant wolves, confused and lost 3. Heavily mutated adventuring party 4. Mutant child who is rapidly aging 5. 1d4 mutants experimenting on corpses 6. Fungus-covered corpse animates 7. 1d4 mutants cutting off their own limbs 8. One mutant making "art" from body parts

An Ambitious Experimenter

Trying to create the ultimate being, Kallen made many horrific creatures using a powerful sphere. The device he created to control sphere's power broke, and his attempts to shut off the device were unsuccessful. His body started to dissolve before he could reach the sphere. He has remained there, so close to the edge of his journey, for hundreds of years. Removing the power source is the only way to end his curse.

Decaying Mutants

Kallen's creations took control of the factory, and they follow in their old master's path. The factory flooded, and the moist environment caused rapid decay. The purple fungus that now fills the factory introduced a random element that made the mutations much more wild and powerful. The mutants have seen this as a sign that the water is helpful to their goals, and insist that everything be moist at all times. They are stuck in an endless cycle, carving off pieces of themselves that grow like cuttings from a plant, filling in the gaps in their ranks as they inevitably perish in piles of miss-hapen flesh.

0. Entrance

Stairway [narrow, mud, slippery], **mushrooms** [purple, glowing], **moisture** [dripping, humid]

The entrance is **covered** in **brush** and **debris** from the above-ground structure, but is not well hidden.

1. Fungal Foyer

Stairway [narrow, muddy, slippery], **moisture** [dripping, sticky, humid], **mud** [thick, oozing], **spores** [amber, light, floating], **shriekers** [large, purple, growing from corpses, glowing], **corpses** [mutated, rotten, dismembered, humanoid, strewn], **smell** [unusually strong, mint], **door** [covered in fungus, not visible]

The **shriekers** make a **loud noise** if a bright light gets near them, **alerting** nearby mutants. The heavy cloud of spores makes it **difficult to breathe**. The door to [2] is hidden behind a thick coating of purple fungus.

2. Crypt

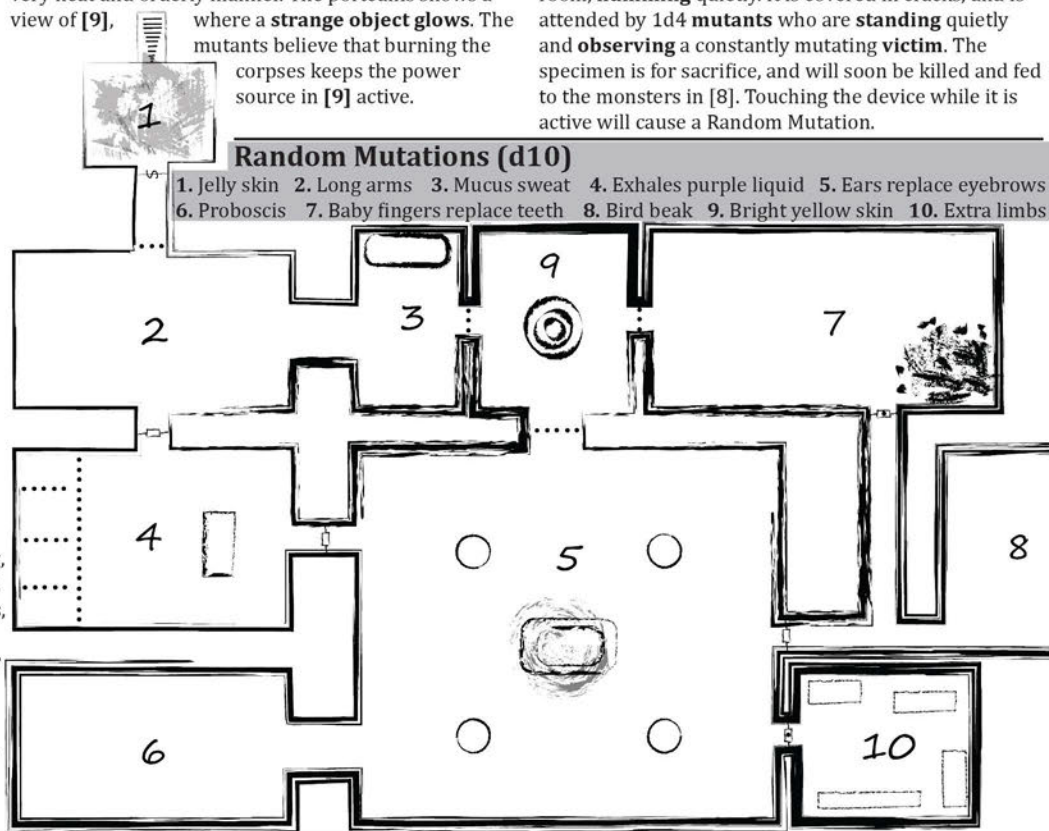
Portcullis [10' wide, rusted, stuck], **corpses** [huge piles, missing limbs, fungus, vines, growing carrots], **fungus** [purple, covered, glowing], **vines** [thin, pale brown, dry, brittle], **carrots** [mutated, inside corpses, large, purple, bulbous], **water** [5" deep, flooded, dirty, rancid]

If someone enters the room, there is a small chance the **portcullis** will be **knocked loose** and fall. The carrots will cause mutations if eaten. Some of the **corpses** are of previous **adventurers**, and can be looted if anyone is brave enough to look through the pile of rotting corpses.

3. Oven

Archway [glowing, heat, flickering light, dried fungus], **oven** [15' wide, roaring fire, burnt corpses], **corpses** [half-burnt, dry, oven, piles, cracked skin], **smell** [burnt flesh, nauseating], **chalk marks** ["NOT MOIST", faces, strange, mutants, scribbles, gibberish], **portcullis** [embedded in ground, view of an object and piles of gold, pale green glow], **pipes** [connect the oven and the east wall, thick, covered in soot]

Corpses have recently been **placed** inside the **oven** in a very neat and orderly manner. The portcullis shows a view of [9], where a **strange object** glows. The mutants believe that burning the corpses keeps the power source in [9] active.



4. Moist Altar

Door [soggy, splintered, rusting], **flooded** [1' deep, putrid, slime], **altar** [slate, black, smooth], **mutants** [experimenting, singing, jubilant], **equipment** [medical, tubes, saws], **prison cells** [rusted, broken, chains, prisoners], **prisoners** [frantic, emaciated, wrinkled, mutated, growing mushrooms, chained], **murals** [faded, disjointed, confusing, faces, agony]

1d4 **mutants** are **experimenting** on **prisoners** on the altar, **filling** them with purple **water**, and sawing off flesh. The mutants insist that **prisoners** be kept **moist**, and are not easily distracted. If they run out of prisoners, they will use any nearby "volunteers."

5. Mutating Device

Device [15' long, broken, cracked, green glow, magical energy, bright, changing], **sacrifice** [humanoid, mutating rapidly, dissolving], **mutants** [observing, surrounding, solemn], **goop** [fleshy, piles, bloody, rotting], **acid** [ceiling, dripping, blue, sizzling, splattering], **shelves** [jars, body parts, amber liquid], **portcullis** [embedded in ground, view of an object and piles of gold, pale green glow]

A large, multi-faceted **device** sits in the **center** of the room, **humming** quietly. It is covered in cracks, and is attended by 1d4 **mutants** who are **standing** quietly and **observing** a constantly mutating **victim**. The specimen is for sacrifice, and will soon be killed and fed to the monsters in [8]. Touching the device while it is active will cause a Random Mutation.

Random Mutations (d10)

1. Jelly skin 2. Long arms 3. Mucus sweat 4. Exhales purple liquid 5. Ears replace eyebrows 6. Proboscis 7. Baby fingers replace teeth 8. Bird beak 9. Bright yellow skin 10. Extra limbs

7. Master's Folly

Door [locked, thick wood, sturdy], **shelves** [broken, piles], **jars** [smashed], **pile** [miscellaneous trash, next to door, corner], **portcullis** [embedded in ground, view of an object and piles of gold, pale green glow], **panel** [next to portcullis, green circle, small hole]

This room was once a storeroom that held food and other items. Now it is used as a **trash room** by the inhabitants. The most notable occupant is the **former master** of the dungeon, **Kallen**, who is **stuck** to the **ground** near the portcullis. His **legs** have **dissolved** into a fleshy mess, and he is unable to move. The rest of his body is a constant **state of flux** as it goes through grotesque mutations. He will **beg** to be killed. Hidden in what remains of his legs is the **key** to [9].

8. Recycling Room

Glow [pale green, blindingly bright], **magical energy** [shifting, swirling, mutating], **fumes** [toxic, odorless, invisible]

This room is **filled** with mutations gone wrong, once-human **beasts** that constantly **mutate**, growing parts that fall off only to regrow once more in an even more grotesque shape. The beasts constantly **feed** on the fallen body parts, which sometimes **grow** into new beasts. The beasts are **distracted** by their constant need to consume, and **ignore** any intruders. If anyone gets close enough to the fray, they may be mistaken for food and consumed.

9. Power Source

Sphere [glowing, pale green light, powerful magic], **plinth** [holds the sphere, ornate, stone], **piles of gold** [surrounding the plinth, glowing, shifting slightly], **portcullises** [east, west, and south; embedded in ground]

The **sphere** is the **power source** for the **device** in [5]. Touching it with bare skin causes a permanent Random Mutation. If it is **removed**, the **mutations** will **cease** and all the mutants and beasts will **die** in 1d6 days. The sphere can be used to induce mutations in others, but the user risks mutating themselves. If the **gold** is **touched** while the sphere is in place, **spikes** will come out of the **floor** and **walls**.

10. Armory

Door [metal, barred window, strong lock, blood streaks], **gem** [mutating, blood streaks], **weapons and armor** [rattling, mounted on wall, ornate, dusty], **chests** [worn, dusty, ammunition, equipment], **dust** [thick, footprints to door], **whispers** [ominous, incomprehensible]

The **gem** on the **floor** causes intense **pain** and **bleeding** if touched. The **weapons** and **armor** are **haunted** by the spirits of dead guards. The **equipment** is good quality, but anyone who uses it will hear the **whispers** as long as it is held or worn.

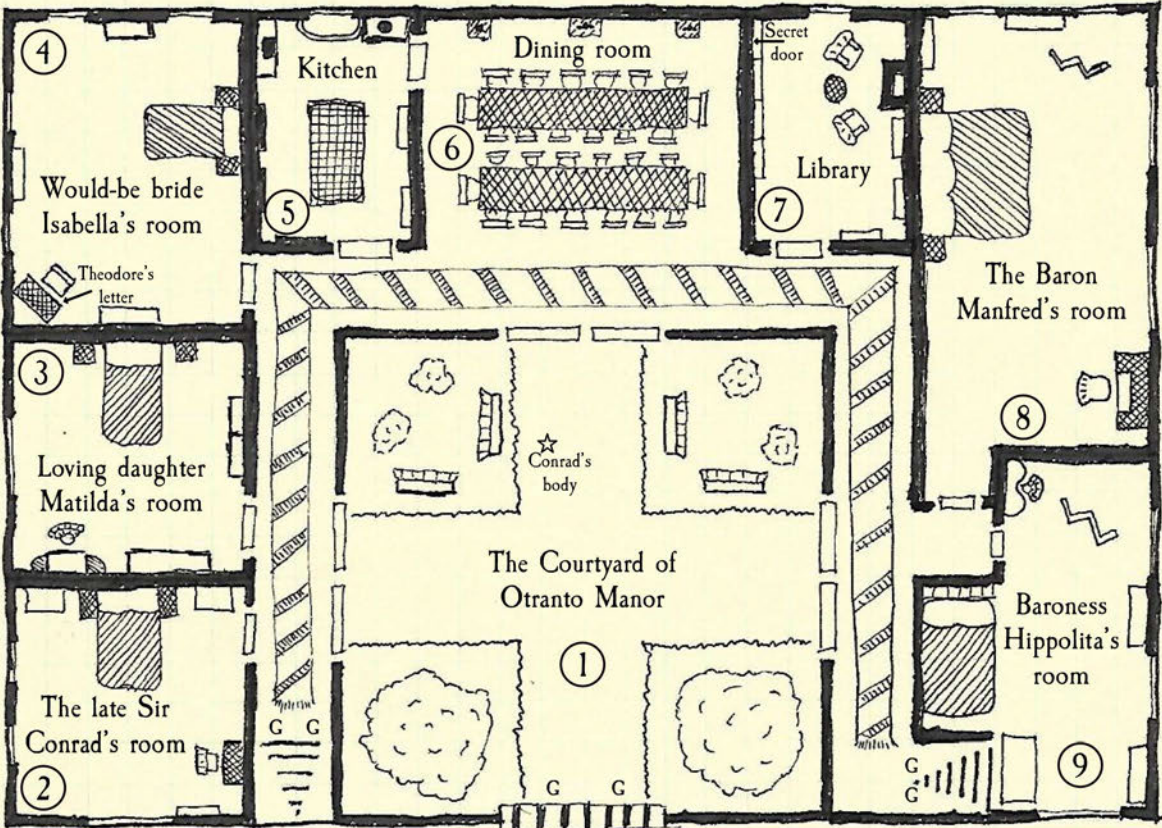
Murder at Otranto Manor

By Ben Speed

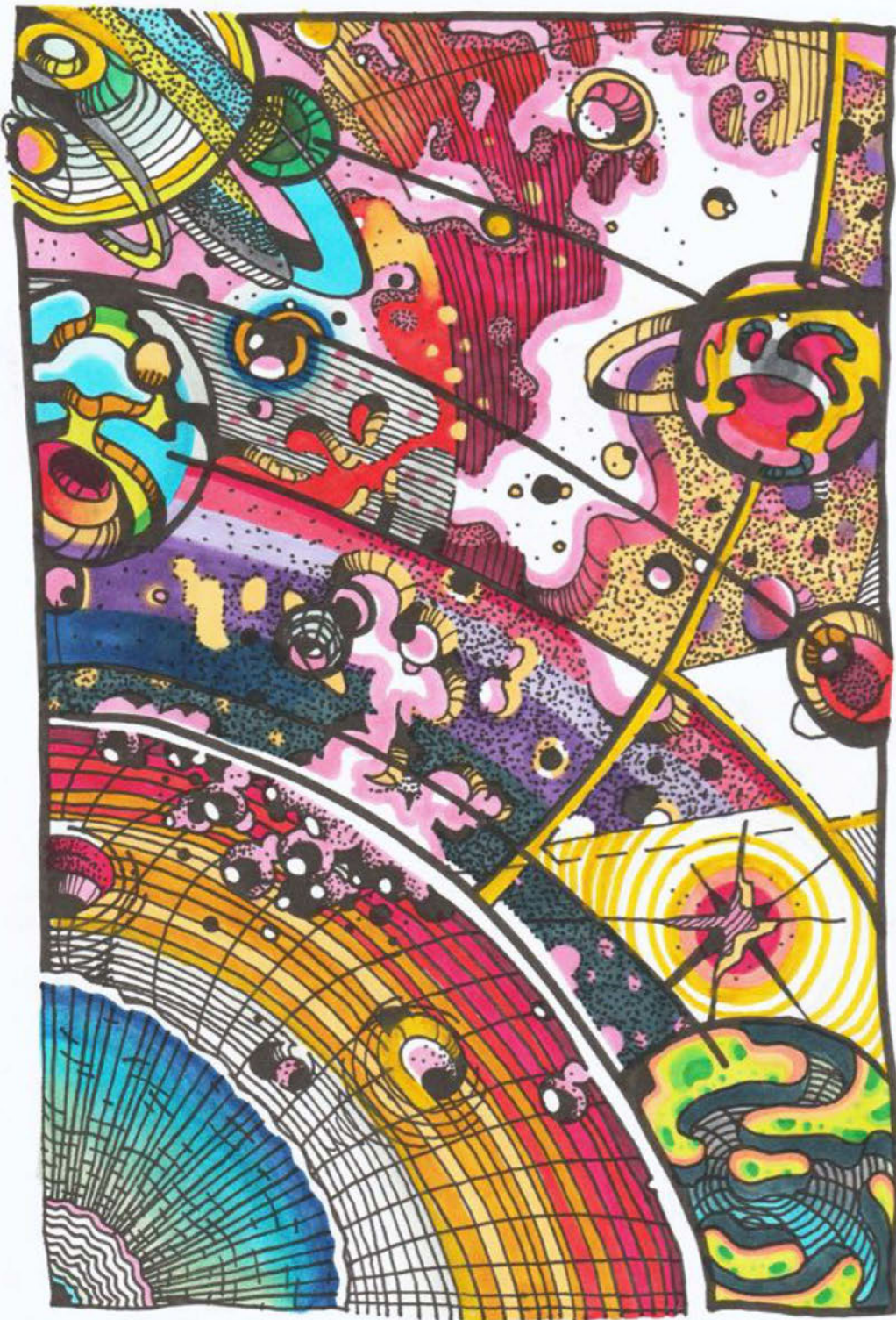
You were paid to attend a wedding only to witness the groom, Sir Conrad, gurgled and fall dead at the precipice. The wealthy Baron Manfred Otranto seeks the killer... and something else. What will you do?

d8 Servants' Rumours	What's Happening
1 The manor is haunted by a dead giant. (False)	A Baron Manfred sees Lady Isabella as his last chance for an heir & wants Father Jerome to marry them <i>tonight</i> .
2 There's a hidden passageway somewhere in the manor. (True)	B Lady Isabella is trying to escape the manor and seek sanctuary in the nearby church.
3 Majordomo Osbright recently bought arsenic. (False)	C Father Jerome is scared of Baron Manfred and will do anything to avoid his wrath.
4 House Otranto is famously rich. (True)	D Theodore is in love with Lady Isabella and (falsely) thinks she's in love with him too.
5 A servant is secretly in love with a noble. (True)	E Theodore poisoned Sir Conrad's wine while cleaning his room & left a letter on Isabella's desk confessing both his love & the murder.
6 Baron Manfred is a vampire. (False)	
7 Manfred is a cruel spendthrift to all but Lady Matilda. (True)	
8 A skeletal friar was seen praying in the library. (False)	

They...	...know...	...this.
Baron Manfred		Baron Manfred will do anything for an heir
Lady Isabella, the betrothed		Baroness Hippolita is unable to have more children
Baroness Hippolita		Matilda assumes the best of everyone's intentions
Lady Matilda, the daughter		Theodore is in love with Lady Isabella
Theodore, a servant		Lady Matilda is in love with Theodore
Father Jerome		Theodore recently obtained poison
Majordomo Osbright		The secret passage to the church is in the library



All characters begin in room ① a few moments after Sir Conrad dies, just after dusk. Amidst the screaming, weeping, and scurrying about in frightened confusion, **Baron Manfred** bellows louder than all. "Quiet! Guards, take arms at all portals and don't let anyone leave this floor until we find the murderer! **Isabella!** Where's **Isabella?**" He then heads off, leaving the PCs, two guards, and servants in ① with **Father Jerome** administering last rites over the body. Initially, and every five minutes in real time (use a timer), NPCs may be found in different locations. If PCs are in ① or the hallway when the timer runs out, they might encounter an NPC en route. **Manfred** wants to find **Lady Isabella** and bring her to **Father Jerome** to be married as soon as possible. He starts in a random room (d10) then methodically moves up in sequence (4, 5, 6, etc) each interval. **Isabella** wants to avoid **Manfred**, escape, and/or find help. Roll d10 every interval; she stays & hides on 1 or 0. **Theodore** starts in room ④ to leave the letter, pretending to clean, then moves down in sequence (7, 6, 5, etc). If he finds **Isabella**, he takes the hallway to the passage in room ⑦, hiding one interval in each room on the way. **Lady Matilda** frantically searches for **Theodore**; d10 each interval, re-roll on 0. If they're ever in the same room, **Theodore** is unable to leave on his own. A tearful **Baroness Hippolita** retires to room ⑨, offering her jewelry to anyone with a sympathetic ear. There are two guards on patrol in a loop of the hallway and ①; they move towards noise & suspicious motion. There are (d4-1) servants in any room the PCs visit. On a result of 1, it's **Majordomo Osbright**. If needed, a fight with **Manfred** should be difficult, **Theodore** & the guards challenging, and all others easy. In Otranto Manor, all windows are barred and all doors are unlocked. G represents a posted guard.



A Slow Walk through Space

Artwork by Bob Horrors

Key by Joakim Andersson

The party find themselves in space for whatever reason or not. I guess you should provide them with a spaceship if they didn't think of bringing their own or it will make for a rather short and boring session. I once read up on what happens if you find yourself in space without a spacesuit and it sucks.

Random Encounters 1D7

1. Hot aliens and they don't mind mixing with some of starlets finest. Anything to get in to the federation of planets.
2. 8d8 Lizardmen doing what lizardmen do. Stats as lizardmen.
3. 1d1 Anders. Stats like level 1 programmer. AC as cloth. He has some drones and a dog.
4. Feline cat folk from a far away place. Their spaceship is named Style Over Substance, and its sort of what you get as well.
5. 1d6 space cowboys heading a comet over the starfields.
6. Space anomaly, looks as a geometrical figure changing color. Roll 1D4 for effects:
 1. Psychic mine from the old war. Will wipe minds if triggered
 2. A being of pure itchiness - all communication feels itchy!
 3. Insulated dark matter - volatile and valuable
 4. Friendly at first but will stalk the PC's for years to come
7. The Space Police - pull over your spaceship and prepare to be scanned!

Locations

- A. Wi-fi information trash forms a ring around this unnamed planet. Navigation through the ring is both difficult and annoying. Old phone calls, streamed made-for-Netflix movies and rejection letters fill the ship computer. The weather on the planet is nice tough. An old

spaceport on the northern hemisphere is the only place where you can get a decent meal and a cold one without feeling robbed.

B. Space is empty. Stars look bleak from here. A sense of existential dread looms about. Roll save or get a light depression.

C. Graveyard planet. The plant based rulers of world have died and left their monuments behind. A seed vault on the South pole contain the seeds to their greeters thinkers, artists and inventors - as well as notorious thieves and evil masterminds.

D. The great phosphor mines on this planet has all the phosphorus phosphor you can ask for! And slave labour.

E. Trading-station where phosphor from location D and slaves captured on location F are traded here. There is also illegal poker going on.

F. A Cosmic cloud. Smells like raspberry.

G. The treasures of the sixth galactic empire is stored on this planet. The empire evolved beyond money and have stored all the stuff that was meaningful to them. Like good baseball bats, actual bats, pictures of cute cartoony bats and cds with songs about bats.

H. The whole planet looks like London on a rainy Sunday in early may but feels like Bristol on a rainy Saturday in mid august. There is always a Punch and Judy show in sight.

I. The systems sun. Stats as a level infinite star. AC as plate.

MISSING IN MILWOOD

MISS ELLE (AS A BADGER)

IN BADGER FORM, MISS ELLE IS ON EDGE AND EXTREMELY CONFUSED. WITH HER LIMITED BADGER BRAIN SHE CAN'T QUITE UNDERSTAND WHAT HAS HAPPENED AND IS ONLY ABLE TO ANSWER YES AND NO TO VERY SIMPLE QUESTIONS.



A BADGER (AS MISS ELLE)

WHILE THE BADGER IS VERY CONFUSED BY ITS SUDDEN BODY-SWAP, IT SEEMS TO HAVE TAKEN QUICKLY TO HOBBLING AROUND ON TWO FEET.

WHEN DISCOVERED, THE BADGER WILL HIDE AND ACT DEFENSIVELY UNTIL PROVOKED. AT WHICH POINT IT WILL ATTACK IN A WRECKLESS RAGE.



INTRODUCTION

WOODSMAN JERON DROPPED BY TO DELIVER SOME BREAD YESTERDAY AND WAS ATTACKED BY MISS ELLE, WHO IS USUALLY THE MOST PLEASANT OLD LADY YOU'VE EVER MET. AFTER CLAWING AT HIS FACE AND KNOCKING HIM TO THE GROUND, MISS ELLE RAN INTO THE FOREST IN A CONFUSED RAGE. JERON IS OFFERING GOLD FROM HIS OWN PURSE IF ANYONE IS ABLE TO HELP MISS ELLE AND SOLVE THE MYSTERY OF WHAT HAS HAPPENED TO HER. UPON ACCEPTING HIS QUEST, JERON WILL PROVIDE A KEY AND DIRECTIONS TO MISS ELLE'S CABIN, BEING TOO BUSY TO GO ALONG HIMSELF.

WHAT HAPPENED

AFTER ACCIDENTALLY CREATING A MAGIC STEW, EATING SOME AND HEADING TO BED, MISS ELLE WOKE UP MIND-SWAPPED WITH THE BADGER WHICH HAD SNUCK IN AND FEASTED ON THE STEW WHILE SHE SLEPT. BOTH THE BADGER AND MISS ELLE SCRAMBLED TO OPPOSITE CORNERS OF THE HOUSE TO HIDE FROM EACH OTHER, CONFUSED AND SCARED FOR HOURS UNTIL WOODSMAN JERON CAME BY. AT WHICH POINT THE BADGER IN MISS ELLE'S BODY SAW AN OPPORTUNITY TO ESCAPE AND RETURN TO ITS BURROW IN THE FOREST.

BURROW IN THE FOREST NEARBY.
(DC 15 SURVIVAL)

CLUE 4

CLUE 1

CLUE 2

STEW IS ALL GONE

CLUE 3

MAGIC STEW

THINKING IT WAS JUST ANOTHER MUSHROOM, MISS ELLE USED A RUBY SWIRL CAP MUSHROOM IN HER STEW, CAUSING IT TO DEVELOP PROPERTIES WHICH CAUSED HER AND A BADGER TO SWITCH MINDS.



STRANGE FUNGI BEAST

THIS UNUSUAL CREATURE HAS BEEN SLEEPING UNDISTURBED FOR YEARS, AWOKEN BY A SCRAMBLING HUMAN FALLING THROUGH THE ROOF. IT IS NOW ENRAGED.
♥ 45 ♣ 16 ♦ 15 ♠ 15 • SLAM ⚡: 4 ⚡: 106-2 BLUDGEONING
SPORE SPRAY ⚡: 15FT CONE, DC13 CON TO TAKE HALF ⚡: 108 POISON

CLUES TO FIND

- 1 BADGER FUR FOUND IN A SMALL OPENING IN THE KITCHEN WALL.
- 2 A CONTAINER OF STINKY FOOD SCRAPS SITS ON THE BENCH. DC15 TO NOTICE SCRAPS OF A RUBY SWIRL CAP.
- 3 A FEW BOOKS ON THE DESK. ONE IS A FORAGING JOURNAL WITH AN ENTRY TALKING ABOUT FINDING THE UNUSUAL 'SWIRLY MUSHROOM'.
- 4 MISS ELLE (IN BADGER FORM) IS HIDING UNDER THE BED.

BADGER BURROW

THE BADGER (IN MISS ELLE'S BODY) RETURNED TO ITS BURROW. THE UNEXPECTED EXTRA WEIGHT CAUSED THE BURROW TO COLLAPSE INTO A CAVERN WHERE THE MISS ELLE BADGER BECAME TRAPPED WITH A STRANGE FUNGI BEAST.

BADGERS IN BURROW WILL BE DEFENSIVE IF NOT CALLED.

RUBY SWIRL CAP

THE RUBY SWIRL CAP IS AN EXTREMELY RARE KIND OF FUNGI WITH POWERFUL MAGICAL PROPERTIES. WHEN TWO PARTS OF THE SAME MUSHROOM ARE CONSUMED BY DIFFERENT CREATURES, THE TWO INVOLVED WILL SPONTANEOUSLY FORM A PSYCHIC CONNECTION WHICH CAUSES THEIR MINDS TO SWITCH FOR 48 HOURS.



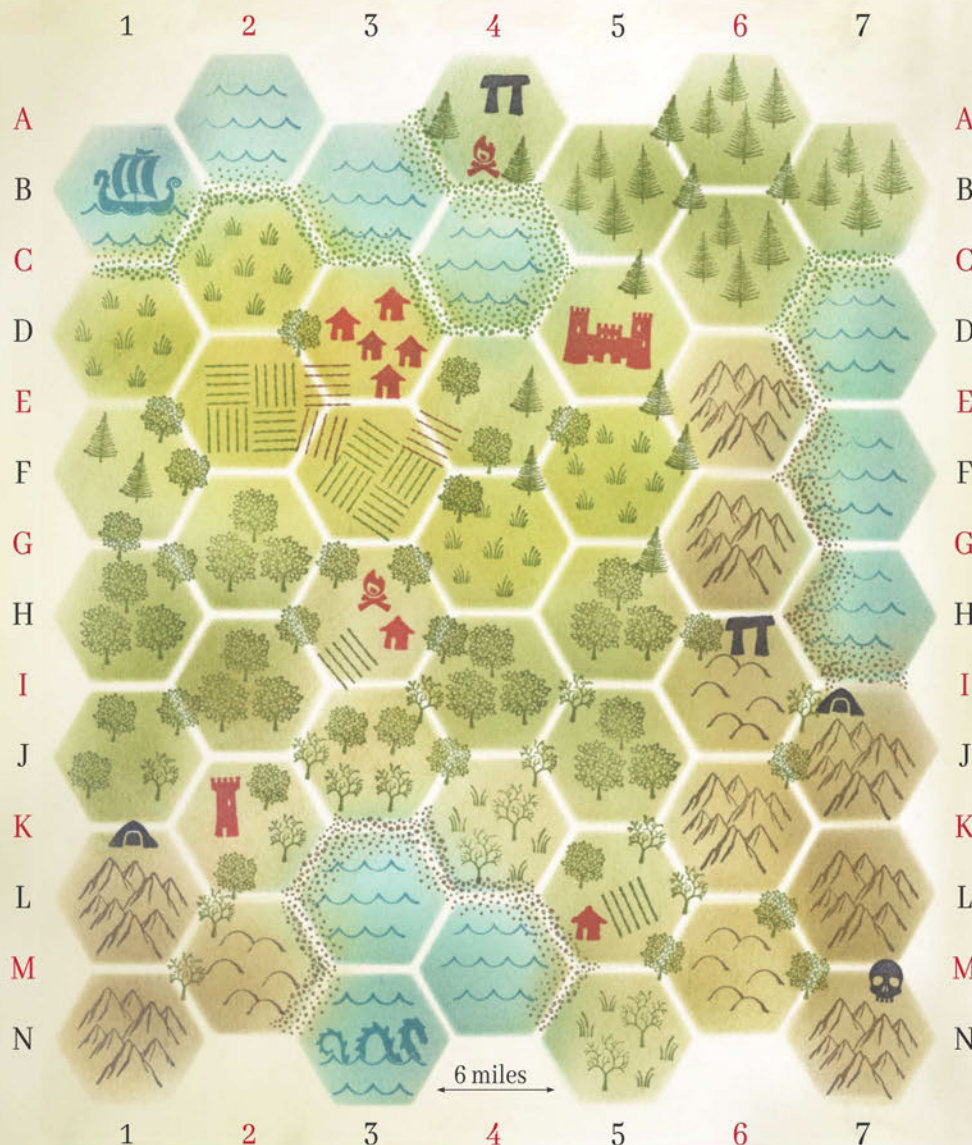
SCARED & HIDING

Epitaph

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by Brendan Day / map made with Trailblazer Game Stamps

Your friend Ossia is dead. Her last wish was to be buried atop a mountain in her homeland, but the dead find no peace in this troubled kingdom. Break the curse, or Ossia will rise and seek revenge on her faithless friends.



The players' ship arrives in B1, and Ossia must be buried in N7.

To learn more about a hex, read the entries listed in parentheses.

Events : Ossia stirs | Ossia tries to draw breath | Ossia curses the living | Giant Vultures try to steal Ossia (K6) | Villagers claim Ossia as an offering (J7) | Ossia rises and tries to flee | The dead come for Ossia | Ossia returns to hunt the living.

A4 A circle of stones, where a druid (Brynholf) is praying to the gods of the earth, imploring them to stop vomiting forth the dead. (I6, J5, L1)

B1 A longship beached on the black sand, bearing Ossia's body. (N7)

B5 Skeletal hounds chasing a fox. (C6)

C2 Children at play, pretending to be skeletons chasing "the quick one". One has gone missing, but they're afraid to speak her name, because it's cursed. (I6, K4)

C6 A spectral hunting party. The leader is a dead nobleman (Luja), who once held a keep in the south. (B5, K2)

D3 The village of Peel, whose inhabitants pay protection money to the Dragon Watch. The soldiers do little to protect them from the dead, rarely leaving their tower except to collect their wages. (K2, J7)

D5 King Ban slew the dragon Paravel long ago, but as he struck the final blow, the dragon lashed out and lopped off his hands. The wounds have never fully healed. (K2, L1, N3)

E2 A drunk farmer (Jolen) leaning on his scythe, laughing bitterly and commenting that nothing stays in the ground for long. (I6)

E4 A weaver (Twil), searching for her lost daughter (Piper). She mocks the Dragon Watch as cowards, and hopes that Jutka the troll will devour them all. (K2, K4, J7)

G4 A funeral procession awaiting the body of Gunnar, who will be the next offering to the Troll Jutka. (H3, J7, L5)

H3 A burning farm, and the stubborn widow (Erna) who refused to pay the Dragon Watch. Now she refuses to give the body of her slain husband (Gunnar) to the villagers, breaking their pact with the Troll Jutka. (G4, I2, J7)

I2 The leader of the Dragon Watch (Eidwine), arguing with his men after burning Erna's farm. (H3, K2)

I6 Holes in a hillside, a cemetery that has been emptied of its bodies. (D3, J5)

J5 Rabid skeletons, the remains of villagers from the graveyard. (I6, A4)

J7 An old troll (Jutka) lives in a tomb and devours the corpses brought to him by the villagers, thereby preventing the dead from rising. (G4, K6, L5)

K2 The Dragon Watch, once a chivalric order of monster hunters, now little more than bandits. They occupy a ruined tower in the name of King Ban, who has decreed that none may plunder the treasure of the slain dragon. (D3, I2, N3)

K4 A lost child (Piper), who ran away to study witchcraft with Aud. Will o'wisps haunt the area. Piper believes they are friendly spirits. (E4, C2, L5)

K6 Giant vultures circle the mountains, occasionally tormenting the Troll Jutka, whom they mistake for a giant corpse. (J7, N7)

L1 The tomb of an ancient queen (Inx), formerly a wight, reduced to a mere ghost when Ban stole a sword from her sarcophagus. The runes carved on the lid read "if you can bear it, you shall live forever". (D5, N3)

L5 A witch (Aud), who is rumored to have Troll blood in her veins. She struck a deal with the Troll Jutka, who protects the villagers by devouring their dead. (D3, J7, K4)

N3 The Dragon Paravel is not dead. She was mortally wounded by King Ban, whose severed hands still grip the sword in her heart. Neither may die until the sword is drawn forth, breaking the curse and allowing the dead to find peace. (D5, K2, L1)

N7 The mountaintop where Ossia asked to be buried. (B1, K6, N3)

RAZOR EDGE

BY BRENT BARNETT

It's a typical night around the table until Tommy shows up with a mystical gem. It seems to glow and pulsate, its presence drawing everyone in the room. All at once, your hands reach out to grasp it, and as you do, your group is violently transported to another world. Materializing on a hard metal surface, floating through an abyss of space and sound, you see your friends dressed in a variety of denim spandex and neon color. Before you, approaches a man of plastic with long, dark hair, a large smile and outstretched arms. "Welcome to Razor Edge, we've been waiting for you."

"What is this place!" you inquire.

"You are standing on **Razor Edge**. The most radical sword starship flying in the vector wave. You are here to compete in the battle of the bands in hopes of achieving the ultimate prize, the title of "Rockers of the Universe. If you win, you will also receive this." Lifting his right palm, a hologram of the mystical, gleaming gem that brought you here glows and you are hit with the realization that this, winning the competition and collecting the gem, is your only way home. "You have five minutes to review the rules, choose your instruments and prepare for the first leg of the competition. Rock on."

COMPETITION RULES

- Choose a genre of music for your group. This will stay the same through the entire contest.
- Progress through the line up to win the title "Rockers of the Universe" and ultimately the gem that will transport you home.
- Each band will play one song against each other per level.
- Compile your song and roll for each part for points. Playing in harmony goes a long way.
- Count up the points accumulated per song. The band with the most points will progress to the next level. At the end of each song roll 1D6 to see if crowd pushes the judges to allow you to play "one more song" for additional points.

INSTRUMENTS

- **Vocals:** The power of words. It's so easy to follow their suggestive sayings.
- **Drums:** The back bone of any band. Hits and fills.
- **Bass:** Essential for keeping a rhythm. There's nothing else that hits as hard as the bass.
- **Rhythm Guitar:** Good all-around instrument for any band. Could also be played by a talented singer.
- **Lead Guitar:** Nothing quite as maddening as a good guitar solo.
- **Piano/Keyboard:** Versatility. Classic or electronic. Is there anything you can't do with the keys.
- **Percussion:** All the different bits and doodads that make the magical and hypnotic sounds in the background.
- **Your Choice:** (Keytar, Harmonica, Synth, etc). You know the benefits of your perfect instrument.

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THE LINEUP

1

JAZZ TRIO

This three-piece band plays soulful music that makes you want to sway and snap your fingers. Look out for unusual chord progressions and a strong 60s vibe. Piano, bass and drums.

2

COUNTRY

This twangy toe tapping four-piece will make you cry with their songs of love lost and pickup trucks or perhaps make you want to drown your sorrows and plow fields. Guitar, bass, drums and banjo!

3

REGGAE

It's head bobbing time. This funky fresh five some will make you want to put down whatever you are doing and chill. Vocals, drum, bass, percussion and rhythm guitar.

4

POP

This five-piece vocal sensation is synchronized with every move and every note. Their flash and harmony can start a mob or even bring the strongest to their knees. All vocals.

5

METAL

Leather. Hair. Sweat. This unapologetic five-piece thrash band brings face melting madness to whatever stage they decide to jump off of. Vocals, bass, drums, rhythm guitar and lead guitar.



Gastropodia: A Morel Dilemma

by Brian C. Rideout



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The Mycellings of the great semi-dead Snail-city Gastropodia have long raided the burial grounds of imps, brownies, and sprites for corpses to zombie - to tend and then fertilize their mushroom gardens. While they are only 1" tall, they are skillful in Necromancy and Alchemy, and reviled for their amoral approach to other beings.

Now Gastropodia is stranded, caught in a living tangleweed. If they are not soon freed, they will become a plague on the tiny folk of the wood. Can the tangle be destroyed? The Mycellings reasoned with or reformed? The PCs, shrunk to 1/72nd their size are recruited as an envoys on behalf of the Dryad-Queen to find out.

1 The Tangleweed is guided by an intelligence. It attacks with 1d4 **Animated Tendrils**

2 Mycellings are only 1" tall, but when the PCs shrunk to his scale this **Mycelling Warrior** is a fearsome opponenet. He will let them pass if they intend to help free Gatropodia.

3 This entrance is guarded by 2d3 **Mycellings**

5 Lair of the semi-sentient **Cubic Micro-Jellies** that the Mycellings keep as pet. There are 2d4 here.

6 This is the well where the Mycellings extract slime and vital juices for their Alchemy. The slime is corrupting & toxic

8 This passage is defended by aggressive 1d3 **Animated Tendrils**. A new one animates every 1d4 rounds.

9 Junk heap of tiny objects salvaged from big folks. A Magically Shrunk Magic-User named **Chester** has been trapped here several days. He was the Dryad-Queen's previous champion. He knows the Secret of the Tangleweed. And how to reach 16.

11 Second Fungus Farm. 1d3 Mycellings, 1d4+1 Cubic Micro-Jellies, and 2d3 Zombified Sprites. The Mushrooms here are highly hallucinogenic; eating them may grant new spell knowledge to magic users.

12 The Necromantic shrine of the Mycellings. Spells for the reanimation of the dead, accelerating decay and keeping dying things semi-living are inscribed on Chitin tablets here. A small pile of freshly robbed bodies with faerie gold on them in the middle of the room. Presided over by a **Fungal Death- Priest**.

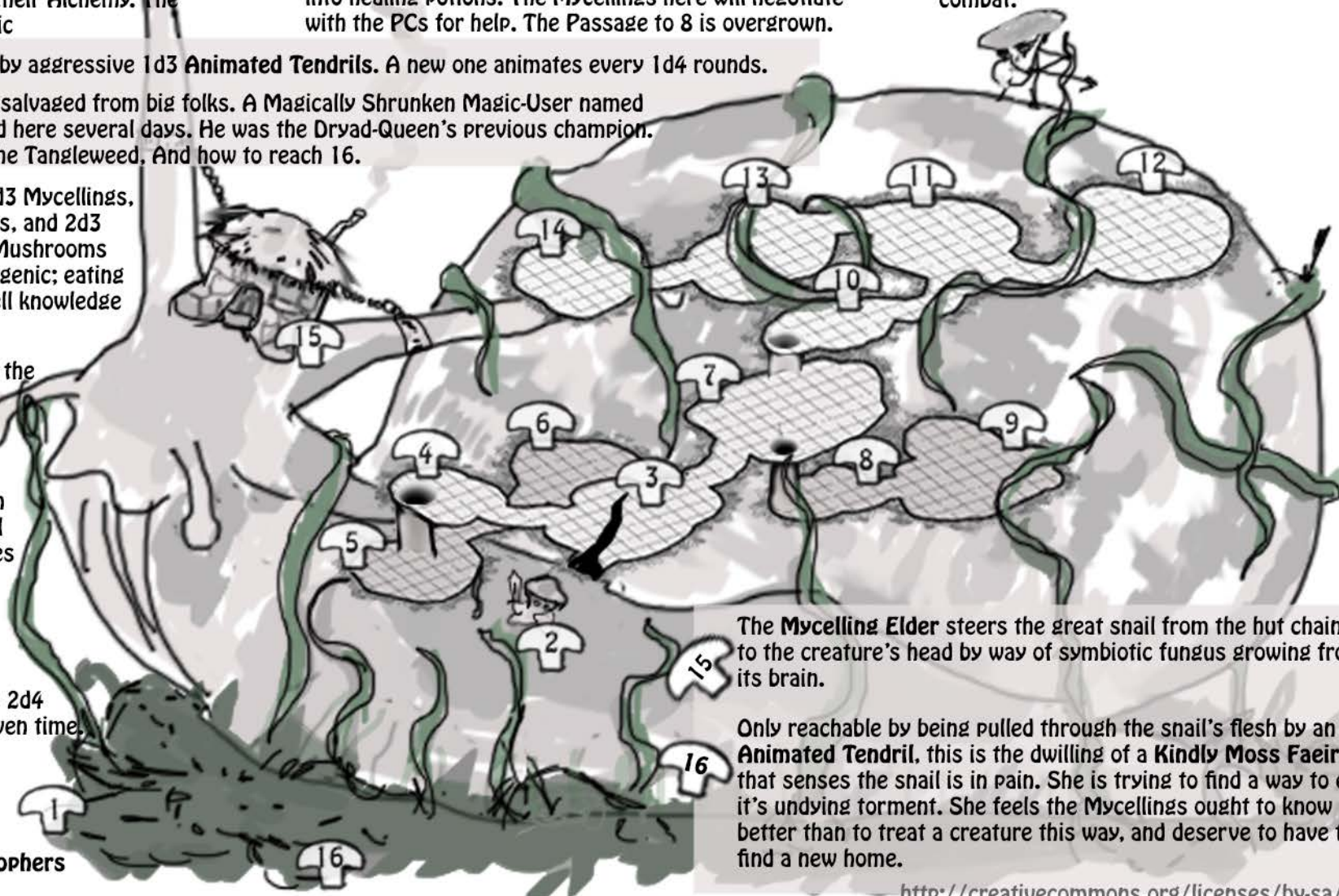
13 Living quarters. There are 2d4 **Mycellings** here at any given time.

14 Many different potions & poisons are made in this Alchemy lab. Tended by 2 **Mycelling Natural Philosophers**

4 This hatchway down is perilously slipperu.

7 Fungus Farm attended by 1d3 **Mycellings** and 1d4+1 **Cubic Micro-Jellies** overseeing 2d3 **Zombified Sprites**. Some of the Mushrooms here can be made into healing potions. The Mycellings here will negotiate with the PCs for help. The Passage to 8 is overgrown.

10 1d4 **Zombified Sprites**, still wearing magic jewellery of faerie gold mill about here in advanced states of decay. Will fall apart in combat.



The **Mycelling Elder** steers the great snail from the hut chained to the creature's head by way of symbiotic fungus growing from its brain.

Only reachable by being pulled through the snail's flesh by an **Animated Tendril**, this is the dwelling of a **Kindly Moss Faeire**, that senses the snail is in pain. She is trying to find a way to end it's undying torment. She feels the Mycellings ought to know better than to treat a creature this way, and deserve to have to find a new home.

A DEBT FOR THE DEAD

A One-Page Adventure by Brine

A Trap!

Your entire party lies broken and battered on the ground, victims of a cunning trap they happened upon somewhere in the **Perigosa Cave**. Adding insult to injury, **Death** was busy this day and sent in his stead, his young assistant, **Torrac**. But Torrac was hasty and collected the PC's souls before they could attempt to evade the trap... which, it turns out, *they would have*.

The PCs have life still to live... how much more is hard to say. And now Torrac--and more importantly, Death--owes them a debt.

1 - Limbo

The players find themselves in a large, empty space that appears endless. A thick fog covers the ground and wisps as they move. Torrac will *reluctantly* explain the situation and promise to find them

Undead Options

The PCs may choose one of the following undead forms, adjusting their original stats accordingly...

1. Zombie: Stronger, heartier but slower and dumber
2. Skeleton: quicker, heartier but dumber
3. Shadow: quicker, stealthier but weak, incorporeal
4. Mummy: Stronger, curse but slower
5. Abomination: you decide
6. Ghost: quicker, scary but weak, Incorporeal

dead, the PCs cannot be seen, heard or interact with the living world until they are reunited with it.

2. Perigosa Cave Entrance

The entrance to the cave would be overlooked by all but the most persistent observers. Even more evasive is the Cleric's sigil on the lip of the cave. This sigil allows the Cleric to transport to and from this spot and avoid the traps within the tunnel.

Stone Golems Encounter

The dead may see The Fallen Cleric marking stones in blood with a sigil. On his command, these stones will become Stone Golems and attack.

3. Tunnel of Traps

The way from the cave entrance to the Grotto is long, dark and filled with deadly traps. Roll on the traps table.

4 - The Grotto

A large open chamber, humid and still, with a sulfuric stench that could overpower the nose of *even the unliving*. A long, dark tunnel leads back to the cave entrance and a natural pool of liquid, just larger than a man, is set into the rocks near the far end of the cavern.

5. The Cleric's Chamber

The entrance to this chamber is triggered by the Cleric's sigil and is otherwise invisible to all but the most observant eye. The interior has been carved out of the rock and turned into a surprisingly comfortable living space. Within, there is a small fortune of treasure from those of means paying for time in the spring, and from the occasional, careless adventurer.

The Fallen Cleric

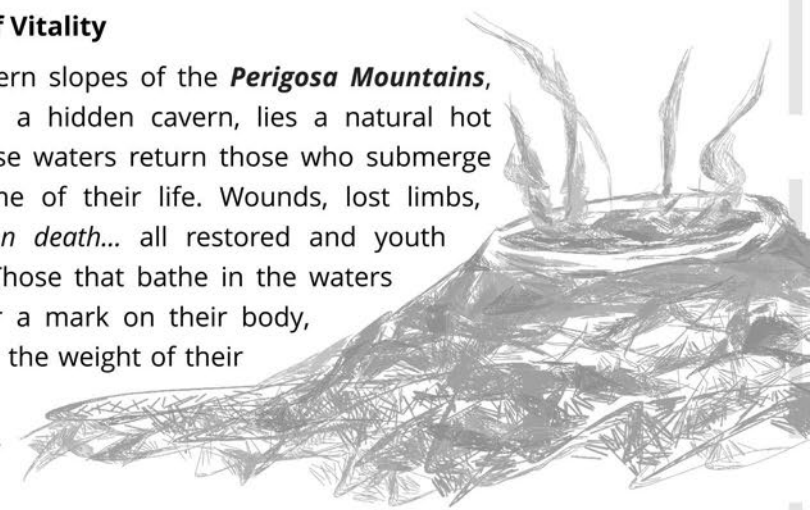
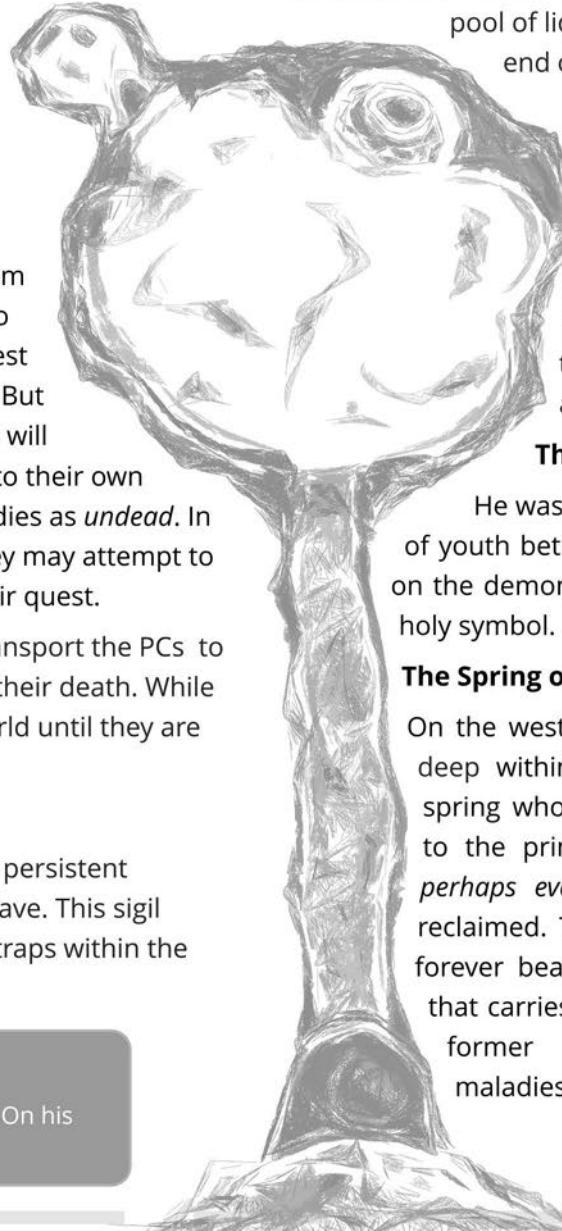
He was once a devout and penitent servant... but pride and the allure of youth betrayed him. Outcast by his order and his god, he he now calls on the demon, **Eitel**, who he commands, and has entrapped in his former holy symbol.

The Spring of Vitality

On the western slopes of the **Perigosa Mountains**, deep within a hidden cavern, lies a natural hot spring whose waters return those who submerge to the prime of their life. Wounds, lost limbs, *perhaps even death*... all restored and youth reclaimed. Those that bathe in the waters forever bear a mark on their body, that carries the weight of their former maladies.

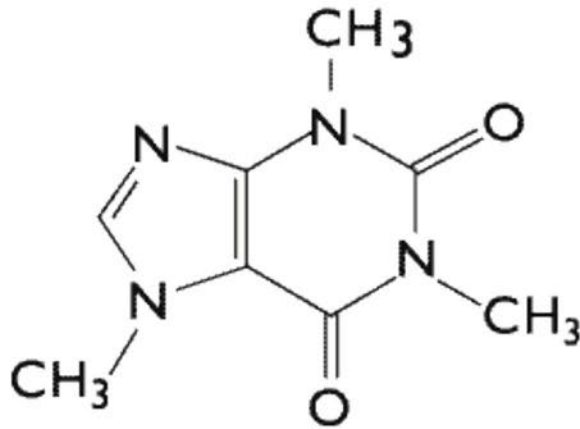
Traps

1. Fire trap
2. Acid pit trap
3. Falling ceiling Trap
4. Poison gas
5. Banshee scream trap
6. Idol of Evil



THE CAFFEINATED TEMPLE

a dungeon for coffee (or tea) drinkers



Links are corridors.
Double links are *trapped* corridors.
“O’s” are entrances.

TRAPS

d4	Type
1	Coffee beans are ejected at high speed through small holes
2	Boiling stream of a black substance springs from the roof and burns the victims
3	Soporific gas are vaporized from several openings; having enough coffee in your body is enough to keep you awake
4	Very large pit containing coffee beans is acting like quicksand

ROOMS & CORRIDORS

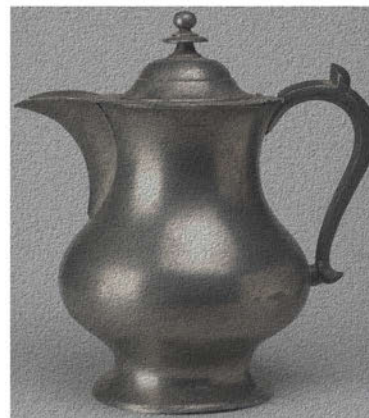
“N” Rooms contain regular furnitures, like chairs and simple beds, usual items, altars and prayer books, nothing really valuable.

When the PCs enter or leave a room to walk a corridor, by default, they have 1 in 6 chance to make an encounter.

Each time they’re entering a “N” Room for the first time, this chance is increased by 1.

For each encounter, roll d6 on the table below.

d6	Encounter
1	Coffee plant growing, their branches & roots will try to grapple the limbs of the PCs
2	Caffeine Cultists (1-4) neutral
3	Caffeine Cultists (1-3) withdrawal symptoms
4	Caffeine Cultist (1) overdosed
5	Caffeine Cultist (1) passed out
6	Caffeine Priests (1-3)



TREASURES

There’s a chest in each CH₃ room. The ones close to the entrances contain *minor* coffee-related artifacts (silver pots & spoons, cups).

The furthest CH₃ room is the *Grand Caffeine Priest apartment*. There’s a 2 in 6 chance that the Grand Priest is studying here, along with other cultists.

The room contains a large chest, trapped with a *Sleep* spell, which contains the golden coffee ritual items: pots and spoon, and a very large quantity of roasted coffee beans. Consider these as *major* treasures.

The Grand Caffeine Priest owns an enchanted cup. If you drink coffee from this cup, you’ll be unable to sleep for 7 days in a row.

You’ll also find his clothes and robes, and a collection of 1d6 parchments with a *minor* value.

NPCs

Cultists (lvl 1 Priests) can cast the *Sleep* spell. When they’re suffering from *withdrawal*, they’re irritated, but will be treated as *tired*.

When they’re *overdosed*, they’ll directly aggress any character in their line of sight. When the 7 days effect of the ritual cup has vanished, cultists simply *pass out*. They need at least a regular cup of coffee to be waken up properly.

Caffeine Priests (lvl 2) can cast *Sleep* & *Continual Flame* spells.

Grand Caffeine Priest (lvl 5) can cast *Sleep*, *Continual Flame* & *Revivify*. He carries a *scroll* with the *Raise Dead* spell on it (1 use), but will only use it to raise a Priest from the dead.



THE LAIR OF THE HIDE-RA

A Deadly Game of Hide-and-Seek by Buddy Caperton



Overview:

The lair follows a classic hide-and-seek house hunt with traps. The house can be as big or small as needed with the Hide-ra just out of reach or jetting around a corner. The ending brings the players face-to-face with the Hide-ra. Sounds to entice the players can be heard or glimpses seen whenever you need to guide the players to a location or keep them moving. Below are trap ideas and rooms as a start but the lair of the Hide-ra is endless in its possibilities. Rooms can be entered multiple times with different traps set each time as the monster moves throughout the house creating new obstacles.

Rooms

Kitchen:

Oven: Open for a fire blast
Hanging Knives Rack: Animated and attacks or falls on whomever walks underneath
Pantry: Full of enchanted food that poisons or other negative effects

Dining Room:

Chandelier: Drops upon whomever walks underneath
Curio Cabinet: Items inside are animated, fly out/attack if doors opened

Stairs:

Covered in grease/oil making movement tricky
Item tied to string when released strikes the player unless check is made
Spikes scattered about stairs that unless investigated will be missed for damage

Doors:

Door Knobs: Set to burn/electrify if grabbed without investigating
Tripwire: Wire that releases poison gas/spikes/objects when tripped
Clear Plastic: Stretched across top of door to wrap around players head upon entering

Bedrooms:

Closets: Spring-loaded hidden weapon that activates on door opening
Under the Bed: Blasting device located under bed that shoots out liquid/fire/powder upon checking
Open Window: Tries to close upon the player who sticks head out; Rabid animal waiting on other side to attack; Tree whips at players who stick their head out

Bathrooms:

Medicine Cabinet: Full of enticing pills that cause various harmful or positive effect
Shower: Closed curtain with monster hiding behind that strikes upon opening
Sink: Cabinet underneath contains small rabid animal that attacks

Library/Study

Book Shelves: Books fly out at random to strike the player
Mounted Animals: Comes to life attacking players who are too close

Porch:

Tripwire: Covers player in material appetizing to outdoor animals
Shoddy Floor Boards: Need careful maneuvering or will fall through for damage

Hallways:

Paintings/Photos: Shoots as player pass
Statues: Animated and attacks when players are near
Rugs: Move to trip the players then wraps and squeezes as additional attack
Rolling Object: Rolls down hallway to crush unless dodge

Attic:

Boxes: Full of explosives or poisons ready to go off upon opening
Dolls: Animated, attacks in swarms, cannot move while being looked at
Rafters: Full of vampire bats that attack when players move under; Hidden objects drop upon them

Hide-Ra:

Two variants players can encounter:

- Size changing chaotic hydra: Damage causes heads to die but if from non-magical or fire damage two more heads sprout with half the health of previous head in its place. Each head makes a biting attack or headbutt.
- Small monster just trying to hide: Will do everything to escape and each head has magical attack to survive long enough to flee and teleport away.

THE SLIME OF MAGI BONVAI

A FEW DAYS AGO REFUGEES OF BONVAITOWN BEGAN TO APPEAR IN SURROUNDING AREAS. SOME OF THESE REFUGEES DESCEND INTO CANNIBALISM BEFORE DEFORMING INTO PINK SLIME.

PINK SLIME IS INVULNERABLE TO PHYSICAL ATTACKS AND FIRE. IT IS VULNERABLE TO ELECTRICITY.

WIZARD'S TOWER

BONVAI TOWN IN A LAKE OF PINK SLIME

BIOBORG VULTURES
SERVANTS OF ANTHROPATH
THE INHUMANIST.
LAZER BLASTS.
CRUEL BUT LOYAL.

GUILEVO THE GIANT MACHINE MAN.
AMIALE IN DAYLIGHT BUT HE BECOMES A
VISCIOUS HUNTER AFTER DARK.
NORMALLY BONVAI TURNS HIM OFF
BEFORE SUNSET.

THE TOWER OF MAGI BONVAI IS CLAD IN BLUE METAL, WRAPPED IN CABLES & DUCTS AND TOPPED WITH ANTENAE AND OTHER WIZARD PARAPHENALIA. EACH FLOOR IS A 30'-60' DOME WITH 15'-20' OF MECHANICS AND STRUCTURE BETWEEN.

SPELLCRAFTING CHAMBERS

MANY BOOKS, ELECTRIC DEVICES
COSMIC STONE - ANYONE WHO TOUCHES
IT IS BOUND TO A CRYSTAL CONCIUSNESS,
AND BECOMES AWARE OF THE COSMOS
BUT CAN'T COMPREHEND THEIR
IMMEDIATE SURROUNDINGS.

MAGI'S SUITE

DUEL - MAGI BONVAI AND THE INHUMANIST
ALMOST FROZEN IN TIME, EACH WITH
LETHAL LAZER SPELLS LOOSE FROM
THEIR WANDS. THE SPELLS TRAVEL
1 FOOT IN 12 HOURS. THE WIZARDS
ARE 20 FEET APART.

CLOUD CHAMBERS

EACH WITH A SOLID GLASS DOOR:
-SICKLY GREEN SWIRLING CLOUD. THE CHAMBER
IS PRESSURIZED, IF OPENED POISONOUS GAS
RUSHES OUT.
-SHADOW MONSTERS IN CRIMSON CLOUD.

MECHANISMIC LABORATORY

LOTS OF HALF FINISHED PROJECTS:
TWO PORTALS ON HEAVY CARTS:
-ONE TO HIS FORGE SATELLITE
-ONE TO DEEP SPACE

GUEST CHAMBERS

WELL APPOINTED.
PARLOR OPENS ON TO BALCONY

STAIRS AND LIFT SHAFT TO ALL LEVELS.

STORAGE, KITCHEN, DINING HALL

WEN-JADE, GOLD & BAMBOO MECHANICAL
MANSERVANT (A GIFT FROM HIS MENTOR)
IS BUSY PREPARING FOR VISITING
DIGNITARIES - SQUID MEN FROM THE
MIST WORLDS - DUE TO ARRIVE SOON.

GRAND HALL

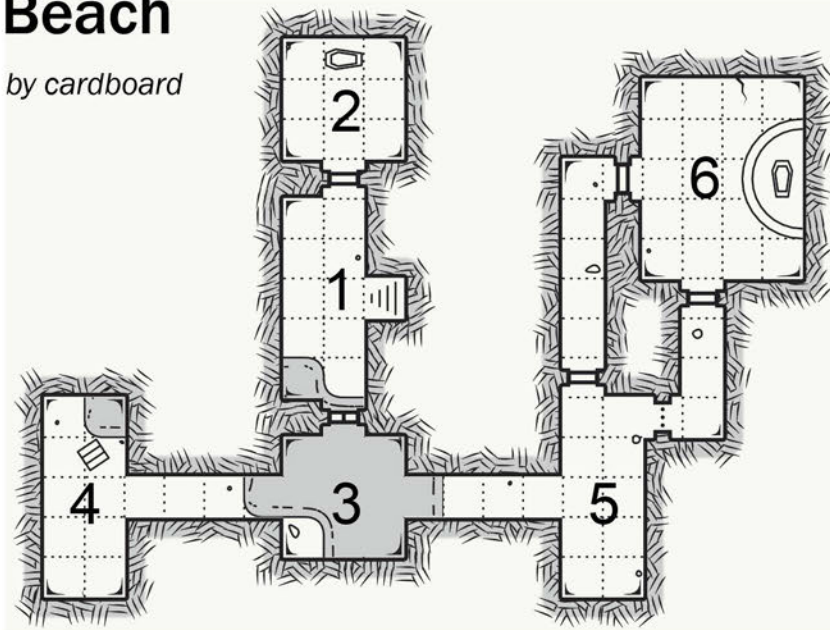
WITH MASSIVE ARCHWAY
BRASS CANISTER/PORTAL- EXUDING
PINK SLIME. SIMPLY SLIDING THE LID
SHUT WILL STOP THE SLIME.

BY CAELUM ROBERTS

WWW.BUILTBYGODSLONGFORGOTTEN.BLOGSPOT.COM
HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-SA/3.0

Ungle-Wold's Beach

by cardboard



Entrance Above

Gloomy Forest Glade (the air breathes heavy, the smell of "green"). **Oppressive trees surround** (lush oaks strangling the light from the air). **Mossy dolmen** (in the centre of the glade, half lost in the growth). **Opening in dolmen** (dark, hidden among the undergrowth, a pokey crawl down to Rm. 1).

1. Entry

Low dark room (7' tall, rough stone block walls). **Gate on west wall** (a burnt amber colour, intricately carved with ornate keyhole. Locked, key in Rm. 2). **Archway to east** (timber framed, copper hook set 4' from ground on jamb). **Brackish water gurgles on floor** (from under gate, pools on west end).

-Breaking down the gate: Attempts to break down the gate will result in the attacker being teleported 20' into the air above the **dolmen (entrance above)**.

-Listening at the gate: The gate is warm to the touch. The sounds of cackling, patter of small feet, a splash, is that a seagull?

2. Antechamber

Timber walls (wainscotted panels, patchy and in disrepair). **Wooden Chest** (Ramshackle, gapped timbers, slightly ajar). **Stone floor** (half covered with muck, roots peeking in at the corners). **Small Stool** (beside chest, pair of scruffy boots beneath)

-Wooden Chest: Jumble of boots (mismatched). Searching reveals the **Key** to the gate in Rm. 1.

3. The Beach

Brackish Water (dark, draining to the door, leaking from the ceiling. Conceals **Drowned Corpses**). **Sandbar** (wide brimmed hat). **Deck Chair** (half covered with muck, black roots wrap

the legs). **Stone Walls** (crude mural of the seaside, streaks of water from the leaking ceiling).

-Touch the fungal roots: Begin to turn into fungal creature over next 7 days.

Drowned Corpses (1 x d3) - can **paralyse** on touch

4. Study

Chandelier (centred in room, wax drips from the candles). **Stone Floor** (sand leaks in from the hallway, books strewn about, mound of wax below *chandelier*). **Table with Puzzle Box** (hand-sized holes, copper). **Bookshelves** (hundreds of books, Table 1).

-Stick your hand in the Box: Table 2.

5. Dining Room

Wooden Table (12 places, full of actively rotting food). **Tapestry** (slight movement, hides secret passage to Rm. 6). **Pale Man** (face down on his plate, black roots wrap his feet, rot crowns his head).

Pale Man - can **paralyse** on touch

6. Wold's Bed Chamber

Wold (terrified, locked himself in in fear of Pale Man). **Wooden Chest** (Ramshackle, gapped timbers, slightly ajar). **Stone floor** (half covered with muck, roots peeking in at the corners). **Small Stool** (beside chest, pair of scruffy boots beneath)



D6	Table 1 - Book Grabbed
1	Words twist in your mind (-1 Int)
2	Childrens nursery rhymes
3	Inscrutable language
4	There and back again...
5	Book of silence (can't talk for 24 hours)
6	Hidden flask (+3 d6 HP on use)

D6	Table 2 - Puzzle Box
1	Nothing
2	Clay figurine (6 cp)
3	Hand oozes in slime
4	Hand gets stuck
5	An old hand
6	An emerald (1000cp)

WELCOME TO DYING

Run this scenario when a Player Character dies.

This is a system-agnostic Dungeon. Play it with your favorite game rules. Behold the image and describe the scene as it pleases you... Don't worry about spatial references - the realm of the dead has its own dimensionality. Be weird! Ask questions and build the lore as you go.

You are Dead. There's no other way of putting it. You knew this day would come... But not this soon. You hear the calling from the Dark Mistress. She awaits you... Since you were born. Does she want to collect your soul? Or does she have an offer to make? Can you return to the living world?

There are no mandatory rolls. Roll if the RPG you're playing uses that mechanism (and apply the modifiers you find appropriate). The symbols after the "Room's Name" suggests you how to handle that scene.

- Hostile** - you can't pass without conflict
- Enigma** - solve a conundrum to continue
- Barrier** - use an attribute to advance (e.g.: mind)
- Deal** - negotiate or sacrifice something to go on

Other Information:

This points to a location and tags it with a number

This links you to following locations



The Pool (start)

Your soul is pulled from the body. You discern Mother's voice. What does she tell you?

Valley of the Wisps

You hear the mingling whispers from the Past, Present and Future. You can either go mad or perceive a clear warning. What do you hear?

Egg shell

How do you go through?

Tea Party

Who serves you the Tea? What do you promise to get something valuable in return? Do you take a sip from the cup (what happens)?

The Vault

You recognize that cry for help. Who does it belong to? What Evil did you end up unleashing?

The Ferryman

He grants you the passage if you pay the Obol... He doesn't need your money, though. What does he want? Are you willing to pay?

Elysian Fields

You want to stay here for evermore. Why? What's this key for? Do you trust the butterfly?

The Hound

What's your worst Fear? It's here! If you don't freeze, fight it as well.

Behemoth

The blades seem useless against this creature. It's extremely difficult to get over its natural armor. How can you kill it?

Oblivion's River

Bloodsucking arms try to clench your soul forever. You lose an important memory forever... Which one?

The Mother

You meet Lady Death and she calmly calls your name. Her face is as old as the Earth itself and as young as a newborn star. She resembles all the people you've met before.

Your soul belongs to her. However, you are allowed to "undive" from the pool if you... [pick one]:

- ◆ Collect 1 soul every 72 hours;
- ◆ Collect 100 souls within 3 months;
- ◆ Collect a specific soul (who?);
- ◆ Commit to do her a favor... You will know what the favor will be, when the time comes.

If you don't agree on her terms you stay permanently dead and are... [pick one]:

- ◆ Locked inside The Vault;
- ◆ Caught by the Oblivion's River;
- ◆ Forced to fight your way out

Evade from the Underworld

If you make a deal with the Mother, you'll come back to life.

If you chose to cheat Death, she will unleash all the underworld creatures to stop you from escaping.

DWARF FORT

BY
CARLOS
PASCUAL

ADVENTURE

Adventurers join a group of dwarves building their fortress in the mountain. They get hired to clean the area because there are rumors about an ancient collapsed dungeon inside the mound that they may find while digging.

PREPARE THE GAME

First print this page as many times as needed and cut the square tiles. There are two kinds: constructed and dungeon. Put the dungeon tiles hidden in a bag, and the constructed ones on the table so the players can see and pick them. You can also roll a d12 and draw the tiles instead of randomly picking from the bag.

HOW TO PLAY

1. Players can dig and build. They may place a tile wherever they want but it must fit with the already placed tiles. The starting tile is the one with the flag icon. Each tile takes 1 in game day to place unless there are less than 10 dwarves to dig. In that case time will be under GM discretion.
2. When a new tile is placed the GM will roll a d6. With a 5 or 6 dwarves dig into the old dungeon, he will take a dungeon tile from the bag (or roll a d12 if he is drawing it in a piece of paper) and place it in a way that fits the existing tiles. If it doesn't fit in any possible way, he must discard the tile and draw a new one until it fits.
3. GM rolls in the encounter table for the new tile. If the players decide to explore further in the dungeon tile, and it's not a dead end, the GM must draw a new tile and repeat the process.
4. If there is a place where a new tile can't be placed in a legal way, it will be considered a dead end.
5. Dungeon Heart: the tile with the heart icon is unique and cannot be drawn again. It's considered the most important part of the dungeon where everything resolves. It can be a bad guy to defeat, a relic to capture, person to rescue or huge treasure to loot. It remains at GM discretion. If you draw the tile too early in the adventure, you may discard it and put in the bag again.



2d6	ENCOUNTER TABLE
2	Good guy
3-4	Treasure
5-6	Monster (mon. table roll)
7	Empty
8-9	Trap (trap table roll)
10-11	Puzzle
12	Magic illusion

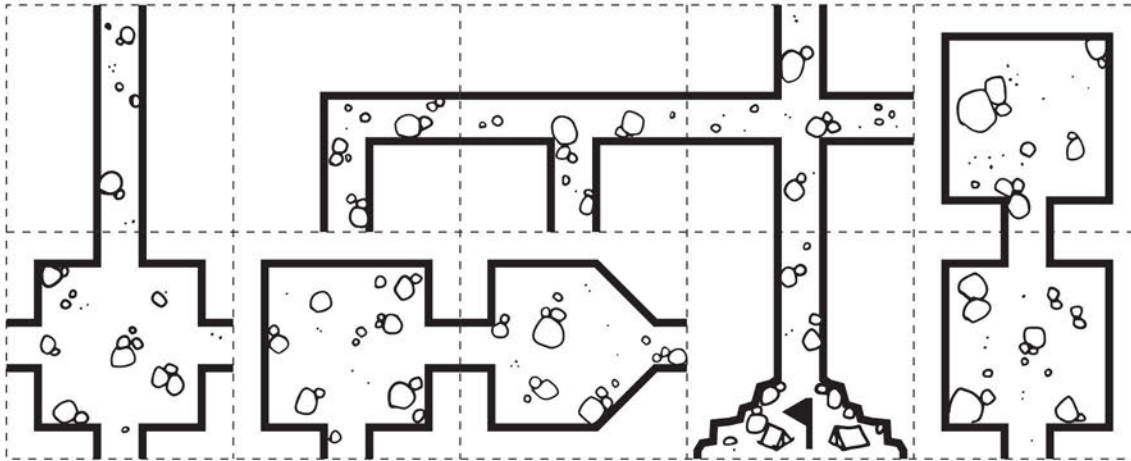
ADVICE

This dungeon is intended to build a history on the fly. Pick results instead of rolling dice, roll twice, ignore results, interpret results as you wish, change anything. The adventurers are building rooms and corridors during days, they should stock them and give them use strategically. Why are they there? What the dwarves want with the fortress? What the ancient dungeon is for? Why it collapsed? There are different factions (and some friendly?) inside? And most important, what is the heart of the dungeon?

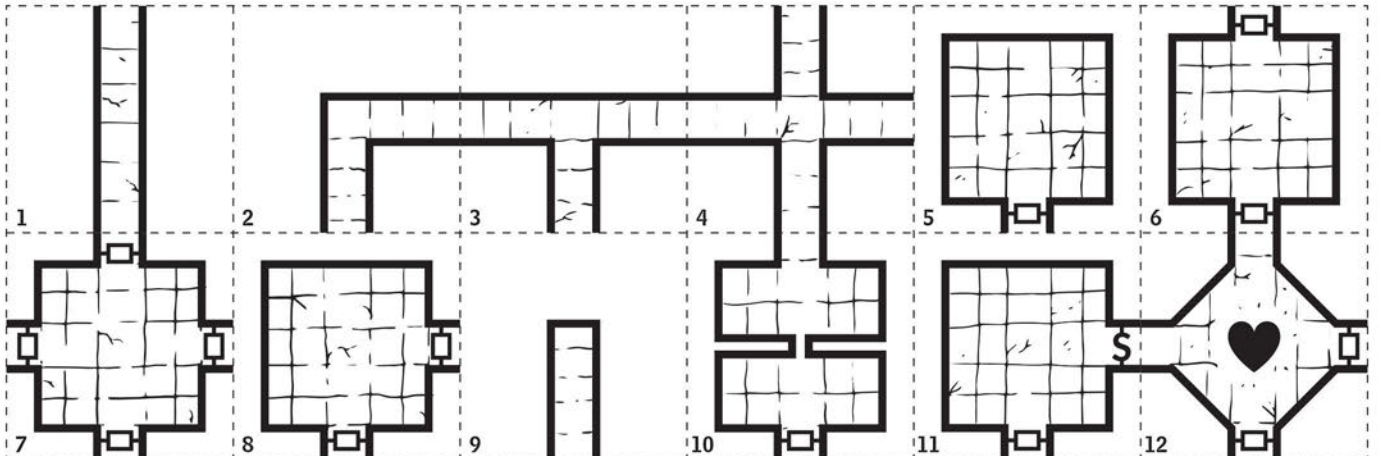
1d12	TRAPST
1	Poison darts
2	Falling boulder
3	Collapsing roof
4	Pit
5	Fake rope over open pit
6	Spiked pit
7	Poison needle
8	Fire breathing statue
9	Asphyxiating gas
10	Water-filling room
11	Strong magnets
12	EXTREMELY loud noise

1d6	MONSTER TABLE
1	Easy (1d4 foes)
2	Easy (1d10 foes)
3	Medium (1d4 foes)
4	Medium (1d10 foes)
5	Hard (1d4 foes)
6	Special (use imagination!)

Constructed tiles:



Dungeon tiles:



Citadel of the Wandering Stars





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By: Caroline Berg

It was said once, long ago, a mad wizard trapped a constellation within a great citadel. The stars, desperate to make their way back to the heavens, wandered the halls trying to get free. Those who catch a glimpse of those stars are burned to a crisp from its rage - but those who avoid them may discover many other wonders the wizard had stolen and stockpiled over the years...

All the doors between rooms in the citadel are locked, and each have four symbols on the door. These symbols give a hint as to what is located inside the room. When encountering a door, one player makes an Intelligence check with a difficulty of 17 to determine the first symbol on the door. If the player fails, only one symbol is revealed. If the player succeeds, two symbols are revealed. If the player has skills related to Arcana, Astronomy, Knowledge (Planes), Nature, or Religion a third symbol is revealed if the player is successful. Other players may assist with the roll and if they succeed an additional symbol is revealed, however no more than three symbols are ever revealed before entering a room.

Roll 2d6 to determine what each symbol on the door is.

- | | | |
|--------------|---|--|
| 6, 7, 8 |  | is a star. Too many stars on the door is bad. |
| 4, 10 |  | is a collapsing star. This is neutral. |
| 2, 3, 11, 12 |  | is an eclipse. These counter the effects of the stars. |
| 5, 9 |  | is a moon. Many moons means the room is safe. |

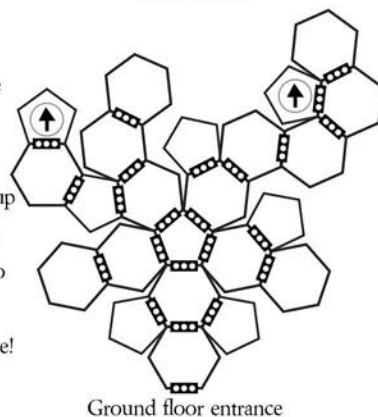
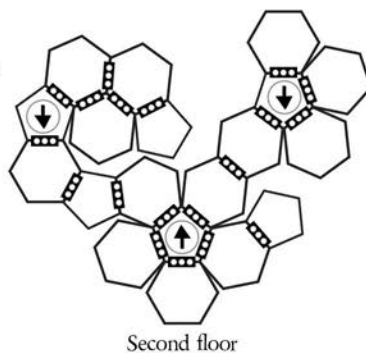
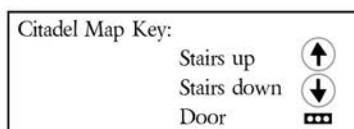
After determining the first 1, 2, or 3 symbols, decide if the party enters the room. After entering the room, the party rolls for the rest of the symbols on the door. Only once in the room are the final symbols are revealed.

If there are an equal or greater number of star symbols on the door to moons or collapsing stars with one or no eclipses, the party has found a wandering star! Everyone makes a Dexterity saving throw with a difficulty of 20. If failed, take 18d6 fire/light damage. If the roll succeeds, take 6d6 fire/light damage. Anything cloth or paper the party carries burns away, while anything metal the party touches (lockpicks, weapons, armor) does another 2d6 damage. Draw a star symbol in the room.

If there are an equal or greater number of eclipse symbols than stars, the room is safe and the party may rest there. Draw an eclipse symbol in the room.

If there are a majority of collapsing stars, the party has discovered a group of creatures that call the citadel home. Roll 1d6 once on the **Citizens of the Citadel** chart to determine who calls this place home, and how they react to intruders. Draw a collapsing star symbol in the room.

If there are a majority of moons, the party has discovered a treasure trove! Roll 1d100 twice on the **Treasures of the Citadel** chart to determine what treasures are in the room. Draw a moon symbol in the room.



Citizens of the Citadel

- 1 *Undead Astronomers Guild* - a recreational group of liches, skeletons, wraiths, and ghouls who are purely here to observe the unique phenomenon. They will not attack first. If provoked they fight with antique telescopes, which have the bludgeoning power of maces.
- 2 *Rigel Ascendent* - a fringe organization that believes in harnessing the power of the trapped stars. They are extremely suspicious and will attack anyone with paranoid frenzy.
- 3 *Society for All Freedoms* - a group dedicated to freeing all things, especially the trapped stars. They will open doors blindly, leading to their own immolation if it means letting the stars out.
- 4 *Followers of the Seven Suns* - a religious group which sprang up around the Wandering Stars. They administer first aid and light healing spells often with a side of sun-made iced tea.
If the party stays with the Followers to rest, roll 1d4. On a 1, 5 members of the Undead Astronomers Guild arrive and the Followers get into a fight with them. On a 2, 10 members of Rigel Ascendent come in fighting! On a 3, the Society for All Freedoms enters with 6 heavily wounded members. On a 4 nothing happens.
- 5 *Minions of Thragul* - The true followers of Thragul, the mad wizard who trapped the stars. They are highly unpredictable and always three levels higher than the highest level of a party member.
After encountering them, roll 1d4. On a 1, they ignore you. On a 2, they attack! On a 3, they flee. On a 4, they transport the party to the nearest unexplored room where the party must make symbol rolls immediately.
- 6 *Arcane Order of Ntarex* - Thragul is a member of this order, and is in residence! Roll 1d100, on a 95-100 he is in the room! Otherwise the room is empty and filled with his arcane scribbling.

Treasures of the Citadel

- 01 - 50 *A Bag of 1d6 Semi-Precious Yellow Star Sapphire*. Worth 15 silver per sapphire.
- 51 - 60 *Chalcedony Circlet*. The party may roll to determine another door symbol before entering a room.
- 61 - 70 *Celestine Signet Ring*. Reroll one die when determining the symbols for the doors. Worth 5 gold.
- 71 - 80 *Lens of Reflection*. Take half damage from any attacks that use light or fire.
- 81 - 88 *Moonstone Compass*. Activated after entering three rooms with a majority of moon symbols, it teleports the party to the top of the citadel.
- 89 - 94 *Sunstone Studded Shield*. Purely decorative, worth 500 gold and weighs 20 pounds.
- 95 - 100 *Two Chrysoberyl Cuffs*. Tapping the cuffs together causes the wearer to become invisible. Once the cuffs are taken off, the wearers are visible again. Two people may each wear one cuff and tap them to activate.

Top of the Citadel

Should the party make it to the final room at the top of the citadel, they discover the orrery that powers the citadel. Count all the symbols that were drawn in the various explored rooms.

If a majority of the rooms were stars, Thragul the mad wizard is in the orrery and is in the process of capturing another star. He is a wizard 10 levels above the highest party member's level.

If a majority of the rooms were eclipses, the orrery is empty. An Intelligence check with a difficulty of 20 figures out how the orrery works and may be used to set the wandering stars free. Gain 750 XP.

If a majority of the rooms were collapsing stars, Rigel Ascendent controls the orrery! This is a sacred room to them, and they attack any defiling their mysteries!

If a majority of the rooms were moons, the room is filled with various treasures, roll four times on the **Treasures of the Citadel** chart and add 15 to the roll. Anything over 100 counts as 100.

TONIGHT, WE KILL THE BEAST!

A 0-level funnel in which an angry mob hunts down a monster.

By Chance Dudinack

The Hook. People are disappearing. Your fellow villagers taken, found dead days later. In the middle of the night, someone thought missing rushed in from the woods, raving about a horrible monster. He says it is what has been hunting you, and it lives in a derelict keep on a hill rising out of the woods.

Grab your pitchforks and your torches! Tonight, we kill the beast!

The Characters. You are level 0 villagers. You have 1d4 hp, a weapon suited to your profession (pitchfork, meat cleaver, rolling pin, etc.), a torch, and one **special item**:

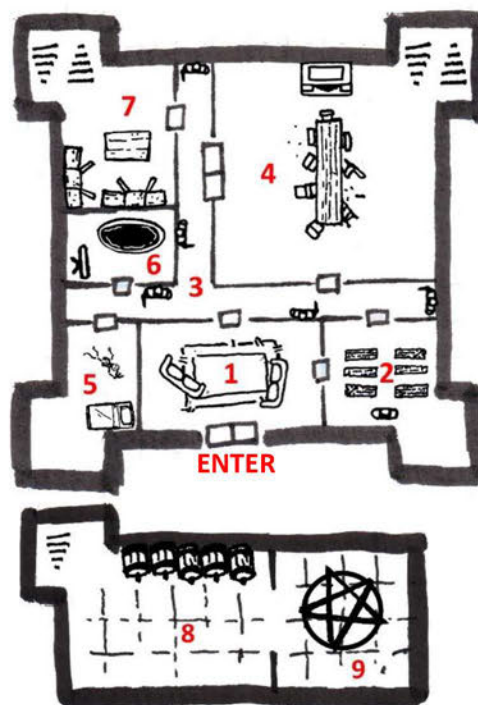
1. **Holy Water.** Repels evil things. Burns undead.
2. **Faithful Dog.** 2 hp and a bite attack.
3. **Flask of Oil.** Burns for two rounds when lit.
4. **50' Rope.** Just in case.
5. **Piecemeal Armor.** +2 AC.
6. **Family Sword.** Passed down from your father's father. The edge is a bit dull, but it's better than nothing.

The Beast. A lumbering wolf-thing, as tall as a man on its four legs and covered with tumorous muscles under matted fur. He was a man transformed by dark magics after attempting to use them to resurrect his lost love.



Random Encounters in the Woods: 1d6/ hour

1. **Nothing.**
2. **Atmospherics.** A baleful howl, a cloud of screaming ravens, a pair of eyes staring back from the shadows...
3. **A mauled corpse.** Old Tom the thatcher. He went missing just last night.
4. **Starving wolves.** Foaming mouths and visible ribcages. Carry off whoever they kill to eat.
5. **A swarm of vampire bats.** Hungry for blood.
6. **A wounded hunter.** Fending off a pack of goblins. He will join the party if you help him.



THE KEEP

Beast Encounters. Roll 1d6 every 2 turns or whenever the PCs make a loud noise.

1-3. **Distant sounds.** The beast hasn't found you...yet.

4-5. **The Beast is in a nearby room.** Scraping claws, heavy breaths, snarling.

6. **The Beast appears!**

FIRST LEVEL

1. Foyer

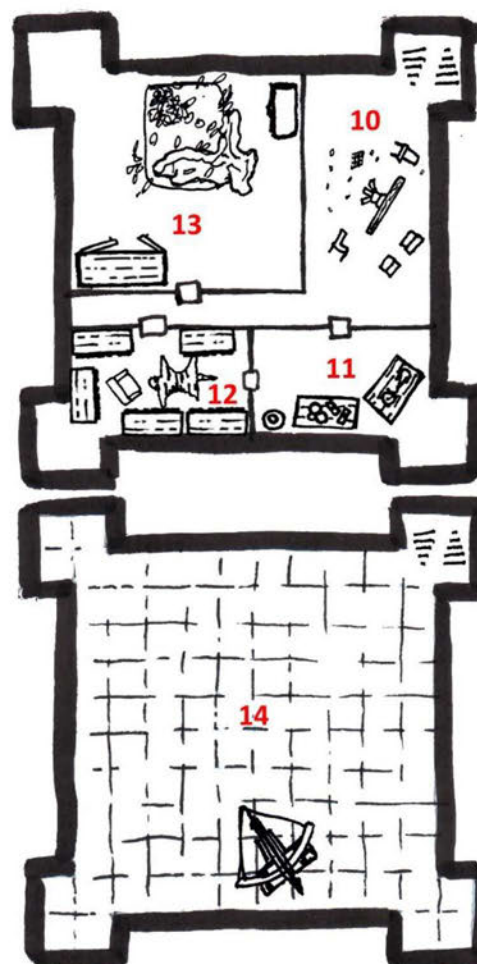
- **Luxury furniture.** Caked with dust and cobwebs.
- **Chandelier.** Crystals are expensive if you can get them down safely. Could be cut down as a trap.
- **Moldy Curtains.** Velvet. Touch and release spore cloud (save or 1 round of coughing and sneezing)

2. Chapel

- **Stained glass windows.** Scenes of a village and castle, of a knight and a fair lady. Lightning flashes paint the room a sickly yellow.
- **Rotten wooden pews.** Barely standing. Sitting on one will break it.
- **Headless statue.** An idol of the goddess of fortune. Her head was broken off and lies on the floor.
- **Reattach her head:** The character is blessed by the goddess. They gain an **automatic success** they can use on a roll of their choice.

3. Corridor

- **Servant Ghost.** Holding a candelabra, inspecting the armors. Flees in terror to the Servant's Quarters and disappears. Repeats this on loop.
- **Suits of armor.** Helmets shaped like fanged skulls, gripping halberds. Animate for a surprise attack. Each hit against one knocks a piece off. Remove the head to incapacitate them.



4. Dining Hall

- **Massive Table.** Gnawed bones cover cracked plates and moldering food scraps.
- **Paintings.** Ripped by claws. A young noble and his wife. The same noble alone, older, and of dark expression.
- **Coat of Arms.** Hanging above the fireplace. Two swords are crossed behind it.
- **Stairs.** Up to 10. Sitting Room.

5. Servant's Quarters

- **Broken Skeleton.** Clothes in ribbons. Spine in pieces, skull cracked. Gripping a golden candelabra.
- **Under the Bed.** A locked coffer. Contains the servant's savings.

6. Bathroom

- **Bathtub.** A slime lazily floats on the surface of the murky water. A **silver ring** sits at the bottom.
- **Standing mirror.** Glass smeared with bloody handprints. Silver frame.

7. Kitchen

- **Cupboards.** Hanging open and empty. Ceramic and glass are shattered on the floor. Only crumbs of food are left.
- **Giant Rats.** Fighting over a piece of dried beef. Retreat down to the storeroom if outmatched.
- **Stairs.** Down to 8. Storeroom.

8. Storeroom

- **Barrels.** Stacked against the walls. Full of whiskey. Whiskey can be ignited for a **burst of flame**.
- **Stairs.** Up to 7. Kitchen.

9. Ritual Chamber

- **Pentagram.** Points are piled with wax from black candles melted to nubs. At the center is a **skeleton**.
- **Skeleton.** Wearing a purple dress with gold accents. A character wearing the dress could fool the beast into thinking they are his lost love.

SECOND LEVEL

10. Sitting Room

- **Game Table.** Flipped on its side. Heavy.
- **Chess Set.** Scattered all over the floor. Made of fine ivory.
- **Stairs.** Up to 14. Roof. Down to 4. Dining Hall.

11. Laboratory

- **Alchemy Lab.** Can be sold to an alchemist or magician for a hefty sum.
- **Flask of green liquid.** Stinging alcohol smell. Can be thrown for a 5' splash of flesh-melting acid.
- **Pantry.** Filled with bottles of rare spices and alchemical reagents.

12. Library

- **Bookshelves.** Lined with thick, dusty tomes on the Dark Arts. A character who studies them could go on to become a magician.
- **Tiger Skin Rug.** Animates to attack anyone who attempts to take a book.
- **Armchair.** Gold coins are lost in its cushions.

13. Bedroom

- **The Beast** will be here if not encountered already.
- **Feathers.** All over the place. Mattress and pillows torn to shreds.
- **Wardrobe.** Filled with extravagant clothing.
- **Locked Chest.** Poison needle trap. Contains a stash of gold and a spider-marked blade.
- **Spider-Marked Blade.** Masterwork sword. Gifted only to members of a political secret society.

14. Roof

- **Ballista.** Heavy, unwieldy, but devastating if it hits.
- **A long fall** into the clawing trees and jagged rocks below. A fall from here could kill anyone...even the beast.

A dusty tome is pulled from a neglected shop shelf. A blinding light radiates from its pages. The party vanishes as the Book clatters to the ground.

I
Stay the
path

II
Heed
advice

III
Choose
your
battles
wisely

IV
Beware
distractions

V
Persist
through
adversity

VI
Begin
anew

EX LIBRIS PENDYL

AN ESCAPE Intz, quills and parchment rest on a table before a large door. Carved into the table's surface is the following:

Turn the page; open the door
Back to the life you knew before.
Armed anew; with knowledge as key
Use what's at hand to set us all free.



THE MAZE The party awakens in the center of a maze. As they advance they find numbered scraps of parchment with strange warnings or riddles. After they emerge, they are able to look back and see that the maze is actually a large, ornate letter P.

YOU ARE HERE As the party realizes this, the voice of the Book speaks. It was once the property of the scholar Pendyl, who imbued the Book with consciousness. After Pendyl's death the Book languished with no purpose. Lonely, the Book wishes to help those worthy of the knowledge it contains. The Book explains that they must travel along the illuminated page through a series of encounters,

then falls silent. If the party can survive the tale, they can help the Book escape by allowing its consciousness to imbue items of their own.

GM's Note: You may treat the red trail that runs counterclockwise around the page as the 'path' the party must travel. Suggested order of encounters is also described counterclockwise along this page, beginning with The Maze and ending with An Escape.

BLACKLETTER FOREST

If the party strays from the path, they find themselves wandering through a thick forest of text. Within is Titivillus, a scribal demon who encourages procrastination and laziness. He will consistently encourage the party to stay and relax, even offering them (cursed) items in return. Attempting to leave causes Titivillus to attack. After escaping, they notice a disembodied hand pointing back to the path.

A WARNING Upon exiting the base of the illuminated P, the party comes upon a grid of strange floating letterforms. Beyond is a locked door with two keyholes, both of which must be unlocked to proceed.

w	t	h	i
e	n	h	a
t	i	i	a
r	h	n	e
h	k	t	n

How to Solve: Three words are deconstructed within this chart according to a pattern. Find and identify the keyword to unlock both locks on the door.



Monstrous Marginalia

Titivillus - See Blackletter Forest

Harpy - A terrible screech pierces the air as the basket rises up the wall. A winged harpy dives down toward the party sporting twin daggers in each hand. The harpy sets about trying to cut the rope and the group must fight it off while continuing to move upward.

Knight and Snail - The party comes across a noble chevalier battling a fierce, slithering snail. The knight's armor and the snail's shell are damaged, indicating a long battle. If the party tries to intervene on behalf of either combatant, both will turn and attack the party.

THE ASCENDERS

Shortly after returning to the path, the group comes to a wall. A basket large enough to hold the party sits at its base. The

basket is rigged to a rope-and-pulley system and it looks like it's a long haul to the top of the wall. The rope and pulley must be operated manually from the tower at the top of the wall.

A TRAP A disembodied hand swoops down to grab the party. It can be avoided, but anyone unlucky enough to be caught is flown to the Blackletter Forest and dropped from above. The rest of the party finds a side trail to lead them there.



Hidden words: watch, learn, think, think
Keyword: think
To open door, insert keyword into both keyholes. 'think twice'



EFFISHY

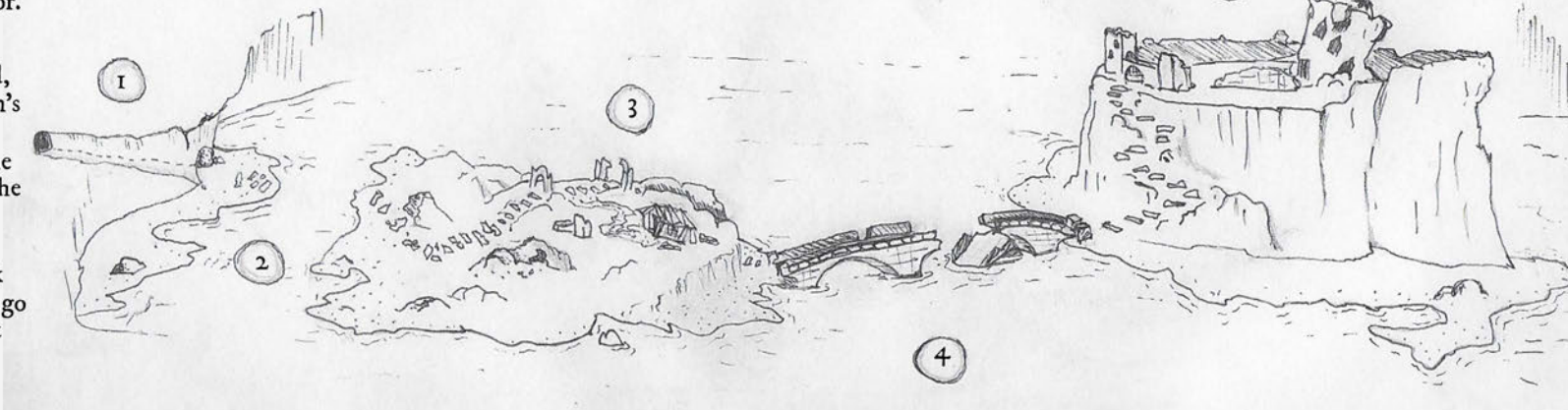
by D. A. Anderson

A deranged cleric has kidnapped a town's leader and stolen a ceremonial effigy ahead of the seasonal festivities. The cleric has been holed up in a discreet cave in the surrounding wilderness.

The massive cavern houses a seemingly depthless lake. A string of islands, littered with the ruins of a forgotten fortress, extend from the shoreline. A broken cobble road meanders through ancient archways, over a broken bridge, and up a steep cliff to a fortified tower atop the tallest island.

A group of intelligent yet insane fishfolk, living in makeshift dwellings amongst the ruins on some of the islands, have proclaimed the deranged cleric as their spiritual savior.

A disturbing sound, like some sick siren's song, has begun emanating from the cave, tormenting the townsfolk. The adventure begins after the townsfolk ask Our Heroes to go to the cave and put an end to this madness.



1. A narrow path leads behind a cracked boulder into the cave. The disturbing sound howls intermittently from within. A tunnel leads into darkness; chance for minor ceiling collapse. Debris—splintered timbers, mildewy bones, scattered masonry—may be found here.
2. The entrance tunnel opens onto a silty shoreline in a fathomless cavern. The strange siren's song pierces the void, echoing off distant stone. Glassy water spans 30 feet to the first island shore. 1d4 fishfolk mongrels lurk in the water near a crooked line of pale cobblestones.

3. The cobblestones continue up a muddy, lumpy landmass across the neck of water. Heroes may spot webbed footprints in the mud. A ghastly light bobs on the distant hilltop. Stone archways in various states of decay line the road. Poisonous mushrooms grow at sides of road; hidden path through mushrooms leads to a small cave with partially submerged loot room. Narrow tunnel leads from there to wooden shack at top of hill. Two fishfolk lackeys with primitive bows and arrows patrol the cobbled road; a fishfolk lantern waits near the shack, a glowing orb swaying on the end of a fleshy appendage extending from its head.
4. The road slopes down to a collapsed stone bridge spanning 60 feet of water to another steeper incline on the other side. The silhouette of a crumbling tower can be seen in the eerie green glow coming from the top. 1d4 fishfolk mongrels swim about in the 15 foot gap near the middle of the bridge.

5. The deranged cleric is performing a grisly ritual in the fortress courtyard at the top of this muddy plateau. Two rough-hewn crystals set atop rickety wooden tripods channel unstable magical energy into the straw effigy which is mounted above a stone altar, upon which is laid and bound the town's leader. Four fishfolk keep watch on the perimeter. Two larger, musclebound fishfolk serve as the cleric's bodyguards. So long as the crystals remain in tact they attempt to heal the cleric each round, their crackling energy prevents the town leader from being touched (though a successful save could thwart this), and the effigy is infused with wraith-like energy. The strange howling sound seems to be coming from the straw figure. The deranged cleric announces intent to manifest a powerful deity by sacrificing human flesh to the effigy. Any nearby fishfolk chant: "Hayqueenkululu! Hayqueenkululu!"

Stats & Loots

Fishfolk: AC 13, HP 20; Bite, scratch, shoot, or stab for 2-9 damage; Advantage against being grappled due to their slippery skin. Boost AC if holding a shield.

Fishfolk Mongrel: AC 11, HP 11; Bite for 2-7 damage. Attack advantage against opponents who have already taken damage.

Fishfolk Lantern: AC 14, HP 50; Attacks twice with claws for 4-11 damage. Will attempt to bite and swallow a grappled opponent. The glowing light bobbing at the end of a fleshy protrusion on its forehead lures prey in against their will.

Deranged Cleric: AC 13, HP 40; Has a dagger but will channel the magic of the strange crystals as long as possible, casting spells of corruption, confusion, and terrible electricity.

Hay Queen: AC 13, HP 70; Poisons and non-magical attacks have no effect on this spectral entity. On its turn the swirling energy attempts to suck the life force from any one enemy within 15 feet, stealing 6-27 HP on a success and transferring half of that to the deranged cleric.

Loot: 100-1000 gp; 2-20 gemstones; a +1 locket of protection with a cursed picture inside that whispers to the wearer while they sleep; a short sword covered in slime that deals 1-6 additional toxic damage; 2 healing potions; a treasure chest with teeth; a wand that casts a gust of wind; and a Cone of Calling (like a magical megaphone).

THE WELL WISHER

by David Arehart

2

The rough mortar and weather worn stones show the age of the well that sits near the center of town. A noxious smell pervades the air here and the grass is dead in the area around the well.



1

When someone throws a coin into a wishing well the intense desire, longing, pain or sorrow of the person imbues the coin with a fragment of magical energy. Sometimes there is enough energy to make the wish come true. Other times though, the coins gather at the bottom of the well with their magical energy unspent. They sit, wait, attract. Foul creatures exist that feed on the unspent energy, the sadness, infused in these coins.

The townsfolk are friendly but somber, the quiet rural town has fallen on hard times recently. An unusually dry season has caused a poor harvest. Bandits have taken to collecting tolls along the main road into town, trade has dwindled. And now the sickness. A mysterious illness has befallen many of the towns folk. They regularly toss coppers into the well, wishing for their troubles to pass. Though it seems their wishes are going unanswered.

DM NOTE: Roleplay the town as appropriate to your campaign

Rumors around town

"The smell of brimstone emanates from the well."

"A 'broken woman' has been seen down in the well."

"Some think the sickness is from drinking the water."

4

The tunnel continues for 100', opening into a large cavern roughly 70' in diameter and 30' high. Large boulders litter the floor. You hear the sound of something moving quickly along the ceiling.

You see a woman with long greasy black hair, empty sockets for eyes and a wide toothy maw stretching from ear to ear. It crouches low on all fours with arms and legs bent at unnatural angles. As it opens its mouth a soul piercing moan is unleashed. Every creature within 60' must make a Wisdom check (or equivalent) or be affected.

Well Wisher attack - Wail - roll 1d4 and consult entries below

- 1 - Fear- affected PCs try to run away on their next turn
- 2 - Confusion- affected PCs do nothing on their next turn
- 3 - Madness- affected PCs attack closest ally on their next turn
- 4 - Magical darkness fills the space for the next turn

DM NOTE: The creature is a demon and has stats appropriate for the party. It will stay on the walls and ceilings and use its wail as its attack.

5

When the Well Wisher dies it explodes in a burst of ichor covered coins. Every creature within 20' takes 2d6 damage. The cavern then begins to fill with black mud. The PCs have 3 turns to collect coins, revive fallen PCs and get to the well shaft.

The insides of the well are covered in slick oily moss. The glint of metal can be seen at the bottom but climbing down without a rope would be virtually impossible.

DM NOTE: The old rope of the well is frayed and rotting as is the crossbeam it is tied to. Attempting to use the well's rope or crossbeam will result in them breaking and sending whoever is on them crashing to the bottom.

3

Something has opened up a small tunnel into the well. Dark black tentacle-like vines emerge from the hole and stretch down into the water below.

DM NOTE: If all four tendrils have not been destroyed in the well below they will reach up and grab the last person going through the tunnel and attempt to drag them to the bottom of the well. Attacking as indicated below.

DM NOTE: Inky black tendrils writhing on the bottom, attack any creature unlucky enough to fall to the bottom of the well. A handful of coins can be found here.

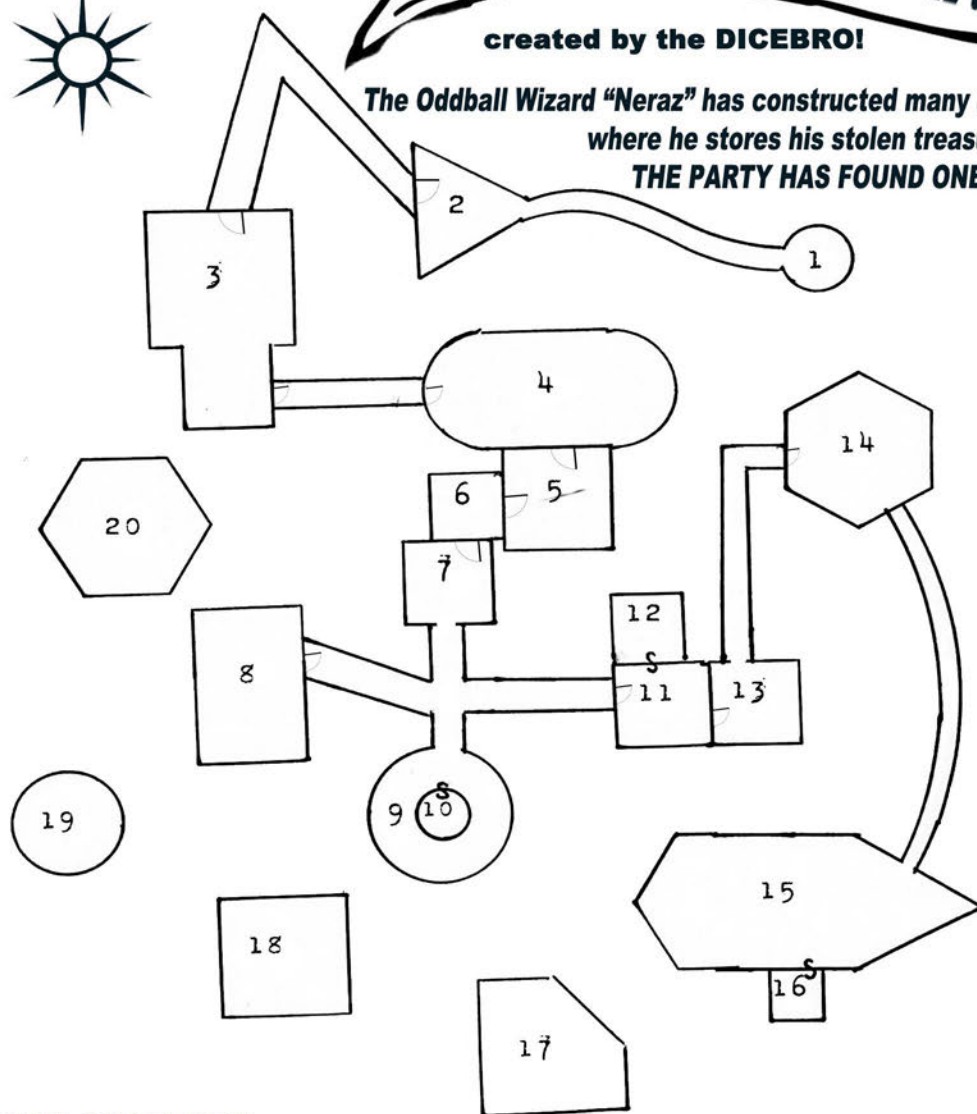
4 tendrils will try to grab and pull PCs down or try to wrap around the neck doing 1d6 damage. Any damage from a bladed weapon or magic will destroy a tentacle.

40'

10'

The Oddball Wizard “Neraz” has constructed many underground dungeons where he stores his stolen treasures.

THE PARTY HAS FOUND ONE.



RIDDLE SUGGESTIONS

1) I am rarely touched but often held, and if you are smart you will use me well. A. A tongue.

2) what must take a bow before it can speak? A. a violin.

3) What is it that no man ever saw, which never was, but always will be? A. Tomorrow.

4) What do you see once in a year, twice in a week, but only twice in forever? A. the letter "e".

5) A shimmering field that reaches far, yet it has no tracks, and is crossed without paths....what am I? A. an ocean.

6b) I can only live where there is light, but I die if the light shines on me... What am I? A. a shadow.

7) An elf rode out of town on Saturday, he stayed at an Inn and rode back to town the next day on Saturday...How is this possible?

A. the horse is named "Saturday".

8) You have me today, tomorrow you'll have more. A. Memories.

9) I can be cracked, I can be told, I can be made, I can be played. What am I? A. A joke

10) What is so fragile that even saying its name can break it? A. silence

- 1.-2. Empty
 3. 3 ghouls eating a fallen explorer. 90 gold coins. Amethyst stones worth 100 gold coins.
 4. unlocked chest with 1100 silver coins and 30 gold coins.
 5. 8 extremely evil kobolds (daggers and spears) torturing puppies. 50 gold coins. An arm bracelet worth 700 gold coins. Magic mail armor and shield (human sized) (plus 5% bonus each) shoved against the corner.
 6. 300 silver coins and 50 gold coins scattered on the cracked stone floor.
 - 7.-8. Empty
 9. 6 smelly human bandits (light armor and swords). No treasure.
 - 10.-11. Empty.
 12. 2 two-headed dire wolves chasing their tails. if party is loud, they will bust through secret door and attack. No treasure.
 13. Ghost asks riddles. Solve and be fully healed!
 14. Trap: phantasm of a silver wand with a sapphire tip on a golden table. Anyone walking in the room has a 2 in 6 (one time only) chance of falling into a real spiked pit. Touching makes the phantasm of the wand and table vanish with a pop.
 15. Empty. "Not so secret" door (left open by a conjurer in 17) located in south wall.
 16. Trap: 5 tiny fake doors in this room. 4 (marked E,R,Z,A) electrocute the opener. One door(marked "N") will teleport the party to room 17.
 17. 2 human conjurers (daggers and spells) attempting to summon a demon (and failing miserably). Scroll teleporting to 18.
 18. A statue of a gnome peeing into pool. Trap: anyone who touches statue must save vs death or wither away into a pile of dust. Jump into pool and teleport to 19.
 19. The Walls have 20 mirrors. One of them does not reflect living things. Step in to Teleport to 20.
 20. 2 more human conjurers (daggers and spells) doing calisthenics. Treasure: 700 silver coins , 40 gold coins, sapphire jewel worth 8000 gold coins, Magic Sword (plus 10% fighting bonus). Ring with 2 wishes. (no exits in this room: must use a wish to escape).

NIGHT AT THE MAUSOLEUM

BY DUNDER MOOSE
[HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-AS/3.0](http://creativecommons.org/licenses/by-as/3.0)

Summary: The Hag, JENNY SPLITGUT owes a Lich a solid, so she's willing to negotiate when an accursed adventurer approaches. If the party restocks the Lich's Mausoleum before sunrise, she'll break a cursed object's attunement. Throw in Skeleton fights wherever, and dish out just enough XP to keep it interesting. Unless called out, all creatures have **8 HP, AC/DC 13, +2 to hit & deal 1d6 damage**

1: Hag's Hut. Negotiate with Jenny Splitgut. **RolePlay or Dice (15 DC), DM's choice.**

Outcomes:

Success- She'll lift curse if they restock the Lich's Mausoleum.

Epic Win (5+ over DC, or outstanding roleplay)- she gives them a **Revive Scroll** and a **Moon-touched blade**.

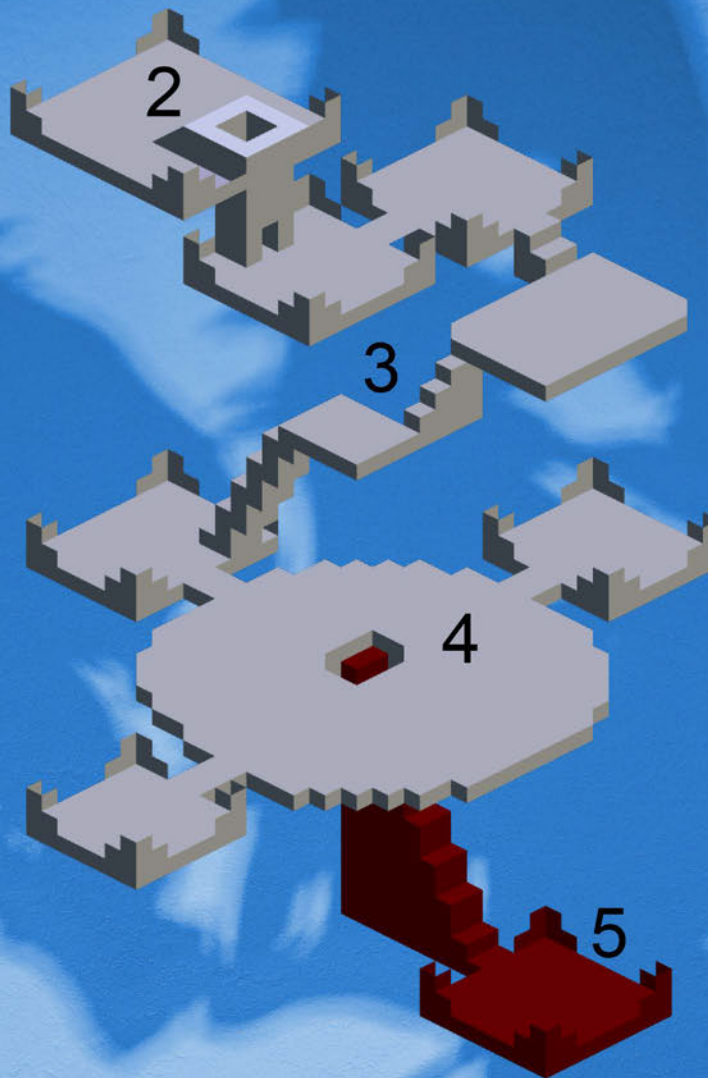
Fail- They must also pay her a **magical item** or kill something cute.

2: A rival party has broken into the Mausoleum and left the **secret entrance** to the dungeon open. Players must reseal the tomb door and create a **puzzle** that unlocks it using items in the crypt: **Dead Flowers, Vases, Urns, Runestones, Marble Busts, Niches, Candles, Torch Sconces, Scales, A depressed and beaten IMP**

Make them draw it.

3: Antechambers. **Molebalds** are like Kobalds, but mole-ish instead of dragonny.

They are OVER IT, and packing up to move. Several were killed and their traps are all sprung. Party must convince them to stay. **Giving weapons, bribes and setting new traps** will make them feel safer.



Dinosaur Photo by Markus Spiske on Unsplash

5: The Lich's Throne Room

An empty treasure chest yawns up at you. Fill it with money (half the party's wealth), and a magical weapon.

Two more dead adventurers lie on the floor, and a Dwarf Cleric sits on the Lich's throne, seething. The Lich's Phylactery rests on the floor before him. He wants to crush it with his warhammer.

Defeat him and the Hag keeps her bargain. Help him kill the Lich and they have to fight their way past all the stuff they set up on the way here, but the Hag still keeps her bargain as she's no longer in debt to the Lich.

Dwarf Cleric: 60 HP, AC 18, +5 to hit, 2d8 damage, Spells-DM's choice 500 gp

4: The Lich's Reliquary.

A dusty, high-ceilinged rotunda. All the Lich's valuables in life, tapestries, paintings rugs, now molder forgotten. Display cases abound. Steal his stuff, void the Hag's bargain. A giant crystal case hangs open before a squished Knight (with a **+1 Mace**) stuck to a pressure plate, holding the trapdoor to the stairs open. Unreasonably huge bloody footprints lead away from it.

Return the famished and murderous **Undead Bone Tyrannosaur** to it's cage with full HP come sunrise. It's in one of the adjoining rooms, DM's choice.

HP: Sum the party's HP and add 8, AC 15, +5 to hit, deals damage equal to half the toughest players max HP + their Constitution Modifier.

ETINA'S LABYRINTH

The followers Etina, the God of insight, would take a once in a lifetime pilgrimage to walk Etina's Labyrinth. It was said that walking the path of the labyrinth was both a privilege and a demanding endeavour. Worshipers of Etina were often wandering soothsayers, able to foresee future events and have insight into secrets. Their religious order was purged after a warring royal deemed them a dangerous cult. Etina's ways have all but been forgotten and her labyrinth has fallen into neglect. Bandits have moved in and made it their home.

PLOT HOOKS

Greta has sworn to honour the memory of her grandfather, a follower Etina, by clearing out the bandits. She doesn't have much to offer, but she does have a map of the labyrinth.

Etina speaks directly to one of the adventurers in a vision asking them to clear her sanctuary and reconsecrate it.

Locals talk of a scourge of bandits who are robbing the travellers on the road. They seem to be using unusually shrewd tactics.

THE LABYRINTH

The large stones used to build the solid walls of the labyrinth, glow gently with a deep red hue. The minerals that have leached out the rocks seem to grant the denizens of the labyrinth with enhanced intelligence and insight.

THE BANDIT HIDEOUT

Bandits have taken over a large section of the labyrinth. (1a) Two guards on lookout will immediately retreat to the fortifications and warn the rest of the gang. The guards will drop back to the arrow slits (1b) and bombard the party with arrows as they advance up the corridor. If the party get to close, again the bandits will drop back around the corner jumping over the spring spear trap (1c), and taking up position behind the rock wall (1d). As the adventurers move past the spring spear trap another second group of bandits will push down the false wall (1e) and attempt to flank the group. Any other bandits will take up tactical positions around the rest of the encampment.

Concealed in a makeshift room (1f) are bandit chiefs Nelson and his half-Orc husband Boza. They will callout to the rest of the gang, in the barracks (1g) and the storage area (1h) to aid them if attacked. Looting the chief's room will yield fine clothes studded with jewels and gold, an embroidered silk cloak, a potion of blur, a masterwork long sword and a moonstone.

ETINA'S PATH

The pilgrimage taken by Etina's acolytes was one of deep personal reflection. It was said that Etina would grant great insight and revelation those who stayed the labyrinth's path. The labyrinth was more than just a holy site, but rather a true test of her follower's commitment to their faith.

Along the labyrinths winding path, stone dais' have been built at each corner they both encourage the acolytes on their journey and warn them of their sacrifice that their faith in Etina requires. The first dais (2a) has an intricately carved pedestal

with a large open eye on top. The inscriptions, that have faded over time, warn pilgrims that only those who stay on the path will receive the blessing of the Etina. On the second dais (2b) there is a what looks like a low walled well 1ft in diameter. It's clear that the bandits have used it to throw rubbish down but an inscription tells pilgrims that to receive Etina's insight, they must first give to Etina a gift of something they consider personally valuable. Following the path, the next dais (2c) is in ruins.

THE LONG WALK

It is clear by the piles of rubbish that the bandits have not ventured further into the labyrinth than this point (2d).

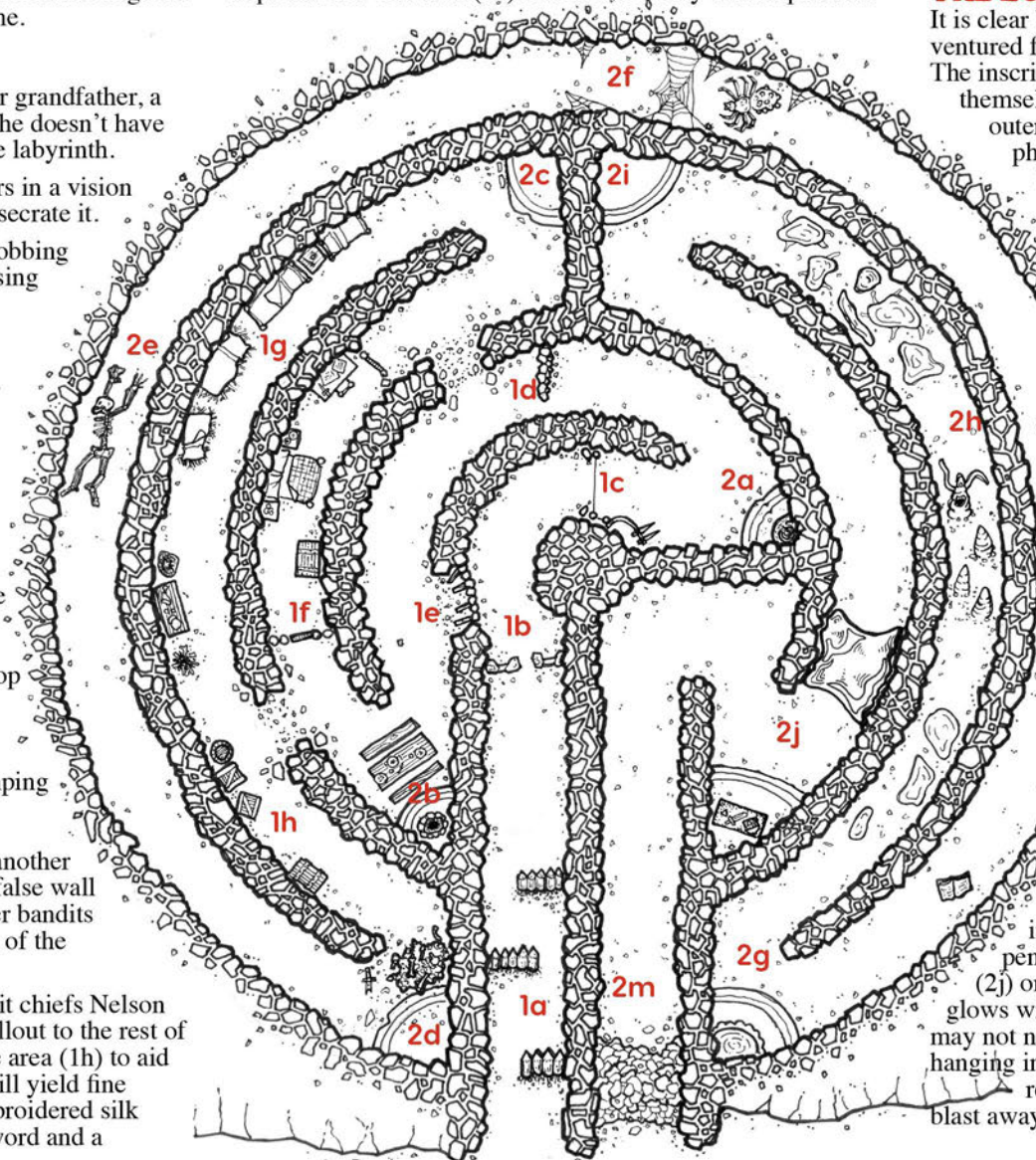
The inscription on this dais warns pilgrims to prepare themselves for the 'long walk'. As the adventures walk the outer ring of the labyrinth time seems to warp. Whilst no physical toil is taken on their body, mentally each step begins to feel like it takes an hour. Conversations become impossible as words stretch like elongated whale song. As the adventurers press on they see bones picked clean, former bandits or pilgrims its impossible to say. As the time dilation increases the adventures begin to have visions of their past, as Etina helps unravel some of their own mysteries. Half in and out of their visions only the truly perceptive will notice the webs of a giant spider (2f). Her abdomen pulsates with pustules containing swarms of her children.

If the adventurers make it to the end of the outer ring, time will slowly realign. On top of the dais at the end of the outer ring (2g) sits a shallow basin filled with a clear liquid an inscription reads 'Wash away your past and walk on into the future'. The liquid is healing to both the body and soul to drink. As the adventurers travel further in the air becomes heavy with moisture, puddles litter the ground.

Stalagmites have grown as the sediment has dripped through the ceiling. Hiding amongst them is a malnourish roper (2h) eager to pull in its next meal. The dripping water has eroded most of the next dais (2i), the few legible carvings seem to be tasking the pilgrims to bring Etina's insight to the world. As the adventurers round the penultimate corner, they can see ahead of them an alter (2j) on which lies the party's sacrificed items. Each item glows with a slight magical aura. Those who dash forward may not notice the almost perfectly transparent gelatinous cube hanging in the corridor. Etina again will show her gratitude for removing those who have befouled her sanctuary and blast away the rocks sealing the exit.

an adventure by Dylan Barker

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Steal the Walking Tower by Ed Nicholson (Can be a sequel to "Plumbing the Depths" (OPDC 2019)) (for mid level adventurers)

The evil wizard, Gon, and most of his apprentices are dead, recently destroyed in his tower by adventurers he betrayed. Alcatraz, a former apprentice, seeks your help to now steal the tower. You are teleported to the Prison Area in the tower with a gem he gave you and meet Alcatraz. He tells you his plan.

"Gon was the advisor to the cruel King and his death will certainly be detected, there is little time before City Guards bring up catapults and begin a siege! But that should be no problem because the tower has a hidden magic room which has controls that allow the tower to get up and run away! All we have to do is find the magic room, defeat its guards, and activate the tower's legs! We apprentices sought to find the hidden room and kept clues to its location in each of our chambers. We each lived on a different floor. We also know that Gon's chambers contains instructions on how to create the magic door to get into the hidden room, once we find its location. We worked in the lab and kitchen and each had limited access to a different metal doored, elemental study room located on the floor we lived on." Alcatraz shows you a paper, "I made this matrix of questions to figure out everything we need to know to find the magic

door to the hidden control room, we just need to fill the clues in! Key to it's location seems to be the metal doors. I also have keys to all the locked rooms!"

Suddenly a catapult rock rips through the wall and floor causing Alcatraz to fall out of the tower into the hands of the guards below! The matrix flies from his hand and you catch it, but the keys go with him. A guard's voice shouts up from below. "We know you killed the wizard, surrender peacefully!"

Events—in order, every 30m

1. Front Door battered by Ram
2. 1d4 Spelletons encountered
3. Catapult hit sprays splinters (2d6)
4. 4 Guards (2 HD) enter thru hole
5. 8 Guards enter thru front door.
6. Guardian attacks City Guards

Prison area 2nd Floor (Giant Mural, Silver door)

- PC start area w/Alcatraz
- Wizard robes and pile of ashes (was Gon) (can be used as magic charcoal)
- 2 suits medium plate mail (once animated)

- **Air Room**
- Small Air Elemental (5 HD)
- Charm Monster Scroll blowing around room

- **Alcatraz Apprentice room**
- Made a Greater Zombie (6 HD) for failings
- Lies under blankets in bed
- Potion of Super Healing (6d6) in chest
- Note book in floor boards says:

- L shaped intersection doors lead to Fire or Magma
- The Air Room does not have the Meteor Storm Scroll
- The Magma Room does not have the Chime of Unlocking

Legend =Door = Door Metal =Mural =Mural subject =Stairs =Points Down

Note: Elemental, Apprentice & Control Room doors locked.

The Guardian 5th Floor (Devil Mural, Copper Door)

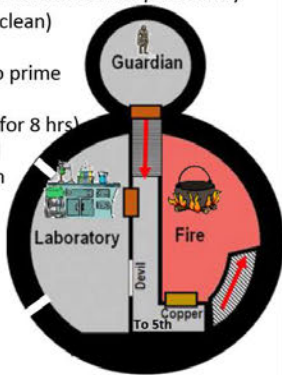
- **Flesh Golem (10 HD)** Stands unmoving, menacingly
- Attacks only in defense, or unauthorized entrance to front doors or secret room.

- **The Lab**
- "Pazuzu One-eye", Insane Devil Imp Familiar (3 HD) says it brought wizard's demise by throwing magic ring down lab sink. Pretends to serve party, but betrays them for their souls. No useful info about tower. Gollum personality

- Lab Equipment (scrubbed clean)
- 3 Healing Cream (3d6)
- 3 Magic Mushrooms (+3 to prime attribute for 8 hrs)
- 3 Glitter dust (+2 to wpn for 8 hrs)
- Match stick w/ thread tied to it -thread hanging down drain.

Fire Room

- **Fire Mephit (6 HD)** in log fire fed boiling cauldron
- **Magic Drawing Charcoal stick (1)** in iron box
- Vials of Oil (10)



Gon's Room 4th Floor (Fey Mural, Platinum Door)

- 4 Spelleton guards
- Crystal Skull answers 3 yes/no questions a day
- In desk, Read Magic scroll & note:

To get to the controls, use Magic Charcoal to draw a door with in a door on the area across from the correct mural

- **Control Panel Key**, with note attached:

"Wind sweeps the World after Fire & Magma consume Water" (clue to sequence in control room)

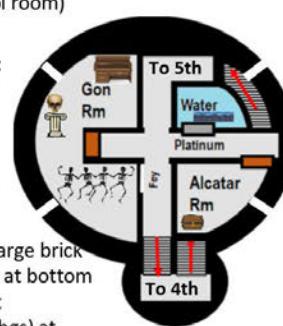
Alcatraz's Room

- Locked Chest w/ clues:

- The Devil will not lead you there - only to Fire.
- The Dragon guards the Magma room
- The Undead like the Earth

Water Room

- **Water Weird (7 HD)** in large brick walled pool. Loose brick at bottom will drain it, dispelling it
- Chime of Unlocking (6 chgs) at bottom



Clue matrix to find secret door (remove answers for players)

Floor	What is the Metal Door Coating Material?	What type Hallway Intersection is near the Metal Door?	Facts			Deduction
			What Mural is near the Metal Door?	What Element is studied behind the Metal Door?	What Magic Item is inside the Elemental Room?	
1	Gold	L Shape	Dragon	Magma	Meteor Storm	Yes
2	Silver	4 Way	Giant	Air	Charm Monster	No
3	Bronze	3 Way	Skeleton	Earth	Walk thru Walls	No
4	Platinum	4 Way	Fey	Water	Unlocking Chime	No
5	Copper	3 Way	Devil	Fire	Magic Charcoal	No

Balcarr's Room 3rd Floor (Skeleton Mural, Bronze Door)

- Locked Chest w/Clues to location of secret door

-The mural near the Platinum door is not the correct one

-3 Ways is not the right way

-Magic Charcoal is in the elemental room near a "L" intersection

Closet

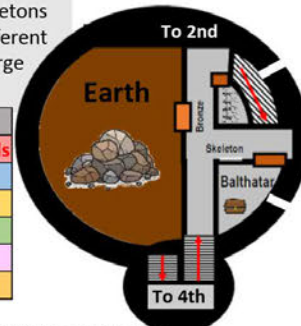
- 4 Spelletons attack
- 2 sets of Medium Plate mail

Spelletons: 2 HD skeletons that glow random different colors and can discharge a spell 1/day.

Color	Spell
1 Red	Burning Hands
2 Blue	Sleep
3 Yellow	Magic Missile
4 Green	Dispel
5 Purple	Web
6 Orange	Slow

Earth Room

- **Living Bolder (7HD)** in large stone pile
- Sitting on partially exposed Walk Thru Stone mage scroll



Dalcarr's Room 1st Floor (Dragon Mural, Gold Door)

- Locked Chest w/clues on scroll
- Giant's guard a Charm Monster scroll in the Air
- The Earth Room gives you the ability to walk through stone.

Kitchen

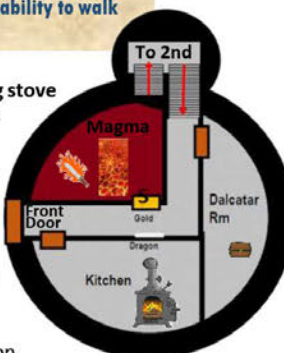
- **Animated, fire-breathing stove (8 HD)** atks all but mages

Magma Room

- 10' Diameter continuous loop of magma falls from ceiling to floor
- **Magic Sword of Fire & Dancing** animates & atks. (5 HD). Serves any who subdue it.
- Scroll **Meteor Storm** in iron chest

Secret Magic Door

- Drawing **Magic Charcoal** door on Gold door creates dimensional door to under ground level
- **Guardian** bellows "unauthorized intruders" from deep in the tower and runs to attack.



Guard Room Underground

- 20 feet deep Spiked Pit Trap
- 2 Caryatid Columns (4HD) attack any but Gon

Control Room

- **Gem Control Panel** (see diagram)
- **Crystal ball** views from top of tower
- Gon's **Beast Tentacle Cat** (1 to 9 HD) with nine lives sits on top and attacks
- Gem of **Golem Control** in drawer



Conclusion: Legs rip out of ground and tower runs away into the night, quickly out distancing pursuit.



Control Panel Runes (Read Magic needed)

- **Operate**= Key hole
- **Sequence**= Code to unlock (horizontal display) (order shown **Fire, Earth, Air, Magma, Water**) (Code = **Fire, Mag, Water, Air, Earth**) (on key)
- **Begining** / **End** = **Start** / **Stop** Engine
- **The Way** = Move Direction
- **Root/Un-Root** = Legs sink in/rise out ground
- **Gearing**= Speed (vertically displayed) (Black-Stop to Green-Run)
- **Burn** = Fuel status lights (vertically displayed) (Green (200 miles) to Black (empty)) (full now) (Fuel = GM's choice -gems, gold, magic, etc.)

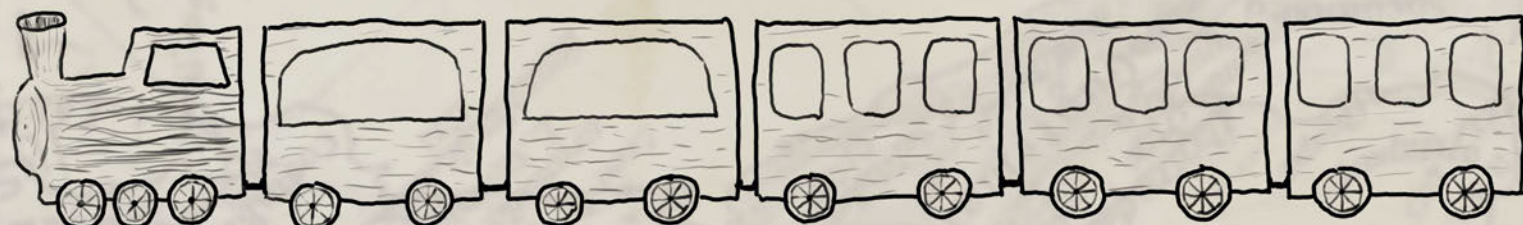
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TERROR ON THE ARKHAM EXPRESS

By Eshan Mitra • roguehexagon.com • Twitter @HowTheQuest
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Arkham, Massachusetts, 1926. The party boards an express train for a three-day ride to Chicago. But strange happenings begin to occur. It turns out to be the work of cultists worshipping Yth'hawal, the elder god of darkness. The cultists must be passengers on the train, but who?

Little does the party know that the train is in fact destined for Yth'hawal's realm of darkness, as a sacrifice to the dark god. Can the party identify the cultists and stop them before it's too late?



Engine	Dining Car	Lounge Car	First Cabin	Second Cabin	Third Cabin
Carl runs the train.	Sara serves meals and snacks.	Comfy couches. Pool table.	Jack and Sonia's rooms	Edgar and Doris's rooms.	The party members' rooms.

Schedule

Day 1

The train departs, and the party gets to know the other passengers. Questions arise when an evil **relic** is discovered in the dining car.

Day 2

At noon, a short layover in Syracuse for repairs. All suspects have lunch at the station. Near the station is a dusty antique shop with 3 random **relics** in stock.

Day 3

Layover in Karthinar (meaning: "Last stop before the darkness"). Deserted except for a man with fogged up eyes babbling nonsense. A **mi-go** lurks nearby. Sara knows (if asked) that the train has gone astray from its planned route.

Relics (d6)

1. Book of dark rituals
2. Protective amulet
3. Ritual candles
4. Idol of a tentacled monster
5. Rambling diary
6. Magic dagger

Monsters

Byakhee - Huge bat-like creature with long, sharp talons
Shoggoth - Dark green, slimy monstrosity with many eyes and tentacles
Mi-go - Human-sized being with multiple sets of crab claws and bat-like wings

Night 1

At midnight, cultists summon a **byakhee** in the lounge car. Inspecting the ritual site reveals this is the work of the cult of Yth'hawal.

Night 2

At midnight, cultists summon a **shoggoth** in the Second Cabin. Edgar may be injured or killed if the party doesn't come to help in time.

Night 3

At midnight, the cultists will complete the final ritual in the engine room, which irreversibly sends the train to Yth'hawal's realm. Will the party stop them in time? It will be easier if they've figured out who the cultists are...

Suspects



Edgar Hall The Socialite

An outgoing fellow always happy to spin a tale about an interesting character he met on his travels. Knows nothing about Yth'hawal.



Jack Friedman The Photographer

Says he is traveling the world to photograph it, but has a cheap camera and little knowledge of the subject. An undercover FBI agent sent to investigate the cult.



Doris Scott The Aristocrat

A wealthy old woman who comes across as a kind grandmotherly figure. Is a **CULTIST** who believes her final destiny is to unite with Yth'hawal, and the other passengers should be honored to have this fate as well.



Sonia McLane The Student

Studies at Miskatonic University. Soft spoken, and hesitant to talk about her studies. Luggage contains (suspiciously) some **relics**. Her studies in fact specialize in Yth'hawal. Knows how to stop the cult if the party trusts her.



Carl Turner The Engineer

Tries to remain removed from the passengers, focused on driving the train. The **CULT LEADER**, who plans to take the train not to Chicago, but to Yth'hawal's realm.



Sara Johnson The Conductor

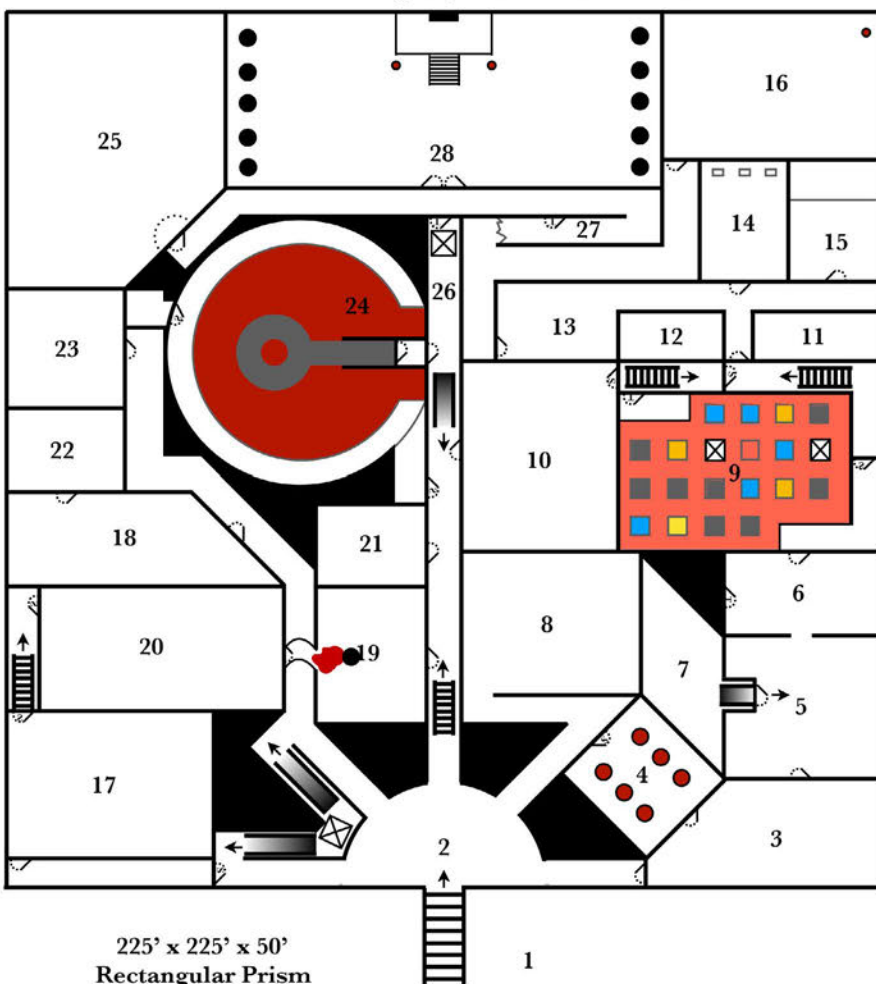
Performs various jobs on the train, like helping with luggage and running the dining car. Genuinely devoted to her job, and wants passengers to have a comfortable trip.

The Lair of the Fire Witch

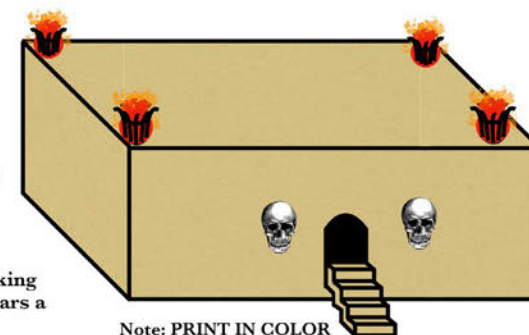
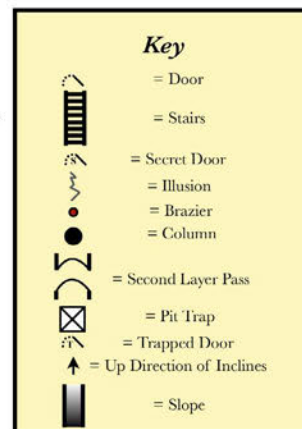
By *Stani A. M. di Properzio*

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Intro: For 6-8 characters of levels 12-13 or 4-5 characters of levels 14-15. The Lair of the Fire Witch can be discovered by adventurers 100 clicks from any civilization, deep in the scorching desert. Most intruders that far into the desert are likely to die from heat stroke or dehydration. Those who manage to cling to life in the desert may mistake it for a mirage. Native nomads won't go closer than 20 clicks out. The nomads will not answer questions about The Lair except to say that it is a compendium of heinous evil. Those who seek The Lair of the Fire Witch are giving their souls to damnation.



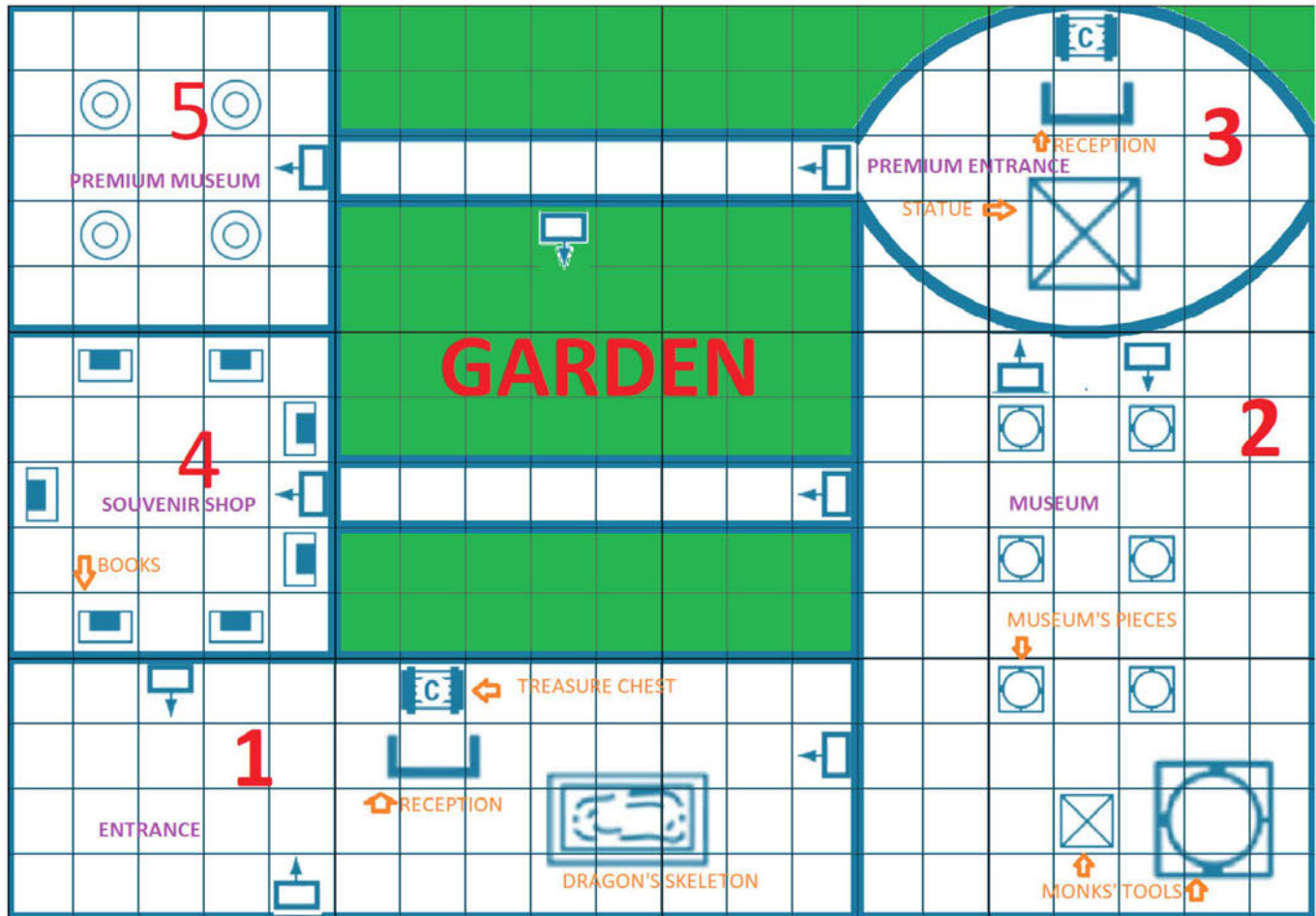
- 1: A giant sandstone rectangular temple with short broad stairs up to a black in-cut entrance, 2 skulls sculpted out of the sandstone walls, 4 giant braziers at each corner of the roof.
- 2: A semicircular, half-domed stone room with 5 exits. To the NE: 2 downward oiled sections of hallway slopping toward 30' deep pit trap, bottom filled with lava (5' deep).
- 3: This room's ceiling is completely covered by 5 Lurkers Above that will all drop at once when the whole party enters the otherwise empty room.
- 4: 6 Salamander nests in large braziers. There is a sandstone skylight on the top of this room letting in the scorching sun. Because of the extreme heat in this room (120° F), all characters without heat protection will have to roll a system shock or pass out. The salamanders will only leave the braziers for a very short amount of time because of "low" temperatures.
- 5: 12 Rust Monsters. They will aim for fire protection magic items.
- 6: When the trapped door opens the floor raises at 1' per combat round. The second door is blocked immediately because it opens inward. Note 7' doorway height. A sack of 3 copper pieces rests in the center of the room.
- 7: The dead-end corridor will drop down into a steep shaft if there is even slight pressure on it, dumping party members into a room. Contained inside the room is a quasit and 3 demons type 1, 2, and 3 (Vrock, Hezrou, and Glabrezu). Fiery ruins that cover all 6 surfaces erupt upon the entrance of all except the demons.
- 8: A Neo-Otyugh and 4 Otyugh mates are living in piles of guano and trash. This room is dank and smells like sulfur but is pleasantly cool.
- 9: This room seems to be on the main level but the floor beyond drops down almost 40' except for the 20 square pillars that reach the main level height of the two platforms by each door. Gray pillars are normal stone. Due to small platform size any character with dex lower than 10 will automatically fall if attempting to jump. Any character with armor must make a dex check. Yellow pillars are coated in oil. If attempting to land on yellow pillars, players will slip and fall without a save. Blue pillars are magically electrified and deal 2-12 damage per turn on blue pillars otherwise same as gray. The trapped pillar will completely crumble after the occupant has moved off that pillar. The pillar in the center is an illusion.
- 10: This room is very hot and contains 2 efreeti. A stone slab (3' thick) will drop on the stairs, which slides down to block the doorway behind the party, creating a fight to the death. Anyone hit by the slab will take 1d10 + 7.
- 11 & 12: Secret funds. Over 100,000 (50k each room) platinum pieces worth of platinum bars is stored behind these walls. The players will hear the shifting or sliding of platinum bars only by banging against the wall.
- 13: Empty.
- 14: Three chests are at the back of the room. From left to right: 1st chest is a mimic, 2nd chest contains a gibbering mouth and a portable hole, 3rd chest contains 6 silver pieces and a potion of temporary protection from cold.
- 15: A fire giant is hiding behind the thin wall and when the best moment arises he will break through and surprise the party. There are some moldy rags in one corner, if handled too long save vs. disease.
- 16: There seems to be only a small brazier in the corner. But on closer inspection it is a Delayed Blast Fireball (lvl 7 cast lvl 20) spell lying in wait for unwary adventurers.
- 17: This room contains 1 male and 3 female rakshasa feasting on human flesh. They will serve the party poison wine.
- 18: This room contains a fire elemental guarding the exit. Resting inside the elemental are 6 Fire Snakes.
- 19: 6 Firetoads like lighting adventurers on fire to feed to the 3 Firetadpoles swimming in a pool of lava poorly concealed behind a pillar.
- 20: Firenewt lair. This room contains 75 male Firenewts; all Firenewt lair circumstances apply. A Firedrake has also befriended the Firenewts and will join the battle.
- 21: This room is filled with 25000 ft³ of acid.
- 22: This room has 4 flaming axes on a dais. Once one has been altered, picked up, or manipulated, the others will vaporize. Three are cursed with command word die. The left middle one is a +5 axe with an additional 2d8 magic fire damage.
- 23: This room has a large pool of lava with 7 Fire Mashers (same as Mashers except with fire resistance and they eat lava rocks). At the bottom (8') of the pool there is molten gold (worth 12,000 gp).
- 24: There is a small entry room with a living bloody white cow missing its hooves. The 2nd door leads to a stone walkway, which extends 3/4 over a 112' diameter pit of lava with a ring of elevated seats circumnavigating the pit; 18 Lava Children are sitting in the seats. If a sacrifice is not made to the *God of Fire (Ingismortem)* by throwing the cow through the hole, 2 Magma Para-Elementals will rise from the lava and command the children to attack. A secret door opens into a small room that contains a Horned (Malebranche) devil that is eating cow hooves. By opening the door the circle of protection that contains it is broken.
- 25: After the party has moved 15' or more away from the door, a magically activated semi circular portcullis will drop down with 100 skeletons chained to the ceiling. The ceiling is 40' up. Just below the skeletons (5') there is an illusion of a ceiling. The Orb of the Wyrmlin is still chained to the ceiling. It is undetectable unless explicitly searched.



Note: PRINT IN COLOR

- 26: By opening the trap door the 10' section of stone (3' thick) flips, dropping 1st-3rd ranks into a pit 30' down that then forms an airtight seal.
- 27: There is an expert illusion of a plain wall. When opening the trapped door, geas is cast upon the opener to kill all other party members.
- 28: The Lair of the Fire Witch: The double doors are fire trapped. Anyone in the blast radius takes 2-24 damage. In the room there are 3 young red dragons, but lacking treasure, waiting to drop on players as they enter the room. The witch is a 20-level wizard preferring fire ball and wall of fire. She can cast ALL M-U spells. She wears a displacer cloak, and a ring of Fire Fire Protection, 63 HP, AC -2.

HEIST AT THE DRAGONSLAYERS' MUSEUM (BY FRANCESCO PAUZZI)



Recently, the "Dragonslayers' museum" opened in town. Three adventurers decided to kill some lesser dragons, stuff them, and expose them in a building, together with dragonslayer weapons, and various stuff. They just expose the cheapest items. In order to see the rarest pieces, the visitor must pay a high entrance fee. Visiting the museum can be a learning experience. There are books for sale (but few of them are really useful for an adventurer) and good human guides.

It would be a shame if someone would plan a heist, awaken the dragons as undeads, or steal a rare piece.

HISTORY

the Dragonslayer Museum is hosted in the old Snake Monastery, in which monks made medicines and alcoholic drinks by brewing in different ways the poisons of three species of snakes. Their tools and facilities are still there

ALARMS AND GUARDS

if somebody comes too close to a piece of the museum, an alarm will trigger. In the rare pieces area, a cage will fall down around the rare piece, trapping those who are next to it, and an alarm will be triggered. Doors too will be closed by an iron gate. The museum is protected by wizard guards.

4. LIVING SPACE

Bunk beds tower over a tiny *personal computer*.

! The computer displays a deserted *chat room* with a single active user.

They have been stuck on the moon for over 10 years with no one to talk to.

They only know that the bunker was meant to restore and preserve art.

! After *5 messages* the connection will be lost forever.

3. KITCHEN

A rickety wooden *automata* jankly cleans this industrial kitchen whilst whistling a jolly tune.

! Inside the cabinets are *50 instant pasta cubes* (explode when in contact with water), and a *plasmic potato peeler*.

! The robot will follow and clean after the players.

2. EXHIBITION

An *eye sized gem* is set inside a glass display box. A plaque reads "*Oculus*". Substituting one eye for it allows the user to see *1 minute* into either past or future.

! Using it immediately draws *The Curator* into the nearest room.

! A hatch under the display leads down to [5]

1. ENTRY HALL

A brutalist depiction of an angel decorates the *fountain* that greets visitors. The floor has a matte finish from the thick layer of dust that has settled in. A lonely food cart has a couple of *perfectly preserved tuna pies*.

8. WATER TREATMENT

A tangle of capellini pipes run through the walls, guiding visitors into the massive pool that covers most of this room. The water is clear, but due to the filtering process it has virtually no buoyancy.

! *1 minute ago*: an automata tripped into the water with an *extendable 10ft. broom*.

6. APIARY

A cloud of *hematic bees* swirl inside the giant domed *glass vivarium* at the center of this room, attempting to protect their veritable nest. Leaning on the only door into the vivarium is a *headless acoustic guitar*, which never loses its tuning or intonation.

! The bees become agitated by humans and will attempt to *break the glass in 1 minute*, and then sucking a person dry in a matter of seconds.

! They are *soothed by music*, quickly falling asleep.

5. RECYCLING

The entire room is a huge *hydraulic press* with a small elevated platform in the middle. If stepped on, the ceiling will come down and crush anything under it in the next *5 seconds*.

12. THE VAULT

A *3 digit lock* holds this indestructible door closed.

! The *blackest and most sorrowful of all paintings* rests inside, keeping its deep regrets from seeping into the world.

! Whoever carries the painting is haunted by *living personifications of their regrets*.

11. RESTORATION LAB

6 Vials full of a thick red substance labeled as "*restorer*" are neatly packaged in an otherwise chaotic lab.

12 slabs of blood red honeycombs are strewn about a dozen lab tables.

! A drop of this substance will return an object to its *original form*. More than that will cause it to *melt into nothingness*, collapsing unto itself.

10. PHOTOGRAPHY LAB

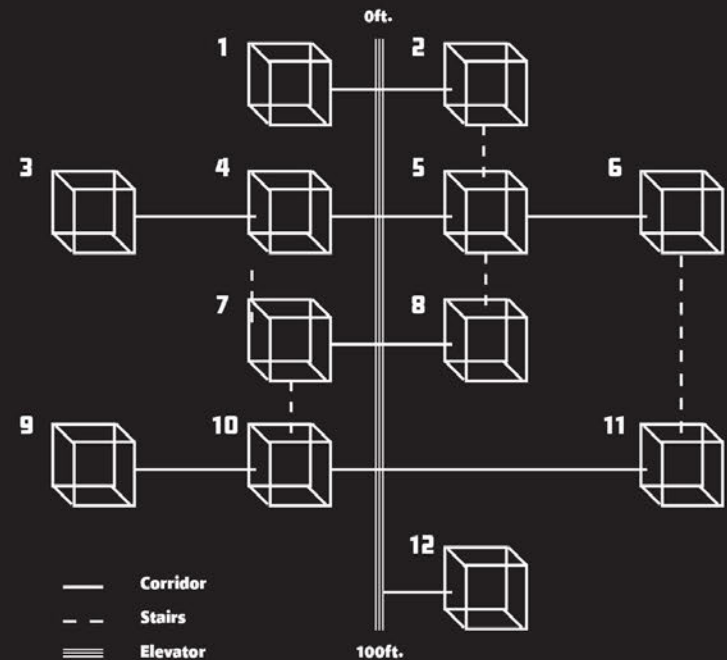
A red light gives the tools and chemicals in this room a crimson hue.

! A rudimentary *instant camera* with *2 rolls of silver film* hangs on one of the walls.

! Pictures taken by this camera create a door into that moment/location, allowing a *magic user* to manipulate objects in these scenes, causing real changes to their counterparts.

9. CURATOR

This room is *devoid of light*, a black cube of nothingness. Any light brought into this room is immediately extinguished. Players are *technically blind* in this room.



THE HOOK: Long lost bunker. The world's most valuable painting at the bottom. It will be open for 3 hours. Go get it.

THE BUNKER: A brutalist's wet dream, concrete opulence.

! All doors are sliding and unlocked.

! No lights unless noted.

! Stairs are connected to rooms by a hatch. These are visible unless noted.

THE ELEVATOR: A gilded cage that screeches horribly as it goes up and down. Takes *30 seconds* to move between floors.

THE CURATOR: Negative space entity of pure entropy that wields a deadly blade of starry night. No light reflects off it, making it a living blind spot. *Loud noises frighten and unravel its existence.*

It starts hunting players at twice their speed, starting on [9].

It will never use the elevator.

DESIGNED BY Giuliano Roverato

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THE BUNKER

10 CONTROL ROOM: This chamber is filled with copper pipes which pierce through the floors and walls carrying some kind of viscous fluid. The front wall is lined with a control panel arrayed with complicated-looking levers and buttons. The eyes of the pig are *gigantic translucent rubies* allowing the operator to see where they are going. Their value is beyond measure.

The control room is protected by:

(1) Undead Captain of the Golden Pig

The creator of the automaton built in a secret set of operating procedures that would allow the pig to hover off the floor using high pressure steam jets in its trotters. If the PCs could figure this out, they could activate the pig and hover it out of the sand. The engravings in the entry chamber show this hidden sequence.

If the pig is freed from its sandy grave and given some maintenance, the pig could be operated effectively once more.

8 CAPTAIN'S QUARTERS: This is where the captain of the automaton's elite force spent his time when not controlling the automaton. It is richly-decorated with a bed, table and two chairs. A chest contains lots of *ancient gold coins of the lost empire*.

9 ENGINE ROOM: A mysterious solar-powered machine powers and moves all of the pig's limbs. Hidden amongst the gears and pipes is:

(1) Giant Viper

...that slithered into the air vents and has grown too large to escape. It feeds on the many small critters that enter the vents at night.

6 FOOD STORAGE: Long-decayed rations spill from toppled barrels, sacks and crates. Long-dead skeletal rats lie amongst the desiccated fodder.

(1) Giant Skeletal Rat

...can also be found here, clinging to its afterlife.

7 WEAPONS & ARMOUR STORAGE: This is where the elite force had its weapon and armour stored. They now all lie across the floor rotting and rusting away. Amongst the mess is the *magical scimitar, Jagyr-Nas*.

5 BARRACKS: This chamber is scattered with makeshift beds and hammocks. The elite force were cooked alive en-masse here. Their skeletal remains still contorted in agony. They arise as anyone enters.

(10) Undead Fighting Men of the Golden Pig

An opening reveals a deep shaft with a ladder leading down to the underbelly hatch doors.

3 REAR: At the back of the pig, just under its curling tail, is a tightly-jammed **secret door**. At night when the temperature plummets, the secret door mechanism eases slightly, and becomes possible to force open. This allows access inside the giant automaton.

4 ENTRY CHAMBER: A golden staircase descends down into the entry chamber. This chamber is decorated with wondrous images engraved directly into the golden walls. They show the story of what they hoped the giant pig would allow them to do; cross the desert, enter the city, and kill the king. An image of the giant automaton hovering seems at odds with its immense size and weight.

1 DESERT: The desert landscape is searing and relentless. There is no shade for miles. The golden pig burns to the touch. The underbelly access hatch is now buried beneath hundreds of tons of shifting sand which refills any holes as soon as they are dug.

INTRODUCTION: Uncovered by the harsh desert winds, a giant porcine form of gold emerges from its silica slumber. As the wind whips stinging sand into your eyes, you know it's the only shade you have seen for miles.

Whilst searching for the Pyramid of Dimhotep the Stupid [or *chasing another desert legend*], the PCs stumble upon the giant automated golden pig constructed millennia ago.

Created as an elaborate ruse, the golden pig is an automaton intended to lure an enemy king into allowing a 'gift from the gods'—in the form of a revered animal—into their city. Little would they know that it was controlled from inside by an elite unit of fighting men, who would escape from its confines once inside the city, and slay its king.

The golden pig never got that far.

Halfway across the desert expanse separating the warring kings—a victim of its colossal weight—the golden pig became stuck up to its belly in the unstable sands. The limbs became unmoveable, the access hatch in its belly unescapable, and the rear hatch stuck fast as the heat expanded its metal mechanism. The elite force inside were cooked alive. As quick as the automaton became stuck, the shifting sands buried it from view, hidden for millennia, until now.

2 NOSE: At the front of the nose are a pair of two-foot-diameter air vents half-filled with sand. If emptied, a human-sized creature could just about squeeze through, and crawl up into the control room. Sturdy iron grates prevent access and are almost unforceable from the outside and impossible from the inside.

The Trojan Pig

Rubik's Cube Random Dungeon

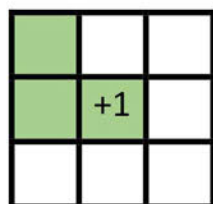
The six faces of the cube generate six aspects for each dungeon location.
The colour of each central square relates to one of these six aspects, i.e.:

	= Structure (blue)		= Special (orange)
	= Exits (white)		= Encounters (red)
	= Dressing (green)		= Reward (yellow)

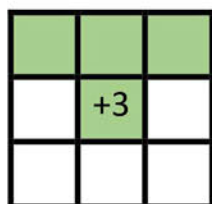


METHOD - thoroughly jumble the cube and add up the points for each of the six aspects and refer to the table below.

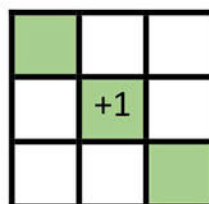
POSITIVE POINTS - for each face, all squares matching the colour of the central square = +2 points (include the central square). For three-block **shapes** matching the colour of the central square = +1, e.g.:



L-shape

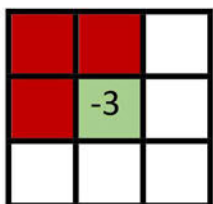


2 x L-shapes + line

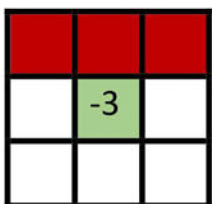


diagonal line

NEGATIVE POINTS - for three-block **shapes** not matching the colour of the central square = -3 points, e.g.:



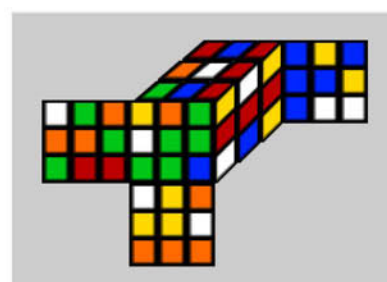
L-shape



line

Gnomes work at the forge; rats scurry away down the three exits

Example



	<u>Pts</u>	<u>Features</u>
Blue	10+	special
White	≤ 1	3 exits
Green	10+	± temperature
Orange	6	flora/fauna
Red	7	denizens
Yellow	4	no treasure

TABLE OF RESULTS: SIX ASPECTS OF THE DUNGEON LOCATION

Pts	Blue aspect - Structure	White aspect - Exits	Green aspect - Dressing	Orange aspect - Special	Red aspect - Encounters	Yellow aspect - Reward
≤ 1	way up/down	3	water/flooded	trap	robust	punitive
2-3	cavern/natural	1	smell/draft	feature/statue	wandering	handsome
4-5	room	-	-	-	-	-
6-7	passageway	2	sounds	flora/fauna	denizens	fair
8-9	collapsed area	concealed	odd lighting	puzzle/mystery	sanctuary/aid	objective
10 +	special*	4+	± temperature	secret way(s)	apex/boss	knowledge

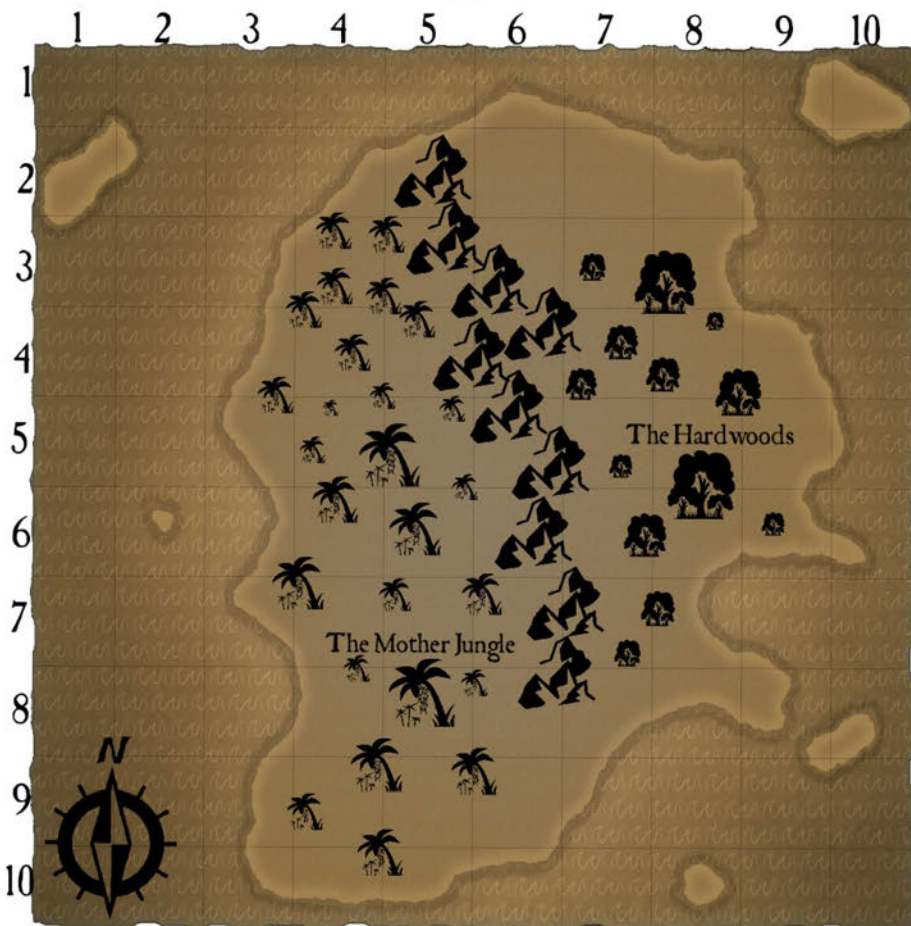
* = e.g. amphitheatre, boat, bridge, caldera, catacomb, chasm, dwelling, giant crystal geode, giant invertebrate burrow, lake, lava, midden, pit of corruption, portal, quarry, river, rope swing, sentient space, temple, waterfall etc.



Castaways on a mysterious island.
Caught between factions on the brink
of war. A sinister plot simmers below
the surface! Can they survive...

Orokooa

THE ISLE OF BLOOD!



The hook.

Orokooa was peaceful once. The islanders and colonists worked together to survive. But now they are on the brink of war. Mad men whisper of snakemen out in the jungle, spilling blood for some dark ritual... Can our castaways survive?

The Players:

Roll 2d10. They start on the shoreline nearest the result with scavenged equipment (each roll d8):

- 1) **Whaler:** 2x Javelin, 50' rope, 3x bottles of whale oil.
- 2) **Sailor:** Belaying pin, navigation tools, bottle of rum.
- 3) **Supercargo:** rapier, small chest with fancy clothes, writing material, mirror.
- 4) **Carpenter:** handaxe, leather apron, sack of nails.
- 5) **Marine:** Boarding axe, breastplate, gaming dice.
- 6) **Sawbones:** Amputation knife, 1 x healing potion, 2 x stupefying drugs.
- 7) **Fisherman:** Heavy guernsey, weather jacket, knife, fishing gear.
- 8) **Galley Slave:** 5' length of chain, sharpened spoon, lice.

The Island

One Square = 10 sq miles. Terrain is a dense and difficult jungle full of hazards at every turn. Safety might be found in the island settlements.

Factions

The Anomaro; native peoples of Orokooa, composed of multiple bands of hunters, fishermen and swidden farmers who dwell in the settlement of Mayana in the Mother Jungle. Some tribes have become hostile to the settlers, who they believe are seizing land in violation of the White Sands Treaty. They know the island geography well and are expert survivalists.

The New Calabrians: Settlers from across the sea who dwell in the stone port city of Cruzada and the hardwood forests of the east, bolstered daily by refugees from the Witchking conquest. Some hard line groups are attacking the Anomaro, who they believe are sacking isolated homesteads. What they lack in experience of the island, they make up for with powerful technologies.

The Snakemen; reptilian shapeshifters who ruled the Anomaro in the distant past from their lost stone city. These vile creatures are manipulating the humans into warfare, hoping to use the slaughter in a great blood ritual to free their imprisoned god and regain their power.

The Remnant: A long-lived race of magical giants who fought the Snakemen. Once ruling as rival gods, they have now dwindled to a handful of nihilistic isolationists, occupying the ancient temples of the caldera. If the snakemen are to be defeated, the players will need the magic of these powerful beings; one way or another.

Sample Orokooa NPC's: When meeting a new human NPC roll a d6. On a 6, the NPC is a Snakeman in disguise with ulterior motives.

Anomaro: **Speaker Xolec;** Grim, Cryptic Shaman. **Warchief Nacalli;** Hot tempered and impulsive warrior.

Calabrians: **Cassius Deo;** brash young infantry captain. **Guillaume the Elder;** fussy, chatty, scribe/book merchant

Other: **Urumhurua of The Most Serene Mists;** Remnant (giant), distant melancholy hermit with powerful magic secrets. **Zxassa;** Snakeman, calculating, cruel, agent of subterfuge spilling blood for his god. **Diego;** Nervous and half mad human castaway, raves about dark horrors he has seen in the jungle.

d10 Sidequests: 1) A past acquaintance is now a revenant, hunting one of the PC's. 2) A local scholar commissions the PC's to find and map the Stone City. 3) A plague has broken out! The PC's must find medicinal plants! 4) An annual low tide reveals a mysterious ruin, the PC's have 24 hours to loot it before the sea returns! 5) The Rum's gone! 6) Pirates are ravaging the shipping lanes! 7) A magical storm brings forth horrors from the deeps! 8) A big game hunter needs help on his hunt! 9) Monkey Uprising! 10) Snake men infiltrators!

d8 Random Encounters: 1) **d4 Massacre Site:** 1-Calabrians 2-Anomaro 3-Both, some survivors 4-Ongoing battle! 2) **d4 Settlement:** 1-Calabrians 2-Anomaro 3-Razed and abandoned 4-ancient and weird 3) **d3 War Party:** 1-Conquistadors 2-Braves 3-Snakemen disguised as either. 4) **d6 Fearsome Beasts:** 1-Snakes 2-Rampaging ape 3-Spider ambush 4-Herd of flightless birds 5-Swarm of insects 6-Crocodiles 5) **d6 Jungle Hazard:** 1-Quicksand 2-Spiderwebs 3-Hallucinogenic plants 4-Rushing river 5-Diseased swamp 6-Tick infestation. 6) **d6 Standing Stone:** 1-Snakemen sacrifice site 2-Ancient remnant holy site 3-Reveals existence of evil god and relationship to snakemen. 4-Reveals things man not meant to know causing madness in PC 5-Heals PC of all ailments. 6-Marks secret cave dungeon. 7) **d6 Shipwreck (Shore only):** 1-Lifeless 2-Helpful sailors 3-Desperate brigands 4-Waterlogged zombies 5-Sea Hag's lair 6-Plague ship, full of diseased rats. 8) **Buried Treasure!** 2d6 x 100 gp (30% chance it's cursed.)

Special Locations

Roll 2d10 to determine which square each of these are found in. Note the results for now, and you can cut and paste the icons as the players discover them:

Cruzada

New Calabrian capital. Always on a coastal square in the Hardwoods area east of the mountains.

Mayana

Capital of the Anomaro. Always located in the Mother Jungle west of the mountains.

Stone City

Lost city home to the Snakemen. Can appear on any square on the map.

Caldera

Home of the Remnants. Always located in the Muyal Ahau / Cloudwall Mountains.

Shipwreck

Always in ocean. This random encounter can occur multiple times.

Mysterious Ruins

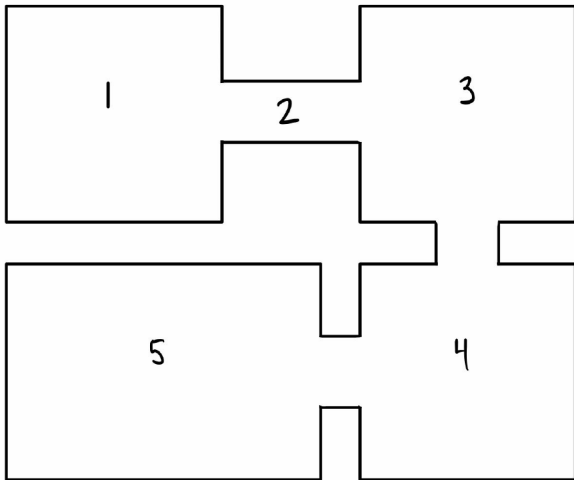
Always in ocean adjacent to coast. Place only if the mysterious ruin sidequest is active.



Bingo's Fun House

One Page Dungeon and Artwork by Grant Williams

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A halfling carnival barker shouts, "You think you are a great adventurer!? Come prove your worth in Bingo's Fun House!"

Bingo the Clown has set up a series of challenges to test the most daring and confident adventurers. Each room is more daring than the last. Be careful... Three strikes, and you're out! A small sign reads, "ABSOLUTELY NO REFUNDS!!!"

Room	Description
1	A friendly Cyclops named Rufus stands in the room. He glances at a Strong Man game and signals for you to pick up a large hammer. Three tries to use the hammer to ring the bell. DC20 Strength check required. Failure results in disadvantage on your next ability check.
2	A shallow moat with a Crocodile stretches across a narrow corridor. The only way across is a tightrope OR trapeze. Players must succeed on a DC15 skill check like Acrobatics or Athletics to get across. If they fail, they fall in the moat!
3	Three magicians are standing in the room. Two are illusions, one is real! Players must identify the real magician by succeeding on a DC15 Investigation check. Failure results in players having to fight an animated top hat .
4	Three large wooden chests sit against a wall. One contains the key to advance to the next room, one contains a mystery potion (Effects only known after consumption. See options below), and one is a Mimic . Roll 1d4 to determine potion. <ol style="list-style-type: none">1. Potion of Healing (+1d4 hit points)2. Potion of Poison (1d8 poison damage)3. Potion of Fire Breathing (Breathe fire that does 1d4 fire damage for the next hour)4. Potion of Sluggish Movement (Disadvantage on all dexterity checks for the next hour)
5	Bingo stands on the far side of the room near an open tent door dressed as a Beast Tamer! He holds a whip in one hand, and a large ring in the other. A lion turns to face you. With a crack of the whip, the fight is on! Bingo taunts and distracts the PC throughout the fight causing a 50% chance of disadvantage on every other attack the PC makes.

Win-Condition: Players must make it to the final room and defeat the beast! If players fail at winning the challenge three rooms in a row, they are automatically disqualified and sent to the end!

Storm Season in Wyrms' End

The dead are rising from their graves! A resident scientist is accused of necromancy. Rumours are spreading, pitchforks are sharpened and torches are made ready. Can the adventurers figure out what is happening before it is too late to avert the looming calamity?

Setting

Wyrms' End, a small town of roughly thousand inhabitants, is situated in a river valley, at the foot of a towering earth mound – the Wyrmill. At the mound top, a grotesque nearly petrified dragon skeleton can be seen from afar. According to legend, Wyrms' End was founded by a local hero who has slain the dragon centuries ago.

It is late October, the storm season. For nearly two weeks, the dead have been unrestful at the town's graveyard. The watch has its hands full, but manages, for now. With many generations buried on the Wyrmill's slopes, it is a matter of time before the town is overrun. Looking for the cause of their current misfortune, many fearful townsfolk turn towards Dr. Viktor Zorkov, who has gained some notoriety for his experiments and unorthodox medicinal practices.

Story

Volko, a wizard dilettante, is making use of the weather to conceal a series of rituals to raise the skeletal dragon. With it, he intends to hold the town hostage as payback for many past slights against him, real and imagined. Residual magic spreads to the graveyard, disturbing the dead. If not stopped in time, the rituals will eventually succeed, although Volko will be unable to control the rampaging monstrosity.

Locations

1: Tin Lantern inn. A sturdy timber frame house. The rooms are warm, the meals are filling, the ale is exceptional, and the rates are fair.



Brom Greybeard, dwarven innkeeper. Staunch and jovial, dislikes close-mindedness. Knows most everyone in town, and will happily provide all manner of gossip to paying guests.

Danna, his daughter. Kind, but assertive. Has a soft spot for the Beetroot brothers, having witnessed them bullied often, and far into adulthood.

Vladimir, undertaker. Was forced to abandon his cottage and must now reside at the inn. Has seen strange lights over the Wyrmill at night, might have been the weather. Under pressure will confess to having turned a blind eye for Igor once or twice.

2: Town hall. A painted and richly decorated two-storey building, one of the oldest in Wyrms' End. In front of it, the statue of the town's founder adorns the market square.



Esther von Winkelbaum, town mayor. Stern and traditionalist. Will not stand for civil unrest, but also believes that Dr. Zorkov's experiments are frivolous, and should never have been permitted.

Rakhda Brygg, half-orc librarian, scribe, and generally busy. Frowns on disorder. Can recount much of the town's history if asked.

3: Old windmill. This former mill tower and the house attached to it are now how home to Dr. Viktor Zorkov, his assistant Igor and his servant Stanislav. The tower has been heavily modified for use in scientific experiments and now features a lightning rod, a number of large capacitors and a suspendable iron slab at its highest floor.



Viktor Zorkov, *doctor medicinae*. Settled down in Wyrms' End roughly a half decade ago because of its unusually frequent thunderstorms. Researches reanimation of dead tissue. Has a profound distaste for magic, thinking of it as cheating. Obtains body parts legally from the university at near Waldstadt. Viktor denies any involvement in the recent trouble, and states that he should be able to prove his innocence if only he could examine the undead.



Stanislav, a tall hulking man with greyish skin and visible scars across his forehead and neck. Always well-dressed, forthcoming and with impeccable manners.

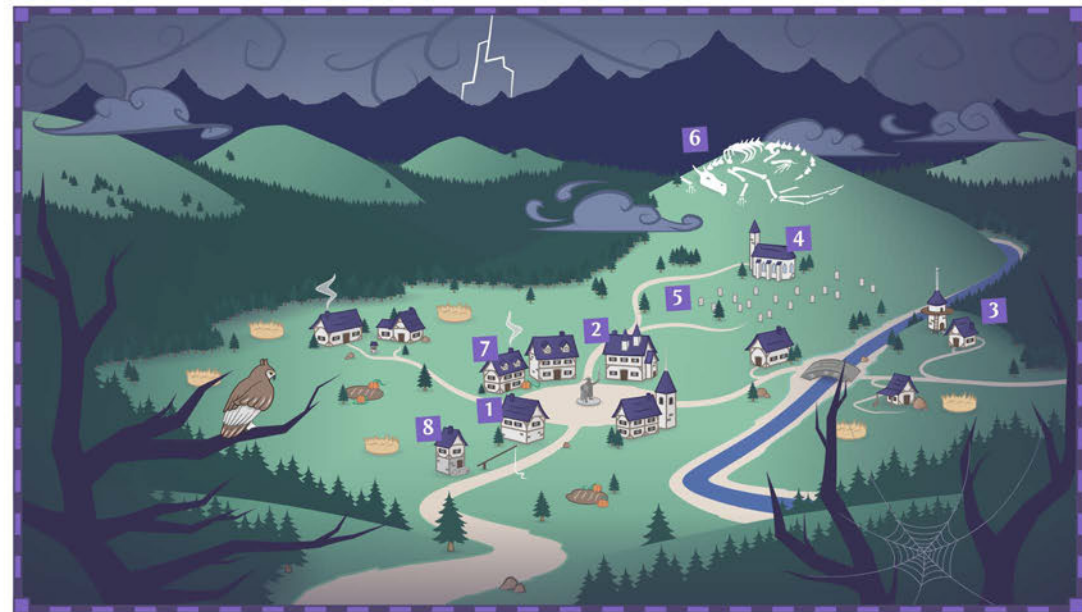


Igor, an immediately suspicious hunchback. Unrepentant gambler. Friends with Vladimir. Might have occasionally knocked over a brain jar and gone digging for a replacement.

4: Church. A whitewashed stone building that shows surprisingly little wear. Father Stefan lives here in an attached rectory, and can be encountered during the evening. If asked why he would not leave, he states that he will be fine, really, no need to worry.



Father Stefan Zubovič, town priest. Also, accidentally, a vampire. He makes it work. A few have wondered about the odd sermon hours, but most enjoy his laid-back attitude towards the scriptures. Has seen a short limping shadow climb up the hill at night: a description fitting both Igor and Vargo.



5: Graveyard. Moans and shuffling feet are heard from distance. Dozens of walking corpses populate the grounds. Someone with knowledge of medicine could determine that there is not enough muscle tissue on the remains to support the joints, so magic must have been at work. Traces of it can be detected in the soil with careful observation or spellcraft.

Albert, young watch recruit. Has been stationed here to observe the dead and prevent anyone from entering. Would rather be home and taking care of his elderly mother.

6: Dragon skeleton. Footsteps can be found near these ancient bones. Coarse obsidian powder is scattered on the wilting grass. Strong magic permeates the place.

7: Volko's Arcane Sundries. Cheap magic items on offer, of which most have no effect whatsoever. A framed diploma on a wall can be identified as forgery. Upstairs, there are two living rooms. Volko's workshop in the cellar is trapped and guarded by an animated suit of old armour. In a bookshelf, Volko's notes and treatises on advanced necromancy can be found, describing the exact process of reanimating gargantuan creatures. Large obsidian shards lie on the table.



Volko Beetroot, halfling wizard. Son of a known pickpocket, Volko spent his childhood in Wyrms' End largely shunned by his peers. He was eager to leave for Waldstadt to study magic, but after failing exams had to return home – though not before sneaking the most ominously sounding books he could find out of the university's forbidden library.



Vargo, his older brother and grumbling accomplice. Does not like to talk. Has a weak leg. To protect Volko, Vargo will put up a fight against all odds.



8: Watch house. A somewhat dilapidated building that shelters the fine people of the town watch, all five of them.

Irma Krylova, watch captain. Tired, and usually with a cup of coffee in hand. Organises the defence against the growing undead numbers. Irma is a were-owl, something only other officers are private to. They keep her secret, but know better than to bring pet mice to work.

Other characters.

Sergei, coach driver. Visits Wyrms' End regularly to deliver mail and news – or newcomers. Always in the mood for a chat, especially while driving. If nobody will indulge him, does not mind chatting with the horses.

Han and Mihai, lumberjacks whom Dr. Zorkov provided with replacement limbs after a grievous incident involving a rogue beaver. Can vouch for his character.

Yaržek, travelling peddler. Was told to leave his wagon across from the watch house and not to conduct any funny business. Pah. Has sold an obsidian garden figure to Vargo on his last stop in Wyrms' End.

THE DELVE

1 Hermit's Shell - Tais the Anchorite abides here, ragged and filthy, his black beard strung with shells. He exchanges shell souvenirs for food. The local shepherds call Tais holy -- he professes no creed. Friendly and harmless, Tais will remove climbing ropes at night, flinging them into the Maw.

2 Mound of Shells — Millions of snail shells: red, yellow, blue, striped, spotted, pea-sized or as big as a skull. The crumbling approach to the Maw, where more snails boil up nightly to die in the morning sun, leaving pools of acidic slime (Save v. Poison 1D6/2 damage to cross unless covered) at the rim.

3 The Maw — Cool stinking air, acidic and damp, billows from the black pit. A 30' climb down acid slimed shell and living snails is necessary to reach the first shard of scaffolding below. Objects tossed into the Maw will land with a faint splash after a second (200').

4 Gantries — Rusted steel and rotten grey wood bolted to the shell caked walls with creaking straining rivets, encrusted with particolored snails. Where marked with a blue 'X' the old metal will fail, dropping the incautious to their doom (Save v. Paralysis to grab edge).

5 Moribund Galleries — Paneled in flimsy grey wood, engraved with circles by snail slime. Abandoned living spaces: wrecked, graffitied, and looted.. The Stores hold dust and empty water casks, while the Barracks are home to the Mine Haint, and a hollow panel in the back wall of the Offices hides the Pay Chest.

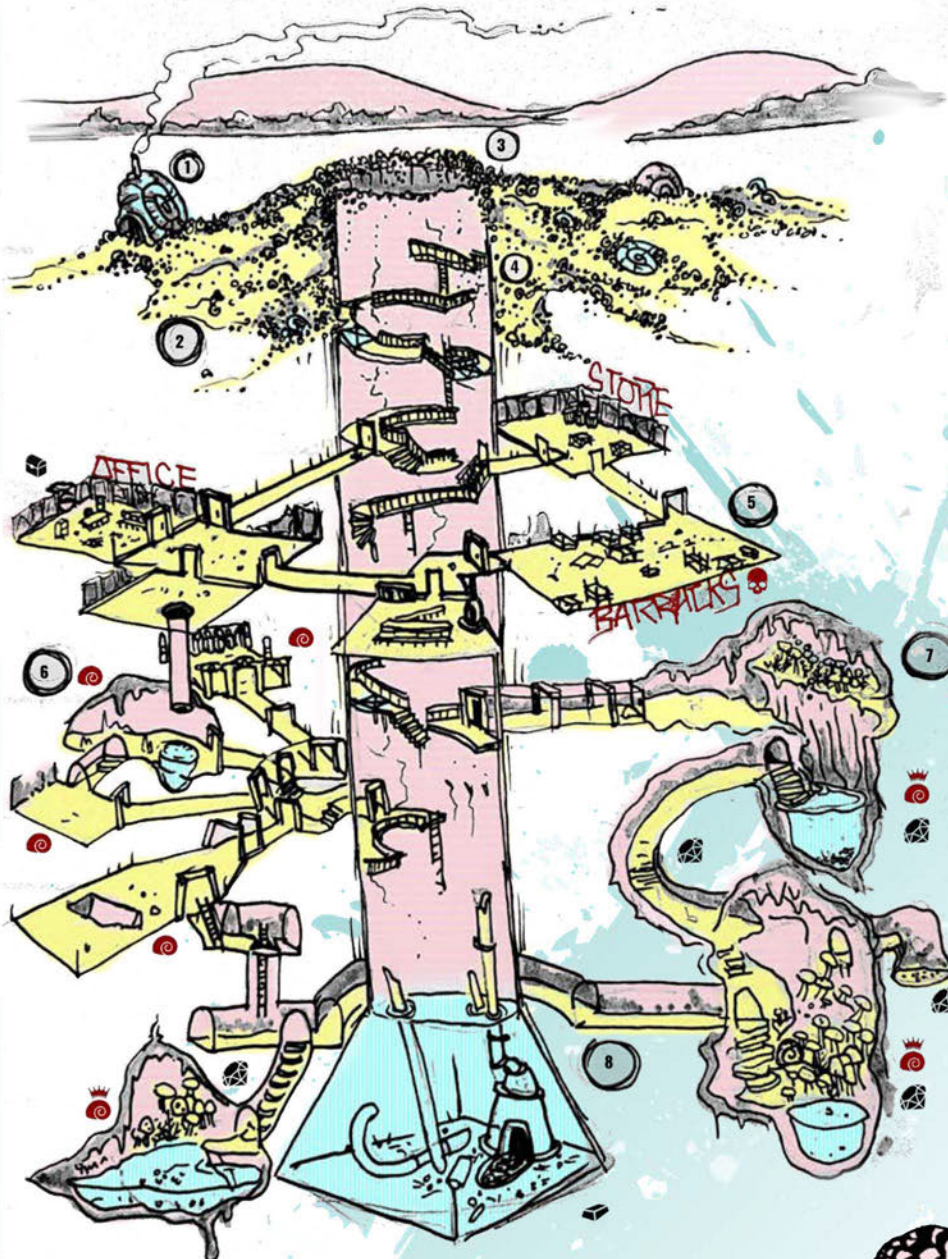
6 Adits — Pick etched diggings and sagging timber buttresses festooned with snails and toadstools. The floor crunches with shells and the chambers are blanketed in a constantly shifting cannibalistic carpet of snails, that will turn on intruders as a Snail Swarm. The furthest chamber is a carved chapel of drooping eyed, masked saints and celestial thrones.

7 Deep Shafts — Ancient tunnels, rough, and cool. Cracked stone seeps water to form pools of bioluminescent algae, surrounded by fungi and albino ferns. Hiding in the foliage or pools are the Snail Potentates of the Maw.. Castoff Treasures are scattered in these chambers and tunnels.

8 Drowned Smelter — The water at the bottom of the shaft glows faintly and mesmerizes, cursed to lure viewers compelling them to dive in and drown (Save v. Spells if examining from 100' above or closer.) Beneath 50' of cold black water, the hulk of an ancient smelter, garlanded with glowing algae rusts. Within the smelter's wreck of waterlogged coke and broken crucible clay hides a Cache of Alchemic Steel. The floor is carpeted with pipes, the bones of drowned miners (12 skulls) and snail shells.

MAW OF SNAILS

North of the dry hills, East of the Pyre Sea, ancient diggings wound the earth. The Maw of Snails, a black shaft that births gastropod horrors each night to burn and wither in the unforgiving sun. Venerated as a portal to the underworld by the shepherd folk, scholars proclaim it a magical sink, a polluted arcane cyst, hoarding the lost treasures of history.



BEASTS AND SPIRITS

1 Mine Haint - Haunting the Barracks it manifests after 1 turn. The fused spirit of flood drowned miners: ancient, restless, and angry at their deaths, moaning through the Galleries and buffeting with dusty winds. It seeks peace and proper burial for its drowned skulls but manifests as a swarm of fiery faces and limbs to attack unless placated with promises and kind words. It knows the location of the Pay Chest.

HD 3, AC 4*, ATK 1D6 (per round) DAM (1D6/2), SV F5, ML 10 (disappears) *Immune to normal attacks.

2 Snail Swarms - 2 in 6 chance each time a group enters an Adit. Snails surge towards any heat source, moving faster the greater the heat to strip flesh in minutes..

HD 2, AC N/A* ATK 1** DAM Spc**, SV F1, ML 12 *Auto hit, but non-area attacks do 1 HP.

**Cover one target and auto hit for 1D6 (-4 for heavy armor, -2 medium)

3 Snail Potentate - Lair in marked locations. Will chase for 1D6/2 turns and instantly attack each other. Bulky bright patterned, scarred, and pitted shells over oily bodies of lashing tentacles and razored mouths.

HD 4, AC 2, ATK 2, DAM (1D8), SV F4*, ML 10 *Shell reflects magic spells.

THE TREASURE

1 Pay Chest — A locked iron box containing 800 GP in ancient coins and crumbling parchment pay records naming long dead miners.

2 Cache of Alchemic Steel — 8 pomegranates of imperishable golden steel. Each ingot is suitable for forging one magical weapon and four will provide material for magical armor with proper sorcery and master craftsmanship (500 GP each.)

3 Castoff Treasures — Detritus of tragedy and exploration.. One found at each icon.

- ◆ Empty jeweled book cover of black demon bone set with amber (200 GP)
- ◆ Skeleton in a rusted hauberk, wears red jade pectoral of noon sun (500 GP)
- ◆ Silver wire hilt, gold chased guard and pommel. (150 GP)
- ◆ Silver priest's mask, pitted with acid (150 GP)
- ◆ Shepherd Saint's ivory crook — Cast Command five times a day but only effects ungulates. The shepherd folk will reward its return, and ovine cultists hunt anyone who retains it.

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Grimbow, Lost Giant

Since the dawn of times, the Frost Giants of Havenpeak have been fighting for Chaos, shedding blood and spreading hate in the name of their Overlords. They were with the Bleak Warlock, Grimbow having slayed six score and half a dozen ironclad riders, when the stonebolts began to rain.

Now the Havenpeak Giants are no more, Grimbow being the last of them. He lost giants clan, he lost his purpose, he lost his legs, soon he'll loose his life. Still he didn't lose his fury. He's hopeless, and starving, and dying.

He is to big to get in the Inn, but he can reach any place of it pulling one of his long arms through a broken window or a shattered door.

If nobody stops him, he'll eat everything he can, drink everything he can, kill everyone he can, curse the gods, rest and then die.

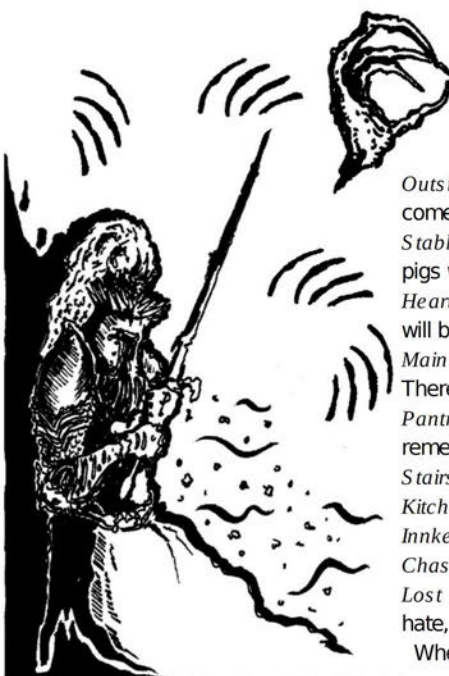
Sellardor, Restless Hero

Long lost is t he time of heroes, when Sellardor used to ride as the old sun bended his glowing knee before him and the stars came one by one like dust from his cloak. He could swip the Golden Army in a night of howls and fires, and break Iron Drake's spine in a day of sweat and fight. He could jump over the red walls of Raskasia to rescue his beloved Moonskin, or enjoy Aspadhan's Forbidden Garden with them, as the Merkats burned at stake for their pleasure. They could lay seven moons together, them alone at Chill Spring.

Now Moonskin chins are worms' feast, their breast dust, their skull home of spiders.

Sellardor rested in Death's womb when the Bleak Warlock woke him, to make him his champion and slave, for ten thousand moons.

As the Warlock is no more, Sellardor wander as a leper hobo, to find his Tomb, to rest again. He know the grave is near, but he can't find it. He will let no one stops him.



FARAWAY, in the greatest battle in this age of the world, the forces of the Bleak Warlock were undone, but at a dear cost. Lives of many were lost, and the Emperor themself, hero and hope of all the Free People, fell - for raise never again. In the wake of Warlock's utter defeat, a mighty storm of snow thunder and hail rose, hammering the fugitives and the survivors for seven nights and seven days.

As this ordeal of frost seem to rest, after chill and desperation, you come in - of a lonely inn, a dim light behind a window.

It's for any rest? It's for any safety? Nobody knows, yet.

The tag over the bell says:



Honest Hoes, Goblin in Trenchcoat

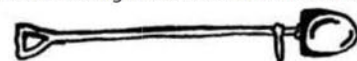
With spade and hoe and plow
Diggit down diggit down With
spade and hoe and plow
Diggit down diggit down
Unearth that golden crown
An' sellit good uptown

Those three gloomy beanpole are just seven goblin in three trenchcoat. The business card says:

"professional diggers/any digging /any / want it up? want it down ? We are your hoes!"

They can smell a tomb. They do *feel* gold. And they love it's sweet fragrance Undeas are not a problem. Scams are.

They love to drink too much: if nobody stops them they'll find the booze and set up a rumpus. They'll stop when the booze is gone and the inn is burnt, and there is nothing left to loot and burn and rape.



Father Agonius Stratus and his Pious Nuns

There is a truth and there is a lie.

Father Agonius is a wandering priest, stern but hearty, bound by faith to five humble nuns, never unveiled, ever praying. They'll part their bread, share their wine. Though not strong nor fierce, they'll help you, don't mind how great their own sacrifice... because their lord is the Lord of Mercy.

That's the lie.

They'll make you believe that. They love you believe that.

This is the truth: they worship the Beast Out of the Abyss (Glory to It! Glory to the Beast!), the nuns are fiendish black bugbears (Yah! Blood for the Abyss!) and, if nobody stops them, they will betray you and tie you on a cold tombstone, to feast of your living flesh in the name of the Beast (Yah! Yah! Yah!).

You are their bread now, your blood their wine.

And you'll be still alive and sound, when they start to eat you.



Little Lidia, Innkeepers' Daughter.

Art by Simone Tammetta
Words by Iacopo Maffi

Her parents loved her dearly and protected her. Her world was (and is) a dark one, but at least she was a beam of light in their life. She never complained. She was a good girl. A blind one, but a good one.

Father went fortnight to chase a bear, Mother went a week ago looking for him.

Since then, she's been alone. She's alone and the world is dark. Dark and Cold, as it as ever been. Her eyes are useless, her heart holds still each single tear.

She knows the inn by heart, she'll take care of any guest at her best (which isn't much). She would never go in the pantry: Father used to say there is a Cellar Door down there. It's not safe.

If nobody will take care of her, she'll starve to death, or she'll get raped, butchered, raped again, scoffed down.

She knows that.

The Rockwell Inn: the Inn

Outside: snow, howles, a rocky well. Footprints in the cracking snow of the ones who come here before you (choose or roll 1d4 png, the rest will come after you)

Stable: pigs are starving. They'll eat *anything*. Lidia won't go there, she does hate the pigs with a passion.

Heartfire- still burning, dim and dimmer, soon will be dead and cold, and then there will be no more warm nor light, until a blood red dawn would break out.

Main room: chill and dirt, and wooden furniture. Lidia lives here now, her bed the soil. There is quite a lot of beer and grog here, Lidia isn't allowed to touch it.

Pantry: very cold. The wooden trapdoor under the stairs close a windy chasm. Lidia remembers Father said there was a cellar door here, closed thousand moons ago.

Stairs: roof collapsed, upstairs is just snow and debris and nests for crows

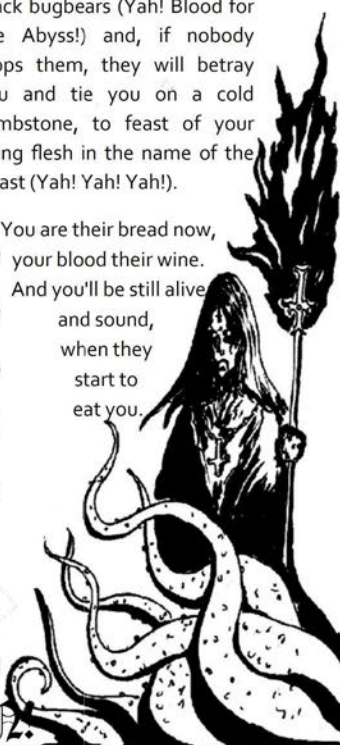
Kitchen: no fire, little food, lot of cheap flatware.

Innkeepers bedroom: one big share bed, one big shared misery

Chasm: windy and cold as Hell's gate.

Lost Tomb: Sellardor's grave. 12 ghouls immured a thousand moons ago, grooming hate, starving.

When a body reach this place, **let the wild hunt BEGIN.**



The Hallowed Halls of the Barbarian King

An Adventure in the Sword & Sorcery Tradition for Low to Middle Experienced PCs by Ian Kinkley

Background

Golthar the Mighty was a fearless warrior and a mercurial king. In his time he was considered the greatest barbarian to draw breath in this world. While much of the specific detail that was known of **Golthar** has passed from memory, some remains legend among those peoples whose ancestors were conquered beneath his greatsword. He overthrew despotic kings and mighty sorcerers. He allied himself with crafty thieves and cunning pirates. Over time, he tired of continued and reckless barbarism and returned to his conquests and lands as king.

Yet in spite of this glory, a sadness grew and festered. His kingdom fell into neglect and slowly crumbled. Creatures foul and wicked returned, overrunning villages to the very gates of his keep, **Galar-Dun**. Recognizing the ruination of his former glories and his own inevitable doom, **Golthar** strode out and met his foe in glorious battle. Bloody deeds were done and many a foe's skull was crushed before, finally, **Golthar** was slain. In that place a tomb was constructed, in part by sorcery and in part by the toil of those survivors who returned to retrieve their fallen lord. It is here that the PCs happen upon the **Hallowed Halls of the Barbarian King** ...

1. The Great Hall

Three archways leading to other rooms are visible each to the left and right. There are 6 shields at the north end of the chamber that conceal a hidden door. These shields cannot be moved. Upon inspection, the PCs will notice that each shield is adorned with a single icon. At the base of this assemblage is a single **mallet**. Striking the shields in the correct order will reveal the hidden room (8. **The Throne of Skulls**). Shield pattern from Left to Right (order they must be struck): goblet (5), sword (6), pendant (3), mirror (4), khopesh (2), and stick (1).

Note: whenever a PC enters through an archway, all other PCs are instantaneously transported to that room. This cannot be countered by magic or other means.

2. The Ravings of a Madman

Upon entering, the archway seals and the room appears as a rocky desert. A madman and a 6 foot tall rock are the notable objects in the room. Inspecting the rock reveals etchings of a directional compass and the following message: "The wisdom of the sage will reveal your true path." The madman repeats a phrase omitting the correct directional letter. If the PCs choose incorrectly, he speaks a different phrase and the puzzle changes to that omitted letter:

N - "Seek the path but beware!"
E - "Find comforts not in our world!"
S - "Danger! Beware! They are everywhere!"
W - "Silly men and silly boys cannot fathom their doom!"

If the correct letter is touched on the rock, the archway opens and 2A. **Secret Chamber** containing a stick and a tapestry of a young man standing in the desert is revealed.

3. Cultists in Distress

Upon entering, the archway seals and the room appears as a dark sanctuary with a woman laying upon an altar. 8 cultists are in the midst of a sacrificial ceremony and set upon the PCs, who have interrupted them.

If the cultists are defeated, the archway opens and 3A. **Secret Chamber** containing a khopesh and a tapestry of a muscular man and woman is revealed.

4. Terror and Tragedy at Sea

Upon entering, the archway seals and the room appears as two ships locked in combat. 12 pirates, 6 crewmen, and a swarthy woman are fighting on deck. The woman calls to the PCs for aid. As soon as the PCs engage, a giant sea monster appears and begins to sweep and carry away the NPCs. The sea monster has 4 eyes and can only be defeated by shooting these eyes. Bows are strapped to the side of the ship and are accessible to the PCs and the remaining crew and pirates who also begin to shoot at the monster.

If the pirates and sea monster are defeated, the monster drags the woman into the sea. Then, the archway opens and 4A. **Secret Chamber** containing a pendant and a tapestry of a man in mourning is revealed.

9. Concluding the Adventure

The small chamber contains a sarcophagus and four treasures set in recesses around the wall: a powerful greatsword, a powerful greataxe, a major pendant of protection, and a powerful crown of wisdom. Touching one of the treasures immediately teleports all PCs in the chamber to 10. **Entrance to the Tomb** with that treasure.

5. In the Sorcerer's Clutches

Upon entering, the archway seals and the room appears as the top of a sorcerer's tower. A master sorcerer is surrounded by 8 mirrors and 8 lanterns. He immediately casts spells of warding and summons minor demons at a rate of 1d4 per round. Destroying the lanterns and mirrors weakens the sorcerer and demons, allowing him to be defeated with ease. Otherwise he should be quite formidable.

After defeating the sorcerer, the archway opens and 5A. **Secret Chamber** containing a mirror and a tapestry of a middle-aged man with an eye patch is revealed.

6. O' Sing of His Glory

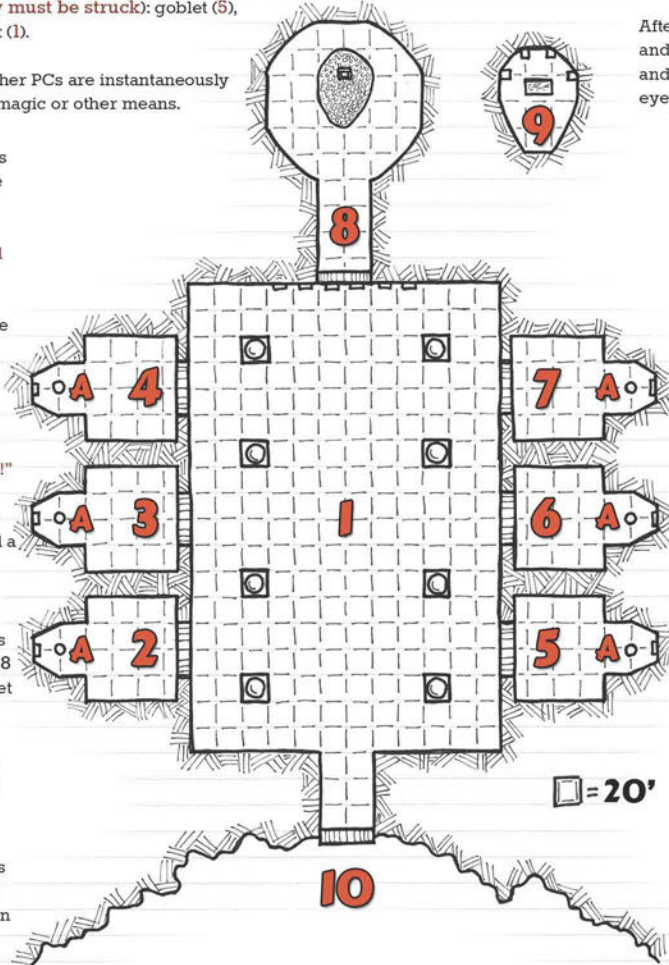
Upon entering, the archway seals and the room appears as a great hall filled with merriment and mirth. A dour hulk of a man is seated on a high chair at the end of the room. Upon seeing the PCs, people in the room demand then chant for a song to bring cheer to their liege. If the PCs converse with the revelers, they find that they either must sing of **Golthar's** exploits and adventures or they may provide comedic entertainment (slapstick) to cheer him.

If the PCs sing of the glories of **Golthar** using the events in Rooms 2, 3, and 4 or they are able to cheer him by other means, the archway opens and 6A. **Secret Chamber** containing a goblet and a tapestry of a heavily scarred man with an eye patch brooding upon a throne is revealed.

7. For Doom and Glory

Upon entering, the archway seals and the room appears as the gateway to a ruined keep surrounded by 100 frenzied kobolds. Stepping beyond the gateway onto the burning fields causes the PCs to be set upon by the kobolds.

After defeating the kobolds, the archway opens and 7A. **Secret Chamber** containing a goblet and a tapestry of an old, broken man atop a mound of bodies is revealed.



8. The Throne of Skulls

The chamber narrowly descends into a large, round opening. The floor is entirely made up the skulls of those whom **Golthar** has vanquished. The center of the round opening rises in a mound of skulls. Atop this mound is a throne on which **Golthar the Mighty** is seated with a great warhammer and appearing in his majestic prime.

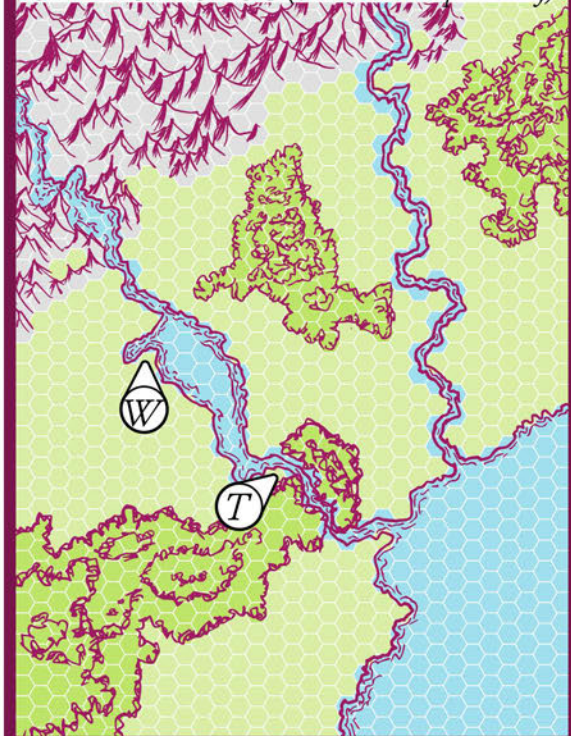
Golthar beckons the PCs to come forward and bow before him. To the first PC who does so, **Golthar** swings and crushes his/her head appearing to kill the PC. He does this to all PCs who choose to bow. For those who fight or flee, he will overtake and kill them outright with little struggle. He is a conjuration made of archaic magic and cannot be destroyed.

Those who bowed: 9. **Concluding the Adventure**; Those who ran/fought: 10. **Entrance to the Tomb**

10. Entrance to the Tomb

At the beginning of the adventure, the entrance is open. If a PC leaves the tomb, he/she is permanently prevented from re-entering. If at any point a PC dies, he/she is teleported outside of the entrance of the tomb. The only exception is for those "killed" by **Golthar** while bowing. The entrance has been sealed shut by a powerful magic and cannot be opened again by any PC who has already entered the tomb.

6-mile hexes (1/5 chance haps 3x/day)



Thaydon village (roll for fuss each day)

Searha	Eril	Rose	Aefrid	Gyliam	
(sells gear)	married	resents	loves	steals from	Searha
married	(builder)	sister to	betrays	best friend	Eril
lent 400gp	sister to	(fighter 3)	disdains	bet all on	Rose
supports	supports	supports	(mayor)	son of	Aefrid
trusts	lost faith in	let down	father of	(thief 1)	Gyliam
obeys	seared by	seared by	rival to	steals from	Muwa
sister to	suspects	hates	curious of	steals from	Avan
employs	mark of	lost to	suspects	owes	Kiboyo
suspects	trusts	suspects	son of	grandson of	Beda
trusts	helps	loves	landlord of	loves	Meëna
Muwa	Avan	Kiboyo	Beda	Meëna	
enchants	sibling to	errands for	clueless of	kind to	Searha
curses	respects	cons	manipulates	ignores	Eril
curses	pities	card sharp	might kill	patronizes	Rose
can usurp	supports	disrespects	mother of	tenant of	Aefrid
overlooks	might catch	card sharp	grandma of	fools	Gyliam
(wants ring)	worships	apprentice	cautious of	owes	Muwa
unaware of	(cultist 1)	unaware of	might kill	kinda into	Avan
teacher of	peeps on	(wants book)	might kill	clueless of	Kiboyo
fooled by	knows all	trusts	(fighter 3)	trusts	Beda
manipulates	bored by	loves	might kill	(florist)	Meëna

Haps (1d8, count down unused)

1. A bugbear riding a brown bear
2. Two “quadripedal cocoons” (use gnoll stats, but as the cocoons die, two giant rats burst out of each)
3. Two undead worgs, each with a zombie rider
4. Two giant lizards, and a “quadripedal cocoon” (gnoll with a swarm of insects)
5. Eight kobolds and their swinging log trap setback
6. A worg and a “quadripedal cocoon” (gnoll with a giant wolf spider inside)
7. Two worgs and an empty “cocoon” (with gnoll stats)
8. Four kobolds and their captives: two human thug girls (chaotic evil)
9. Four kobolds and a “cocoon”... with another “cocoon” inside. (gnoll stats)
10. A husband and wife adventurer duo (thugs with one-time wand that summons flies—a swarm of insects)
11. A merchant (a commoner) with four rations of food, and 80 arrows
12. A pit down to a small cave system with two giant bats, three giant lizards, and a giant spider.
13. A bugbear and a “cocoon” (gnoll stats). If the bugbear dies, the “cocoon” swallows the body and now contains a bugbear-looking ghoul. (The “cocoon” comes alive, if needed, to do this.)

Add the two locations to your existing campaign map or add other locations here. Change names and monsters to fit your campaign but lock in any changes before play.

Fuss (2d6)

- 8: Theft
9–11: Murder
12: Election

Well Dungeon

Entrance

Inside an old well there are 2 doors.

Three orcs. 1/3 chance sleeping (separate rolls).

Four skeletons. Also, invisible Jenny starts here, hidden, as party enters.

30” pit with three exits stacked on top of each other. Dangerous spikes on bottom. Impaled skeleton can’t leave.

Mud covers checkered floor. White tiles trigger dangerous spears from the ceiling.

Western wall easily breakable. Dead horse, strong smell. 19 copper pieces inside, turned green from age.

Checkered, untrapped floor visible through partial mud. 6 clay pots: half have human hearts, half malachites (10gp).

Jenny’s sleeping nest + rations&water for 4 days (she leaves well to replenish).

Two rows of nine marble statues here, weeping. Checkered floor.

Eight marble statues look shocked, petrified. Southernmost is hollow. Tip over (500 lb) to find Glardor inside: a magical battleaxe that whispers lies to wielder in dreams.

Low-ceiling, have to crawl, t-intersection.

18 zombies are here. Matching likeness of marble statues west. They can leave this room. Roll up a low-tier treasure hoard that lies on top of book.

Jenny

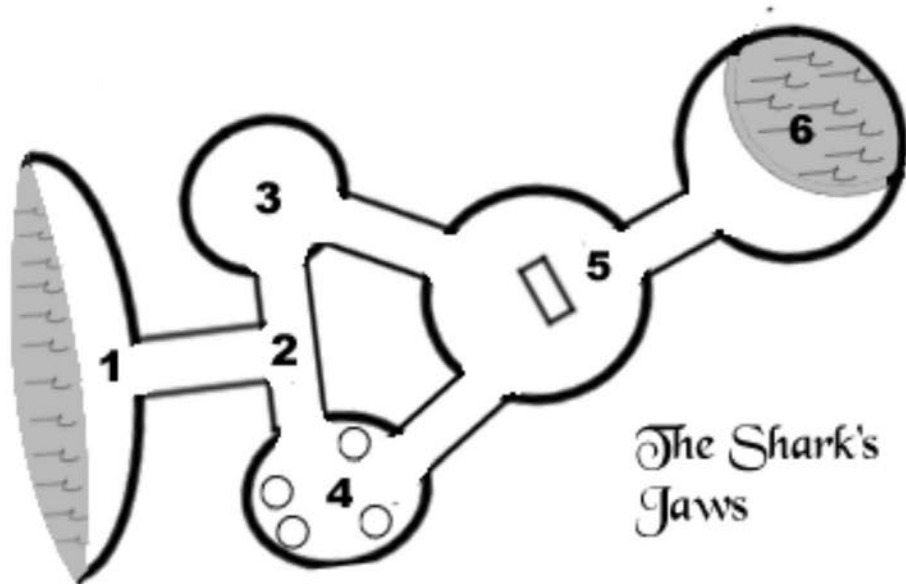
Wields ring, commoner stats. Ring: invisible at will, charm or fear 6/daily each, summon sparrow 1/daily. Her goal is to kill all intruders.

The Maw

That Swallows

By Isteria

Supplies have been going missing in the nearby settlement close to the sea. With one local saying they saw "walking fish" disappearing into the cove cave not far from here with crates and barrels in their mouths. It is now your group's goal to find out why they are taking all these supplies.



1- (Entrance) The cove itself has a single cave entrance notably named "The Shark's Jaws" for the jagged rock formation that looks like the mouth of a shark. On trending closer if the group has a sharp eye they may spot fresh marks in the wet sand from the sea into the cave of finned feet. These had began to be swept away by the tides. However, looking ahead into the cave it would be pitch black hiding who knows what in the darkness.

2- (Junction) The path into the cave splits into two different paths. If the group is listening carefully they may hear the sound of loud hissing from the left tunnel and from the right tunnel the faint scream of a terrified woman from the right tunnel.

3- (Left room) Ahead of the group they would spot two "Gulper" creatures in the middle of the room hissing at each other over what looks to be a crystal ball. The two "appear" to be challenging over who has the claim of the item. There is another tunnel in sight going deeper. If the party is quiet enough they could leave the two creatures to battle it out over the crystal ball.

4- (Right Room) Around this room are creatures suspended in what looks to be "bubble pods". The screaming woman is trapped in one as the gulper formed a bubble from it's mouth that consumed her, floating her upwards. Three more humanoid creatures are trapped around the room. Three "Gulper" creatures are in this room looking to be guarding the captives. There is another tunnel that goes deeper into the cave system.

5- (Altar) Both the right and left room connect to the main trove where a stockpile of supplies was piled around the room. In the centre looked to be arranged rocks to form what could be a make-shift altar. Three "Gulper" creatures were protecting the supplies. Behind the altar there is another tunnel lit up by what look to be bioluminescence bulbs hanging from the ceiling.

6- (Lair) Following the final tunnel into another large room giant oversized "Gulper" looking a lot older and vicious than others of its kin sits half submerged in the shallow pool. Around the room bones and broken items were all around as this giant creature had been consuming everything brought to it. Likely its hunger is what the other gulpers fear.

Bug Rapport

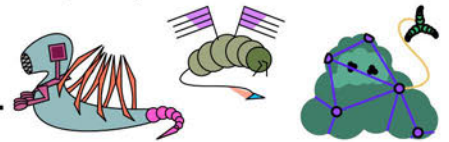
by Jacob Cordeiro

There are three **towers** built along the snowy mountains. They receive radio signals for unknown purposes.

Ambits are giant vermin improved by motors and plastic, programmed with simple roles. Some might be told to kill all intruders, even while others throw a party in the same room.

The players are **technicians** who aren't paid nearly enough.

Their job is to inspect the towers, and optionally, to get out alive.



Setup: Distribute these tools between the players.

Welder: Helps to attach cables. A decent weapon.

Laptop: Helps to reprogram electronics and ambits.

Magnet: Helps to climb, and messes with electronics.

Hook: Reaches objects from afar. A decent weapon.

Railgun: Fires small objects, including ends of cables.

Instrument: Entertains ambits. May have other uses.

Ambits: Every ambit has an organic body and one of many wild personalities, but they're enhanced and sometimes controlled by servos and microcontrollers with mysterious purpose. Their mechanical parts--wiry limbs, or plastic exoskeletons, or elaborate wings and weapons--sometimes take over the ambit's actions. Ambits may be reasonable and helpful, but they can't speak, or resist the commands given by their roles. The players must be careful not to activate them.

Rooms: Each room on the map is labeled with the room number (see "Goal"). It also suggests the room type, the game mechanic players might find, and the hazard they might face.

Each suggestion is just one word, which the game master can interpret however they want. For a one-session game, try using 3 mechanics and 3 hazards, briefly mentioning other features to establish atmosphere. One hazard may expand into an overarching threat.

Goal: Every minute a packet arrives, a radio signal containing a random (d6) number that's picked up by the top of a tower and travels to the bottom. Each room also has a number, as shown on the map. The players' goal is to "unlock" as many rooms as possible, by sending each one a packet with a matching number.

Every room has a locker, an outlet, and a console. The locker provides items, weapons, information, and other rewards when the room is unlocked. The outlet allows rooms to be linked by electrical cables (see the map) which can be removed and reconnected. The console is how players decide what happens to a packet as it passes through the room. Each console can have one of the following commands:

NOP: (default) The packet is sent on to the floor below.

WAIT: The packet stays in place until further notice.

SUM: The packet stays in place until a second packet arrives. Then the two numbers are added together.

COPY: The packet moves through, and a copy of the packet is sent through the cable attached to this room.

DEL: The packet is deleted.

Each operation takes a few seconds to process. Characters may spend hours of in-game time to solve a puzzle with brute force. Give them a time limit!

45	Radio Station
	Hints
	Surveillance
12	Hangar
	Trade
	Mischief
200	Laboratory
	Scavenge
	Hunter
1081	Lobby
	Buried
	Darkness
8	Basement
	Debris
	Sleepers
5040	Generator
	Circuits
	Electricity

10	Lookout
	Injured
	Blizzard
33	Workshop
	Copycat
	Limbs
9	Lounge
	Helpers
	Scouts
1024	Offices
	Music
	Projectiles
7	Staff Room
	Malfunction
	Guards
21	Boiler
	Lonely
	Burnout

923	???
	Boss
	Boss
31	Canteen
	Persuade
	Collapse
15	Storage
	Party
	Mayhem
10	Factory
	Climb
	Weaponizing
27	Hive
	Production
	Mutiny
600	Panic Room
	Bulkhead
	Freezing

The room's function. "Canteen" could refer to an abandoned mess hall, or a food pile made by ambits.

A new game mechanic. "Music" could mean that ambits' behavior is affected by the music playing in this room.

A room hazard. "Guards" could mean that a few of the ambits turn to "kill mode" if the players trip security.

The danger escalates as the players complete their goals. Near the end of the game, players should be rushing between safe rooms, swinging from cables, and making desperate plans to solve the last few puzzles.

The Demon Heart of the Deathtree

Written and Illustrated by [Jaime Nieves](#)

Background

Many generations ago, this Tree was the heart of the Elven Kingdom. However, the demon Yad deceived the elves and corrupted the Tree. The elves fled, and only through their ultimate sacrifice could the elven wizards contain Yad's evil, banishing him back to the Abyss. The forest was left uninhabited, and the stories of ancient curses made it a place to avoid.

Recently, a group of corrupt druids—known as the **Plagueseed Order**—found a way to reactivate the **Heart of Yad**, the demonic essence left inside the Ancestral Tree that the elven wizards managed to neutralize in the past. The effect of this evil is withering the woods around the Tree, and it threatens to destroy all life if it is not stopped.

Development

PCs are contacted by a champion of the forest: a druid, a centaur, an ent or a similar fey creature. Or, if there is an explorer or druid among the PCs, they can receive an assignment from their order or guild.

PCs will have to enter the forest, find the Ancient Tree, discover what has triggered the evil inside it, and stop it before it is too late.

Act I - The Forest

As the PCs wander into the forest, they will notice that the vegetation is increasingly withered. When they get close to the Tree, all that remains is blackened trees and dead plants. Sinister creatures lurk in the forest, summoned by the evil of the Heart of Yad. Roll in the following table for wandering monsters:

1d6	Creature
1-2	Warg leading a pack of wolves
3	Living creeper
4	1-3 Trolls
5-6	Dire bear

Act II: Outside of the Tree

The Ancient Tree is massive, tall as a cathedral with thick roots like columns. Its trunk is blackened, however, and its leaves, dead. An evil aura emanates from it. A slow, pulsating, sickly heartbeat is heard inside it.

The outer area is guarded by a herd of **corrupt ents** (undead treefolk, if you believe it!).

To access the interior, the PCs will need to use a wooden spiral staircase (10' wide) that surrounds the immense trunk of the Tree. A fair example of elf craftsmanship, the stairs are imposing, but they are old and creaky. A group of **striges** lurk in the foliage above, ready to attack any living creature climbing outside the tree. The stairs have railings, but they will break easily.

Act III: Inside of the Tree

The staircase leads to a carved archway and into the Tree, to a huge room that fills up almost the whole trunk. Up near the ceiling, the PCs will see a dark, throbbing crystal, floating in the center of a hole in the floor of a room at the top of the space. There is an intermediate level, kind of a gallery with railings that also surrounds the hollow space. The staircase connects the forest floor with the first floor in the inside, but also each floor with the rest. PCs will have to use the exterior staircase when they move from one level to the next.

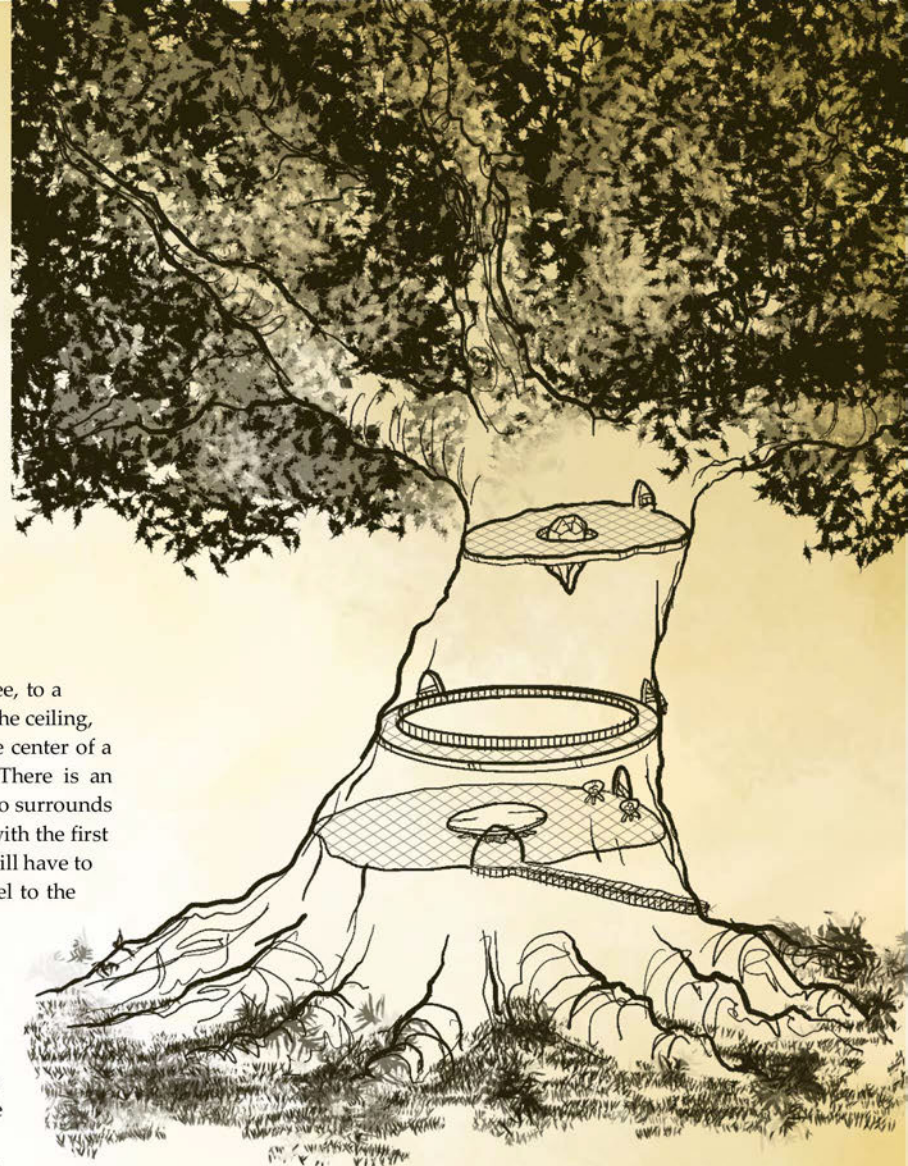
First level: At ground level, PCs will have to deal with **2-4 corrupt druids** and their minions (summoned worgs and **2-6 corrupt entlings**). Enemies in the upper gallery can also attack them from above.

Second level: Another **2-4 druids** stand guard in the gallery, unless the PCs managed to kill them from the lower room.

Third level: At the top, **2-4 druids** perform the ritual to keep the Heart of Yad active, commanded by an insidious **forest hag**. Once the PCs disrupt the ritual and defeat the enemies, the artifact will slowly shut down, and the tree will begin to bloom again, spreading its rebirth to the entire forest.

Plot Twist: Good Druids

If you want to add an additional plot twist, consider this: the Plagueseed Order has no evil intentions; while they are an unorthodox druidic organization, often despised by other druids, they take no interest in destroying the forest.



In fact, the forest is dying alone, and the only way to prevent it is to reactivate the Heart of Yad; although malignant, this relic is already part of the Tree and, unless kept active, the whole forest will perish. This allows you to include negotiations with the druids as an alternative to combat in the adventure, and the conflict between the PC's orders and the truth about the druids.

It may be even possible to keep the Heart running while suppressing its evil influence. This could lead to future adventures.

LADY FALLO



A SELF MADE, FAIR, AND BOLD ENTREPRENEUR. A YEAR AGO SHE SWOOPED INTO THE CITY. AMAZED MERCHANTS WITH HER IMPECCABLE TASTE AND RELENTLESS PURSUIT OF A GOOD DEAL. HAS NOT HEARD FROM HER MOST RECENT INVESTMENT, CATO, IN 20 DAYS; HE HAD BEEN STUDYING THE CONNECTION BETWEEN MONSTERS AND MAGIC. SHE WANTS A RECLAMATION OF ANY PROMISING INVENTIONS, WHOLE AND FUNCTIONING, AS WELL AS ANY VITAL RESEARCH. IF THE PARTY SUCCEEDS THEY WILL GAIN A VALUABLE, CONNECTED ALLY AND WHATEVER GOLD OR TREASURE THE GM DEEMS APPROPRIATE.

MY FRIEND'S A MONSTER!

THE PARTY IS HIRED TO INVESTIGATE THE SUBTERRANEAN WORKSHOP OF THE INVENTOR MAGE, CATO CATARR. THEY WILL DISCOVER THE PRIZED CREATION THEY MUST CAPTURE IS A VICIOUS, MAGIC EATING MONSTER!

ROLL FOR SEWER FLAVOR (USE IN WATERWAYS BETWEEN ROOMS):

1. AN OVERSIZED RAT WATCHES THE PARTY AT A DISTANCE
2. VULGAR GRAFFITI CARVED IN STONE DENIGRATING ELFKIND
3. SEVERED HAND FLOATING IN WATER SILVER RING ON PINKY
4. HISS OF AN UNSEEN, CURIOUS SNAKE, MAY BRUSH PAST LEG OF CHARACTER
5. FORLORN SONG OF A TALENTED DRUNK WAFTS DOWN FROM THE STREETS
6. RATS RUSH, DEX SAVE OR TAKE 1 DMG AND 1 IN 4 CHANCE OF FEVER

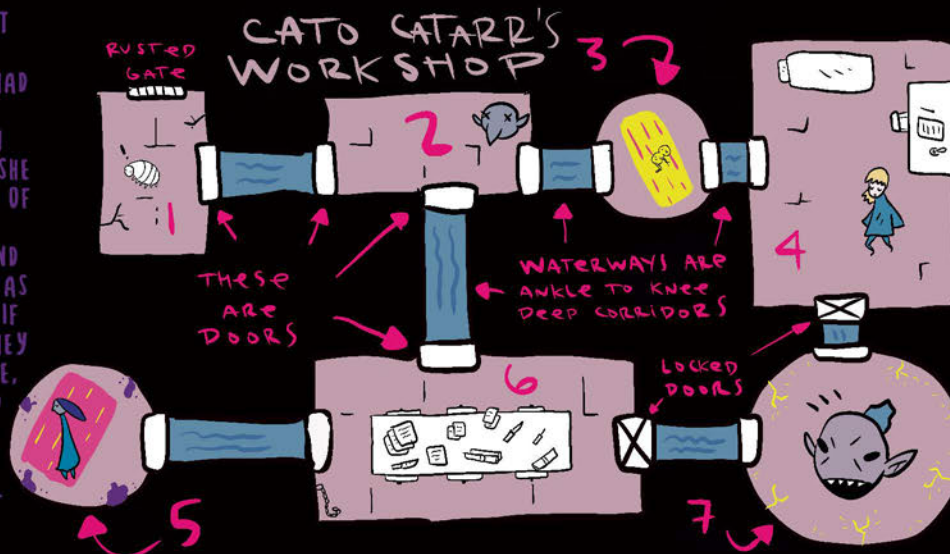
TOSHAR MILIK



FOURTH SON OF A NOBLE. SENT AWAY BY HIS FATHER TO APPRENTICE FOR CATO. THE MAD MAGE ABUSED TOSHAR AT EVERY TURN. TRAUMATIZED, HE IS CONVINCED THE NARGOLAK IS HIS BEST FRIEND. INEPT AT MOST THINGS BUT KINDNESS. CAN ONLY CAST CANTRIPS. BOOSTING HIS CONFIDENCE WARRANTS AN XP BONUS.

WHEN HE CASTS A SPELL NEAR THE NARGOLAK ROLL D6:

- 1, 2, 3: SPELL ABSORBED, NARGOLAK GAINS 2 HP, CAN EXCEED MAX HP
- 4: SPELL NEGATED
- 5, 6: NARGOLAK STUNNED FOR 1 MINUTE



1. ENTRYWAY REEKS OF BLEACH. REMOVE GATE WITH STR CHECK PLUS WIS CHECK TO AVOID AN INFECTION. A LARGE, ALBINO COCKROACH SCREECHES AND SKITTERS INTO A WALL, CAN BE CAUGHT WITH DEX SAVE.

2. GUARD ROOM IN THE CORNER IS A GOBLIN CORPSE, A PREVIOUS ASSISTANT TO CATO. IF THE NARGOLAK IS REMOVED FROM THE LIGHTNING CHAMBER, THE CORPSE ANIMATES AND DEFENDS THE WESTERN DOOR. FIGHTS LIKE A ZOMBIE AND SPEWS KNOCKOUT GAS, REQUIRING A CON SAVE OR VICTIM IS UNCONSCIOUS FOR D6 ROUNDS.

3. HEAT CHAMBER A FAILED NARGOLAK ATTEMPT IS CAUGHT IN A PRISM OF MAGICAL LIGHT, STRUGGLING TO BREATHE. IT IS HARMLESS, PITIABLE, AND UNSETTLING. VALUABLE GEM BURIED IN SKULL.

4. CATO'S QUARTERS A WARY, SLEEP DEPRIVED TOSHAR PACES. IF CODDLED, HE WILL JOIN PARTY, TELL THEM OF THE NARGOLAK, AND HOW IT MAY BE SUBDUED WITH SPELLS. IF THREATENED, HE WILL JOIN BUT BE LESS FORTHCOMING AND REFUSE TO CAST SPELLS. HE IS ADAMANT ABOUT KEEPING HIS FRIEND ALIVE AND HAS A KEY TO THE LIGHTNING CHAMBER. DEEP DOWN, HE KNOWS HE MUST ESCAPE BUT LACKS THE WILL TO FREE HIMSELF.

5. ICE CHAMBER A FORMER LOVER OF CATO IS PERFECTLY PERSEVERED IN A PRISM OF MAGICAL LIGHT. FOUR OOZES, RESIDUE FROM HIS EXPERIMENTS, CLING TO AND STRIKE FROM WALLS. CHAMBER WALLS BURN 2 DAMAGE WITH COLD.

6. LAB WORKBENCH PILED WITH NOTEBOOKS, DIAGRAMS, CUTTING KNIVES, AND SURGICAL TOOLS. THE PAPERS REVEAL THE MAD OBSESSION CATO ENDURED AND THIS TEXT: **CRYSTAL GREW NATURALLY, IS THE SOURCE OF LIFE AND UNIQUE ABILITY OF THE NARGOLAK.** BURIED UNDER PAPYRUS IN A DRAWER IS A KEY TO THE LIGHTNING CHAMBER. HEAVY CHAINS HANG FROM THE CEILING, USEFUL FOR CONSTRAINING THE NARGOLAK. GLASS JARS CAN HELP COLLECT SAMPLES OF OOZES AND NOTGOLAK IN THE HEAT CHAMBER.

7. LIGHTNING CHAMBER THE HALF EATEN, ROTTING CORPSE OF CATO CATARR LIES UPON THE FLOOR. LIGHTNING FROM WALLS SHOCKS FOR ONE ROUND ON A FAILED CON SAVE. ALSO AWAITING THE PARTY IS...

MAGIC + NARGOLAK = ?!

WHenever a SPELL IS A CAST AT THE NARGOLAK OR WITHIN A 15 FOOT RADIUS OF CREATURE ROLL D6:

- 1: SPELL ABSORBED, GAINS D6 HP, CREATURE CAN EXCEED THEIR MAX HP
- 2, 3: ABSORBED, GAINS PLUS ONE ON NEXT ROLL
- 4: SPELL NEGATED
- 5: SPELL REFLECTED ON CASTER
- 6: NARGOLAK SATIATED AND SLUGGISH 2 MINUTES



THE NARGOLAK

UNNATURALLY QUICK AND STRONG
SICKLY APPEARANCE, SMELLS OF ROT
ATTACKS WITH TEETH AND CLAWS
PREFERS MAGIC WIELDING TARGETS
ABSORBS SPELLS VIA CRYSTAL IN HEAD
ERRATIC MOVEMENTS: WILD LUNGES, SUDDEN SWIPES
UNAFFECTED BY LIGHTNING
IF THEY CANNOT EAT MAGIC, FLESH WILL SUFFICE

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The Temple of Queen Nebthet

by James Hirst

The Mummy Lord who resides on this temple's throne ("B") is vain, imperious, and powerful. She exacts a dear price from those who seek her divination skills or those who would attempt to usurp her and plunder her treasures.

Dry and dessicated corpses litter the floor. As the sands shift, there is ample evidence this place is not just a temple--it is also a tomb.

Massive square pillars support the vaulted ceiling 50' above the temple floor. The dias ascends 30' to the throne where Nebthet gazes out... waiting.

Scenario 1: Your party seeks out Queen Nebthet to divine your party's path or commune with a PC's deity. In return, she asks you to retrieve the "Scepter of the Desert Fox."

Select an appropriate "One Page Dungeon" from this or a previous year's submissions and run the party through that side-quest for the scepter. (For an additional challenge, break the scepter into multiple parts and run multiple dungeons.)

When the "Scepter of the Desert Fox" is returned to Nebthet, she grants the divination or communion. (Although she does not necessarily need to pass along the exact information she receives, she is careful not to anger deities by blasphemy, heresy, or infidelity to their answers.)

Scenario 2: Your party is commissioned to seek out and destroy Queen Nebthet; however, she is prepared for you (divination) and knows what she is doing (see Keith Ammann's blog themonstersknow.com).

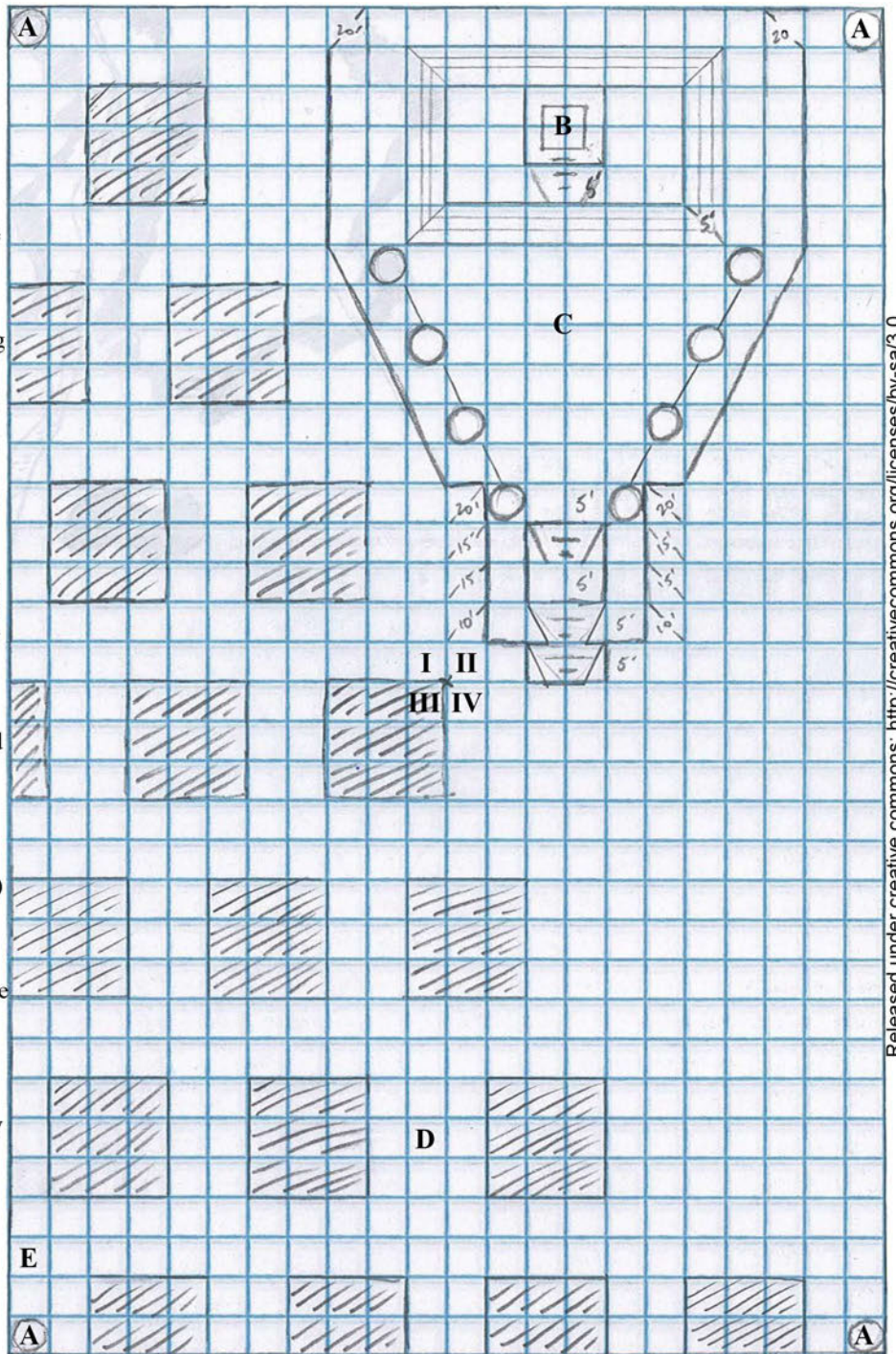
Four "Warden" statues (A) are connected to a crystal ball (C), which allows Nebthet to see/scry within a 60ft. radius of each statue (1 action).

The temple floor is covered in Shifting Sands* (sand dunes), which Nebthet can control (depth ranges from 12 inches to 10 feet):

Below the dias, the entire temple floor is considered difficult terrain (unless "Desert" is a favored terrain). *Using an action, Nebthet can cause the sand to "Shift" in a specific quadrant (I, II, III, IV), which reduces ground movement in that quadrant until the beginning of Nebthet's next turn. PCs caught in the "Shifting Sands" must make a Dexterity save (DC 17).

- On a success, movement is 1/4.
- On a fail, movement is reduced to 0 (zero)
- On a critical failure, the PC is knocked prone and buried under the sand; roll 1d10 = # of feet.
- This ability recharges on a 1, 2, or 3 on d6 roll.

Increase difficulty by doubling the Mummy Lord's hit points and/or each "Warden" can "gate" in 1d6 dust mephits 1x/day--this action "blinds" Nebthet to this quadrant for 24 hours.



1 square = 5 ft. This map is a 22 x 34 rectangle; it will fit on a 24" x 36" battlemat w/1" squares.

If the party is defeated, each PC awakens with a magical manacle on the left arm (only a "Wish" can remove it against Queen Nebthet's will). Each manacle has a different symbol--each corresponds to a different quest that must be completed (individually or as a party at the DM's discretion) for the manacle to be removed.

The manacles possess 3 distinct properties:

- 1 - The wearer is unable to target Queen Nebthet for attack.
- 2 - The manacles allow Nebthet and the PCs to hear (audibly) and communicate (verbally) with each other, regardless of range, while on the same plane. (The manacles do not prevent planar travel.)

3 - Nebthet can teleport any and all PCs wearing manacles back to her temple at any time, so long as they are on the same plane as Nebthet and her temple (Prime Material).

If the party defeats Queen Nebthet (destroys her heart buried at "D"), the temple and its treasure (use a treasure generator or chart) is theirs. The temple is extradimensional space and the crystal ball ("C") is the key, which makes the temple "portable." When placed against a surface, the crystal ball (attunement required) disappears to its pedestal ("C") and in its stead a door or stairway to the temple appears. Removing the crystal ball from the temple closes the extradimensional space.

"E" is the Entrance/Exit to the Temple/Tomb.

Planar Paintball Fight

A multiplanar magical experiment has gone haywire, releasing devils, rock monsters, and mythic warriors. Before the barrier is destroyed, adventurers have one chance to take some magical wands, load them up with fluid from astral color pools, and splat the monsters to send them back to their original planes.

**By: James Reavis &
Todd Richardson**



While traveling, the party spots a brilliant prismatic dome away from the road. When looking to investigate, they meet the wizard Tiber Rogon, who is frantic and looking for anyone who will help. Tiber was doing an “experiment” at this ancient abandoned castle site when monsters started crawling out of the three astral color pools he had set up. Devils came out of one of the pools, he doesn’t know about the other two.

Tiber can only hold this barrier up for 24 hours. After that, the monsters will have free reign of the countryside and the surrounding towns. Tiber has quickly enchanted a half-dozen sticks, each about two feet long. The sticks, if dipped in an astral pool, will be filled with fluid of that color. When the monster is covered with enough of the viscous astral fluid, it disappears.

Tiber will make a small opening in the barrier to let you inside, but it’s one way!

The Planar Pools

Purple Pool - Plane of Ysgard

Otherworldly powerful centaurs and elves looking for a real fight are here. They could be encouraged or manipulated to attack the devils instead of you. They might be convinced to leave voluntarily if they can have a good fight.

Sparkling Gray Pool - Plane of Earth

Earth elementals that will attack anything are here. No alliance is possible, but perhaps their movements could be redirected.

Red Pool - Plane of Nine Hells

A combination of barbed devils, bone devils, and a horned devil are here. Maybe form an alliance (if you sell your soul). If they get a wand they might try to splat you!

Wand Rules:

The wand is filled as a free action by dipping the wand into the color pool. Each wand has a range of 60 feet and holds five charges once filled. Use a ranged attack roll; you are proficient with the wand. On AC 15 or better (more if cover), you hit and splatter the monster. A critical is worth two hits. After three hits, the monster is sent to the matching color plane.



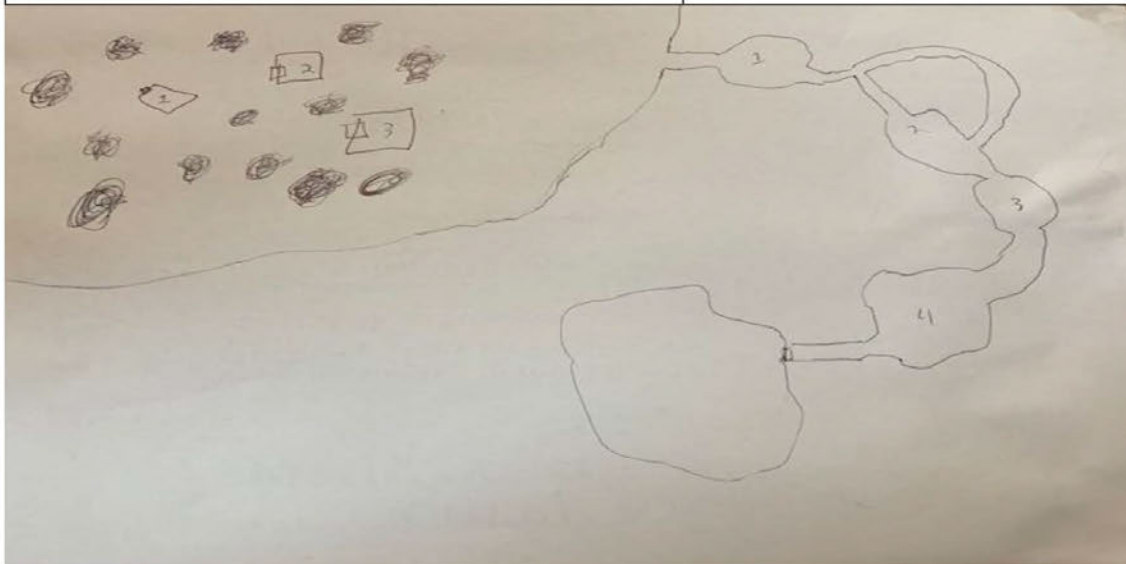
Digging for the Dead

By Jason Cook <http://creativecommons.org/licenses/by-sa/3.0>

Coppersprings is a small mining town that was founded a little over a year ago. Every two weeks without fail, they have sent ore back to the Capital until a month ago. Since then, there has been no word from the town. A group is being sent out to investigate what has happened and to ensure that the copper delivery gets back on schedule.

When the group comes up on the village, they find 12 of the 15 houses burned to the ground. The remaining houses appear to be one room dwellings.

House 1: Door is locked. Inside are 2 zombies (both wearing mining gear) and the beginning of a message is on the wall in blood – Stay Out	Mine Room 2: 4 Skeletons are waiting right at the end of the left tunnel. If the tunnel on the right is taken, the skeletons are not aware of the group.
House 2: Door is not locked and 2 more zombies	Mine Room 3: A scrap of paper with a map of the mine and note saying “The stone door was a mistake.”
House 3: Door is not locked and there are 4 zombies. A mace is found on a table along with 2 healing potions. On the wall in blood is one word – MINE	Mine Room 4: 2 skeletons and 2 zombies
Mine entrance: There is a trail of blood leading into the mine.	Ancient stone door: Door is partially open. Inscription on door – Death never ending awaits.
Mine room 1: There are two dead bodies and three zombies eating away at them.	Main Chamber: Two withered bodies sit upon stone thrones at the end of the chamber. At the far wall is a woman who appears to be cowering. The withered bodies are zombies and the woman is faking fear. She is actually a necromancer who was imprisoned long ago but was recently awakened by the miners. She will beg the group to save her from the zombies and then try to kill them.



LOST LOOT OF BÖRGUNN THE BONEBREAKER

Jason Ermer · @mythematics

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Legend says that the hill giant warlord **Börgunn the Bonebreaker** kept her massive treasure hoard at a well-hidden mountain retreat. Luckily, our heroes have received a tip that points to the location of Börgunn's long-abandoned lair!

Little do our heroes know that burrowing insects caused a collapse under Börgunn's treasure vault, rousing the curiosity of the cave troll **Glintyguts** and his gremlin lackeys. Turns out cave trolls have no need for money; they desire jewels and precious metals only for their culinary applications!

Will our heroes stop Glintyguts before he eats his way through all of the giant's loot?

.....●

#1 Mountain Retreat. An elaborate mosaic depicts the martial prowess of the hill giant warlord and her army. In the mosaic, Börgunn's spear points at the sun.

The door to the treasure vault has a hard-to-pick lock and a carved relief that looks *almost* exactly like the mosaic. Turn Börgunn's spear to the sun before opening the door or else trigger a **fireball trap**!

#2 Empty Vault. Hmm, there should be a big pile of loot here, but instead there's just an enormous hole where the floor collapsed. Presumably, most of the treasure went down the hole... but lots of little, grimy footprints suggest that a crew came back to collect any leftover goodies that didn't fall in.

#3 Tunnel. More footprints, leading in both directions. A few dropped coins can be found, half-buried in the dirt & hard to spot. The coins form a vague trail leading toward the gremlin camp at area #6.

#4 Giant Ant Nurseries. The nurseries all have the same structure: Pale-green eggs cover the ceiling (melon-sized spheres, a delicacy that any gremlin would eagerly bargain for).

Squirming larvae reach out from the walls (don't get too close, they bite).

Tending to the younglings are **1d3+1 giant ant drones**, who attack any intruders!

#5 Throne Room. Here sits **Formicaria**, queen of the giant ants, larger and more powerful than any drone. She is accompanied by **five giant ants** of her royal guard.

The queen communicates telepathically and is initially hostile toward our heroes, who she assumes have come to steal her eggs. She can be calmed down with smooth talk and a pledge that our heroes will eliminate the gremlins and their boss (who really *do* come to steal her eggs).

If Queen Formicaria is *really* won over by our heroes, she offers to imbue their weapons with her venom (extra acid damage for 1 hour).

#6 Gremlin Camp. Listen to the gentle snoring of **sixteen gremlins**, off-duty and asleep in their tents. Be careful passing through or poking about, however, as the gremlins are very light sleepers.

Searching reveals some miscellaneous trash that the gremlins possess. Roll 1d6: (1) rusty pair of scissors, (2) spool of copper wire, (3) leather pouch filled with oily rags, (4) tangled ball of string, (5) bag of colorful pebbles, (6) pewter statuette of a ram, covered in bite marks.

#7 Kitchen. Multitudinous containers, each one full of some pulverized precious metal or gemstone. Gold dust in a salt shaker over here, a sugar bowl brimming with powdered ruby over there...

There are also buckets of slimy pale-green spheres and baskets of wrinkly purple nuggets.

Plus, **three gremlins** are frying up a mountain of mushroom omelettes: a knife-wielding chef de cuisine and two prep cooks armed with red hot frying pans!

#8 Lapidary. A hardworking **gremlin gem-cutter** uses a spinning grindstone to turn coins and jewels into fine powder. Everything in the room is, or soon becomes, completely coated in sparkling glitter.

Scattered on the workbench are a handful of not-yet-granulated valuables. The diamond-encrusted grindstone is valuable, too, but weighs as much as a horse.

#9 Pantry. Aha! It's the rest of Börgunn the Bonebreaker's treasure hoard, and there's *a lot* of it! It's going to take multiple trips to haul everything back up to the surface. Try not to be too *clinky-clinky* when going back through the gremlin camp...

#10 Fungus Farm. This stinking cavern is festooned from floor to ceiling in fist-sized, wrinkly, purple cave fungus.

Three gremlins are here harvesting the mushrooms. They attempt to raise the alarm if they spot our heroes.

Any movement in this chamber requires a check against triggering a cloud of toxic spores (the gremlins are immune, of course).

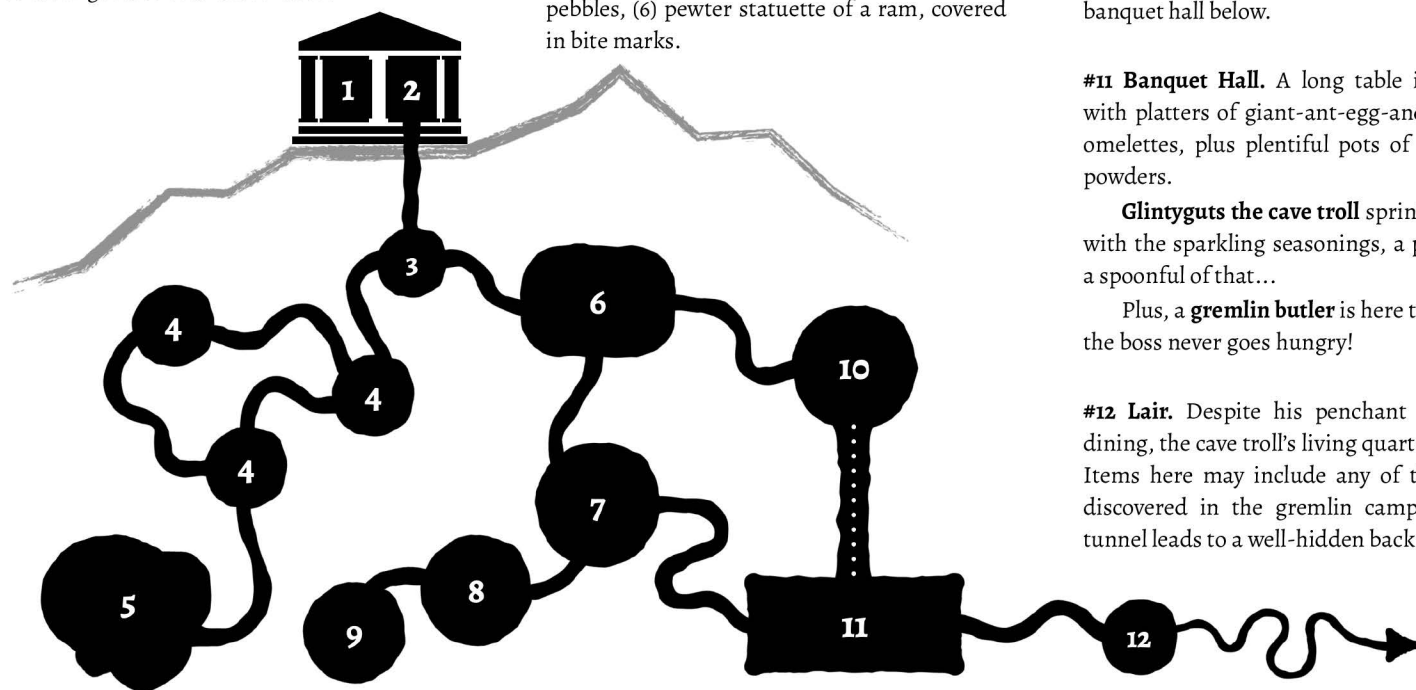
Light shines up through a hole in the floor, through which one might sneakily enter the banquet hall below.

#11 Banquet Hall. A long table is piled high with platters of giant-ant-egg-and-mushroom omelettes, plus plentiful pots of the precious powders.

Glintyguts the cave troll sprinkles his meal with the sparkling seasonings, a pinch of this, a spoonful of that...

Plus, a **gremlin butler** is here to ensure that the boss never goes hungry!

#12 Lair. Despite his penchant for gourmet dining, the cave troll's living quarters are gross. Items here may include any of the trash not discovered in the gremlin camp. A winding tunnel leads to a well-hidden back entrance.



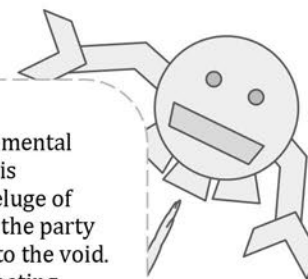
PROF. FILBERT'S FLYING LABORATORY

Your party was fighting a giant griffin when it took off from the ground, dragging the entire party with it. It took you to a giant system of flying buildings, connected with narrow walkways, and held aloft with magic steam thrusters. The griffin dropped you on the **Landing Pad**, hundreds of feet above the ground below! Now you have to figure out how to get back down to the ground. Without crashing.

The **Workshop** is a tall domed metal building. There is a narrow walkway around the outside of the building. Two security robots flank the doors and ambush the players. In the center, there are large bay doors, over which is suspended a broken gyrocopter which could be used for escape if repaired with 3 elemental orbs.

The **Greenhouse** has glass walls and ceiling. The glass doors lock shut when players have entered. A sentient vine will try to attack and grapple players. You will find a key for Lab B inside the remains of the pump.

Lab A is a water elemental lab. When the door is unlocked, a giant deluge of water might sweep the party off their feet and into the void. The Water Orb is floating inside a 10 ft. cube of clear jelly, which is almost impossible to see at first. The cube attacks players when they try to take the orb.



FIDGIT is a sentient mechanical NPC. It is a small non-verbal floating robot ball with arms. It communicates with gestures and beeps. FIDGIT was the Professor's lab assistant, and is friendly to the PCs. It is afraid of monsters, and cannot fight. FIDGIT moves with a small set of air thrusters, but can't lift a player unless it uses one of its three rocket boosters. If a player falls off the edge, FIDGIT will try to save the player, and spends one rocket. FIDGIT starts in the Workshop, deactivated until the players defeat the security robots. It will try to come with the players and help.

The walkway to the **Study** has been damaged, and there is a 5 foot gap. The interconnecting pipes are still there, but they don't look like they will support the PCs' weight.

Prof. Filbert's study is messy, and filled with books, metal scraps, tools, magnifying glasses, and dohickeys, none of which seems useful. One journal entry reads "Gyrocopter almost done. Just need Fire, Water, and Air."

The last journal entry reads "Creatures have started breeding. STAY OUT OF LAB C." If someone opens a drawer, a 10 ft. x 5 ft. trap door opens in the floor. In the drawer, you find a key for Lab A.

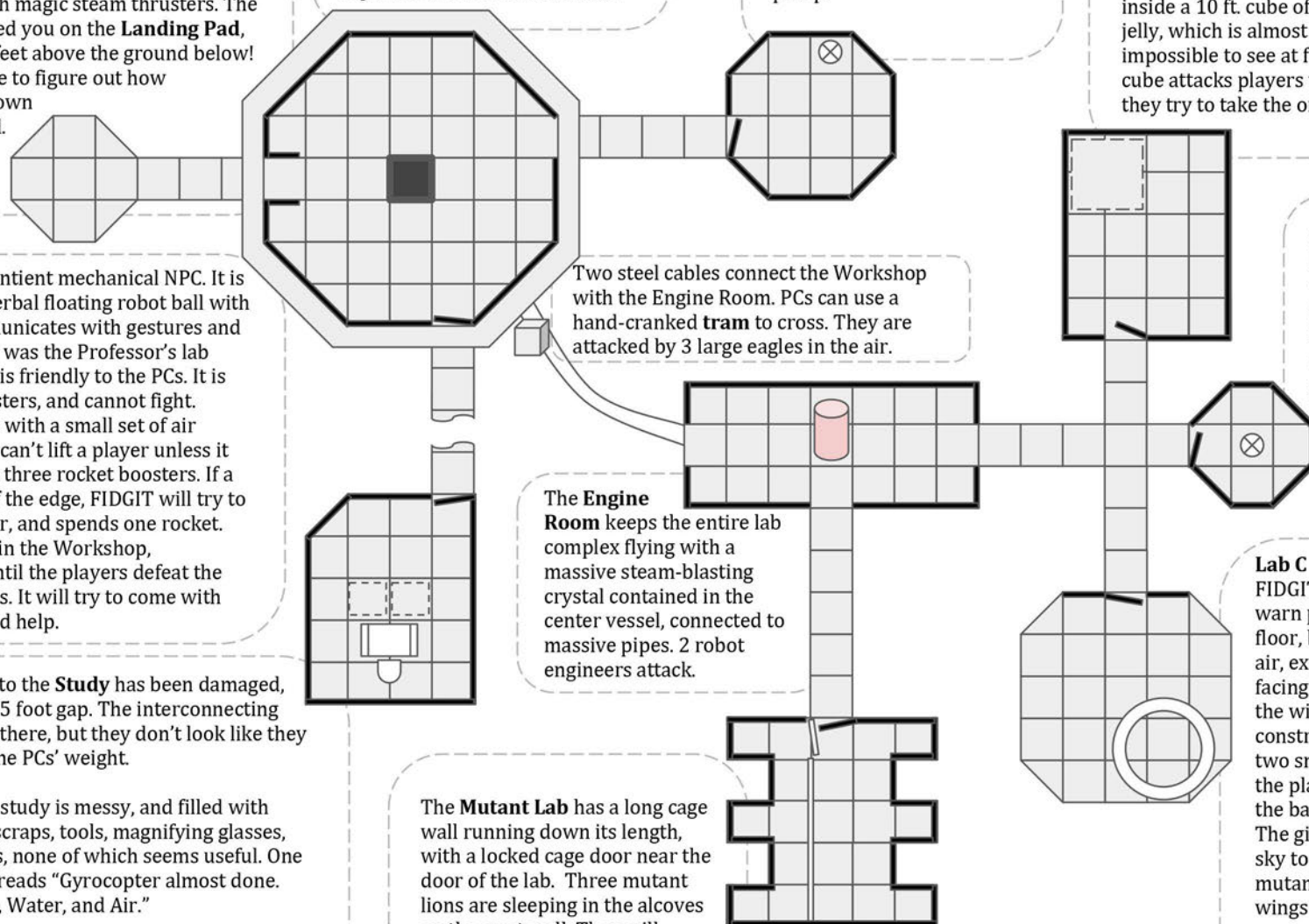
Two steel cables connect the Workshop with the Engine Room. PCs can use a hand-cranked **tram** to cross. They are attacked by 3 large eagles in the air.

The **Engine Room** keeps the entire lab complex flying with a massive steam-blasting crystal contained in the center vessel, connected to massive pipes. 2 robot engineers attack.

The **Mutant Lab** has a long cage wall running down its length, with a locked cage door near the door of the lab. Three mutant lions are sleeping in the alcoves on the west wall. They will attack the players if startled. The key for Lab C can clearly be seen on the wall at the end of the cage.

Lab B is a fire elemental lab. A stationary furnace, when touched, blasts a spherical wall of fire once every 6 seconds. The fire orb is inside the furnace, and burns unprotected skin if picked up.

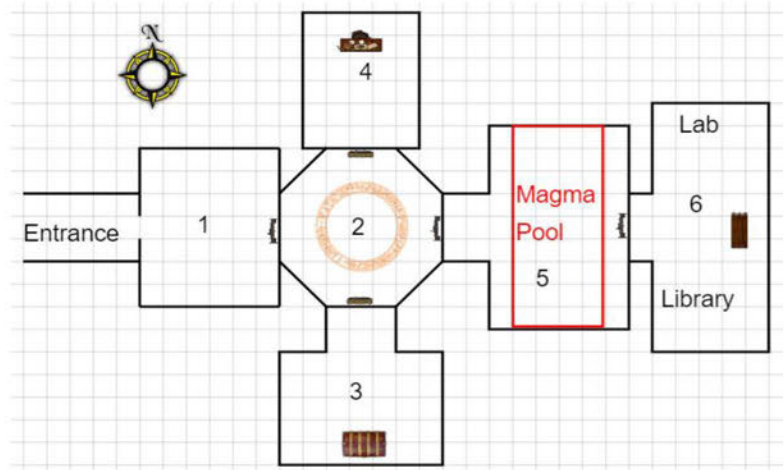
Lab C is a wind elemental lab. FIDGIT is afraid to enter and will warn players. There is a roof and floor, but the sides are open to the air, except for the wall and door facing the walkway. You can see the wind orb inside the large nest constructed on the floor. There are two small mutant griffins here. If the players attack or take the orb, the babies will call for their mother. The giant griffin will fly in from the sky to protect her brood of baby mutant griffins. She may use her wings to try to blow the players one square away from her. If the players are on an edge square, they have a chance to fall off. Prof. Filbert's corpse can be found in the nest, and in his pockets can be found several valuable gems.



— = Wall
- - - = 5 ft

Jeff Dare 2020
Watch your step.

Set Up: It is Tax Day. The town council would like to hire the PCs to collect the taxes from a local mage, Circe the Red. As always, Circe is reluctant to pay her yearly taxes. She has barricaded herself in her underground lab, setting defenses against unwelcome tax collectors. If the party can work their way through her lair and officially present to Circe the council's Tax Assessment Writ, she will capitulate and pay her taxes. At least she has in past years. To gain their reward, the party must deliver the Tax Writ to Circe by the end of Tax Day.



1. Entrance tunnel leads down to an underground room:

Four salamanders (two normal, one with mid-level mage abilities, and one with mid-level cleric abilities) guard this room. The salamanders will tell the PCs that they should turn back and mind their own business, if they know what's good for them. The salamanders will block the entrance to the room, attempting to bottleneck and attack the PCs at the entrance. When a salamander near death, it will surrender and ask for mercy.

The salamanders will block the entrance to the room, attempting to bottleneck and attack the PCs at the entrance. When a salamander near death, it will surrender and ask for mercy.

The east stone door leading out of area 1 has no lock or handle. Etched in the door is an outline of a hand and the poem "Blue of Kings, Red of Dogs, Hot of Temper, Cold of Frogs." Putting a blood-covered hand on the outline will open the door.

2. Effreeti: An efreeti stands in a summoning circle in the center of the room. He will civilly greet the party and state that to pass through the room, they must answer his riddle. If the party agrees and engages the efreeti in conversation, the efreeti will launch into a long, dull monologue on himself and the Plane of Fire, making it as boring and tedious as possible. Each minute the PCs listen, they must save vs. magic or fall asleep for 8 hours; PCs may be shaken awake. If the efreeti is asked to say the riddle, he will obliged, saying "How long is a piece of string?" There is no correct answer; answer and passage is left to the DM's discretion. If the PCs answer satisfactorily, the efreeti will disappear. If the party attacks the efreeti, it will respond in kind. Normal doors are in the N and S of the room. The door in the E has no lock or handle, but does have a small hook (to hang a picture on) in the upper, center area.

3. Stone Golems and Pictures: When the party enters this area, they are approached and attacked by two basalt stone golems, which fight until destroyed. The only other object in the room is a large wooden chest in the S. The chest is locked and trapped. Inside the chest are seven pictures depicting a woman performing the following activities: harvesting cotton, carding cotton fibers, spinning cotton into thread, weaving at a loom, dying fabric in a barrel, cutting cloth, and sewing with a needle and thread.

4. Trade Time: A friendly, officious man (Garrett) in red robes sits at a desk in the N part of the room. In exchange for a magic item or item of sufficient value, Garrett will give the PCs a clue to help safely open the E door of the efreeti room. If an exchange is made, he will say that the door can be opened by "the picture of the woman with three eyes." Once the clue is given, he will teleport from the room, taking the item. If attacked, he will teleport from the room. He has no interest in combat and is only there to barter and trade.

The Efreeti east door can be opened by hanging the picture of the woman sewing with a needle and thread (from room 3) on the hook; this picture has three eyes, two on the woman and one in the needle. If an incorrect picture is hung on the door, an efreeti will be summoned and will attack the party.

5. Magma Pool: A magma pool bubbles up and fills the central portion of this room. An oppressive heat and sulfurous smell permeates the room. A skull rests on a pedestal near the E door. One minute after the party enters the room, six magmins will climb out of the pool to attack. At the same time, the skull will levitate and laugh mockingly. It is revealed to be a Flameskull, which also attacks. The magma is, well, hot, so touching it should hurt a lot. Every other turn, an additional magmin will climb out of the pool.

The Magma room east door does have a handle and lock. The key to the lock may be found inside the Flameskull.

6. Laboratory/Library: The N half of the room appears to be an alchemy lab while the S half is a library. In the middle, back portion of the room, a woman dressed in red (Circe, a high level tiefling mage) sits at a large well-lit desk. The item traded in room 4 will be seen on the desk. Circe will greet the PCs in a confident, courteous tone, asking what they plan on doing now that they are here. She will attempt to bribe the party into not presenting the Tax Writ. If that fails, she will make vague threats implying great pain to dissuade them, but really has no interest in combat. If the Tax Writ is officially presented to her, she will study it and find it in proper order. She will then pay her tax of one gold piece and ask the PCs to find their way out in a "don't let me detain you" sort of way. If attacked, Circe is a formidable mage who can summon creatures from the Plane of Fire to aid her.

Springtime in Shadows

By: Jeffry Smith

Jail- 2 story building. Barred windows on 1st floor.
Locked windows on second floor.
Main entrance on N side. 2 guards patrol the perimeter making the circle every 5 minutes. Interior is an open courtyard with cells facing inward on the E, S, and W. 4 cells per side, 12 cells total.
d12 other prisoners--criminals.
d12 for location of target--clockwise starting top-right.
Guards at jail check in every 15 minutes. When they miss a check-in, alarm is raised*, and all guards are alerted to the escape and become auto-aggressive. Party has 15 minutes to get in and out before reinforcements arrive (6 guards every 10 minutes)

Transport Boat- If party fails to jailbreak the target or the target is recaptured and taken on the boat**, the mission fails, and the party must make it to safehouse to survive.

Start time: Sunset

A usurper and unstable pretender to the throne has begun imprisoning all dissidents who opposed him.

Your friend, one such dissident who holds important information which could bring down the new malevolent king, is being held in the jail in the town of Riverbend.

Your friend will be transported to boat on the west dock at midnight and sent to a show trial to be tortured and executed as an example unless you and your party can spring him during the course of the night.

Outside the city to the south lies a safehouse where fellow resistance members await to spirit your friend away to safety and use the information against the mad king.

Safehouse- Entering the safehouse undetected means success!

Posted Guards- 2 guards posted. If no alarm raised they are merely suspicious. If alarm raised, they are aggressive and attack and try to recapture the target and kill anyone in the way.

Mayor's Quarters- Mayor has the hard evidence against Mad King, target insists upon it's retrieval.

Catacombs- 4 access points form the perimeter of the catacombs which follow the street layout. At any turn roll 1d4 for encounter. 1-Giant Rat, 2-Angry Spirit, 3-locked gate, 4-nothing. SW access point exits on the outside from the city wall, 5 feet above the waterway.

Treasury- 2 story building. Guard patrol same rules as Jail. Locked windows on 2nd floor. Inside: 2d100 gold.

Armory- No patrol. Inside: 1d100 arrows, 1d4 Alchemist Fire, 1d4 Healing Potions

***Raised alarm**- Active guard patrols in city. 1d4 at every turn or every 2 blocks: 1-2 no guards, 2-4 encounter patrol: 2 guards.

****If jailbreak fails or target is recaptured** guards will take target to transport boat by most direct route.



Go Big or Go Home

By Jenna Shively & Nick Franco

The horrible giant Vlorog is dead! His floating castle lies unguarded, and his treasure is yours for the taking. But you're not the only adventurers after the loot, and the castle may not be as empty as you've been led to believe...

1. Vlorog: The stinking body of Vlorog lies motionless at the center of an impact crater. His floating castle looms 1,000 feet above, and enormous vines hang down that can be easily climbed. A closer investigation reveals that Vlorog is not dead but merely concussed and very drunk.

2. The Vines: Giant bees patrol the length of the vines and will attack the players as they climb past flowers. Magpies also circle the vines, and perceptive players can find gold and jewels hidden in their nests.

3. Gardens: The vines connect to growth from the castle garden. The garden is full of enormous flowery plants, but it has been neglected as of late and has become an overgrown jungle. The main path to the castle entrance is easily found and traveled, but players who take time to explore the overgrowth may find an enormous hidden pond. A golden glint shines from the bottom of the pool, but two hungry giant koi fish also swim beneath the surface. Among the golden coins is a large mirror fragment.

4. Entry: The front gate of the castle is hanging off its hinges, and the sounds of music, chatter, and booming laughter ring out from inside. Beside the door, two enormous dog houses sit empty, labeled "Fluffy" and "Spike".

The Castle: Everything inside Vlorog's castle is sized for giants, so ordinary tasks like opening doors, climbing stairs, or using items may present more difficulty than usual.

5. Great Hall: The front gate leads directly into the great hall, which is filled with loud, annoying teenage giants in the midst of a house party. Aluris, Davog, and Negthara are playing cards, and a small mountain of gems, coins, and jewelry lies between them on the table. Further inside, Chadnir and Frodus are playing "potion roulette" with unlabeled potion bottles. A grand family portrait is mounted at the end of the hall, featuring Vlorog, Aluris, and Davog. A fourth figure has been torn out of the frame. The source of the music heard from the entry is a bone cage sitting on a mantle at the northwest corner of the room. Inside are a band of intruding adventurers captured by the giants, now forced to play instruments (poorly) for the teens' amusement.

The giants are all inebriated and not on guard, but any player who makes too much noise will attract their attention. If alerted, the giants will quickly mobilize to capture as many intruders as they can, placing their prizes inside the bone cage.



The Cage: If captured, players may be teased by the giants briefly, but the teens will quickly grow bored and return to their games. Escape from the cage is fairly easy (the bars are too far apart), but the captive band is reluctant to leave as the giants have promised to eat them if they're caught outside. With some effort they can be convinced to join in an escape, after which they'll reward the party with information about the key in Aluris' pocket.

However, the giants' threat is real. Any player captured three times will be deemed annoying by the giants and summarily devoured.

6. Kitchen: The oversized kitchen sits to the east of the great hall. A stairway at the northeast corner of the room leads down to the cellar. A skewered giant boar is roasting on the hearth. "Spike" (a griffin) is picking at the roasted hog greedily and will only bother the party if they interrupt his meal. Spike's collar is embedded with rare gems.

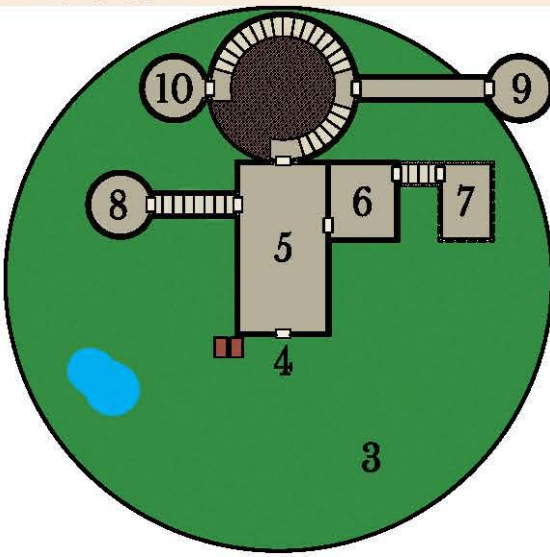
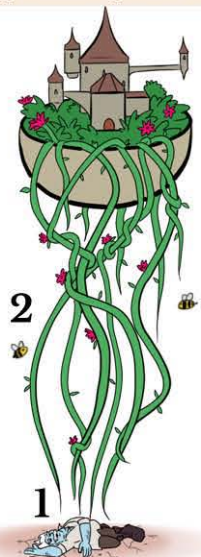
7. Cellar: The cellar is filled with oversized casks, and the walls are lined with bottles of rare wine and unlabeled potions. Empty bottles that smell of grain alcohol are scattered across the floor. If the players take the unlabeled bottles, they will receive a transformation potion, a flying potion, a healing potion, and hard liquor.

8. Davog's Room: Davog's room is tidy and tastefully decorated. A dragon doll with most of the stuffing ripped out pokes out from under the bed. It's Fluffy's favorite toy, and she's desperately searching for it. A thorough investigation of the room reveals a portrait of Davog's mother torn from a larger painting. The torn fragment is wrapped around an empty mirror frame. On the fragment's back, Davog has scribbled: "Call mom. Find mirror. Check garden, dad's room? Ask Aluris?"

The Party Guests:
Aluris - Vlorog's daughter. Bratty, princess, party girl. Cruel towards small folk.
Davog - Vlorog's son. Prim, witty, worrywart. Vegan.
Chadnir - Cocky, competitive, bad boy. Aluris' boyfriend.
Frodus - Friendly, carefree, excitable. Chadnir's flunky.
Negthara - Wry, nihilistic, dispassionate. Amateur necromancer.



Wandering Threats: "Fluffy" (a dire bear,) and rival adventuring parties prowl the halls and stairways that connect the castle rooms. When traveling through these areas, the players have a random chance of encountering either. Fluffy will attack unless offered her stuffed dragon, and the rival parties will try to rob the players of their loot. Engaging either without taking care to be quiet will draw the attention of the partying giants.



The Mirror: The mirror is a magical scrying device that once allowed face-to-face communication with Vlorog's wife, Brissal, no matter where she was. If all three mirror fragments are restored, a very surprised Brissal appears in the glass. She explains that Vlorog isn't dead (just an idiot) and offers advice and warnings about the castle so long as the players agree to destroy her husband's extensive collection of alcohol and spirits, located in the cellar. If the players accomplish the task, she tells them of a blessed diadem buried in the garden, which enhances the wearer's mental powers.

9. Aluris' Room: Aluris' room is messy: the floor is covered in clothes, every surface is covered in jars of make-up or costume jewelry, and bone accessories are tucked into every drawer. A dazzling golden collar sits in plain view on her dresser. A mirror fragment is hidden among the messy clothes. Players that climb the dresser notice several unmoving insects on its surface. Stepping onto the top of the dresser activates a magical sticky trap and a noisy alarm.

10. Vlorog's Room: Vlorog's room is grim monument to his many conquests. The weapons and armor of slain enemies hang as trophies upon the walls. Something glints from within one of the mounted helmets, like the eyes of an enemy long dead. Atop Vlorog's bed lies a crumpled parchment. At the bed's foot sits a huge chest.

The Trophies: The weapons and armor displayed are all of high quality, but most notable is a silver sword enchanted to deal extra damage to giants. The eerie glint shining from the helmet is a mirror fragment wedged in its visor.

The Parchment: The parchment is a tear stained (Vlorog's) letter from his wife, Brissal, informing him that she is leaving him due to his drinking. She also instructs him to toss out "the mirror", because she won't be answering his calls.

The Chest: The chest is magically locked and can only be opened by the key in Aluris' pocket. Inside are a dozen large jewels and a sentient harp that begs the players to release her.

Party's Over: If the player's manage retrieve the harp from the chest or attempt to wait out the duration of the party, an angry roar bellows through the castle. Vlorog has recovered from his injuries and come home, and his children beg for forgiveness as he furiously tosses out their friends. The ensuing commotion can serve as an opportunity for retreat, but if the players are spotted by Vlorog he will be quick to take out his rage on them.

STAR GROTTO CAVERNS

BY JENNEVIEVE SCHLEMMER

GOAL: RETRIEVE THE FAMED 'FIRE-THORN', AN ANCIENT ASSASSIN'S LASER RIFLE.

CENTURIES AGO, A NOTORIOUS ASSASSIN KNOWN AS **THE DUCHESS** WAS POISONED BY HER MOST ARDENT FOE. SHE SUPPOSEDLY FLED TO HER UNDERGROUND BUNKER AND DIED...OR DID SHE?

CAVE OPENING

EASY PLACE TO LAND A SHIP, HER SMALL FIGHTER CAN BE FOUND HERE. 2 PTERADACYLS WILL COME BACK TO THEIR NEST AND ATTACK ANYONE THAT LANDS HERE.

SECRET ENTRANCE

NEEDS A DC 35 CHECK TO FIND IT, OR PCs MUST ENTER THE MAZE
* DENOTES LASER OR PIT TRAP

FOYER

2 ROBOT SENTRIES

STAND READY TO ATTACK ANYONE THAT DOES NOT HAVE PASSCODE

HIDDEN SHAFT

DC 35 TO FIND / DC 30 TO CLIMB

LONG HALL

20 FOOT CEILINGS FULL OF STALAGMITES AND STALAGTITES. NOW TAKEN OVER BY SLIMES AND SPORES.

CATHEDRAL

7 ZOMBIE FIGHTERS & 1 ZOMBIE PRIEST GUARD THIS SPACE.

WHEN THE DUCHESS EXPIRED, HER SMALL BAND OF FOLLOWERS VOWED TO FOLLOW INTO THE AFTERLIFE.

1 ZOMBIE HOLDS POWERCHIP FOR ENERGY SPHERE & KEY TO UNLOCK ROOM OF REST.

CENTER OF ROOM CONTAINS ENERGY SPHERE
CAN BE USED TO DESTROY BASE.

SHIP HANGER
CAVE OPENING

ELEVATION

SHORTLEGSTUDIO.COM

ARMORY

HOT SPRINGS

LIVING QUARTERS
103 ROVING
SECURITY
DROIDS

Hidden shaft

LONG HALL

MAZE

* TRAPS

TEMPLE
OF THE
DYING SUN
(abandoned)

TO
CAVE
OPENING
(SHIP HANGER)

cathedral

star grotto

CHAMBERS

HIDDEN CACHE

WONDEROUS HAUL OF LOOT
INCLUDING A CRYSTALLINE
GIZMO & GRAV BOOTS

ROOM OF REST

HERE SITS THE DUCHESS HERSELF,
BUT NOW IN A POWERFUL UNDEAD FORM.
CLAW MARKS SHOW WHERE SHE TRIED TO DIG
HER WAY THROUGH METAL DOORS BEFORE
ACCEPTING HER FATE. SHE POSSESSES THE
FIRE-THORN RIFLE AS WELL AS A DEADLY
PULSE PISTOL, FLARES, & METAL CLAWED
GLOVES. SHE HAS A
POWERCHIP
TO ACTIVATE **STAR GROTTO**.

TRAINING
HALL

CATHEDRAL

20 FEET
H H H H

STAR
GROTTO

THIS STARRY-DOMED CHAMBER
WILL PROVIDE COORDINATES TO MORE
LONG-LOST TREASURES IF THE CHIP IS
RETRIEVED FROM THE DUCHESS.

TEMPLE OF THE DYING SUN
THIS ANCIENT TEMPLE IS FULL OF DARK
SECRETS AND RUMORS OF DEATH.

IF THE ALTAR IS EXPLORED BEFORE
GOING INTO THE STAR GROTTO, ONE
WILL HAVE VISIONS OF A FAR OFF
FLOATING CITADEL HIDDEN IN A
VEIL OF SPACE & TIME

The Crying Cricket Tavern

A one-page tavern by Jeremiah Rose. Released under Creative Commons Attribution-Share Alike 3.0 Unported (<http://creativecommons.org/licenses/by-sa/3.0>).

A cellar tavern for goblins at the bottom of a long and windy stair in a most unexpected place. Locals include:

Old Squeazand, proprietor. Horrible hacking cough, raspy voice. Fears outsiders are here just to rough up his patrons and rob him or demand bribes. Extremely greedy and untrusting. Poisoned crossbow at hand. Would rent Purple Room out. Fears a vampire abides in the sarcophagus, slumbering away in an astral dream.

Daggereye Sal. Human, dark widebrimmed hat, black scarf mask. Slippery, mocking voice. Arrived this morning, staying in the Red Room. Believes a valuable weapon is hidden in the inn, doesn't know where.

Belladonna. Fetches orders for tips, too intrepid for this dismal hole. Needs cash to run away with a boy, is sure Squeazand stores his wealth in the sea-owl head.

Most Comely Jode. Card sharp, loves the thrill of the wager. Poisoned stiletto at the belt for defense only.

Blue Jenna. Blueish skin, wizened. Speaks in riddles, has psychic powers. Sometimes shares a bed with Old Squeazand, is more fond of him than she knows. Likes to scare softies with ghost stories, says the Doubtful Dreamer haunts the tavern.

Other Goblins. Roll four d6s.

d6	Prefix	Suffix	Epithet	Description
1.	Gu-	-zzle	Greyhair	smooth-talking grifter
2.	Gry-	-zzy	of Glooms	forgetting his troubles
3.	Yur-	-zmog	Yellowcap	resents intruders
4.	By-	-ggle	the Knife	ready to blow up
5.	Ul-	-ragg	Crukshank	flushed with drink
6.	Nar-	-kydd	Thimblurig	true stan

1. Alehall: The Stompy Hole Nightmare Band (4 goblins on banjo, bones, and jug) plays loudly on a wooden stage. Some 2d6 goblins sit at tables drinking and playing cards (three-card guts) by the light of guttering candles. From a counter on the north wall Old Squeazand sells cups of watery sorghum ale, johnnycakes, and bowls of pickles. A stuffed sea-owl head watches from east wall.

2. Dingy Corridor: Peeling wallpaper, dim candle sconces, three patinaed oil paintings of crabbed, waistcoated, elderly goblins.

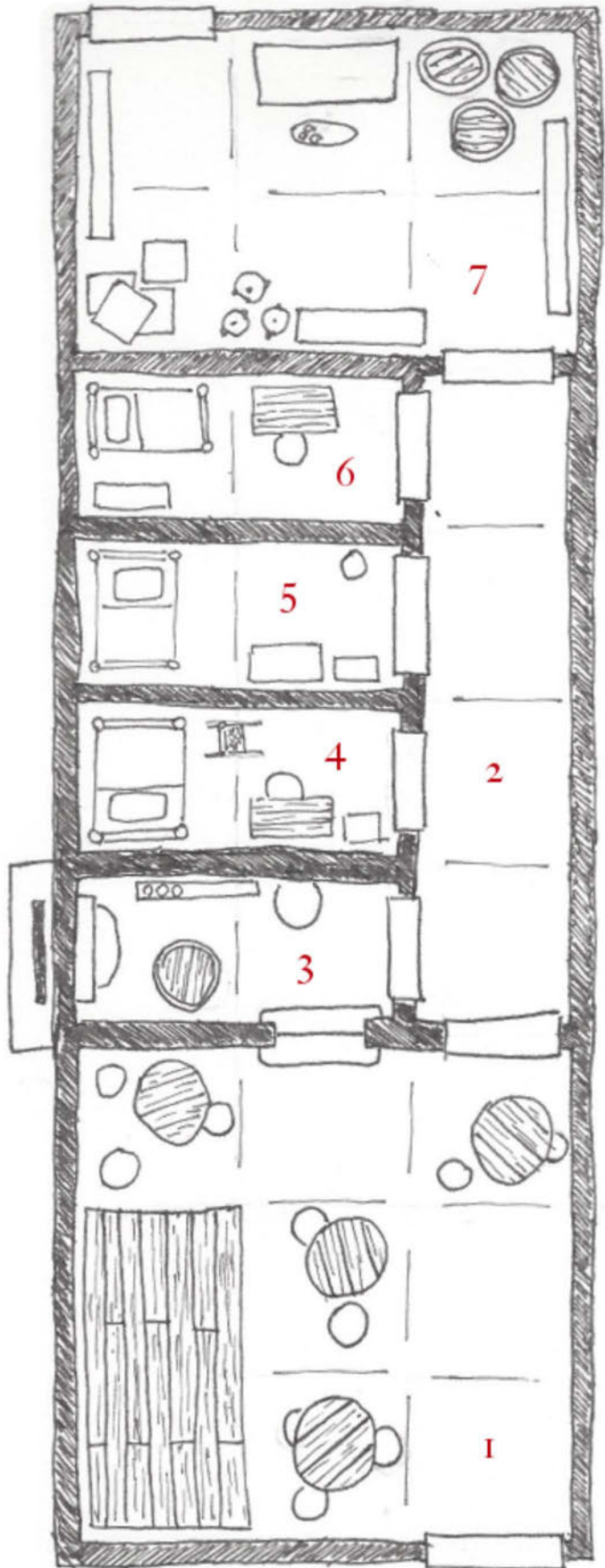
3. Kitchen: Counter on the south wall, hearth on the west wall, barrels, cabinets, and stool. Cash of copper coins kept in a padlocked coffer. A cache of gold and silver is hidden beneath a loose hearthstone marked P.

4. Squeazand's Room: Rocking chair, cabinet, drawings, and notes tacked to the green walls.

5. Red Room: Guest room with a small bed, chifforobe, cabinet, stool, hammock hooks.

6. Purple Room: Guest room with a small bed, cabinet, table and stool, hammock hooks.

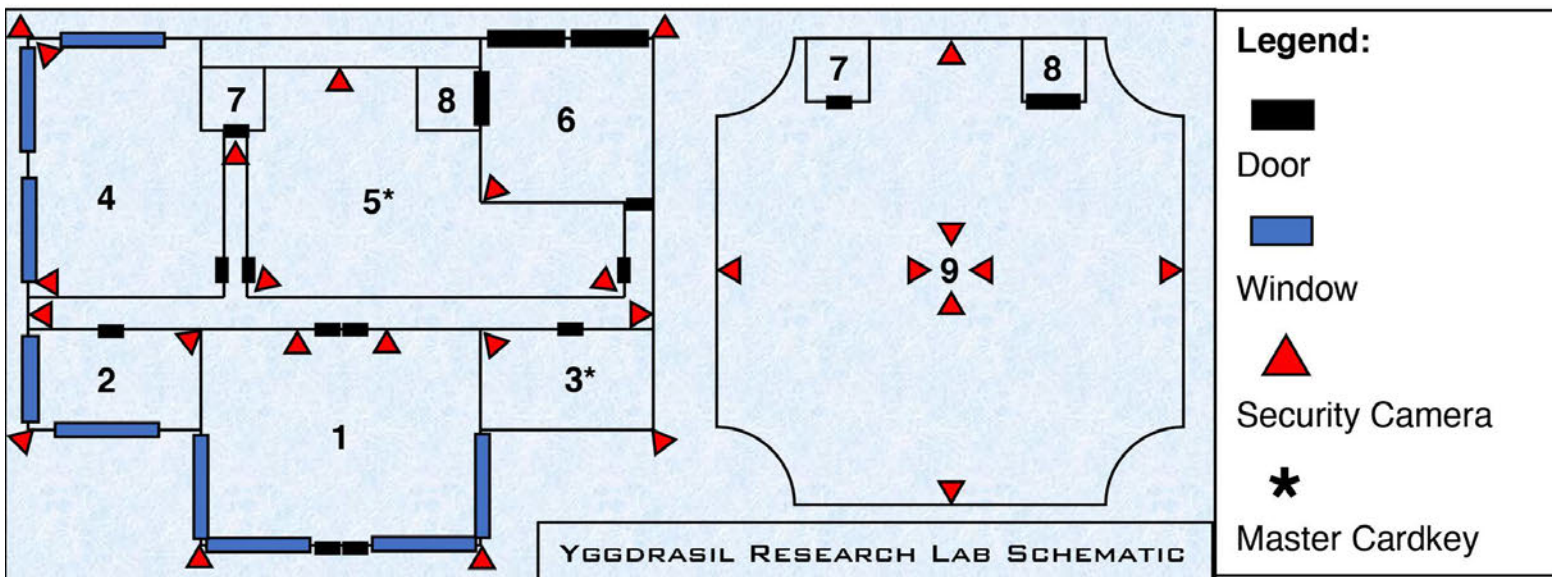
7. Store Room: Barrels, racks of liquor bottles, jugs, and crates of provender. North exit is barred and padlocked from the inside. Stone sarcophagus on the north wall is chained and sealed. Portable altar there has burnt-down candles, incense ashes, stack of silver coins. Sarcophagus contains:



OPERATION ALL-SEEING EYE

A One Page Dungeon by Jeremy DS Marshall

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According to the client it's an easy job. Of course, every client says that. For them I suppose it is; find a group of professionals, tell us what they need stolen, promise to pay us enough to make it worth our while, probably try to stab us in the back when we deliver. But if they come through, and we can get them this "Hraesvelgr" from the Aesir Corp facility, we'll have enough credits to keep us in bullets and booze for a long time. If, we can pull off this heist...

General Decor Features: The walls and floors are made of polished white marble. Furniture in areas 1, 2, and 3 are all designed to look like rich burnished oak wood, while in the laboratories they are stainless steel with grey slate counters.

Exterior Security: Windows, walls, and doors are **bulletproof and explosion resistant**. All doors are electronically locked, although all staff have keycards opening these doors. There are **three groups of 4 Corporate Security (CorpSec) Guards** armed with **submachine guns** that patrol the exterior. They have **2 Hoverdrones** armed with **Light Machineguns** that can be deployed in case of a security breach.

Digital Security: Standard **Corporate Private Network** that cannot be wirelessly accessed from outside the facility. It is filled with **Attack Programs** and the **CorpSec Security Hacker Ingram "Loki" Howel**. "Loki" is a gifted hacker and keeps track of all security camera feeds in the building, but on Friday nights he is less attentive because he plays RPG campaigns online for hours.

1. Reception Entryway: This room is dominated by a large central welcome desk, and multiple screens highlighting the medicinal projects of Aesir Corp. The desk is commonly guarded by **2 CorpSec Guards**. A **blast shutter** can be lowered over the front doors in case of attack.

2. Corporate Advertising: This room is decorated with plush furniture, nice desks, and various drinks and tobacco products to impress guests and potential financial sponsors.

3. Digital Security Room: This room is filled with computers, servers, and monitors. Security Hacker "**Loki**" is almost always jacked in to monitor the Network Security.

4. Magical Plant Medical Extraction: This lab is filled with exotic plants from across the globe, suspended in nutrient solutions. **3 CorpSec Guards** watch the lab during off hours, and there are **5 Scientists** present during the day.

5. Organism Enhancement Lab: This lab houses various instruments for cybernetically and mystically enhancing various creatures. Mice, foxes, and falcons are found in cages. **Head Researcher Freya Alsdottir** can be found here at nearly all hours, along with **4 CorpSec Guards**. During the day **6 Scientists** work here.

6. Delivery Dock: This large chamber is filled with boxes of reagents and supplies waiting to be distributed to the labs, along with a forklift to move heavy items.

7. Custodian Closet/Hidden Stairwell: This closet is filled with cleaning supplies, extra uniforms and coveralls, as well as some brooms and mops. However, behind one of the shelves is an **electronic card reader** that can be activated using a **Master Cardkey** (Security Hacker "Loki" and Head Researcher Freya have these cards). Activating this card reader reveals a hidden stairwell that descends downwards 50 meters to reach **Area 9**.

8. Freight Elevator: This freight elevator is surprisingly clean, and currently devoid of any items in need of transport. In order to operate it requires a **Master Cardkey**. When operational it can descend 50 meters to reach **Area 9**.

9. Secret Augmented Creature Combat Lab: This subterranean laboratory is an enclosed ecosystem with grass, shrubs, and trees between 5 and 20 meters tall. There are also the remnants of numerous destroyed drones. **Hraesvelgr** is found down here, a **magically awakened and cybernetically augmented Giant Eagle** that is capable of telepathic communication and offensive and defensive magical abilities. As smart as most people, Hraesvelgr is a proud creature, and longs for their freedom. There are currently **6 Hoverdrones** armed with **Light Machineguns** that can be deployed as combat partners to test Hraesvelgr, or to attack intruders.

Hraesvelgr is tagged with a **wireless tracking chip**. If he is stolen, Aesir Corp will send the **Cybernetic Mercenary Baldr**, who feels no pain, to recover the asset.

FREEDOM BEYOND THE BAYOU

By Jess and Matt C.

The Great Unknown

A thick fog blocks the way. A dilapidated bell tower lies nearby, perhaps it can open the way?

The bell can be struck to clear the fog. Each time it is, 2d6 humanoid swamp monsters begin to surround the bell tower. The bell must be struck three times to clear the fog.

The river slowly turns into a tar pit. Getting through is difficult, but even more so when large killer mosquitoes arrive. The swarm is endless so getting through the tar quickly is crucial.

1d4 mosquitoes will appear at first and then be followed by 1d2 after.

A strange gluttonous being lives in this dilapidated raised house. He is willing to give powerful tools to aid those trying to escape in exchange for something, tasty. A juicy piece of willpower should be enough.

You wake up in a humid and muddy place. The sky is pale and you are tired. Are you dead? The only way out you can see is a mucky river that pushes down this bayou. You see many others here. Most of them seem lifeless and distant; this place has taken a toll on their souls. Crude rafts idle nearby and sailing them down is the only way to escape this place.

The bayou is a one of the places the dead may go, especially those with a heavy burden. But it doesn't mean it is the end, for what lies beyond the great unknown offers something the weary souls of this place desire most--a second chance. Some take the voyage and fail, ending up back at the beginning with no willpower left to try again. Others never leave. What will you do?

A river demon, called Pratchet, waits by a lone crooked tree. He is disguised as a gentleman and attempts to convince those trying to leave to turn back. If they do not fall for his beguiling offers, he transforms into his true form and attacks.

If the catfish was freed, he will help attack Pratchet; the one who imprisoned him.

Those who make it to the riverboat are tempted to gamble away willpower, hoping to win something useful to help them escape.

There are many colorful characters to gamble with as well as a unusual slot machine. Willpower can be paid to play it and a 1d6 determines the outcome.

1. A magical banjo.
2. A golden talking frog.
3. A broken fishing pole.
4. A flower with healing properties.
5. A double-barrel shotgun.
6. A jar of swamp water.

A metal net blocks the river. If someone tries to remove it, two massive gators appear and attack.

A monstrous catfish is chained here. He asks to be freed saying he was trapped by a wretched being. He wishes to swim up the river again. If freed, he simply swims away, ominously saying that the hunt begins.

No way back! Willpower is the only thing keeping people from falling to despair. A person who first enters the bayou has 20 willpower.

Backtracking the river or getting severely hurt will cause a loss of willpower.

The Dam(ned) Lodge of the Beaver Draculas

by Jim Gies

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At the mouth of the river lies the dam - a leaning, tottering mound defying physics in its continued structural integrity. Rumor has it that the dam shelters a violent colony of bloodthirsty creatures, though no one who's investigated their lodge has made it back with confirmation. At the bottom, there is said to be wood imbued with powerful magical energy - years of cursed air and blood from untimely death must amount to something.

1) Entry Chamber: Ankle deep turgid water, smell of copper. Red, bloated wood chunks litter the floor. 1d4 blood-famished beavers roam here. They don't expect visitors and are easily surprised, but will screech upon sighting intruders and attempt to feed on their blood.

2) Exsanguination Den: Two desiccated corpses lay on rickety beds of twigs. One of them has a bag of valuables in their pocket. The other has a wooden stake clutched in hand, tufted with beaver fur. On the ground nearby in the muck is his silver dagger. Scraps of cloth float in the stagnant pools of blood and water. Roll 1d4: 1) one beaver feeding on each corpse 2) one person still lives! 3) small school of carnivorous fish smell new meat, swarm 4) the water level begins to slowly rise.

3) Treasure Room: Behind a cunning false wall lies a shiny stash of treasures. The walls have many crudely drawn portraits of beaver draculas. Several valuable jewels are among the heap, as well as a magic ring that allows the user to identify a creature by smelling/tasting its blood.

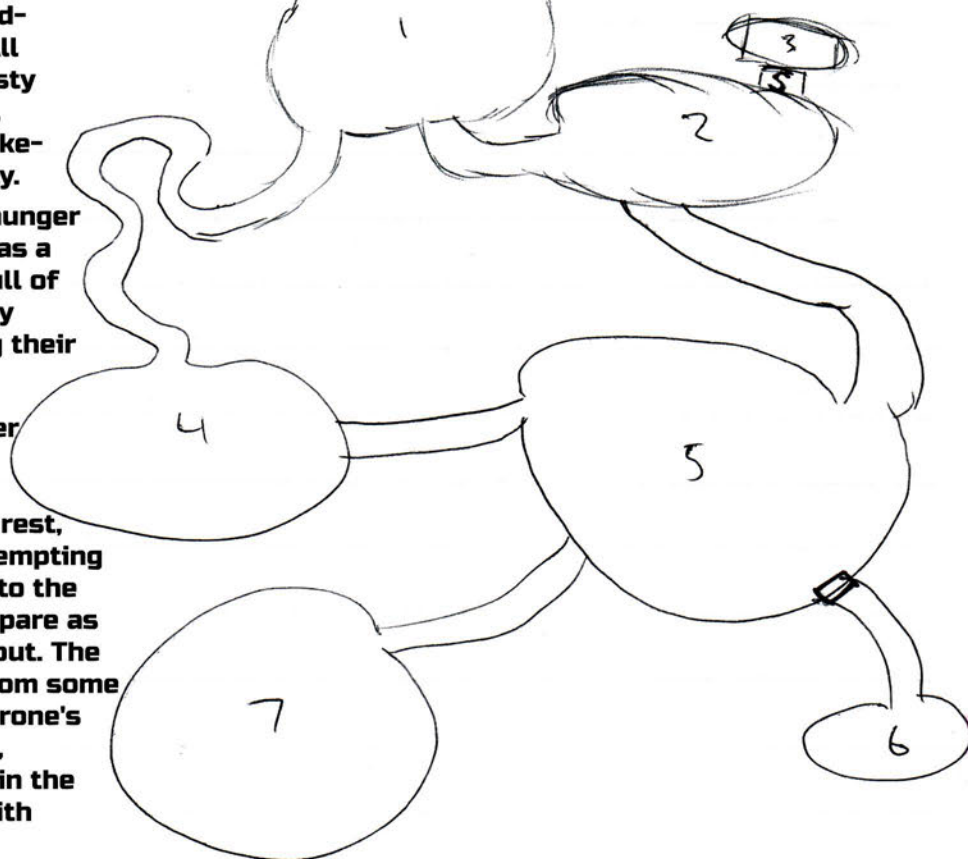
4) Blood Pool: A smaller wooden structure keeps the water here separated from the rest of the den. But that's not water - it's blood! It's a mixture of human, mundane beaver, and a few other woodland creatures'.

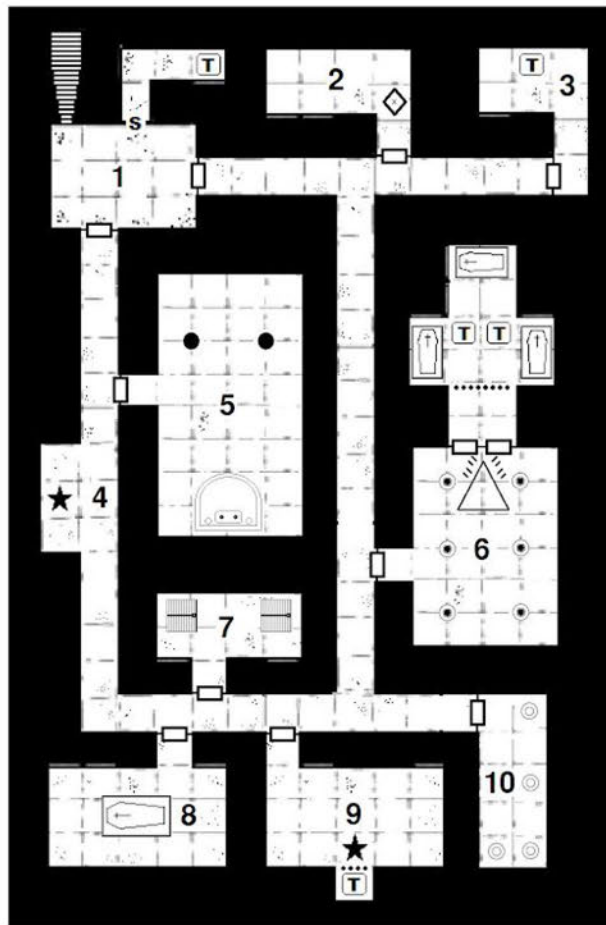


5) Den of Blood: 2d6 Beaver Draculas in varying states of rest/relaxation. Some gnaw on blood-soaked wood, others mend a damaged wall. All are displeased with the intrusion and are thirsty for fresh blood! If day time, roll 1d6. On a 4-6, half the beavers in this room are asleep in make-shift twig coffins. Otherwise coffins are empty.

6) Mosquito Den: When they find no prey and hunger still, the Beaver Draculas will eat mosquitoes as a last resort. Behind a rickety door, is a room full of them and they too are hungry. They ravenously attack any living creature that enters, draining their energy in swarms.

7) Throne of The Beaver Dracula: A large lumber throne looms behind a twig dias. Upon the dias, a beaver, quaking with fear. Above the beaver, a beaver dracula, twice the size of the rest, wears a cape, eyes closed mid-ritual. It is attempting to add to the colony by appending a "dracula" to the beaver before it. There are only moments to spare as the fearful beaver looks pleadingly for a way out. The astute will notice a magical aura emanating from some of the twigs that construct the throne. The throne's wood is brimming with powerful blood energy, allowing for many means of magical mischief in the right hands or a risk of inflicting a creature with vampirism in the wrong.





LEGEND

	TREASURE CHEST
	WOODEN DOOR
	SECRET DOOR
	STAIRCASE
	STATUE
	PILLAR
	ALTAR
	CANDELABRA
	DAIS
	CAGE
	SARCOPHOGUS
	PORTCULLIS
	URN
	BRAZIER
	DEBRIS
	TRAP

- ENTRANCE:** A STONE STAIRWAY DESCENDS INTO A SMALL STONE ROOM WITH 2 WOODEN DOORS. 1 LEADS EAST, 1 LEADS SOUTH. THE ROOM IS LIT BY TORCHES AND IS PATROLLED BY 2 SKELETON GUARDS. THE TORCHES HANG IN A ROW ON THE NORTH WALL. THE MIDDLE TORCH IS UPSIDE DOWN, TURN IT TO THE CORRECT POSITION AND A SECRET DOOR OPENS AND A SHORT HALLWAY IS REVEALED. A SMALL TREASURE CHEST SITS AT THE END OF THE HALL. IT IS LOCKED BUT IS EASILY PICKED WITH A SKILL CHECK. THE TREASURE CHEST CONTAINS 40 GOLD PIECES.
- EMPTY MAUSOLEUM:** AN OLD WOODEN DOOR LIES ON THE NORTH WALL OF THE HALLWAY THAT LEADS FROM THE EAST DOOR OF THE ENTRANCE ROOM. IT IS LOCKED. A LARGE CRACK IN THE DOOR REVEALS THE ROOM TO BE EMPTY EXCEPT FOR A SMALL BRASS KEY LYING ON THE FLOOR INSIDE. THE LOCK ON THE DOOR MUST BE PICKED TO GET IT. IF A PLAYER OPENS THE DOOR AND ENTERS THE ROOM A DART TRAP IS TRIGGERED WHEN THEY STEP ON THE PRESSURE PLATE. IT CAN BE EASILY FOUND IF SEARCHED BEFORE ENTERING AND DISENGAGED WITH A SKILL CHECK OR TAKE 1D6 DAMAGE.
- SMALL CRYPT:** THIS ROOM IS MADE OF WHITE MARBLE. IT IS COVERED BY A DARK GREEN MOLD FROM YEARS OF DECAY. THE SMELL IS ROTTEN AND VILE. THE DOOR IS UNLOCKED AND SLIGHTLY OPEN. BLOODY SLIDE MARKS CAN BE SEEN GOING UNDER THE DOOR INTO THE ROOM FROM THE CORRIDOR. A TREASURE CHEST CAN BE SEEN AGAINST THE NORTH WALL, LYING NEXT TO THE TREASURE CHEST IS AN INJURED BUGBEAR. HE IS COVERED IN BLOODY WOUNDS AND BITE MARKS. A CROSSBOW IN HIS HAND IS POINTED TOWARD THE ENTRANCE. HE FIRES AT THE FIRST PLAYER WHO ENTERS. THE BOLT CAN BE DODGED OR BLOCKED WITH A SKILL CHECK OR TAKE 1D4 DAMAGE. THE BUGBEAR SUCCEUMS TO HIS INJURIES AFTER FIRING THE CROSSBOW. THE TREASURE CHEST CONTAINS 1D20 X 5 GOLD PIECES.
- LONG CORRIDOR:** A LONG CORRIDOR LEADS SOUTH. IT IS MADE OF STONE AND LITTERED WITH DUST AND DEBRIS. A STATUE OF AN EXECUTIONER HOLDING AN AXE SITS ALONE IN AN ALCOVE ON THE WEST SIDE OF THE CORRIDOR. A WOODEN DOOR LEADS EAST JUST BEFORE REACHING THE ALCOVE. IT IS LOCKED. THE LONG CORRIDOR TURNS EAST AND HAS 4 MORE WOODEN DOORS. EACH LEADING IN DIFFERENT DIRECTIONS. THE CORRIDOR EXTENDS NORTH BEYOND THESE DOORS AS WELL. THE ALCOVE TO THE WEST IS PECULIAR, FOR THE STATUE IS CURSED AND IT WILL SWING THE AXE AT ALL WHO ATTEMPT TO PASS FROM ANY DIRECTION. YOU MUST DODGE IT WITH A SKILL CHECK OR TAKE 1D8 DAMAGE.
- SANCTUARY:** A LARGE STONE ROOM WITH 2 LARGE PILLARS AT THE NORTH END. A DAIS LIES TO THE SOUTH ADORNED WITH AN ALTAR AND 2 CANDELABRAS. THE FLOOR IS COVERED IN DEAD FLOWERS AND SMELLS OF INCENSE. 4 ZOMBIES LURK AMONGST THE SHADOWS AND ATTACK. THE ALTAR HAS A SCROLL SITTING ON IT. IT IS OLD AND TORN. IT CARRIES AN IMAGE OF 3 SHAPES; THE SUN, THE MOON, AND THE STARS.
- THE KING'S CRYPT:** THIS ROOM IS MADE OF ANCIENT STONE. IT HAS WOODEN DOORS LEADING NORTH INTO A CRYPT. THE MAIN AREA HAS A CARVED SUN TRIANGLE RUNE IN THE FLOOR AND IS LIT BY 6 BRAZIER. 3 SKELETON GUARDS PATROL THE ROOM. THE ROOM IS SCATTERED WITH DEBRIS AND ROCKS AS WELL AS DEAD FLOWERS AND OFFERINGS. BEYOND THE DOORS THE CRYPT IS LOCKED BEHIND A PORTCULLIS GATE. IT CAN BE DISENGAGED WITH A SKILL CHECK. 3 SARCOPHAGI IN SEPARATE ALCOVES CAN BE SEEN BEYOND THE PORTCULLIS. BETWEEN THEM SIT 2 LARGE TREASURE CHESTS. EACH HOLDS AN ANCIENT ITEM. THE WEST TREASURE CHEST CONTAINS THE KING'S CROWN AND 2D20 X4 GOLD PIECES. THE EAST TREASURE CHEST HOLDS THE KING'S SCEPTER AND 3D20 X4 COPPER PIECES.
- OFFERING ROOM:** AN UNLOCKED WOODEN DOOR LEADS INTO THIS ROOM. 2 RUSTY IRON CAGES SIT SURROUNDED BY FLOWERS AND TRINKETS OF ALL TYPES. PICTURES AND LETTERS ADORN THE WALLS. 2 MUMMIFIED CORPSES LIE IN EACH CAGE. LIFELESS AND DEAD. 1 SHADOW LURKS IN THE DARKNESS. IT WILL ATTACK ANYONE WHO ENTERS THIS ROOM.
- PRIEST'S MAUSOLEUM:** THE RESTING PLACE OF THE KING'S PERSONAL CLERGYMAN. A LOCKED WOODEN DOOR LEADS INTO A HUMBLE STONE ROOM DRAPED IN RED TAPESTRIES. A STONE COFFIN SITS IN THE CENTER. THE LOCK ON THE DOOR MUST BE PICKED TO ENTER. 1 GHOST ATTACKS ANYONE WHO ENTERS THE ROOM.
- KING'S STATUE:** THIS ROOM IS LOCKED BY A WOODEN DOOR. IT MUST BE PICKED TO ENTER. THE ROOM IS OLD AND MADE OF STONE. A STATUE OF THE KING SITS AGAINST THE SOUTH WALL. BEHIND THE STATUE A SMALL PORTCULLIS BLOCKS AN ALCOVE CONTAINING A BRASS TREASURE CHEST. THE STATUE IS OF THE KING IN FULL BATTLE REGALIA BUT HE IS MISSING HIS CROWN AND SCEPTER. WHEN THEY ARE RETURNED THE STATUE SLIDE TO THE WEST AND THE PORTCULLIS LIFTS. THE BRASS TREASURE CHEST IS LOCKED AND CANNOT BE PICKED DUE TO MAGIC. IT MUST BE UNLOCKED BY THE SMALL BRASS KEY. THE BRASS TREASURE CHEST CONTAINS 1000 GOLD PIECES AND A CLOAK OF INVISIBILITY.
- MAUSOLEUM OF SOULS:** AN UNLOCKED WOODEN DOOR LEADS YOU INTO AN OLD STONE ROOM. 4 URNS SIT INSIDE THIS ROOM EACH ETCHED WITH A NUMBER AND A BRASS LOCK. 1 TO 4 RANDOMLY PLACED. ON THE NORTH WALL 4 NUMBERED KEYS HANG WAITING; NUMBERED 1 TO 4 RANDOMLY. THESE OPEN THE URNS TO REVEAL THEIR CONTENTS. URN 1= 250 COPPER PIECES, URN 2 = 1 SCORPION ROLL 1D6 DAMAGE, URN 3 = 100 SILVER PIECES, AND URN 4= FIREBALL TRAP ROLL 1 D8 DAMAGE.

The Terrible Island of Dr. Weir

A crew down on their luck investigate the disturbing disturbances.

CAPTAIN SWARTH'S BRIEF BRIEFING

You're the newest and most expendable members of the crew. So you're volunteering to go and find the source of these disturbances so I... err, we, can get paid. This island wasn't around a month ago and the merchants have paid... us... to make it go back to not being here.

MR MISER THE QUARTERMASTER

Hmmph, you'll probably all be dead by morning, so only take what you need, they choose...

1. **X'Andra-silk Climbing Gear** - Strong light ropes, choice of the expert climber.
2. **Universal Adapter** - It can interface with virtually any mechanical device, creating new paradigms of connectivity. Aids in mechanical engineering.
3. **Experimental Serum** - It might heal you, it could increase strength, it might do... something? (D6: 1-2 Healing, 3 Strength, 4 Smarts, 5 Speed, 6 Something)
4. **Interdimensional Phase Augur** - Detects points of weakness in interdimensional creatures, though it takes some moments to calibrate.
5. **Very Big Bomb** - Large, round and makes a big bang. Fuse could be longer though...
6. **Victory Hamper** - Champagne, caviar, cigars, fresh clothes and camera obscura with tripod. Winning isn't a victory if you don't look dapper doing it!

#1 - ANCHORAGE OF PERIL!

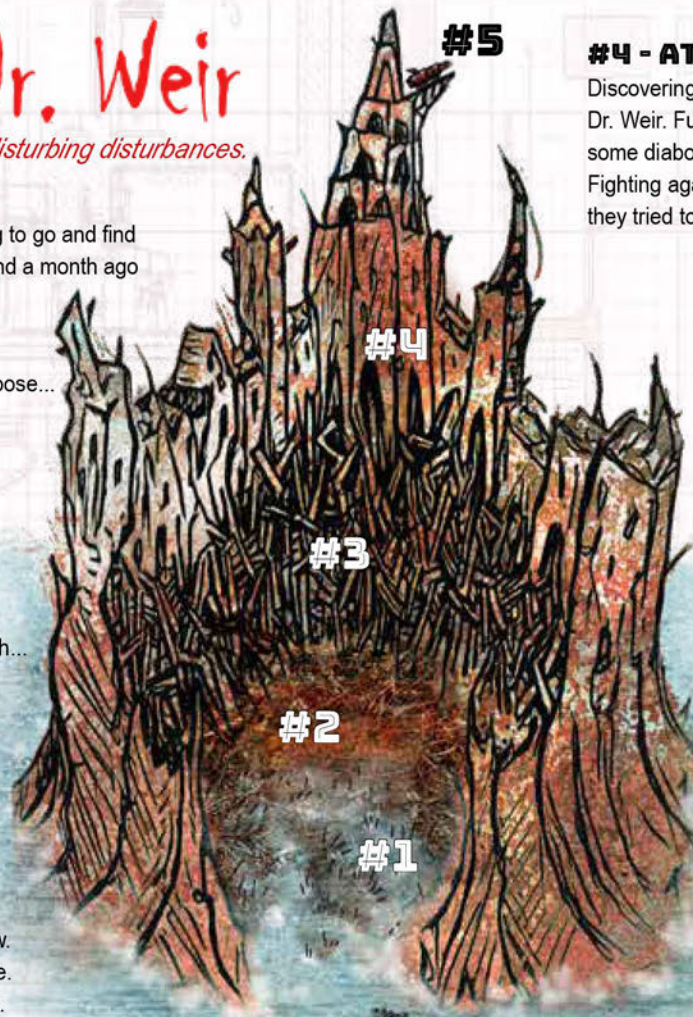
Steering the launch through the tangled, rusted maze of tree-like structures, the expedition had to avoid the...

1. **Grasping Fronds** - Submerged roots and cables that wrapped around the boat.
2. **Shattering Boughs** - Parts of the twisted jumble separated with explosive force.
3. **Scalding Steam** - Superheated jets that erupted periodically from the waters below.
4. **Rust Leeches** - Tried to eat the boat, oars and anything with iron, including people.
5. **Putrid Spore Cloud** - Fetid and rank miasma that stole breath and emptied bellies.
6. **Hideous Shrieks** - Sanity shattering sounds of tortured metal, grating against itself.

#2 - ESCAPE THE LIVING JUNKYARD!

Braving the rusted sands and shattered machines of the golem graveyard, they bravely fought off...

1. **Finger Swarm** - Something animated loose golem fingers, it wanted living parts.
2. **Shard Tentacles** - Like those of a squid but fused with the fabric of the junkyard.
3. **The Mastomatic** - The head of a monstrous gigantic golem still alive without its body, its huge jaws snapping with insatiable hunger.
4. **Fractured Control Crystal** - Floating green crystal shards that were looking for a new host to embed themselves in, with prejudice.
5. **Undead Rust Hounds** - Part machine, part corpse and 100% abomination against nature, these creatures seemed to always find their prey.
6. **Mosquito Drones** - Built to sample with armour piercing probing proboscis, they no longer discriminated in their targets.



#3 - INTO THE BREACH!

Ascending the decaying walls, traversing through jumbled cables and navigating mouldering balconies, the whole island started to convulse. The foaming waters destroyed the launch, removing their only escape. They finally gained access to the interior of the island, but not before navigating the...

1. **Conduit Burst** - Acid sprayed in all directions, threatening flesh and belongings alike.
2. **Lubricant Line Rupture** - Which covered the climb in a perilous, glistening grease.
3. **Gantry Collapse** - Spanning two points, an ancient gantry started to collapse.
4. **Cryptographic Door** - A bulkhead that could only be opened by bypassing the locking mechanism or cracking the code.
5. **Kerplunk** - Scaling down a debris filled passage, the rubble and detritus came loose.
6. **Leap of Faith** - A dizzying void between two balconies, the rope stretched but so did their nerve...

#4 - ATTACK THE EIDOLON ENGINE!

Discovering the dimensional reactor, they finally came face to almost-face with Dr. Weir. Fused into the torn machinery of the portal, his mutilated flesh still clung to some diabolical sort of life whilst his mind lapsed between madness and stark lucidity. Fighting against the buckling walls of reality and the possessed remnants of machinery, they tried to shut down the infernal device. At every turn, they had to deal with...

1. **Malevolent Instructions** - They sounded like ways to stop the encroaching madness, but only made it worse.
2. **Attacks from Beyond the Void** - Pushing through the veil of reality, deadly scything blades of energy cut across the chamber.
3. **Shattered Screams** - Broken beyond mortal comprehension, the dreadful screams of Dr. Weir ate at their minds and tore at their souls.
4. **Reconstructing Machinery** - The room adjusted and reconfigured itself with violent malicious intent and a ruthless efficiency.
5. **Mind Control Apparatus** - Cables flew from the walls, trying to bury themselves into the crews skulls and puppet their flesh.
6. **Lucid Guidance** - Briefly coherent, the Dr tried to aid the crew, but could his advice be trusted?

#5 - FLIGHT TO FREEDOM!

The island continued to sink below the waves, in the topmost tower the crew found a mysterious, incomplete craft poised to launch into the air. The crew struggled to repair the vessel whilst fighting against the...

1. **Cook Golem** - A medley of limbs attached to pots, pans, blades, mashers, whisks, spoons and a really big ladle.
2. **Butler Golem** - It was most polite, but insisted everyone sit down and wait for the master of the house. Immediately!
3. **Possessed Golem** - Whatever it was once was, it probably wasn't meant to have that many tentacles...
4. **Bodyguard Golem** - It militantly protected one of the crew against all the rest, their protestations falling on deaf ears.
5. **Mesmo-Golem** - Psychoanalysis from the psycho golem, it probed the crews deepest insecurities.
6. **Teacher Golem** - The class was being very unruly and needed to be disciplined.

THE ISLANDS SECRETS

The mechanical island was a secret retreat and Golem laboratory, where Dr. Weir pursued his life's work of creating the perfect self powered golem, the Eidolon ellipsis. The research led the Dr. to develop a dimension breaching engine that could act as an eternal power source for his creation, however, that dimension was not empty...

(Hint, roll as many D6 as you like!)

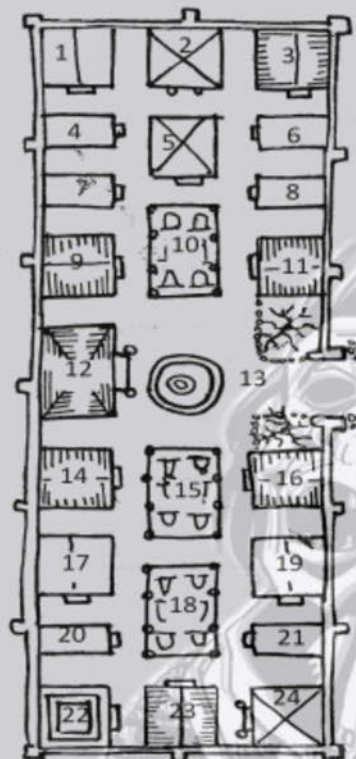


Ostensible
Cat
Design

Created By: Johnathan L
Bingham
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Necropolis of Storr

Haluman the Ineffable failed his bid for immortality becoming a reverse lich. Imbued with a necrotic energy, you must stop him and prevent the necrotic singularity. Search the necropolis of Storr, find Haluman and defeat him before the world succumbs to a wave of death!



Die Roll	Encounter (1-3 on d6)	Item of interest (1-2 on d6)	Event (33% chance upon finding a necrotic sigil or 2-4 on 2d6)
3	6d6 skeletons	Pile of skulls	Haluman summoned: The avatar of the necrotic god Gatroz will appear in 1d6 rounds. Haluman is a 12 th level arcane spell caster
4	Cold spot	4d20 coins (see side bar)	
5	1d6 skeleton knights on undead horses	Weapon rack (see side bar)	
6	4d6 zombies	Necrotic Sigil	Portal to plane of death opens: Haluman has opened the portal to the plane of death. He will succeed in creating a necrotic singularity in 2d6 turns (20-120 minutes) unless stopped. The portal will appear as a jet of black flame rising to the heavens. Roll 4d6 to determine location of portal in the necropolis. Characters will encounter Haluman as above.
7	10d6 Grave worms (save versus disease or lose 1d6 hp per round)	1d6 coffins with intact but inanimate corpses (see side bar)	
8	Eerie Sounds	Iron Bound Wooden Chest (see side bar)	
9	1d6 non-interactive apparitions acting out a scene of traumatic impact	Necrotic Sigil	Corpse golem: All undead that have been slain by the party up to this point will coalesce into a corpse golem (with combine hit dice of composite undead) in 1d6 rounds and seek out the party
10	3d6 plague rats	Flaming Skull (explodes when in 10 feet of a living being for 4d6 dmg 20 ft radius)	
11	1d6 Spectres	Statue (Angel 35%, Human 45%, animal 15%, monster 5%)	
12	Foul Stench	Dry Fountain	Zombie Fountain in the plaza: 1d6 zombie spew from the fountain in the centre of the necropolis every other round. The fountain itself must be destroyed (8 hit dice).
13	2d6 Undead Giant Bats	Necrotic Sigil	
14	Incoherent Gibbering	Gory find: Pool of blood and bones, Bundle of hair and teeth, pile of internal organs, etc.	
15	1d6 Hellhounds	Necrotic Sigil	
16	Inarticulate Scream in the darkness	A lit candelabra	
17	2d6 wights	Fountain of Putrescence (Spray effluence 30 ft radius (save vs death or vomit blood (1d6 hp loss) for 1d4 rounds))	
18	1d2 Vampire	Necrotic Sigil	

TREASURE GUIDE:

Coins:

- 20d6 copper (75%)
- 15d6 silver (15%)
- 10d6 gold (10%)

Weapons Rack:

- 1d6 swords
- 1d6 axes
- 1d6 maces
- 2d6 spears
- 1 magic item ((5% overall 70% +1/30% +2)sword (5%), mace/club(45%), Axe (5%), Dagger (45%))

Iron Chest/Coffin:

- (25% trapped save or 4d6 dmg)
- 4d6 gems(15% chance)
- 20d6 coins(40% chance)
- 1 magic item ((5% overall 70% +1/30% +2)sword (5%), mace/club(45%), Axe (5%), Dagger (45%))

GM Notes: For each keyed area in the Necropolis of Storr, roll on the Encounter/Item/Event Table. First determine if there is an encounter (1-3 on a d6), then roll 3d6 to determine encounter type. Repeat for Item and Events. If there is no Encounter, item, or event, then that area is empty. An event is triggered by either finding a necrotic sigil or by a roll of 2-4 on 2d6. The Necropolis is cleared if Haluman is discovered and defeated.

FAMILY FEUD

Background/Hook

The Fosters and McClements have never gotten along, but lately things have escalated. Sheriff Stevenson is seeking a third party to settle the dispute before something terrible happens. Unknown to the townsfolk, Baron Vermont is behind the escalation, hoping to take over both farms to increase his wealth.

Setting

This adventure takes place in the town of Farbrook. Farbrook is a small town surrounded by small farms with a population of only about 50 people. It is ruled over by Baron Victor Vermont.

Non-Playable Characters

The Fosters-

Zachariah (Patriarch), Miriam (Wife), Suzy (Oldest Daughter), Joanna (Daughter), Richard (Oldest Son), James (Son)

The McClements-

Jebediah (Patriarch), Meredith (Wife), Paul (Oldest Son), Delilah (Daughter), Billy (Son)

Family Farms

The Farms of the Fosters and McClements are located a small distance outside of town. The two are separated by a small brushlike. In the center of the farms is a large glass orb on a pedestal capable of controlling the weather on the farms.

Time-Line of Escalation

- The Two Families have a history of minor violence, but share the weather control orb.
- Baron Vermont sells Meredith McClement some Azaleas, which affects the Foster hone, making the honey hallucinogenic.
- The Baron puts deadly nightshade in the feed of the McClement cow, killing it.
- The Baron used the orb(under the cover of night) to set fire to the Foster's wheat via lightning.
- Various members of the two families make unusual purchases, preparing for violence.

Rumors Around Town

- "A caravan of migrant workers is coming, but the Baron doesn't seem too worried."
- "There's a giant orb between the Foster and McClement land that controls the weather."
- "The Baron has had many servants running errands lately."
- "I saw Billy McClement buy a crossbow yesterday, and Zachariah Foster's paying to have sickles and axes sharpened."

At the Farms

When the PCs arrive on the scene at the farms of the Fosters and the McClements they will find the two families arguing with each other about the last two attacks.

Clues

Investigating the farms may reveal the following:

- A golden button located near the weather orb. (Very few people in town can afford golden buttons.)
- The flowers purchased by the McClements are not the kind they think they are.
- There is deadly nightshade in the cow feed of the McClements. But it does not grow around the farms.

GM TIPS

If your world allows them, have the family members buying excess firearms and ammunition instead of a crossbow and getting tools sharpened.

If players get a chance to see the Baron prior to meeting with the families, drop hints about his garden containing purple berries(Nightshade) and pink flowers(Azaleas).

This adventure assumes the sheriff has the power to arrest Baron Vermont, given sufficient evidence. In your game, this might not be an option. Maybe the farmers ask the PCs to help them run the Baron out of town, or perhaps the Baron is too powerful to be dealt with immediately and changes tactics upon being found out.

THE DANCER'S COLD REVENGE

Discovering Herself: Orphaned by an overly harsh sentence handed to her parents, Arwell found herself hungry and homeless in a small farming village. She wandered the woods, often to avoid contact with the townspeople. Dancing and performing for her meals, she grew resentful of the townspeople that took her parents away. She discovered her gift of magic in the midst of a white wolf attack. Having sworn revenge on the small village of Tachosh, she returned some years later to destroy all within.

Scene 1: The party learns of Arwell, as a local official tacks a wanted poster on the bulletin board. He has little information on her, but knows she is dangerous. He is certain to state that, "would be bounty hunters", must pay for qualification and a license to do so. (Failure to obtain the license prior to seeking out Arwell will result in forfeiture of the reward.)

Scene 2: The party meets a group of adventurers seeking to collect Arwell's bounty. The adventurers are eager for the party to join them in the task, even going so far as to offer for the group a ride in their extra wagon. This group consists of a young noble born human with a magic sword (leader), an elf cleric charged with protecting the leader, a dwarf folk hero who knows the area, and a female gladiator who is simply along for the reward money.

Scene 3: Halfway into the journey to Tachosh, the leader of the adventurers gets "cold feet" and decides maybe they should head back. If provoked, he will attack the party. All but the cleric will participate in the battle if necessary. He often states, "I'm just here for the boy's safe return to his family." Should the party find themselves in possession of the leader's sword, they'll examine a finely crafted sword with the previous owners name inscribed upon the blade. It gives off a dull green glow, and functions as a +1 shortsword.

Scene 4: With the village in the distance, a goblin scout with a looking glass is discovered on the side of the road hidden in shrubbery. Using the looking glass, the party can see the village people all frozen and hanging from a large tree in the plaza. Several goblins run about, pelting one another with the piles of snow all around the village. If they watch for 10 minutes or longer, at the longhouse (likely the town meeting place) they'll catch the first glimpse of Arwell as she comes out and twirls with the goblins, before returning into the longhouse.

Combat: Arwell has no loyalty to the goblins. She has no desire to die, but refuses to be taken alive. Her goblin entourage protects her fiercely.

ARWELL "ICY DANCER" GALORINA

Medium humanoid (elf), unaligned

Armor Class 12 (15 with mage armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	13 (+1)	13 (+1)	15 (+2)

Skills Arcana +3, Deception +5, Perception +3, Stealth +5

Damage Resistances cold

Senses passive Perception 11

Languages Common, Elvish

Challenge 3 (700 XP)

Fey Ancestry. Arwell "Icy Dancer" Galorina has advantage on saving throws against being charmed, and magic can't put her to sleep.

Elemental Adept. Arwell ignores resistance to cold damage, and creatures with immunity to cold damage are instead treated as having resistance to cold. In addition, when she rolls damage for a spell that deals cold damage, treat any 1 on a damage die as a 2.

Innate Spellcasting. The arwell "icy dancer" galorina's spellcasting ability is Charisma (spell save DC 12). The arwell "icy dancer" galorina can innately cast the following spells, requiring no material components:

At will: *Chill Touch*, *Friends*, *Frostbite*, *Mage Hand*, *Ray of Frost*
3/day each: *Absorb Elements*, *Hold Person*, *Ice Knife*, *Shield*
2/day each: *Mage Armor*, *Misty Step*, *Snillloc's Snowball Swarm*

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 2 (1d4) cold damage.

Optional Modifications

Wolves: *Instead of Arwell's followers consisting of lowly goblins, consider altering her story to allow for the use of wolves instead. The pretty elf lady, raised by wolves, with a penchant for icy murder.*

No Surprise: *The goblins may have discovered the party long before they laid eyes on Tachosh. Consider setting up multiple ambushes for the group to encounter during their travel to the village.*



To generate the prison:
 ##### (1) Roll a (d8) to identify the Room Shape.
 ##### (2) Describe the variables of the Room to the USERS
 ##### (3) For the Room Shape, use the Encounter Roll dice
 ##### (3a) If the Encounter asks you to roll dice, do so
 ##### (4) Roll for next Room Shape (d8) . Exit prison on a 1

Encounter Roll	Encounter
#	
1	Roll a d2: Party is attacked by a (0) = Corrupt AI that can distort reality and summon malicious VIRUSES. (1) Malevolent HACKER that can paralyze individual USERS.
2	Small Puzzle Room with 6 LOGIC GATES on each wall. Roll a d6. This is the exit door. USERS get a valuable piece of source code (eliminates an entity in the prison / for sale) upon exit. The opposite side of the die is also an exit, but no reward. All other doors transport the party to the other side of the door. Example: Door 5 leads to Door 2.
3	Roll a d2: (0) Malware infests one of the USERS, spawning a clone of them. The other USERS have a hard time distinguishing between the two. (1) Botnet swarm attacks the USERS.
4	Users find a corrupted app. It offers them a source code fragment to tunnel to its namespace and d4: (1) = Break an endless loop (2) = stop a memory leak (3) = clear out the RAM (4) = fight off a DDOS attack.
5	Entering the room, USERS find BUGS scattered like neon whisps about the room. Glowing slit in front of USERS. Roll d4: (1) fragments coalesce, explode immediately, damaging all party members. (2) attack with low intensity, but impede USERS progress (3) BUGS coalesce into the door to that would have led the party to the next room. Now this door leads to the previous room, and the BUGS reset to previous state as party re-enters. (4) BUGS do nothing unless attacked.
6	Treasure Room. d6 (1) = USERS free up extra memory (2) = obtain more processing units (3) = gain data about the prison (4) = befriend an AVATAR (5) = obtain an attack VIRUS (6) = learn a hash key to vital info about an enemy.
7	Timer Puzzle: 30s HOLOGRAPH appears in front of the USERS (real time) and ticks down. Single button in the center of the room. If clock reaches 0, door opens to next room (no penalty). If the USERS press the button, roll d6: (1,2) = Time on clock halves (3,4) = 15 seconds added (5,6) = WORMS attack. On exiting the room, USERS can obtain WORM code (distracts enemies).
8	Rare Treasure Room. d8 (1,2) = Cache cleared for all users (3,4) = Support Bot (5,6) = Piece of source code per user (7,8) = Malicious attack worm to command per user.



Room Roll	Room	d8
#	Shape	Encounter Roll
1	cube	(exit)
2	tunnel	d2
3 or 4	tri-hedron, tetrahedron	d4
5 or 6	pentahedron, hexahedron	d6
7 or 8	heptahedron, octahedron	d8

Room (d8) = 4
 Encounter (d4) = 2

Room (d8) = 6
 Encounter (d6) = 1
 Additional (d2) = 1

Room (d8) = 6
 Encounter (d6) = 5
 Additional (d4) = 4

Room (d8) = 8
 Encounter (d8) = 8
 Additional (d8) = 8

Room (d8) = 3
 Encounter (d4) = 2

Room (d8) = 8
 Encounter (d4) = 3
 Additional (d2) = 0

Room (d8) = 2
 Encounter (d2) = 1
 Additional (d2) = 0

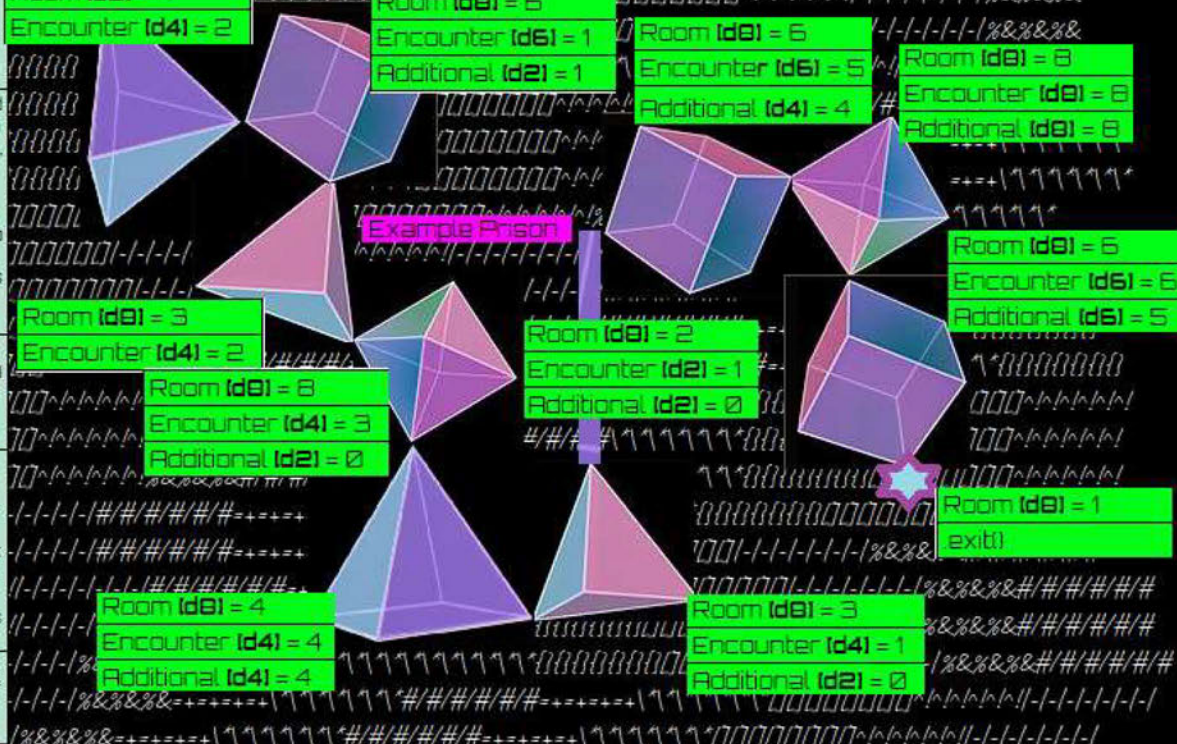
Room (d8) = 6
 Encounter (d6) = 6
 Additional (d6) = 5

Room (d8) = 4
 Encounter (d4) = 4
 Additional (d4) = 4

Room (d8) = 3
 Encounter (d4) = 1
 Additional (d2) = 0

Room (d8) = 1
 exit()

Example Prison



The Rescue of Dr. Mori

Julio F. Tassinari

TWIST

One of the players is pretending to be part of the mission, but he has secretly been hired by EE to bring Dr. Mori to them. Unlike the other player that must bring him alive, the traitor is allowed to kill Dr. Mori in extreme situations.

GOTTA BE STEALTH

The ship is full of guards patrolling all around, fighting would not be recommended, so at every scenario they approach they may try to take out the guards before being noticed by making a **Stealth Check (DC Medium)**, in case of failing the check the guards notice them and a fight starts, if the players engage in a fight they must kill the guards in one single turn, otherwise every other guard in the ship will be alarmed. Either by making a stealth check or by killing them, the players have to hide the bodies once done by making another **Stealth Check (DC Hard)**, if the players fail they must **roll a d6** to determine how many changes of scenes they have until all the guards in the ship are alarmed.

GUARDS ALARMED

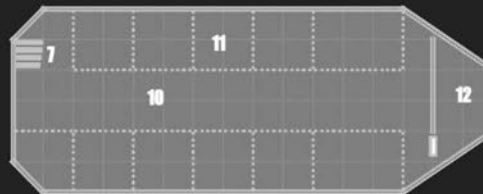
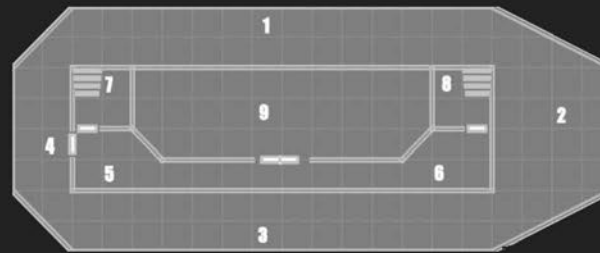
When the guards are alarmed they have advantage on the initiative for the combat and cannot be taken out by stealth checks.

PRISONERS' CELLS

Neither the prisoners' cells nor the interrogation room can be opened from outside, these doors can only be opened by the Control Room in 13. Otherwise the players may try to bomb through, but then all the guards in the ship will be alarmed.

CONTEXT

In the year of 2077 the world is heavily marked by the current ongoing war between three factions, The Phoenix Alliance (PA), The Blue Horizon (BH) and The Eternal Earth (EE). The players are mercenaries hired by the PA to infiltrate a heavily armed BH spaceship transporting Dr. Mori, a recently captured Ballistic Engineer, and other prisoners from PA, their mission is to bring him back alive.



ROOMS

1. This is where players initially get to the ship and where they must be with Dr. Mori at the end to be able to get their escape ships. This passage has **1 Guard** patrolling.
2. This place has **2 Guards** patrolling.
3. This place has **1 Guard** patrolling.
4. This place gives access to the interior of the ship, but the door can only be **unlocked by a security card** (every guard has one).
5. This place has **1 Guard**, that cannot be taken out stealthily by someone coming through the outside door.
6. This place has **1 Guard** by the door to the stairs.
7. These stairs take to the lower level of the ship, where the cells are located.
8. These stairs take to the upper level of the ship, where the control room is.
9. This is the living room of the guards that are not on patrol at the moment, this is where they rest and eat. There are **5 Guards** inside at the moment but none of them are paying attention to the hallway, but passing through it still requires a **Stealth Check (DC very easy)**. In case the other guards have already been alarmed, the 5 guards will be waiting and ready to fight.
10. The hall of the prisoners' cells has **1 Guard** patrolling it.
11. There are many other prisoners around but none of these cells have Dr. Mori in them. Once the players come back with Dr. Mori the prisoners are going to start begging to be saved too, by making an **Intimidation Check (DC Medium)** they are silenced again, otherwise they start making a lot of noise and all the guards in the ship are alarmed.
12. This is the Interrogation room, where you are going to find Dr. Mori being tortured by **2 Highly Armed Guards**.
13. This is the Control Room where **The Captain and 2 Guards** are distracted watching the interrogation in room 12 through the cameras.

Stranger Games & the Twilight of the Slayers

It was another average day at Averton High until the new students showed up. They seem unusual. They also seem... very eligible. Befriend these newcomers to save the world - and find your one true love! (Fill out the following Mad Lib to get started! Or play again with a twist using the Next Time roll)

players new residents just moved into town and everyone is adjective because they moved into the adjective building type on noun street. It's rumored that famous name verb-ed there. However, you'll have to work with these newcomers if you want to save your town from the invading number mythical creatures before the noun verbs and the final battle begins!

Gender: 1d4

1: male

2: female

3: agender

4: genderfluid

Height: 1d4

1: short

2: average

3: tall

4: adjustable

Appearance: 1d4

1: disheveled, but cleans up well

2: physique of the divine

3: average, boring, nothing special

4: can't tell under all that blood

The Newcomers

one key NPC per player

tables may also be used for PC creation

Personality: 1d8

1: cold

2: angsty

3: dangerous

4: chaotic

5: kind

6: artistic

7: selfless

8: honest

Archetype: 1d8

1: escaped test subject

2: teenage werewolf

3: ancient vampire

4: disguised nobility

5: poor farmhand

6: possessed vessel

7: spacey genius

8: student of magic

Nothing ever happens here...



Locations: choose 1/day

- a) Public Beach
- b) Creepy Old Church
- c) Abandoned Factory
- d) Genetics Lab
- e) Town Hall
- f) High School
- g) Movie Theater
- h) Martial Arts Gym
- i) Old Bookstore
- j) Old Farmhouse
- k) Old Slaughterhouse

Events: 1d8 (daily)

- 1: Beach Episode
- 2: Invasion at Prom
- 3: Training Montage
- 4: Trials of the Hero
- 5: Battle of the Bands
- 6: Sorting into Factions
- 7: A Mysterious Death
- 8: The Final Battle (end)

Next time: 1d6

- 1: Genderbend
- 2: Age up/down
- 3: Good-Evil swap
- 4: In Spaaaaaace
- 5: Gritty/chibi reboot
- 6: Everyone is a mermaid

written by @karis_m_jones
and @natescottjones

For the last few months goblins have been stealing occasional sheep or two. Recently they started taking cows and a dog, you have been hired to stop it.

The Curse Of The Goblin Tomb

a One Page Dungeon By
Keith "indi" Salamunia 2020



1) Following the trail, the goblins have taken over an abandoned church outside of town. The path climbs a hill of overgrown terraces with patrols.

2) To the side of the trail is a cave with one tomb. The burial hides a secret passage into the depths of underground labyrinth network.

3) The roofless ruins of the church are being used as an outpost by the goblin raiders. Behind the altar, doors to the catacombs have been broken off their hinges.

4) As the stairs descend, they wind past a beautiful sculpture of the former church's diety. The path continues until it reaches an intersection.

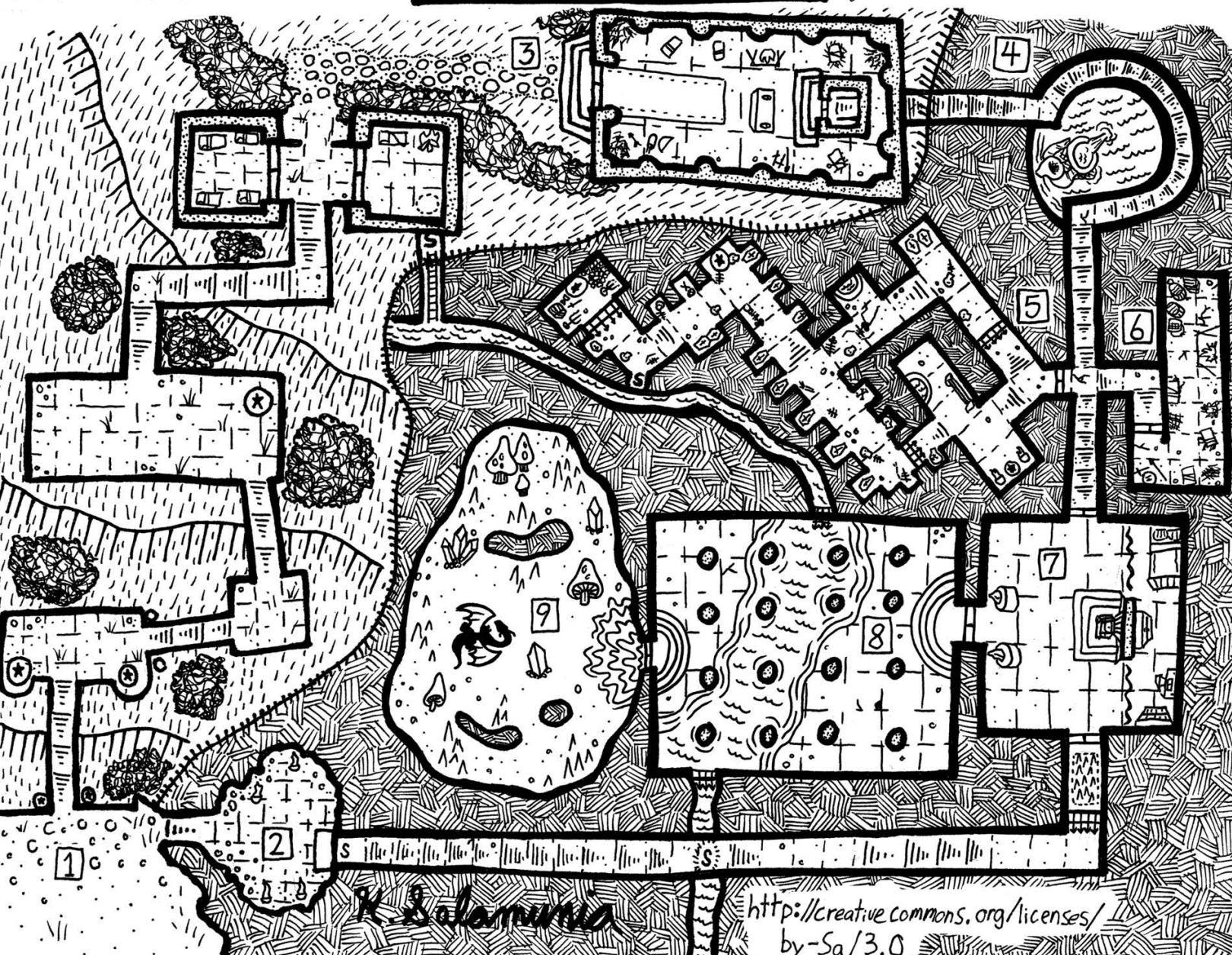
5) The gates to the catacombs are chained shut and "Dead Inside" has been painted on the floor in goblin. It is full of undead but in the back is the church's vault full of gold and relics.

6) The goblins are using the mourning chambers as a barracks and kitchen. The room smells of foot sweat and badly cooked meat.

7) The Elf witch who leads the goblins is using an underground chapel as her laboratory and throneroom. She has been feeding her pet the stolen livestock.

8) The former cistern has run dry. Pillars support the room that was once a massive pool of water. The river that once fed it has died to a trickle.

9) The witch's pet is a young shadow dragon that grows more ravenous. The room is slowly being consumed by a portal to the dark realm.

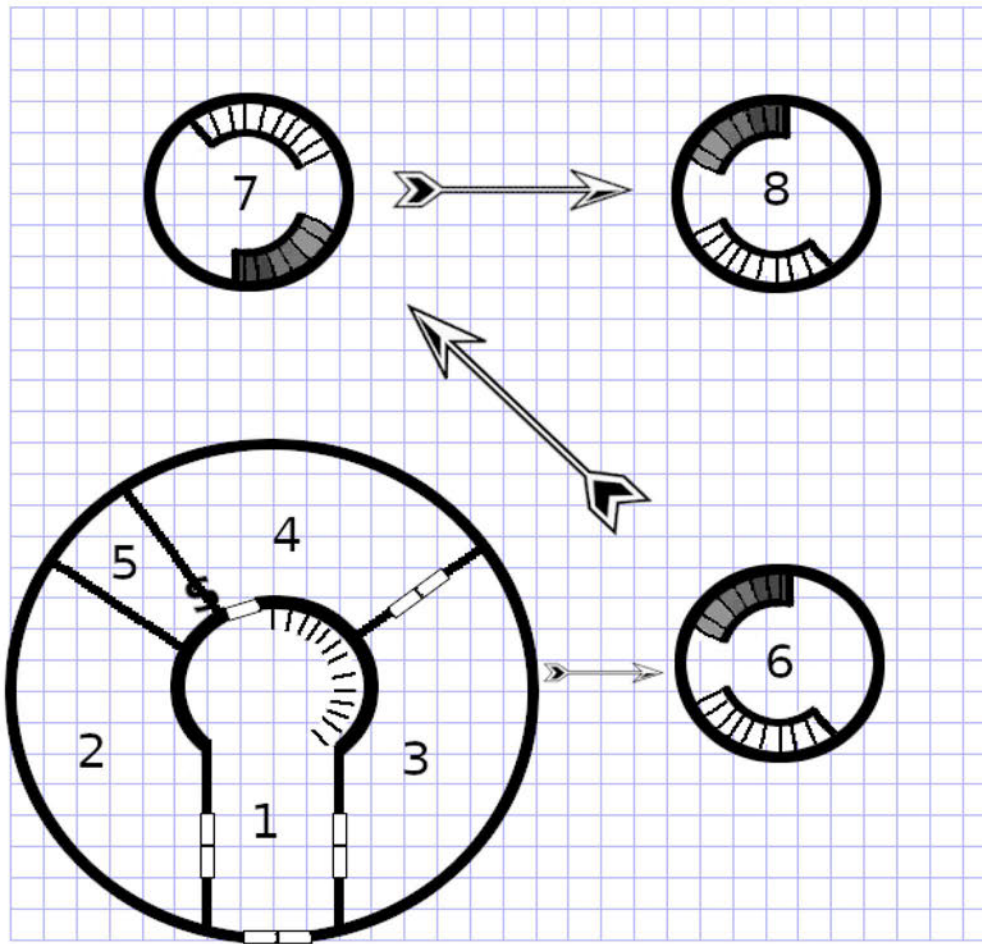


K. Salamunia

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The Garden of Blood and Ivory

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



Wandering Monsters – 50% chance per 30 minutes exploring the oasis; roll 1d6 if characters are quiet, 2d6 if they are noisy (noise may also cause checks more often)

Roll	Daytime	Nighttime
1	1d4 antelopes	2d6 bloodmoths
2	1d2 zebras	1d4 giant bloodmoths
3	1 cape buffalo	1 rhinoceros
4	1 rhinoceros	1 bloodmoth swarm
5	1 elephant	1 elephant
6	tusks	tusks
7	1 rhinoceros	1d2 bl moth swarms
8	1 elephant	1 elephant
9	1d2 cape buffalo	1d10 giant bl moths
10	1d6 zebras	1 rhinoceros
11	1d6 antelopes	1d3 bl moth swarms
12	tusks	tusks

All normal animals are infected by the red musk creepers and will fight rather than flee. Bloodmoths will drain blood until they have done damage equal to their own hp, then return to the spire to feed the bloodmother. (Night encounter #1 isn't enough moths to damage a human, no worse than mosquitoes.)

Antelope (AC 7 [13], HD 1, damage 1d4)
 Zebra (AC 7 [13], HD 2, damage 1d4+1)
 Buffalo (AC 7 [13], HD 4, damage 1d8*)
 Rhino (AC 6 [14], HD 6, damage 2d6*)
 Elephant (AC 5 [15], HD 8, damage 2d4/2d4 tusks or 4d8 trample)
 * double damage if charging

Bloodmoth stats listed below

The characters have heard rumors of an elephant's graveyard in a desert oasis and gone in search of it, or have stumbled across the oasis by accident. The oasis does exist, and elephants are drawn there, eventually to die. Ivory can be found (when tusks are found as a random encounter, it is an elephant carcass with tusks worth 1d6x100gp, weighing 1lb per 4gp value, each live elephant has tusks of this value as well), but watch out for the elephants. The plant life of the oasis is dominated by red musk creepers (similar to yellow musk creepers, except that the flowers specifically target large herbivores rather than humanoids). Elephants and other herbivores (including the party's mounts) are sprayed by the hypnotic pollen and will remain in the oasis, attacking other animals and stomping them into the soil to fertilize the creepers. But only thick-skinned animals like elephants and rhinos last more than one day here, before the inhabitants of the spire get to them.

Standing above the oasis, a one hour walk from the edge is a broken minaret-like spire, the rubble of the top of the spire and a few outbuildings scattered nearby. Each evening as the sun goes down, clouds of silent moths float from the top of the spire, swarming down on any living animal to drink their blood. Adventurers will have to fight for their lives or join the zebras and antelopes fertilizing the garden oasis.

Room Key - All windows in the tower are covered with iron bars. Windows into area 2 are also barricaded from inside.

- Entry:** the door here is heavily barricaded. A determined effort to break it down will succeed in 1d4 turns, but the noise involved will have a 75% chance of attracting wandering monsters each turn. Climbing the spire and entering from the broken top is probably a safer bet. The remnants of paintings hang on the walls here, chewed up and covered in silky strands by caterpillars.
- Study/scriptorium:** The floor is littered with empty wine bottles, a cheese board, a fruit bowl, and two skeletons. The shelves and other large furniture has been dismantled and used to barricade the windows. Several books lie scattered on the floor. A journal contains several entries about extraplanar experiments, with the last entry begging mercy from the gods for unleashing hell on earth. The writer feels the world is doomed by the creepers and moths.
- Geography library** and **4. Metaphysics/philosophy library:** The furniture here is mostly intact. The books on the shelves appear to be intact, but have mostly been chewed up by caterpillars. A few books of interest may remain. The upholstery on the chairs is also chewed up.
- Magic library:** The secret door in the bookcase leading here is tight enough to have kept the caterpillars mostly out. There are several only slightly chewed treatises on parallel worlds, and enough information can be gleaned to build a frame that will turn a regular mirror into a planar portal.
- Nest of the Bloodmoth Mother:** Caterpillars crawl and squirm over the floor and walls here, eating the remnants of the tapestries on the walls, books on the shelves, and upholstery of the furniture. Cocoons dangle from the ceiling and from the bottom of all the furniture. The moth mother is massive, and while she is unable to fly, her blood drinking proboscis is deadly and her wings can knock a full-grown man unconscious. A mirror is here, fallen over, the frame broken, and the glass somehow intact. This was the portal that allowed the moths and creepers access to this world.
- Swarm lair:** Nestled here in the dark areas protected from the light of day are 3 swarms of blood moths, as well as 30 giant moths. They will avoid light but if provoked will swarm and attack regardless. If characters can hide from the swarm as it leaves at dusk, this room will be empty until dawn except for caterpillars and cocoons. This is not the entirety of the moths in the oasis, just as many as will fit here. Others lair in other dark nooks around the oasis.
- "Top" of the spire:** Once another luxurious reading room, this area is now open to the sky. The remnants of the fine furniture here are heavily weathered and rotted from exposure to the elements. A spiral staircase around the outside edge of the room leads up to nowhere and down into the interior.

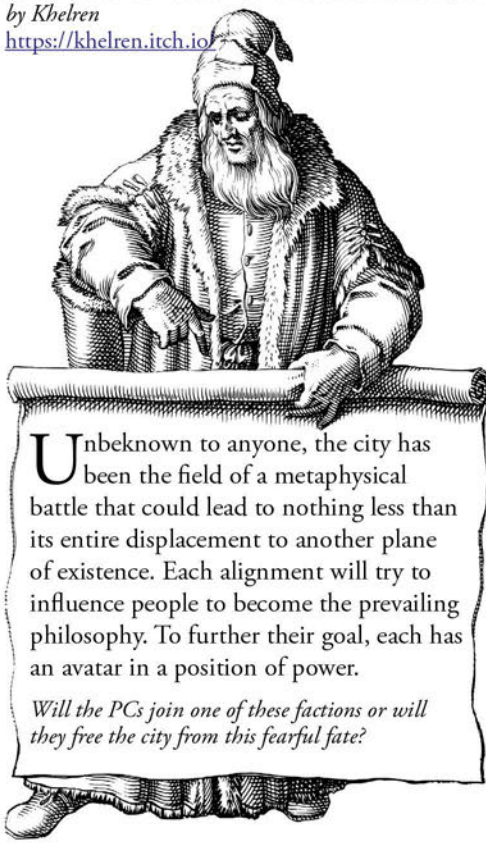
Bloodmoth mother: AC5 [15], HD 6, damage 1d6 proboscis stab (1st round) + 1d6 blood drain (automatic after initial stab); wings buffet all adjacent characters for 1d6 subdual damage (save for half)

Giant bloodmoth: AC7 [13], HD 1, damage 1d3 (1st round) + 1d3 blood drain (automatic after initial stab)

Bloodmoth swarm: AC7 [13], HD 2 (only takes 1 pt damage unless attack is area effect); damage 2 vs armored, 4 vs unarmored (automatic)

A CITY OF PHILOSOPHERS WITH CLUBS

by Khelren
<https://khelren.itch.io>



Unbeknown to anyone, the city has been the field of a metaphysical battle that could lead to nothing less than its entire displacement to another plane of existence. Each alignment will try to influence people to become the prevailing philosophy. To further their goal, each has an avatar in a position of power.

Will the PCs join one of these factions or will they free the city from this fearful fate?

AVATARS AND FACTIONS

<i>The Blind Maiden</i>	<i>The Father of Traditions</i>	<i>The Beggar King</i>	<i>The One-eyed Slayer</i>	<i>The Trickster Prince</i>	<i>The Horned Beast</i>
Loyal Good. War and Industry.	True Loyal. Fate and Laws.	Loyal Evil. Shadow and Secrets.	Chaotic Evil. Strength and Storm.	True Chaotic. Time and Eloquence.	Chaotic Good. Fertility and Life.

The Avatars pose as important people, acting as *de facto* leaders of each district. They never act by themselves; instead they always direct one of their affiliated factions to make a move. Make no mistake: they are not concerned by the fate of mere mortals. The city must fall in their realm of alignment!

Factions (from the more to the less powerful)

1 Azure Paladins	The Seers	The Spymasters	The Warband	Docks' Lords	High Venator
2 Smith Guilds	The Creed	Ring o' Shadow	The Tempest	The Adversary	The Inner Circle
3 Iron Maidens	The Maestro	The Little Hand	The Red Barons	Brethren Court	Kennelmasters
4 The Masks	Vows of Prani	The Cant	Blood Brothers	The Poets' Circle	Tree of Worlds
5 The Forgiveness	The Weavers	The Cutthroats	The Bashers	The Gentlemen	The Snake
6 The Steel Tower	Scribes' Guild	Funerary	The Pigs	The Delirium	The Sharp Fang

Actions

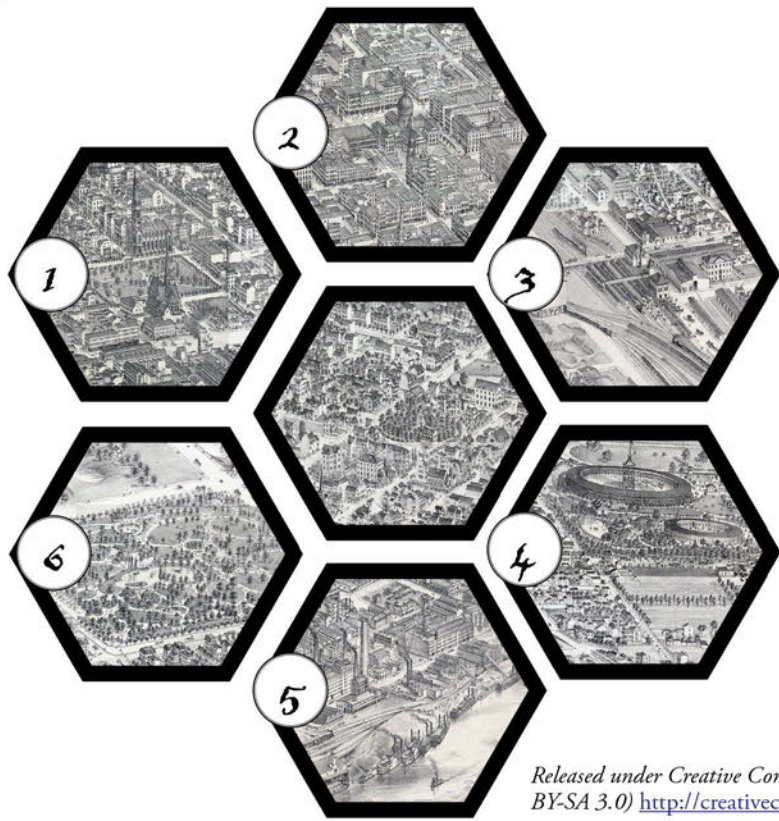
1 Punish	Punish	Subjugate	Assault	Spread rumours	Punish
2 Protect	Protect	Spy on	Steal	Quarrel with	Protect
3 Set free	Ally with	Threaten	Destroy	Disrupt	Overthrow
4 Ally with	Help	Enforce	Kill	Befoul	Disobey
5 Help	Enforce	Kill	Conquer	Lie about	Steal
6 Enforce	Rule on	Assault	Threaten	Overthrow	Set free

HOW TO USE THIS?

Roll 3d6. The first two dices indicates which faction or avatar is making a move (→ Avatars and Factions). The third says which action they are undertaking (→ Actions).

Roll another 2d6. The first die indicates on which district they are planning to make their move (if you roll this district number, then they make a move against The Hill district). The second die says against which target of that district they are making their move (→ Specific locations).

With that information, bring the city to life. Make it a constantly evolving battleground. Use those events to give something to do to the PCs, to send them on a mission, for example to counter an hostile faction.



THE DARK OF THE CITY

The truth is that The Hill district, at the centre of the city, is decisive to the cosmic balance. If the Lady in the Mirror, a true neutral avatar, were to be defeated, then her district would merge with the district of the avatar that defeated her.

Hopefully, she can count on her two only factions, albeit very powerful: The Undead and the Wizards' Guild.

The Hill

Rich district. Colourful houses. A disturbing eeriness. Muffled sounds. Arcane amenities, like public magic lights and void sewers. A neutral ground, a haven. Strange crows everywhere.

1 The Monumental Spire
2 The Obsidian Mirror
3 Carnival Row
4 The Jack of all spells
5 Dream and Runes
6 The Nameless

The Lady in the Mirror
True Neutral.
Magic and Undead.

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A QUICK TOUR OF THE CITY

1. The University district	2. The Tribunal district	3. The Rail district	4. The Arena district	5. The Docks	6 The Park
Middle-class district. Smog and noxious fumes. Cosmopolitan. Inebriated students. The white robes of the Brothers of Compassion.	Rich district. Seat of power and government. Noble houses. Hackney cabs. The black attire of uncountable clerks. Sweet music coming from an open window.	Poor district. Beggars everywhere. The puffing, hissing and whistling of trains. Slang. Small dilapidated houses. Narrow shadowy streets. Ale that tastes like piss.	Middle-class district. Bragging idle military. Rioting bloodsports fans. A dead body in the street. Blood and shit. A summoned demon, business as usual.	Middle-class district. Crowded markets. Fresh air. Turning a corner, the tense atmosphere of a ghetto with different laws. The bells every twelve hours.	Middle-class district. Exquisite fragrance. Colourful flowers. A distant howl. Grazing herds. Gatherings for druidic rituals, hunting or simply relaxation.

Specific locations

1 The Royal University	1 The Tribunal	1 Zeleznic Rail Station	1 The Krev Arena	1 The Docks	1 The Silver Gardens
2 All Saints Orphanage	2 The Queen's Ice Palace	2 The Court of Miracles	2 Mercenary Guild	2 Alzbeth's Clock Tower	2 Leto Hunting Pavilion
3 Mor Sisters' Dispensary	3 The Scripturium	3 The Threshold	3 Duelists' Plaza	3 The Flesh Palace	3 The Wild Stones
4 The Leper House	4 Ivory Tower	4 Old Slavers' Market	4 The Demonborn Inn	4 Black Kings Bridge	4 Exotic Botanical Garden
5 The Gnomish Factory	5 The Jade House	5 The Underworld Inn	5 The Crematorium	5 Vylet's Lodging House	5 The Sun Canals
6 The Dwarven Furnace	6 The Memory Lapse	6 The End of the Line	6 Hell's Bazaar	6 The Elvish Ghetto	6 The Ruins

Isle of the Entilles

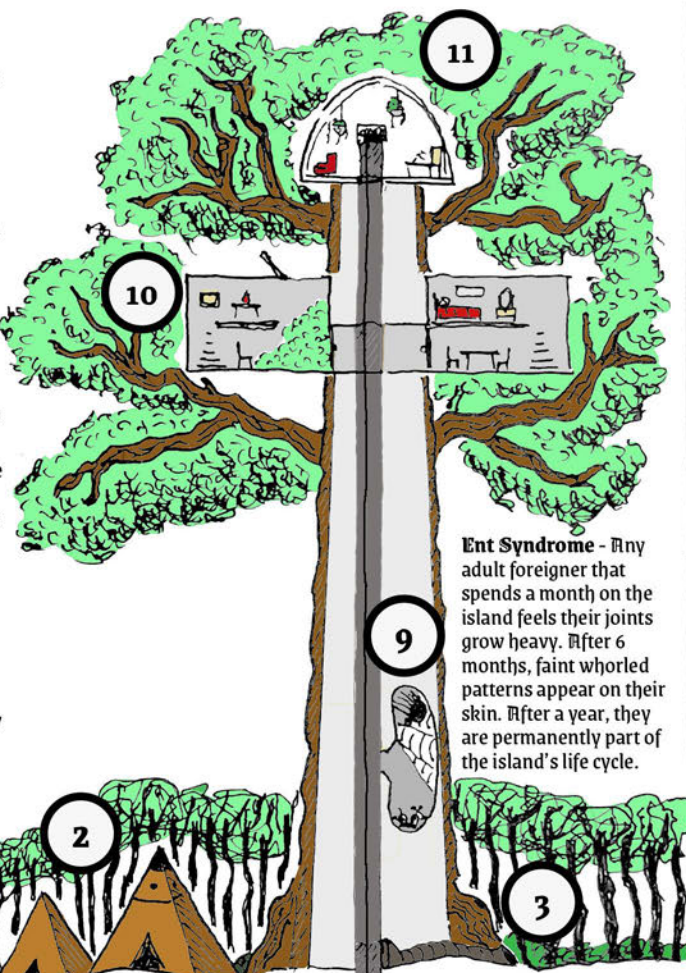
By Kyle Currie

Key

1. In a ring that surrounds the entire island, guardian saplings stare out to sea. Watching, waiting. One clutches an **amber bead necklace** in its right hand.
2. Deep in the forest lies the village of the Entilles. They welcome all visitors, as long as the Tree of the Photogenitors is respected. No foreigner may stand upon its roots. They have **ancient hardwood tools and weapons** and **fleshy fruit** (doubles rate of healing for one day after consumption) for trade.
3. A cramped crawlspace between the roots of the Tree leads to a hidden metal shaft leading further up and deeper down. All doors to other levels are shut tight.
4. At the bottom of the shaft sits an ancient elevator. A hatch in the top allows for passage through the elevator to area 5.
5. The crumbling floor drops away into a pool of dark, electrified water. On the far side is a generator, currently in low power mode. Turning the power up will activate the elevator, lights and doors. Turning the power off deactivates the aerosolizers that cover the island. Every turn, d6 giant photovoltaic salamanders emerge from the dark pool to defend the area. A vent leads up to area 8.
6. At the bottom of the pool, d4 photovoltaic salamanders stand watch over a **shining clutch of salamander eggs**. A tunnel leads away from the clutch and opens up beneath the water on the far side of the island.
7. A bank of monitors and controls takes up most of this room. A single skeleton clutching a **depowered solar pistol** sits at the center console. If power has been restored, the monitors show live

You've arrived at the Isle of the Entilles, sometimes called the Isle of the Wooden Folk. The isle holds secrets, knowledge, and opportunity - what will you leave with? And what will you change in the process?

- feeds from all over the island. Several monitors flash obvious warnings in several languages. Digging through the database reveals that this island was an experiment to adapt photosynthesis to other forms of life. It worked all too well.
8. The door to this room is blocked by a heavy, leaking tank that's fallen over on the other side. Two tanks still stand, feeding liquid into a pipe that goes into the ceiling (and ultimately feeds the roots of the Tree). Skin exposed to the liquid in the tanks immediately changes to heavy whorled wood. The liquid in the tanks could be swapped out for something else. A vent leads to area 5.
 9. A giant treehouse spider has grown fat on salamanders and is now too big to leave the Tree. It will investigate loud sounds or the activation of the elevator. Amongst a pile of bones in its den is a **sack of carved amber coins**.
 10. Dusty old living quarters, hidden from view by the Tree's lower branches. The room on the right contains **old rations** and a **set of fine spider-silk bedding**. The door on the left is blocked by a pile of detritus from the open hatch in the ceiling. A photograph in this room shows a group of researchers that bear passing resemblances to many of the villagers. A **red crystal vase** sits nearby.
 11. A clear glass dome that must have once had an unblocked view of the entire island, now hidden by the Tree's highest branches. Several comfortable chairs and wildly overgrown hanging plants make up the decor. A cupboard contains a **red crystal barware set** and **three bottles of incredibly rare rum**.



Ent Syndrome - Any adult foreigner that spends a month on the island feels their joints grow heavy. After 6 months, faint whorled patterns appear on their skin. After a year, they are permanently part of the island's life cycle.

Encounters in the Woods (d6)

1. A guardian sapling, wandering erratically, identifying every foreigner as a threat.
2. A treehouse spider, waiting to ambush prey from above.
3. Group of d6 barkers. 50% chance of being wild, otherwise domesticated.
4. Group of d3 adult hunters stalking a large trojan boar.
5. Swarm of solar beetles, gathering sunlight and attracted to any nearby power source.
6. Group of d4 photovoltaic salamanders, scurrying through the brush.

Missions (d4)

1. A group of researchers would pay handsomely for any evidence explaining the wooden folk's strange lifecycle.
2. The nearby island of Toe-Hold seeks advice from the Woods-speaker, but the petulant noble in charge demands that they come visit him in his palace.
3. An eccentric inventor is looking for photovoltaic salamander eggs - they are the ideal biological power source for her newest creation.
4. Merchants are looking to establish trade for the isle's legendary fruit and incredible hardwood. All previous attempts have failed.

Lifecycle of the Wooden Folk

Child - Born of two adults, the children appear (and are) human in every way. They can often be found running errands for the slower adults and seedlings.

Seedling - At adolescence, the effects of the island begin to manifest. It always begins in the joints, making their movements appear wooden and stilted.

Adult - Hardened flesh whorled with wood grain patterns. Naturally camouflaged within the forest and twice as strong as a human, but slow in movement and speech.

Sapling - Now both more and less than human, these slumbering folk can still be roused in times of great need to defend the isle. Terrifyingly strong.

Fruit-Bearer - After several years, these trees begin to grow a protein-rich fleshy-colored fruit that acts as the dietary staple of the islanders.

Ancient Hardwood - No longer able to bear fruit, these trees grow thick and tall. When required, a carpenter-priest will perform a tree's final rites so that the wood may be used to craft structures and tools of all sorts.

Woods-Speaker - Rarely, a sapling maintains its flesh-consciousness and gains a connection to the Woods, along with incredible longevity. They are treated as honored elders by the villagers.

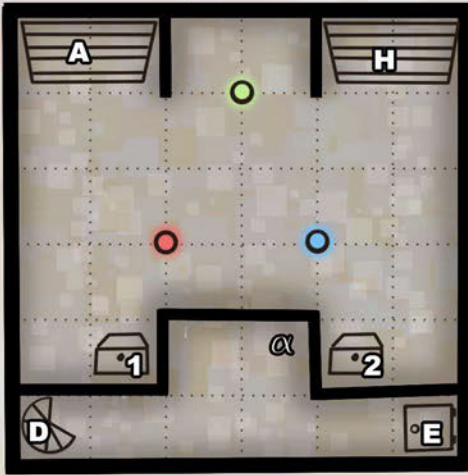
Villagers

1. **Ash, Lead Seedling** - This serious teen is in charge of corralling the other children when work needs to be done. Takes her job way too seriously.
2. **Syca, Woodward** - A giant of a woman, Syca is known for her stealth, powerful throwing arm, and deadly accuracy. She can feel her change coming on, and will sorely miss hunting.
3. **Poplar, Fruit Singer** - A boisterous young man with a beautiful voice that he

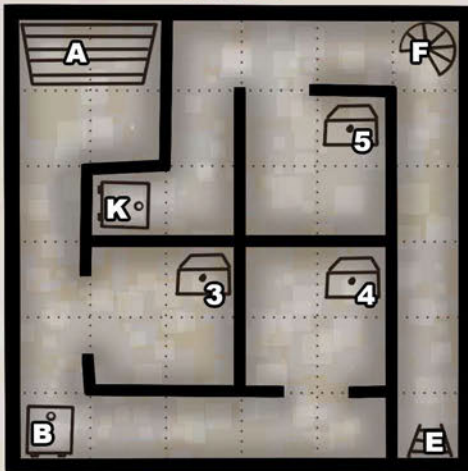
- uses to great effect while singing the gathering songs. Always knows if a fruit is ready with a look.
4. **Hawthorn, Carpenter-Priest** - Somber and skilled, Hawthorn oversees each tree's final rites. His hardwood tools are unequaled, as sharp as steel.

5. **Willow, Woods-Speaker** - This ancient woman, curled up like a bonsai tree, resides beneath a hillock in the forest, tended to by the other villagers. Like all Woods-speakers before her, she's learned the truth of this isle, and has decided that this is nature's chosen course.

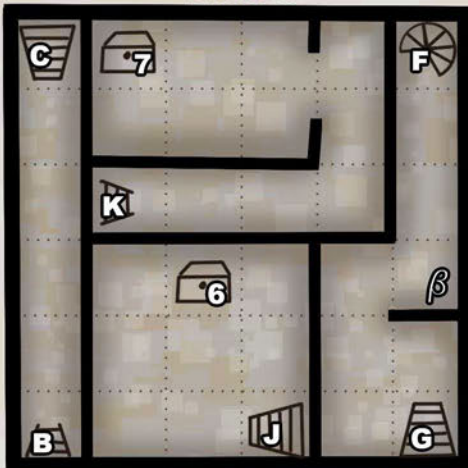
Floor 4



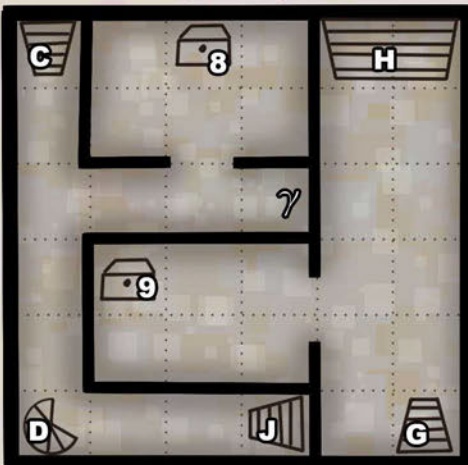
Floor 3



Floor 2



Floor 1



Infinite Tower of Irenic

Priestess Irenic patience has worn out after the heroes are responsible for yet another unnecessary violent incident. To teach them a lesson she has trapped one (or more) of the heroes in her Infinite Tower with no weapons or items.

There are nine chests hidden in the tower. Each is empty but has a riddle engraved on it. The chests can't be moved or destroyed. Placing the correct item in the chest will change it into a different item. If a hero places a wrong item in the chest or breaks an item, it will reappear where it was first found. Look at the map legend for where the first three items can be found.

1- Riddle:
*My crooked metal teeth
Fit like a sword in a sheath.*
Answer: **Key**
New item: **Snail**

2- Riddle:
*I can carry plenty
But I'm most useful empty.*
Answer: **Bowl**
New item: **Bell**

3- Riddle:
*Symbols on a white background
I speak without making a sound.*
Answer: **Book**
New item: **Dice**

4- Riddle:
*Steady and slow
I'm always home wherever I go.*
Answer: **Snail**
New item: **Pipe**

5- Riddle:
*High in my tower
I hum every hour.*
Answer: **Bell**
New item: **Boots**

6- Riddle:
*Forty-two eyes as we tumble and scatter
But it's only the top ones that matter.*
Answer: **Dice**
New item: **Apple**

7- Riddle:
*Made from bone or made from oak
I never burn, only smoke.*
Answer: **Pipe**
New item: **Red candle**

8- Riddle:
*When one arrives the other can depart
Always together, just one step apart.*
Answer: **Boots**
New item: **Green candle**

9- Riddle:
*Red, yellow or green
Eating me is a tasty cuisine.*
Answer: **Apple**
New item: **Blue candle**

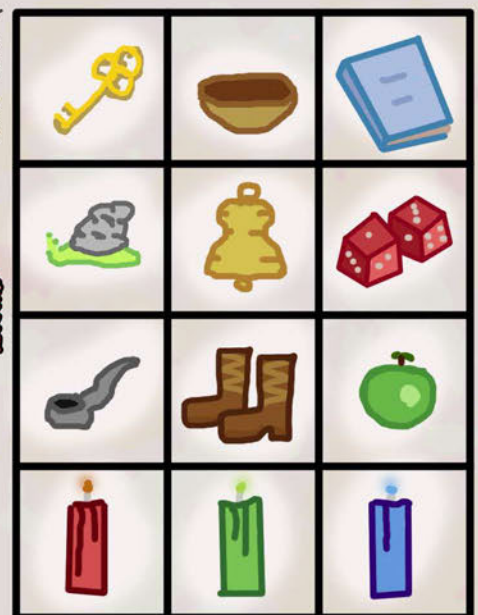
Each colored pillar has a pricket on top. The candle will burn when put on the correct pillar. Place all the candles to escape the tower.

Map Legend

- Staircase
- Spiral staircase
- Hatch door
- Rope ladder
- Stone chest
- Colored pillar

- α Key
- β Bowl
- γ Book

(Cut out) ✂



Random encounters

- 1. Beetle (tiny)
- 2. Spider (tiny)
- 3. Rat (small)
- 4. Bat (small)
- 5. Skeleton (non-animated)
- 6. Stone gargoyle (non-animated)

THE - BUN - GEON

BY LIAM MURPHY (BORDERCHOLLY)

The necromancer Charly Bonebounce is performing a dark ritual at her cliff-top altar. The PCs are either looking for goodies in the area, or have been hired to stop her. Unknown to the PCs, the archdemon Beelzebun'bun has charmed Charly and is using her to summon the souls of history's most heinous monsters into the bodies of cute bunnies.

ROOMS:

1. Storeroom: Large, rectangular. Filled with carrots and 4 Skeletons.

2. Secret ocean tunnel: Slippery climb into (4), or super fun escape slide.

3. Kitchen/Dining room: 2 floors. No stoves. Lots of lettuce. 1 Skeleton chef and 4 skeletons.

4. Cave: Dark and torchlit. See map below. Put some oozes shaped like bunnies and skeletons in here. Gold horde in E branch of cave. Ladder to (6) in NW corner.

5. The Hutch: No windows, ominous red glow peaks through door. Filled with cute bunnies in cages and idol with glowing ruby. Rooftop exit leads to secret foothold climb to (7).

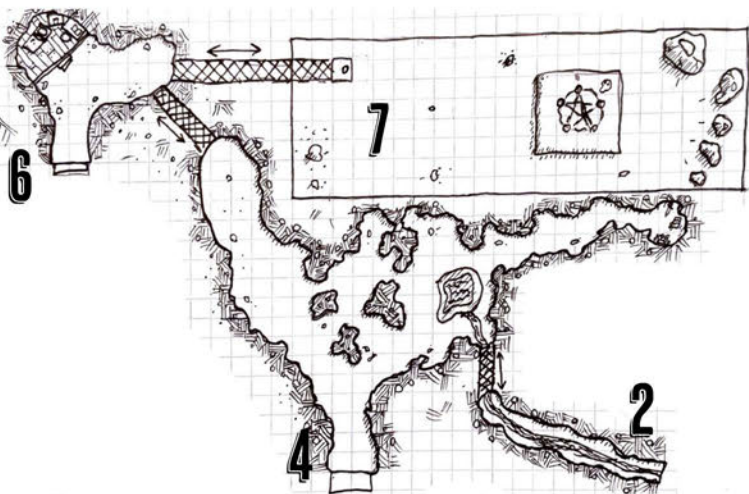
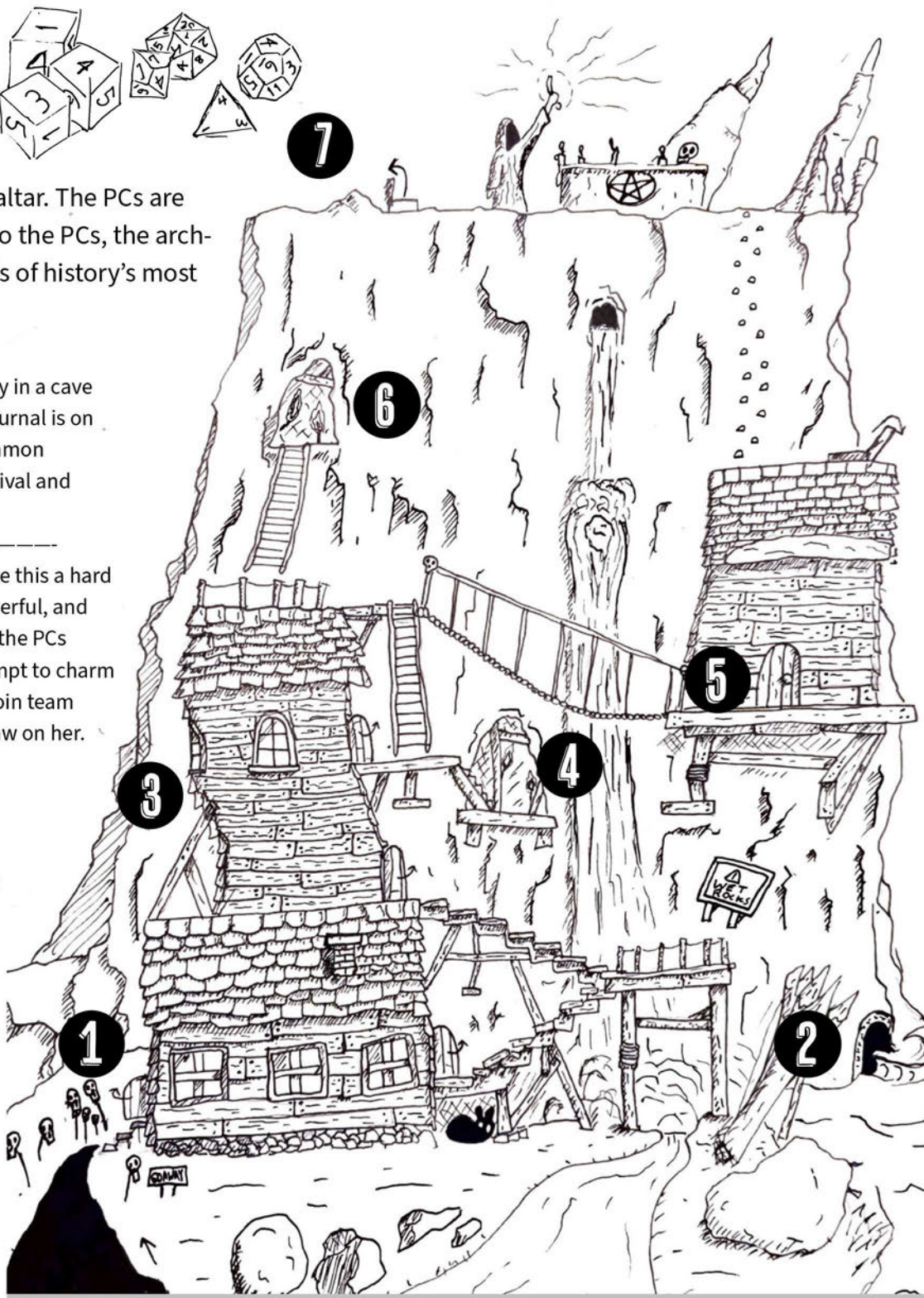
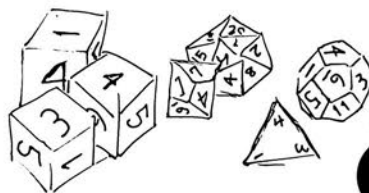
6. Charly's Room: Well lit and cozy in a cave lair way. No Monsters. Charly's journal is on her desk. It's written in an uncommon language and details Charly's revival and possession by Beelzebun'bun.

7. The Altar: The showdown. Make this a hard fight. Charly should be fairly powerful, and demons will be protecting her. If the PCs survive, Beelzebun'bun will attempt to charm them. It might be interesting to join team bunny. Charly has the Bunny's Paw on her.

TREASURE:

The Bunny's Paw (7) - Rabbit's foot with all but 1 finger sort of bent. Revives dead once, but the character is now evil, vegan, and addicted to carrots. After 1 week without a carrot, they turn into a bunny. Vanishes after use.

The Dust Bunny (5) - Glowing ruby. Grants holder ability to command a bunny once a day.

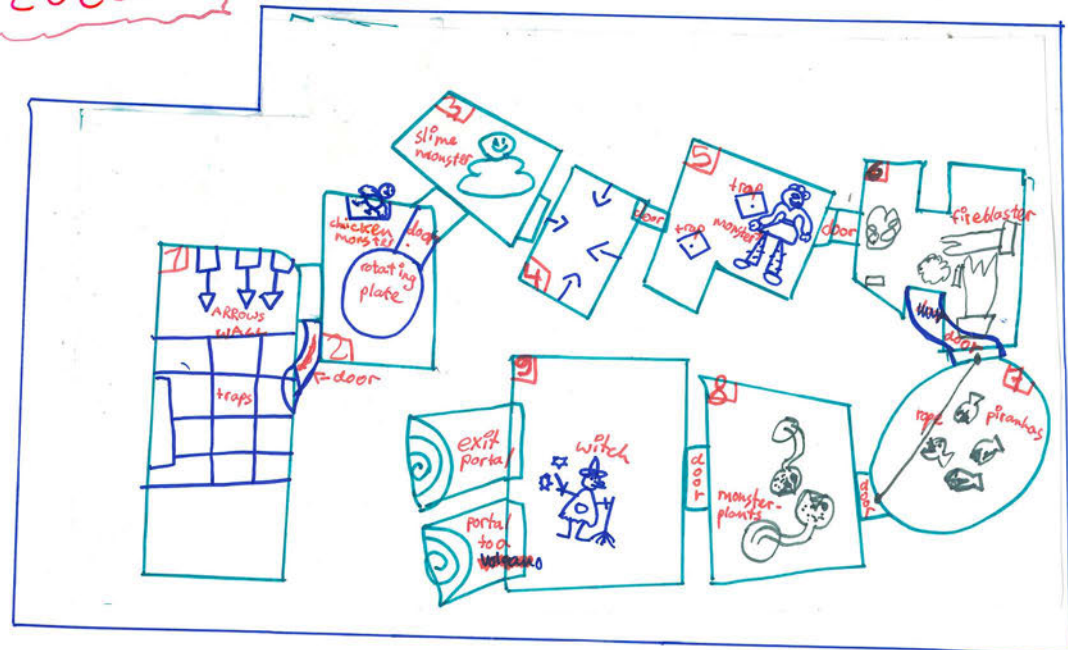


MOUNTAIN DUNGEON

LINA / Hendrik / JOAQUÍN 2020



Once upon a time there was a family lost in the woods. This family found a haunted mountain and after they entered no one found them. Then some explorers went to the mountain. The explorers are you. Try to get out of the mountain dungeon.



1 If you stand on one of the traps the wall will go away and the arrows will shoot at you. 2 You come in and have to go on the rotating plate where you have to fight with the chicken monster. 3 In this room you have to fight with a big slime monster. 4 You have to try to escape of this room fast because the walls slide together. 5 There are traps with portals where you disappear. There is a giant monster too. 6 There are fireblasters that shoot at you. 7 This room has a pool full of piranhas and you have to cross it on a rope. 8 There are monster plants that would love to eat you. 9 The witch tells you to go into a door, you don't know which is the right one.

Horse Fort

A One Page Dungeon for the 2020 One Page Dungeon Contest
Created by Linden Ross. <http://creativecommons.org/licenses/by-sa/3.0>

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.

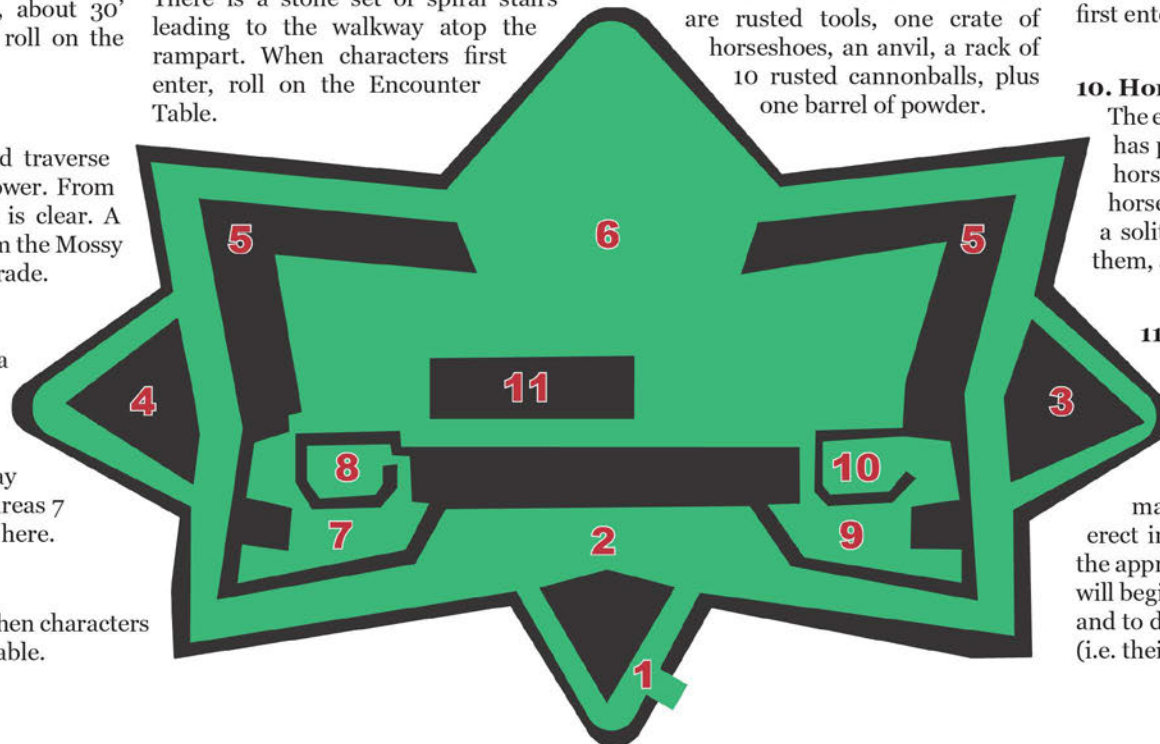
Wildflowers grow here amongst the grass. There are two old shovels leaning against the wall. Stone spiral stairs lead up to the walkway atop the rampart. When characters first enter, roll on the Encounter Table.

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)....



THE ORRERY BEYOND THE EDGE OF SPACE

by Lone Archivist

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Worlds have begun to disappear throughout the quadrant wreaking havoc to the orbits and gravitational stability of the remaining worlds. You've tracked down the source of these disappearances to a seemingly abandoned space station adrift in an unknown quadrant of space. A quadrant where the light of stars does not reach.

0. Airlock [Atmo: Variable, Vacuum/0²]

A small room with an short, extending aperture for docking ships and EVA repairs. Towards the back of the chamber is a cargo lift to Level 1.

- › EVA Suits (x2), 50% chance of compromised seals

///LEVEL 1

1. Waiting Room [Atmo: 0²]

This room has external facing windows under-lined by safety railings. It was originally a waiting room lined with double sided benches but has since fallen into disuse. Do not roll on the Station Encounter table for this room.

- › Various, small scrap components
- › Spare metal wall panels

2. Theater Room [Atmo: 0²]

As soon as the crew enters the room lights flicker on and ominous operatic music begins to play. Rich burgundy fabrics and curtains with ornately carved wood covered in gold-leaf. Either closer observation or walking closer to the stage reveals a distortion or glitch in the image. A control panel is near the door opposite 1. Waiting Room. As players investigate the room they may trip on a cable, revealing the well-kept theater to be a holographic projection. The real room is grey and decaying with time. A corpse in red formal wear is chained to a chair, center stage.

- › Loose piano string, around the corpse's neck
- › Ceremonial dagger
- › Orrery Initiation Sequence sticky note #4

3. Storeroom [Atmo: 0²]

Dark room with double-sided benches and a reception desk. It has been turned into a makeshift storeroom and is filled with crates. A cargo lift to Level 2 is on the wall opposite.

- › Mylar blanket
- › Infrared goggles
- › Med pack
- › Twisted titanium cable
- › Orrery Initiation Sequence sticky note #1, 8365

4. Larcenist's Array [Atmo: Vacuum]

An conical array that focuses a dark matter beam which captures and shrinks any planets in its path before feeding the newly acquired worlds to the Lower Singularity Ring in 9.

///STATION ENCOUNTERS (roll 1/room unless indicated)

- 1 Three (3) Blood Moon Fanatics in a losing fight against an Osteopyre
- 2 Sudden crash and clanging, followed by a cat darting away from the noise
- 3 Sound of the Larcenist's Array Firing
- 4 1d5+1 Scavengers, stripping panels and components off the station
- 5 1d10 Blood Moon Fanatics and Blood Moon Commander
- 6 Hovering Robo-Merchant with integrated 3D-Printer and hologram user interface vending 1d4+2 wares
- 7 The distant hum of engines
- 8 Explosive chamber decompression
- 9 1d5 Cyborg Drones
- 10 1d5 Osteopyres

The Orrery. This chamber is only accessible via Room 9, or EVA. Getting caught in the beam could have dire consequences.

///LEVEL 2

5. Reactor Core [Atmo: 0²]

A massive, warm room with three cooling pools between four fusion reactor turbines that generate power for the station. Opposite the lift exit is a secret passage to 7. Med Bay [Hint: discolored wall panel]. **The Brute**, a hulking, masked figure dominated by cancerous boils and lesions resulting from years of nuclear radiation poisoning, is tending to the fusion reactors. It occasionally wades into the water to exchange giant spent nuclear rods for fresh ones. The Brute is noisy, has poor perception, and is easily distracted. It will investigate any noise it hears and attack anything, except The Mad Scientist, on-site.

- › Giant spent nuclear nodes
- › Auto-weld tape

6. Crew Quarters [Atmo: 0²] [Grav: 0g]

Series of twelve rooms which at one time housed the engineers and technicians of the Terraforming station. They are now abandoned, some of the personal effects of their former residents lay behind. Evidence of squatters having taken up residence.

- › 2d10 credits
- › Wooden puzzle
- › 'WORLD ENDER' patch
- › Enamel charm of a red, cratered Moon
- › Orrery Initiation Sequence sticky note #8

6a. Collapsed Corridor [Atmo: None]

A depressurized corridor exposed to the vacuum of space after explosive decompression. A bent safety railing is partially intact. Requires EVA to traverse.

- › Security Card on a lanyard tied to a corpse floating near a safety railing

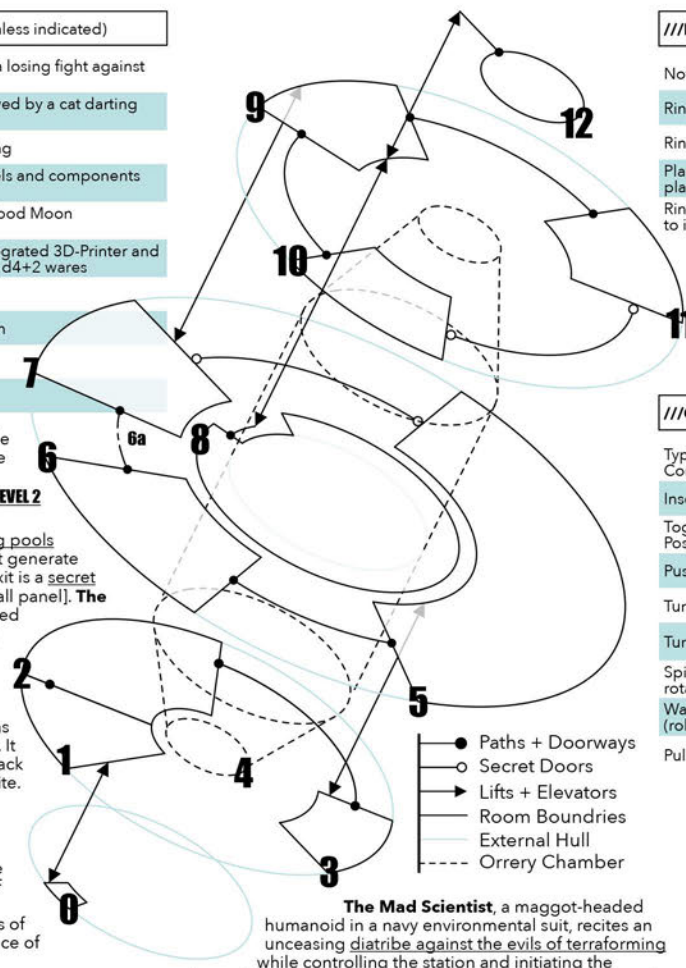
7. Med Bay [Atmo: 0²]

A medium sized Infirmary, fresh blood smeared on one of the three operating tables. Opposite the corridor is a cargo lift to Level 3. Adjacent to the lift exit is a secret passage to 7. Med Bay [Hint: discolored wall panel].

- › Med pack (x2)
- › Bottle of 1d10 Calcium Tablets

8. The Orrery [Atmo: 0²]

A large cylindrical room housing The Mad Scientist's collection of 57 Lilliputian planetoids, contained by two Singularity Rings holding captured wormholes or portal-like singularities. The collection slowly ascends past a catwalk as newly stolen worlds are siphoned into The Orrery from the 4. Larcenist's Array. In the center of the catwalk, hanging upside down if in 9.8g, is the Orrery Control Panel which has a complex set of levers and switches and a note taped to one of the terminals reading, "Remember the Initiation Sequence!"



The Mad Scientist, a maggot-headed humanoid in a navy environmental suit, recites an unceasing diatribe against the evils of terraforming while controlling the station and initiating the

Larcenist's Array. Roll 1d5 to see which phase it is in when the players enter the chamber. The Mad Scientist is a Gravity Manipulator, increasing or decreasing gravity in a fixed area along with low-level telekinesis. The cargo lift from 8. Laboratory or 12. Observation Deck is the only way into/out of this chamber.

- › Orrery Initiation Sequence Clue #9

///LEVEL 3

9. Laboratory [Atmo: 0²]

A neat and well-lit laboratory filled with workbenches and scientific instruments. A figure in a royal blue parka and ski mask sits at a table tinkering with chemical solutions. Closer inspection reveals a name tag reading 'Manny' on the parka. **Manny** is a refugee taken in by The Mad Scientist, and victim of black science experiments. Removing the ski mask and parka reveals Manuel to be a sentient Baboon. Won't attack unless attacked but is proficient in close-quarters MMA. Doors to connecting corridors line either wall. Opposite the lift from Level 2 is another cargo lift connecting to 8. The Orrery from or Level 4, 12. Observation Deck.

- › Di-compound incendiary
- › Various scrap components
- › Orrery Initiation Sequence sticky notes #3

10. The Scientist's Quarters [Atmo: 0²]

Evidence of a descent into madness permeates this chamber. Hastily scrawled messages and equations line the walls and furniture. Opposite the main entrance is a secret passage to 1. Listening Room [Hint: a dresser that is neatly aligned with the wall].

///INITIATION SEQUENCE FAILURE TRACK

Nothing	1
Ring Singularity Integrity Compromised, Stage 1	2
Ring Singularity Integrity Compromised, Stage 2	3
Planetoid Enlarging Process Initiated, 1d10 min. before the planets obtain their original size	4
Ring Singularity Collapse, Black Hole event causing the station to implode	5

///GRAVITY CONDITIONS (roll 1/room)

1-2	0g
3	4.9g
4-8	9.8 g [Earth Norm]
9	14.7
10	19.6g

///ORRERY INITIATION SEQUENCE ORDER (reverse to undo)

Type in the Security Pin into the Terminal Keypad to Unlock the Control Panel Mainframe	1
Insert and turn the Initiation Key Counterclockwise	2
Toggle all six (6) Fusion Core Siphoning Switches to the 'On' Position	3
Push the Energy Breaker Lever Up	4
Turn the Upper Singularity Ring Knob to the 'Engaged' Position	5
Turn the Lower Singularity Ring Knob to the 'Engaged' Position	6
Spin the Singularity Crank clockwise a minimum of two (2) rotations	7
Wait for the energy level meters to climb above 70% capacity (roll 1d10, >= 7)	8
Pull the the Larcenist's Array (Dark Matter Beam) Lever down	9
› Holographic Video Clips of a family vacation on an alien world in Hazmat suits	
› Oblong glass bubble-pods with metal gimbal ring	
› Sticky notes with reminders on various tasks	
› Orrery Initiation Sequence sticky notes #6-7	

11. Listening Room [Atmo: 0²]

A dark, sound-proof chamber with maps of cosmic radiation eddies mounted to lightboxes. Several maps show an increase in radiation density after the Orrery has passed through the system. Opposite the main entrance is a secret passage to 10. The Scientist's Quarters [Hint: unusual cabinet placement].

- › Orrery Initiation Sequence sticky note #2

///LEVEL 4

12. Observation Deck [Atmo: 0²]

A room with a holographic terminal that allows you to cycle through and read basic information about the worlds kept in the Orrery. Much of the data is corrupted or has been overwritten with incoherent ramblings of The Mad Scientist. The cargo lift to 8. The Orrery or 9. Laboratory is the only way into/out of this room.

- › A large catadioptric telescope
- › Orrery Initiation Sequence sticky notes #5

Cyborg Drones Former scientists and colleagues, 'preserved' by The Mad Scientist. They roam the hallways repairing the station and monitoring the systems with their cybernetic implants. Harmless unless they sense any negative action toward themselves or the station.

Osteopyres Blind, emaciated parasites that drain the gravity absorption properties of bones causing the target to become severely weakened, prone to broken and shattered limbs. They appear as skeletal, hooded orphans with dead eyes, contorted figures, and hollow needle-like teeth.

Blood Moon Fanatics Fanatics that revere The Mad Scientist as what they call 'The World Bringer'. Armed to the teeth. Wear red armor and battle dress. Leader wears a light grey white helmet.

FEN

So, you have found yourselves in the Fen. This is a dangerous place even for the locals. Keep to the narrowways and, when the mists thicken, do your best to find higher ground.

The Fen is a pocket dimension beneath the mortal world, an eternal marsh dribbling out in all directions. It is a place of peat fires, ancient willows, and a constant creeping mist. There are many ways in but only one way out.

The Mists: Every in-game hour roll 1d6 to determine if the mists thicken. 1-2: the mists recede. 3-4: the mists are unchanged. 5-6: the mists thicken.

The Fen Stalker: There is a creature that keeps to the mists known as the Fen Stalker. When the mist is thin you may hear its howl. As they thicken it comes closer. In a white out, the Stalker strikes. To kill it only grants a reprieve, as it will re-emerge from the bog the following night.

Random encounters in the Fen

1-3	4-6
A peat fire, spreading rapidly.	A hastily abandoned campsite within the bones of a whale.
Laughter echoes out across the Fen.	A rusting suit of armour beside a collapsed bridge.
Hundreds of crows gathering in a willow copse.	A guest joins the Party who everyone seems to remember. They disappear by morning.
A pilgrim in a coracle passes with averted eyes.	Two elk are stuck within a mire, antlers locked.
A red fox coughs a silver ring onto the path ahead.	A basket of strawberries.
A stilt hut lies toppled in a pool, its legs twitching.	A thief in a gibbet begs not to be released.

The Stilt Town: A wandering burgh. The houses creep through the Fen on many insectile legs. Townsfolk are superstitious and wary of outsiders. Roll on the below table to determine the town's mood.

1-2	Today is the Festival of the Rain Carp. The townsfolk celebrate in scaly costumes.
3-4	Silence. The residents keep to their houses and sling rocks at any who approach.
5-6	Beryl Uddins is celebrating her ninetieth birthday. Crab cakes for all!

Escaping the Fen: The only way out of the Fen is through the Clearwater Spring. To find it, the Party must first find the Three Sisters, a set of standing stones scattered across the Fen. Triangulate the Sisters and the Spring will lie at its centre. Swimming to the bottom of the Spring returns the Party to a random pool in the mortal world. Most inhabitants of the Fen know of the Spring but will only tell the Party in exchange for gifts.

Creatures of the Fen

Fretlings: A variety of overgrown midges that fly in dense swarms. Born to annoy, harass, and whittle the minds of unfortunate Fen-walkers. Fretlings love blood and honey but hate smoke.

Lamp Stringer: The lantern fish of the Fen. They raise their lanterns as the mist thickens, drawing walkers deeper into the wet.

Orogolutz: Otherwise known as the Stepping-Stone Troll. These stony-hided beasts sleep face down in bog water. Beware to the traveller who sees a secure and inviting set of stepping-stones through the marsh.

Sliveknick: Vicious, knife-wielding toads. They hide in tree stumps, fallen logs, under rocks. Will stab your ankles when you're not looking. When it rains, they gather by fallen trees to dance and display their loot.

Tottkins: These mostly harmless sprites resemble tufts of emerald green grass until they smell a campfire. Tottkins will eat unguarded food and throw belongings into the depths of the Fen. Their god, TottkinTottkhan, is a hoarder of all things that glitter.

Skumpi: You will smell them before you see them. When a peat bog gets to a certain age, thoughts begin to ferment in its oozy mass. Toss a coin into its sludge and listen to its wafts. You never know what sages are pickled within who might offer a word of advice.

By L. R. Ambrose & Heather Charters

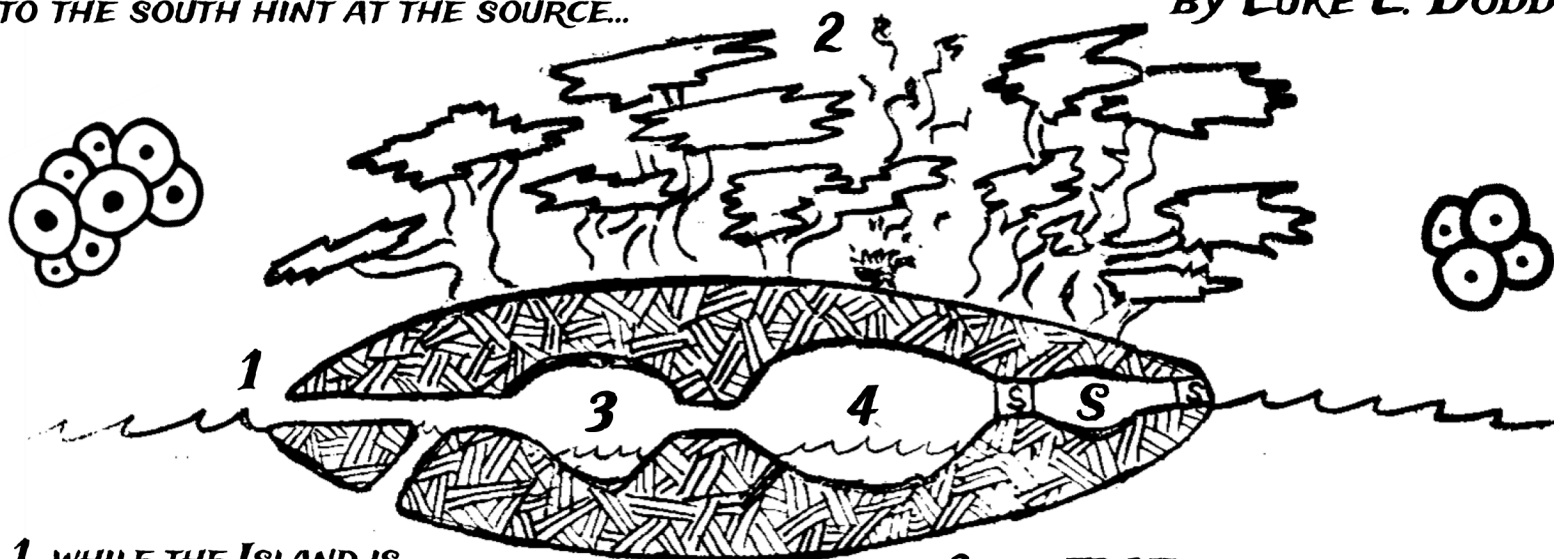
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A SEASON OF RAIN HAS TURNED THE
BORDERLANDS INTO A SODDEN MESS.
WEIRD SMOKE FROM THE FENS
TO THE SOUTH HINT AT THE SOURCE...

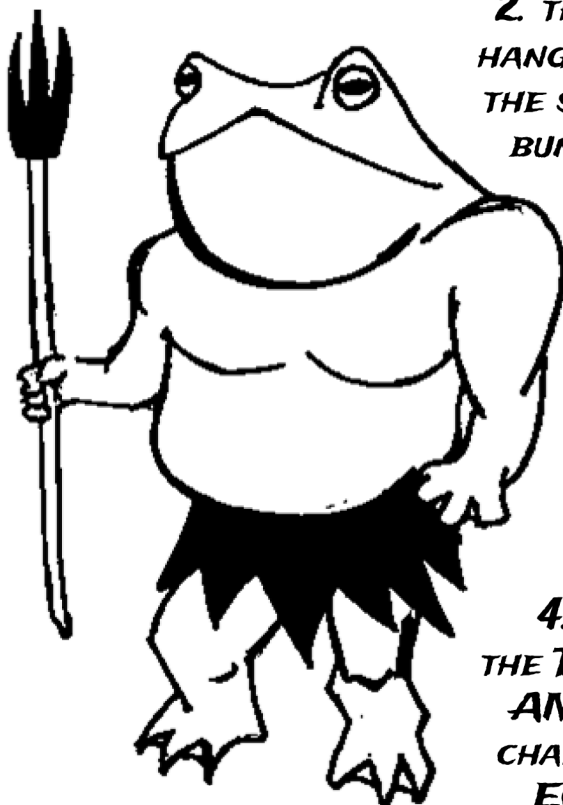
TABERNACLE OF THE TOAD MEN

AN OLD-SCHOOL ADVENTURE

BY LUKE E. DODD



1. WHILE THE ISLAND IS ACCESSIBLE BY BOAT, SWIMMING IN THE FENS WOULD BE FOOLHARDY! A CONSPICUOUS INLET REVEALS BOTH AN OVERLAND TRAIL AND A MURKY CAVERN. NOTE THE AQUATIC ENTRANCE USED BY THE TOAD MEN, LIKELY A TRAP IN THE INKY DARKNESS!



2. THE TRAIL IS OVERGROWN. MOSS HANGS FROM BLACKWOOD TREES, AND THE SQUELCHY GROUND IS RANK WITH BUNCHGRASS AND VINES. BY DAY, SEVERAL HOLLOW TREES HOLD TOAD MEN ON WATCH. BY NIGHT, THE WELL-WORN RITUAL SITE IS ALIVE WITH TOAD MEN DANCING AND DRUMMING IN ORGIASTIC SONG!



3. THE DEN OF THE TOAD MEN IS FETID WITH ODORS OF COMMUNAL, FROGGY LIFE. THE CAVERN FLOOR FLOATS WITH REFUSE AND IS SLICK WITH GRIME. REGARDLESS THE TIME OF DAY, A HOST OF ZEALOTS BAR ENTRANCE TO THEIR UNHOLIEST OF UNHOLIES!!!

4. WITHIN THE MIASMAL HEART OF THE TOAD MEN'S SACRED ISLAND, THE AMPHUMA QUEEN SWIMS IN A CHAMBER BRIMMING WITH JELLIED EGGS! THE AIR IS THICK, AND THE FISHY STENCH IS OVERPOWERING, REQUIRING SAVING THROWS. THE OFFSPRING WILL IMMANENTIZE THE RISE OF FROGKIND!



S. THE SECRET CHAMBER OF MYSTERIES AND McGUFFINS (1D4)

1. AN IDOL OF STARSTUFF... AN UNKNOWN FROG GOD ?!
2. A TENTACULAR FOUNT... THE ENTIRE ISLAND IS ALIVE?!
3. A SHIMMERING POOL... PORTAL TO ANOTHER WORLD?!
4. HUGE EGGS GLOW WITH UV LIGHT... WHERE'S THE FATHER?!

You are no longer confined to the Timeline. The ADRIST is capable of diving *through* the Timesphere at arbitrary angles, reconnecting with the Timeline at the other end of its trajectory. Unfortunately, departures tend to slightly disturb the Timeline's position on the Timesphere's surface; because you are listening to this pre-recorded in-flight message, you must sadly assume that it is not possible to return home, due to negligible positioning shifts rewriting your entire family tree/historical development of your geopolitical region/evolutionary sequence through which all life arose/et cetera. Good news, however! The ADRIST protects you from such effects, • enforcing the • ntegrity of your • ublicative • ime experience!

- 1 Machinations of rival time traveller, the Maestro
2 Invasion of the terrible Robo-Persons
3 You're right in a warzone!
4 Hunted by Causality Terrorist Dinosaurs
5 Need to find Spare-Partanium to fix A Thing
6 Right now, it's shore leave or murder each other

- 1 Trusty camel-droid UNGUL-8 has wandered off
2 IMPENDING UNIVERSAL DOOM!
3 Some grubby local children need saving
4 Locals have impounded the time machine
5 It's you from the future/past demanding help
6 Historical Revisionist-Assassins from far future

- 1 Shining Trapezohedron of Omniknowledge (A-F)
- 2 Shining Trapezohedron of Omniknowledge (T-Z)
- 3 Fully functional android replica of Elvis
- 4 Food supplies! Goodbye, Vitamin Gruel!
- 5 Local pop culture to stave off cabin fever
- 6 Swap an NPC travelling companion for a new one

The ADRIST appears as a inconspicuous door in some convenient blank vertical surface. The door is indestructible, and leads directly into the control room. The interior is an artificial demiplane: you can explore infinitely far, but uninhabited spaces slowly delete themselves — as do the distances separating inhabited spaces — until all inhabited spaces immediately adjoin the control room, which is permanently stable. The ADRIST can be launched across time, taking 1d6 subjective hours to arrive; it needs 24 hours to recharge before launching again.

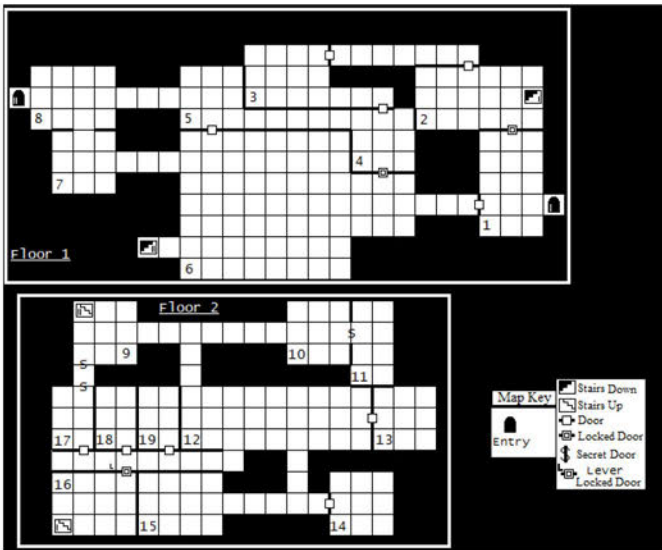
[Ridiculously convoluted plans, terrible need to impress you]

Revisionist Historian-Assassins: deranged academics from the end of time, determined for their pet theories to be true — whatever it takes. [Lightly armoured ruffians; ultrasharp daggers & single shot per combat beam pistols]

Causality Terrorist Dinosaurs: fighting a guerilla time-travel war against saurian extinction. [Think the human resistance from the Terminator franchise, but...dinosaurs]

FEAST HALL OF THE IREIFYUG

OSR dungeon for characters levels 1-3



Entrance 1 At the bottom of a valley, a trail of blood leads to an entrance stone complex obscured by a landslide.

Entrance 2 Upon a hill, overlooking the stone complex, is fissure at the base of which a tunnel can be seen.

Room 1 Along the southern wall is a pile of 12 corpses of men and a horse. Along the eastern wall is a pile of five corpses of men. Upon the wall graffiti of blood reads "Here we will feast". Along the western wall is a wide puddle of blood in which are two sacks of silver and a purse holding 7 small emeralds (50s each). Two Bagmen are in the process of butchering a horse in the center of the room.

Room 2 Bloodied footprints leads to the northern door as well as the descending stair case. Upon the western wall, above a small altar, stands a mosaic which depicts a four-armed demon holding knives standing over a dying figure. The stairs lead down to room 16.

Room 3 Smoke and heat rises upwards from the gaps in the floor. Hanging from the ceiling are several chains which each end in hooks, one of them jammed into the rib cage of a skeleton of a man. A hungry ghost of the man is hidden amid the smoke.

Room 4 A trio of stone statues of spearmen stand near the eastern wall, theirs eyes empty and their faces marred by tool marks. A Bagman feebly attempts to open the southern door.

Room 5 Upon the eastern wall is an opened sarcophagus. A corpse of a Bagman is slumped up along the northern wall, his throat slit. He holds an ugly sword, which appears to be covered in ash. The sword is cursed and possessed by a vindictive spirit, *whoever touches the sword must save vs slitting their own throat with the blade*. The sword cannot be unhandd once wielded and imparts a -1 penalty to hit.

Room 6 In the center of the chamber stands a massive burning fire illuminating a 20' radius in the center of the room. A dozen pairs of debris covered tables, each 20' long and 5' wide fill the center of this chamber. Broken chairs surround the tables. Hidden in shadows of the southeastern corner, 9 chicken-men prostate themselves before an animated Giant Cauldron, which slams its iron limbs into its belly beating a haunting song. The southwestern passage leads to stairs down to room 9.

Room 7 Upon the Northern wall are six small cages, two of them contain roosters. 11 chicken-men form a circle in the

center of the room, squatting over a pair of fighting roosters, betting upon themselves which one will slay the other. Upon the southern wall stands an altar beneath a mosaic of a four-armed demon throwing bolts of fire. Upon the altar stands a small silver statue (50s) of a spider which clutches a triangularly cut diamond (1000s).

Room 8 The western wall is broken and a tunnel can be seen beyond it. The tunnel leads to a fissure at the base of the hill overlooking the stone complex.

Room 9 Two stone tables fill the room each covered by broken knives. A trio of skeletons bear hundreds of cut marks along their bones. Stairs up to the west of Room 6.

Room 10 Built into the eastern wall is a 10' bronze statue of a dragon. It breathes fire, every other minute, on a slab of iron which glows red from the heat. Smoke exist the room upwards through a few small holes in the ceiling. The belly of the dragon is a secret door which can be opened to enter room 11.

Room 11 Along the northern wall is a 5' circle of salt and wax contains dozens of protective sigils and runes. Trapped within is a hunched over demon made of flame churning a pump over and over, repeating frustrations under its breath. In the south-eastern corner of the room stand a trio of golden idols in the shape of the demon, but each is crying. The demon made of flame will promise to give the three golden idols (300s each) in exchange for the circle being broken. The idols can be taken from the room without the demon's permission or breaking the seal.

Room 12 An empty basin fills the center of the room 10' wide and 70' long. The western wall bears a depiction of a four-armed demon butchering a giant bird. Along the northern wall are dozens of large nests and fixing them are 14 chicken-men. The eastern door is covered in frost.

Room 13 3 halves of aurochs hang from hooks along the northern wall. Along the southern wall is an empty 5'(n,s) by 15'(e,w) aquarium. A trail of ice extends from the aquarium towards the meat where a giant crab [3HD, armor as chain, 1d8 x 2 claws, morale 8] snips at the meat, its claws freezing the meat where they touch it.

Room 14 The corpses of 8 men, 2 horses, and a bear hang upon rusted iron hooks, their blood pooling together.

Room 15 The smell of burning flesh fills the room. A large stone sarcophagus stands in the center of the room. Inside is a burning inanimate skeleton holding a vorpal sword [forces save vs death on hit] in its hands. Buried alongside the burning skeleton are 500 silver coins.

Room 16 The eastern wall of this room bears a mosaic of a butchered bull. In the northeastern and southeastern corners of the room stand a pair of stone statues of a bull-headed men pulling out their own intestines. 6 Bagmen search the room for means to open the northern door. Stairs up to room 2.

Room 17 The room stinks of spoiled wine. The walls of the room are covered in dozens of alcoves, most of them filled by broken bottles. Seven intact wine bottles remain within the alcoves, each at least a hundred years old (70s each).

Room 18 Upon the northern wall hangs a tapestry which depicts a pair of fishermen underneath a banner that reads "Meat Without Feet." Upon investigation the fishermen begin to gesture towards them and the viewer will feel themselves being drawn into the tapestry. The viewer is able to enter the tapestry and will find themselves in a busy port. The two fishermen shout "Welcome to meat without feet where you are what you eat!" and will offer the sales cuts of rare fish for 1d4 * 50s per HD of fish. Further they will purchase unique instances of *meat without feet* for 100 silver per HD of the entity. Eat a cut of fish purchased from the tapestry transforms the eater into that fish for 2d6 turns. Along the western wall stands a barrel filled with potent spices worth 1200s.

Room 19 Chained to the northern wall is a giant squid which reeks of alcohol. Further 16 barrels of cheese fill the room.

Wandering Monsters

1-2 1d8 Hungry Ghosts
3-4 2d8 Chicken Men
5 1d4 Bagmen
6 Swarm of haunted cleavers and knives [4HD, as unarmed, 1d8x4 slicing blades, those who miss a melee attack take 1d6 damage, immune to magic, those slain are butchered into pieces, morale 12]

Hungry Ghost

An emaciated man with a bloated stomach manifests from the darkness, as your breath begins to show in the cold. Buckets of slobber fall as he opens his mouth.
[1 HD, as unarmed, 1d8 damage, damage dealt by the hungry ghost removes an equal number of edible items and heals the ghost for the same amount, only damaged by magic weapons, morale 12]

Chicken-men

As you enter the darkened chamber your torchlight reveals an ugly creature. A plucked chicken stretched to the proportions of a man limps towards you. It opens its mouth revealing dozens of teeth filling its beak. It's fingers, nearly as long as it's forearm, spasm feebly as it struggles to hold up a bloodied stone. It screeches as it rushes forward spasming its arms
[1 HD, as unarmed, stabbing beak for 1d8 or thrown rock for 1d4, physically weak, fast, morale 7]

Animated Cauldron

A black iron cauldron, easily 6' across, rises up in its hind legs striking its belly with its forelimbs. A visage of a horned man etched into the rusted metal animates and cackles trashing its teeth, calling out to climb inside its belly. Boiling liquid spills as it thrashes around.
[4HD, armor as plate + shield, tackle for 1d8, rolls of 20 or that are at least 4 over armor swallow beings into the cauldron, once swallowed the target takes 1d6 every round from the boiling liquid and is unable to exit unassisted, morale 11]

Bagmen

As bloated as a corpse, a giant twice your height crawls onwards on three limbs like a beast, a single arm holding a terrible ugly bag slung over its shoulder. Under your torchlight you can see it is covered in scars and dried blood. It looks down at you with a pair of black eyes and opens a maw of yellow broken teeth.
[3HD, armor as leather, frenzied violence 1d10 a {damage + 3} chance in 100 chance of inflicting the conversion curse, morale 9]

Converting Curse: Turn into a Bagmen over 2d12 days.

Bag contents 1d20

1-12: Rotted Meat and broken bones
13: Flayed skin of a man upon which a ritual to call forth a demon is written in blood
14: Blood and bones of another Bagman which forces a save vs succumbing to conversion curse
15: Full of pitch, bag will not open and attempts to open it will rip the bag open causing pitch to cover opener
16: An intact corpse of a man which will animate with ill intent
17: 1d4 Giant Rats
18: 1d4 Giant Maggots
19: 1d6 fist sized spiders (2hp, with paralytic poison)
20: Another smaller Bag-man with his own bag (2HD) emerges bloodied, bruised, and screaming from the bag.

Each bag further has a 20% chance of containing treasure.

Treasure 1d6

1: 6d20 Silver Coins
2: 1d4 pieces of ugly silver jewelry worth 25 silver each
3: 1d12+1 severed heads, their mouths sown shut, inside of each is 100s worth of small gems
4: Map to Bag-men lair 1d4+1 hexes away
5: 2d6 urns filled with poison
6: Roll on Magic Item Table

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Den of The Riddle

By Marcus Mortati @dungeon_o_rama

An ancient tomb that keeps the remains of the cursed royal couple and their treasure, guarded by their faithful sphinx.

1 - Main Entrance:

A large room, the only one with lighting in the dungeon, braziers are kept lit by the local population, either by worship or by believing that keeping the light there, something terrible does not come out.

2 - Hall of Regrets

Here was a chamber where the royal couple's enemies were thrown to be devoured by huge fire beetles devouring them, before the royal couple's burial.

The legends say that the 2d6 **Fire Beetles** still feed on sacrifices made by cultists.

3 - The Rest of Architects

Here are the remains of the architects who built the dungeon. If the chamber is disturbed by looters who want your gold, jewels and scrolls of knowledge, 1 **Mummy** and 5 **Ghouls** rise from the sarcophagus to fight the treasure thieves.



4 - The Sphinx and the Riddle
At this point of interception, in the dark, a Sphinx awaits anyone who wants to pass with the following puzzle:

"With the harvest done,
I will feed you in the shade
where I was born, but know
that: before I was what I am,
I was what will remain of
your dead hunger.

Who am I? " The answer is:
seed. Feel free to propose
another puzzle if you want.
If the adventurers answer
correctly, they can pass,
otherwise they must face
the **Sphinx**.

5 - The Royal Crypt

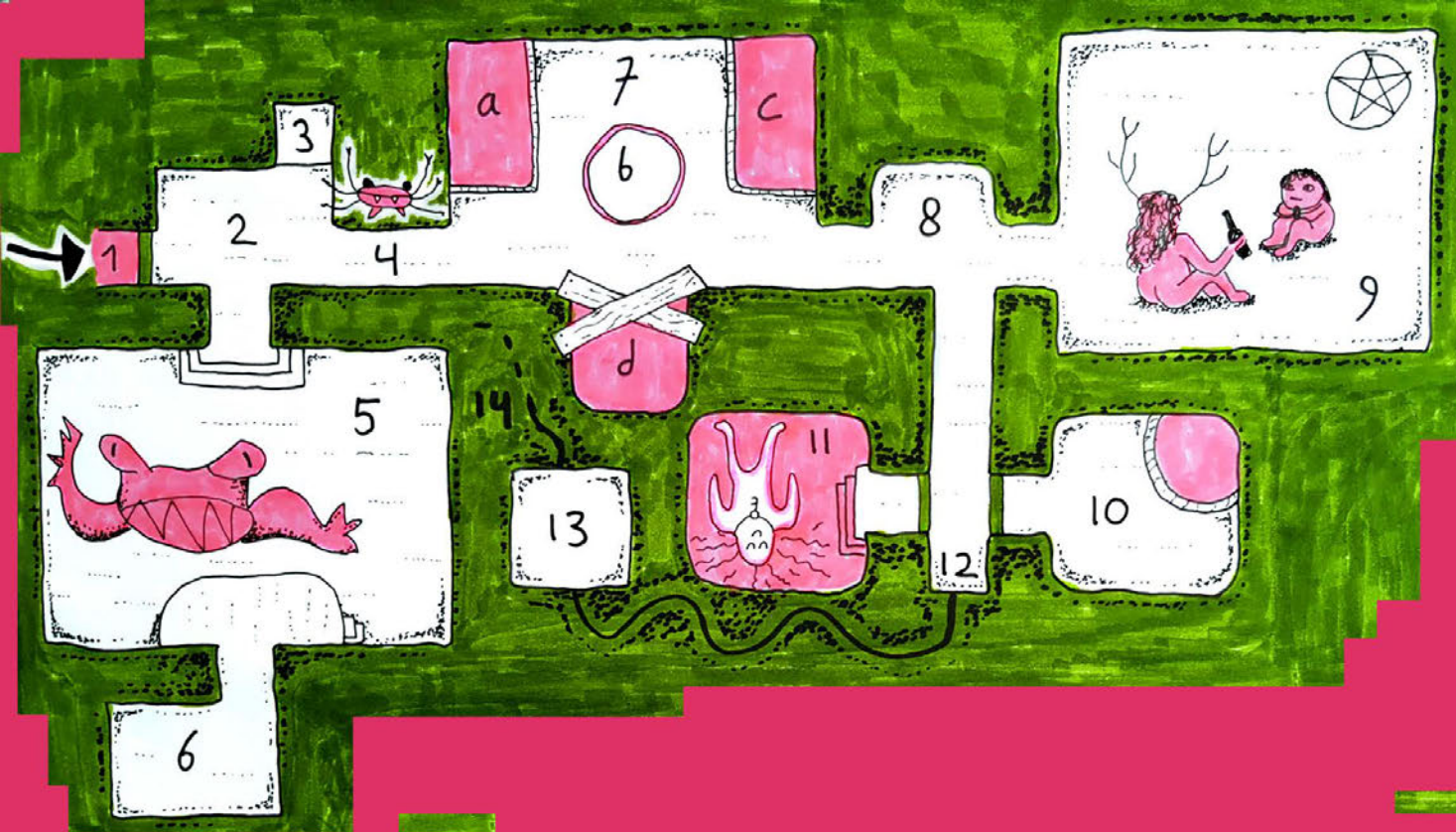
If adventurers correctly
answer the sphinx charade,
the Royal Couple's mummies
will be inert and their
treasure can be plundered,
otherwise they must face
2 **Mummies** before they can
seize the treasure.



Unlocked Wooden Door



Locked Bronze Door



Croaking & Soaking used to be a bathhouse for frogs, run by a family of crocodiles the size of rabbits. It has been out of business for decades. This is not advertised but touching the water in the bathhouse gives you the properties of whatever else is submerged in the water. Tiny crocodile Goki wanted to retrieve his grandparents' costumes from when they were performers here. Unfortunately he ran into three witches who use the properties of the bathhouse to enhance their appearance in preparation for the summer solstice festivities.

- 1. Undeep basin to wash your feet.** The crudely ornamented stone door slides up when two frog feet fill the slots on the bottom. Using someone else's frog feet may rub their frogginess off on your own feet.
- 2. Entrance hall.** Someone tried their best at a frog themed mozaik on the floor.
- 3. Ticket window and gift shop.** Soaps, bathrobes, slippers. Lost and found including keys, rings, socks...
- 4. Hallway** where a **spider frog** the size of a dog made his nest. Sticky webbing everywhere.
- 5. Main stage.** Frogs used to bathe here while watching a dance performance. Now it's dry and home to a **giant and frustrated frog**. She grew the size of an elephant and only her long, whipping tongue can get out now.
- 6. Backstage.** Dusty curtains, rusty mirrors, old robes. Antique costumes on wooden mannequins: real collector's items. Some pretty jewelry too. All tiny crocodile sized.
- 7. Large room with three separate basins.** Some frogs don't want to share each other's water.
 - a. Basin** full of spider frog tadpoles. Don't let them burrow into your skin! Sparkly ring on the bottom.
 - b. Empty basin.** Two dried and mummified frogs are still "bathing" in the dust, hungry for eyeballs. Sometimes they suck, sometimes they use their long boney fingers.
 - c. Basin with murky water.** Some coins on the bottom. Retrieving them may turn your skin into mud.
 - d. Unfortunately, the fanciest bath is boarded up** because of a spider frog and tadpole infestation. Includes a glass chandelier and ornamented mirrors.
- 8. Fountain** is still working. Some coins lay shimmering on the bottom.
- 9. Large dry basin** where the serious frogs used to swim. There are now three bedrolls but only two women. One shows off the new glowing antlers that she grew by bathing with branches and fireflies. They're getting ready for a party. The other woman will later today kill a tiny crocodile to use his teeth for her party dress!
- 11. Bath with a woman floating** on her back humming to herself. The water is filled with flowers. Lavender can be smelled throughout the hallway. Her skin has a purple glow. Around her neck is the key to Goki's cage.
- 10. Goki**, a crocodile the size of a rabbit, has been caught by the witches. He knows which soap to bathe with to shrink to his size so you can use the service hallways.
- 12. Soaps cabinet.** Bathing with these soaps will either: make you grow or shrink, make your skin sparkly or smooth, make you sleepy, or fill the water with tasty little flies.
- 13. Service room.** Levers and wheels to control the waterflow in every individual basin.
- 14. Service hallways** with barred windows into every room. The bars allow you to stick your arm in but are too narrow to climb through. You need to be as small as a tiny crocodile to enter the hallways

MYSTERY OF THE MOON MONOLITH

INTRO

A moon mining expedition uncovered a cyclopean monolith hidden in a lunar mountain range. Your team has been sent to investigate and report to the MegaCorps what you find within this strange structure.

1. Monolith Entrance Hall

The monolith opens into a large chamber with stairs leading up to a second floor against the back wall. A corpse wearing an ancient spacesuit is slumped against the wall nearest to the entrance. A large circular depression takes up the center of the room – surrounded by 5 small stone pillars (one of which has a rope tied to it).

Investigating the Corpse

The corpse seems to have been here for a long time – the body mummified by the lunar conditions. In his hand is clutched a small – perfectly spherical – object.

2. Upstairs Chamber & Mechanism

The stairs open into another room – on the far wall a depiction of the planets in the solar system. Underneath the mural are 7 perfectly spherical objects of various sizes (matching the one from the astronaut) rest against the wall. In the center of the room is a pillar with a glowing orb on top. 8 concentric circles expand out from the center, each with a small circular depression.

Activating the Mechanism

The eight spherical objects each represent a planet in the solar system – placing them in the correct order on the concentric circle depressions activates the mechanism – opening a circular hole floor in the floor below while the entrance to the monolith closes (locking the party in).

A message appears across the mural:

**Commander ident chip required for airlock cycling
ERROR REPULSORLIFT MALFUNCTION *ERROR***

3. Security Scanner

A small room with large screens set into the walls. A technological-looking pedestal with a green gemstone sits in the center. As the players enter, the gem pulses.

One of the screens flashes with the words: **Intruders Detected. Guardian Protocol Initiated.**

4. Lab

A biological research lab – the remains of an astronaut (matching the first) are splayed out across a table covered in dried gore along with cluttered papers with notes on physiology and biology of various earth creatures. Suddenly a gaunt, ten foot tall figure shambles into view – it appears to be some kind of gigantic moon mummy.

COMBAT: 1x – Moon Mummy (See Sidebar for Stats)

5. Specimen Vault

A large open vault with walls lined with specimen pods. Some seem to be cracked open. Vents on the far wall seem to be busted open and provide access to rooms below. *Roll on encounter table for room contents.*

6. Science Officer Quarters

One vent opens into simple accommodations with a large tech-sarcophagus that has been cracked open. *Roll on encounter table for room contents.*

7. Storage

Simple storage, stacked with metallic crates and sci-fi tools. *Roll on encounter table for room contents.*

8. Secondary Repulsorlift Shaft

A vertical shaft connecting the science officer's quarters (top) to the reactor (at the bottom) or the bridge (in the middle) – players should make a climb check (DC 10) to avoid falling when taking damage in combat.

COMBAT: 2x Crypt Crawlers (See Sidebar for Stats)

9. Bridge & Commander's Post

A large room with a vaulted ceiling and a floor that slopes up revealing a large tech-sarcophagus situated in the center. As the party enters, the room activates with a hum – two sarcophagi against the back wall hiss open as two moon mummies step out. The sarcophagus at the center begins to reshape into a cloak around an imposing mummified figure seated on a monolithic throne.

COMBAT: 2x Moon Mummies (See Sidebar for Stats) – Once Defeated, enter Crypt Commander

10. Reactor Core

A massive chamber filled with strange alien machinery – on one wall, tanks of what appear to be coolant are piped into a large glowing reactor on the other side. Several of the coolant pipes have some kind of insect hives growing through them.

COMBAT: 5x Crypt Crawlers

MONSTERS

Crypt Crawler

A scarab-looking insect roughly the size of a cat

HP: 3d6 (12) | AC: 14 | Spd: 40ft (20ft Climbing)
Damage Immunities: Cold | Damage Weakness: Fire
Attack: Bite +3 (1d6 piercing + 1d4 cold)

Moon Mummy

A tall & gaunt alien bipedal figure – mummified by its long tenure entombed on the moon

HP: 3d12 (24) | AC: 13 | Spd: 20ft
Attack: Entropic Slam +3 (1d8+3) – Con Save DC 12 or take an additional 1d4 next turn

Crypt Commander

A regal moon mummy encircled by a nanobot swarm and wielding a nano-control staff

HP: 5d12 (40) | AC: 15 | Spd: 30ft
Attack: Entropic Slam +3 (1d8+3) – Con Save DC 12 or take an additional 1d4 next turn

Entropic Blast 15ft cone – Dex Save DC 12 or take 2d6–1 necrotic damage (half on successful save)

ROLL (1d6) FOR ROOM CONTENTS TABLE

- 1 – 1d4–1 Crypt Crawlers Attack
- 2 – A warning screen flashing "MELTDOWN! Reactor Coolant Blocked"
- 3 – 1d4+1 vials of medical nanopaste (healing potion)
- 4 – 1d4+1 Crypt Crawlers Attack
- 5 – A crate labeled "Morphological Food Paste" – filled with pink ooze
- 6 – Escaped specimen from the "Specimen Vault" (GM's Discretion)

The Tomb of Ser Brucius

A One Page Dungeon by
Matt Murray

The Cult of the Ember End has broken into the Tomb of Ser Brucius to steal the Resplendent Shard. The leader of the cult, an orc shaman named **Lurtzog**, wants to use the Resplendent Shard to summon a Fire Elemental in order to destroy the town of Fulkurstone. Fulkurstone's halfling mayor, Mayor Gerry Mossfoot XVIII (the 18th), has requested your help in saving the town from certain destruction!

A - Entryway: 2x *Cultists* are inside roasting sausages around a small fire. An easy Perception check lets the party hear them arguing about the right way to cook the sausages (frying vs braising). They are caught off guard when the PCs kick in the door. If the party doesn't act quickly one *Cultist* yells shrilly alerting the *Fire Snake* in **B**. The *Cultists of the Ember End* are a mix of human, half-elf, and half-orc mages. They are armed with crossbows and daggers and will attempt to lure PCs into the cult using Charm spells.

B - Armory: This room is well-lit with many torches. It appears to have been an armory, long since looted. A *Fire Snake* hides behind one of the pillars. It is 8ft long and will attempt to constrict and devour the PCs. It makes 2 attacks per turn with its Bite and Tail Whip attacks. Touching the *Fire Snake* causes additional fire damage.

C - Crypt: The final resting place of Ser Brucius is musty and the stone walls are covered in moss. There is no light in this room. The *Spirit of Ser Brucius* will reveal himself to any who pledge themselves to light or justice (or to the followers of any lawful and/or good deity). He asks the PCs to clear the *Cultists* from his tomb and bring them to justice. If they agree, Ser Brucius will share the location of the hidden passage to **F**. The tomb is empty besides the aged hilt of Ser Brucius' sword. If PCs examine the hilt they find an empty socket where a gemstone would fit.

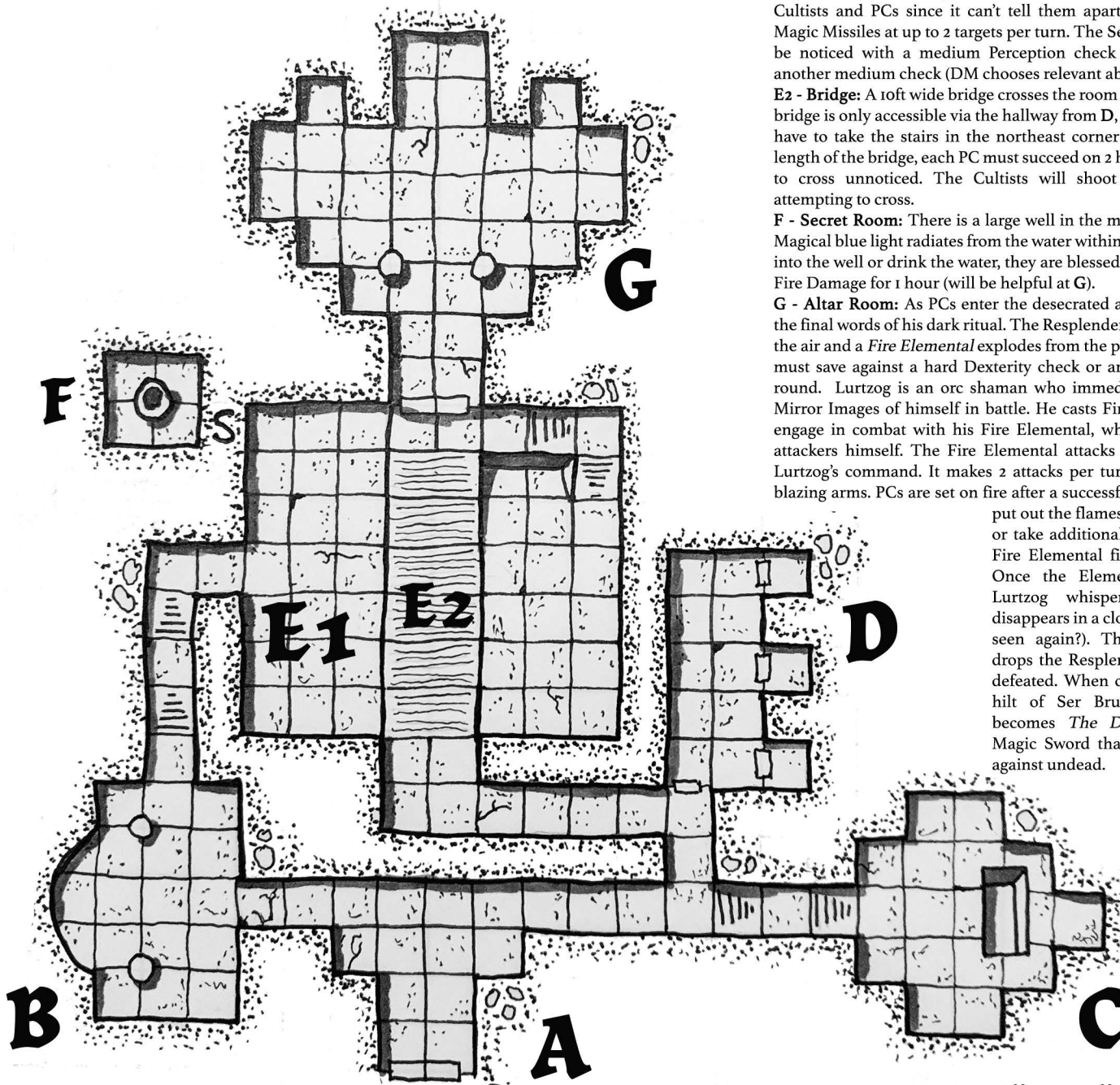
D - Prison: The vengeful *Ghosts* of 2 criminals brought to justice by Ser Brucius haunt the middle cell. They'll try to pull a PC into a cell and shut the door, locking their victim inside. There's no key to the cell, but the old door can be broken open with a medium Strength check or other creative means. There is a *Potion of Spider Climb* hidden in one of the other cells.

E1 - Main Chamber: 4x *Cultists* are cruelly bullying a *Fire Imp* they summoned by throwing water on him. The *Imp* attacks both the *Cultists* and PCs since it can't tell them apart and shoots fire-y Magic Missiles at up to 2 targets per turn. The Secret Door to **F** can be noticed with a medium Perception check and opened with another medium check (DM chooses relevant ability).

E2 - Bridge: A 10ft wide bridge crosses the room 30ft overhead. The bridge is only accessible via the hallway from **D**, otherwise PCs will have to take the stairs in the northeast corner of **E1**. Due to the length of the bridge, each PC must succeed on 2 hard Stealth checks to cross unnoticed. The *Cultists* will shoot at PCs they see attempting to cross.

F - Secret Room: There is a large well in the middle of this room. Magical blue light radiates from the water within. If PCs throw gold into the well or drink the water, they are blessed with Resistance to Fire Damage for 1 hour (will be helpful at **G**).

G - Altar Room: As PCs enter the desecrated altar **Lurtzog** utters the final words of his dark ritual. The Resplendent Shard floats into the air and a *Fire Elemental* explodes from the power within it. PCs must save against a hard Dexterity check or are stunned for one round. **Lurtzog** is an orc shaman who immediately summons 2 Mirror Images of himself in battle. He casts Fireballs at PCs who engage in combat with his Fire Elemental, while evading melee attackers himself. The *Fire Elemental* attacks the nearest PC at **Lurtzog's** command. It makes 2 attacks per turn with each of its blazing arms. PCs are set on fire after a successful attack and must put out the flames on their next turn or take additional fire damage. The *Fire Elemental* fights to the death. Once the Elemental is defeated, **Lurtzog** whispers a spell and disappears in a cloud of smoke (to be seen again?). The *Fire Elemental* drops the Resplendent Shard when defeated. When combined with the hilt of Ser Brucius (from **C**) it becomes *The Dark Ender*, a +2 Magic Sword that does 2x damage against undead.



In ages past, Tutbas the Thief King spent his hoards to construct a series of trials to test the guile of those who would rob his tomb. The entrance has been found...

Rules: The trials consist of 10 rooms, each identical in appearance. Each room contains a new danger, as well as all of the dangers of the rooms prior. "Touch" refers to the touch of any solid object.

Each room is dark and has a 20% chance to contain a corpse (T2).

The TRIALS of the THIEF KING

- 1 The chest (a; see: T1) and the exit (b) are locked - can be picked by a master thief or unlocked with the key hanging near the entrance (c). The key cannot be removed from the door once used (breaks). Everything is stone except the iron staves (g,h) and 2 fist-sized sapphire pupils (can be pried loose, but causes the eyes to weep tar).
- 2 Darts fire from the fingers (d) toward the exit when it is unlocked.
- 3 If the chest is unlocked, floor panels (e) swing open to a 30ft pit. The bottom is a narrow iron grate to a dark abyss.
- 4 If any red step is touched, the steps (f) become a steep smooth ramp.
- 5 If the stone statue is touched, a slime (S1) oozes from each nostril.

S1: Slime (clear)

Moves/climbs/swims slowly
Seeks nearest warmth
Corrodes all but stone
Resists piercing/slashing
Immune to shock

- 6 If any blue step is touched, a torrent of water from the mouth floods the room at 1ft/sec. The water stops at the top step.
- 7 If any red stone is touched, the scepter (g) shoots a blast of fire every 10 seconds at each target that touched it. Fuel for 10 blasts.
- 8 The statue invisibly electrifies the iron crook (h). Current is conducted by liquids and metals (including the key).

- 9 Any sound above a whisper causes the stone ears to slowly twitch - the mad ghost of Tutbas animates the statue and attacks (S2).

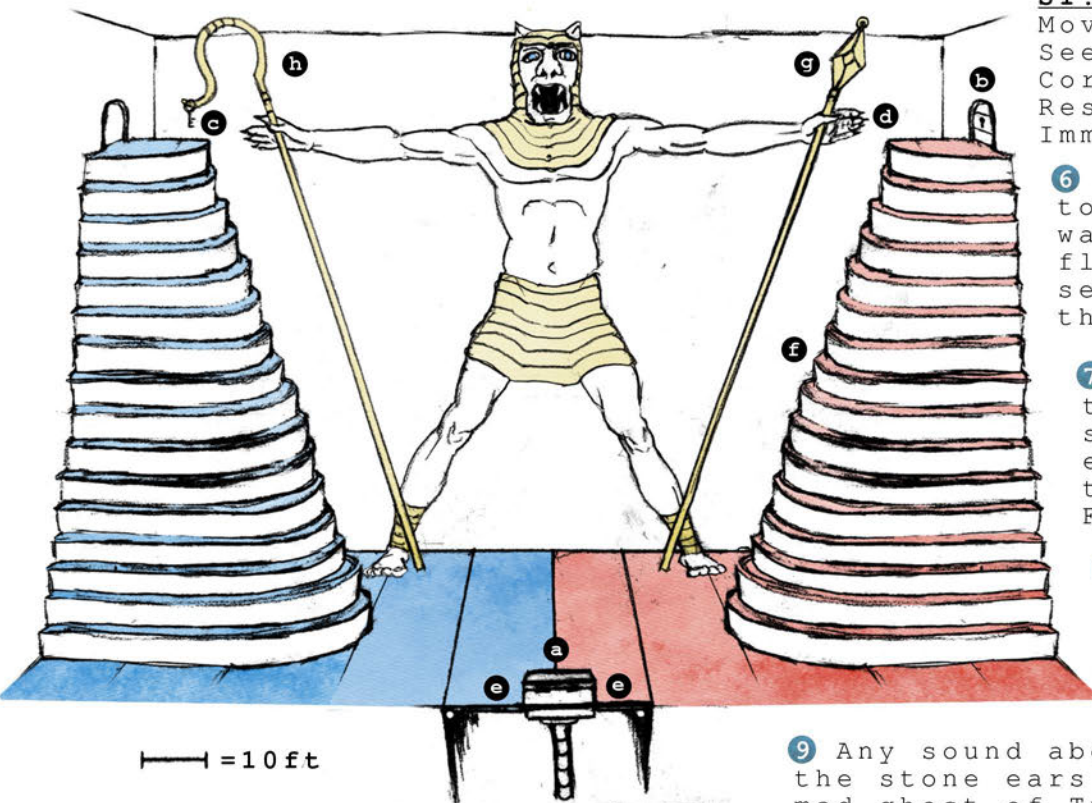
- 10 Identical to room 1 - no tricks. Exit leads to safety.

S2: Tutbas Statue

Hostile and mocking, slow and mighty
Retains all statue effects
If canopic jars are smashed (T1), crumbles to reveal massive golden bones

T2: Corpses (roll 3d6)

	age	location	loot
1	hours	far door	dagger
2	days	near door	ring
3	months	far stairs	potion
4	years	mouth	coins
5	decades	in chest	pitons
6	eons	pit	oil



T1: Chest Contents (by room)

- 1 rotted bow, 10 barbed arrowheads
 - 2 jade falcon amulet (featherfall)
 - 3 iron gauntlets (magnetic at will)
 - 4 snakeskin tunic (masks body heat)
 - 5 black leather slippers (waterwalk)
 - 6 urn of opium and jeweled pipe
 - 7 circlet (limited telekinesis)
 - 8 tiny marble horse (grows rideable)
 - 9 4 gold canopic jars
 - 10 the mummified corpse of Tutbas, dressed in gold as the statue and bearing a map to the treasure he never found.
- Additionally, each chest contains room#d100 coins stamped with the face of Tutbas.
-10% chance that the contents are found on a corpse in the next room.

MANSION OF THE ENDLESS PLEASURES by Maykel S. Braz

PRELUDE

Hired by King Gunter, the party is in the Whisper Grove tracking Rodingwer, who departed weeks ago to hunt the Bald Hill mantichore. There, they find a little girl cornered by a mantichore, and after a quick battle, both vanished in a flash of light and a portal appears. Amid the whispers, the party hears: "Be gently and ask as the grove, so the portal will open up itself." Whisper something as "Please, open!" and the portal will give access to the mansion.

I. GROUND FLOOR

a) Reception (dusty): The trap throws the party in the Lower Ground, causing minor wounds.

b) Main hall (dusty, darky * ghoul ambush, small basilisk, doppelganger * social puzzle): Full of stone statues. Four of them stand out: Rodingwer (doppelganger) and three homunculi (Rodingwer and vassals) in combat. The basilisk moves around the room, making perceiving it difficult. Petrification will be reversed if the basilisk dies. On the throne, a skeleton hides a rusty magic dagger.

c) Mermaids fountain (humid, slippery * puzzle): An hypnotizing light drives the party next to the fountain. Specters pull his victims to the water and, after share their memories, release them.

d) Garden of thornes (swampy, putrid * La Llorona, stirges): The thorns of the bushes that occupy the garden cause hallucinations.

II. LOWER GROUND

(smelly, darky * gibbering moulder - aberration)

The smell of rot, excrement and burnt flesh is unbearable. Screams of suffering break the silence. Torture machines everywhere.

In front of the warehouse next to the stairs, a door under the counter leads to the kitchen with ovens, tables and a nursery.

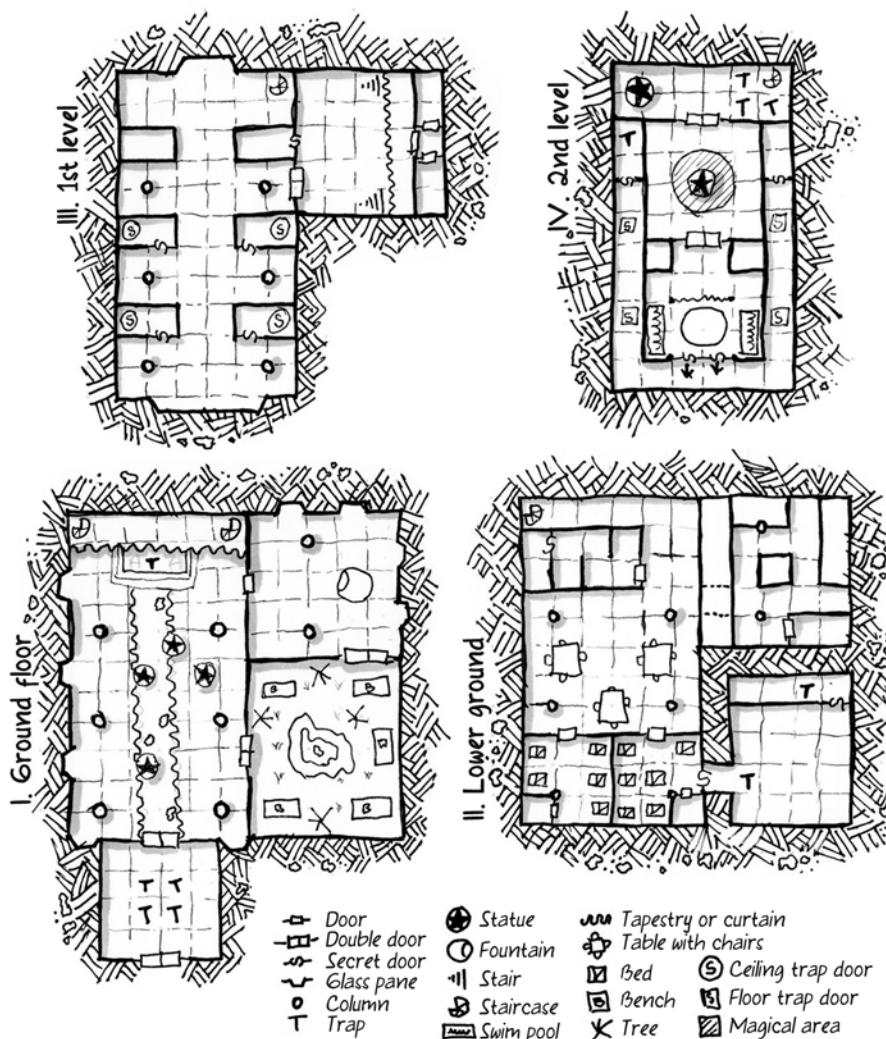
The aberration creeps across the roof of the refectory. Destroying the absorbing bodies scattered throughout the level weakens the creature.

In the back are the servants' and guards' dorms with access to the armory.

III. 1ST FLOOR

a) Art gallery (dusty, darky * ghouls): There are real people imprisoned by magic in artworks. Stained glass windows seem to explode when they are crossed by specters that head for the Theater. Ghouls use secret doors and hatches to ambush the party.

b) Theater (dusty * specters): Full of broken chairs. The dome of the theater shows a starry sky. On the stage, specters abandon their performance and attack the party. Break the dome frees the specters. Among the piles of clothes in one of the dressing rooms is a magic flute.



THE EHPsh MANSION, was built over 300 years ago as a gift from a duke to his lover, secretly a succubus. Unable to overcome the magic of the succubus, a mage used his own vital energy to seal the palace in a magic pocket. The mage shaped the earth in order to hide the palace and assigned him a magical guardian in the form of a mantichore.

IV. 2ND FLOOR

a) Waiting room (dusty, darky): Three statues at the back of the room fire darts whenever the traps are triggered. One of them hides a magic amulet.

b) Crystal of deep desires (pulsating, illuminated): Four statues with their backs together raise a large crystal over their heads. The pulsating crystal illuminates the entire room. The crystal's pulses put the group into a trance. Runes hidden in the ceiling delimit the area of influence of the crystal.

c) Succubus room (seductive, warmy, illuminated * succubus, ghouls, doppelganger (maybe) and living armor): Lying on the huge bed, a beautiful woman welcomes the group. Lovers bask in their bedroom pools at the pleasant sound of a harp (magic). Food and drink on the tables. If he accompanied the group, the doppelganger reveals himself. Before perishing, with a long and hot kiss the succubus secretly transfers part of its essence to one of the heroes.

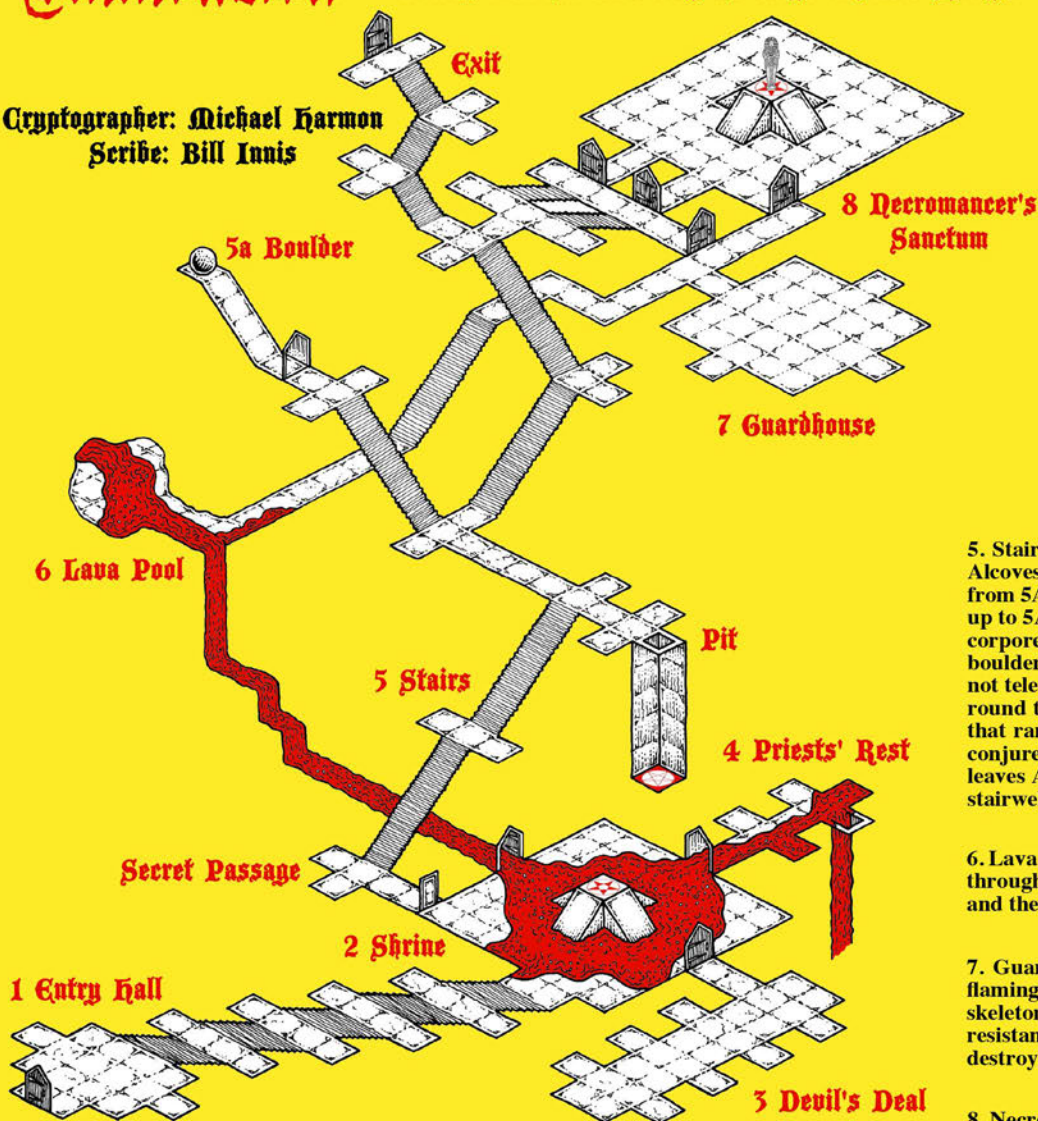
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Tomb of Immolation

The Tomb of Immolation holds an ancient necromancer whose name is lost to the ages. Upon his death, the necromancer's fanatical servants mummified his remains using a secret, forbidden embalming process, transforming him into an ever-burning undead creature of great power. The entrance to the tomb is in the cellar of a long-forgotten fortress on a hill overlooking the village of Sacred Springs.

Cryptographer: Michael Harmon
Scribe: Bill Innis



1. Entrance Hall - ten alcoves hold upright, elaborately carved stone sarcophagi. The lids open easily like a door to reveal inanimate skeletal remains. Detect magic on a sarcophagi reveals conjuration magic. Stairs are difficult terrain. Encounter: Once every 24 hours, after a creature enters the tomb, 5 zombies and 5 skeletons emerge from the sarcophagi in the 10 alcoves. A flaming skeleton in Area 2 will join any combat that occurs in this area; it wears magical boots of spider climbing. Treasure: each inanimate skeleton inside the sarcophagi has 1d3 pieces of copper jewelry worth 10gp, although these items are worth more to a collector.

2. Shrine - obsidian dais in the middle of the room with a magic circle carved into it. Lava slowly flows from the North door out the East door. Touching the lava causes High fire damage. Puzzle: any creature that stands on the dais and utters the word "Anocharun" causes the North door to shut for ten minutes; the lava in the room drains out in one minute, and covers the floor one minute after the door reopens. Trap: Intense heat in the room causes Low fire damage to every creature that starts a turn in this room; this damage continues even when lava is drained from the room. Secret Door to Area 5: Easy to find; faint words in Abyssal carved on the door read "Burn barriers" The door opens for 10 rounds when it is damaged by fire. Locked Door to Area 3: South door has an Average lock.

3. Devil's Deal - Average lock on the door; seven alcoves encrusted with glowing white crystals hold a Deadly devil in the room. Encounter: Nargalux the ice devil sits in the middle of the room, trapped here millennia ago by the necromancer as part of his unique mummification ritual. The crystals are immune to damage from non-good sources, and magically contain Nargalux inside this room, absorbing its power to keep the tomb's magic operating. Nargalux wants to escape badly and offers a deal in exchange for the PC's help, and it won't initiate combat but will defend itself; it's more interested in using the PCs to escape than in killing them. Puzzle: Nargalux's deal is for the PCs to destroy the crystals and it will help them get to the necromancer's chamber." Nargalux knows the command word needed to shut the North door in Area 2. It will not reveal this until freed. If freed, Nargalux tells the PCs their souls belong to it (a lie), and it says "I shall honor our accord, mortal: it is Anocharun, the master of this tomb, whose name should be uttered rightly, while left unsaid." This is a hint that the PCs should say "Anocharun" in the right sarcophagus but not in the left one.

4. Priests' Rest - Short hallway with a floor half covered by lava; take Average fire damage at the start of each turn in this area. The two alcoves to the North each have a sarcophagus, the two South sarcophagi have been destroyed by lava. Detect magic on the sarcophagi reveals abjuration magic. The Southeast alcove has a destroyed sarcophagus with lava flowing through a hole in the floor. Puzzle: Any creature that enters the Northeast alcove's sarcophagus, closes the lid, and utters the command word "Anocharun" receives protection from fire for one hour. The command word is known by Nargalux. Trap: Any creature that enters the Northwest sarcophagus, closes the lid, and utters the command word Anocharun is cursed and cannot heal until the curse is removed.

5. Stairs - Stairs are difficult terrain for Medium or larger creatures due to the small rise/run of the stairs. Alcoves in the area contain sarcophagi. A giant, rune-covered stone boulder constantly rolls at 60" per round from 5A to the pit, making the trip in two rounds. Trap 1: The boulder teleports from the bottom of the pit back up to 5A, only to roll down to the pit again and teleport back in a constant loop. The boulder automatically hits corporeal creatures in its path for High damage. Trap 2: 25' deep pit with magic circle keyed to the runes on the boulder that causes it to be teleported to the top of the stairs; anything that doesn't possess the correct runes will not teleport; the heat from the lava in Room 2 heats the floors and walls of the pit causing low fire damage each round to anyone in the pit up to 10' from the pit's floor. Encounter: every alcove has an upright sarcophagus that randomly conjures a ghoul when a creature comes within 10' of the sarcophagus. Each sarcophagus can conjure undead once per day. The conjuration of undead by these sarcophagi ends if Nargalux is destroyed or leaves Area 3. Treasure: magic weapon and average coins found on the skeletal remains of an adventurer in a stairwell. Exit: the dungeon exit is locked with an Impossible lock, key is on the mummy in Area 8.

6. Lava Pool: this small, natural cave is a conduit from the Elemental Plane of Fire, the source of the lava flowing through the tomb. Encounter: a fire salamander maintains the conduit. If destroyed, the conduit shuts down and the lava is permanently stopped.

7. Guardhouse - Unfurnished room with three alcoves encrusted with deep purple crystals. Encounter: 9 flaming skeletons mill about. They attack on sight and investigate any noises in Areas 5 and 8. 1d6 Flaming skeletons that have been destroyed reform in this room every day at dawn until all 9 are here. Anyone not resistant to fire who starts its turn within 5' of a skeleton takes Low fire damage. If Nargalux has been destroyed or escaped Area 3, the flaming skeletons do not reform.

8. Necromancer's Sanctum - obsidian dais in the middle of the room with a flaming magic circle carved into it, and an upright sarcophagus of intricate design and studded with gems stands upon it. Doors: all three doors into the chamber have Difficult locks; the 4th door has an Average lock with an Average poison dart trap. Encounter: Difficult, immolation mummy emerges from the sarcophagus; it is immune to fire and its attacks cause creatures and objects to catch fire; all remaining flaming skeletons from Area 6 enter the battle in 4 rounds. Trap: the sarcophagus is an open gate to the Elemental Plane of Fire; anyone who enters there cannot return. Treasure: Exceptional treasure in the Difficult locked chest, and a key to open the tomb's Exit door in Area 5.

The Insightful Rot of The Tumorous Manse.

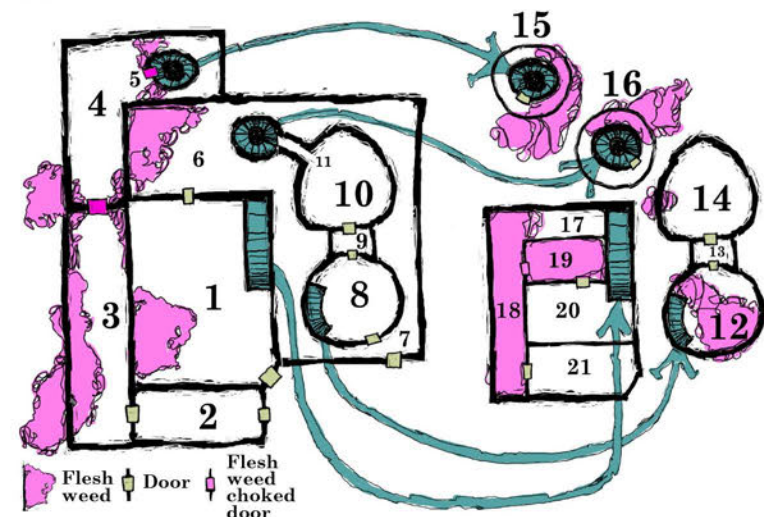
A manse in the dusty outskirts of the city has been lost to corruption.

Why go there, d6?

- 1) Local authorities would like the rot to halt its spreading.
- 2) A rival assassin group requires intel on **Starkan**.
- 3) A pink robed wizard would like a **Fleshweed Seed**.
- 4) An eccentric collector would like the **Esoteric Book**: "Manifesting Dream Treasure".
- 5) A dark robed figure wants their brother **Balsan** recovered (in fact they would like to assassinate them)
- 6) Rumours of treasure left unguarded (**Mirror Dagger** and **Holy Vials**).

The manse is made of blocks of sandstone. Interiors are bare but extant decorative touches are opulent. All work benches are ornate and made of exotic wood. Glass beakers and vials crystal-like and bejewelled.

Fleshweed: Coral like growths of flesh. Tumours scintillating with pink tendrils. Happily grasps any flesh and chews it with tiny mouths.



- 1) Assaulting stench of rot. Hundreds of barrels. A path between doors and stairs is cleared. Most barrels contain chunks of rotten meat. Workbench of chemicals and scalpel in SW corner of room. Exploding growths of **Fleshweed** sprouts from the barrels around workbench.
- 2) Arched cloister. Wiggling tendrils of **Fleshweed** hang from ceiling.
- 3) **Fleshweed** choked cloister. Pools of red liquid swim away from interlopers. Explosions of **Fleshweed** centred around pink congealant covered rat and human skeletons.
- 4) Enclosed courtyard. Blood splattered remnants of cleared **Fleshweed**. Evidence of consumed raw rats. **Balsan** is sleeping in dirt in corner.
- 5) Stone stairs dripping with a slithering red ooze. d4 **Acolytes** begins walking down stairs when door opened.

Ambulatory Fleshweed: Dog sized clumps that wriggle like worms, or stumble on malformed legs. Aggressive in its chewing of flesh.

Fleshweed Seed: Whitepink fist sized pearl. Ever drips blood. Implanting into a brain will begin a new fleshweed growth.

Survivors:

Balsan : Haggard, emaciated and delirious priest assassin. Mouth oozing **Fleshweed**, as is the back of now cracked skull. Fine robes blood and jelly stained. **Wants** food and to escape the manse. **Knows** Starkan found a **Fleshweed Seed** in a dream, **Balsan** sees these in his dreams now too.

Starkan: The consciousness of the head assassin priest in the form of a wall covering amalgamation of flesh and organs. Speaks, clearly, from six ambulatory mouths. **Wants** to be fed a another **Fleshweed Seed**. **Knows** that the fleshweed is reading us, and is making us better.

- 6) Dusty courtyard. Fist sized oozes of pink scatter like roaches when approached. **Acolyte** is placing an offering of meat at Shrine in center of billowing mass of **fleshweed** in NW corner.
- 7) Dusty courtyard. Dozens of destroyed **Esoteric Books** splayed in dirt—tossed from arched windows above.
- 8) Pitch black, no windows. Musty, faint rot. Barrels line wall. Workbench of chemicals and scalpel in center of room. Dead, faltered and dried out **Fleshweed** leaks from some barrels.
- 9) Pitch black. Stone bookshelf of d8 **Esoteric Books** opposite stone statue of robed man, one hand on heart, other holding poised dagger dripping liquid.
- 10) Pitch black. Stench of chlorine and ozone. Smashed, wrecked laboratory of stone and glass. Myriad chemicals. d4 **Acolytes** rifling through wreckage for **Fleshweed Seed**.

Other Beings:

Acolyte: Pink, hairless apes with long, slug like head. Slughead terminates with single enormous human eye. Brute strength. Touch sends loving messages to the human mind "be calm, be happy, join us, etc". **Wants** to grow the **Fleshweed** to strengthen its connection to this world. **Knows** the thoughts of those nearby.

Deacon: Pale 8 foot malformed man. Face featureless save for two spiral horns. Wears elaborate adornments of twisting, scintillating **Fleshweed**—they handle this like a snake or scarf. Regenerates their flesh quickly and can swiftly consume a living being with their vestments. **Wants** brains for **Fleshweed Seeds**. **Knows** their invasion is just, glorious and inevitable.

Mirror Dagger: Infinitely sharp. Will effortlessly slice flesh when blade is an inch away. Wounds from it are difficult to heal.

Holy Vial: Injecting makes flesh rubbery, twistable and impervious to all but the sharpest blades. Climbing of sheer surfaces becomes incredibly easy. Lasts d4 hours.

Shrine: A lolling tongue surrounded by an arch of eyeballs. The tongue will attempt to drag the flesh of passerby into its maw, implanting a fleshweed nodule & **bestowing one of the following blessings, d6:**

- 1) Blessed one can part and direct **Fleshweed** like a conductor but their body will be overcome by **Fleshweed** in d6 days.
- 2) Blessed one can vivify once dead flesh in their presence. **Fleshweed** growths resembling the vivified being will erupt over body.
- 3) Blessed one can now read others mind but their brain will explode with a **Fleshweed** seed and growth in d6 days.
- 4) **Fleshweed** will no longer attempt to consume blessed one but **Acolytes** will attempt to pulverise this cursed body.

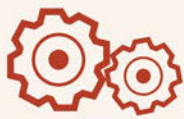
Esoteric Books: Generally emanate a vile energy. Written in a variety of exotic languages. If comprehensible the title is, d10:

- 1) Weaponizing Vermin
- 2) The Ensuring of Conflict
- 3) Manifesting Dream Treasure
- 4) Illuminating the Otherworld
- 5) Everyday Poisons
- 6) Labyrinth of The Mind
- 7) Meat Bacterium
- 8) My Time with The Brain
- 9) Holy Rot and The Glory of the Slug
- 10) Politics of Death.



- 11) Dark stone stairs. d6 **Ambulatory Fleshweed** unleashed by **Deacon** at top of stairs.
- 12) Arched windows line room. Enormous gyrating mass of **Fleshweed** fills room, blocking way from stairs to north door. d6 **Acolytes** feeds mass of **Fleshweed** **Esoteric Books** and meat from north side of room.
- 13) d8 piled **Esoteric Books**. Behind books a **Fleshweed Seed** is hidden beneath purple silk.
- 14) **Deacon** deep communing with Shrine emerging from **Fleshweed** mass slopping out arch window (will not rouse without considerable agitation). Four statues of men, each with limbs removed showing anatomically accurate organs. In north is workbench of chemicals with a **Holy Vial**.

- 15) Balcony half filled with **Fleshweed**. An alluring Shrine emerges from the growth.
- 16) Balcony half filled with **Fleshweed**. An alluring Shrine emerges from the growth.
- 17) Empty book shelves line corridor.
- 18) Flowering **Fleshweed** mass fills corridor and bulges out of arched windows.
- 19) **Fleshweed** mass fills room. Everything other than the stone walls has been consumed.
- 20) Walls covered in thin layer of **Fleshweed**. Several eyes and mouths roam around the flesh. **Starkan** is here in the form of diffused flesh. Blood soaked wooden furniture.
- 21) Two workbench of chemicals. One holds a **Holy Vial**. The other holds a **Mirror Dagger**.



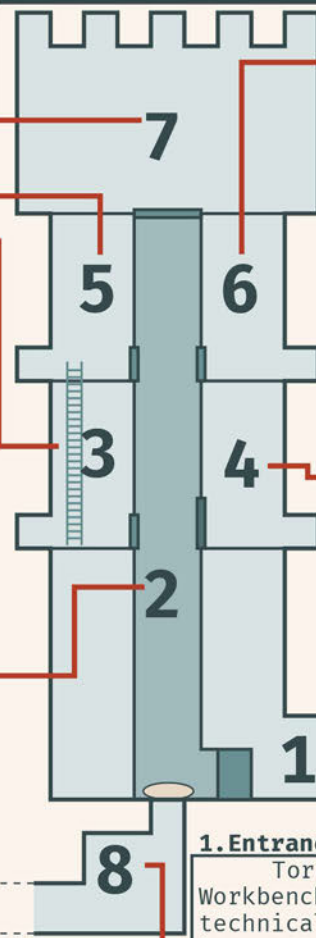
Ufelmia's Membership Fee

Ufelmia the Tinkerer has been paying her membership fees to the **Artificer's Guild** in **fragile gold**! This metal looks genuine but becomes brittle under direct sunlight. The **Guild** is furious! Their **debt collector** was sent to her tower and hasn't returned so a party of adventurers is needed to recover the **20,000 crowns** **Ufelmia** owes. They are promised a cut of **10,000 crowns**.

The tower is a stout edifice made of disorganised stone, with brass tubes, quartz lenses and a wealth of arcane machinery seemingly bursting out of every crevice. A menagerie of **Automatons** roams the halls and attacks anyone who they believe interferes with **Ufelmia's** belongings. She has also begun to experiment with living matter...

If the party approaches the tower in plain sight, **Ufelmia** will see them from a window and retreat to her **PANIC ROOM (8)** from where she will taunt the PCs through the sophisticated system of acoustic tubes which amplifies her voice and makes it seem to come out of every wall.

Ufelmia's taunts: "I hope you last longer than the last one they sent!", "Have you met my darling birds? They love having visitors for dinner.", "Try not to make a mess, airheads!".



6. LABORATORY

Bubbling sounds emanate from the alembics and various vats lining the wall. There is a **fume hood** filled with delicate tools and lenses. It can identify any **magical organic matter**.

The vats contain birds at different stages of development, but one of them hosts a completely naked man, the **Guild's debt collector**. The last thing he remembers is being knocked unconscious by an **mechanical goblin**. He can tell the adventurer's about the **fragile gold**.

4. VAULT

Heavy metal door with a keyhole. Inside, there are three chests. One of the chests contains **40,000 crowns** made of **brittle gold**. The other chests are also filled with coin, but upon opening, they become **2 Fragile Gold Golems**, aggressive towards the one who released them.

Dungeon by Miguel Rivera
@michaelriver
<https://m-rivera.github.io/>

1. Entrance Hall

Torch lighting, faint whirring sounds. Workbenches line the walls, littered with technical drawings, crumbs, and metal parts. Mail is scattered near the door with numerous warnings from the **Guild**. Piles of robot parts are dotted about, possibly hiding automatons. There is a **HELICAL STAIRCASE (2)** in the middle of the room.

One workbench has the top half of a dwarf automaton called **Nedalin**. He runs out of power after answering 1d8 questions.

8. Panic Room

Ufelmia waits on a divan for the adventurers to leave or be captured by her automatons. She speaks into a brass tube which sticks out of a wall. There is nothing to break the fall if someone jumps in without taking precautions.

Here, she keeps her valuables. There is a chest of drawers containing the debt collector's belongings: **elegant clothes**, a **spellbook**, and a **wand of freezing**. There is also one **small magic item** belonging to Ufelmia. A treasure chest containing **jewels** and **real gold coins** totalling **30,000 crowns**.

A tunnel leads to a secret exit at the foot of a gnarled tree 200 yards away. The opening is hidden behind illusory roots.

7. AVIARY

A host of angry **Cyborg Birds of Prey** with red glowy eyes are locked in cages. The air stinks of animal. The space is mostly open to the elements, and a walkway leads to a small parapet, from which the surroundings can be seen.

The floor is scattered with feathers and bags of birdfeed. One bag is smaller than the others and contains **1d10 rubber seeds**. When consumed, they grant **immunity from falling damage for 1d6 minutes**.

5. BEDROOM

Locked from the outside. Stuffy room with clothes scattered on the floor. The bedside table has a mug with a sip herbal mixture left at the bottom (**gnomish nettle infusion**). If the drinker has a small build, they fall into a **magical sleep for 1d8 hours**.

Inside a desk drawer there is **300 crowns** worth of jewelry and a **key** to the **VAULT (4)**.

3. LIBRARY

Musty smell, bookshelves arranged every which way, dim amber lighting from a fading glow-sphere.

A display cabinet shows a black **orb** in a stone bowl. The air inside undulates due to an incantation that keeps the cabinet warm. Opening it will scorch everything within three feet for 1d6 damage as the incantation dissipates. At room temperature, the orb unfolds like a crumpled parchment. Heating up the parchment makes it crumple back up into an unbreakable orb.

A ladder leads to the **BEDROOM (5)**.

2. HELICAL STAIRCASE

Faint light seeps the gaps in a wooden lattice trap door in the ceiling far above leading to the **AVIARY (7)**. Stone steps with no hand rail spiral up to the higher landings.

The bottom floor is adorned by an **ivory disc** circled by runes. Magic users can discern the runes for "Speed", "Travel", and "Caution". This disc can be passed through, but only at vertiginous speed (jumping from at least **LIBRARY (3)** height). The disc leads to the **PANIC ROOM (8)**.

Every 10 min roll 1d6

1. Wandering monster
2. **Ufelmia** taunts the PCs
3. Automaton noises
4. **Nedalin** reboots with a clean memory, says hello
5. Bird noises from the **AVIARY (7)**
6. Nothing happens

Other characters

1. **Ufelmia** is an artificer gnome with an **invisibility potion**. She is defenseless without her minions.
2. **Nedalin** is an unfinished dwarf automaton, loyal to Ufelmia but very credulous (he was born yesterday).
3. The **Guild's Debt Collector** is a powerful wizard, but will not exit the **LABORATORY (6)** without clothes on.
4. The **Cyborg Birds of Prey** are semi-mechanical creatures grown in the vats of the **LABORATORY (6)**.
5. The **Fragile Gold Golems** are lumberous but deadly. They do not know of their weakness to daylight.

Wandering monsters (1d6)

1. 1d4 Mechanical dwarf warriors
2. Mechanical human butler
3. 1d2 Mechanical elfen archers
4. 2d6 Mechanical goblins
5. 1d4 Murderous Birds of Prey
6. Semi-mechanical ogre

AREA FIFTY-ONE-GEON

Designed by Mike Green & Anderson Todd. Illustration by Magic Man.
HANDOUT—PRINT—USE AS ADVENTURE HOOK, OR TEAR IN THREE PARTS AS CLUES

The villagers told us where the angel fell, pointing north to the hills. We were generous with royal coin, but none except a drunken sellsword would guide our expedition. Superstitious peasantry. Hiking up, trees lay ruined, flat as by fierce storms, many burnt. Come dusk, some glowed. My soldiers nearly had to use force to pull the sages from curious twitting. Mules and canaries grew ornery. When we reached the scar's end, the crater was black and smooth, granite splashed like wax. The Object lay half buried where it fell. I mused it seemed a titan's helm, or the lid of a soup tureen. The men said mere an overturned saucer or a snail. The sages blathered about "asymmetrical helix topology". Surface was silver, iridescent. My palm felt waves of faint buzz, my fingertips slipped from it as if greased. Not even my own blade marks it. Set the men to drag logs for palisade and outbuildings, cut stone for towers, dig latrines and drainage. The sages sketched and whined about tightness of their laboratory and quarters. I expect the entire fort and complex completed by equinox, with the Object sheltered. It is very beautiful. The sages have begun to argue how to prize it open, humming and scribbling. I'm sure the Generals will see value, once we obtain whatever treasures lie within.

Random Encounters (when moving between areas, and every 10 minutes, 1d10).

1 - 2d4 guards in mail carrying baton and either bardiche or light crossbow with tranq darts. Panicky and unpredictable.

2 - 1d4 Greys (doppelgängers) approach in the guise of wounded guards. They attempt to sniff out the party's weaknesses and lure them into the saucer with their guard down.

3 - Yuri Bulgakov—star vampire-possessed—cosmonaut hero (as wight). Wanders the complex after waking disoriented in an unlocked holding cell. If he decides the PCs are "Americanski gangsters" he attacks.

4 - Space Monkey "Colonel Bananas" (as goblin) will hide in vents or under furniture and attempt to shadow the party. He may attempt to steal a tempting trinket or bit of food. If made friendly Colonel Bananas could make an excellent wizard's familiar; he's seen some shit!

5 - Crazy Researcher (as berserker). Driven mad by ceaseless whispering, this skinny, drooling, white coat wearing sage filled his belly with potions and his hands with a fireaxe and went looking for answers to such questions as "What's the frequency?". Placated, knows a lot. Enraged, very dangerous.

6 - Displaced "Lab Equipment" (as mimic). This cultivated petri dish tissue-sample has been learning shape, but not context. Appears as a highly sophisticated piece of technical equipment, standing somewhere out of place. Learned to display "interesting" results to draw attention. Fears electricity, loves sweets more than flesh, will sing for them.

7 - Mutilated Cow, dead.

8 - Semi-Mutilated Cow (as half HP bull), nervous and easy to provoke.

9 - Any light sources are suddenly extinguished.

10 - Random PC makes difficult save against illusion, re-rolling on this chart for content. Rolling this result again affects a second PC. Unaffected PCs see nothing.



Main Entry: The steel-riveted iron double doors into this space are wrecked - one has a number of curiously burnt holes in it, the other is dangling from a single bent hinge. The space inside is lit by an oil lamp. A variety of furniture, including several desks, an upright slate, and a host of crates and stools, have been dragged in and set up as a kind of "reception area" Seated at the desk is **Lieutenant Krupp** (as Cult Fanatic): Selfless patriotism. Inexhaustible optimism. Excellent health. Courage, Endurance, modesty, warmth. Irrationally oblivious to the unblinking red eyeball parasite affixed to his face. He also appears unaware of the state of disrepair. If pressed, his anger will be sudden and explosive. If it was not dispensed as an adventure hook, Handout 1 can be found tacked up here.

Lab: This large chamber is a shamble of metal tables, shelves, loose papers, and instruments. The walls are marred by burns, scratches, and bloodstains. There are several upright slates in wooden frames, with chalk on strings. They are covered in spirals and math. Closer examination reveals strange gaps in even simple arithmetic, with angry question marks (17+43=...??). One is crudely scrawled "WHY CAN'T I THINK?", punctuated with a bloody fist-print. A long rack along the side wall has a number of musical objects: various tuning forks, and a series of finely made tubular bells of increasing length. There are 26 in total, one for each prime number between 1 and 99. Each bell is marked with the number, and the corresponding letter (A1, B2, C3, D5, E7, F11, etc.). When struck, a bell will sound a clear tone in hertz frequency at the displayed number. Only frequencies above 20 are audible to human ears. The others can be felt vibrating, however. Each bell is silver, and has gp value equal to the number (total 1061 gp). In addition, there are 2d6 unbroken spyglasses and lenses in the mix, worth 3d8 gp each. Searching the intact paper work will find two scrolls of detect magic. If it was not dispensed as an adventure hook, Handout 2 can be found here. Thorough searching may reveal a secret hatch in the floor. Dropping inside reveals small room, filled with a large iron box labelled "CAUTION! Amphibious Automated Apparatus.". However, prying the box open shows it to be empty, except a crumpled note written in something sticky that says "IOU".

Commander's Private Quarters: On a sofa by a guttering fire rests **The Commander** Job "the Juggernaut" Happly. This steely old campaigner's sanity has been badly eroded by long proximity to the alien craft. He seems unaware of the ongoing emergency, and—mistaking the PCs for troops under his command—offers rambling diatribes on his favourite topics—1) the declining moral fibre of today's youth and 2) the insidious conspiracy surrounding food additives. Failure to humour the Commander causes him to grow increasingly restive and eventually to attack. (Fighter—party level +2, plate armor, cavalry sabre+1). The Commander wears medals—a gold star and a hippogriff clutching a bundle of arrows—worth 400gp. A sideboard contains bottles of fine brandy, whiskey, grain alcohol and rain water.

Bathrooms: This room is fully tiled, and nearly split by a low half-wall. The floors are wet and sticky. On entry, there is a large sunken common bath, brimming with stagnant water and ruined, unreadably swollen books. Behind the half-wall are the latrines, with an audible rattling toilet lid inside the stall at the end. Quick examination by opening the door or peering over the top shows a large rat tail poking from the closed toilet. Opening the lid disturbs the feeding Gibbering Moulder, which surges to fill the stall with the half digested rat in its mouth, and the agonized faces of absorbed soldiers and researchers stretched across its doughy mass. Searching the bathhouse wall reveals a sliding panel, and a shelf of fine linens and fragrant oils worth nearly 400 gp.

Barracks: Bunks and lockers for thirty fill one end of this high-ceilinged chamber. Long tables show hastily abandoned card games. The other end is fitted out as a weight room. Bulgakov the possessed cosmonaut may be found here working out if he hasn't been encountered elsewhere. Detailed diagrams are posted showing different ways one might use a baton to disable an opponent. Searching the lockers yields a total of 551 sp, a jury-rigged still, and an assortment of personal effects.

Watchtowers: An iron ladder ascends to each watchtower from which vantage one can survey the surrounding lands for miles in every direction. The lone guard tolling the alarm bell here was attacked by one of the escaped Greys. Both were killed in the fight—the Grey stabbed through all three of his hearts, the guard blasted almost beyond recognition by the Grey's plasma gun. The guard—faithful even in death—occasionally shambles to his feet to sound the alarm for a while before keeling back over. If interrupted while performing his duty he attacks (as a zombie). The plasma gun lays where it fell. Simple enough to puzzle out, a thumb trigger fires a six die bolt (as the lightning bolt spell); a glowing charge indicator suggests to the perceptive that the battery is low (d6 charges remain). **The Observatory:** The level above is dominated by a very complicated and expensive telescope. Intact it is worth 10 000gp, but it is massive and extremely delicate. Someone very smart or very handy could remove 2d10 x 10gp worth of (still awfully delicate but far more portable) parts per hour of work.

The Hangar: This large central room serves to conceal and contains the Object for study. The space is barn-like in its construction, with 8 foot high, 8 foot thick, mortared granite walls around the perimeter. A narrow single-file corridor runs inside the length of this wall, with three open exits through the wall to the Commander's Quarters, Barracks, and Lab; there are three matching locked heavy iron doors leading from the wall to the Hangar. Rising from the stone foundation, a high lattice of wooden beams and rafters forms the ceiling. Ladders rise to a catwalk around the circumference, with rope observation bridges suspended across the room. From above, the spiral whorl of the Object is clear. The floor is flat, fused granite, with a slight slope and divot around the Object. Lacking windows, the hangar is exceptionally dark; further, the faint

glow from the timbers of the ceiling disrupts darkvision. Numerous pieces of metal working equipment - hammers, chisels, saws - lay discarded on the floor. There are no bodies, but many bloodstains. Up in the rafters is a **Mutant Mothman** (as Boneclaw). This former researcher cannot fly, but can leap, swing, and skitter, and has great reach. It hides and observes. The creature has a single, faintly glowing fingertip that it dangles down from the dark over the catwalk like an anglerfish, shedding dim light in a 1' radius to attract prey. Without light sources, this is the only real illumination in the room. It cannot be reasoned with, but prefers not to fight to the death. **The Object:** In the centre of the hangar, the large spiral saucer-shaped object lays half-buried in the granite, embedded at a 20 degree angle. The exposed half measures 70 feet from base to edge. It is iridescent-silver and seamless, and immune to all physical force and magic, including divination and teleportation. Touching it does produce a faint hum, in waves. Perceptive characters will note the hum is a perfect 100hz. The feeling lingers briefly in one's teeth. The Object responds to any pure tone, by tubular bell, instrument, voice, or illusion. Any prime-numbered frequency causes a triangle of three red circles to glow from the edge of the saucer. If three prime numbered tones are simultaneously produced whose frequency adds to 100, the red circles pulse an unsettling green and the silver wall melts away to reveal an opening to the mouth of the spiral. If the PCs are using the tubular bells from the Lab, the three combinations that work are: 2+19+79; 2+31+67; 2+37+61. Inside the Object, the 20 degree slope doesn't seem to matter, which induces some vertigo. The spiral is one long passageway towards the centre. Occasional flickers of unknown glyphs flicker down the length of the hall as if a game of life. After three full turns, the spiral comes to an end at a curved wall marked with three circles; all that melts away after a moment, releasing a viscous wave of pale fluid that *schuuuurps* out shin-deep. Inside is the core chamber. The core chamber is only 40 feet across, as the spiral bulge appears from above, but is illogically, impossibly deep - inexplicably nearly 200 feet down, filled with dark water and translucent blobs. The surface has seven small metal platforms, floating without visible support. Each has some unrecognizable instrument or furniture, none shaped for humanoid forms. Each is worth 500 gp to perverse collectors. The objects and surfaces are all slick like grease. The space echoes in strange ways. You feel pressure on your mind like something forcing its way...out. In the dark, jellied abyss below waits the **Pilot** (as aboleth). It is horribly alien, and uses every ounce of its telepathic genius before engaging physically. At the very bottom of the chamber glows the **Orb**. If struck, the Orb sheds flesh rotting radiation (2d6 damage). It will emit a rising tone equal to the damage it sustains. After 101 points of damage, it ruptures for 20d20 points of damage, less 1d20 each 20 feet away. The Pilot will protect the Orb if possible. If not, then better to destroy itself and the Saucer.



The Crawling Tent City of the Camel Men

The Camel Men's dwelling and commerce tents rest on a giant moving carpet. As long as the Lobsphere is present on the carpet and concentrating, he can move the entire carpet and its contents with his innate teleportation ability, but very slowly, perhaps one mile per hour.

1. The Geodesic Igloo. Cold storage for all kinds of rare and even otherworldly creatures. Some are dead and merely preserved, but others are in cryofreeze. Many are for sale.

2. Le Acorne. The Lobsphere's private residence. Here he lounges with his favorite camel men and three invisible guardsmen known as the Unseen Tercio (HD 1, AC 13). The Tercio is largely for show. A single pikeman, arquebusier, and short swordsman do not make an effective fighting unit. Some claim the Tercio does not actually exist.

3. The Plainsman. The camel men's dwelling. An open fire in the center of the tent conceals a trap door into a pocket dimension. Down below, the camel men render the carcasses of their human and animal victims into the benign and malignant substances that fill the camel men's humps.

4. The Tourney Fop. An amusement tent where visitors can inhale narcotic gasses from camel men's humps and play carnival games. Ring toss is popular. All the games are rigged except "Duel to the Death," which is ostensibly a play fight with enchanted tourney weapons that appear to spray blood and sever limbs, but is actually a real fight with real weapons.

Treading on certain of the carpet's woven designs can have unpredictable consequences. It is best to stay on the cream-colored clear space between the designs.

Properties of the Camel Men

1. Can fill humps with any liquid or gas.
2. Some turned into mindless slaves; humps can be filled with gems.
3. Some camel humps are filled with sap that solidifies into amber when exposed to the air.
4. Were-camel men. Camel-weres.
5. They reproduce by a camel disease that turns (random) parts of a normal camel humanoid.
6. Known to trade in tobacco.
7. Some humps full of black pudding or ochre jelly.
8. Chinese parade dragon costume worn by floating camel men.
9. As a last resort action, camel men have been known to ignite flammable gas contained in their humps by lighting a cigarette.
10. Hump sphincters.
11. Can work underwater for prolonged periods by holding air in their humps.
12. Immune to gas attacks.
13. They're dealers of exotic gases.
14. They're skilled alchemists.
15. Can fill humps with narcotic gasses that people can pay to breathe.
16. Smoke.
17. Camel-men markets are an olfactory cacophony, as they all leak various gases.

The Lobsphere, Overlord of the Camel Men

HD 8, HP 40, AC 13, Size: Huge, 3 attacks (Claw 1d10+1, Claw 1d10+1, Bite 1d10).

The Lobsphere is cold-blooded and covered in snake-like scales. His body shimmers and reflects light like an oil/water mix, with shifting kaleidoscopic colors. He has pincers like a lobster and a giant maw full of sharp teeth.

His eyes are on his pincers. He prefers to move by line-of-sight teleportation, which he can do at will if he concentrates. If Lobsphere must move by normal means he will roll as best he can using his pincers or awkwardly walk on the pincers.

Special Attacks: Lobsphere blinks in and out of physical space and lands for a rear attack 75%, flanking 15%, out of combat range 5%. If attack roll hits by 4 or more, or on a natural 20, attack does an additional 1d8 damage.

Lobsphere may charge into melee, doing double damage.

Special Defenses: Cannot be hit by iron or steel weapons, and in fact phases through any iron or steel. Thus, a pit trap – for example - made of iron or steel bars, but covered with dirt, might be imperceptible to the monster but trap it.

Lobsphere has been here before. He stole some camels and genetically modified them in his offworld lair. Now he's back to sell the camel men's produce and services. The Lobsphere does not know how he came into being; he has never met another creature like himself, and thinks he may be unique in the universe. It is possible he has forgotten; he is at least tens of thousands of years old, and his oldest memories have begun to fade.

Under Snowy Mountain

Bat-lings have raided a local bakery, kidnapped the miller family and their prized yeast, as well as the lord's daughter! The players must delve into the cave network under snowy mountain to save them, facing adversity and opportunity along the way. Give every adventurer hook 1, and give hook 2 and hook 3 to the youngest and oldest adventurer respectively:

1. Nicholas Von Herrington (lord) offers to knight the adventurer that brings back his daughter
2. Fiara Stonehand (dwarf) offers 500 gold to you to find her grandfather's ruby.
3. Kackle Fungia (witch) offers a spell book (Fungal Infection) to you if you bring her the Miller's yeast and murder the Miller family



Bat-lings

Bat-lings are little bat-like humanoids. They have wingflaps on their arms, can use echolocation, and have infravision. They will target the light sources of the adventurers first.

Nic Haddrick

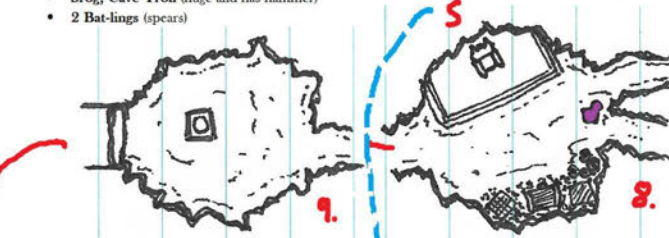
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9. Pillar room 1

Stone Basin (oil of petrification). Chiselled Stone Door (dwarven: 'Flesh to stone and stone to flesh. Touch me with your dying breath.', touching with a hand of stone turns door to wood).

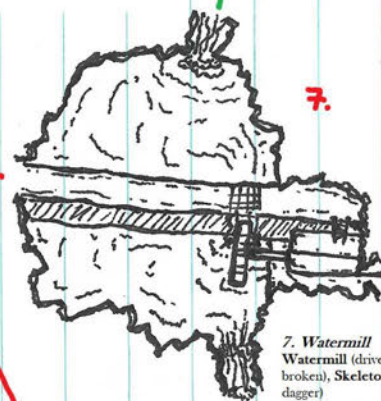
Petrified Bat-ling (screaming, very lifelike).

- Groblog, Bat-ling King (sneaky and cunning, big kitchen knife)
- Srog, Cave Troll (huge and has hammer)
- 2 Bat-lings (spears)



8. Throne Room

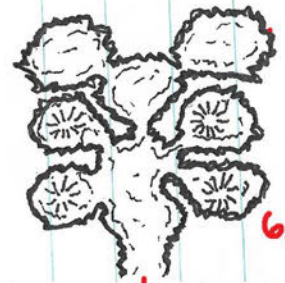
Stone throne (hides a secret tunnel to the chapel), Cage (Moya Von Herrington, playing solitaire), Crates (one full of pastries, one has a set of dwarven plate-mail), Statue (angelic with octagonal eyes).



7. Watermill

Watermill (drives grinder in room 8, broken), Skeleton (sunken, Ice Touch spell, dagger)

- Baby angler fish (in both pools)
- Angler fish (Luminescent bait)
- 3 Bat-lings (2 bows, 1 spear, trying to fix the gear-driven grinder)



6. Rust monster hive

Four Nests (4 black eggs of iron, each worth 300 gold, one in each nest)

- 2 Rust Monsters (In SE and SW nests, target the player with the biggest metal item)
- 1 Human (Marcus Miller, child, hiding from the rust monsters in the NE room, whimpers audibly)

5. Mine

Gear driven grinder (broken), Crate of black iron eggs (300 gold each), Chain link fence (separates upper/lower levels, key to the door is held by Groblog), Statue (angelic with octagonal eyes), whimpers can be heard coming from northern cave.

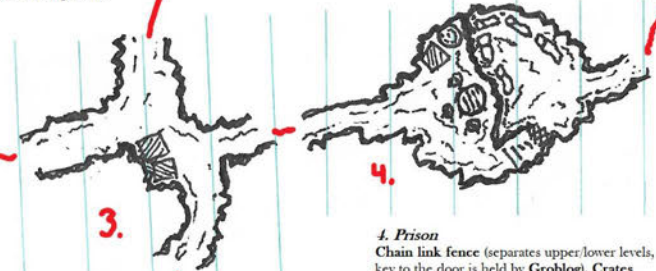
- 2 Bat-lings (playing dice)
- 1 human (Angela Miller, scared for her son)



4. Prison

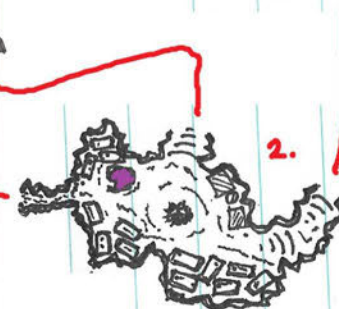
Chain link fence (separates upper/lower levels, key to the door is held by Groblog), Crates (old stale bread and cask wine), Beds

- 3 Bat-lings (playing dice)
- 1 human (Jeff Miller, unconscious)



3. 4-Way passage

Crates (1 black egg of iron worth 300 gold, crude spears)



2. Hovel

Statue (Angellic with octagonal eyes), Beds, Crates (Bread, Large vessel of the Miller's yeast)

1. Entrance way

Stream (loud, hides player's sound), Campfire (on the upper landing, roasting a pig)

- 6 Bat-lings (4 with spears, 2 with bows, target players with light sources, won't enter the chapel)

12. Passage to pillar room 2

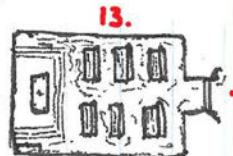
Wooden Door (dwarven, can be picked, thick)



13. Chapel

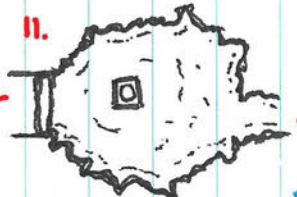
Pews (broken), Alter (hollow if knocked, hides secret tunnel to the throne room) Cabinet (2 bottles of hallucinogenic dwarven worship ale)

- 1 Ghost (Fargrim Ulfgar, dwarven priest, shows players the secret tunnel if they allow him to hold service for them)



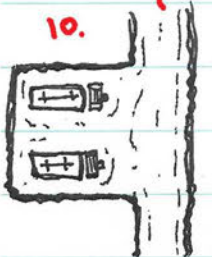
11. Pillar room 2

Stone Basin (oil of petrification). Chiselled Stone Door (Dwarven: 'Flesh to stone and stone to flesh. Touch me with your dying breath.', touching with a hand of stone turns door to wood). Petrified Adventurer (grasping throat, incredibly lifelike).



10. Tomb of the Stonehands

Tombs (Two, heavy lids, Skeletons, Stonehand spell, Stoneshape spell, Stonehand Axe, 100 minted platinum coins 50/50, Petrified ruby)



Spells

Stonehand: a creature or object you touch is petrified or depetrified over the course of 5 minutes

Stoneshape: you reshape a section of stone in a manner of your choosing

Ice Touch: you freeze a section of water in a manner of your choosing

The Petrified Ruby

If the players cast Stonehand on the ruby to depetrify it, the angelic statues in rooms 2, 5 and 8 come to life, their eyes turning to rubies. By looking into the eight faces of the ruby, the adventurers can see through the eyes of the angels. The angels are completely crazy, driven mad by the experiments of the Stonehand brothers buried in the tomb. First, they will murder everything in the room they're in, then they will start hunting for the ruby. They're impervious to normal weapons but sink in water and can be crushed by the grinder. Smart players might find other ways to beat them. One angel always guards room 1, blocking escape.

DRAGON CLEANUP

A One Page Dungeon
By Nicholas Bond

A cave far from the village on the side of a hill offers the players a chance at glory and gold, if they are willing to get their hands dirty.

A1 Entrance/Dragon's Gold

A large **Red Dragon** sits on a humongous pile of gold in a natural cavern. She apathetically asks the players to clean out her lair as it has gotten filthy and her new boo is coming. Deny her and fry.

A2 Party

This room is a large chamber filled with 8 passed-out kobolds. There are party cups strewn all over the floor, a punch bowl filled with purple liquid, long tables covered in food and mess everywhere.. At the far end of the hall is a banner hanging that reads "Happy Birthday Kreag". One of the kobolds has a silk sash that reads "Birthday Boy" In the corner is the corpse of a dead adventurer, burnt to a crisp..

A3 Shower

A large semi-spherical chamber has a circular chasm in the roof through which water falls in a ring to a pool below. Steps wrapped around the circumference of the room lead up to an exit on the north side. A platform extends from the northern exit to the middle of the pool, on which sits a giant purple toad, showering in the water that turns it a sickening purple hue, corrupting the pool. Kill the toad.

A4 Bedroom

An enormous bed that would befit a giant princess, with a pink curtain canopy and red frill linen. A switch in the bedside table

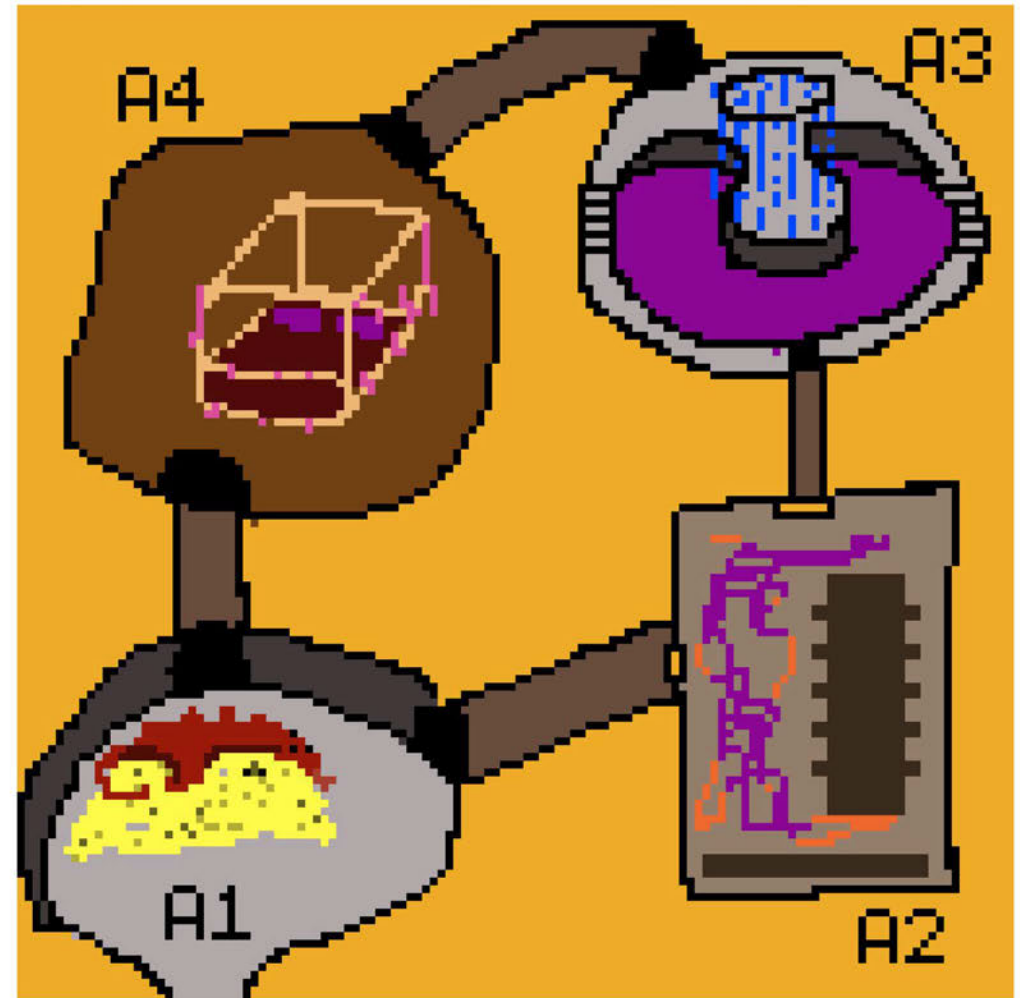
flips the bed on a rotating mechanical platform, revealing a heart shaped leopard print bed, dimming the lights and dropping a low hanging disco ball with sexy dragon music. On the top of the leopard bed is a giant black spider.

FINALE

ENTRANCE

The players return to the dragon's entrance, where there are now 2 dragons, a red and a black. The red dragon offers them any 1 item from her pile and retreats into her lair with her lover

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THE RIVEN TOWER

P. Aaron Potter
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The Warlock of Netherspire was renowned for his ability to summon – and banish – almost any entity. His manse sat on a charming peak...until ripped asunder by a rival's sorcery, just as he was mid-summoning! Now the ruins barely cling to the edges of a steep canyon. Lately, dreadful moans have been heard, and people are disappearing nightly. Can his secrets be recovered? Would-be explorers are advised to bring plenty of rope.

Kitchen {2} – twin giant centipedes hide in the broken chimney. Knifeblock holds masterwork blades with inlaid ivory handles.

Library {3} – fallen shelves, Roll d4 if searched: three valuable volumes of prophecy...one cursed book, runes will explode if read.

Courtyard {1} littered with broken stone. A chest of quality weaponry awaits atop a bat-filled tower with a broken stairway.

Gameroom {2} – scattered darts (one magic). Valuable wine behind the bar is being enthusiastically guzzled by Squatter Goblins

Basement Lab {4} – Roots poke through brick walls. Summoning circle on floor broken. Friendly Air Spirit trapped in iron cage can only be freed if (800 pound) cage is tossed off tower top. Grateful spirit will rescue one falling comrade. Hostile Black Ooze burbles away in the iron cauldron, jealously hoarding a small pile of gold ingots.

Every room has a "Risk" number in {brackets}. Whenever vigorous activity (combat, running, jumping) is undertaken in that room without precautions (roped, held by others), characters roll 1d10 + dexterity mod. If the Result >= Risk: there is no effect
 Miss by 1: cracks! Risk increases by 1.
 Miss by 2: shift! All in room fall prone.
 Miss by 3: Fall! to ledge or lower room.
 Miss by 4+: Collapse! Entire room falls to ledge lower down cliff, everyone is injured.

Ballroom {4} – The Warlock's Ghost haunts here, tries to shove "trespassers" off the balcony, where shattered glass doors still drip with his blood.

Grand Hall {7} – Very unstable, wreckage. Rosewood casket precariously balanced on end of curtain rod holds magical trap bag which erupts with demon wasps. Also, fabulous jewelry, and the Warlock's Grimoire of Banishments

Dining {4} – Giant Trapdoor Spider tries to drag victims through a hole in the floor to lair below. Credenza with 4 silver goblets.

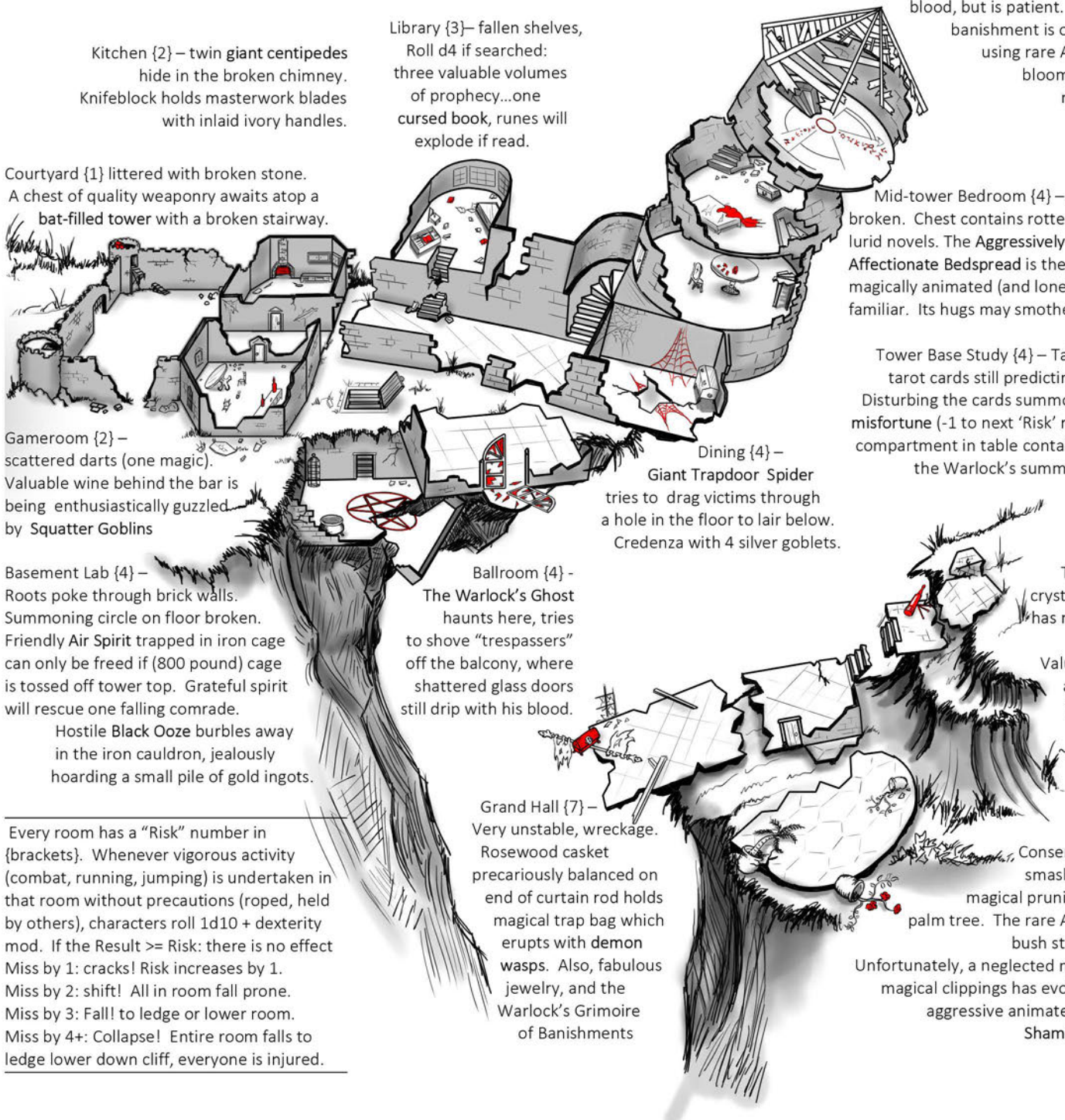
Tower Top Observatory {6} – a demonic entity from beyond the stars which escaped broken circle in basement lab is nesting here, in tower rafters. A creature of shadow, it can be temporarily driven back with magical blood, but is patient. Permanent banishment is only possible using rare Abyssal Rose blooms, dipped in molten gold.

Mid-tower Bedroom {4} – Stairs all broken. Chest contains rotten clothing, lurid novels. The Aggressively Affectionate Bedspread is the Warlock's magically animated (and lonely!) familiar. Its hugs may smother.

Tower Base Study {4} – Table set with tarot cards still predicting ruination. Disturbing the cards summons spirits of misfortune (-1 to next 'Risk' role). Secret compartment in table contains a map to the Warlock's summer cottage...

Terrace {3} – crystal telescope has miraculously survived. Valuable to any astronomer. Very fragile, weighs ~400 pounds

Conservatory {4} – smashed pottery, magical pruning shears in palm tree. The rare Abyssal Rose bush still blossoms. Unfortunately, a neglected mulch pile of magical clippings has evolved into an aggressive animated mound of Shambling Mulch.



The Mechanus Lock

An encounter for 4-6 adventurers of 3rd level. By Paul Compton

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The party must pick a lock – *from the inside!* The lock is magically protected, located adjacent the plane of Mechanus and guarded by **Modrons**. The inside of the tumbler appears to be a long, narrow, high chamber. Set in the ceiling 60' from floor level are four brass dome-shaped buttons 5' diameter that must be forced upwards into their recess, in a specific order. When each button is successfully pressed upwards, it snaps into place with an audible click and the whole chamber turns one quarter of a 90-degree turn with an abrupt *jolt*. This may dislodge any climbers; see table. The room starts as a vertical shaft and ends as a flat plane. When the fourth button is pressed the exit to the strong room springs open.

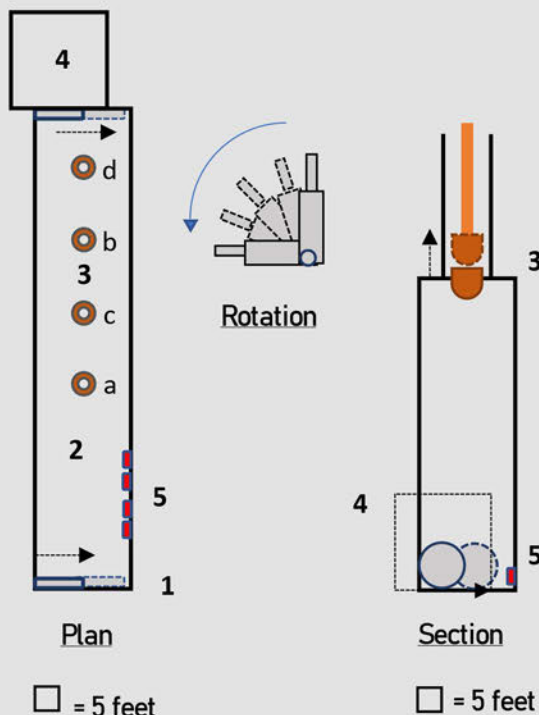
- Entrance.** Circular entrance portal covered by a sliding metallic plate 20' across. When the party enter the main chamber the door slides shut behind them. Sealed with an Arcane Lock, strength (athletics) DC 24 to re-open manually/ AC 18, 200hp to break through from inside.
- Main Chamber.** A long, narrow, high chamber made of a metallic substance. The casing of the lock is 20+ feet thick on all sides and highly resistant to damage (AC 18, 200hp to penetrate 1 foot). Surface is rough cast and can be climbed (see table).
- Cylinder pins.** Visible from below are the 4 brass-coloured domed buttons 5' across. To drive them into their recess is AC 14, HP damage threshold 20. Combine simultaneous attacks to exceed the threshold. If the pin is not part of the correct order (a-b-c-d), it will pop out again after a few seconds.

4. Exit to strong room.

Mirror image of the entrance at 1. Magically sealed and opened only by lifting the 4 pins. When the last pin clicks into place doors 1 and 4 slide open. Strong box fixed to the centre of the floor, 5' metallic cube with a lid that lifts off, 4 buttons one on each corner that have to be pressed simultaneously to release the lid harmlessly, otherwise an articulated metal cable with stats of a **Giant Constrictor Snake** slides out from an opening in the casing and attacks the party. DC 16 intelligence (investigation) check reveals the correct way to open the lock. Strong box contains treasure: 400gp plus 4 x items from Magic Item Table B and a hook for the next stage of the adventure!

5. Portals

Modron guards enter from the plane of Mechanus. Circular 5' diameter, glowing purple with red edging. Portals are 2-way: this is a gate to Mechanus. Four **Quadrone**s enter when first button clicks home.



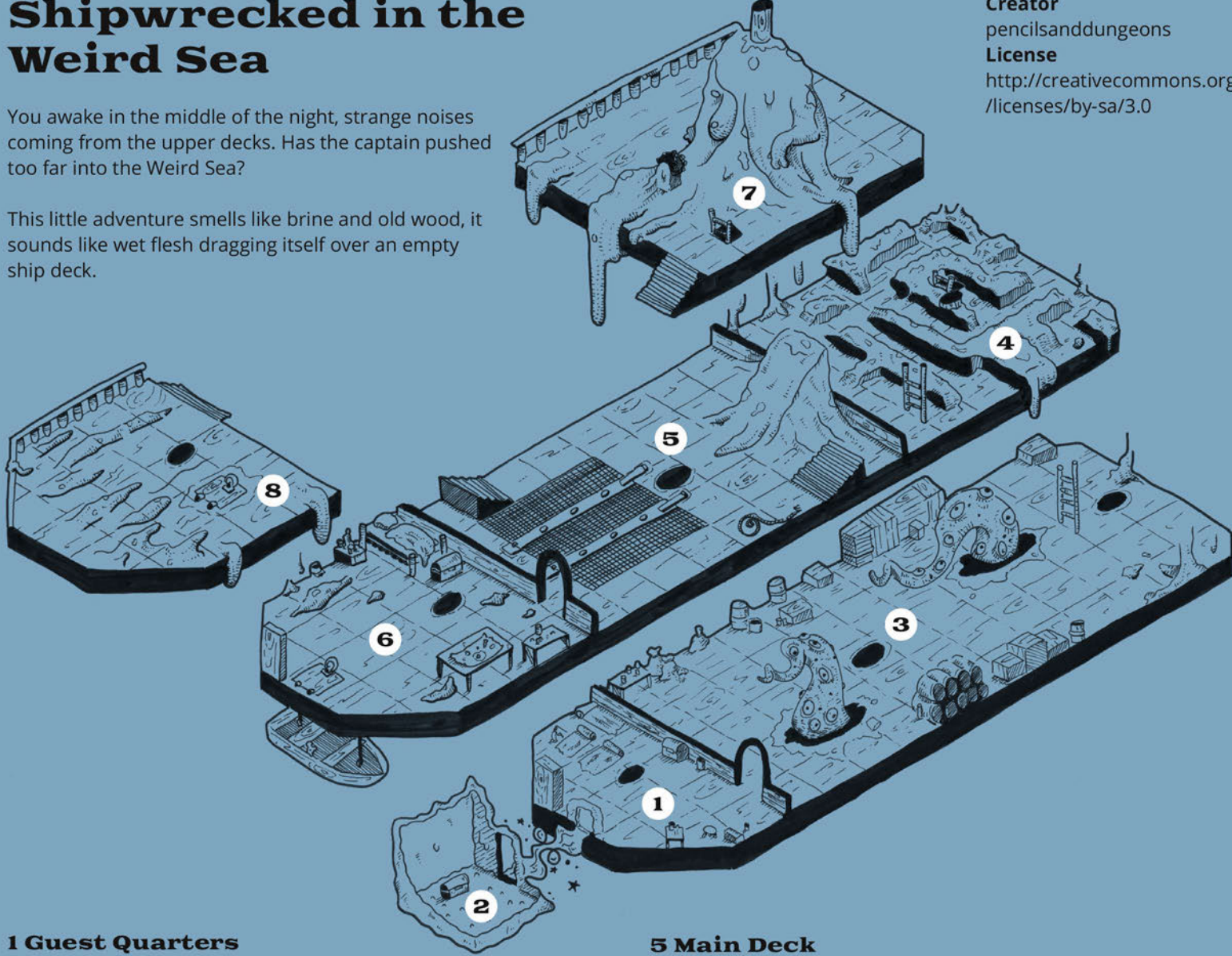
Angle		Climbing		Jolt	
		Climb DC	Speed, under control	DC to maintain grip	Effect of fail save
Cliff	90	20	Quarter, up or down	20	Fall to bottom, 1d6 damage/ 10'
Very Steep	78	16	Half, up or down	16	Fall to bottom, 1d6 damage/ 10'
Steep	45	12	Half up, double down	12	Slide to bottom, no damage, fall prone
Moderate	23	0	Normal	No effect	
Flat	0	0	Normal	No effect	

Shipwrecked in the Weird Sea

Creator
pencilsanddungeons
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You awake in the middle of the night, strange noises coming from the upper decks. Has the captain pushed too far into the Weird Sea?

This little adventure smells like brine and old wood, it sounds like wet flesh dragging itself over an empty ship deck.



1 Guest Quarters

Stale air, neon-coloured water drips from ceiling. The Main Door is locked from the outside, use skill or force. **Secret Door** detectable by attentive players. The fleshy opening blurs when looked at directly and leads into a pocket dimension.

2 Pocket Dimension

A shivering, dripping room, feels like walking in the belly of a giant whale. One vial labelled **Mutaboost** in an open, fleshy chest. Roll 1d6 on the mutation table for whoever drinks it, lasts one hour.

3 Cargo Hold

Food in barrels and crates, **two giant tentacles** with reach break through the floor. Easy to hit, but a good amount of hitpoints. Can grapple players. As soon as the tentacles appear, the **water starts to rise** in the cargo hold. The players don't have a lot of time to escape the sinking ship.

4 Crews Quarters

The helmsman (7) mended with the ship's wheel, dripping down flesh like molten rubber from above. The crews quarters below have turned into a **flesh labyrinth**, roll 1d4 for the type of hazard:

- 1 Slippery molten flesh
- 2 Spiky bones
- 3 Acid puddles
- 4 Grabby tentacles

The door to the main deck has been sealed from the outside, so the players have to find the ladder for the upper exit. Requires a **skill-challenge** to maneuver through and up the ladder. The helmsman does not react to anything, but there can be **five gold coins** found in one of his fleshy pockets.

5 Main Deck

1d8 crewmembers on deck, attack the party on sight. If the players failed a lot in the skill challenge or spent a long time in the flesh labyrinth, there are 2d8 crewmembers instead. Then roll 1d6 on the mutation table for each crewmember.

6 Captain's Quarters

The captain's quarters is a cacophony of tearing muscle and wet gurgles. The **captain** and **two crewmembers** are in the process of mutating. Roll 2d6 for the captain and 1d6 for the crewmembers on the mutation table. Access through the door or surprise them through the trapdoor (8) on top. The captain has a slither of his conscious mind left, he has a small chance to be responsive. Likes people who take risks, gold and power. Drops his logbook when defeated, roll 1d4 for contents:

- 1 Nearest safe harbor
 - 2 Location of a treasure-island in the Weird Sea
 - 3 Plans for mutation and world-conquering
 - 4 Details of a contract to maroon the players in the Weird Sea
- The players can find a small hatch on the floor that leads to the only lifeboat.

Mutation Table

Every enemy counts as a **Zombie**, with one (or two, in the captain's case) of these traits:

- | | |
|---------------|-------------------------------------|
| 1 Eel neck | - Reach |
| 2 Crab claw | - Can restrain people |
| 3 Seagull | - Steal a few copper with every hit |
| 4 Rotten fish | - Save against barf when near it |
| 5 Sandhopper | - Wide jumps |
| 6 Seashell | - Harder to hit |

Feel free to adjust the number of crewmembers and mutations.

Sanctum of the Dead

By Peter van der Merwe
Art by Lawrence van der merwe

Representatives of a nearby village request aid from the PCs. A cult has moved into the ruins of a temple near their village. They are offering a modest reward for their removal. Also, the retrieval of the hunters kidnapped by the cultists.

When the PCs arrive at the temple ruins, they find it empty and the entrance to the sanctum barred from the inside. A search of the immediate area uncovers the location of an abandoned well. Descending the well leads the PC's through narrow passages to the sanctum below the temple.

The Cultists have desecrated the sanctum, making it their home. Using the corpses of the interred as guards and servants. PC's will also find the captured hunters chained to the cell walls.

The Sanctum

1. Well. Ruined buckets litter the bottom of the well. The water is shallow, a handful of coins are at the bottom of one of the ruined buckets. *10 silver coins.*

2. Tunnels. Narrow twists and turns impede progress. There are much more patches glowing fungus the further in the PCs travel. Bats and other small creatures' flit or scurry by.

3. Main Cavern. The tunnels converge on cavern with a low ceiling. A colony of bats cling to the cavern ceiling. A pile of corpses lay to the south of the room. *2 UNDEAD* and a *CULTIST* pick their way through the corpses. A *gold jewelled pin* and *5 coins.*

4. Tunnel exit. The tunnel leads to a tiled floor, there is the scent of a cooking fire wafts through the corridor. Followed by the hushed voices.

5. Corridor. The corridor leads to the sanctum, mosaic tiles line the floor and walls. Chanting emanates from the door at the end of the corridor.

6. Pantry. The room contains dried and cured goods pillaged from the village. There are sacks of grains, flour, cured meats and dried herbs hang from the ceiling. Bottles and jars of pickles and spices fill the makeshift wooden shelves. *Bags of simple Reagents.*

7. Dining hall. An open fireplace sits in the centre of the hall surrounded by tables and chairs. *4 CULTISTS* eat and play cards, *2 UNDEAD* stand guard between the three doors on the western wall. *20 silver coins* and *4 silver daggers.*

8. Living Quarters. Cots line the wall, the cultist's possessions are in sacks and boxes. A single lantern hangs from the ceiling. There are *3 CULTISTS* in this room, one reads a tome at a table beside the door and the other two sleep in their cots. *1d6 trinkets* and *30 silver coins.*

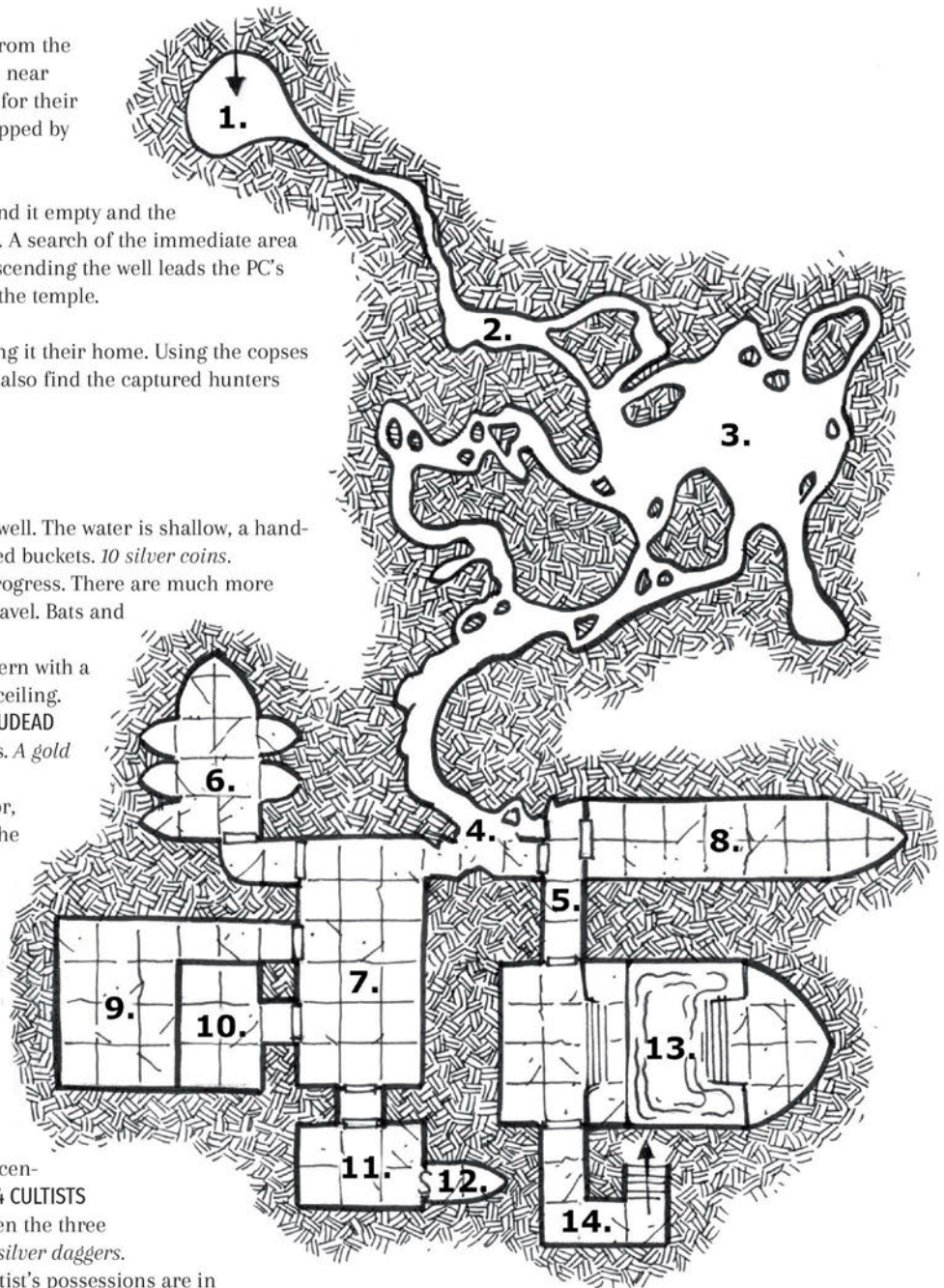
9. Cells. Chains hang from the walls and ceilings. Both missing hunters are manacled to the walls. *2 CULTISTS* are interrogating the prisoners. *Two short swords, a pike and various tools* and *5 gold coins.*

10. Storage. The cultists have converted this room their armoury. *5 Robes, 3 leather jerkins, 2 bucklers, 3 swords, 5 daggers* and *10 gold coins.*

11. Living Quarters. The room contains a desk and a cot. Arcane texts and manuscripts litter the room, much of which describes a dark ritual. *Two spell scrolls, a silver dagger, two skull pendants.* *20 silver coins.*

12. Secret room. A hidden door behind an old bookshelf and opens to a room filled with rare texts and jewellery. *1d10 trinkets* and *100 gold worth of gems and jewellery.*

13. Shrine. Stairs lead down to a black pool in the centre of the



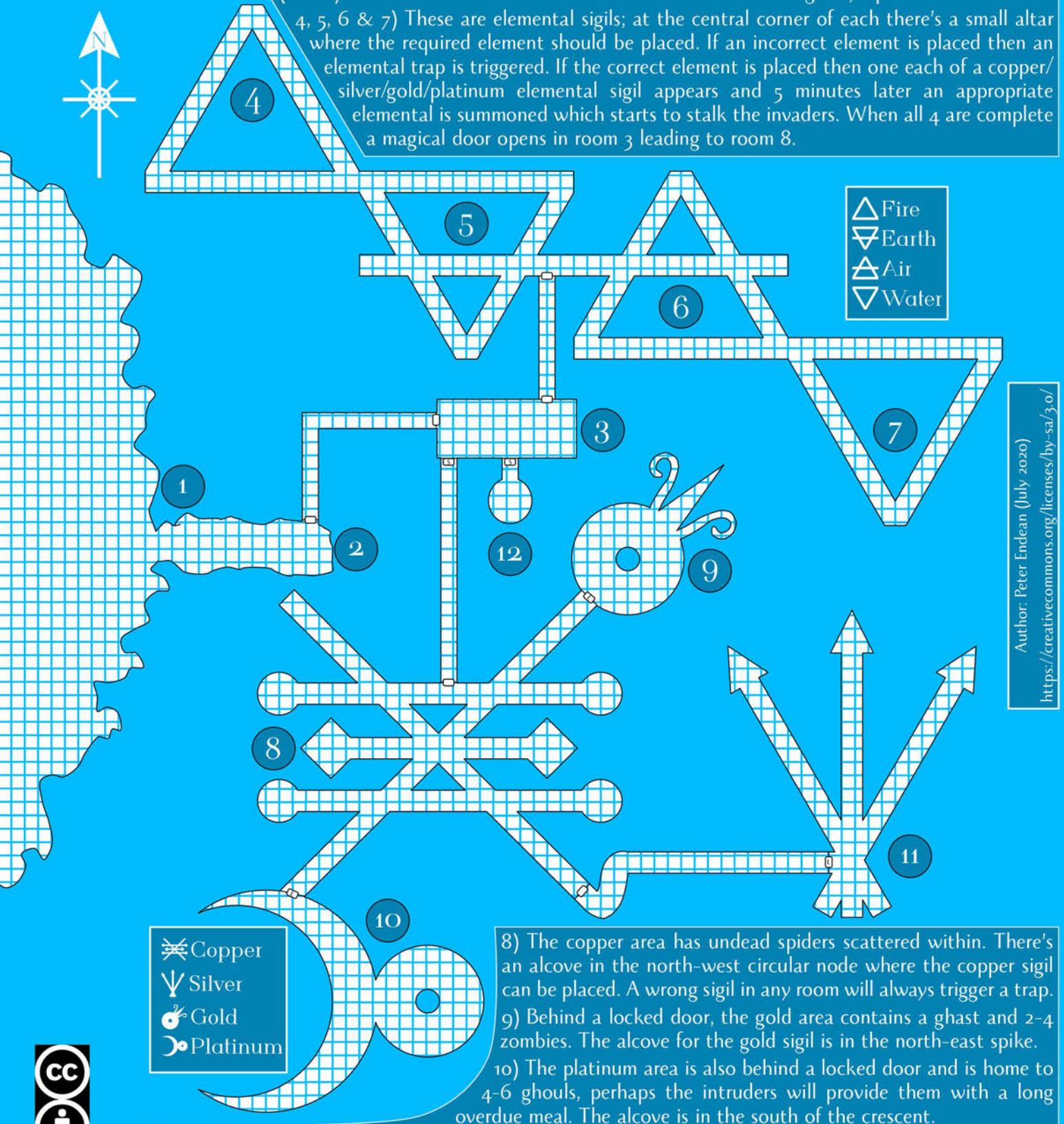
room. Its surface ripples as something moves beneath the surface. The smell of death permeates the senses. *3 CULTISTS* stand before the pool, their voices filling the room with chants and whispers. All wear similar garb, yet the centre cultist wears a copper crown. In one hand she holds a gold dagger and the other a still-beating heart. The gold dagger has intricate designs on its hilt and blade. The lead cultist will taunt the PCs before unleashing her necromantic magic. She will summon *1d4 UNDEAD* per turn from the pool, her cohorts will defend her to their death. *3 Ornate robes of silk and gold, 1 gold dagger.*

14. Temple Door. Wooden beams bar the door, once removed allow access to the outside.

In Their Element

- 1) A recent rockslide exposed a cave, tracks outside indicate this has already been discovered.
- 2) 8-10 jackals are living in this cave. Any loud disturbance here may draw attention from the gnolls in room 3. There is a smashed door to the north at the back of the cave.
- 3) 5 gnolls live here now, the door to the west is shattered and a stone door to the north is sealed. The two doors to the south are hidden and can only be magically revealed once other parts of the dungeon are solved. There are 4 alcoves, each containing one item: an empty glass orb (air), a lit torch (fire), some pebbles (earth), and a cupped handful of liquid (water). Once all of these are taken the door to the north magically opens.

- 4, 5, 6 & 7) These are elemental sigils; at the central corner of each there's a small altar where the required element should be placed. If an incorrect element is placed then an elemental trap is triggered. If the correct element is placed then one each of a copper/silver/gold/platinum elemental sigil appears and 5 minutes later an appropriate elemental is summoned which starts to stalk the invaders. When all 4 are complete a magical door opens in room 3 leading to room 8.



Author: Peter Endean (July 2020)
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- 8) The copper area has undead spiders scattered within. There's an alcove in the north-west circular node where the copper sigil can be placed. A wrong sigil in any room will always trigger a trap.
- 9) Behind a locked door, the gold area contains a ghost and 2-4 zombies. The alcove for the gold sigil is in the north-east spike.
- 10) The platinum area is also behind a locked door and is home to 4-6 ghouls, perhaps the intruders will provide them with a long overdue meal. The alcove is in the south of the crescent.
- 11) The silver area holds a trapped mummy, it waits hidden in the darkness in the western niche of the sigil, just south of a locked rune covered door. The alcove is in the far end of the north-west corridor.
- 12) When all the alcoves are correctly filled the door to 12 is revealed and opens. Here is the treasure chamber where the adventurers can claim their rewards.



The Situation

In a hidden cove on an out of the way island lies the entrance to an ancient temple. Recently, a band of pirates discovered the temple and has turned it into their hideout.

Their last expedition did not go as planned. Instead of treasure they have returned with a captive. **Iris de Balzac**, the daughter of a powerful noble who was travelling on a merchant ship. Disagreement over what to do with their captive have caused the pirates to split into two groups. Captain **Ian "Deadeye" Alvy** has taken his captive and remaining loyal followers beyond the stone door into the western part of the temple where ancient powers begin to stir. Meanwhile, First Mate **Stella "Timbers" Ramsay** has taken the majority of the pirates into the eastern wing of the temple, plotting their next move against Deadeye.

A third group of pirates is about to return from gathering food and water. They are unaware of the conflict that has broken out between their comrades.

Getting the Players Involved

The PCs may have come to the temple for a variety of reasons. Maybe they were hired by Iris's family to rescue her from the pirates, maybe the merchant, or some previous victim of the gang is paying the players to take revenge and possibly recoup some of their losses. A rival pirate gang may have set the PCs on Captain Deadeye's trail, hoping to take out the competition. Or maybe the reason for being here has nothing to do with the pirates. The PCs may have followed rumours of the Driftwood Crown to this temple or they stumbled across the entrance while exploring the island.

What could go wrong?

The situation at the temple may not be quite as it appears. One or more of the following complications could arise. Iris and Deadeye are lovers, she has no intention of returning to her family. The pirates have been enslaved by the Drowning God and need Iris to free themselves. Iris is a sorceress who has enthrall the pirates to obtain the Driftwood Crown. This is all a plot by Timbers to obtain the crown and Deadeye is trying to stop her.

The Ritual of Drowning

The Ritual of Drowning requires a human victim to be submerged and drowned in the pool in the **SANCTUARY**. Once the body disappears into the depth a statue will rise from the centre of the pool. The statue has the head and torso of a man but ends in a mass of tentacles. Its left hand is extended, holding the **Driftwood Crown**.

Map Key

1: ENTRANCE HALL A narrow staircase has been carved into the cliff, leading 50' down from the beach into a large chamber. Two rows of stone columns, covered in carvings of sea creatures, run the length of the hall. Stone doors block the exits to the west and east. The western door is decorated with the image of a large octopus. A guttering torch lies on the floor, casting long, flickering shadows.

Hidden in the shadows behind the middle column on the west side of the room is the body of a **dead pirate**, carrying a cutlass, a brass key and a pouch with 27 sp. The corpse's clothes are wet and have been torn in several places. There are claw and bite marks on legs and chest. This unfortunate pirate was part of the group that was attacked in the **SANCTUARY**, from where he escaped before dying here.

2D6 turns after the players first enter this room a group of 5 pirates arrives from the outside, carrying fresh water and food foraged from the island.

West Door: The arms of the octopus can be moved. The leftmost and rightmost arm hide a keyhole. The brass key fits in both. Inserting and turning the key in the right key-



Temple of the Drowning God

by Peter Humburg



hole will open the door. Turning the key in the other keyhole will activate a trap that fills a 10' cube in front of the door with noxious gas that deals 1D6 damage to anyone exposed to it. The gas will expand over 2 rounds to fill a 20' cube (1D4 damage) before dissipating.

East Door: The door is closed but unlocked. A wooden beam and bucket have been propped against the other side of the door. They will clatter to the ground, alerting the pirates in the **SLEEPING QUARTERS** unless precautions are taken.

2: SLEEPING QUARTERS This damp and dark room was once lavishly decorated but most of the precious stones and metal were pried from the walls long ago. The walls and columns are now covered in a layer of thin **white roots**. Some provisions are piled up in the south-east corner of the room.

A group of six pirates is gathered here, including **Timbers**. They are arguing in hushed voices in the back of the room.

Touching the **roots** with bare skin deals 1D4 damage. They are easily burnt off. Once the roots are removed it is possible to make out a series of images, depicting people worshipping the figure of a man with the arms of an octopus in place of legs. He can be seen blessing his followers with his left hand and slaying his enemies with a ray of energy emanating from his right.

The remaining **gold and silver inlays** on the walls are worth 60 gp if pried out.

3: TREASURE CHAMBER The walls of this room are decorated with gold, silver, and gem stones. They depict scenes similar to the ones in the **SLEEPING QUARTERS**. An inscription runs along the top of the wall, written in an ancient language. Translated, it reads "The Lord of the Deep rewards his loyal servants above and below the waves. Those who oppose him shall forever suffer his iron wrath."

The north wall is decorated with a large mural depicting the man-octopus placing a crown on the head of a kneeling figure to his left while to his right several chained figures are sinking below the waves. Two rows of six statues line the room, each depicting a warrior equipped with a net and a trident.

The decorations on the walls are worth 200 gp if pried out but this will awake the guardians. Four chests, filled with the treasures of the temple (ancient coins worth 300 gp, a large diamond worth 500 gp, 5 rubies worth 50 gp each, a Bronze Circlet of Reading Languages, a Gold Choker of Water Breathing, and a Cursed Dagger of Sacrifice). If anyone not wearing the Driftwood Crown tries to remove the contents of the chests the two statues closest to the exit will come to life and attack.

Secret Door: The entrance to this chamber is hidden behind a stone wall decorated with the relief carving of a man whose torso ends in a tangle of octopus arms. His (human) arms are extended with holes where the hands would be. The holes are large enough to insert an arm half way to the elbow. There is a metal ring at the end of each opening. Pulling the ring on the figure's left hand side (to the right

of the person pulling it) will open the door. Pulling the other ring activates a trap that, on a failed save, will sever the hand.

4: SANCTUARY The damp floor and walls are bare, except for a row of faintly glowing orbs along the west wall. The west side of the room is dominated by a semi-circular pool of dark water. If the water is disturbed small, fluorescing balls of light can be seen moving in the depth. In the light it is possible to make out a dark mass in the centre of the pool (the statue). Anyone entering the pool will attract the attention of 3 **Deep One Hybrids** who will try to drag them to the bottom.

If anyone drowns in the pool this will complete the Ritual of Drowning and the statue will appear from the depth. Any attempt to wrest the Driftwood Crown from the

statue while it is still submerged in the pool will draw the attention of 5 **Deep Ones**. Should the statue be damaged, the water in the pool will begin to rise until the temple is fully submerged. Deadeye and Iris are likely to be found here, preparing for the ritual. If they are not here, they are in the **PRAYER ROOM** with the remaining pirates.

5: PRAYER ROOM The room is damp and bare except for two rows of six statues in various poses of supplication. An inscription is carved into the back wall. Anyone able to read the ancient language will learn the details of the Ritual of Drowning. The room is empty, except for 3 pirates, all wounded, and their meagre belongings.

The pirates had an encounter with the Deep Ones in the **SANCTUARY** that didn't go well for them. They have retreated here to a more defensible position. Deadeye and Iris are found here if they aren't in the **SANCTUARY**.

Treasure
DRIFTWOOD CROWN. Made from oddly shaped pieces of wood, covered in barnacles and seashells, the Driftwood Crown looks like it has been haphazardly assembled from pieces found on a beach.

The wearer gains some control over the sea and the Deep Ones at the cost of being bound to the Drowning God. When first donning the crown the wearer will hear a voice demanding to be freed. If they agree they will gain knowledge of the crown's powers, otherwise 5 Giant Tentacles will appear to attack them whenever they are near sea water, including the pool in the **SANCTUARY**.

Effect: Adjust the water level in the temple by concentrating. Every round they concentrate the wearer can raise or lower the water level in the **SANCTUARY** by 1' (3' if the door to the **ENTRANCE HALL** is closed). The wearer of the

crown and anyone they touch is able to breath under water. The Deep Ones will follow the wearers command.

BRONZE CIRCLET OF READING LANGUAGES. A delicate circlet of bronze, adorned with a large pearl at the front.

Effect: Understand any written language.

GOLD CHOKER OF WATER BREATHING. A finely crafted choker that closes tightly around the wearers throat.

Effect: Confers ability to breathe under water.

CURSED DAGGER OF SACRIFICE. Ornate dagger -1.

Effect: Once drawn will not leave the wielder's hand until it has been used in a ritual sacrifice.

Dramatis Personae

IRIS DE BALZAC Victim or Villain. Two sets of stats are provided for Iris to fit her two potential roles.

Hit Dice: 1 or 3 **Morale:** 7 or 9

Attacks: 1 (dagger) **Damage:** 1D4

Armour: light

Move: normal

Typical Spells: None or Charm, Invisibility, Web

DEEP ONE Lurking and merciless

Hit Dice: 3 **Morale:** 8

Attacks: 2 (claws) **Damage:** 1d6/1d6

Armour: medium (natural)

Move: 2/3 normal, fast swim

DEEP ONE HYBRID Lurking

Hit Dice: 1 **Morale:** 7

Attacks: 2 (claws) **Damage:** 1D4/1D4

Armour: light (natural)

Move: normal, normal swim

IAN "DEADEYE" ALVY Merciless towards his enemies he inspires great loyalty in his allies, who will not flee combat while Deadeye continues to fight. Carries 2 pistols.

Hit Dice: 4 **Morale:** 10

Attacks: 2 (cutlass) or 1 (pistol)

Damage: 1D6/1D6/1D6

Armour: light

Move: normal

PIRATE Nimble, cunning, and ruthless.

Hit Dice: 2 **Morale:** 6

Attacks: 1 (cutlass or pistol) **Damage:** 1d6

Armour: light

Move: normal

STELLA "TIMBERS" RAMSAY Determined. Has a peg leg. She tries to stay out of harms way and uses her pistols to devastating effect. She carries 6 pistols.

Hit Dice: 4 **Morale:** 11

Attacks: 1 (cutlass, -1 Attack) or 2 (pistol, +2 Attack)

Damage: 1D6/1D6/1D6

Armour: light

Move: 1/3 normal

TEMPLE GUARDIAN LARGE and unmovable. Will attack intruders with its trident or immobilize them with its net.

Hit Dice: 3 **Morale:** 12

Attacks: 1 (large trident or net)

Damage: 1D8 or special

Armour: heavy (natural)

Move: 1/3 normal

TENTACLE, GIANT The tentacles are 20 ft long and will attack the closest target within range. On a successful attack the target is grabbed by the tentacle and will be pulled into the depth of the pool on the tentacle's next turn unless they can wrest themselves free or the tentacle takes at least half its HP in damage before then.

Hit Dice: 2 **Morale:** 12

Attacks: 1 **Damage:** 1D4

Armour: medium (natural)

Move: special



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Map from <https://watabou.itch.io/one-page-dungeon>



THE VACANT CHATEAUX

by Philipp Hajek – Thank you for playing Alena, Sir Lucas, Nethmund and Seraphine Rohen Girdleboffin



Hobgoblins have been attacking merchants and farmsteads. Their hideout a vacant chateaux.

Rumors: (1) "Be cautious a vampire lives there!" (F) (2) "Heard a tree fell right on the chateaux." (T) (3) "I found my field burnt by some beast that left paw marks!" (T) (4) "You know - who wakes up at the chateaux at midday can get from poor to rich." (T)

Weather: (1) rainy, (2) windy, (3) foggy, (4) fair;

On the way to the chateaux the party encounters two hobgoblins. Following their tracks leads them to a rowboat near the chateaux. **Treasure.** Two gold rings and 3 chickens.

The chateaux sits in a small lake of roughly 300 ft. on all sides. To the east and south it lies 30 ft. off shore and any windows facing these sides are arrow slits. Apart from the stable all surrounding buildings are stone. It is assumed that all rooms are 10 ft. high and have no light source other than windows.

1 Bridge. A 10 ft. wide stone bridge spans the moat 5 ft. above water. The crest of the family this chateaux once belonged (azure, quarterly vert, over a fess argent a cherub's head gules) is embedded on the 14 ft. high gate. The Gate has battlements including merlons of additional 2 ft. Its 10 ft. high double wooden doors are halfway open but stuck leaving only a 3 ft. wide gap open. The doors edges are charred.

2 Courtyard. The courtyard is roughly 30 by 30 ft. wide and empty but for some barrels. To the north lies the donjon without any visible entrance, east is the stable, south the servants' house and the bridge and to the west lies the great hall which door is 5 ft. above ground. One could reach it via a charred wooden staircase but any weight exceeding 150 lb. destroys it. The hobgoblins in (5) will only fire arrows if a PC attempts to enter the great hall. The party also alerts the hellhound in (3) if not stealthy.

3 Servants' house. This is a two story building (24 ft.) with a parapet roof and merlons of additional 2 ft. On the second floor there are exits to the battlements (north and west) as well as a trapdoor to the roof. **Inside.** (bunk beds, leaking roof, worn out door knobs) During day a hellhound guards the courtyard. There is a 70% chance that it is absent at night. **Treasure.** The hellhound wears an iron collar with a red zircon. During midday light from a drill hole to the south falls on a lose stone with a cache containing an agate goblet.

4 Stable. (made of wood, open to the courtyard, in bad repair) Battlements run atop the stable with merlons of additional 2 ft. A large tree cut by beavers fell on the wall here (14 ft. high) making it possible to cross the lake to the shore.

5 Great hall. This is a two story building (30 ft. high) it has a balcony on its west side which is supported by two 15 ft. high columns standing on a platform. From there stairs are going into the water and up to the first floor. **First floor.** (dining hall, foyer, barricaded windows to the west) Four exits east (locked), west, up and down. Three hobgoblins keep watch to the south. Intruders are observed whilst one of them alerts the two lieutenants in the tower. **Cellar.** (kitchen, larder, rusty pots) Small windows at 7 ft. height prevent rising water from getting in but they couldn't stop the water coming from the tower

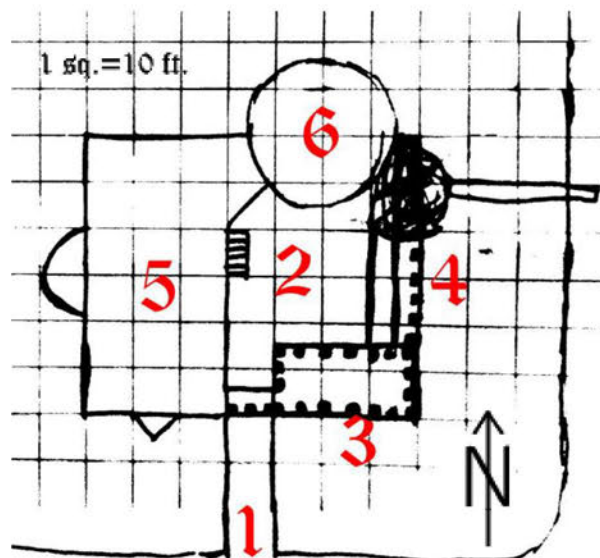
north-east where mold sprouts on a hidden door. A hobgoblin is ordering a beaverfolk to cook. **Second floor.** (master bedroom, squeaking floor, bat guano) Three exits west, down and north-east to the donjon. The rooms on this floor are 15 ft. high. A chest (empty) sits in the middle of a large carpet. Bats are sleeping here during day.

6 Donjon. This is a round four story building (50 ft. high) a spiral staircase (5 ft. wide steps) connects its floors. **Cellar.** (cells, 1 ft. high water, debris) Something big escaped here leaving a hole to the north through which two beaverfolk searching their lost kin have come in. They have not yet found the hidden door to the great hall. The fourth step from down triggers an alarm horn audible throughout the donjon and a portcullis (900 lb) falls down. **First floor.** (toilet, junk furniture, yellowed paintings) A hobgoblin rummaging. **Second floor.** (bedrooms, fireplace, clean) Two hobgoblin lieutenants hold watch over their permanently unconscious captain whilst one hobgoblin guards the staircase and a door to the great hall. **Treasure.** A chest ¾ full with stolen goods (coins, gems and jewelry) **Third floor.** (library, armchair, old book smell) Arcane symbols are drawn halfway from this room. If at any point a third creature enters this room it is teleported outside the donjon 25 ft. above ground. Trying to remove the symbols has the same effect. **Fourth floor.** (bubbling, wizard study, rainwater bucket) This room is 15 ft. high. Vix an evil wizard (black hair, cold eyes, scratchy voice) wants the hobgoblins gone and thus summoned the hellhound with beaverfolk souls which they occasionally sign (unknowingly) for small favours.

The hobgoblins goals are to get money - to pay the wizard - to heal their captain. Because the lieutenants are equally strong they want to duel their weakened captain for rank without running the risk from runner ups doing the same. **Names:** Argaf, Drokrug, Flazug, Glavruz, Hrolal, Kvarur, Nuzol, Okzarg, Shudwack, Uzward, Zroflur;

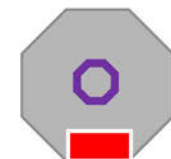
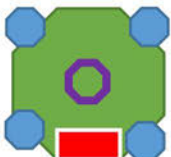
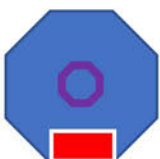
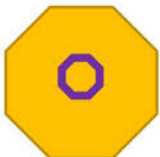
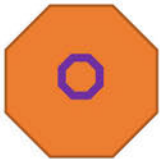
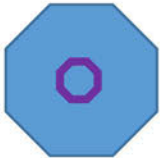
Beaverfolk names: Chubbs, Mapel, Nippers;

Harder. More hobgoblins with better equipment plus goblins. Now the hellhound has two heads. **Easier.** Change all normal hobgoblins to goblins. The hellhound doesn't breath fire.



HEISTING THE SKYVAULT – by Pithikos

The players are recruited to go on a mission to steal an item from a vault. The how and why can be anything you want. Maybe they are recruited by a shady friend, calling in favours; or they are assigned this mission by a supervisor. The item can be anything as well. For simplicity, use 'the diamond' or 'the legendary scroll'. For complicacy, use a legendary magic item. The players are provided with an airship, since the place where they have to break in, the SkyVault, is, well... in the sky... It is a 6-story metal tower, suspended by four engines. The building is a private, expensive, prestigious bank, where items, money or prisoners can be sent to be stored until further use. And since it is suspended above uninhabited land (or sea), storing living creatures is against no law! I suggest NPC's from the official D&D Monster Manual to serve as encounters.



0th floor: Entrance Deck. This floor has a roof that can open to allow airships to land there. It is closed during the nights. At the centre, there is a cabin, where visitors can enter and papers will be checked. If everything is in order, people can enter a **staircase** that runs all the way through the SkyVault. The guards on duty own a Truesight Lantern, that sees through illusions and invisibility.

-1st floor: Crew Deck: Living quarters, sleeping halls, washing chambers and officer's rooms. Guests are not usually allowed here.

-2nd floor: Visitor's Deck: Rooms for visitors. Staying at the SkyVault is expensive. However, some wealthy merchants might come to store wares or nobles to check their heirlooms. There could be drunks or gamblers that have information on who and what is stored where. There might be people on their own secret missions.

-3rd floor: Prison Deck: The Skyvault is a safe place to put away items and creatures that you want somewhere safe or not near you. For inspiration on what might be imprisoned, check your favourite monsterbook. In the **bottom part**, there are physical stairs leading down.

-4th floor: Supply Deck: This deck holds supplies for crewmembers and maintenance. It has a sliding door for supply ships, so they don't have to take up space on the Entrance Deck and maybe offend arrogant nobles coming for a visit. It also holds kitchens, to prepare food. Furthermore, there is a control room, from where the whole SkyVault is operated, including the **engines** that keep it flying. What might happen if someone with bad intentions starts pressing random buttons in there? In the **bottom part**, there are physical stairs leading up and down.

-5th floor: Vault Deck: This is the deck where the SkyVault gets its name from. There can be as many vaults as you like. You can stock them with whatever you like, but don't forget the item that the party has been sent to obtain. For more ideas, check your favourite magical items or place spellscrolls of your favourite spells here. In the **bottom part**, there are physical stairs leading up.

Once the party has what they came for, they need to leave. If you want to help them, you can use one of these:

1. The party was given a foldable Teleportation Circle upon recruitment, by which they can get to safety.
2. One of the vaults holds something to help the escape (Boots of Flying, Foldable Airship, Scroll of GTFO)
3. Another ally shows up to save the party with an airship because reasons.

If you think this might be too easy, you have experienced players, or you are replaying the adventure and want to add some more obstacles, here are some things you can pick and choose from to bully your players with:

1. An alarm goes off whenever an officer activates it, the metal of the SkyVault is damaged or any lock is failed. All doors close and the elevator stops working, except for officers with special keys. Repercussions at the DM's pleasure.
2. In the Prison (-3) and Vaults (-5), there are invisible Skulks (Mordekainens page 227), that attack anyone unauthorised to be there. Those authorised will receive a silver necklace, repelling the Skulks.
3. The Vault is owned by a secretive organisation that is against a certain type of magic (Necromancy, higher than 3rd level, any spell dealing damage). Use of this magic is forbidden on the SkyVault. It might set off the Alarm.
4. There is a Truesight Eye going up and down the central staircase.

Dungeon of the unlucky

-Pyry Orick



① Main hallway

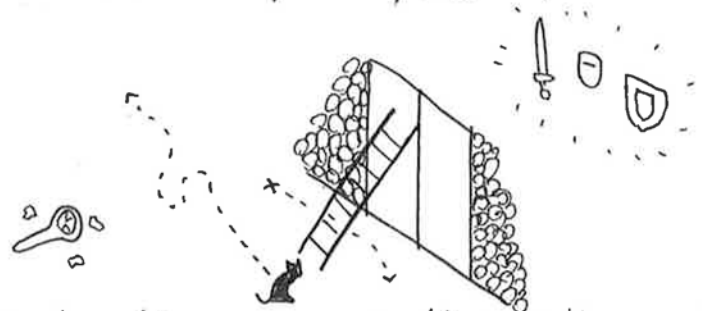
"Only the unlucky shall pass" is engraved on the floor. In order to pass through the door travellers need to walk under a ladder, have a cat walk across the room, and break a mirror.

② Snakes and ladders

Huge steps cover one side of a large room. Snakes everywhere! Ladders of different lengths are bolted to the floor, except the very upmost ladder.

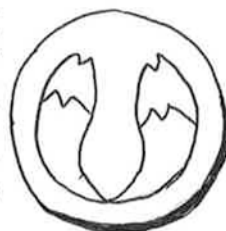
③ Black cat

A large room completely blackened by magic. Travellers can hear meowing somewhere deep in the room. Unlucky traveller might fall into one of the three spiked pits.



④ Mirror room

Long hallways in the faint light of torches. Large class golem sits quietly behind the last corner. Behind it a mirror! If the golem is touched, it will awake and attack.



Only the unlucky shall pass

⑤ Three knights

Ceremonious altar with three knight statues. In the left hand each statue is holding a different item: sword, helmet and shield. Right hands are each holding a coin. Turn heads and statue gives you the item. Tails and nothing happens. Coin may be flipped only once.

Spark for the dungeon somewhere from /r/BehindtheDMscreen

The Heist at Button's Bank

A Quickphix One-Page Adventure

You've followed the guardsmen to the bank. It is just like you suspected: all of the city's contraband gets stashed inside Burton Button's Bank. These corrupt pigs are going to pay for their transgressions. Tonight you will breach their famous vaults and bleed them for everything they have.

Point of Attack

The Heist has to take place tonight. You and your friends managed to "find" enough invitations to celebrate the bank's anniversary in the building's "Button Bar" on the first floor. You've also stolen the floor plans - all that is left to do is finding a weak point. You have 12 hours.

What's known so far

During the Party, you'll have free access to the entrance hall (1) and the bar including balcony (4). Most guards will be concentrated on these two areas, guarding the doors into the bank, the guests, the teller's area (2) and the door to upstairs (6). The doors on the floor plan with one star should pose little problem to a thief, the two star doors will have to be picked or broken down. The three star doors won't open without a key. It is unknown how many people are upstairs. However, it is said, that all the truly valuable items are locked inside Button's personal vault on the third floor penthouse. Rumor has it, he carries the key with him at all times.

The Rooms (GM's eyes only)

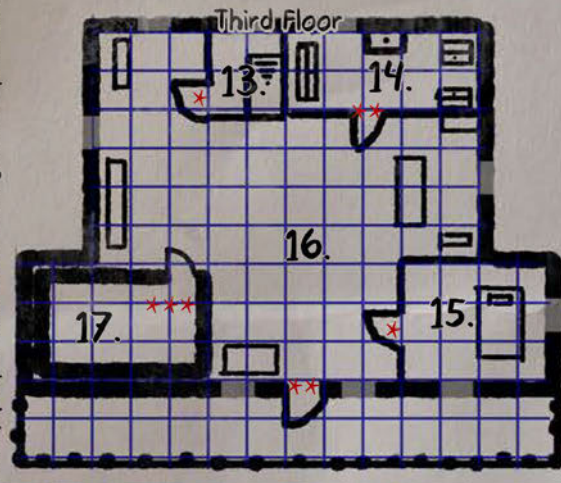
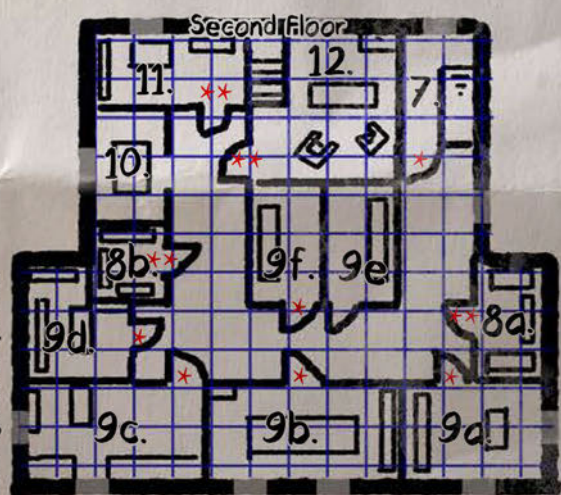
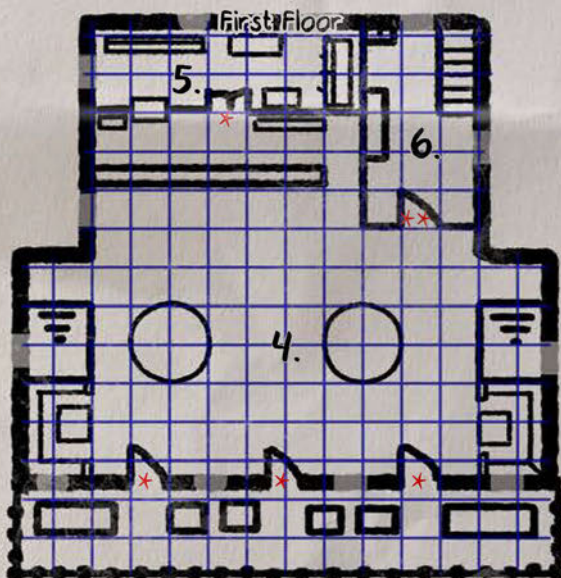
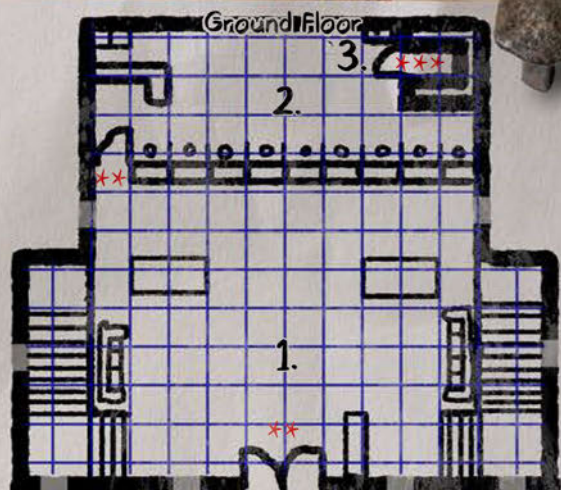
1. Entrance hall: two guards at entrance, two in the back. Not many guests.
2. Teller's Area: Contains little money and the transactional money vault.
3. Vault & Shaft: This Vault can only be opened with Button's master key or with the key located in the bodyguard's chamber. The shaft next to the vault contains a dumbwaiter. It's too small for a normal person. It can only be opened from the outside (without force) and only on the groundfloor, the second floor and the penthouse.
4. Button's Bar: 5 guards are mingling with the ca. 80 tipsy guests.
5. Kitchen: The 7 maids are busy preparing and handing out food & drink.
6. Stairwell: The room is empty, but sound carries well.
7. Office Entrance: Employee's sometimes pass through to get a drink.
8. Storage: Contains IOUs and other important files. No cash though.
9. Offices: 1d6 of the banks employees are currently working.
10. Rest Room: Contains some drinks & food for the employees.
11. Armory: Filled to the brim with uniforms & weapons of Button's guards
12. Bodyguard chamber: Button's head of the guard's office. He's always watching over the upstairs entrance and the dumbwaiter.
13. Entrance Hall: Button usually keep this door closed.
14. The Gallery: Holds Button's private art collection and the dumbwaiter
15. Bedroom: Button is resting in his bedroom with his mistress. He wears the master key around his neck on golden chain.
16. Penthouse: Button's luxurious residence. Empty bottles are lying around.
17. The Big Vault: Inside are some liquid assets and a huge chest, which is actually a living creature, mimicking one. It will attack as soon as the players try to open it. It needs to be killed to get to button's most valuable artefacts. It probably won't die silently.

Get Out (GM's eyes only)

After the Big Vault has been opened or the players are discovered by Button or a guard, the city's watch will be alarmed and they'll start surrounding the bank. Button's room contains a rope ladder, but escape will still be a daring undertaking.

The Spoils

You've made it! You leave the bank in chaos, guardsmen and partyguests are still screaming and running around while you carry off all the ill-gotten gains of Button. Time to give it back to the people! Or maybe....



And So It Begins by Ralph Glatt

An introductory adventure for beginning players.

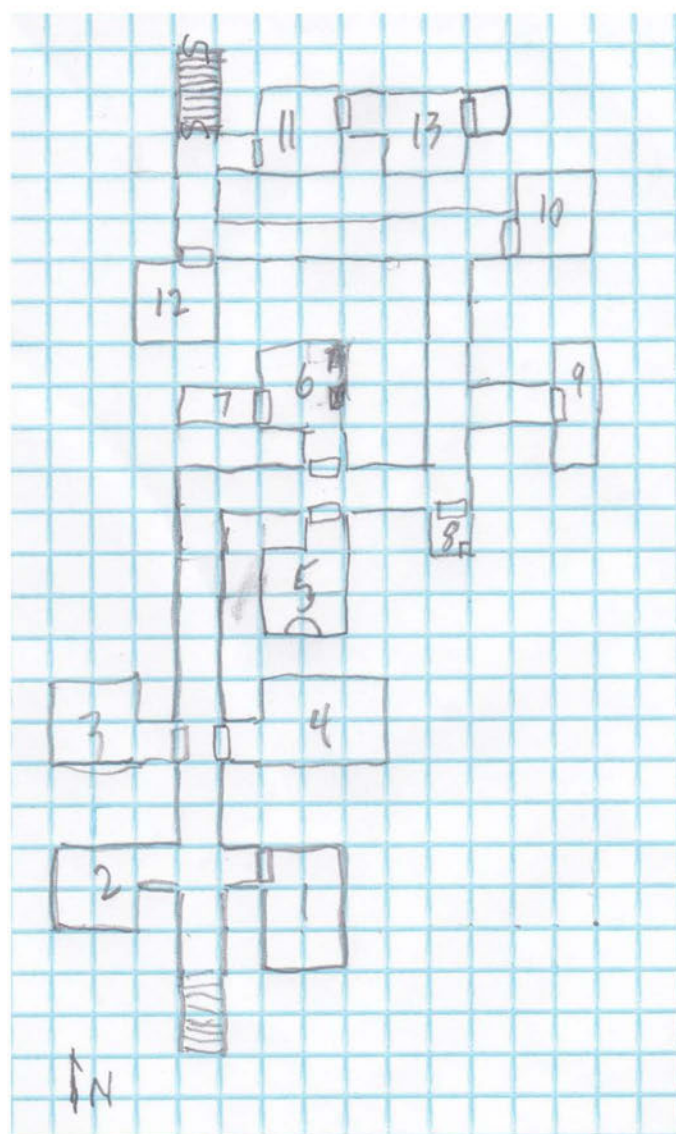
The King has hired out the group of adventurers to investigate the disappearance of some people in one of the smaller villages. He will give the group whatever provisions they need (within reason) and pay each member 100 gp each when they have recovered the villagers. The group has found a trail that leads to a set of stairs, the remains of a former monastery.

- 1) Guard Room: Two goblins stand by the door watching three other goblins playing knucklebones. They all will attack if disturbed. If the battle seems to go bad for them, one will blow on a silent whistle that will summon the wolves in the next room. There are 12 sp on the table.
- 2) Kennel: Three big wolves are here, drinking water, eating meat, and resting up.
- 3) Armory: Various arms are scattered around this room. One of the short swords is magical.
- 4) Bunk Room: Six goblins are here, resting. They will attack anyone who wakes them. Among the rags they sleep in is a cloak worth 15 gp.
- 5) Fountain Room: There is a fountain here that, with each drink, heals 1-6 hp. If the party takes some with them, the water (while tasty) will no longer heal them.
- 6) Kitchen: Three goblins are here, roasting mutton in the fireplace. All are armed with kitchen utensils.
- 7) Larder: Various types of game are hanging here, as well as a wheel of unusually good cheese.
- 8) Waste Room: In this room is a deep pit that the goblins throw their garbage. A muck monster down in the pit feeds off of the waste. Anyone brave enough to try and kill the muck monster will find 50 gp of gems in its belly.
- 9) Prison: A family of farmers is locked up in here. One of them, a 10 year old boy, wants to join the party and become an adventurer, too.
- 10) Witchdoctors Bedroom: Beside the bed is a nightstand with a locked drawer that contains a book with 10 cantrips. The wall decorations are made of dried blood and charcoal, depicting various goblin rituals.
- 11) Chiefs Office: The chief is here with a goblin Witchdoctor and two commanders, discussing plans to raid for more slaves.

The commanders fight as bugbears, and the chief fights like an ogre. The Witchdoctor stands in the back and casts cantrips at the party. There is a map on the table, and instructions from a slaver named Duneedon.

- 12) Commanders Bunk: There are two ramshakled beds, various furs (none valuable) and the Commanders pet giant rat.
- 13) Chiefs Room: Ornate bed (worth 200gp if the party can take it with them) and a chest with rags, 25 sp and the key to the treasury.
- 14) The Treasury: The door to this room is locked tight, and the Chief has the only key. The party finds 100 gp, six gems of 15 gp value, 200 sp and a chest of 100 food tokens, which, when flipped in the air, turns into a meal of bread, cheese and wine.

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ralphglatt@yahoo.com



DUNGEON OF BAWK BAWK

by Ramsey Hong

While enchanting some chickens to make a fun amusement dungeon in his barn for the village kids, Golbarf, a wizard/poultry farmer, accidentally imbued a chicken with the mind of Vunger, a bad wizard from another world. Vunger immediately imprisoned Golbarf in a magic bubble and used Golbarf's power to imbue chickens with the minds of his chork soldier minions.

While summoning chork soldiers, Vunger accidentally summoned some heroes (Henk, Deena, Ulrich, Shayla, Albort, and Bubby). The heroes fight to save the village from the chork soldiers. Vunger further enchanted Golbarf's barn making it more dangerous.

CHICKEN SPEECH

Possessed chickens speak in monosyllabic words with "BAWK" interspersed generously. The chickens understand common.

STARTING POINT

The party encounters a battle between the hero chickens, protecting 2 young village children, and 8 chork soldiers outside Golbarf's amusement dungeon barn.

A painted sign above the barn entrance says, "DUNGEON OF BAWK BAWK". Ensorcelled barn is larger on the inside made up of multiple floors, halls and rooms.

FINAL BATTLE & REWARD

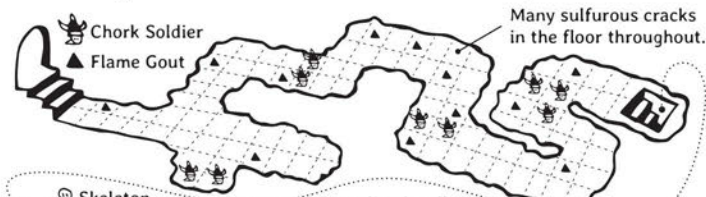
Vunger summons Tiamort to fight heros. Tiamort, in a raging frenzy, attacks randomly.

Defeating Vunger releases Golbarf, who dispels the possessed chickens causing them to all explode. Except for the hero chickens. The hero chickens fade away dramatically. The dungeon reverts to a normal barn interior with mundane "dungeon" decorations.

Golbarf rewards adventurers with magic Chicken Foot Pendant of Chickenspeak.

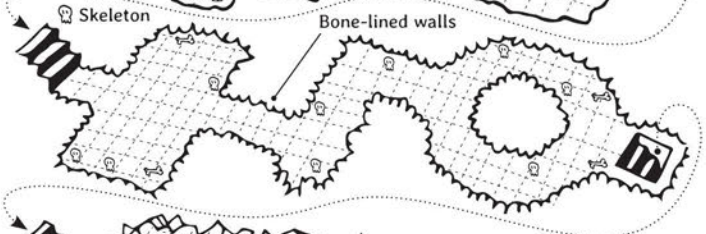
HOT STONE TUNNELS

Sulfurous and hot.
Random gouts of flame erupt from cracks in the stone. Patrolling chork soldiers attack on sight.



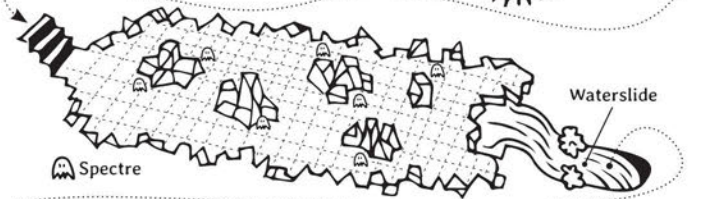
BONE CATACOMBS

Dusty and creepy.
Skeletons with bone weapons hide among the bones lining the walls.



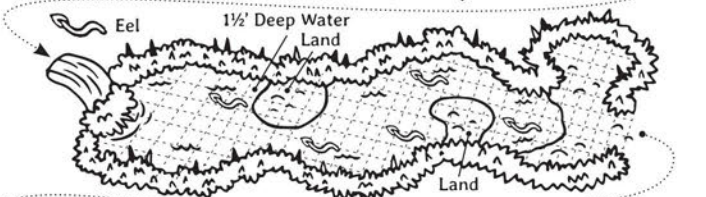
CRYSTALLINE CAVE

Bright and echoey.
Reflections and echoes can cause confusion. Spectres attack from random crystal faces.



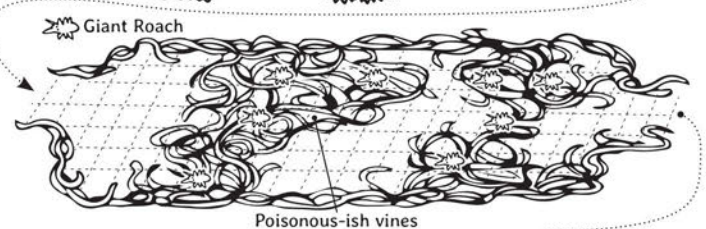
SWAMP OF EELS

Foggy and flatulent.
The putrid air can cause nausea. Electric eels attack with shocks and bites underwater.



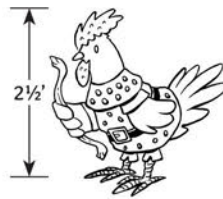
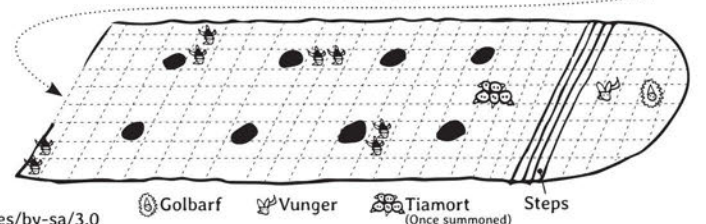
ROACH GARDEN

Musty and sickly sweet.
Poisonous giant cockroaches attack from beneath poisonous vines that litter the ground.



VUNGER'S HALL

Immense and gloomy.
Chork soldiers and Vunger attack the heros and adventurers. Tiamort (once summoned) attacks randomly.



HENK

Brave. Loyal. Selfless.
Lightning Bow
Fires bolts of electricity rapidly.



DEENA

Bold. Agile. Athletic.
Magic Staff
Unbreakable. Changes length and rigidity at will.



ULRICH

Spoiled. Cowardly. Loyal.
Magic Shield
Impervious to direct attacks.



SHAYLA

Kind. Cautious. Proactive.
Invisibility Cloak
Grants wearer invisibility.



ALBORT

Hesitant. Creative. Jumpy.
Conjuration Hat
11% chance of casting any desired spell or conjuring any desired object.



BUBBY

Rash. Brave. Loyal.
Club of Muscles
Imbues user with great strength.



VUNGER

Bad-tempered. Selfish.
Magic Bolts
Fires bolts of BAD energy.



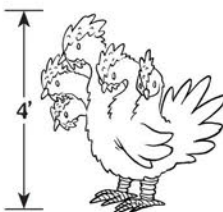
SHADOW DUMDUM

Sneaky. Intangible.
Intangibility
Can float through walls.



CHORK SOLDIER

Mean. Loud. Callous.
Spear & Dagger
Sharp.



TIAMORT

Wild. Frenzied. Vengeful.
Lava, Tornado, Steam, Gas, & Blizzard Breath
Capable of focused or separate attacks. Also, sharp claws.

Flight to the City of Refuge

A pointcrawl for 1-3 Low Level Characters

You're wandering through a low-magic, stone-age coastal region when you come to a kingdom ruled by a powerful King. His strict code of laws is enforced by a brutal cadre of helmeted warriors. Unfortunately, one of you has violated the sacred law by (roll) and sentenced on the spot to (roll).

Your only chance, a villager tells you, is the City of Refuge, several days travel away. Safe within its walls, all sins are forgiven, all crimes pardoned. Follow the path to the north to the coast or cut through the untamed jungles or over perilous mountains to evade your pursuers.

By Ray Pompon –
<http://www.planetheidi.com>

Roll your crime

1. Yawning while the king made a speech
2. Letting your heathen shadow fall on a shrine
3. Eating the wrong fruit in the wrong season
4. Picking a flower from the sacred garden
5. Smiling at one the king's wives
6. Fishing in the royal pond

Roll your sentence

1. Stoning
2. Clubbing
3. Drowning
4. Strangulation
5. Burning
6. Thrown off cliff

Finds

Forage gain 1-3 days provisions

Trader - buy provisions: 1D3 random weapons, 1D6 random items

Shrine - leave valuable, roll 1D3:
1 - relief (provision reset)
2 - heal the most hurt
3 - bless all for a day

Foes

Rock Worm
Giant worm pops out of burrow, roll surprise

Marsh Lizard
As giant lizard

Jungle Beastmen
2-3 attack, stat as Lizardmen

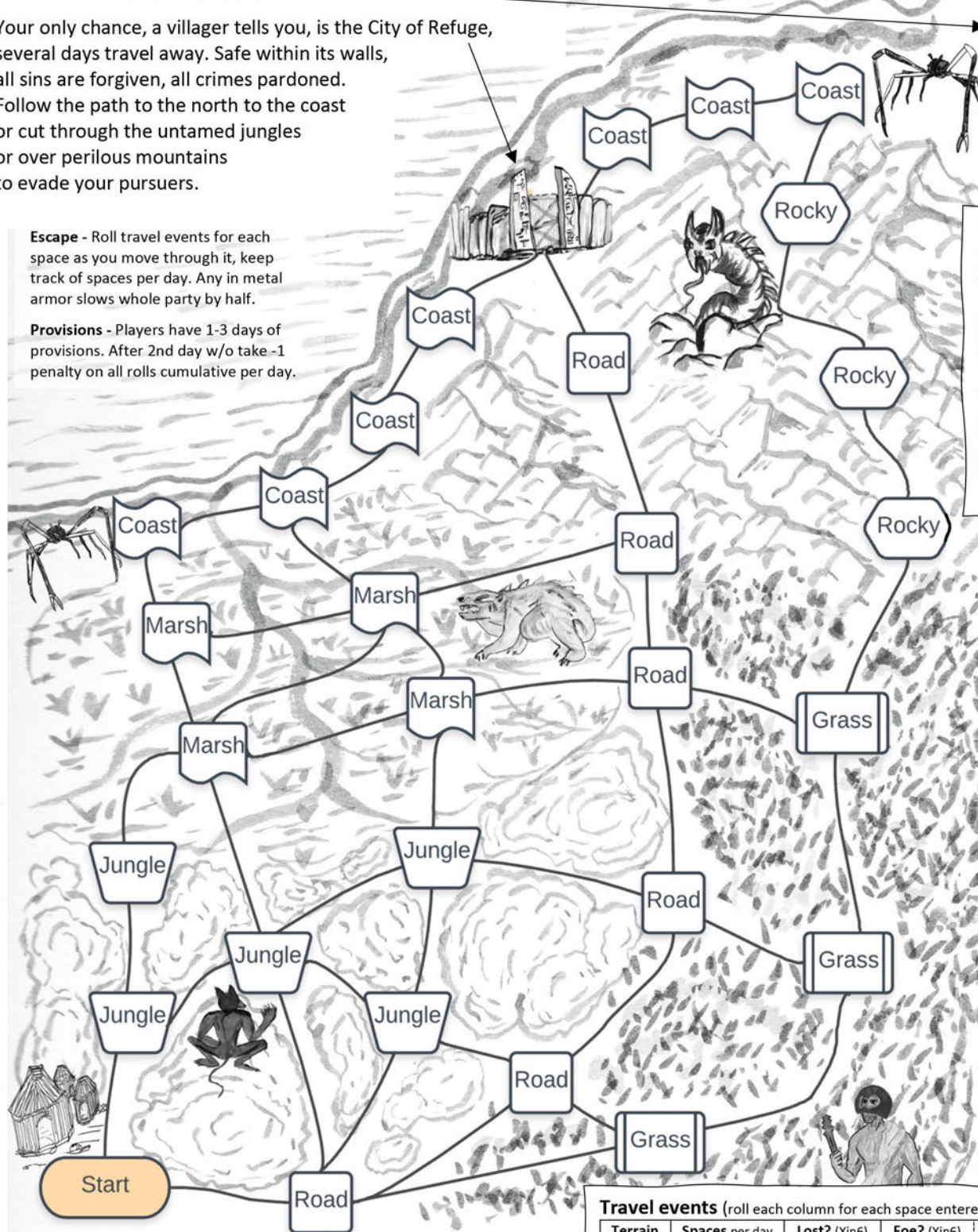
Giant Spider Crabs
1-3 erupt from sand, stat as giant scorpion (minus sting)

Enforcers
2-4 catch up. They are merciless, relentless, and unspeaking save their constant war chants. Stat as high-str mid-level fighters with spiked clubs (mace), leather armor. Chants and enchanted wood helms gives protection vs. mind- attacks such as charm and sleep.

Escape - Roll travel events for each space as you move through it, keep track of spaces per day. Any in metal armor slows whole party by half.

Provisions - Players have 1-3 days of provisions. After 2nd day w/o take -1 penalty on all rolls cumulative per day.

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Optional complications

If Lost - Roll 1D6 = 1-4 stay there, 5 go back previous, 6 go random direction.

Ticking clock - Each day after first, 1 in 6 chance of group of enforcers catching up, increased by rate by 1 per day

Travel events (roll each column for each space entered)

Terrain	Spaces per day	Lost? (Xin6)	Foe? (Xin6)	Foe	Find? (1in6)
Road	6	0	1,2	Enforcers	Trader
Jungle	2	1,2	1	Beastmen	Forage
Coast	4	0	1	Crabs	Forage
Marsh	2	1,2	1	Lizard	Shrine
Grass	4	0	1,2	Enforcers	None
Rocky	2	1	1	Worm	Shrine

Bigshroom Burrow

By Red Svinya | <http://creativecommons.org/licenses/by-sa/3.0>

A. A group of bloodied goblins sits by a cave entrance. Adventurers are ransacking their burrow, no doubt looking for the healing sap of the holy Bigshroom. The goblins promise you rewards if you deal with the adventurers.

B. The dining hall floor is littered with injured and dead goblins. A halfling thief is looting the bodies. If the halfling spots you, they will attempt to alert the mercenaries in **(D)**.

C. These caves are home to a colony of giant trapdoor spiders. The spiders trade their molted chitin to the goblins in exchange for healing sap. A winding tunnel leads to a chamber filled with spider eggs and chitinous husks. The spiders probably won't take kindly to intruders here.

D. The kitchen smells of rat stew and herbs. A troll chef slumps against the wall in a pool of blood. 3 mercenaries argue how to tell if a troll is dead. The troll is alive, but they'll keep playing dead until the mercenaries are gone.

E. An attack dog has cornered a handful of goblin children in the sleeping chamber.

F. A foul-mouthed dwarf with a pickaxe is sniffing out buried treasure in this tunnel. A secret door leads to the goblins' meager treasure, which is stored in the belly of a dire frog.

G. The Temple of the Bigshroom is protected by 4 fungal goblin zombies. An elf wizard, their bodyguard, and an attack dog are all attempting to reach the Bigshroom.

H. The toilet chamber is lit by small stone incense burners that don't quite mask the smell coming from the hole in the ground. Jumping down the poop chute lands you in a cave full of excrement and garbage. A pool of sewage is home to a massively fat otyugh and a swarm of giant flies. A river runs from the pool to **(G)**, depositing you beneath the Bigshroom's roots.

Hazards

- 1 Spike pit trap
- 2 Cave in
- 3 Toxic spore clouds
- 4 Wandering fungal zombie
- 5 Trapdoor spider ambush
- 6 Adventurer reinforcements arrive

The Bigshroom

An ancient sentient mushroom worshipped by the goblins. Those who drink its sap are healed, but there may be unintended consequences...

Healing Sap Mutations

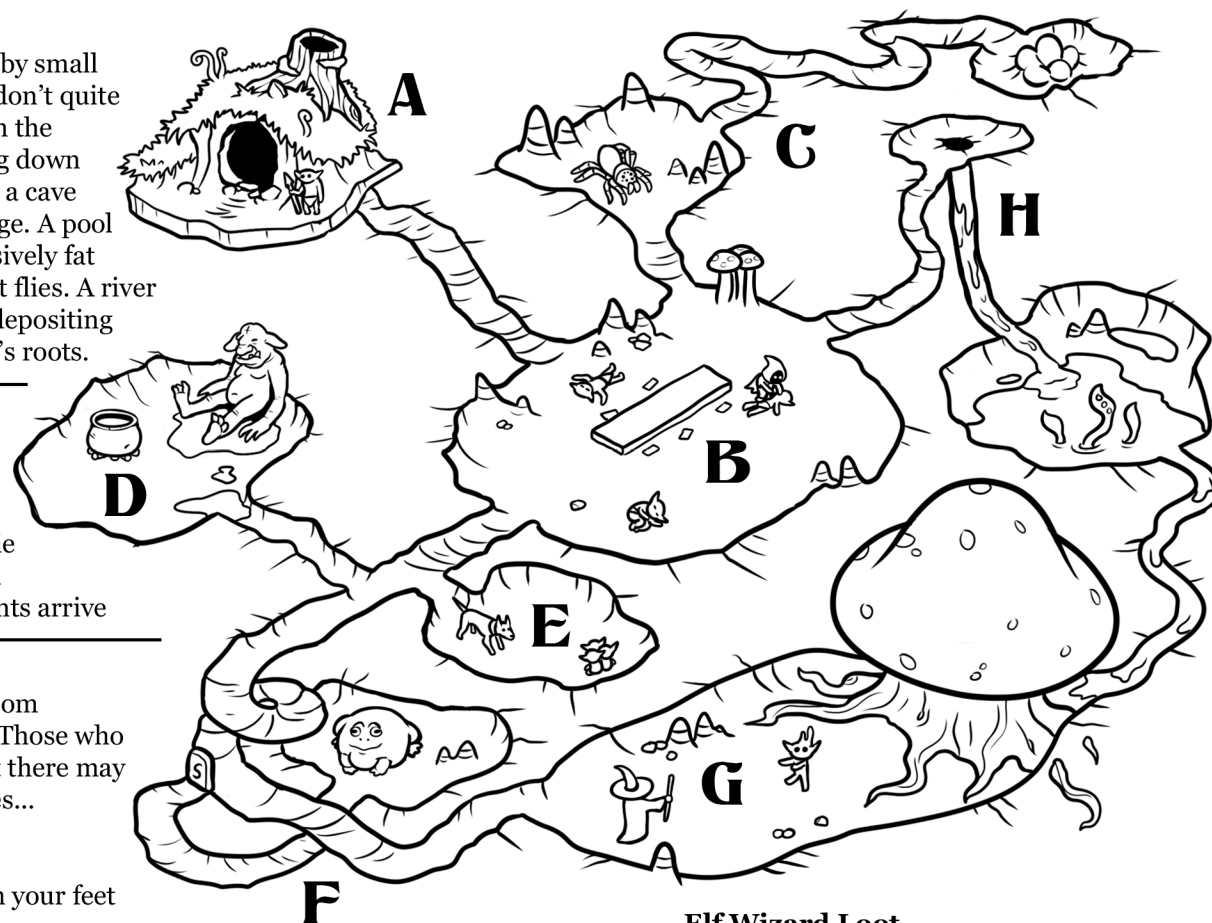
- 1 Thirsty roots sprout from your feet
- 2 You can talk to mushrooms
- 3 Fungal tentacles
- 4 Toxic spore breath
- 5 Regenerating mushroom flesh
- 6 Mushroom cap head

Secrets

The adventurers carry wanted posters for goblin ears; the issuing town is nearby.

Fungal zombies only attack creatures that don't smell like goblins.

The troll chef will fight for you, but only if impressed by your cooking.



The dire frog will regurgitate its treasure if tempted with the right food.

The giant flies hide shiny objects in the sewage pool. They hate the trapdoor spiders, and will trade just about anything for spider eggs.

Adventurer Loot

- 1 Ornate pipe and pouch of herbs
- 2 Bear trap
- 3 Crowbar and lockpicks
- 4 Vials of acid
- 5 Sack of 1d20 coins
- 6 Hand of Glory

Elf Wizard Loot

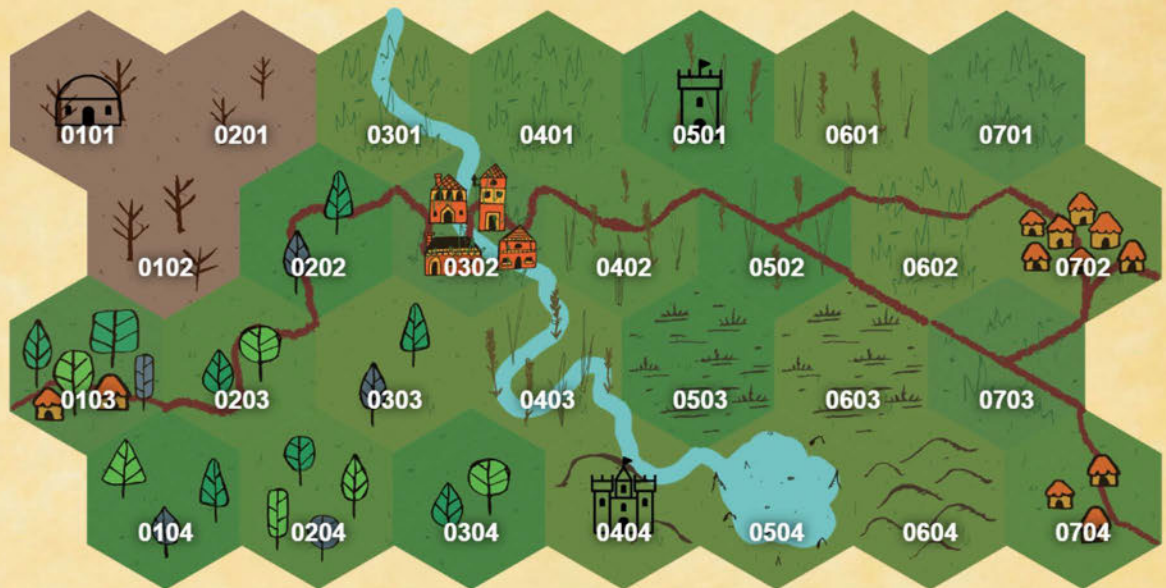
- 1 Lantern full of glowing moths
- 2 Silvery rope, unties on command
- 3 Cloak of Concealment
- 4 Book of spells, in Elvish
- 5 Enchanted dagger
- 6 Wizard's staff, carved like a tree

Quest Rewards

- 1 Pot of troll blood
- 2 Spider chitin armor
- 3 Bone flute, summons a fungal zombie
- 4 Mushrooms of tangible hallucination
- 5 Otyugh puppy
- 6 Pretty crystals, coated in frog drool

LEST THESE DARK ENERGIES DEVOUR US ALL

By Roane Beard
<https://bit.ly/LTDEDUA>



THE DARK ENERGIES

The **Devourer** has performed a ritual beyond her ken, and torn the veil between worlds at a crypt in **hex 0101**. Dark Energies seep through to the surrounding hexes, turning **verdant** hexes to **blighted** ones and threatening reality.

THE DEVOURER

A necromancer possessed by a nihilistic entity from beyond the veil. Spreading the dark energies throughout the land will allow the **entity** to cross over. Opening the thin points in the veil at the settlements in **0103**, **0302**, **0702**, and **0704** achieves this. She starts play at 0101. If killed while the tear is active, she is immediately resurrected there. If the tear is threatened, the entity will teleport her there. If the entity is expelled, she will help seal the tear.

SEALING THE TEAR

There are at least three ways to seal the tear: casting **Hallow**, using the **Orb of Light**, or burning a **Verdant Staff** at the tear.

The **Gold Priest** at 0302 has a Hallow scroll, and a religious duty to price gouge.

The **Wizard** at 0501 will make the Verdant Staff, but requires life weeds from the blighted lands.

The **Bandit King** at 0504 has the Orb; he will only give it up if his hex is blighted.

THE ROLL OF DEATH

Every dawn, roll 1d6. A 1 or 2 means the Devourer arrives at the closest town to tear the veil. At nightfall, she succeeds, and the hex becomes blighted. A 3, 4 or 5 means the Dark Energies have spread. Every verdant hex adjacent to a blighted hex becomes blighted. A 6 means nothing happens.

VERDANT HEXES

BLIGHTED HEXES

	Dying land. No water.	Undead erupt from the earth. Rest is exhausting.
	Abundant farmland, friendly farmfolk.	Dying crops and farmfolk. Bloodthirsty crows.
	Open plains. Horses, ranchers, centaurs.	Fleeing centaurs. Dying herds. Undead horses.
	Green hills, colorful flowers, mountain breezes.	Dead hills. Chill wind and angry hornets.
	Wetlands swarming with life, like insects and gators.	Wetlands swarming with undead insects and gators.
	Temperate forests filled with game and a green dragon.	An angry green dragon seeks answers.
	Duplicitous nyads guard an underwater treasure.	Dying nyads offer a treasure for restoring their lake.
0103	Logging camp. Merry men, mead, Deer God Cult.	Haunted camp. Murderous deer cultists with axes.
0302	Merchant town. Cult of Gold. Village that never sleeps.	Rioting town. Looters. Vigilante gold cultists.
0404	Fort of the Bandit King. Inaccessible. Murderous.	Barricade king. Desperate. Undead bandits.
0501	Tower of the Parchment Wizard. Sheep farms.	Tower is gone. Wizard is gone. Undying sheep.
0702	Farmtown. Fertility cult. Triplets expected.	Shuttered up. Triplets dead. Cultists rampage.
0704	Ranchtown. Cult of the Sacred Sun. Ornerly folk.	Burned out ranches. Ranchfolk burned at stake.

DEVIL'S BAY

By ROBERT STANDRIDGE JR.

You are approached by a ghastly man begging, 'save them...', he forces a map into your hands. As he collapses, shadows cackle with glee.

Story

A curse has been cast upon the people of the Idaran Empire by the vengeful sea witch Eryn 'Weepin' Burga, turning the shadows of the living into insidious assassins. Cackling laughter emanates from each shadow as it is torn from the living. Within moments shadows leap from dark corners, all around, killing anyone caught in the gray light of dawn. The few who survive the initial onslaught are forced underground to live a life without light, without hope.

Eryn sought retribution for the shipwreck of the Red Orchid, a once magnificent galleon commanded by the infamous pirate captain Corin Burga, her husband. The Red Orchid sailed into the Devil's Bay in search of the treasure of the Idaran Empire. Before his crew could make landfall, his ship was turned into splinters by relentless bombardment of cannons from the shore condemning all aboard to the frozen depths of Devil's Bay.

A young man, high atop the hillside, watched the destruction of the Red Orchid and the swift retaliation of the evil sea witch. Pulling out his compass and paper he makes quick notes of the location of the sunken galleon and the fallen empire. Silence falls across the land, while he watches with bated breath as the sea witch pulls her husband from the wreckage, tossing aside the bounty contained within the ship's coffers. Eryn caresses his lifeless face and screams into the wind, "My love, I vow I will find a way to bring you once again into the world of the living." Binding a lock of her hair with Corin's, wind and water erupts from the bay destroying the remnants of the Idaran Empire. Seeing the young man in the distance, Eryn dispatches shadows to protect the dead from the living. The young man grabs his map and runs for his life.

Objectives

The players search the ruins of the empire to find and destroy the lock of hair binding two souls without succumbing to the shadow assassins, before Eryn can return and raise the dead. This will lift the curse and the few survivors can return to the light for the first time in years.

Adventure Notes

The sea witch has left the bay in search of a means to bring her husband back from the depths below leaving the shadows as guards of the fallen souls. While the players explore the land and waters, roll for random encounters (1d8):

- | | |
|---|----------|
| 1 Skeletons | 6 Kraken |
| 2 Sirens | 7 Hag |
| 3 Marauders (soldier) | 8 Pixies |
| 4 Ghost of Jonah (Davy Jones) | |
| 5 Shadows - an enemy impervious to swords and guns, can be overcome by magic or siren song. | |

Major NPCs

- Eryn 'Weepin' Burga - the powerful sea witch and wife to Corin. She commands the shadows with spells.
- Corin Burga - the infamous pirate captain of the Red Orchid a majestically deadly galleon.
- Briana, Empress of Idaran - she sequestered the remaining people of the empire in the Caves of Tovia

Minor NPCs

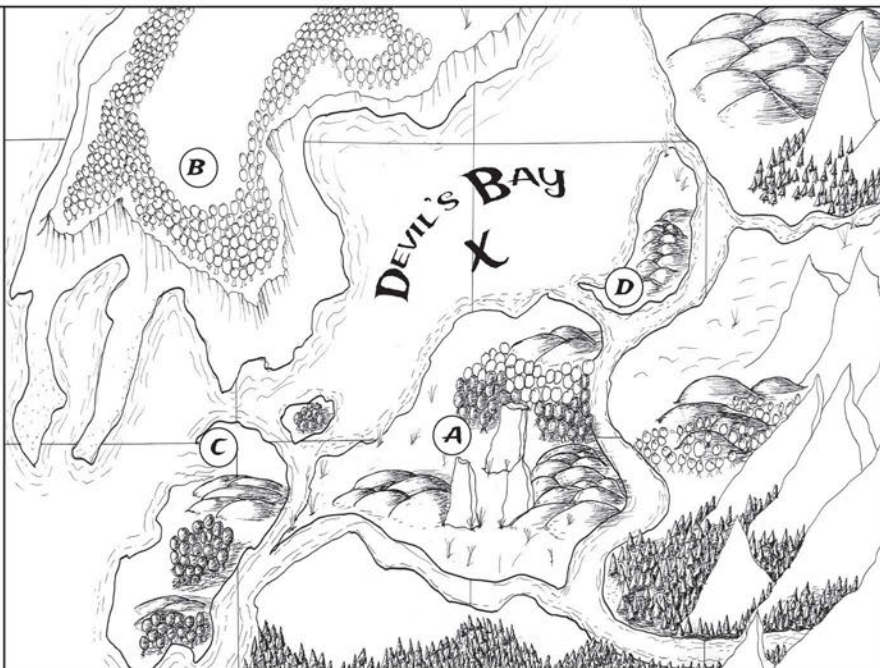
- Haworth - the young map maker who saw the destruction of the Red Orchid, and the Idaran Empire.

Locations

- A** - Ruins of the Idaran Empire - Once beautiful spires of crimson and silver touched the sky. An empire known for compassion and wisdom. Now all that remains are mere fragments upon the dead soil.
- B** - Silver Cliffs of Amilias - An immense silver mine excavated for generations, until one day a noble water horse appeared atop the cliffs forbidding the further exploit of the land.
- C** - Bone Lagoon - A port of entry into Devil's Bay. A ship may be granted passage into the bay, however its departure is uncertain.
- D** - Caves of Tovia - The last bastion of the Idaran Empire. Living in total isolation without any form of light is a nightmare come true. The last act of Briana was to ensure the entrance to the cave was destroyed, she sent her people into the cave and stayed on the light side. It is said those within could hear her scream in pain as the shadows descended upon her.
- X** - Location of the shipwreck of the Red Orchid. This once majestic galleon gilded with gold and jewels, carried a menacing 100 cannons on multiple decks. With a ship's compliment of more than 400 it was a very intimidating weapon of the sea. It is said the bounty contained within the hulls of this ship could forge an empire.

Ship Names

- | | |
|----------------------|------------------------|
| • The Bearded Minnow | • The Good Dagger |
| • The Wooden Eel | • The Scurvy Legs |
| • The Flying Death | • The Ebony Treasure |
| • The Cursed Wolf | • The Salty Crustacean |

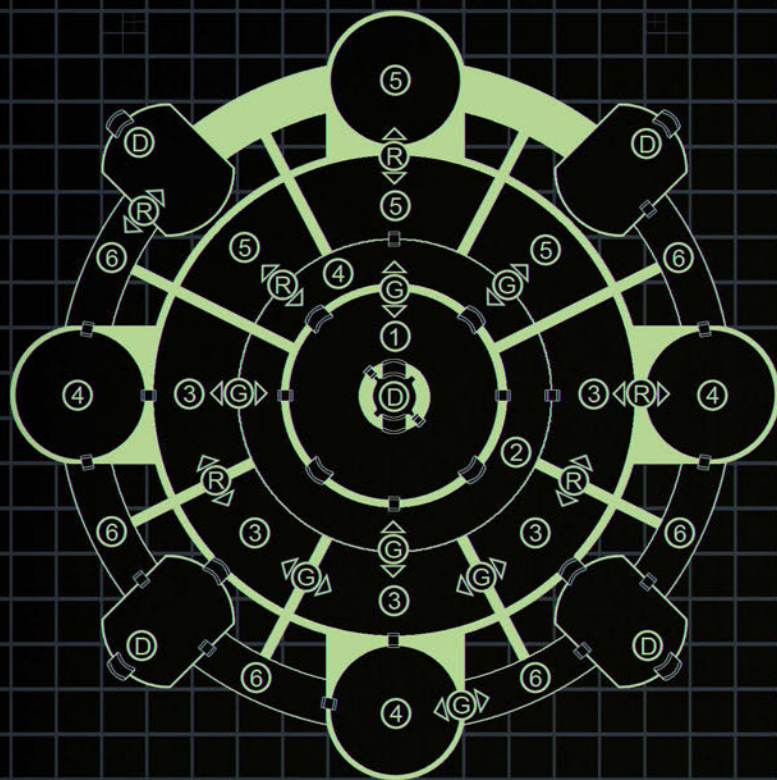


THE WHEEL OF FORTUNE.

Wandering transfer station skimming on the edge of navigable space.

One Page Replayable Sci-Fi Dungeon by Rodrigo Vega - 2020

= 40' (D) Docking Connector (B) Bulkhead (A) Airlock



(G) Open only while All Systems Green (R) Open only while All Systems Red

The Wheel of Fortune is a temporary transit deep-space station built to host long distance travellers between star systems. Properly operating (All Systems Green) it's instalations are a thriving social hub where administrators, traders, explorers and ... less reputable characters await orbital proximity to their destination or rendezvous with another craft. But in the fringes of space things can go very wrong. On All Systems Red, catastrophical failure has occurred. When a group of players arrives at The Wheel, roll a die. On even numbers, the station is Green and ready for resting and social encounters. On odd numbers it's Red and something horrible happened to the station, maybe years ago, and players should get ready to face the hazards within. Read the corresponding options to that System Status when referring this map.

Encounters:

When entering a new number area roll 1d6 and pick an option according to the current System Status. (G) Green or (R) Red. 1-2 The room is empty. 3-6 result in the following encounters:

3 (G) (R)

Lead Engineer Fechin.

"Are you just gonna stand there or are you gonna help me fix this?"

1d10 Burrowing Tardigrades.

"Small and slow, but relentless and nigh-invulnerable to almost everything"



4 (G) (R)

Colonel Arsen.

"There's a... someone I'm looking for. A scientist smuggling illegal goods"

1d2 Rogue Spider Drones.

"Maybe a fried circuit, maybe malware. They think us all non-human threats."



5 (G) (R)

Baron Donatien.

"I run a legit business! if only that insufferable Colonel would just..."

1d4 Masked Raiders.

"Don't know who they are or who hired them. Only they're well prepeared."



6 (G) (R)

Doctor Kenta.

"They don't understand my work. They are not ready for what I have to offer."

1d6 Biospawns.

"The distorted remains of a human with something pulling the strings inside."



Areas:

(D) By default, players will dock on the central axis Docking Connector. At any point of the game, the story might require any connector to have (or not to have) a given ship docked into it.

(G) This opening is easier to access on All Systems Green, but may be an obstacle on Red. Maybe the crew regularly grants access when they are around, maybe a blast door closes during quarantine procedure or a bulkhead gets blocked by heavy debris.

(R) This opening is usually accesible while All Systems Red but might be trickier on Green. Maybe someone or something tears a hole through the wall or an emergency exit opens itself up for a speedy evacuation. Otherwise security systems are up and running.

Customs

① The standard entry point for most visitors without (or unable to fake) special VIP clearing. Features common equipment for normally requested legal, medical and security check-ups.

② **Lobby** - On Systems Red roll 1d6 for each room. On a 1-2 the room is decompressed. A social space for spending time and socializing. Includes a couple of bars, some couches, music, games and information on the instalations and travel schedules.

③ **Visitor Room** - On Systems Red roll 1d6 for each room. On a 1-3 the room is decompressed. Enclosed spaces accessible to all visitors. Unless using directions these are defined by the order they are discovered in: Mess halls, Sleeping Quarters, Sanitation, The Gardens, The Showroom.

Function Room - On Systems Red roll 1d6 for each room. On a 1-2 the room is decompressed.

④ Accessible to personel or through invitation. Roll 1d4 to define what's inside. Re-roll on repeats. These rooms are linked to certain characters, on Systems Red players might encounter their rewards by rolling 1d10 and counting up the entries only on their Rewards list.

1 - Life Support

Fechin & Kenta

2 - Communications

Arsen & Donatien

3 - Storage

Fechin & Donatien

4 - Infirmary

Kenta & Arsen

Restricted Area

⑤ Accessible to a small group of permanent operatives and administrators. In order of discovery they are: Detention Center, Armory, Central Command, Engines. When finishing a hostile encounter in these area re-roll every "Empty" rewards results.

⑥ **Outer Ring** - On Systems Red roll 1d6 for each room. On a 1-4 the room is decompressed. A sealed series of walkways and the only direct view into outer space, dotted by docking ports. Crossing them on Systems Green roll 1d6; on 1 or 2 players are stopped for a security check.

Rewards:

On all Systems Green players can directly negotiate with any major characters they encounter from the list of rewards they have in offer. On Systems Red they may roll 1d20 whenever they finish a hostile encounter, or in certain rooms, roll 1d10 from the lists of 2 characters linked to it.

- | | |
|---|----------------------|
| ① -- Empty | The Engineer. |
| ② -- Just the spare part you were needing! | |
| ③ -- A friendly spider drone, with a couple of fun tools. | |
| ④ -- A full refueling for your craft and then some. | |
| ⑤ -- A damaged android core. | |
| ⑥ -- Empty | The Colonel. |
| ⑦ -- High level security access card. | |
| ⑧ -- Smart Gun, bright orange, black and white. | |
| ⑨ -- Portable scanner. Better than the one you have. | |
| ⑩ -- Leads to a wanted terrorist carrying a large reward. | |
| ⑪ -- Empty | The Baron. |
| ⑫ -- Digital sign worth a favor. Just not a very good one. | |
| ⑬ -- Gold. Thin rods stamped on one end. | |
| ⑭ -- The keys to a tiny old shuttle. It could be all yours! | |
| ⑮ -- Julien will go with you, help you out. | |
| ⑯ -- Empty | The Doctor. |
| ⑰ -- The genetic code of some kind of beast or monster. | |
| ⑱ -- Flesh-eating bacteria... You know, for studying. | |
| ⑲ -- Dangerous pharmaceuticals of dubious legality. | |
| ⑳ -- Regular ol' medical supplies. Actually legit. | |

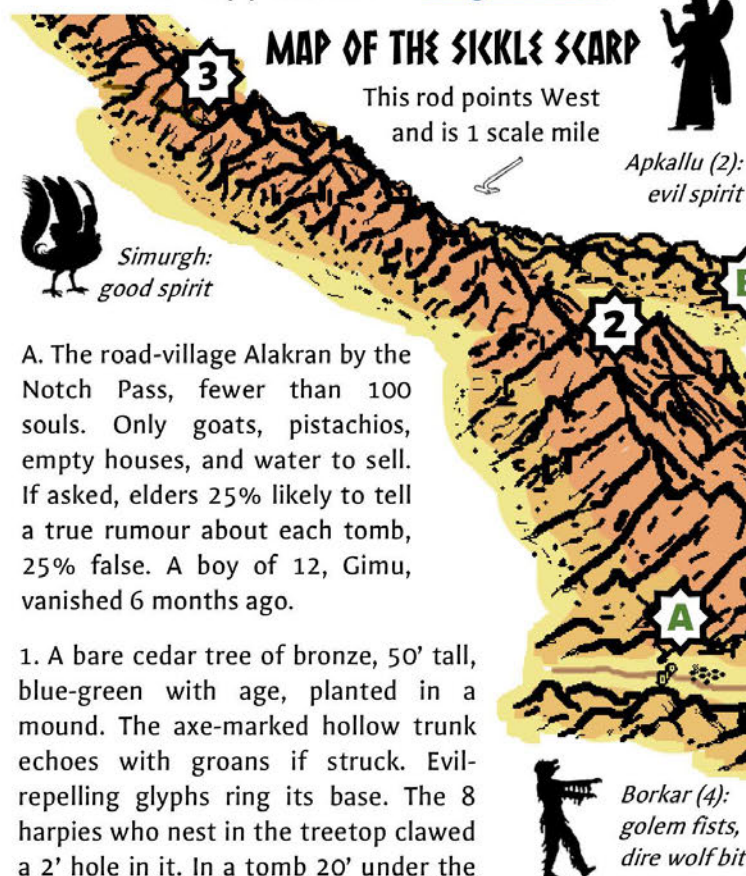
STELA OBLITERATA

A mid-level desert fantasy adventure
One Page Dungeon Contest 2020

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Art and Text: Roger SG Sorolla

Inset map produced with [DungeonScrawl](#)



A. The road-village Alakran by the Notch Pass, fewer than 100 souls. Only goats, pistachios, empty houses, and water to sell. If asked, elders 25% likely to tell a true rumour about each tomb, 25% false. A boy of 12, Gimu, vanished 6 months ago.

1. A bare cedar tree of bronze, 50' tall, blue-green with age, planted in a mound. The axe-marked hollow trunk echoes with groans if struck. Evil-repelling glyphs ring its base. The 8 harpies who nest in the treetop clawed a 2' hole in it. In a tomb 20' under the tree flit 6 undead shadows, kept from rising into the trunk by the glyphs, corpses in gold finery (1650 gp). Lead tablets name the family of Shen-Apru, and say the bronze of the tree was their profit from poaching the King's cedars, 12,000 gp if it can be moved (3 tons).

2. A sandstone slab door near the ridge's top, a hard climb up. Flanking it, reliefs of vulture-headed *apkallu* demons, and over it, a hieratic text: "By the word of the Simurgh, none, be they child or grown, shall open this again."

Inside the tomb paces Chuzema, the *apkallu* who possessed the Governor Narshish after his warlock dealings were found out. If the slab is disturbed, the demon speaks in the voice of the Governor, says that he had found a recipe of eternal life, and begs for a youth on their thirteenth birthday, the only way to open the tomb. In the gullet of Narshish's mummy is the 12-sided jet demon-gem (3000 gp).

In a sacred plaza stands a diorite monolith, tall as a stretching ogre. Four inscriptions on this stela tell of evildoers in the 4th Epoch, banished after death to the "shadow of the sunset," their cryptic crimes in date order, names chiselled out ("XXX").

XXX AND HER HOUSEHOLD, FOR STEALING THE KING'S ROOF.
XXX, GOVERNOR OF WAHATTU, FOR COMMERCE UNLAWFUL.
XXX, TIMEKEEPER, WHOSE ACCIDENTS WERE BY DESIGN.
XXX, HOLY KING, WHO FLED THE FATE OF FLESH BY DRINKING.

You have discovered that this refers to four damnation tombs on the east of the remote Sickie Scarp, where buried souls could not ride the rays of the setting sun to the Blessed Land.

B. Cult cave: Mid-level demoniac cleric Nush, 2 acolytes, 2 gnoll warlocks, 10 cultists, 7 gnolls, and 4 hyenas. When their captive, Gimu (entry A) reaches the day when he is neither boy nor man in 2 weeks, they'll release the demon in tomb 2, and take first Alakran, then the world! Treasure: 400 gp in an urn; silver chalice, bowls and knife (600 gp); a whip that throws fiery splashes; and 3 musky *potions of heroism* in skulls sealed with tar.

Harpies in tree (1) drop blinding guano, leader charms with song

Borkar (4): golem fists, dire wolf bite

3. On the far wall of a blood-stained chamber is an array of knobs with hieroglyphs and the legend "Learn from the souls damned before me, push to say yes and pull to say no." The knobs read:

BIRD LION FISH TREE FIRE
BONE LEAF KILL KING MOON

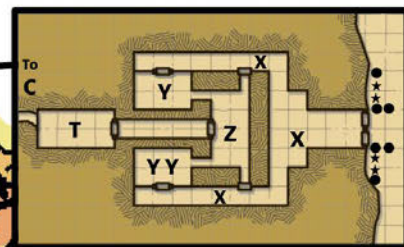
To open the tomb: in any order, push TREE and pull LEAF (the leafless cedar from 1), push BIRD and pull KILL (the vulture from 2 eats the dead but does not kill). One wrong move and the walls slam together for huge damage, 5% chance the puzzle gets stuck forever.

Here lies the royal time-keeper Tigmani. Her marvellous clockworks' malfunctions had a way of killing her enemies, as painted in gruesome murals – frog of boiling steam, crushing oxen, poisoned love goddess, incinerating mirror, etc. The deactivated inventions rest here, with gold, orichalcum, and semiprecious stone inlays, 1500 gp in total.

4. A façade of cyclopean pillars, sentinel idols, and hieratic screeds damning a nameless king for taking "more than taxes." The lead-plated doors take six strong persons to open. Behind, the bar to shut them is raised, mockingly.

The tomb murals name king Belu. They show his dead queen and child, his search for eternal life, discovery of a blood-drinking recipe, ravages on the people, and the coup against him. In truth, he set up his own removal and burial, and now haunts the west as a vampire, changing alias each generation, sneaking in and out as a mist by a grated exit tunnel (C).

In the tomb (inset): 50' hidden pitfalls (X); three heartless vampire thralls (as wights, Y); and Borkar, a lumbering flesh golem in mummy cloth with a dire wolf's head (Z). In Belu's furnished bier-room (T): 10,000 gp in cash from sale of tomb goods, magic horseless chariot wheels (2x speed), magic bow that temporarily doubles each arrow shot from it.



THE DAY OF FOOLS by Sam C.

Muddrick, a wizard's apprentice, was sick of constantly being ordered around by his boss. He tried to cast a Reverse Authority spell, but everything's gone a bit wrong. Now the rules of authority have been shifted all across town, and nobody can leave. Can the PCs figure out how to break the curse?

TOWER OF MELLIFAX:

(Smashed tower leaking smoke; pig in wizard hat rooting through rubble; small magic explosions when he sneezes)

Mellifax (HD6 transformed Wizard) wants his spell-book. He cannot talk. Fallout magic which erupts from him when he is upset (roll on table). His spell-book contains a simple **memorable incantation** to help reach the **Bell-tower**, as well as the spells **Befuddlement** and **Spiderclimb**. He will be very upset if the PCs try to take the book with them.

CATHEDRAL

(Dignified steeples; disputing frog/toad-bishops)

The spell transformed all the bishops of the city. **1d4+1 HD2 frog-bishops** and **1d4+1 HD2 toad-bishops** argue over who gets to be **Archbishop**. They will soon come to blows. If impressed, the new **Archbishop** will grandly say a blessing over the PCs and give them a **vial of holy water**. None of this is useful in any way.

TOWN HOUSE:

(Elegant town house; grumpy ogre in ill-fitting coat; ex-lord struggles with large halberd)

Bulwort (HD4 Ogre, now Lord Bulwort) used to be the banker **Bruno Crespin's** bodyguard. Wants more items in keeping with his station (dainty cutlery, fancy hats). Proudly shows off his **personal seal**.

TOWN SQUARE: (START HERE)

(Half-done bunting; perplexed townies; glum man coaxing duck in fancy hat; distant bell-tolls)

PCs **awaken here every morning**. **Lucan the majordomo** was trying to organize a parade, but a duck is now the mayor. The last thing anyone can remember is an explosion. The duck is having a ball.



TOWN HOUSE

ABANDONED MARKET:

(Desolate market stalls; a man playing cards with farmyard animals, loud bell-tolls)

Gordon (disoriented butcher) is here, trying to play poker with his erstwhile stock: **Daisy the cow** and **Bluebell** and **Oliver**, the pigs. One of the pigs is cheating. The **Bell-tower** is barely visible, but can't be reached without the **incantation** from **Mellifax's spellbook**.



BANK



ABANDONED MARKET



BELL TOWER

Art Credit: The British Library's public collection

<https://publicdomainreview.org/collections/source/british-library>

BELL TOWER

(Dozens of tolling bells, one huge; hovering man fizzing with magic; two ogres with halberds)

Muddrick the apprentice (HD3) is miserable and can't figure out how to get down. He's paranoid that **Mellifax** will punish him, and leaks Fallout Magic if scared or angry (roll on table). **Two HD4 Ogres, Brutus** and **Cassius** stand guard, in the belief that **Muddrick** is a great wizard. Stopping the largest bell from tolling will break the spell, but it is high up in the rafters.

If the bell is stopped, the spell is reversed and everyone sheepishly returns to normal. The mayor gives the party a **large novelty snow-globe** of the town in miniature in an elaborate ceremony. It's enchanted to play the town's official song, which is an ode to cleanliness, and is worth **300 gold**.

1d6 encounters around town

- 2d4 frog-bishop** processional, playing flutes. Suspicious of toads, who are freethinkers.
- 2d4 toad-bishop** processional, playing drums. Suspicious of frogs, who are apostates.
- 1d4 tax collectors** (actually **x3 HD1 urchins** stacked on each other) pelt tax defaulters with rocks. No understanding of how tax works.
- Oscar**, beggar-turned-soldier, testing out his musket. Not a good shot. Very bad teeth.
- 4 fat ex-lords** stagger under a sedan chair, carrying an **ill-tempered donkey**.
- 1d6 HD1 coppers** (actually drunks) on the lookout for crime, booze, or anyone who looks too posh.

BANK:

(Grey façade; three bickering ogres in top hats, one with pink silk cravat; distant bell-tolls)

Periinkle, Jules and **Michael** are **three HD4 Ogres** are in charge of the bank, and arguing over who gets to keep a **Cravat of Stone to Mud** they've 'borrowed'. Terrified of **Lord Bulwort**, who is their boss.

Fizzing Magical Fallout!

- Turned into frog/toad-man (50/50 chance)
- Rebellious limb! (Roll 1d4 for relevant arm or leg) Refuses to do what it considers to be 'work'.
- 4 Burst of magic energy. (1d6 damage)
- 5-6 Nearby debris animates as **1d4 HD1 rubble-kin**

DON'T FEAR THE REAPER

A LOW-LEVEL THRILLER, CREATED BY SAM PARRISH, FORMATTING BY LILITH WOZNIAK

PLAYER INFORMATION

At one time, Siegfried Mercy was the most feared and cruel necromancer of a generation, responsible for a hundred thousand ruined lives. Vanished into obscurity when a ragtag group of heroes defeated him and broke his power, he has never faced justice for his crimes. You have been hired by the Director of Royal Intelligence to locate and retrieve him in the Adamantine Archipelago, where he has allegedly resurfaced.

The 'merchant' vessel that has dropped you off at port will return at dawn in 3 days to pick you up. In the meantime, there will be no way on or off the islands. Wherever Mercy is hiding, he must be captured alive to stand trial. Failure is not an option.

ROLL A D6 FOR A CONTACT IN THE ARCHIPELAGO:

- 1- Tye, a Well-Connected Miner
- 2- Turquette, a Dashing Merchant
- 3- Vega, a Roguish Gang Boss
- 4- Damrin, a Local Watchman
- 5- Irongull, a Mad Genius Inventor
- 6- Lucia, a Low-Ranking Goldbound Member

Specify your relationship. How do you know your contact?

ROLL A D6 FOR A RESOURCE PROVIDED TO YOU:

- 1- A secure safehouse (roll 2D6 for location)
- 2- Watertight cover identities (specify them)
- 3- 3 Vials of a powerful ingested sedative
- 4- Tools for breaking and entering
- 5- Camouflage suits (Define the terrain)
- 6- A very powerful explosive charge

GAME MASTER INFORMATION

Siegfried Mercy is a man of exceptional cunning & presence. Now well into his 70s, and without his bells, his books, and his coal-black helm, he is essentially powerless without help. However, he has a talent for amassing followers amidst chaos.

The Adamantine Archipelago is in a state of turmoil. The Goldbound Consortium, the corporate oligarchy who control the islands, are at odds with the Alliance of Toil, the labour union who represent the mines which fuel the local economy. Tensions are rising, and by Day 3 there will be open rioting. Each island is under an impenetrable arcane dome of force, and is only accessible by heavily guarded bridges.

ROLL A D12 OR 2D6 TO DETERMINE THE LOCATION SIEGFRIED IS HIDING.

SIEGFRIED IS IN CAHOOTS WITH (D6):

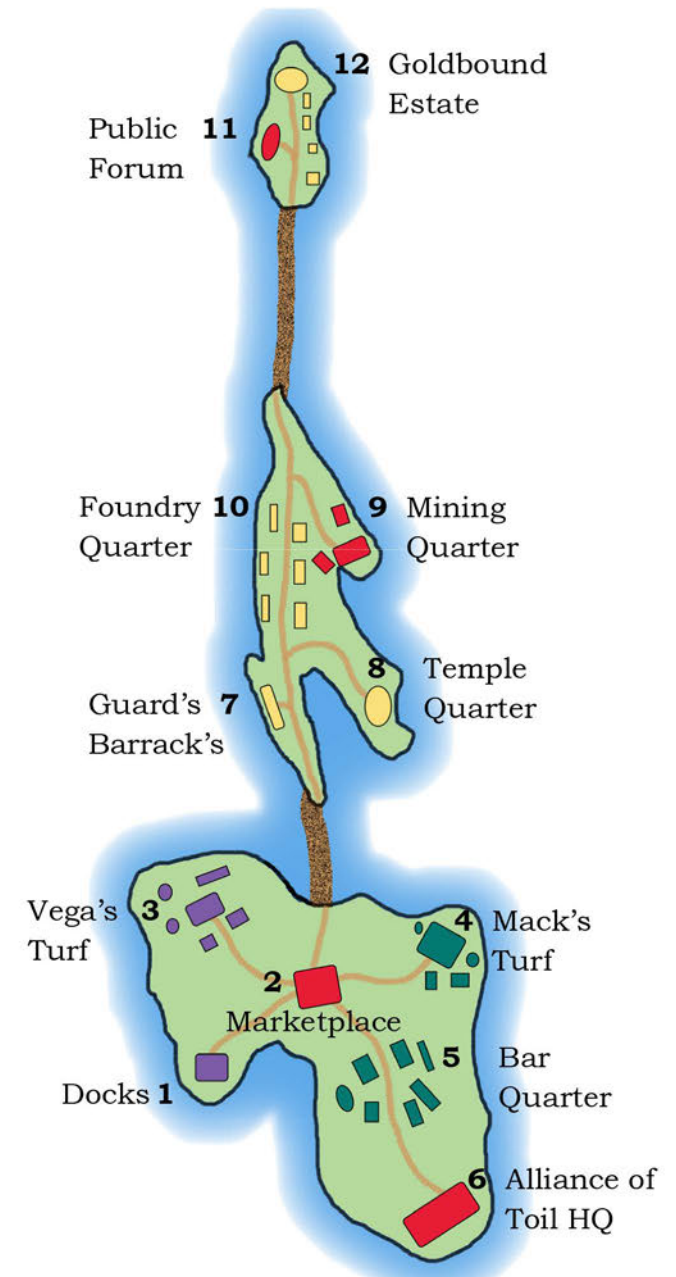
- 1- The Goldbound, who sympathise with his politics
- 2- Captain Jurgen of the Watchmen, who believes he can help restore order
- 3- Pastor Dana, who sees a chance to convert and redeem him
- 4- Killian, a young necromancer who idolises him
- 5- Mack, a gang boss who is helping him find passage off the island, for a fee
- 6- A radicalised section of the Alliance of Toil who believe he can help them take control of the island

Make sure to use all of these characters and factions (as well as those in the player section) as obstacles and allies to the players, even if they're not directly involved with Siegfried.

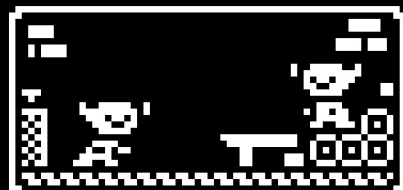
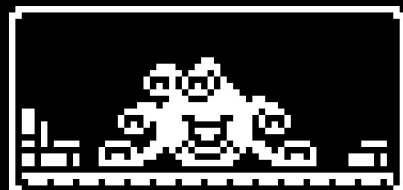
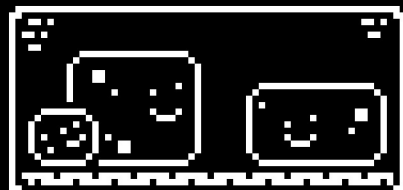
GAME MASTER TIPS:

All factions in the Archipelago care more about their reputations and gaining power than doing the right thing, and they all either need Siegfried for their own ends or want to see him free. Players should need to use discretion, caution, and forward planning to track him down and capture him!

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The Wizard's Tower



A HUGE TOWER IN THE MIDDLE OF A DESOLATE PLAIN A PRECIOUS TREASURES INSIDE A WIZARD WHO WATCH OVER THEM

6) THE END

AFTER THE DEFEAT OF THE WIZARD, GET READY TO TASTE THE PRECIOUS ELIXIR
BUT ... ROLL 104!

ROLL | EVENT

- 1 | ETERNAL LIFE HAS A PRICE TO PAY. A POWERFUL CURSE IS THROWN AND YOU ARE FORCED TO SPEND THE REST OF YOUR LIFE IN THE TOWER, PREPARING THE ELIXIR WHILE WAITING FOR A NEW ADVENTURER TO REPLACE YOU.
- 2 | BEFORE YOU CAN TASTE THE ELIXIR, ANOTHER GROUP OF ADVENTURERS BURSTS INTO THE TOWER AND TRIES TO STEAL IT FROM YOU.
- 3 | THE ELIXIR IS A FAKE. THE WIZARD WAS A CHARLATAN. YOU FIND THAT THE REAL TREASURE IS THE FRIENDSHIP THAT LED YOU THERE.
- 4 | THE MAGICIANS DEATH FREED THE DARK FORCES LOCKED UP IN THE TOWER. A POWERFUL DEMON IS REVEALED BEFORE YOUR EYES. DEFEATING HIM WILL BE YOUR LAST EFFORT BEFORE HAVING ETERNAL LIFE.



5) THE TOP FLOOR

HIDDEN IN THE SHADOWS, THE POWERFUL WIZARD WORKS ON HIS ELIXIR OF IMMORTALITY. CORRUPTED BY YEARS OF ISOLATION, HE IS UNWILLING TO SHARE HIS ELIXIR WITH ANYONE UNLESS YOU ARE ABLE TO CONVINCE HIM. PARLEY OR FIGHT!



4) THE THIRD FLOOR

HERE THE FLOOR IS SLIMY AND STICKY, THREE LARGE SLIMES BLOCK THE PASSAGE ON THE TOP FLOOR. THE KEY TO REACHING THE NEXT FLOOR IS WITHIN ONE OF THE THREE CREATURES.



3) THE SECOND FLOOR

THE SECOND FLOOR IS LARGE AND SPACIOUS, ITS ONLY INHABITANT ARE THE REMAINS OF AN UNDEAD SKELETON. HOWEVER, AS SOON AS YOU ENTER, A TRAP ACTIVATES. THE ENTRANCE AND EXIT ARE SEALED AND THE SPIKE COVERED CEILING BEGINS TO DROP VERY SLOWLY. THE ONLY WAY TO ESCAPE IS TO CONVINCE THE UNDEAD TO DEACTIVATE THE TRAP.



2) THE FIRST FLOOR

A LARGE BEHOLDER CRIES IN THE CENTER OF THE ROOM BLOCKING ACCESS TO THE NEXT FLOOR. FROM HIS LAMENT YOU UNDERSTAND THAT HE IS TIRED OF KILLING ADVENTURERS AND JUST WANTS TO GET OUT OF THE TOWER. THE MONSTER NOTICES YOU. PARLEY OR FIGHT!
IF THE PLAYERS ARE FRIENDLY, THE BEHOLDER WILL FREE ACCESS TO THE NEXT FLOOR.
IF ATTACKED, THE BEHOLDER WILL GO WILD WITH ALL HIS MIGHT.



1) THE LOBBY

SOME GOBLINS FEAST ON THE CORPSES OF PREVIOUS ADVENTURERS WHO HAVE ENTERED THE TOWER. GOBLINS CAN BE SILENTLY BYPASSED.
IF ATTACKED, THE GOBLINS WILL CALL FOR REINFORCEMENTS.



START



AN OPD MADE
BY BATFEULA



Bound for Glory

The big chess match between heaven and hell is coming up. You and your teen angel friends have yet to earn your wings but are looking to prove yourselves. As members of the junior varsity team, your plan is to steal the mascot of the rival team. Their mascot, the three headed hellhound puppy Cerby, is currently en route with Hell's chess team on the afterlife express.

The train runs through the void of Limbo from Hell to Heaven and vice versa twice a day. You and your wingless fellow teammates have been dropped off at the caboose. Your task is to steal Cerby from the business class car at the head of the train and smuggle him back to the caboose for pickup before the train arrives at Pearly Gates station.

Train Conductor

Ronnie (Charon in formal circles).

- Has an ornate pocket watch that tells time and shows the train's location on the track.
- Travels up and down train checking tickets.
- Since the players don't have tickets he will demand they exit the train. If they refuse to, he will summon the soldiers unless placated some other way.

First Class

- Bougy angels.
- Sneak past the Dean of Paradise U or face double secret probation.
- Sprinkler system in case of fire.

Caboose

- Initial drop off point.
- Neutral spirits of limbo hang out, passing the time.
- Pick up at the caboose to escape with Cerby.

Business Class

- Devil lawyers and accountants.
- Hell's chess team (4 devils) is drinking and practicing sleight of hand. They are ornery and looking for a fight.
- Cerby the three-headed hellhound puppy is curled up sleeping in a bed of hot coals.

Parlor Car

- Smoking Car: Really really hot.
- Death is seated toying with an hourglass.
- He's the arbiter of the chess match.
- He's pals with Ronnie, calls him Charon and will want to catch up if he enters the car.
- Asmodeus, coach of the chess team, is drinking whiskey and smoking cigars. Will question why angels are in this section of the train.

Cargo Car

- Goods being transported from Hell to Heaven
- Polymorph trap: transforms victim into a goat.
- Potion of Diminution.

Engine

- Sign on door reads, "DO NOT ENTER".
- Virgil, the engineer, hates being distracted.
- Trap door: dumps victim out into the void.

Soldier Car

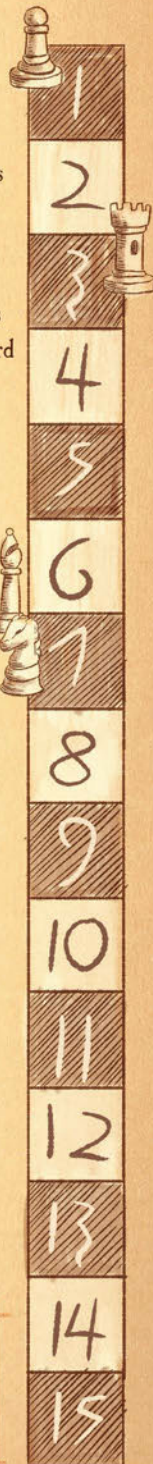
- Neutral spirit soldiers of Limbo keep the peace between devils & angels.
- Commander Dono is armed with a +1 sword of devil slaying.

Dining Car

- Holy water and Fire water for sale.
- A minor devil is taking bets on the upcoming chess match.
- On the way back: Cerby will start barking when he smells food.

Every time the characters move to a different car or spend a long time in a car, cross out a counter. At the end, they have arrived at Pearly Gates Station. Times up!

Pearly Gates



Hades

Glyde's Gregarious Garden Gnomes in the Gargantuan Gauntlet

by save . vs . stozilla



Hooks:

- i) the party was invited to tea; drugged, they wake up at the entrance to the Gauntlet, with Glyde cackling about his marbles, as he disappears in a cloud of smoke.
- ii) the party was warped into the entry, no memories of how they got here. Glyde calmly explains he would like his marbles back. Please.
- iii) while spelunking, the party stumbles on a garden gnome, babbling about magic marbles and a crazy wizard, leading the party into the Gauntlet.

Marble image from: <https://www.freeimages.com/license>.

Maze image edited by author. Source original is of a manual valve body from TCI

Automotive: https://www.tciauto.com/pub/media/catalog/category/321000_1.jpg.

Background: The mad wizard **Glyde** slowly lost his marbles, literally and figuratively. His underground garden maze (the Gargantuan Gauntlet) was his passion, tending to it over the decades following his retirement.

Recently, **Glyde** lost his **Magic Marbles**:

- 1) cats-eye called "**Mart**",
- 2) steelie named "**Bart**",
- 3) red onion named "**Cart**", &
- 4) root-beer clear named "**Tim**".

His memory all but gone, **Glyde** animated a garden gnome to go find them. Whenever the gnome returned empty-handed, **Glyde** created another gnome to help. Ongoing failure to find his marbles enraged **Glyde**, causing him to unleash a Curse where Gnomes doubled (exponentially) upon their return to the entrance.

The Gnome population grows exponentially until the Gauntlet cannot hold any more...then, KABOOM!

Goal: The party must find the marbles and the exit from the maze before it explodes in 2 days.

Maze Mechanics*:

- The DM shuffles a standard deck of cards and deals 3 or 4 cards face down. Players choose one card and turn it over. DM narrates encounter based on card value:
- Diamond cards (2-9) = a path with a Trap. The value of the card relates to the difficulty of the encounter (an 8 of Diamonds trap is more difficult to bypass than a 2 of Diamonds):
- Trap: the path is covered with a red fluid (slippery & flammable). Card value of 2-7 = immobilized, increasing chance of falling for 1D2 damage, 8 or 9 = sloped and abrupt end that deals damage (1D4/1D6).
- Ten & Face cards denote a monster encounter:
 - i. Garden Gnome (Ten)
 - ii. Shrieker Mushroom (Jack)
 - iii. Mushroom Folk (Queen)
 - iv. Sludge Pudding (King)
- Odd-numbered Spades is a dead-end.
- Even-numbered cards lead to paths with two choices at the next intersection while odd cards (not Spades) have three options
- Aces represent finding a **Magic Marble**!

*Modified this concept from CRAIG PAYNE - 2011/12/28, <http://exploring-infinity.com/2011/12/28/building-a-better-labyrinth-a-maze-mechanic-idea/>

Encounters

1. **Garden Gnomes** (3D8). Chatty; 4+ Gnomes create Great Cacophony, = Save vs. Charisma / Intelligence or suffer Major Distraction (-5 to Perception-type actions), becoming brain-dead listening to them. You may start to respond in kind, babbling nonsense, asking non-stop questions, etc. Garden Gnomes explode into powder when hit (easy target, 1 HP each).
 2. **Shrieker Mushroom** (max 3). Attracts Mushroom Folk in 4 Rounds. Save vs. or be Deafened.
 3. **Mushroom Folk** (1D6). Hard to hit; attack w/ mushroom spear, successful hit releases spores, victim must Save vs. Poison:
 - Save=impaired vision for 2 Turns, -4 to hit.
 - Fail=slowly become a Mushroom Folk in 1 day.
 - Mushroom Folk enjoy eating prepared sludge pudding (Item 7).
 4. **Sludge Pudding**. Splits in half (doubles) when hit with large instrument (traditional weapons). Can be damaged by caustic solutions or Garden Gnome powder (basic pH >8). Floats on red fluid but gains no traction on it, stays immobilized.
- >Note: 3+ Gnomes powder will shrink a Sludge Pudding by 1/4; a baker's dozen (13) of powdered Gnomes will dissolve an entire Sludge Pudding.

Items

- 1) cats-eye "Mart". When thrown with force, +5 to Hit, 1D8+8 Damage. Pierces hard armour but shatters; can be re-used twice if it hits "soft" targets.
- 2) steelie "Bart". Smashes a hole in a wall of the Gauntlet, creating an exit to outside (single use).
- 3) red onion "Cart". Creates a wormhole to other dimension if thrown straight down hard enough to break it (single use).
- 4) root-beer clear "Tim". When thrown with force, by hand or sling, creates a Fireball that always hits! Roll ALL the dice for damage (single use).
- 5) mushroom spear: can be used by a non-mushroom folk but must roll 1D6 every use. On a 1, it turns to slime.
- 6) red fluid: can be collected and used like oil (create slippery areas, torch/lamp fluid, flaming missile).
- 7) prepared sludge pudding: mixed with red fluid in a bowl makes a tasty dessert, a delicacy in the Gauntlet.

In the home of Arad Tur-gon, Animator

By Sean Eyre, <https://creativecommons.org/licenses/by-sa/3.0>

"If ya want a place here in the Theives' Guild, there's work ta be don'! Tur-gon managed the graveyard but when he kicked the ol' bucket his keg disappeared into his house instead of the ground. Noisy, the creepin' elf in the corner will get ye there and get ya in. Don' get caught, be back by mornin', and leave na trace. Ah, an' bring back his bloody amulet." - Gnori the Dwarf

Don't make Noise! A startled housekeeper or guard opens the front door and calls more guards. Guards arrive every 1d4 turns in groups of 1d3.

The housekeeper made sure Tur-gon was brought home and put in his lab, but before he could wake up, took his ring to keep him down there--time for retirement! A 1d6 determines his location:

- 1-2 - Kitchen (8)
- 3-4 - Nook (9)
- 5-6 - His room (1)

Tur-gon's ring: Tur-gon loves his enchanted jewelry and his signet is no exception as the key to the real lab. It's in his bedroom or the library. I don't know, ask the housekeeper!

E. Noisy slides open the window and ditches you in a second-story hallway.

1. The housekeeper's room contains nothing but **shabby loot** and maybe a housekeeper.

2. Tur-gon's room contains his bed, some jewelry—maybe even his **signet ring**—and shoes strewn about. And dust. Lots of dust.

3. An empty copper tub and an unused wardrobe.

4. Foyer with house guard--unless you're a noisy thief.

5. Smoking room. It's stale and there's some dried-out leaf, matches, etc. Find some **shabby loot** and a portrait of Tur-gon from a *long time* ago.

6. Dinning room, long table, fake fruit centerpiece, old tablecloth, etc.

7. Servants' passage to the kitchen.

8. A kitchen with oven et al. There's a door leading down to the larder if you need to find some **food**.

9. Just a sitting nook. Maybe a sitting housekeep.

Skeletons: They advance, attack, and will follow you everywhere. If killed, they come back to life in 1d4 turns as long as the magic seal is intact.

10. Library! There's books on management and "The History of the Six Ages." Faint **tracks** suggest a hidden door. There's a liquor cabinet and the **signet** may be sitting on it.

Trigger! The door's trigger is a pressure plate under a decanter of liquor. The door will open as long as there is a heavier object on it. Maybe a stack of books. Or a halfling?

11. A tidy laboratory full of dim lanterns and books on divination and... necromancy. A small undead rat squeaks in his cage. A locked heavy door but a key hangs right beside it.

12. The heavy wooden door slams shut (it's breakable—if you're really strong), sealing you into a tiled room with a glowing magical seal. A hidden door in the wall is guarded by 3 **skeletons** who shamle to life, animated by the seal.

Placing the **signet ring** into the small slot in the left wall opens a door in the corner. A staircase to "safety!"

13. Why is it wet? A dissected body slumped half to the floor and rats now eat its fingers. Rats that are disturbed will swarm and defend themselves.

14. A smooth hallway that even the rats and skeletons won't enter.

15. Entering **Tur-gon's chamber** a wall of skulls looms on your right. The room is no more than five-abreast and **far away** sits Tur-gon, clearly dead but still studying his Deck of Dreams. He turns toward you, angry at being disturbed...

The house guard hangs out in the foyer lazily guarding the locked front door. New ones come in the front door. Guards aren't stupid enough to go down into the basement.



TUR-GON'S SAI!

2 actions a turn:

1. Attack!
2. Fire wall that lasts 1d4 turns.
3. Summon a skeleton in zone 1d4
4. Drain a PC's HP and heal self with it
5. Rush in a line, damage those passed through.

Vault of the Gargoyle Mage

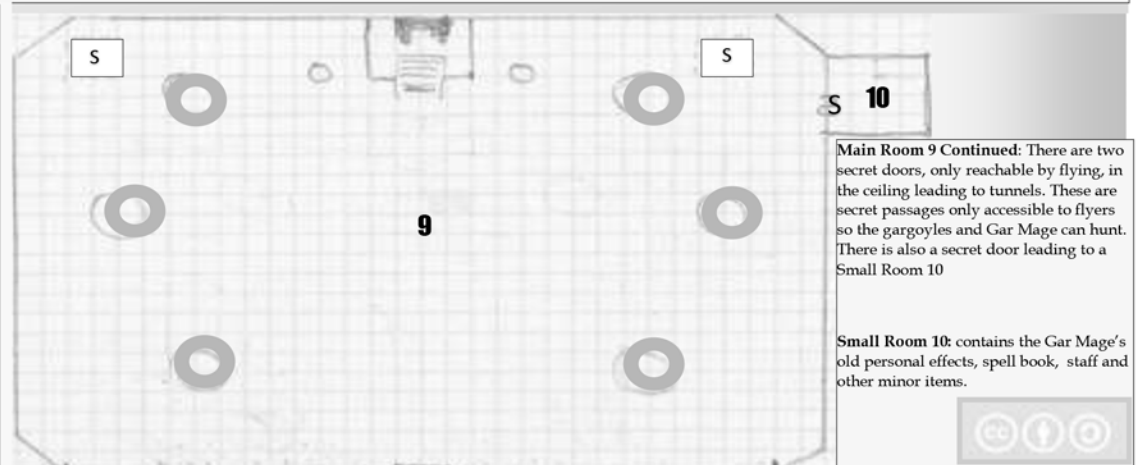
By Sellsword Games

The Entrance to the dungeon is a pair of doors approximately 5' wide by 10' tall, magically sealed and locked. They can be opened by spell or by extraordinary efforts in lockpicking. If the DM permits, the group may have obtained a key by research and negotiation.

Room 1: The doors open to a 20' drop into a large, darkened room with a high vaulted ceiling. Two pairs of ominous, glowing red eyes of giant, animated stone statues light up. Torch sconces line the room about 10' up on the walls. 2 Clay Golems. (Or Animated Statues if the GM desires a less deadly challenge.)

Main Room 9: This enormous room is dimly magically lit up to the throne where the Gar Mage himself sits. There are six tall columns with a gargoyle atop each. At the bottom of each column is an ornate statue. (Use the same statistics as the statues in Hallway 3.) If provoked the assassin statues will trade off with the gargoyles swooping down to attack. However, the statues and the gargoyles obey the Gar Mage.

If the group enters peacefully, he bids them to approach. He will not attack unless threatened and offers to let the group live if they can free him from his accidental self-imposed curse. Seeking immortality, he accidentally turned himself into a gargoyle.



The doors to the Grand Hallway 8 are on the Librarian's belt. Otherwise, it is very securely locked.

Grand Hallway 8: The hallway opens up into an ornately decorated large vaulted ceiling 60' up. The hallway is decorated with small gargoyle statues and tapestries depicting a man's transformation into a gargoyle. At the end of the hallway, two grandiose doors are guarded by Adept Skeleton Warriors with magic armor, shields and longswords.

The doors into Hallway 3 are unlocked, opening into the room.

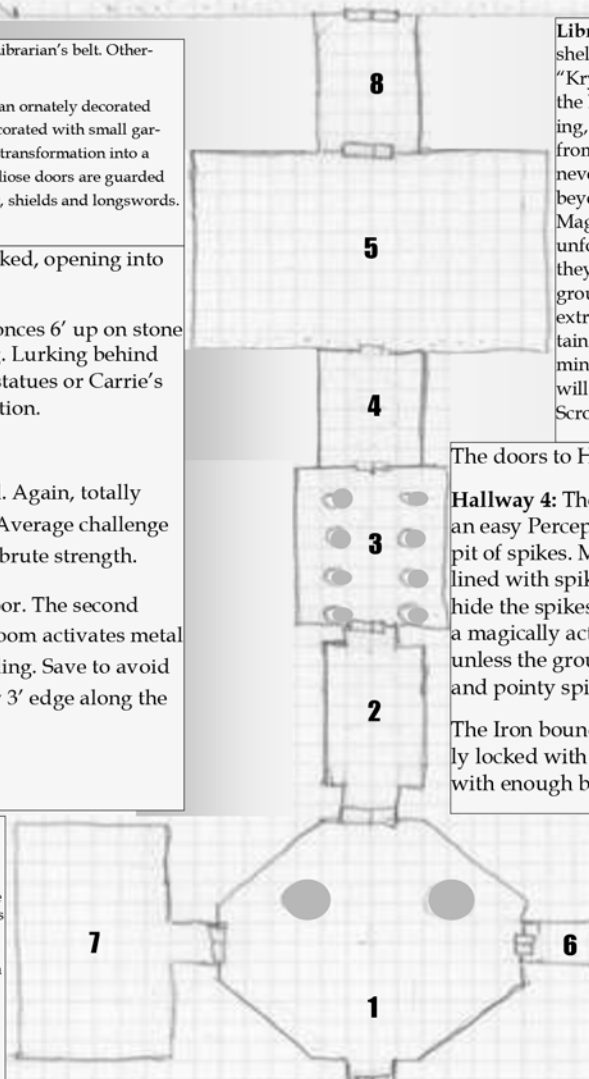
Hallway 3: It is unlit with torch sconces 6' up on stone pillars that rise from floor to ceiling. Lurking behind the pillars are 4 animated assassin statues or Carrie's "Atid" Columns at the DM's discretion.

The door to the Hallway 2 is locked. Again, totally different key than the other doors. Average challenge for lockpicking or can be forced by brute strength.

Hallway 2: It opens onto a stone floor. The second unlucky character to step into the room activates metal spikes from the floor, walls and ceiling. Save to avoid damage. There is an approximately 3' edge along the walls that can be crawled through.

The doors to Room 7 are locked, requiring a different key from the front doors.

Room 7: Lights up with magically activated torches on the walls. A full alchemy lab, long since abandoned, stretches out before the group. Shelves full of spell components, alchemical supplies, and lab supplies. A dozen books of minor alchemy lie on the shelves as well. In the center of the room on a large slab lies a stone-covered skeleton, perhaps a half-constructed gargoyle. 4 Animated Statues approach from the corners as soon as the characters are in the room. There is a 35% chance of accidentally starting a lab fire by banging the chemicals on the work benches and tables along the walls around. A manual of Shield Guardian Construction and a Manual of Clay Golem Construction



The doors to Hallway 4 open outward into another short hallway.

Hallway 4: The first character into this hallway will need to make an easy Perception check to avoid falling into the open 10' deep pit of spikes. Much like Hallway 2, the walls, floor and ceiling are lined with spikes. The only difference is there is no attempt to hide the spikes. The only way across to the Library doors, lit with a magically activated torch on each side, would be to fly across unless the group comes up with a clever way to cross the sharp and pointy spikes.

The Iron bound heavy wooden doors to the Library 5 are magically locked with the same key as the front door. They can be forced with enough brute strength.

The door to Room 6 opens into Room 1. However, the first step into Room 6 is dangerous.

Room 6: A large revolving stone slab spins the first unlucky character into the ground, trapping him. At the same time, a large stone slab revolves up into the open doorway. If any character was unfortunate enough to be standing right behind the first is catapulted headlong into the stone wall on the other side of the slab. The characters will have to use strength and ingenuity to get everyone out.

ANCIENT EVIL IN OAKVALE

By Shane R Collins

Hook: The adventurers are asked to investigate strange noises heard in a local village

1 - Guardhouse: *A roasted pig burns over the hearth. On a small table are cards for a game in progress. The only sign of something awry is a clay tankard of ale smashed on the ground. Racks of weapons and scale armor line the walls. Bunk beds stand at the far wall, a chest at the foot of one stack.* The adventurers may hear whispers from the roasting pig. (The racks contain spears, short swords, short bows, arrows, and daggers. The chest contains 2x Alchemists Fire.

DC 15 – Beneath a loose floorboard is a silver dagger and a bottle of poison.)

2 - Sir Chadwick's Estate: *The estate's main door is open, creaking in the wind. Inside, papers flutter across the receiving room. In the main bedchamber, Sir Chadwick's bloated body sits upright in his desk chair. On the bed is a small pile of his lady's jewelry.* (Pearl Necklace 500GP, Emerald Earrings 150GP, On desk is house Chadwick signet ring.)

3 - Temple: *The temples stained glass windows, depicting heroic battles, cast an eerie glow inside the temple. An altar beckons for donations from the reverent.*

4 - Tonya's Taxidermy: *Dozens of stuffed beasts, towering black bears, mounted raccoons, and outstretched hawks glare at the party as they enter. Some may be drones*

6 - House of Biscuits: *The smell of fresh baked bread is the first reassuring sign they've seen. Flour dusts the floor and crusty loaves of bread fill a glass display case. The party may hear a sound from the clay oven. If they open its door, they find the baker's head inside.*

8 - Worn Statue: *As you approach the weather-worn statue in the village center, you see a dead body – bloated and purple veined – motionless. (Body contains parchment with "it's coming for us all" scrawled on it.)*

10 - Peter's Provisions: When the party approaches the store front, a lantern shatters inside throws and the building becomes an inferno.

12 - Village Homes: See table

Sewers: *The sewers smell like you'd expect. The tips of roots poke through the gravel ceiling. Sludge creeps along the crudely dug channel. The sewers are conspicuously void of rats. There is also a treasure pile (500GP, Potion of Invisibility, Potion of Healing, and an Ivory Chess Set worth 150GP).*

What is the Ancient Evil?

An ancient, shapeshifting monster that resembles crude oil. It absorbs and dissolves living organisms, gaining their memories. The monster sends portions of itself out to kill, feed, and return to the nucleus. These drones can take the shape of any creature its victims have seen or dreamed. The monster may lie dormant for centuries before devouring a town. The monster's weakness is its ego. It wants to be worshipped. The creature is resistant to most attacks but is vulnerable to fire. Destroying drones does little: its nucleus must be destroyed to kill it.

Roleplaying the Monster

It moves through town via the sewer system and it will only leave if its ego is tested or if it thinks the players will worship it. The monster kills villagers and leaves their bodies through town to be consumed later. Bodies the party discovers may vanish. The monster may amuse itself by killing a member of the party, assuming their identity, and rejoining the party. **Playing Drones:** Though they may assume any form, drones appear dirty, grimy, have oily black eyes, speak without moving its mouth, or speak in a voice that changes mid sentence. When attacking, drones can make only any physical attacks of the creatures they assume. Drones can also split open and attack with a black tentacle that is +5 to hit and does 6 (1d8+2) bludgeoning damage and does an additional 1d6 poison damage.

Events

~ A woman shrieks outside; the party finds nothing when they search.

~ The sound of music and a party from the tavern breaks the silence but ends if the adventurers open the door. "Slayton Black The Immortal Enemy" is written in blood on the floor.

~ A thunderstorm and torrential downpour forces the party indoors.

~ The party contacts a drone villager that may either attack or attempt to join the party to learn more about them.

~ Climax: a bell tolls at the temple. Villager drones fill the pews turn to stare silently at the party. They merge with the nucleus to create its true form. Will the party worship the monster, swear to spread the gospel, or try to destroy it?

House Loot

- 1- 1d4 drones
- 2 – Pile of trinkets, belts, rings, coppers, glass eyes, and gold teeth
- 3 – "Slayton Black, the Immortal Enemy" scrawled in blood
- 4 – Footsteps or whispers coming from an undetectable source
- 5 – Music box that begins playing
- 6 – 1d4 flasks of oil
- 7 – Scroll of fireball
- 8 – Whispers coming from a cauldron of black ooze
- 9 – A dead adventurer, short bow, arrows embedded in wall
- 10 – Barricaded from inside, furniture pushed against door
- 11 – Healing potion
- 12 – DC 15 Find "Spellweaver" weapon that does additional 1d4 fire damage hidden in panel of wall.

5 – The Forge: *Scraps of metal, iron bars, and half-completed projects cover anvils and workbenches. The furnace still burns hot.*

7 – Drunken Dragon Tavern:

The thick trunk of an oak grows within the tavern, the bar built around it.

9 - Mara's Bookshelf: *Scrolls, leather-bound-tomes, and handwritten journals of poetry crowd every conceivable surface. A DC13 Perception check if they're looking for it and DC20 if they're not, the party finds "The Immortal Enemy."*

11 - Oatmeal Inn: *A plate of oatmeal cookies sits at the front desk, a "Have a nice day," note beside it.*

The dining room table is laden with plates for a dinner that was never served. A stair case leads to the second floor and four guest rooms. Use loot tables for the rooms. The party may hear movement or a crash upstairs with no source. (DC15 Perception check reveals a leather pouch containing three diamonds (100GP each) in the desk drawer's false bottom.)

The Immortal Enemy

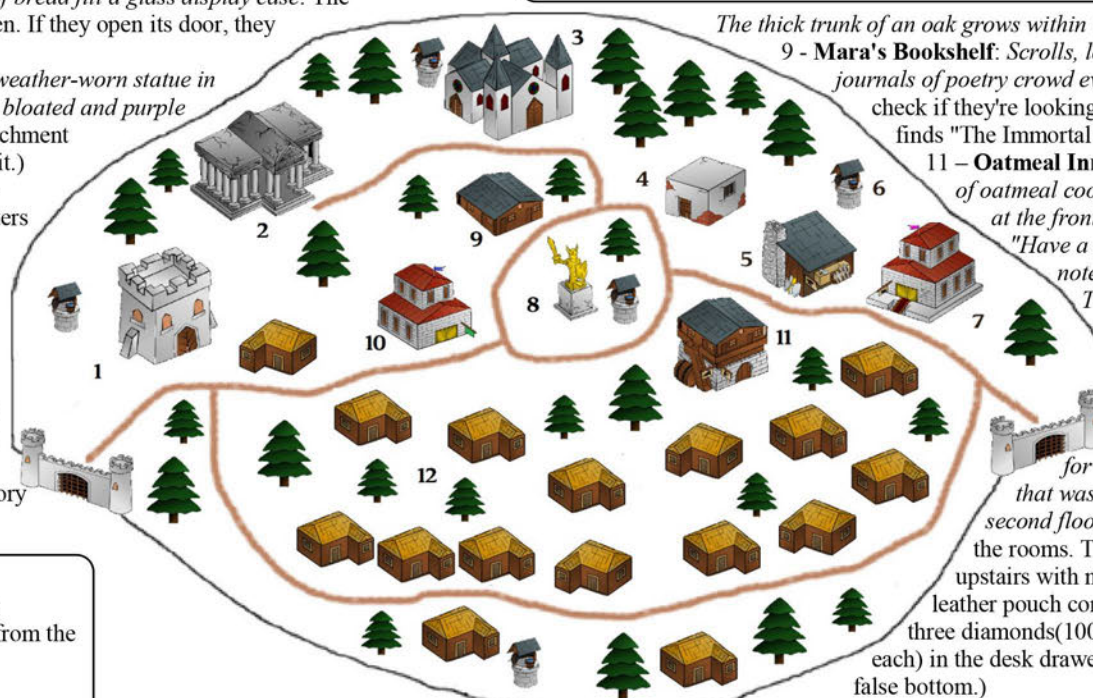
Written by Slayton Black, this book describes the theory of an ancient monster responsible for numerous mass vanishings throughout history. If the PCs spend at least two hours reading it, they will learn that the monster absorbs memories from its pray, can take any shape, can detach drones to do its bidding, and that likely the only way to destroy it is to attack it in its full form.

Drone Shape

- | | |
|------------------|-------------------|
| 1 – Giant Moth | 5 – Swarm of Rats |
| 2 – Giant Spider | 6 – Giant Snake |
| 3 – Mastiff | 7 – Cow |
| 4 – Villager | 8 – Bear |

Body Loot

- | | |
|-----------------|---|
| 1 – 2d6 Coppers | 5 – Potion of Healing |
| 2 – 2d6 Silvers | 6 – A moth emerges from the victims mouth |
| 3 – Nothing | 7 – Silver ring |
| 4 – Dagger | 8 – Handaxe |





The Barrow



Introduction

The game master for this adventure should use the monsters and items listed as placeholders to be substituted for those appropriate to the player characters taking part in the session.

Background

Rumors tell of an ancient site where a powerful cult leader was buried. Coross is said to have demanded to be buried with both his treasures and his servants so that they can stand guard while he awaits his resurrection.

Adventure Hooks

- The party is hired to locate a missing scholar who was researching the Cult of Coross.
- The party finds the entrance to a cave deep in the woods. On closer inspection, they learn that this was a previously sealed entrance to an underground complex.

1. Main Hallway

A long corridor leads to the east. A section of the northern wall has collapsed revealing a rubble-filled tunnel. Across from this hall is a secret door to another passage.

2. Antechamber

The hall opens into a room containing 4 lit torches and a large set of stone double doors. The doors are magically locked and have no obvious way of opening them.

3. Annexes

There are two annexes at the rear (eastern end) of the barrow temple. Within these rooms, chests, bookcases, and cabinets contain Coross' wealth and treasures. Among them the party may find: a **protective robe**, **magic scrolls**, and an assortment of coins and gems worth $6d6 \times 100$ gold. The treasure is split between the two rooms and should only be rewarded in its entirety if the party explores both rooms.

4. Burial Chambers

To the north and south of the temple lie the burial chambers of Coross' guards. Four of his followers are interred in each of the rooms. Anyone entering the room causes the **Undead** guards to animate and attack.

5. Temple of Coross

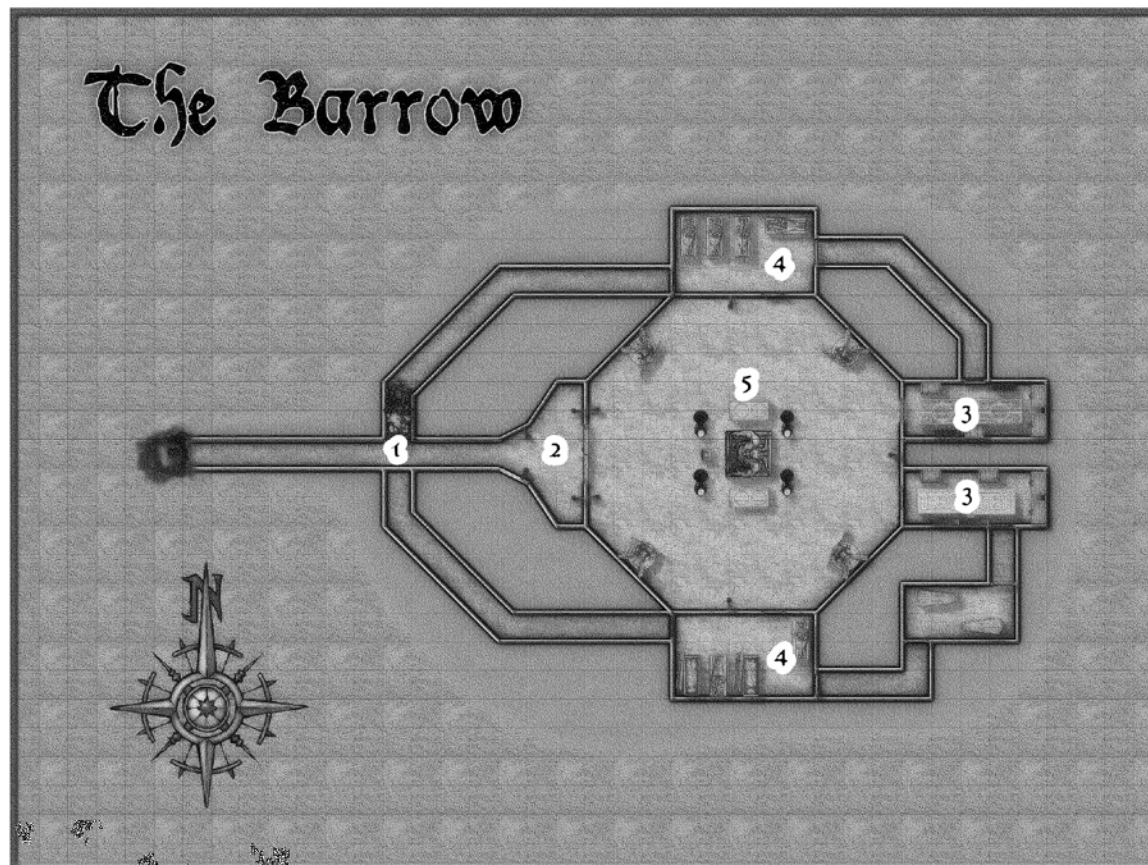
The central room of the barrow is a hexagonal chamber. Torches and statues of winged humanoids mark the walls without doors. In the center of the room is an altar topped by a horned statue. Before the statue is a man performing

what appears to be a ritual.

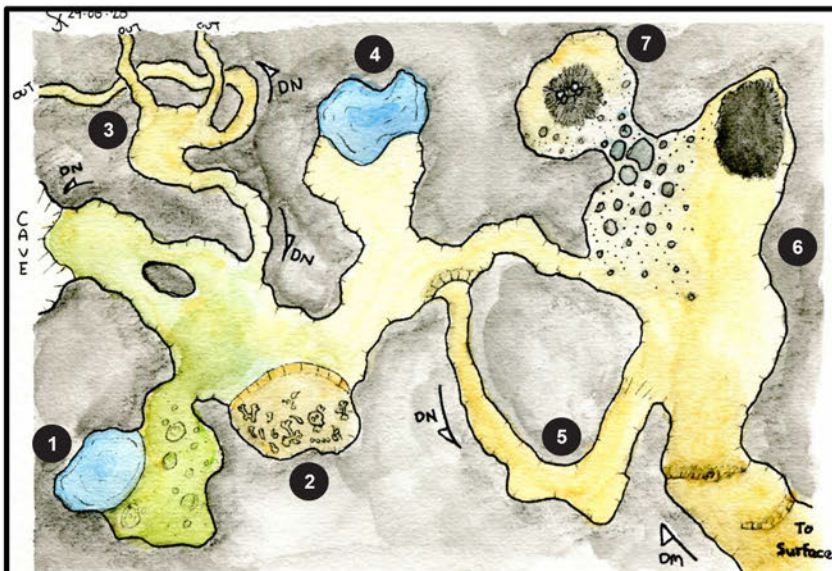
The man is the missing scholar. He sought out the barrow to awaken Coross. The party may use stealth to move along the edges of the room but drawing the scholar's attention results in battling this **cultist** and the **living statue** of Coross.

Escaping the Collapse

Upon the statue's defeat, the ceiling of the temple will begin to collapse. The large stone doors to the antechamber fall from their hinges, leaving the way clear. The party can choose to flee or take refuge in one of the other rooms until the collapse is complete.



The Wailing Manticore



The Cave...

...lies high up the slope of a craggy mountain, rumoured to be the lair of a flying monster that steals shiny trinkets from passing merchants.

Recently, a wailing howl has been heard coming from the cave, and local merchants want it to stop, for it is affecting their business. Any treasure found there can be kept by whoever is brave enough to venture inside, put a stop to the howling, and maybe an end to the monster too.

The Manticore...

...that lairs here is howling because its young have become trapped from a cave-in. It wails and sobs on its bed of loot, helpless to free them.

- 1 A pool of water with stalagmites and stalactites.
 - The stalagmites and stalactites have been carved into sculptors of manticore, many worn to vagueness by time.
 - In the water are 1d100 **silver coins**, thrown in by travellers who passed this way making wishes; before the manticore made its lair here.
 - A **GREY OOZE** has taken up residence here, acting as a waste disposal for the manticore's prey. It waits until someone reaches into the water before it attacks, unless fed with something meaty beforehand.
- 2 A pit littered with the gnawed bones, mostly animals.
 - Amongst the bones are 2 **wyvern horns** & 4 **claws** (worth 150 gp each), and 4 **wild boar tusks** (50 gp apiece).
- 3 A cave, home to a couple of dozen bats, which swarm out if disturbed.
- 4 Deep pool of water where the manticore drinks.
 - In the water is a **statuette of a mermaid**, carved from polished granite (worth 500 gp to a collector).
- 5 A narrow tunnel, a couple of feet high, reached by a hole and ledge 10' up the wall.

- 6 The **MANTICORE** lairs here, on a nest covered with its stolen loot.

The creature lies here, wailing, its claws blunt and broken from trying to tear the rocks away from the smaller cave where its babies are trapped.

It is more concerned with freeing its babies than fighting, and will be grateful if anyone helps free them, remembering their kindness for the rest of its life.

- In its nest are 975 **gold pieces**;
- 2 **statuettes of manticore** (worth 500 gp each);
- 3 **rolls of bright green silk** (400gp each).

- 7 A cave-in has blocked this shallow cave, where the small nest now lies in darkness. A couple of **MANTICORE BABIES** are trapped here, crying for their mother.

- The babies have been using a soiled **cape of large wolf fur** (worth 1000 gp, if cleaned) as a comfort-blanket.



OUT OF TIME!



Overview: The party is tasked by the mage guild to investigate one of their member that had become obsessed with the research of Petros Alerack; his master that had disappeared mysteriously almost a century ago. The party tracks the mage to his master's old sanctum but arrive just in time to see the mage activate some strange magic. Soon, the world shift as the reckless magic has folded time onto itself!

TIME PORTALS!

Time portals have randomly appeared throughout the complex, allowing the characters to freely travel from the past (blue side of the line) to present (red side of the line). These portal are marked as **blue** and **red** ovals on the map.

NOTABLE FEATURES OF THE DUNGEON:

The dungeon was carved out of the local sandstone. In the past, the dungeon was brightly lit by magical enchantments cast on sconces. In the present, these enchantments have faded away, leaving the dungeon in shadows and most of the complex is damp. The floor tiles are cracked and dust and patches of mold cover most surfaces.

1: Entrance gate In the past, this gate is closed and locked, there is a complex bas-relief of abstract motifs by the side of the door. In the present, a skeleton is prostrate near the door, a javelin sticking from its back. In its hand, a moldy journal indicate the combination of motifs to press to unlock the door. Unfortunately, the bas-relief has now crumbled away due to humidity, so the characters will have to travel back in the past to unlock the door.

2: Laboratories This area used to contains Alerack's laboratories. In the past, this area was guarded by a construct, but he is inactivate in the present..

3: Unfinished corridor The corridor facing the laboratory is unfinished with another construct, with picks in place of arms, hammering at the stone wall. In the present., the construct continue its tireless attempts at digging, but the picks have been long worn out and the construct only uselessly swings worn out stumps at the wall.

Adventure written by S. M. Ledouble, a kobold out of time.
Mapping S. M. Ledouble with additional assets by Tom Cartos.
Formatted using [The Homebrewery](#).

4: Library The library is inhabited by a mimic. In the past, this creature camouflage itself as a bench similar to the one facing it and placed itself between two statues. In the present, the bench has crumbled away and the mimic now disguise itself as a third statue.

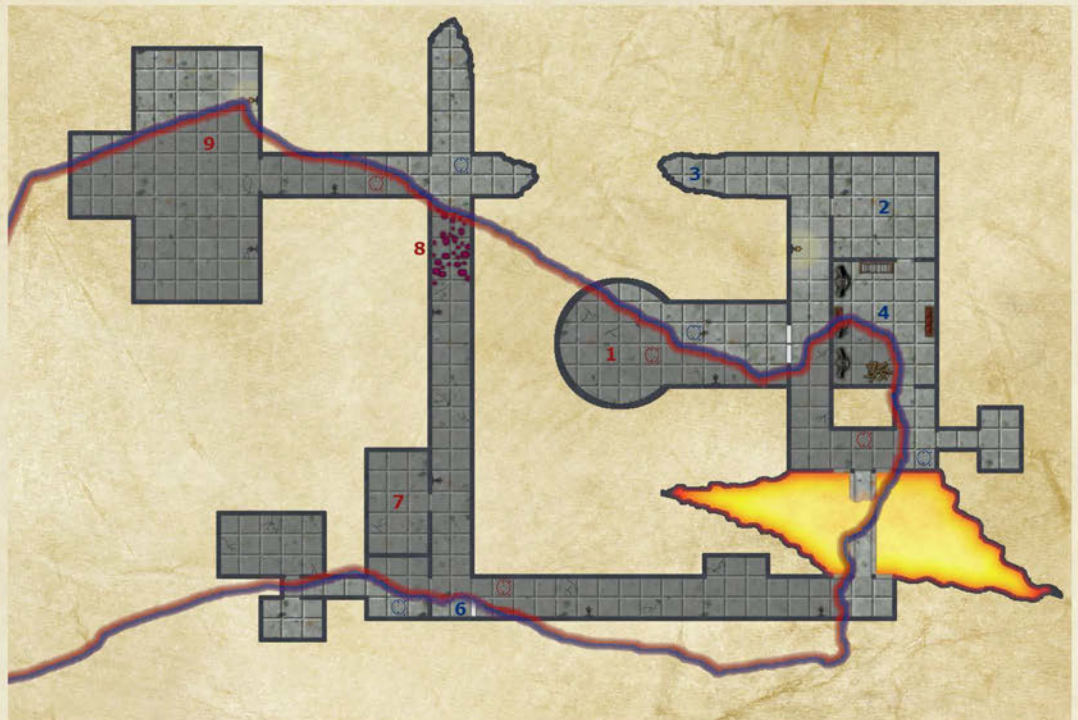
5: Bridge This area is marked by a lava-filled chasm. In the past, a delicate looking bridge span this chasm, but it has now long collapsed, leaving a 15 feet gap.

6: Internal gates This area used to be closed by a set of locked door, that have collapsed from their hinges in the present.

7: Wizard's personal quarters This area is still inhabited by Alerack's familiar. However, it has now grown to a larger, adult size (for example, use a **Grick** and a **Grick alpha**. In the present version of the room beyond, the plaster has collapsed revealing a secret cache where Alerack hid his spellbook. Unfortunately, the spellbook itself is equally damaged and worthless. However, in the past, the plaster is still there, hiding the compartment, and the spellbook therein is still intact.

8: Patch of Violet mushroom A patch of dangerous violet mushroom occupies the present version of this corridor. It is absent in the past.

9: Reception room Alerack had started working into constructing an impressive reception/throne room. The spectacle in the middle of the room explain why it will never be finished: When the ritual was completed, overlapping past and present; both caster got brought together and fused into a grotesque caricature of a humanoid. Their bodies welded together, they are in terrible pain and pass randomly between the two time-points. Pain and the confusion from the ritual has unhinged the wizards and they are aggressive and volatile.



THE CHRONOMANCER

The spirit of the Chronomancer lives: trapped in time, waits the end of all things. In the Palace of the Autarch, past, present and future converge to create a dissonant harmony that has already taken many lives. Will you be strong enough to survive this madness? Will you find his Chronoglobes?

Into the Palace there is no more a way to find some regularity or reference to visit rooms and places. Every time PCs pass through doors/accesses roll 1d12 to see in which room/place they're entering.

RES	ROOMS/PLACES
1	Great Hall: Tapestries and decorations all around in the room
2	Prison: A very long corridor with cells on both sides
3	Courtyard: A giant garden with labyrinth hedges and groves
4	Noble's restroom: A rich and opulent room full of precious things
5	Servants' restrooms: Hundred of wardrobes full of useful things
6	Tower of Knowledge: Benches to meditate, to see through reality
7	Library: Huge shelves with thousand and thousand of books
8	Laboratory: Stills and tools for Chronomancer studies
9	Mirrors' Hall: Reflect the lives of those who are here as if they had made different choices in past lives
10	Corridor: Statues, mosaics and frescoes of the finest art along it
11	Youth Pool: Water from underground source, restore youth
12	Chapel: A sacred place for those who need to hear Gods voices



Roll 1d12 each time PCs change room. Add +1 to result for every disrupted Chronoglobe.

RES	YEARS	TIME	EFFECTS
1	-100	The Palace in all its splendor: opulence over every imagination	Roll twice on Friendly Encounters, PCs find a great treasure
2	-80	Objects and furniture return to raw material after Chronomancer disappearance	50% chance a piece of equipment used by PC returns to raw material
3	-60	In the Palace it can be heard Chronomancer screams in despair	Roll twice on Encounters: one from Past and one from Present
4	-40	The Chronomancer reappear, all things in the Palace seems confused and vague	Stairs could bring to ceiling, corridors could be long to infinity...
5	-20	Everything appears smoky and elusive	PCs can't grab anything
6	0	Everything is preserved in good conditions	-
7	+20	Time lags force things in the Palace to decay	50%: +2d10 years; 50%: ruin equip
8	+40	A violet vortex cause the ambient to collapse and ruin: floors open on eternal void	Checks to not fall in void, who falls: reach next RES in Time
9	+60	A time loop which repeats events from 1d4 last visited rooms	PCs have disadvantages/malus on check rolls while in this time
10	+80	The Chronomancer succeed in stopping time for two decades: all becomes gloomy and grim	Room 12: evil gods champion; Room 10: wash to be a never born: PC dies
11	+100	The Palace cease to be: the darkness is illuminated by stars' light over the time	Material things decay and PCs move through indefinite space
12	101+	Past, Present and Future collide	Roll three times and add results

Purpose

The Chronomancer gained his power from 1d4 Chronoglobes he created (roll as many time as obtained result on Rooms/Places to see where can be found). But, lost the control on objects of his power, was imprisoned in time. Destroy them to free him.

NOTE: after PCs destroy the last Chronoglobe, will appear the Chronomancer. If PCs have met him: 1 time → he will thank them and ask to be killed, tired of this world; 2 times → he will travel into time again, leaving this world; 3 times → he will fight PCs to imprison them in the Palace, nullifying their efforts. If rolled on Encounters. the Encounter last to a max of 2d4 rounds.

Roll on Encounters every time PCs change room: 1d4 for Past (RES 1-5 on Time), 1d4+4 for Present (RES 6 on Time) and 1d4+8 (RES 7-12 on Time) for Future Time Encounters. Roll 1d4+12 for Friendly Encounters when needed.

RES	ENCOUNTERS
1	3d8 inhabitants of the Palace, gone mad
2	Maiden guides PCs to: roll on Time; PCs: +1d10 years
3	PCs' copies from their childhood, if killed let PCs rejuvenate by 4d10 years; 3 rounds or +4d10 years
4	Chronomancer: 1° round → forces PCs to grow old by +5d10 years, High ST; after: +1d10 years at hit
5	Adventurers, convinced killing PCs will free them
6	4d8 dark shadows of dead Palace's inhabitants
7	PCs' evil copies from few secs ago; PC who sees his copy roll ST, failure: disappear → copy is now the PC
8	Chronomancer: each PC must roll on Time and Rooms/Places tables to be brought there, High ST
9	Adventurers come to avenge their land afflicted by time lags; 5d6 arrive to PCs to kill all life in Palace
10	Maiden guides PCs to: roll on Rooms/Places
11	PCs' copies from future, must kill their doubles
12	Chronomancer: time rewind; PCs restart the adventure from the beginning, all return as it was
13	Nobles from distant lands with precious gifts
14	Wizards sent to discover Chronomancer studies Know how to destroy a Chronoglobe
15	Adventurers/survivors from past times Help PCs in the next room
16	Adventures from future (30%: PCs themselves) Help PCs in 1d4 next rooms of PCs choice



SUTTER CANE'S PERILOUS PENINSULA

A Trope-Filled Horror Location by Skerples.

It's always late fall. The soundtrack is VHS-warped. Somehow, you're stuck here until you've figured out **WHAT'S GOING ON** and something explodes.

NPC GENERATOR

Roll twice. Mash incompatible results together using flashbacks if necessary.

d20	Name	Feature
1	Elimore	Writer
2	Joe	Alcoholic
3	Doug	Adulterer
4	Buddy	Loner
5	Frank	Broadly Accented
6	Billy	Depraved
7	Lou	Elderly
8	Mike	Magic Powers
9	Lester	Obese
10	Jeddings	Precocious Youth

d20	Name	Feature
11	Samantha	Tourist
12	Alice	Firm Believer
13	Jane	Detective
14	Lisa	Prejudiced
15	Margaret	Journalist
16	Helen	Cynical Atheist
17	Vera	Folksy Wisdom
18	Ariette	Parent
19	Melinda	Fierce Temper
20	Elizabeth	[GM Self-Insert]

YOKEL SHACKS

Intermittent NPCs. Liquor, guns, animal cruelty, and plenty of **DARK SECRETS**. Source of replacement PCs. You start here.

ABANDONED CHURCH

Demented old priest knows where all the bodies were buried. **PREDICTABLE AWFUL BASEMENT**.

LAKE WISTYFUL

Partially frozen. Fall through the ice and you might emerge on the **OTHER SIDE**, where the Apocalypse already happened.

HAUNTED CABIN

Picks, shovels, rags, and kerosene. **STRANGE SYMBOLS** carved into the floor.

DILAPIDATED MANSION

Karlos and Karmilla are **ANCIENT VAMPIRES**. They host dusty parties and occasionally kidnap tourists. Rich, bored, unfunny.

NIGHTMARE FACTORY

Built by a silver baron warped by alien dreams. Rusty but operable. **TURNS PEOPLE INTO ALIEN ROBOT SLAVE DRONES**. Stats as zombies.

MONKEY'S PAW ANTIQUE STORE

Sells cursed furniture, china, and knick-knacks. Owner has a secret portal to hell in the hot water tank. **YOU'LL BE BACK**.

SILVER MINE

Glow blue-white at night. **BURIED ALIEN OBELISK** broadcasts weakly in dreams, wants to be uncovered and dragged to surface.

OLD CEMETERY HILL

Any dead thing buried on the hill comes back in 24hrs... but slightly **WRONG**. The locals know but won't say.

THE MISTY WOODS

Full of **HIDEOUS SCREAMING THINGS WITH TOO MANY LEGS AND THE FACES OF DROWNED BABIES**. They want meat and plush animal toys. Stats as tigers.

Adventure by Skerples (coinsandscrolls.blogspot.com)

Map & layout by Isaac Williams (losing.games)

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THE TOWER OF THE CRYSTAL APPENDAGES

Millenia ago a crystalline man separated himself into pieces. Each piece taking onto itself the unthinking consciousness of the body yet raised up by feral magicks to sentience. That crystalline man called himself Akades. Whether he is the last of an ancient race made by god, or formed from the void itself is unknown. Or perhaps he was the opus of a forgotten magician. Or maybe he began as a magician's final attempt at sinless immortality. The true answer is not known. Rumors come now from Akades lonely tower. Tales of danger for those without. Whispers of madness and avarice on the part of his wilding protuberances.

- **Attitude Rolls**

Roll 1d6 upon entrance to each area to determine the attitude of the local appendage. On 5-6 the appendage has a negative reaction, 2-4 they are uncertain, 1 and they react positively. Negative reactions likely mean outright and immediate hostility. Positively and the party will be welcomed as a guest though not without limits or further potential for conflict. Scores can be modified by party behavior, gifts, offers of aid, and their alignment with other appendages if discovered, and anything else seemingly relevant.

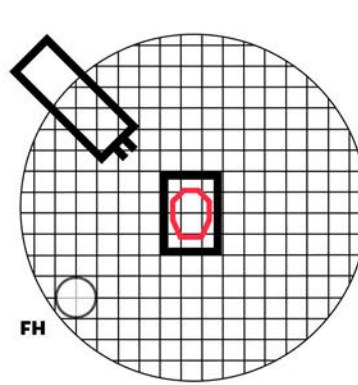
• Description and Combat Recommendations

Each appendage and Akades head emanate an inhuman vibratory voice with no need for a true mouth. Akades was once complete, made of brilliant red quartz which seemed to shine and glow even in darkness. Each part is capable of flight and so is usually hovering above the ground some five feet. The arms will try smashing, or throwing its enemies. Legs will try to kick and stomp. The eyes will primarily attempt to keep distance and use fire-based attacks emanating from the center of their forms. If Akades is fought, he will use some form of telekinetics or fire-based attacks emanating from a "third-eye" in the center of his head.

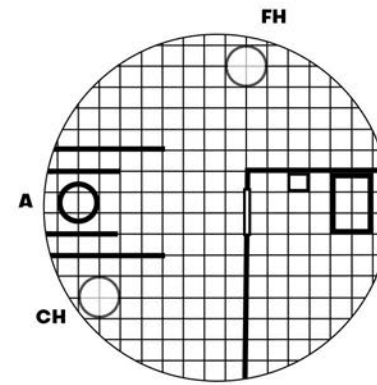
- **Loot and Rewards:** The animals at Ground Level can produce loot in the form of hides or trophies, as well as a reward from the dwarves if they are freed. Akades personal area on Level Four has his personal effects and wealth. Any defeated appendages or Akades head can be sold for a few hundred gold pieces each as precious gems.

• **GROUND LEVEL:** The right arm is here, attempting to domesticate various local flora and fauna. Plants, pens, and cages are throughout the room. There are 1d4 giant owls, unhappy dwarves, manticores, cats, and black bears in various pens and side rooms, some more domesticated than others.

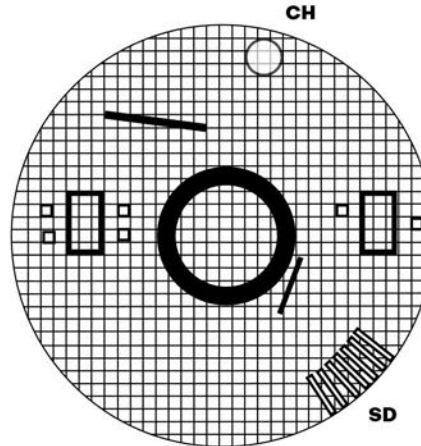
• **LEVEL TWO:** Contains the left and right leg at war with one another in the old library. They feud due to perceived slights during the time before their independence. Roll for their reaction to the party separately. Shelves and furniture are piled up everywhere in barricades. 2d6 weak, small left and right legs are likely doing battle in the center of the room. 1d4 primitive cannons fire stone tablets in an alien language across the level. The left and right leg spend the majority of their time constructing copies of themselves to fight their war or hurling insults at one another. This fighting could be slipped past due to the frenzy at medium difficulty.



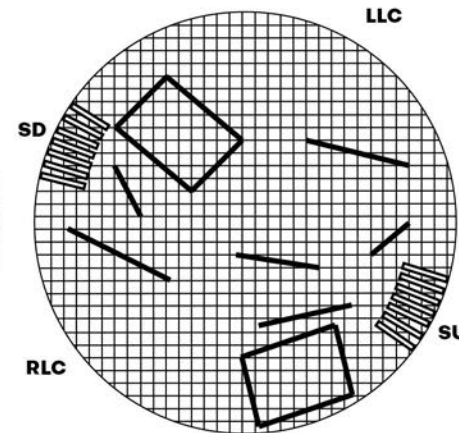
LEVEL FIVE



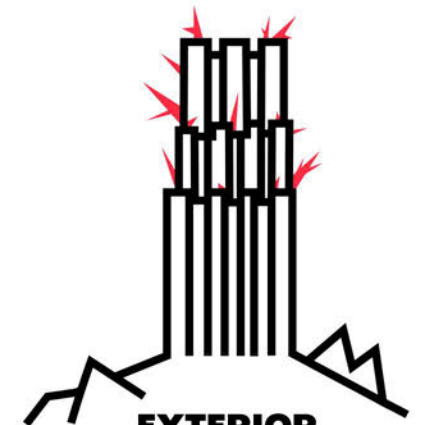
LEVEL FOUR



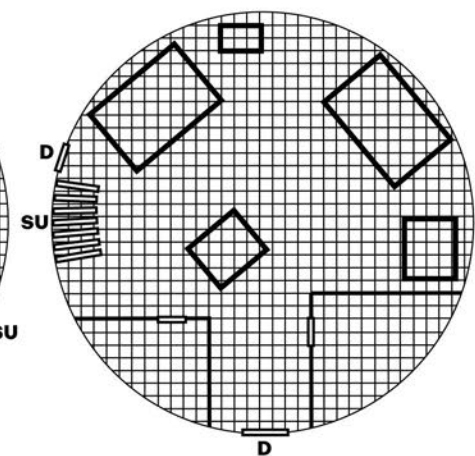
LEVEL THREE



LEVEL TWO



EXTERIOR



GROUND LEVEL

Map Legend: **SD** and **SU** = Stairs Down and Stairs Up. **CH** and **FH** = Ceiling Hole and Floor Hole. **D** = Door. Left Leg Camp = **LLC**, Right = **RLC**. 1 Square = 5 feet. Ceilings are approx. 25 feet high.

• **LEVEL THREE:** Contains the left arm. Contains a hole in the ceiling upward intended only for Akades own use. In the center of the room are several large statues of crystalline figures all with their right arms knocked off. This room is in wild disarray though it was once a large seating area with a fireplace used to entertain visitors. Now it is the site of the left arms madness as he plots against the right arm. Crystalline formations jut out and into the room all over.

• **LEVEL FOUR:** Contains the head, the only part that can still be called Akades. Make no attitude roll, he will always be uncertain. He will accept help to restore his body but will not actively seek it out. He spends most of his time reading scattered books he has salvaged from the war on Level Two, or in despair at, as he can explain, his ambition to achieve higher productivity has led to. He can inform the party about the plans being made at the top of the tower by the eyes. There is also an altar with candles and an embroidered cloth with a red crystal figure in a starry void. His bed-chamber, and personal effects and wealth are also on this level. If the players desire to help him restore his body they must defeat them and bring them to Level Five so they can be made to submit to Akades will once again. Much of the walls are covered in crystal which appears to be growing all the time. He can be persuaded to reveal that his crystalline form is weak to lightning damage. Underneath his bed spear with a pulsing electric head.

- **LEVEL FIVE:** Contains the left and right eyes. The eyes scan the world in its imperfection, plotting its beautification. Akades workshop and observatory are here. If anything but a negative attitude result arises, they will attempt to tell the players of their plans to purify the world and remake it in their own perfect image. They are constantly scanning the horizon or experimenting upon Akades torso strapped to a table in the center of the area. They are upon the precipice of being able to let loose constantly expanding crystal which will slowly smother all life.

Nightingale By Spidfire

The story of the nightingale.

There used to be a bird with a song so sweet.

That injured men would get back to their feet.

This bird was here to mend any ail.
He was called the nightingale.

The adventures find themselves in the night-inn pup drinking to their last victory when they overhear a poem recited by one of the barmaids called Gale.

This poem part of the story of the nightingale who cured wounded soldiers in the battle that was held on this very ground.

Even with this powerful artifact the battle was still lost so the head wizard

went into the caves to hide the scroll so it wouldn't fall into the enemy's hands. Since that moment no-one has been able to enter the cave entrance.

The players need to solve three quests to be able to get to the scroll, A quest of "Good" intent, a quest of perseverance and a quest of musicality.

The cave can be filled to your own liking with monsters and traps.

Quest 1: Song (The mouth)

Once arriving at the cave entrance you will find the entrance at the cross section of two high cliffs. In the wall a text is engraved "Sing thy song thou soothing being".

Solutions: Get Gale to sing a song, Summon some kind of singing bird, make your players perform a song, create some kind of tune that the player need to replicate or

finish.

The door will fall down creating a clear passage for the players.

The first quest is solved if they solved the door with musicality.

A key will appear on the ground in front of the players.

Quest 2: Good intent (The head).

Based on to the the Trolley problem which is a popular ethical dilemma.

The adventurers are presented with a miniature village in a magical sphere.

There is one switch on the

front of the sphere.

If they hold down the button the dam will move and redirect any potential lava flow onto a small group of farming people but saving the rest.

If they don't the city will be engulfed.

Once they start looking the vulcano is slowly starting to erupt. Evil plot twist, The button can only be held by the party members and when they release the lava will still engulf the city when they release

the button (eventually).

The win state will depend on the alignment of your party and the only way to get behind the correct reasoning is asking the party why they chose a certain choice. If the party is evil not pressing and releasing could be a correct solution. But if your party is good saving the greater good is better.

Quest 3: Strength / Perseverance (above the paws).

In the middle of the room there is candle on a

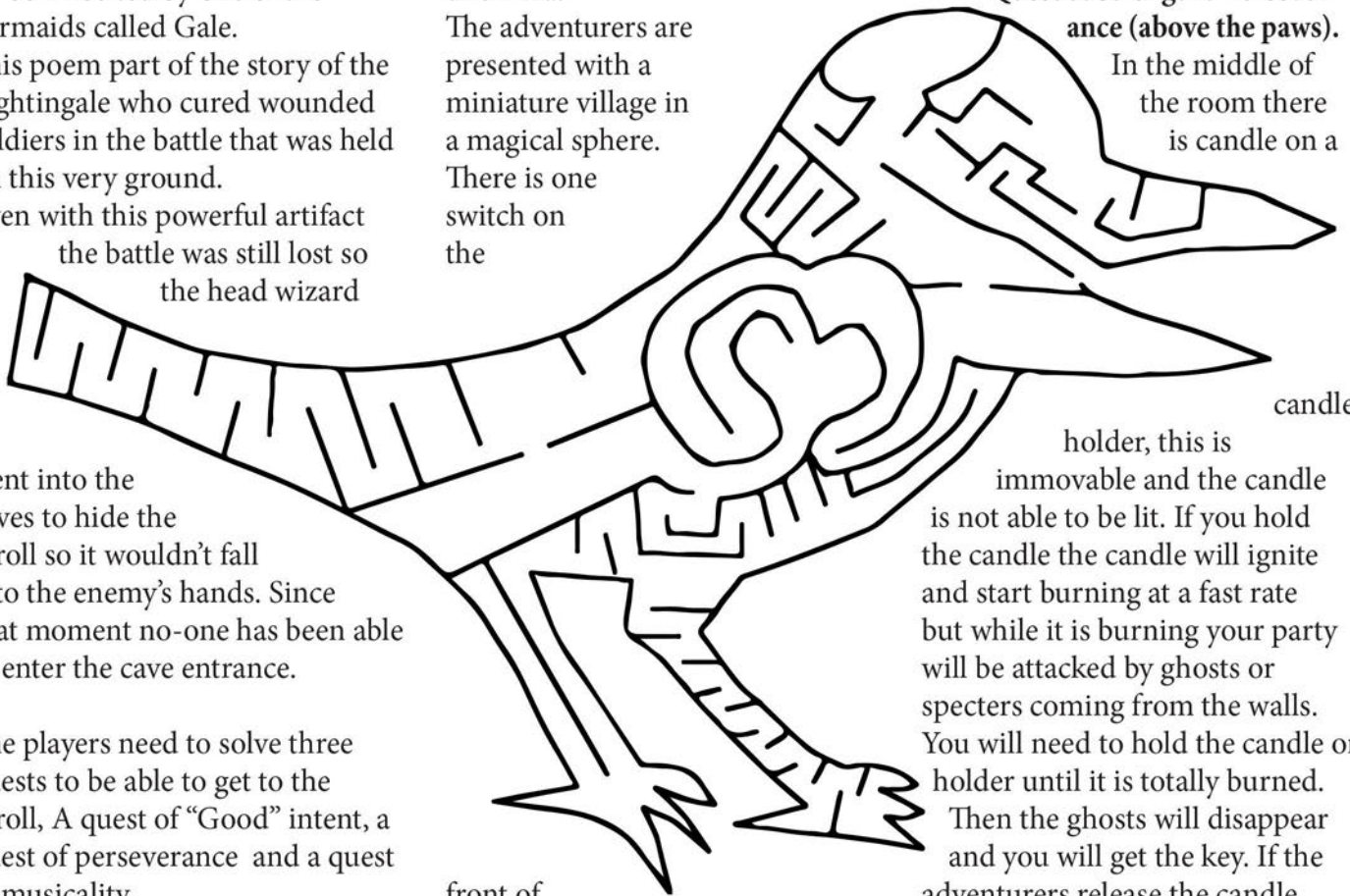
candle holder, this is immovable and the candle is not able to be lit. If you hold the candle the candle will ignite and start burning at a fast rate but while it is burning your party will be attacked by ghosts or specters coming from the walls. You will need to hold the candle or holder until it is totally burned. Then the ghosts will disappear and you will get the key. If the adventurers release the candle before the end quest will reset.

The door (The heart)

In the heart of the bird is a big golden door if all the three keys are put in their slots the door will fold away and a soothing song will come forth out of the room. In the middle of the room is a pedestal containing a rolled up scroll on top of a velvet cushion.

This scroll will have some healing property.

THE END



The Planeshifted Insectarium of St. Tindalonius

A renowned weaver of magic, explorer extraordinaire and collector of the peculiar, Tindalonius was a person of no small merit. His earthly time ended as he reached godhood by unknown means, leaving all his wealthy seclusions, experiments and creations to slowly fade away, ownerless. The Insectarium is one such place, an oasis of exotic fauna and obscure knowledge, forgotten and ripe for the taking.

DESCRIPTION:

RANDOM TABLE:

MONSTER	LOCATION	LOOT	ENCOUNTER/EVENT
---------	----------	------	-----------------

The Floating Spire

A non-euclidean spire looms overhead, visible from all spots in the Insectarium, omnipresent, but unreachable. This is why you have come here...

Contemplating Booklice

Forgot what it wanted to do, mumbles to itself. Whispering attracts its attention. If helped to recall what it wanted, will fly to the Spire and start eating it. (HD 3; AC 15; 1d6/1d6 wing slice)

Jumping Klazomaniac Spider

Screams random names, 40% it says PC name. If they respond, it will pay attention. Looking for its 5 children. If found, will jump to Spire and spread its web for the PCs. (HD 4; AC 16; 1d6 mandibles/1d12 body slam)

Cobwebbed tunnels, save vs. Paralyzation or get stuck.

Mantis Temple relics (d4)

Gospels of Mantis Religiosa (if read, 5% chance you begin fervently worshipping the insect God)

The Mandible Sword (+3, 50% chance to decapitate the victim instantly; can't be resurrected; save vs Magic or become addicted to using the weapon)

The Emerald Carapace Robe (+3AC; wearing it continuously incurs a weekly save vs Magic; fail and the robe becomes harder to take off, yet the bonus increases by +1AC each time, as it melds with the wearer, turning him into an insect)

Mantis Nymph Amber Stone - exotic and expensive; if taken out of the Insectarium, the insect will escape after a day and begin a process of endless metamorphic growth.

Bullet Point Ants

They protect the hive and talk in lists. Intrigued by weird facts. If PCs are worthy, will grant entry to the Queen. (HD 2; AC 13; 1d8 mandibles)

Trivia Ant Queen

Thirsty for knowledge of other worlds. If impressed, will reveal one way to reach the Spire. (HD 3; AC 15; 1d12 bite)

Antholith

Giant sedimentic nest with remnants of a dying hive. Dark twisted pits.

Derelict Temple

A hollowed out menhir used by an insect cult, now devoid of life. Echoes of a chanting choir are heard in its giant nave.

Librabyrinth

Dusty labyrinthine library. Smells divine. Every 1h spent inside, gain a class bonus (a spell, save bonus, etc.) On 3rd hour, save vs. Magic or go insane. 90% chance it contains any desired book. 80% chance any book will disintegrate on touch due to being stored in neglected conditions.

Spire of St. Tindalonius (d3)

*PCs should always find any one item of great importance to the campaign.

Spellbook (contains all MU spells up to level 5, but with an insect twist)

Magical Scroll (if deciphered, save vs. Magic or suffer instant amnesia)

Cicada Circlet (wearer can speak with insects, but unable to use any humanoid language next 2 days)

ROLL D7:

Planeshifting Chaos 1
The Insectarium shakes as it enters another plane of existence (save vs. Magic or get sucked back into your original plane)

Whispers in the Air 2
Strange incantation echo through time and space (save vs. Paralyze or be dazed, compelled to walk off the platform)

Bullet Pointless Ants 3
Mute drones who forgot their lists. Forever sad and angry. Attack on sight. (HD 2; AC 15; 1d8+5 mandibles)

Screaming Spiderlings 4
They rush at you swiftly, screaming. Look vicious, but all they want is to cuddle up with you and chirp. Want to find their mom. (HD 1; AC 12; 1d6 bite)

Mantis Cult Survivor 5
Insane humanoid who escaped being eaten by its God. Wails obscene apocalyptic verses.

Mothling Swarm 6
They glow with a warmth of a hundred dark suns. Their touch dries things and causes sunburns (HD 3; AC 17; 1d3/1d3/1d3, 10% rust item each strike)

Calming Cricket Sound 7
Nothing happens

Moth God Guardian
Utters warnings of what it is guarding. No second chances, no debate, kills anyone who comes closer to the God. (HD 7; AC 18; 2d6 pincer, 2d6 horns)

Athlas God Moth
Ancient. Devoured the Suns of innumerable worlds. If released, it will destroy the Insectarium. It will kill anyone in it's way. Illogical and immortal.

Cursing Mantis

A pretender God, just a megafauna specimen. The Insectarium's first raiders made a temple to worship it. It demanded food. Insatiable, it ate all of its followers. Wants to eat the ants, but can't catch them. Could reach the Spire but is too afraid. Easily angered. (HD 10; AC 18; 2xd12 raptorial, 2d20 mandibles)

2-headed Philosopede

Constant internal philosophical debates have driven it insane. Asks questions about morality and purpose. Instantly attacks beings with low WIS/INT. If one head is killed, the other calms down. Can extend and reach the Spire. (HD 9; AC 17; 2d10 mandibles)

God-Cage

Nothing but darkness. The cage is infinite, you are lost if you descent.

Stefan "The Moth" → xmoonxhowlerx

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Canal City Heist

AN ADVENTURE FOR 4-6 5TH-RANK CHARACTERS
By Stephen Thompson

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Otto Blung asks the party to steal a mysterious metal box from Weldon Shul, a well-known shady entrepreneur based in Lowtown. He will pay each party member 250 GP to break into Shul's mansion, grab the 12 x 12 x 12 inch box and bring it to Janis's Rendezvous. Shul is out of the city on business tonight. The party has from 8:30 pm - 5:30 am to case the joint and pull off the heist...

Locations & Factions

Weldon Shul, LN Human **Mage**, is a small-time businessman based in Canal City's Lowtown quarter. Janis Rogan, his rival, doesn't know the box is part of Shul's plan to kill him. The rumors providing the reason for the heist were seeded months ago leading up to tonight. Shul is out of town on business and won't return until tomorrow; his house normally has more safeguards, but most have been switched off to allow the burglary. Shul didn't want the premises looking completely unprotected, hence the **Shielding Guardian**. Shul is unaware of the other factions' interest in his box and no one knows his plan.

Janis's Rendezvous: Janis Rogan, CN Human **Noble** with **Persuasion**+7, is a small-time con-artist based in Lowtown. He is unaware of the real contents of Shul's box, but he and Shul have been rivals for 12 years and they compete constantly - of course Rogan wants it! Having the PCs steal Shul's box avoids Rogan's direct involvement. Otto Blung, CN Half-Orc **Gladiator** with a **Great Axe**+1, is Rogan's right-hand man. Rogan doesn't know Blung is working with Mona Fortnite to become a member of the shady west side Docker's Union - Shul's box is his way in. Rogan waits here with Blung and 8 Guards.

Mages' Guild Watcher: Vennis Kolarian, NE Human **Mage** wielding a **Wand of the War Mage**+1, does not take kindly to magic trafficking in Lowtown. He travels everywhere with his pet **White Dragon Youngling**. He's spying on Shul's house tonight using an **arcane eye** spell.

Thieves' Guild Safe House: Jessal Thinder, N Half Elf **Assassin** with **Boots of Elvenkind**, is a rival of Mona Fortnite. She heard about the heist and intends to track whomever takes Shul's box.

Docker's Union Hideout: Mona Fortnite, CE Half-Red Dragon **Veteran**, is warring with Jessal Thinder for control of the Lowtown rackets. She's accompanied by 2

Wererat Gang hideout: Montag, a **Wererat** gang leader also heard about Shul's box and wants a piece of the action. 3 **Wererats** round out his gang. They follow the PCs from the rooftops after the burglary.

Constables: 10 **Veterans** and Sergeant Roxanne Brol, N Human **Knight**,

WELDON SHUL'S MANSION:

(southeast corner of map) The mansion has DC 18 locks on external doors and iron bars on the windows (no windows on the 2nd floor). The two front rooms have fire places - small creatures can climb down the chimneys with a DC 12 **Athlete** check. There are no other entry points on the roof. 1 - **Reception/Lounge:** Stairs lead to the second floor. Touching the third step from the bottom activates a **magical mouth** that yells "ALARM" continuously unless **dispelled**. The alarm brings constables in 5 mins. 1a - **Guard Room:** A letter on the desk advises the guards to have the night off. 2 - **Kitchen/Dining Room:** Secret door under rug beneath the table (DC 15 **Perceive** check to locate) - a ladder leads to a 10 ft. x 10 ft. cellar, filled with 12 small crates of expensive wines and foods (total value 2000 GP). 3 - **Security:** A magical **Shielding Guardian**, which demands the party answer this question: "How many 1 ft. by 2 ft. bricks would it take to complete a building 22-ft. long, 17-ft. wide and 29-ft. high?" Asking for clarification gets the same question. Answer: One. The last brick completes it. Answering correctly allows the PCs entry to room 4, otherwise the **Guardian** attacks. 4 - **Treasure Room:** There are 3 locked chests around the walls, each with DC 20 locks (each chest is empty but has a **warding glyph** under the lid). Shul's metal box sits on a small table in the center of the room, unprotected and untrapped. 5 - **Bedroom:** The **Shielding Guardian** from room 3 prevents access to this room, even if the PCs answer successfully. Aside from a jewelry box containing assorted rings worth 235 GP, Weldon Shul's journal mentions his ongoing rivalry with Janis Rogan since losing a big deal to him 12 years ago and that he wants Rogan dead. It mentions a 'plan', but no details other than that it takes place tonight.

arrive 5 mins. after the alarm sounds. **Constable Patrols** (5 **Veterans**) regularly roam the streets (30% chance per street entered of encountering). It is not part of Shul's plan to have the PCs captured, but he forgot to deactivate the **magical mouth** before he left. **Constables** can be bribed with 200 GP and a successful DC 15 **Persuade** check (doubling the bribe is advantageous). If locked up, the PCs can try to escape - reward inventiveness. If they aren't free by 3:00 am, the constables receive a mysterious letter (don't reveal it's from Shul unless the PCs get their hands on it) and they are released with Shul's box, if they acquired it. Otherwise they have another opportunity to steal the box from Shul's mansion.

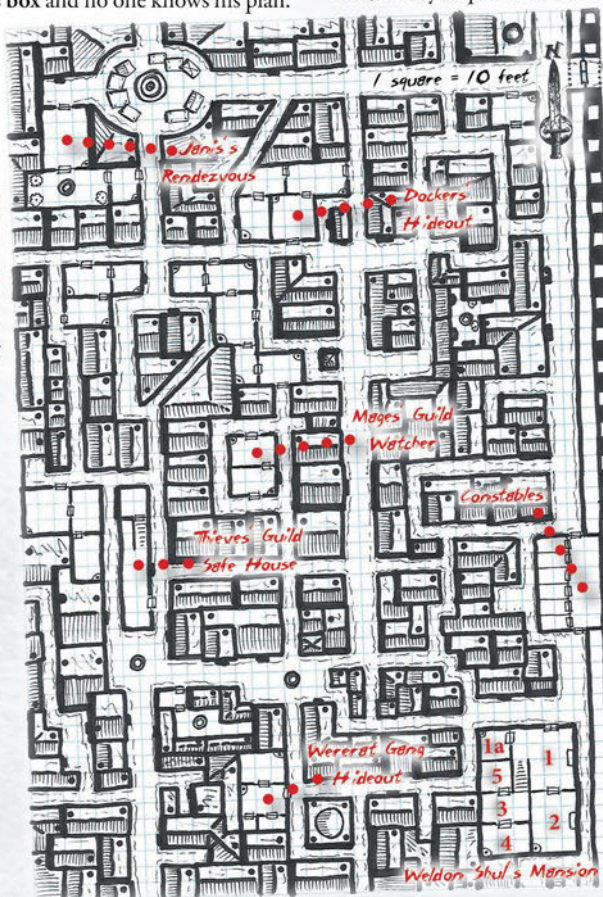
What's in the Box

Shul's box is a steel cube, 12 inches on a side and impossible to open, keyed to Rogan's fingerprints. **Magic detection** reveals a faint mystical aura. It opens only for Rogan, releasing the very large **Demon** within from its dimensional trap - it's been in there a long time and is very hungry...

Running the Adventure

The factions are presented for you to use as you will. The players should be free to decide their approach with you improvising based on their decisions. The factions will negotiate to get Shul's box, if they have the opportunity. Example: The PCs case the joint and plan the heist. They set off the alarm (or not), grab the box and escape. 5 constables walk past the mansion as the PCs exit and give chase, blowing whistles and yelling for backup. If arrested, the PCs must escape from the cells. The Wererat gang follows the PCs from the rooftops (DC 15 **Perceive** check to notice). On the way to the rendezvous, a **Dragon Youngling** sent by Vennis of the Mage's Guild intercepts the PCs. Jessal from the Thieves' Guild follows the party discreetly at a distance. When the party returns to Janis's Rendezvous to meet with Blung and Rogan, Mona and her crew from the

Docker's Union turn up and demand Shul's box, as does Jessal. While the factions argue/battle, the Wererat gang takes advantage and steals the box. The Mage's Guild Watcher attempts to recover Shul's box from the Wererats. The PCs might decide the box isn't worth the trouble and let the factions have it, or they could work out Shul's plan and be paid by Rogan to assassinate his adversary. The possibilities are endless...



Bandits. Informants

OLD SCHOOL REVIVAL

THE DEAD ARE NOT STAYING DOWN AT THE VOORLARIAN INSTITUTE FOR APPLIED THAUMATURGY.

The old college of the arcane arts perched on Raddlespire Point has gone silent. Messengers dispatched to investigate have not returned. Should the party seek to know more, here is what they find:

A. Gatehouse: Door is unlocked. Lower chambers have meals half-eaten, signs of quick departure, a logbook with last entry noting "Prof. Astromaturgy fallen ill." Wick trimmings on table can be identified by knowledgeable sorts as fuses for an explosive device. Upper level has the inert body of a guard clutching a slime-coated knife. Guard is in Stage 3 of **Infection** (see text at right) and will enter Stage 4 after 1-2 rounds.

B. Blown Bridge: A 30' gap has been blown in the bridge that spans the cleft which isolates the school. On the far side amidst some rubble can be found an unexploded clay pot full of blast-powder. May be combined with wick from area **A** for time-delayed charge.

C. Lecture Hall: 2-5 **Infected Students** lurching about and one **Slime** which covers half of a 10' diameter stasis-sphere (blue circle). Inside the stasis-sphere is the Director of Chronomancy and the upper half of her star student. The lower half, which lies outside of the stasis sphere, has been reduced to bone. The slime will abandon the sphere to attack intruders. When the sphere is cleared of slime the Director will break the spell after 2-5 rounds and flee, leaving behind a Magical Dagger.

D. Student Courtyard: Roll once on **Random Encounter** table.

D1: Drain port to chasm; Tiny creatures may pass through.

D2: Portcullis entrance to Crypt (Strength check to open). Sarcophagi, ghouls, etc. -- optional entrance to catacomb system below.

E. Dormitory: 2-5 **Infected Students**. Search reveals a map of the campus as well as a description of the workings of area **F** (non-corrupted **Keepers** only). Optional: secret passage to area **J**.

F. Amphitheater: The three **Keepers of Discourse** are statues on the upper tier of the amphitheater. Two of them will animate and attack anyone who knowingly speaks untruths in the amphitheater. One, corrupted by starslime, will attack anyone speaking truth.

G. Faculty Housing: Chair of Metathermics. Empty save for a minor steam elemental in the fireplace. Will attack after 2 rounds. Wand of Fire on fireplace mantle.

H. Faculty Housing: Visiting Professor from the Ice Wastes of Gorgak. Maintains an internal temperature of -20 degrees. After 2 rounds save vs. <health stat - constitution> or take cold damage. This temperature freezes **Slimes**.

I. Faculty Housing: Professor of Astromaturgy. Double strength **Infected** (the professor) plus 2 **Slimes** (teaching assistants). Journal on desk ends with, "Emissions from Ophidius 2 are troublesome. Consider redirecting scope."

J. Machine Hall: Half-finished Construct has been infected with starslime and will attack any within 10' radius. Construct has no legs and thus can only move 10'/round, sacrificing one of its 2 attacks to do so.

RANDOM ENCOUNTERS (1 in 6 chance during a lull):

- 1: **Infected Student:** like **Zombie**, but can **Infect** with critical hit or two hits to same character (save to avoid).
- 2: **Bursar:** 2 steps into **Infection**. Nearly mindless, can **Infect** (like **Student**), will attack if threatened, will leave if given gold or other items of value. (Roll again if previously encountered)
- 3: **Groundskeeper:** Uninfected. Maintains the buildings. Assumes recent events will be resolved by the professors.
- 4: 2-5 research apes, confused and afraid. (Research rats if previously encountered)
- 5: 1-4 **Slimes:** Creatures that have entered final stage of **Infection** and have become mobile pools of slime-matter. **Infect** on any hit (save to avoid) and inflict acid damage. Resistant to slashing/piercing. Slow movement rate.
- 6: **Adjunct Faculty member:** Uninfected, confused and afraid. Low level magic user, can be hired at very inexpensive rates.

INFECTION: Starslime from telescope in area **K** is green xenomater that finds its way into eyes, nostrils, etc. When infected, save versus <health stat> every 4 turns or take one step down **Infection Ladder**:

Stage 1: Lose 1/4 wisdom/intelligence

Stage 2: Lose another 1/4 wisdom/intelligence

Stage 3: Catatonia

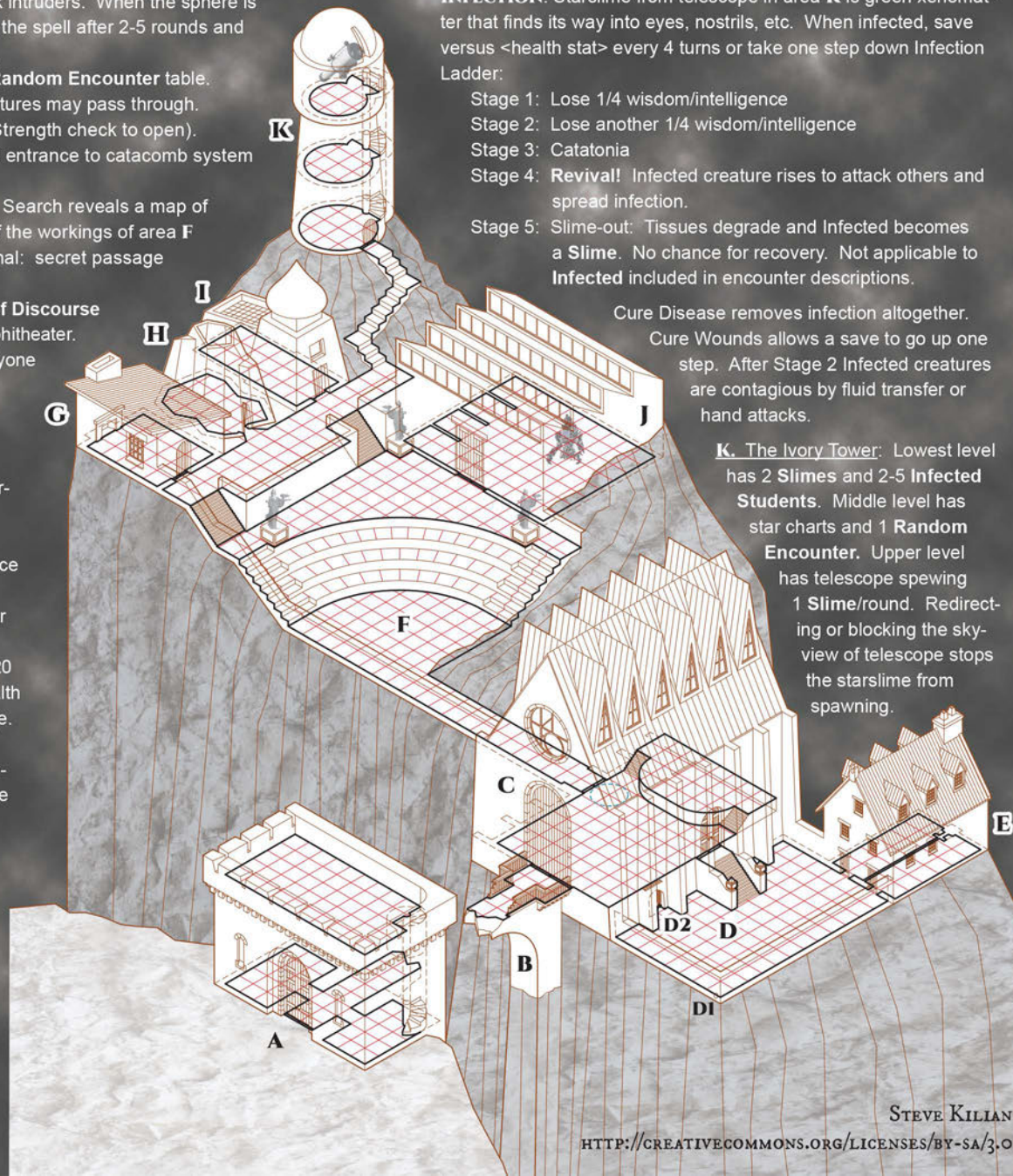
Stage 4: **Revival!** Infected creature rises to attack others and spread infection.

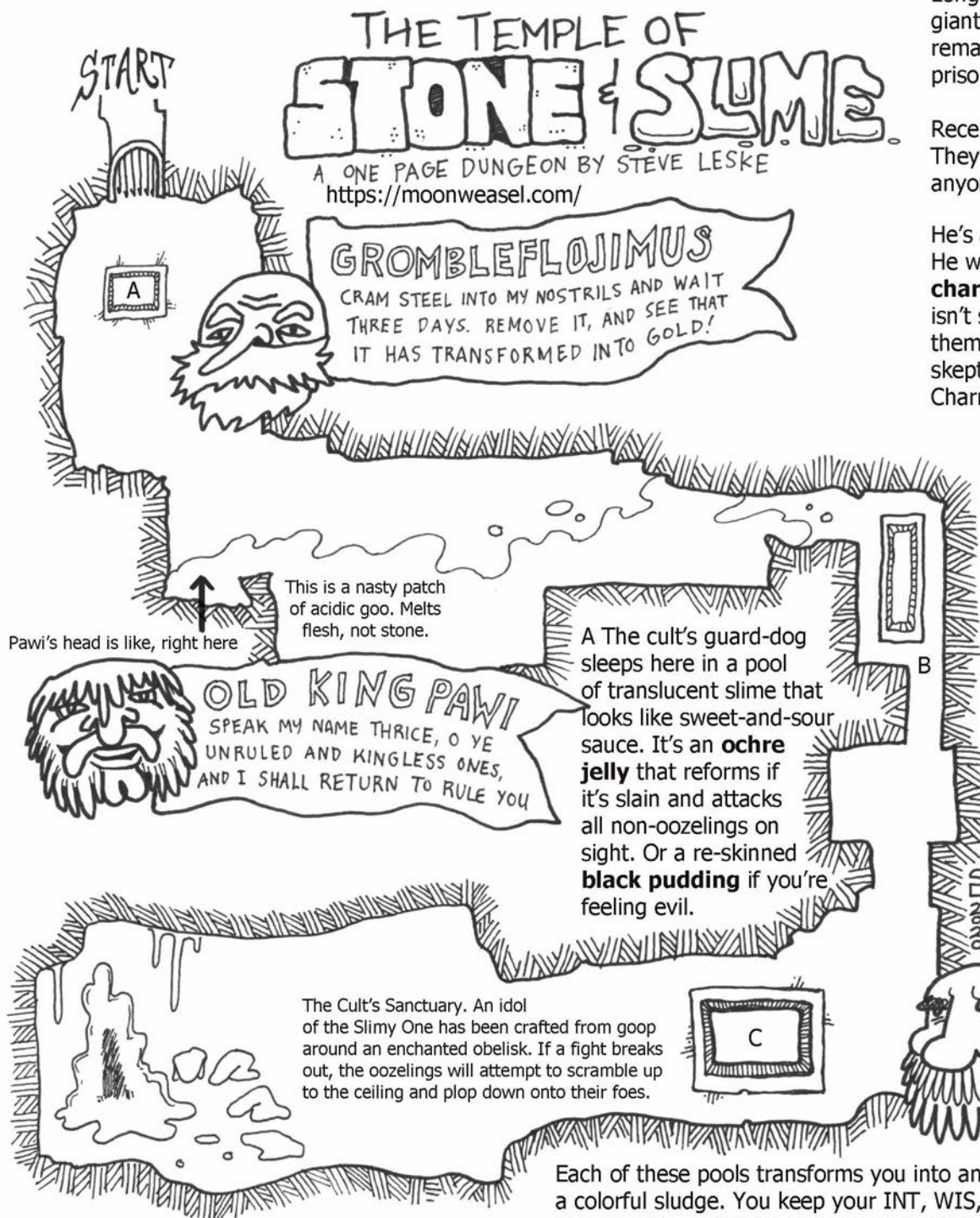
Stage 5: **Slime-out:** Tissues degrade and **Infected** becomes a **Slime**. No chance for recovery. Not applicable to **Infected** included in encounter descriptions.

Cure Disease removes infection altogether.

Cure Wounds allows a save to go up one step. After Stage 2 **Infected** creatures are contagious by fluid transfer or hand attacks.

K. The Ivory Tower: Lowest level has 2 **Slimes** and 2-5 **Infected Students**. Middle level has star charts and 1 **Random Encounter**. Upper level has telescope spewing 1 **Slime/round**. Redirecting or blocking the sky-view of telescope stops the starslime from spawning.





The slime-polished obelisk is actually an enormous jacinth stone worth 20,000 g.p. It weighs 5,000 lbs. Alternatively, the summoner *definitely* used this thing to open up a portal to the Elemental Plane of Earth...

B & C

Each of these pools transforms you into an oozeing. Your physical body gets melted down and turned into a colorful sludge. You keep your INT, WIS, and CHA scores (or whatever stats you use to measure personality), but you also go insane and get really stoked about the Cult of the Slimy One. Stat your new ooze body to fit your system of choice! Oozeings can climb on ceilings and walk on walls, they don't need to breathe, and they can fit into tiny spaces. They're resistant to most damage types and super-vulnerable to a specific one (for example, they only quarter-damage from nonmagical weapons, but take triple damage from bronze ones).

Long ago, a summoner bound three **earth elementals** in the form of giant stone heads. The summoner is long gone, but the elementals remain. They desperately wish to free themselves from their statuesque prisons, but can only do so if their hexes are broken in a specific way.

Recently, a cult of the slime god moved into the summoner's old haunt. They set up a massive shrine to the Slimy One, and have begun turning anyone they capture into **oozeings**. The cult's high priest is Kroova.

He's a groovy dude. He wears **eyes of charming**, and he isn't shy about using them to convince skeptics (by casting Charm Person, ofc)



The cult consists of four oozeings and Kroova. They know about the elementals, but they've neglected to free them, seeing them as a last-ditch home security system. Useful if things go bad, say, with a party of bossy-pants adventurer-types. This means that this dungeon could either be a very talky sequence of role-playing encounters, or a brutal sequence of bloody fights!

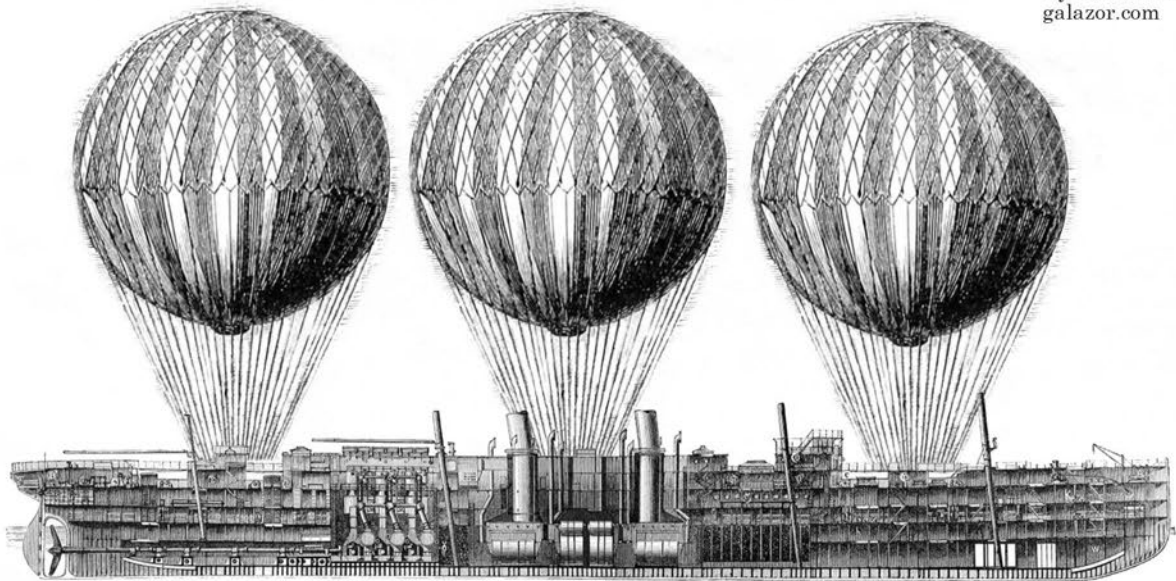
THE DIRIGIBLE OF BIRTOME CORVEEDUS

By Steve Walsh
galazor.com

The eccentric wizard Birtome Corveedus has arrived in the city aboard his rickety dirigible *The Cloud Skipper*. It's quite the marvel! He has brought with him a coterie of nobles from far away lands who revel all day and night as the airship circles the skies. The only time the partying stops is in the early morning, when the ship lands and a handful of servants resupply in town.

Rumors

1. The dirigible is powered by a series of magical batteries hooked up to enchanted feather dusters that produce a vortex of wind.
2. The magical batteries require energy to power them (10 AP per one day of flight), so Birtome has created an elaborate ritual to slowly draw power from the revelers. They must continue their celebration to keep the ship afloat. Corveedus leads a toast 3 times per day.
3. To keep his guests entertained, Birtome is always looking for the latest foods, fashions, and favors from the locals.
4. The guests have all traded their most valuable treasures to Birtome for an extended holiday vacation on his ship.
5. Birtome's pleasure cruiser is also conducting a secret reconnaissance mission for a hostile foreign power. Locked away in a hidden safe is a journal detailing the military and technical capabilities of the cities and towns they have visited.



	NPCs	Disposition
1	Birtome Corveedus (wizard)	Hostile and aggressive
2	Majordomo Pinkus (spy)	Frustrated and annoyed
3	Servants (minions)	Drunk and irritable
4	Crew Members (minions)	Animated and excitable
5	Revelers (commoners)	Happy to see you
6	Soldiers (minions)	Sleeping

	Location	Encounter	Treasure
1	Servants Quarters - swinging hammocks hanging from hooks, small wooden table with half of a card game.	Majordomo Pinkus and three crew members (minions) are doing a routine inspection.	<i>Champagne Flutes</i> that refill when you least expect it.
2	Storage Closet - barrels of wine, wheels of cheese, sausages hanging from the ceiling	A pair of bowtied servants, Bumble and Fumble, are struggling to move a trunk to the next room.	
3	Sleeping Quarters - carpeted hall filled with mahogany doors, sounds of laughing	Two nobles, Dinkus and Jass, slipped away from the crowd and need help avoiding Tossa.	
4	Lounge - smells of pipe smoke, wine stains on the wall above a broken bottle, rich leather furniture.	A knave, Jaxon, is smoking a smelly pipe and demanding you listen to meaningless gossip.	<i>Ostentatious Smoking Jacket</i>
5	Dining Room - white cloth tables, smells of roasted meat, flickering candle lights	Sous chef Loomy is searching for a missing ingredient.	<i>Ornate Candelabra</i>
6	Library - card catalog scattered about the floor, disordered stacks of bound tomes, old book smells.	Aerie, a wiry haired librarian, is unable to find a pair of broken glasses,	<i>Well worn ledger</i> (contains a random spell)
7	Art Gallery - easel with set of oil paints, three chairs well lit, bronze framed portraits adorn the walls.	Gildan, a master painter, is convinced that you must sit for a portrait	<i>Fishfur Brush</i>
8	Deck - raucous laughter, rails that are uncomfortably short, sweeping views of the locale.	The ship's guests are partaking in a toast, a game of charades goes poorly, someone vomits over the rail.	<i>Feather duster of Flight</i> (Gusts)
9	Birtome's Office - stacked papers and boxes, a small porthole, a heavy bookshelf concealing a door to the Snooping Station.	Birtome Corveedus is writing a report of the Snoopers findings, a small dog is yapping incessantly.	<i>Birtome's Report</i>
10	Snooping Station - cramped crawlspace, swiveling gyro with Snooping Scope attached	Soldiers playing a game of dice, magical discharge zaps anyone getting too close.	<i>Snooping Scope</i> (see and hear from far away)

TEMPLE OF THE ROSE

Created by Telmo Leal
One Page Dungeon Contest 2020

Through generations travels the memory of heroes who climbed the rose, in which shadow forests fell from old age. One day the rose dried up and the myth was born. Its magic had not been extinguished but had instead been imprisoned by wizards in an underground temple, where they were studying ways to tame the magic of the rose.

COLLAPSED WING

As the magic dissipates, the temple's structure also begins to collapse. Among the rubble of the old workshop, cafeteria and dormitory wander monster snails, originated by the exposition to the abandoned magic. They won't move and it's impossible to pass through them. They look hungry and fierce.

STAIRCASE

No longer a passage but its mural survives. The words "order" and "sing" still read.

GREAT HALL

If these walls could speak, what would they tell? Around the platform in the center of the room is engraved "hear the roses as the sap flows". When you sing it right, a portal opens. What comes through? Or is your curiosity stronger and you go through the portal? What do you do?

The myth is no more. It became a story to be told. Your story.

ENTRANCE

An unsuspected tunnel led to the depths of the ground where the rose once bloomed. After all, is the myth true?

NAVE

Beyond a discreet door, everything is different. A nave of columns merge into the horizon. The walls are torn by huge windows, through which it is possible to see the roots of the giant rose. But before you can go any further, a wooden golem that guards the temple is blocking your way.

GREENHOUSES

The glass doors are locked and a sign reads: "Forbidden to open all doors simultaneously." Inside each greenhouse there is a different species of singing rose. They learn and sing only one word in their entire life. Unfortunately, the doors are sound proof.

LIBRARY

High as the walls, the bookshelves are filled with old magic and botany books. Some are missing. One of them is still open on the top of a reading table. It is stained with snot and blood but you see a handwritten note saying: "feed them petals and they will move away."

LABORATORY

There are bottles of potions everywhere of different shapes and sizes, filled with liquids of all colors and thicknesses. A white board on the wall with recipes is half-faded. Which one captures your eye? Do you take the chance?

D6 ROLL	RESULT
1-2	You shrink to the size of a key
3-4	Your arms become roots that you can shape as you wish
5-6	Your body turns into liquid glass

A RUINED CRYPT

noxious fumes cause
hallucination and
1d4 damage

boots of levitation

3 Jackalwere
2 HD each
2d4 damage
each has a vial
of very strong
jackal glue

wall of dungeon
broken

centipede under floor
2 HD
1d4 damage

Giant Shrew .
2 HD
2d6 damage

spikes shoot out
if pressure plate
triggered

ring of
command human

If words on statue spoken
demon will be summoned
will identify a magic item

Sarcastic talking face
on wall will tell history
of dungeon and open
secret doors if attacked

potion of
night vision

How to run:
This dungeon entrance can be placed
into any environment the players might
be in.

Random Encounters:
1d2 Jackalweres

Creatures roll reaction rolls
when encountered

The True Dungeon Is The Friends You Made Along The Way

by Thomas Manuel (@chaibypost)

The rules for the dungeon are as follows:

1. There is always rooms equal to the number of players. If you have 5 players, there are 5 rooms. The DM should generate these rooms before the game.
2. To pass from one room to the next, one character must be left behind. There is no way to get around this. If there are 4 characters in the room, only 3 can move to the next one.
3. The players must somehow decide amongst each other which character stays behind. They can do this in any way they want.
4. The player whose character is left behind must tell the DM how upset they are on a scale of 1-4. The DM notes this number down.
5. When the last remaining character reaches the final room, they receive a great treasure. Now they must turn around and get out of the dungeon.
6. When the last remaining character reenters the second last room, the DM tells the player who was left in that room previously that they have turned into a monster. They can speak and act as normal. The DM chooses the monster. It has 1-4 hit dice depending on their answer in step 4.
7. The two players now decide what to do. The DM shouldn't help in any way. They may fight. They can always leave the room together - nothing stops them but they have to figure that out on their own. But when they enter the previous room, the character left there has also turned into a monster and so on.
8. If a character / monster dies, give their player a chocolate bar. If all the characters / monsters exit together, order pizza or ice cream and talk about your favourite gaming memories.

Written for the One Page Dungeon Contest 2020. This work is licensed under <https://creativecommons.org/licenses/by-sa/3.0/>

d12 Room Features

- 1: skeletons of warriors, many have love letters or apology notes stuffed amongst their bones
- 2: mushrooms hanging from the ceiling, each one tastes like a colour
- 3: a dark pond with jellyfish, dipping your head below the water reveals voices asking you to turn back
- 4: a musical instrument that begins weeping as soon as it is picked up, inconsolable, only stops when destroyed
- 5: spider webs along the walls that taste like cotton candy, there are no spiders but there is one large fly
- 6: many small chairs arranged around one large chair, the chairs have the characters names scrawled on them, the large chair is an illusion
- 7: a single black rose grows in the centre, its petals are razor sharp and draw blood if touched
- 8: a mural on the wall depicting prometheus bringing fire down from mount olympus, prometheus has an alien bursting out of his chest
- 9: one half of a ship, the wood turning into straw slowly, smells of the sea and tears
- 10: spikes on the ceiling but a swing has been tied between them, the seat is still warm
- 11: masks dot the wall, each of them with varied expression, one resembles the character in the previous room
- 12: the words "why did you come here" scribbled on the walls in blood

d4 Treasures

- 1: the keys to heaven
- 2: a map to the Fountain of Youth
- 3: a loom that turns straw to gold
- 4: a mirror that lets you speak to the dead

Generation procedure

At each intersection roll a d6 for the left branch and a d6 for the right branch. **Evens:** the way is free and clear. **1s:** The pathway is broken and impassable; **3s:** Creatures; **5s:** Beings. Combine multiple Creature and Being results into a single encounter at the intersection.

Double 6: instead of foggy emptiness you can just make out in the hex ahead a "floor" about 100 feet down. This glass-like layer is the lid of the **Queen Megawasp's** birth hexagon. Any loud or forceful action nearby has a 10% cumulative chance of waking the ravenous Queen [*stats as Wyvern*]. If ever there seems no way forward then retrace your steps; Creatures and Beings will have moved on and broken pathways may now be inexplicably fixed.

Rolls of 3: Creatures

1. 6d6 Stick-slugs –

[*as Giant Rats, never fall*].

2. Obsidipus Hex –

[*as Grick or Giant Squid, never fall*]. Semi-intelligent

predator, hunts Stick-slugs and anything else that doesn't pose a threat. Six tentacles, each 30' long, and a powerful hard beak. Once dead its tentacle arms can be stuck to the obsidian and remain in place providing a useful hand-hold.

3. Pteranodon – aims to carry off human-sized or smaller prey.

4. **Giant Mite** swarm - 6d6 hp; inflict auto 1d4-1 damage per round; max damage infects with an internal spore that will shortly hatch into a Stick-slug for d8 bursting damage.

5. d6+6 Giant Wasps [*or as Giant Bees*]

6. Roll again twice for Creatures

The HEXWASTES

Slender obsidian walkways loom precipitously out of the thick fog in a huge hexagonal grid that stretches many days travel hence. They are **very slippery**, slightly convex, and impervious to mundane damage. Anyone falling has a few moments to scream before they disappear out of sight into the **depths of the fog**. PCs can move and act in single file on the walkways without penalty; if they move or act two abreast they have a chance of falling [*Dex save or similar according to system*]. Any PCs hit in melee, or for 4 or more hp of ranged damage, may fall [*Dex save*]. An adjacent ally can catch a falling ally (automatically) but must drop a held item to do so. Any dropped or thrown items immediately slip off the walkway. Anyone and anything that falls untethered is lost to the void (in the absence of any magical salvation). While PCs are roped together they suffer a penalty to fighting and other actions. If a roped PC falls the next PC(s) on the rope may also be pulled off [*Dex or Str save*]. Alternatively the next roped PC can jump off the *other* side of the walkway to create a counter-balance. Dangling PCs can be hauled up given time, but to do it quickly is a test of strength.

by Tom Walker - diogenesbivouac.blogspot.com

Rolls of 5: Beings

1. **d4+1 Cultists of the Pristine Hexagon** in a basket hanging under a **Floatwhale**. Furious they use their crossbows and 15' poles to remove anything touching the sacred obsidian.

The Floatwhale is kept insensate with powerful narcotics and steered with a hand-crank fan. Is it delicate inflammable, explosive and rare.

2. **High Priestess** – permanently levitates, can fire three **Magic Missiles** [autohit, d4+1 damage] per turn or **Fireball** every other turn.

3. 3d4 Echolopsid Hunters –

Six-limbed octopus-like beings [*as Bandits with maces*]. Two attacks, 60' move, never fall.

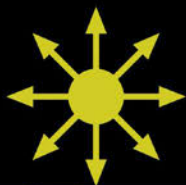
They have meagre vision but perfectly sense anything within 200ft that touches the obsidian.

Aim to hunt and scavenge anything, but will avoid risking themselves against a stronger foe. Intelligent yet mute, open to discussion.

4. **Echolopsid Family** - d4 Hunters [*as above*] plus 3d4 elderly and young [*as level 0 peasants*] armed with 15' pushing poles. Will defend themselves behind wooden barriers and traps; will finally escape by swinging away on rough ropes to reattach themselves elsewhere on the obsidian. May return with reinforcements or strengthen future defences.

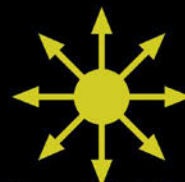
5. **d6+6 Goblin Hoomays** with rough crossbows which require both hands and two turns to load and fire. They each have a flimsy grasp of risk and their ancient frayed climbing rope.

6. **Rival Adventuring Party** - same level and number as the PCs but better equipped and provisioned. Most notably with a magic **Floating Disk** that provides a stable firing platform but will not move while under a living burden. [*On subsequent rolls it's either the same party again, or other likely creatures or beings from your setting.*]



Dimensional Den

Small Adventure for levels 4 to 6



A Story so Far...

A wizard is known as Ulter, the "Southpaw," who discovered the terrible secret of traveling with portals. However, because it was mighty magic, he was unable to control it and ended up creating an area of instability in his old magic laboratory. Ulter is gone, but rumors that in his laboratory there is a legendary treasure, as well as the secret of this powerful magic, have attracted adventurers. However, a curse remains on the spot: each time an adventurer explores it, the place is never the same, and if this treasure exists, it seems that Ulter has disappeared with it. Is the challenge launched, ready to take a chance?



By Tony Garcia
mgleitef@gmail.com

Room I

You enter a hexagon-shaped room in the old Ulter laboratory. There are strange symbols drawn on the walls and remnants of furniture shattered on the floor covered with dust and dirt. The air has a strong smell of ozone, and at the other end, there is a magical dazzling portal in purple, waiting for you to cross.

Phase I

1,5 - Room
6 - Missing

Phase II

1,4 - Room
5,6 - Exit

Room Type(Roll d6)

1 - Type I
2 - Type II
3 - Type III
4 - Type IV
5 - Type V
6 - Type VI



General Rules

Starting, putting the "adventurer counter" in room I. This small "dungeon" can be played solo or with a group of 3 players with eight game rounds. These eight rounds are divided into Phase I (from round 1 to 4) and Phase II (from round 5 to 8). At the start of each round, he must roll 1d6. There are three possible results. In the case of Room, he should roll 1d6 and consult the table of type Room Type and check in the Rooms table, where the portal took him. In each room, there is a description and the possibility of encounter or not. In the case of missing, the player is lost between dimensions and is considered dead. In Phase II, the missing result is transformed into Exit. It means that the portal can lead to an exit before the final round. In this case, the player must roll 1d6 and consult the exit table. If the player reaches the last room (marked with the letter E) in the eighth round, he must roll 1d6 and consult the exit table of our game. In the final of round (after a encounter roll in room Type) move your adventurer counter to the next room.

Exit Table (Roll d6)

1,3 - Exit without a treasure
4, 5 - Treasure (roll a d6 and consult Treasure Table)
6 - You are disintegrated by the magic of the portals and you die horribly.

Rules for 2 or 3 players

In the case of encounters, the number of monsters must be multiplied by the number of players (for example, with two players, if two zombies are found, these will be 4, 2 players x the number of monsters in the encounter.) In the end, in the case of treasure found, each will roll 1d6 to determine their treasure.

Treasure Table (Roll d6)

1 - 1 D10x100 Gold Pieces
2 - 1 Magic Weapon
3 - 1 Cursed Weapon
4 - 1 Magic Armour (Class Type)
5 - 2 d10 x 100 gold pieces diamond
6 - 1 Cursed Armour (Class Type)



Type I - Tropical Forest

You step out of the portal into a large clearing of a rainforest full of life and terribly hot. At the end you see another jade-colored portal, it will probably take you to another place. There is little care, because you can find yourself with unpleasant things. Roll 1d6

1-3 - No Encounter
4,5 - 1 Tiger
6 - Giant Constrictor Snake

Type II - Swamp

The fetid smell of rotting from a swamp takes over your nostrils. You are in a rainy swamp with dirty water up to your knees. It's late afternoon. In the distance, you see another purple portal. Roll 1d6

1,3 - No Encounter
4 - 2 crocodiles
5 - 2 zombies
6 - 1 Wight

Type III - Old Temple

You emerge in the crypt of some ancient temple. The room is poorly lit and smells of decay. You can see that this room is full of coffins. In the background, you see a blue portal. Better to walk very quiet so as not to "wake up" anything. Roll 1d6

1,4 - No Encounter
5 - 4 skeletons
1 - Mummy

Type IV - Cavern

You leave in a corridor of a cave that is poorly lit by small torches and very humid. In the background you see a bright red portal. Roll 1d6

1-2 - No Encounter
3 - 4 orcs
5 - 4 lizardfolks
6 - 1 Ogre

Type V - Dungeon

You emerge in a large, empty dungeon room, well lit by torches. There is a closed wooden door and in the background you see a yellow portal. Roll 1d6

1-2 - No Encounter
3 - 2 ghouls
5 - 1 Doppelganger
6 - 1 Minotaur

Type - Desert

You emerge in a great desert. The sun is high and the heat is suffocating. In the distance, you see a black portal, prominently on the horizon. Roll 1d6

1-2 - No Encounter
3 - 2 Harpies
5 - 1 Giant Scorpion
6 - 1 Manticore

Eggs for Breznak by Vance Atkins (leicestersramble.blogspot.com)

Emperor Breznak Hooknose III requires a dragon egg. Because status. Word is, a dragon nests out in the Macasain Bluffs. But you're goblins. You can't go toe-to-toe. Get in, grab the dragon's egg, get out, and good luck. Stealth, subterfuge, or negotiation will heighten your chances. Play any class you want. But you're still a goblin.

D10 Rumors: **1)** The cavern has multiple entrances (T); **2)** Other beings have symbiotic relationships with the dragon (T); **3)** A flooded passage allows entrance to the egg chamber (F); **4)** Shifting, illusory passages protect the dragon's nest (F); **5)** Kobolds worship the dragon (T); **6)** A knight's ghost haunts the caverns (F); **7)** Fungus have overgrown the caverns (T); **8)** Swarms of stirges fills the outer caverns (F); **9)** The dragon's mate patrols the forest (F); **10)** Cramped tunnels may avoid/evade the dragon (T)

D12 Things Each Goblin May Carry: **1)** Bag of broken glass; **2)** Tin whistle and yo-yo; **3)** Two smoke bombs; **4)** Big ball of clay; **5)** Bag of harpy poo; **6)** A shiny red agate; **7)** A doll; **8)** Down pillow; **9)** Jar of rancid oil; **10)** Silver mirror; **11)** Pot of glue; **12)** A cage of live rats

After some uneventful travel, the PCs find the cliffs. Searching may find up to 3 potential entrances...

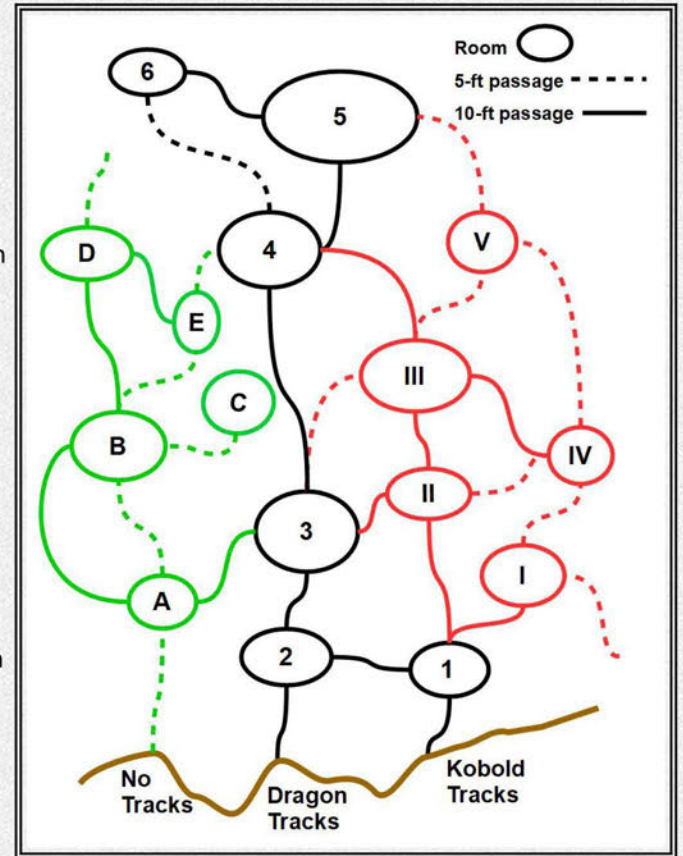
Dramatis Personae

1-6. Radayuli Scylroxim (8HD Green Dragon): Vain, she preens and fusses. Anxious, she patrols between her chambers and eggs. She may be absent while hunting (back in 1d4 turns). The kobolds provide adoration, offerings, and food. She considers the shroomfolk a harmless curiosity. Any intruders must bring gifts or entertainment, and reverence, or else. **Rooms of note:** **5. Nest:** 3 in 6 chance, hoard (3-6,000 gp in coins, gems and art, 2-5 magic items); **6. Egg Chamber:** (2 eggs, buried in composting pile of leaves) 2 in 6 chance; **Other rooms:** 1 in 6 chance of encountering dragon.

I-V. Kobolds: The kobolds idolize the dragon. They are wary of the shroomfolk for their silent industry, lack of interaction, and service to the dragon. Suspicious of other intruders who may disturb “their” dragon. **Rooms of note:** **III. Hak's Hall:** Boss Hak (2HD chief, AC as chain, atk: 1d8; *Ring of the Mongoose* (+1 DEX)) and 2-8 kobolds; **IV. Ikke's Squat:** Sub-chief Ikke (1HD, AC as leather and shield, atk: 1d6+1, *potion of cure light wounds*) and 1-4 kobold bravos hang here, jealous of Zilli's influence with the chief and dragon; **V. Zilli's Lurk:** Conch-blower Zilli lounges here if not crooning the dragon (2 in 6 chance). His serenades calm the high-strung dragon. If Conch played for 1 turn, may *sleep* dragon (1 turn); **Other rooms:** 2 in 6 chance of 1-4 kobolds.

A-E. Shroomfolk: Almost a hive-mind, shroomfolk are weird and alien. They don't have names. Silent and non-confrontational cleaners, they harvest dragon poo and kobold detritus for their "gardens." They emit ESP spores to communicate with intelligent intruders and at least 3 must be swayed for any decisions or concurrence. **Rooms of note:** **B. King Shroom:** Large (5 HD, AC as chain, atk: spores as 2-8, below)), nearly immobile. Appreciates interesting poo and filth for gardening. May call 2-5 shroomfolk (1 HD, AC as leather, atk: 1d6) and activate 1-4 fungal zombies (2HD, AC as leather and shield, atk: 1d6+1); **C. Grow Lab:** Cap-Chymist (4 HD, AC as leather and shield, atk: 1d6+spores as 5-8, below) brews fungal concoctions. 2-5 random brews available: **1) memory** (+1 spell/day to max level); **2) slow** spell equivalent (5' diam cloud); **3-4) corrode** (5' diam splash, save or 1d8 dmg/2 rds, armor loses one point); **5-6) choke** (10' diam cloud, save or 2d4 choking dmg, obscured vision); **7-8) hallucinate** (5' diam cloud, save or immobile with visions, 1d3 turns); **Other rooms:** 2 in 6 chance of 1-4 shroomfolk.

DM's choice: D4 Complications: 1) Hatching imminent; 2) Pesky adventurers; 3) Rival band of sycophantic kobolds arrives; 4) Fungal spore bloom clouds caverns



Lord Caldrich's Manor

... is home to the legendary Staplemark tapestry, telling the tale of King Calodoric. The remote manor itself was built by his descendant on a castle as old as time. The tapestry stretches without end on each of its dark walls.

You were sent here by your friend Lady Ada Chegwin to investigate the disappearance of her son Arnold. This man has lived in the manor for a year, and was last seen here a week ago.

🔑 = Unholy secrets. "3🔒" = This scene happens right after the discovery of three 🔑.
👁 = A portrait looking at you... an elusive

eye shape on the tapestry... the PC making the discovery in this room feels subject to a spying gaze for a second, and gets closer to madness.

Characters in the manor:

Lizbeth Chegwin: The apathetic younger sister. Tells: Arnold inherited the manor from a long-lost, unknown and disappeared relative, Lord Caldrich.

Father Gordon: Local priest & friend of the family. Tells: Theories say Calodoric's mace was made of meteorite; its toxic touch was mistaken for magic.

Dr Wilmore is very close to Lizbeth. Tells: She called for him because Arnold & Gordon have suffered from bouts of psychosis lately. Acts:

[2🔒] He secretly pushes the weakest PC in one of the castle's medieval traps. Secret: Would inherit the manor if Arnold and Lizbeth disappeared.

Locations & Clues:

Arnold's Room: In his journal, Arnold writes of discovering an old cache containing an ancient mace engraved with monstrous symbols. He inexplicably lost it before he could show it to Lizbeth and Gordon. Did it trigger his psychosis?

Library (🎲 Library/History): 🔑 👁 Through centuries, the castle was home to a series of tragedies. All befell on members of a local monastic order, operating in secrecy.

The Study (🎲 Accounting): 👁 A great sum of money was sent monthly by Lord Caldrich to a Mrs. Wilmore, for four decades. Owning the estate is very lucrative, though it is hard to know why.

Dining Room: 👁 A bouquet offered by local villagers hides a note. The authors plead Lizbeth to leave before something sinister happen.

Gardens (🎲 Science/Survival): 🔑 Here are traces of a human roaming the gardens on all fours.

Searching the content of the tapestry ? Roll 1d4: (no more than once per room, reroll doubles)



1. 🔑 SONGS SAY KING CALODORIC WIELDED A magical mace LOOKING LIKE AN EYE. THE BODIES OF HIS ENEMIES WERE HORRIBLY DISFIGURED.
2. 🔑 LOCAL FOLKLORE TOLD OF A 100-EYED BEAST. IT SOMETIMES OFFERED ONE OF ITS EYES AS PART OF A BARGAIN WITH MORTALS, WHO BECAME ITS servants IN LIFE AND UNDEATH, FOREVER.

3. 🔑 👁 KING CALODORIC LOST THE LOVE OF HIS PEOPLE WHEN HE TORTURED AND KILLED A PIOUS KNIGHT OPPOSING HIM, NAMED ELIAS CHEGWIN.
4. 🔑 👁 AT THE END OF CALODORIC'S REIGN, THE LOCAL MONASTIC ORDER OF SAINT ALDOUS MYSTERIOUSLY MADE HIM PRISONER OF THEIR SECLUDED MONASTERY. THE KING WAS HENCEFORTH NEVER SEEN AGAIN.



Events:

[4🔒] Father Gordon succumbs to panic and mutism. Then, he rushes and attempts to burn the tapestry. Is he mad, or either hiding something?

[5🔒] A pitfall trap opens, leading to Arnold's body. His corpse is smashed and pustulated.

[6🔒] Behind a piece of tapestry, a secret door leads to a hidden tower. Inside, a hunched old man in ancient royal garments... Horror! His face is ghoulish, he prowls like a lion, and he hungers for flesh! [Escaping is possible, fighting not so much.]

Suggested media: 🖼 Tyntesfield Manor / Bayeux Tapestry / 1890s portraits
🎵 Brenda Wootton - "Jan Tregeagle" / John McCormack - "The Old House"
Released under the Creative Commons Attribution-Share Alike 3.0 Unported license - <http://creativecommons.org/licenses/by-sa/3.0>

By Vincent
Bettenfeld
<https://scotaire.itch.io/>

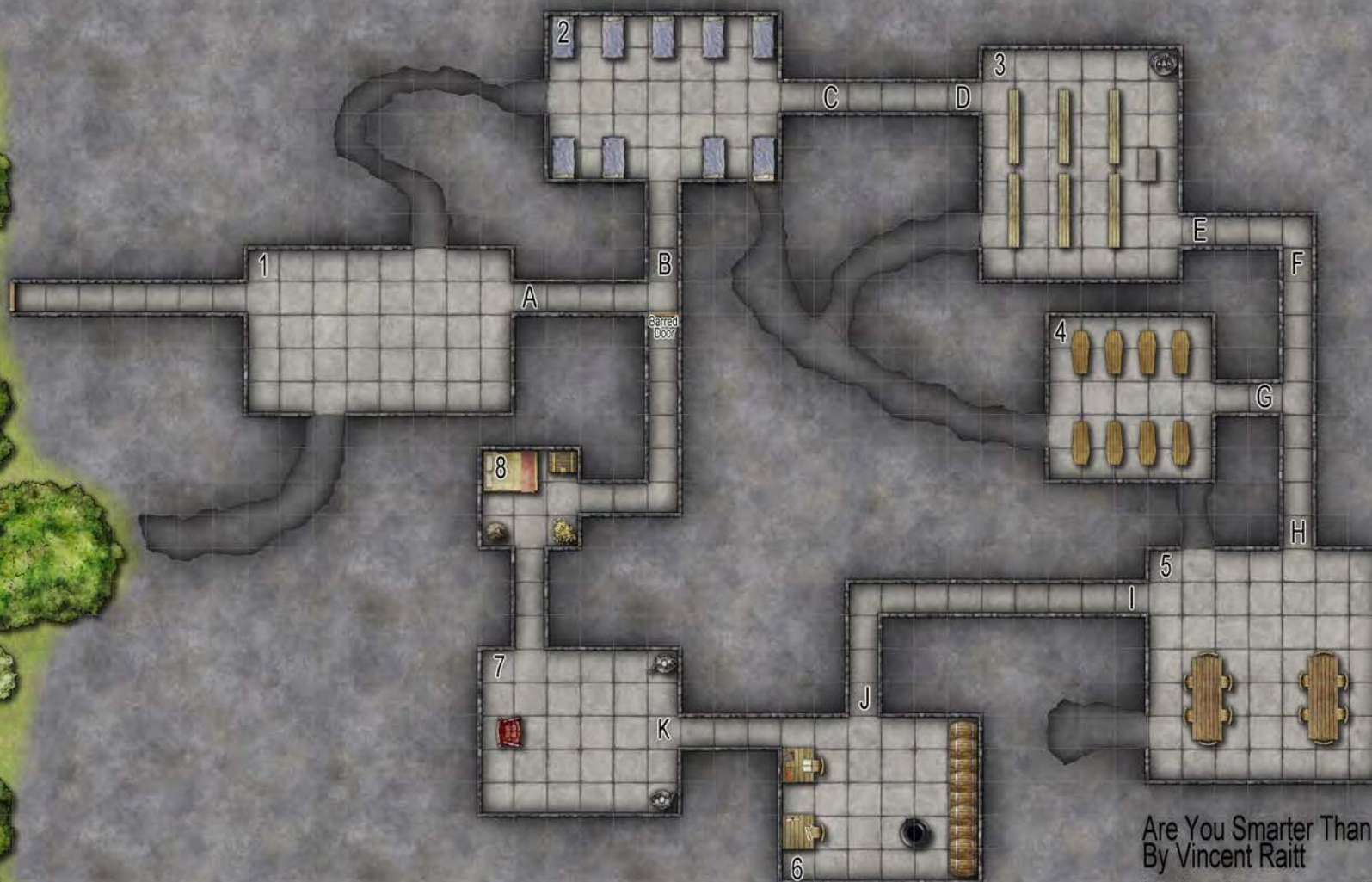
The outside has a barred door leading inside and a cave found with some searching.

Rooms

- 1: An entryway with three kobolds (MM 195) on guard duty. The door down the corridor is barred from the other side.
- 2: A Dormitory with four kobolds sitting on the floor, playing dice.
- 3: A chamber with a statue of a nothic (MM 235) in the corner, and four kobolds sitting around a fire.
- 4: A room with eight coffins, each containing 2d6 gold. If a coffin is disturbed, a specter (MM 279) appears.
- 5: A cafeteria with one kobold in the room. If still alive on it's turn, it calls for help, and three kobolds with pickaxes come out of the cave to the left.
- 6: An empty room, split into a storage and a study room. On the bottom left table is a spell scroll of the spell Find Traps (PHB 241).
- 7: A throne room with a Vhight (MM 300) sitting on the throne. If trap 'K' was triggered, the Animated Armors (MM 19) attack as well.
- 8: A master bedroom with 2400 CP, 1000 SP, and 70 GP, nine 50 GP Gemstones, and two Magic Items of appropriate power.

Traps:

- A: An already triggered spike pit with a kobold corpse in it.
- B: Spike Pit|DC 12 Dex Save|1d10 Pierce on fail.
- C: Poison Gas|DC 12 Con Save|1d10 Poison on fail.
- D: Poison Dart|+5 to Hit|On hit, target paralyzed for 30 seconds.
- E: Magic Trap|When within 5 feet, the statue in the previous room turns into a nothic.
- F: Spike Pit|DC 13 Dex Save|1d12 Pierce on fail.
- G: Flamethrower|DC 13 Des Save|1d12 Fire on Fail
- H: A cave in occurs on the 'H' Tile|DC 15 Dex Save to land on the other side|Blocks the corridor afterwards
- I: Poisoned Spears|DC 14 Dex Save|1d10 Pierce and 1d6 Poison on a fail.
- J: A Bladed Axe swing|DC 15 for the initial swing, DC 13 for subsequent swings|1d12 Slash on a fail
- K: Magic Trap|When stepped on, the suits of armor in room 7 animate (MM 19)



Are You Smarter Than a Kobold?
By Vincent Raitt

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SUNNALEE CAVERN

BY WARKLEGNOW

- RUMORS**
1. A BASILISK LIVES THERE
 2. A GORGON LIVES THERE
 3. TINY, INVISIBLE PEOPLE LIVE THERE
 4. TWO EXPLORERS DIED THERE
 5. VALUABLE CRYSTALS GROW THERE
 6. THE WATER IS POISONOUS



9 THE TUNNEL HERE IS ENTIRELY SUBMERGED. NAVIGATING IT MEANS SWIMMING UNDERWATER IN COMPLETE DARKNESS. AN AIR POCKET, OR "AIR BELL," IS LOCATED HERE. OTHER BRANCHES LEAD TO #11, #8, AND #4.

8 A NATURAL BRIDGE ACROSS THE STREAM. SKELETON OF RHYNE TOLBAN LIE AGAINST THE WALL. A BROKEN LANTERN IS BESIDE HIM. HIS GHOST HAUNTS THE CAVERN.

7 A TIGHTLY-PACKED PASSAGE OF STALACTITES + STALAGMITES FUSED INTO COLUMNS, COVERED IN SLICK GREEN ALGAE THAT ACTS LIKE ACID IF TOUCHED.

4 POOL-LAIR OF A GIANT, SENTIENT, TELEPATHIC CRAYFISH. IT IS SOMEHOW IMMUNE TO THE WATER'S MAGIC. EATING ITS FLESH GRANTS THIS IMMUNITY. IT WANTS TO LIVE ON THE SURFACE AND PROMISES TO SERVE WHOEVER HELPS IT DO SO.

1 A SMALL, CLEAR STREAM FLOWS FROM A DARK CAVERN MOUTH. A NARROW LEDGE LEADS BESIDE THE WATER, SLICK AND WET. YOU MAY FALL, IF YOU'RE CAREFUL. YOU WILL FALL, IF YOU'RE NOT.

11 A NARROW PASSAGE. HALFLINGS FIT, BUT OTHERS MUST SQUEEZE AND MAY BECOME STUCK.

THE WATER IS * MAGICAL *
LIVING FLESH IT TOUCHES TURNS TO STONE.
10 MIN: AFFECTED AREAS NUMB + COLD.
20 MIN: PINS + NEEDLES. AFFECTED AREA
30 MIN: SCABS OF ROCK FORM. PARALYZED.
40 MIN: AFFECTED AREA PETRIFIED.
SUNLIGHT REVERSES THESE EFFECTS.

12 AMBER CRYSTALS GROW HERE. TRANSLUCENT + WORTH A SMALL FORTUNE. THE STREAM'S SOURCE IS HERE. WHERE DOES THE WATER COME FROM, + WHY?

10 AN ELEVATED PASSAGE 10 FT. ABOVE THE REST. SLICK FLOWSTONE LEADS UP TO + DOWN FROM IT. THE FLOOR IS THIN + PALE ROCK. HEAVY WEIGHT BREAKS IT, LEADING DOWN 10 FT. TO A STALAGMITE FLOOR.

6 THE STREAM RUNS 4-16 INCHES DEEP. NO DRY GROUND. DRAPERY FORMATIONS LINE THE WALLS + CEILING. MORE CAVE CORAL LIES BENEATH THE WATER.

5 THE PETRIFIED REMAINS OF RABBITE GLISHEN, WHO ABANDONED HIS FRIEND RHYNE TOLBAN AFTER RHYNE FELL INJURED AND BROKE THEIR LANTERN. RABBITE'S HANDS + KNEES ARE NOW FUSED WITH THE FLOOR AS STALAGMITES. HIS EYES ARE FROZEN, VACANT + SEARCHING AS HE TRIED TO FOLLOW THE WATER OUT IN UTTER DARKNESS.

3 A COLONY OF LITTLE BROWN BATS. IF DISTURBED, THEY FLUTTER AND MAY EXTINGUISH LIGHT SOURCES LIKE A GUST OF WIND.

ROLL 1D6 EVERY 20 MINUTES

1. ENCOUNTER
2. SOMETHING SPLASHES
3. SOUND OF WHISPERS... - OR OF WINGS?
4. DRIPPING + TRICKLING
5. GUST OF COLD, WET AIR
6. LIGHT SOURCE FLICKERS
SHADOWS GROW CLOSER
CAVE GETS DARKER

OPPRESSIVE. DARK
EVASIVE SHADOWS
CONTORTED PASSAGE
LOW OPENING
ARCHED ROOF
COLORFUL LIMESTONE
WAVY ROCK FORM
SLICK WALLS/FLOOR
GLISTENING STONE
COVERED WITH
SHEEN OF
WETNESS

2 THE STREAM CONTAINS MANY ROCKS. INSPECTION REVEALS THEM TO BE PETRIFIED INSECTS, BATS, + FISH. ACROSS THE STREAM, A SHELF-LIKE POOL CONTAINS CAVE CORAL CORALLOIDS WORTH TWICE AS MUCH AS CORAL OR PEARLS. THEY ARE SUBMERGED IN A FEW INCHES OF WATER.

ENCOUNTERS

1. CRAYFISH IN #4 MAKES TELEPATHIC CONTACT
2. BATS FROM #3 FLY BY
3. GHOST OF RHYNE FROM #8
ROLL FOR REACTION
4. A SWARM OF CAVE MOTHS THAT DEVOUR CLOTHING IN MINUTES
5. TREMOR AND ROCKFALL
6. WATER DRIPS FROM CEILING ON THE HEAD OF A PLAYER CHARACTER

THE VALLEY OF THE HAG

Nestled between two steep islands lies a valley, itself bisected down its length by a deep trench. The trench is full of incredibly tall reeds and other soft-stemmed plants that form almost a blanket over the trench bed, but are not strong enough to support the weight of an individual. The flora is wildly overgrown and may hide any manner of stealthy predatory creatures.

Hag of the Valley: The hag Fossa Gull, the Fool Drowner, has grown impatient with the local nomadic tribe. When the elder tribe leaders chose to forgo their centuries long tradition of living in harmony with nature, they encroached into the hag's valley and began a wave of strip-mining for semi-precious stones. Aghast at the invasion of her territory and destruction to its environment, she confronted the leaders and gave them an ultimatum -- cease or die.

This is when the adventurer's cross paths with the fuming hag. Noticing the wayward adventurers have also invaded her home, she tasks them with convincing the locals to give up their mining ways and return to the old traditions, or both groups will face her wrath.

Fossa is about a day's travel away from the encroaching progression of desecration. The party can just see the plume of pollution blooming in the *Last Night* spot. They will need to cross the valley's trench to get to one of three possible next locations for the native tribe.

The Hag's Vengeance: Fossa Gull will summon a large plantman warband, along with many tree giants, from within the trench to decimate the native tribe if they do not stop. A native is a match for a single plantman, but they will outnumber the locals easily, and will refresh constantly from the trench's forested depths.

The True Price of Progress: If debated, the tribe elders will argue that they have as much a right to survive as any other race, that if other races are not prevented from mining in this way, why should they, and what good is tradition if following it leads you to languish, or death? They cannot mine elsewhere -- this is where the gem vein runs. It took months to find this vein, who knows if they'll find another in time?

The painful truth is, there is no correct answer. Both sides are right: The locals have just as much right to better their lives as anyone else, and Fossa Gull is correct that the long term damage done to the environment, and thus her, is irreparable. Is the life of one hag more important than the survival of a tribe of people? Without the income from gem mining, the nomadic tribe will starve.

Could the hag provide resources so the locals don't need to mine? If so, should she be forced to? Isn't that just extortion, making the hag work for the survival of the tribe against her will? Neither is responsible for the livelihood of the other, but neither has the right to impinge on the other for the sake of their own livelihood.

Perhaps some clever player might figure out some way to convince the opposing parties that it is in both their best interests to work together? Could the hag join the tribe? Would the tribe accept her, or more importantly, why would she accept them? Is there a solution that doesn't result in the slaughter of either side?

Tired of subsisting while others prosper, a local nomadic tribe abandoned their ancient tradition of harmony with nature to begin strip-mining for precious stones. The local hag, aghast at the destruction to the environment, threatens to kill them if they do not stop. Stuck in the middle, the adventurers must resolve the conflict before it is too late: Make them stop or they will die...

3
WEEKS
AGO

2
WEEKS
AGO

THE
NOMADIC
TRIBE

The Encroaching Tribe: As the generations passed, the tribe of nomads slowly began to flounder. It became harder and harder to meet the tribe's needs while living according to their own outdated ancient traditions. Something had to change, and that change was to embrace the modern practice of strip-mining.

The tribe picks a spot to begin strip-mining. In shifts, workers spend a third of their day cutting down flora and digging up the soil, the next third traveling back to the rest of the tribe with the spoils, and the last third resting and returning to the mining site to repeat the process. This week-long cycle continues each week at a new digging site further into Fossa Gull's valley.

There are three obvious places where the tribe might set up next. Roll, pick, or whatever which one you think the most interesting. If the players guess right, they arrive there just as the tribe does.

If not, the players can spot the beginning of a pollution plume blooming, and infer from that where the natives are now deep in the midst of mining work.

A?

LAST
NIGHT

B?

C?

5
ACRES

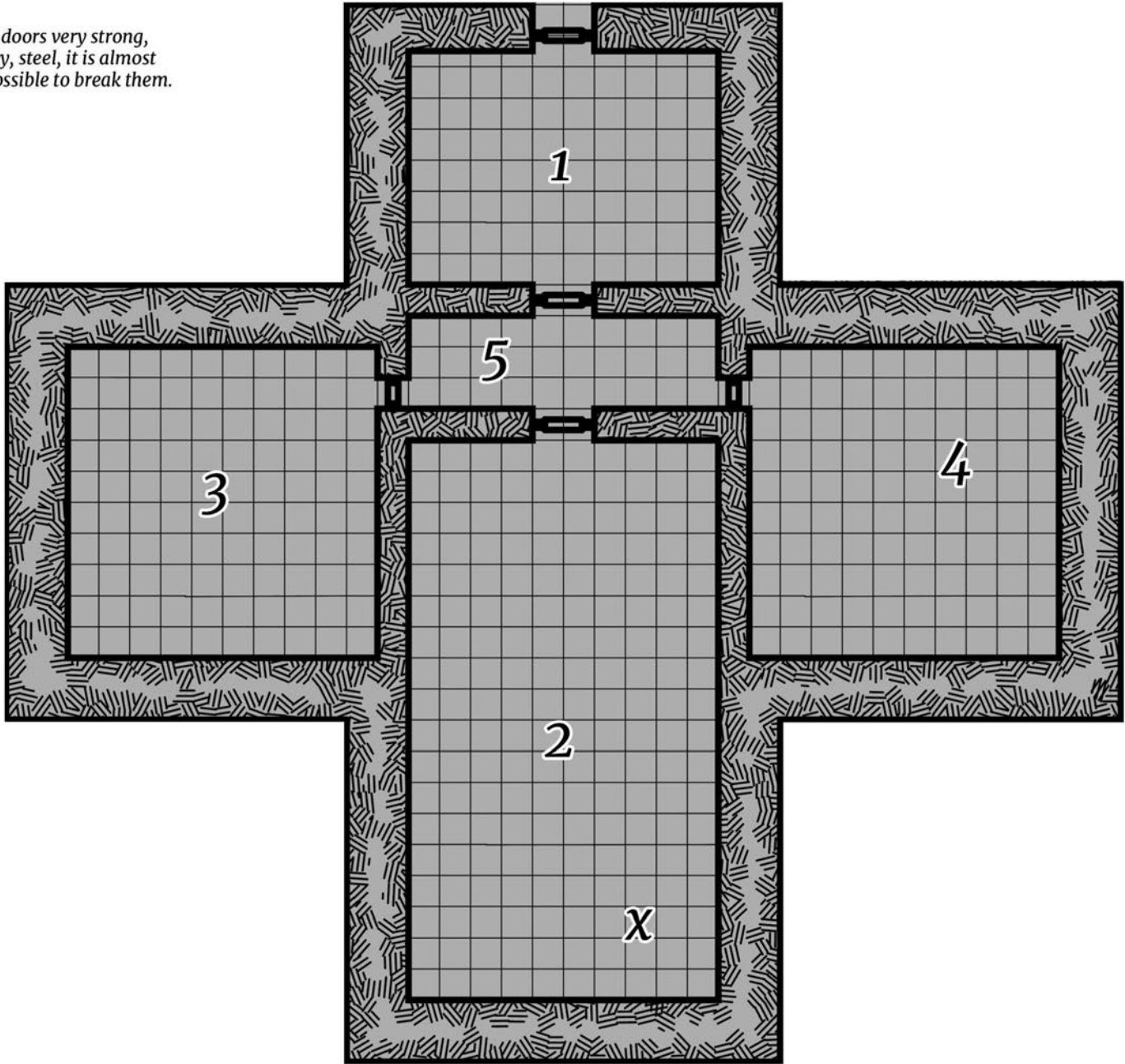
TRENCH VALLEY HILLS

ENDLESS BLUE
PRICE PROGRESS v1.0
by William James Cuffe

Asylum after massacre

The cruel dictator began to clean countries from opponents. He sent objectionable to psychiatric hospitals with a diagnosis of sluggish schizophrenia. There were more protesters, hospitals were filled to capacity, and in one such riot occurred, which left a hecatomb behind itself. This dungeon has a lot of undead and a ghost of a kitten that appears in the dreams of different people and asks to calm the inhabitants of this place.

- all doors very strong, heavy, steel, it is almost impossible to break them.



X - Under the column lies a 5-year-old mimified girl hugging a kitten, on the kitten there are d6 tears, these tears will give d3 an increase in wisdom or charisma (or similar), making the character more sensitive. A girl hugs a kitten, a woman hugs a girl, on top they are littered with corpses.

1 Shower room. This room was conceived as a shower room, but in reality it is a torture chamber with simple tools and a floor equipped with a drain. Water flows from the sprayers from above and it flows into the sewer. Shackles are walled into the walls.

2. The big camera. It is designed for several dozen humanoids. But it seems that all the furniture except the toilet was removed from here and they simply pushed people like a herring into a barrel. When the regime fell, they lit smoke sticks in the torture chamber. From this smoke the captives received pulmonary edema from which they died in terrible torment. Now the cell is ready to stand up and attack the 3d100 zombies, and 4d12 ghouls. And every hour in the room zombies will rise and go out until you find that there are enough corpses left (there were about 600 people in the cell)

3. Medical offices. They look medically. But in truth, this is a guard room. There were no doctors here at all. Security put on lab coats. They prescribed beatings, cold showers, stigmatization, tranquilizers and work, at their discretion. They also took drugs, drank and slept here. In this room is the main loot, consisting of personal belongings of prisoners, drugs, medications, and weapons of the guards.

4. The office of the boss. An extensive room, which is completely burnt out, nailed in the center by the limbs to the side of the table, is hanging on the burned body of the head physician and first assistant director of this prison.

5. Just a corridor.



A Cluck in Time

By: Yeomsley

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Hook: While passing through a small village the party is inadvertently caught in a time loop (a la Groundhog Day) until they can solve the mystery. For some reason, only the party remembers what is going on. The party might meet Farmer Yeomsley on the road and help him fix a wagon wheel on his chicken cart before travelling into town.

The Problem: By cosmic coincidence, a magical Time Egg has been laid by one of the chickens brought to market. When endangered, it will revert time to the beginning of the day (when the party arrives in town, or wakes up at the inn, whatever makes sense). The egg's goal is to be reunited with its hen and hatch. Cultists have placed the egg on the altar in the chicken shrine. They plan to use it in some dark ritual at midnight...

The Chickens: Farmer Yeomsley's chickens have quite the personalities. Mrs. Cluckes insists on wearing a bonnet. Featherhead is a bit of a dunce. Lily thinks she is the most elegant chicken. Harriette is loud and combative. Eggina wears glasses and tends to scribble math in the dirt. Periwinkle has very unusual plumage. Roll 1d6 to determine which chicken laid the Time Egg, or choose yourself ahead of time.

Town: The local tavern is called "The Rising Triangle" and is run by Yvonne, a former Mathmagician. Terry the Toothesayer often hangs around, offering divination in exchange for spare teeth (he used all of his own making gambling predictions). Brassworker Balin is a stout fellow who runs "Touch of Brass" and provides metalworking services. The "Temple of the Bold" is headed by Father Pallum the Meek and his several acolytes. The "Bank of Hillford" is operated by Louis, who is often lost in thought. "The Denim Guard" is a mercenary company that provides town guard duties. What they lack in decent equipment they make up for in gumption. Gallus the bard wakes up early to perform for the town's "enjoyment" and would love to follow a real adventuring party.

Gremlin Caves: Whenever junk gets thrown in the river it flows down to the gremlin caves south of town. There the gremlins love to take things apart and learn how they work. When they put things back together it is never quite right...

Hogwood Forest: On the far bank of the river lies a tranquil forest. If one carefully spent the better part of a day searching the clover fields, they could probably find a lucky 4-leafed one. Beware the stinging hogweed patches! Legend says a nereid lives in the waterfall pond where she cares for lost animals.

The Chicken Cult: in a secret lair beneath the Temple of the Brave lays the secret gathering place of those who believe the next incarnation of their god will come in the form of a chicken. It is guarded by Father Pallum's secret cockatrice familiar.

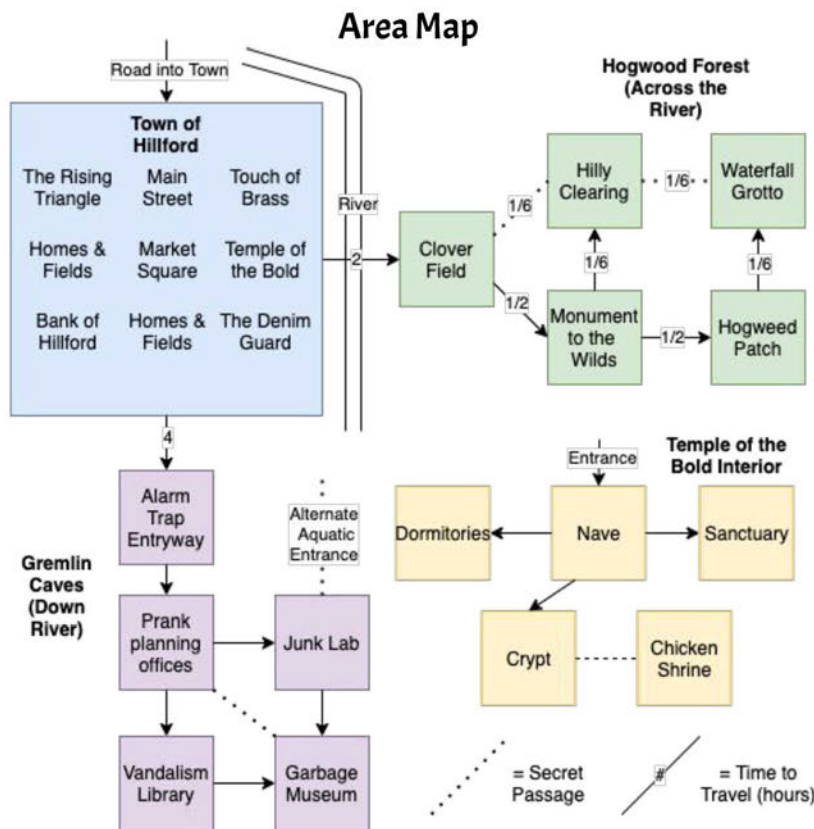
Chicken Fates: After being sold, the chickens end up in the following locations (assign randomly, or choose, or make up your own!). If they are not rescued in an appropriate time, they may meet a grisly fate.

- Sold to another farmer just outside town (hour walk)
- To be served as a last meal to a prisoner of the Denim Guard
- To be this evening's Soup du Jour at the local inn
- Stolen by gremlins for experimentation
- Sainted at the church
- Escapes to the wilds in the forest

The Time Egg: While fragile, it is very intelligent, has limited telepathy, and can sense its surroundings. When in danger it will loop back time. If reunited with its mother and allowed to warm, it can hatch and return to its home plane of existence. It is vulnerable to philosophical debates and lets down its guard when discussing such matters.

Rewards: Honest adventurers will find valuable treasures in the waterfall lair of the nereid, the hidden chicken shrine, and amongst the junk piles of the gremlins. Paying adventurers could seek out Yvonne who likely has some magical items and Balin could craft new gear. Others may find more treasure in the bank if they can pull off the perfect heist...

How to prep: Make up some interesting npcs (townsfolk, gremlins, forest folk, etc) and give them a fast and loose itinerary. Something like 2-3 per region should be good. Having an extra list of less fleshed out npcs can help in a pinch. Adjust / setup monster and npc stats for your system of choice. Roll to see where the 6 chickens end up. Roll to see which chicken is the time egg's mother. You may wish to expand and add notes to the schedule as the party explores to keep each day somewhat consistent. Blame the butterfly effect if things change!



Encounter Suggestions

Schedule	Hillford Location	Hogwoods Location	Gremlins Faction	Temple Faction
Morning (6am - 10am)	<ul style="list-style-type: none">• Gallus awakens town• Markets set up	<ul style="list-style-type: none">• Curious pixies• Wary elk	<ul style="list-style-type: none">• Greedily foraging in river for junk	<ul style="list-style-type: none">• Sleeping in• Performing morning sermon
Day (10am - 5pm)	<ul style="list-style-type: none">• Shops open, workers work• Rude children bother adventurers	<ul style="list-style-type: none">• Quarrelsome rival adventuring party• Agitated awakened Hogweed	<ul style="list-style-type: none">• Dismantling junk, building traps• Napping in the cave	<ul style="list-style-type: none">• Proselytizing villagers• Running errands
Evening (5pm - 10pm)	<ul style="list-style-type: none">• Gumptious guards bother strangers• Rich noble visits bank	<ul style="list-style-type: none">• Thieving quickling• Territorial boars	<ul style="list-style-type: none">• Pranking villagers• Causing mischief in town	<ul style="list-style-type: none">• Evening sermon• Retreat for private prayer
Night (10pm - 12am)	<ul style="list-style-type: none">• Rainstorm.• Gallus becomes a were-rooster	<ul style="list-style-type: none">• Forlorn will-o-wisps• Restless wolves	<ul style="list-style-type: none">• Releasing the "slow but murderously insatiable scrap golem"	<ul style="list-style-type: none">• Entering the secret shrine• Performing egg ritual

SHRINE OF THE SLITHERING SAGE

ONE-PAGE DUNGEON, BY YEVROR



SEEK OUT THE PROPHECIES RAVED BY THE ANCIENT WORM-SAGE IN HIS DILAPIDATED MONASTERY, AND CONTEND WITH ITS MONSTROUS CONQUERORS!



RANDOM ENCOUNTERS (1D6)

- 1: BIRD-MAN PATROL, ON GUARD!
- 2: DRUNK SATYR MARAUDERS!
- 3: SATYRS VS. BIRD-MEN: TURF WAR!
- 4: ANGRY GHOSTS OF DEAD DISCIPLES!
- 5: RUBBLE COLLAPSE!
- 6: MONSTROUS, FLESH-EATING OOZE!

PORTCULLIS: OLD SPEARS AND ROUGH-HEWN STONE. THREE SATYR SENTINELS CHANT TOWARDS THE OUTSIDE. RUSTED LEVER DOESN'T ALWAYS WORK.

AVIARY: CLUMSY EXCAVATION EXPOSES HOLES TO THE SKY. MASSIVE, MISSHAPEN NEST. 3D6 BIRD-MEN ROOST: SOME WARRIORS, SOME COWARDLY CIVILIANS. THEY PLOT AN ATTACK ON THE PORTCULLIS – TERRITORY FOR THEIR DEMON LORD!

SACRIFICE CELL: AN ALTAR RECONSECRATED TO PAGAN SATYR GOD. SATYR KING TORTURES COSIGAN, LAST IMMORTAL DISCIPLE OF THE WORM-SAGE, WITH A WHIP OF THORNS. IT'S A RITUAL SACRIFICE FOR VICTORY AGAINST THE BIRD-MEN.

SATYRS' LOFTS: HOOTING AND SINGING. BEDSHEETS SHREDDED INTO A BESTIAL DEN. 2D10 SATYRS REST/REVEL AROUND A BONFIRE. VALUABLE FURS AND FABRICS STREWN ABOUT THE MESS.

GARDEN: PEBBLE PATHS BETWEEN FRESH CROPS AND HERBS. SCENT OF BLOOMING FLOWERS. THE TREE'S GOLDEN FRUIT GRANTS ITS EATER YOUTH, BUT INFLECTS SLOW, INEXORABLE MADNESS.

SPIKED PIT: POISONED BONE NAILS LURK BELOW A MAROON RUG. TRAP SET BY THE BIRD-MEN, WHO CAN JUST FLY OVER IT.

FEATHERED THRONE: SATYR QUEEN'S CORPSE NAILED TO THE DOOR. HELLISH MAGIC EMANATES FROM WITHIN. DEMON LORD OF THE BIRD-MEN BEARS HIS ROYAL FINERY AND SCEPTER, WEARING SANCTUM KEY AROUND HIS NECK. HE RECITES VILE DECREES TO BIRD-MEN ROYAL GUARDS.

SCROLL REPOSITORY: RACKS OF PARCHMENT AND HOLY RELICS. SACRED AND SILENT. THE GUARDIAN SPECTER QUESTIONS ALL WHO DARE TRESPASS.

BALCONY: HOWLING WINDS BELOW. GATH SNAKE-EYE, ADVENTURING THIEF, BARRICADED TO ESCAPE THE BIRD-MEN. HE'S NOT WORTH KILLING TO THEM. STARVING, LONELY, AND DESPERATE.

SAGE'S SANCTUM: STACKS OF MUSTY TOMES, SCRIBED WITH THE SAGE'S MAD PROPHECIES. CRACKED OBSERVATORY OPENS TO THE HEAVENS. WORM-SAGE WRITHING IN THE GRASP OF A VISION; POWERFUL WIZARD, BUT UTTERLY INSANE. DOORS ARE LOCKED, AND THE DEMON LORD HAS THE ONLY KEY.

NOTE: MOST MONSTERS ARE WILLING TO MAKE DEALS, BEFRIEND THE HEROES, AND GENERALLY GET WHAT THEY WANT WITHOUT FIGHTING.

Beseeking the SAGE OF AMETHYST PEAK

by Yusef Shari'ati (<http://creativecommons.org/licenses/by-sa/3.0>)

Prince Haldir, the heir-apparent, is dying from the **Poisoned Arrow** which struck him during battle with the barbarian tribes. Even the holiest of the King's men could not heal him. The only hope lies in beseeking Wise Sage Thesuvotai, the exiled brother of the King. You were not the Queen's first choice for emissary. However Sir Orion Jing—bearer of the Queen's letter to the Sage—has gone missing. The Prince has but three days left to live. **The Queen begs you now: Find Jing, retrieve the Letter, and deliver it to the Sage of the Mountain. Any reward you desire shall then be yours.**

The Poisoned Arrow sticks fast into the flesh and burrows towards the heart, killing the victim in 7 days. Irremovable without saying the name of the archer who loosed it. In this case: Princess Safiya, the Prince's sister!

The Queen's Letter begs Thesuvotai to divine the name of the archer and so save her son the Prince. She invokes their secret love & infidelity from long ago. Reveals the Prince is actually the Sage's son!

Rumors: Drop several dice on the page. Read where the highest # lands. This is the rumor.

Shrine of Atonement. Cyclopean statue of Avanas grimaces disapprovingly. Glabrous, long-nailed barber-priests wield electrum razors, shaved penitents are fed powerfully purgative bonbons (mainly fenugreek & castor) that expel disease, curses, sins, and everything else.

Cliffs of Ecstasy. Alcoves with alabaster idols of many-armed gods. Giant tarantella spiders attack with euphoria-inducing but necrotizing venom. The cure is vigorous dance.

Heavenly Ascent. Frank the ogre monk mans the crank-operated armored elevator, admits only the poor, as "Only the unburdened may rise."

Bridge of Humility. Long-nosed Yseba, "Greatest Swordsman/Statistician in the World" lets none pass unless they duel him or kiss his feet. He wields the **Sword**. Tally marks on a cedar tree record his 38 victories 0 losses.

— Road
- - - Wilds

Clouds harbor haloed Bröcken Spectres (as Shadow) in the swirling fog. One for each traveler. They fear mirrors.

Summit. The Sage furiously meditates his feelings away here, his body already half-amethyst. Trying to transcend, refuses to meddle in mundane affairs. But the Queen's Letter convinces him; he sadly reveals the Name of the Archer.

Crystal Pass. Sunlight glints off the ancient crystallized remains of myriad monks. An **Amethyst Monk** guards the way up with a question: "You are too hasty. Tell me: what runs up and down the mountain yet never moves?" Answer: "The Road."

Sage's Yurt. He ain't here. **The Fairy Crocus** warns of dangers ahead & dissuades pursuit: "it will only bring more suffering." She promises to divulge location of the **Jewel** if they leave Sage alone. Quietly loves him, wants to protect him from upset.

The Fairy Crocus "Küm-küm"
Purple petals. Has three saffron stigmas (regrows 1/day); eating one effects *Protection from Evil* until dawn.

Poppy Valley. Soporific vapors. Save or sleep for 3d6 hours. Roll encounter to see who or what is napping here.

Herbal Vista. Yarrow staunches blood, heals wounds. Fanged musk deer often feed here.

Sir Orion Jing bore the **Letter** but lost all to bandits. Now languishes here selling his florid fuchsia lacquered armor for cheap. Ashamed & depressed, wets his drooping mustache in a half-empty wineskin.

Bandit Cult Hideout hidden in fig grove. Murderers & thieves worship **banyan treant** filled with skeletons of victims. Every night: wild drunken revelry, dance & drums round a fire fed high. **King Nanoc** reposes on a mound of stolen spoils, a skull-goblet held loosely dribbles fig-wine as he slumbers. The **Letter** lies in plain sight on top. He does not yet know its value.

The Sword "Mille-feuille"
Cuts anything, ignores armor.

Grotto of Alms. Enchanted pool transmutes metal into organic matter (gold→goldfish). Giant ever-hungry anglerfish rests on the bottom. His lure is the **Jewel**!

The Jewel "Empyrean"
Massive thousand-faceted diamond. Brilliance of sparkle is proportional to proximity and quantity of nearby gold.

START

Inscription:
The Foe of Light
Weighs thee Down
Lose thy Self
And Gain the Crown

d3 Assassins sent by Princess Safiya for the Letter

- 1 Gug-Amok the Hungry. Big armored Battle-Toad gulps foes, belches.
- 2 Vuulexshyz the Sadistic. Regenerating amorphous mercury elemental.
- 3 Pta-Ak the Relentless. Myrrh-daubed mummy. A ponderous aesthete.

d8 Penitents, Pilgrims, and Other Folk of the Road

- 1 Ignatius the blind mendicant sells tawdry little tin-amalgam mirrors "for luck." (7-hour bane when broken) Won't donate? He throws one at you.
- 2 Eiko the seamstress is cursed: her hair has turned into white silk. Salmonius the venal merchant wrings his hands, plotting to enslave her.
- 3 Nandini, spy for the Cult of Banyan. Poses as pious pilgrim. Chatty, tries to determine richest victims/travelers. Hidden bandits await her signal.
- 4 Family of four carry grandmother on litter to abandon in the mountains.
- 5 Laughing dancing monk preaches nonattachment, throws pearls like confetti. Winded fat jewel merchant arrives 5 min later yelling "Thief!"
- 6 Hu Pan, the Worm-Priest, inches along the ground in ragged puce robes. Grabs at legs of any he encounters, humbly requests a beating. The first to comply is blessed with a worm's regeneration for one day.
- 7 Procession of eight flagellants make for the Shrine. One, Tuc Dinde, is a fugitive (killed the man who cuckolded him) with a price on his head. A mile-long funeral procession fills the road: 1,000 hired mourners wail, beat their breasts, soil their faces, and rend their black & yellow garments. A solid gold beehive houses the sacred queen bee's body.

So you went off the path...roll 1d4+Altitude Index

- 1 A giant one-eyed wild boar. Highly territorial. Steam rises from his muscled flanks. A golden necklace glints, stuck in its molars.
- 2 A troupe of carnivorous langurs, first soften you up with lobbed rocks.
- 3 A swarm of malarial mosquitoes pesters you incessantly.
- 4 Fanged musk deer (1d4+2) forage. The smell of blood frenzies them.
- 5 Mischievous sprites (3d6) play pranks on lost pilgrim (roll on that table).
- 6 Winged blue goblins (1d6+1) harry you with shuriken, demand tribute.
- 7 Fox-Priestess bathing in a mountain spring. Curses peeping Toms with transformation! Roll again to determine new form (this entry = yak).
- 8 The "Snow Twins" (snow leopard brothers) stalk you.
- 9 Frozen mummified monk-ghoul hungers for the flesh it shunned in its vegan life. Jade prayer beads hang slackly from its emaciated form.
- 10 Seven red-crowned cranes fly across the sky. Good fortune to those who see this (Blessed for 24 hrs)!

20,000 ft

5

15,000 ft

4

Altitude Index

2

10,000 ft

1

5,000 ft

SAMPLE DUNGEONS

THE ONE PAGE DUNGEONS ON THE FOLLOWING PAGES WERE CREATED AND SHARED BY THE ORGANIZER DURING THE FINAL WEEKS OF THE CONTEST.

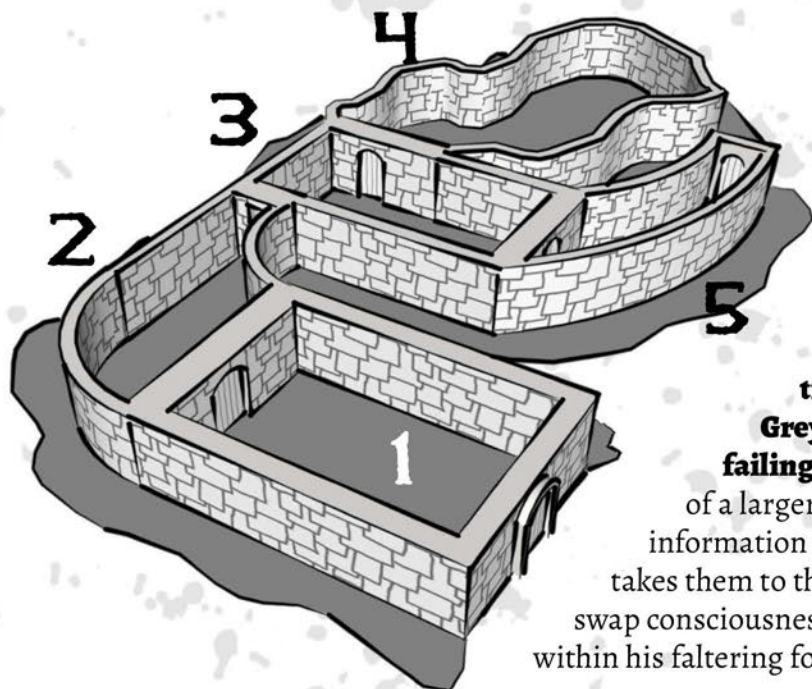
THEY WERE CREATED TO DEMONSTRATE THERE WAS AMPLE TIME TO CREATE AND SUBMIT ENTRIES IN A VARIETY OF FORMATS AND GENRES.



GREYFALK'S GAMBIT

A sample One Page Dungeon
by Aaron Frost

Greyfalk was a talented thief and dungeon delver before running afoul of a powerful mages guild. Imprisoned in an entropic state, his body atrophied and near its end, Greyfalk has constructed a sanctuary within his failing mind. Use this short “drop in” dungeon as part of a larger adventure as a means for characters to gain information or learn some necessary secrets before Greyfalk takes them to the grave. Also Greyfalk will attempt to secretly swap consciousness with a character, dooming them to perish within his faltering form!



1. Master of Disguise Greyfalk will welcome the party to his inner sanctum, happy to have visitors after so long in isolation. He will not let them leave with the information they seek without bearing witness to/ reliving some of his memories. The first room is a dinner party where Greyfalk “nicked” a precious necklet from “Lady Marguerite”. He challenges the party to discover who he is disguised as. Characters interact with various dignitaries and bootlickers using **Wisdom/Charisma** to detect suspicious behavior. Greyfalk is disguised as Lady Marguerite. The door to room 2 opens no matter the guess.

2. Corridor Fighter Phillipe, the guard captain discovered the treachery of the dinner party, and Greyfalk was forced to fight his way through a corridor filled with men at arms. The party must repeat this feat (Guards = $1.5 \times$ party size + Phillipe) while finding themselves wearing a copy of Lady Marguerite’s cumbersome gown/ disguise from room 1 (small penalty to combat) and wielding only daggers. A **Wisdom/Will/etc.** test can be made to summon forth a weapon the character has equipped outside Greyfalk’s mind.

3. Puzzler Alchemist’s laboratory. Greyfalk recounts an early adventure where he and a partner were to pilfer a virulent toxin and the antidote. The partner dropped the toxin, flooding the room (Greyfalk tips the glass container to the floor flooding it a noxious gas as he tells the tale). A single, incomplete dose of the antidote (milky white liquid) was all that could be found. Notes in a strange language reveal a single word “lavender”. There are various glass containers with herbs, but no lavender to be found. Vials of colored liquids can be mixed (red and blue = purple. Purple + white makes lavender. The gas is harmless, the “antidote” is the actual toxin and will kill the drinker within seconds. Door to Room 4 unlocks, door to room 5 remains locked and requires the scepter to open.

“I learned the important lesson that sometimes losing is the best option”

4. Third Story Man “Looting a king’s scepter from a castle under siege was no simple task, and in our escape my new partner was pinned to the castle wall by a ballista bolt, but all was not lost.” Greyfalk drops his bundle of rope and vanishes. A corpse is pinned to far wall, with a scepter dangling by a thin leather strap. At least one player must attempt to climb along the wall to recover the scepter. The rope only extends half the distance, so a “tied off” character cannot traverse the whole distance. It takes 3 rounds/ turns/ **easy** Dex or Agility actions to reach the corpse, and 3 to return. Roll 1d6 for each segment of time. A roll of 1 indicates an incoming volley of arrows: take action or risk being hit.

5. Escapist Upon entering, characters find themselves plunged underwater, bound in rope. Each may test their highest physical or mental stat to escape their bindings before drowning. Metal grate opens/ Greyfalk reveals information and characters exit his mind.

Characters who “die” will be removed from Greyfalk’s mind but are otherwise unharmed.

The character who performs the best overall in Greyfalk’s dungeon will find they are left behind in Greyfalk’s mind, and the player will now secretly roleplay Greyfalk in their character’s body (gaining thief abilities two levels above their current level).

“Winner” for each room	
1	Discover Greyfalk
2	Defeat Phillipe
3	Discover antidote
4	Recover scepter
5	Escape first



VURGRHEM'S REST

Sample Dungeon by Aaron Frost

Cracked stone tiles line the floor, and stale air becomes increasingly moldy the further down the party travels. Carvings in a forgotten Dwarven dialect line the walls throughout.

Roll 1d6 on the table below each time party enters a corridor or junction.

ROLL	ENCOUNTER
1 - 2	No encounter
3	"Lost" skeleton from rm. 3
4	1d4+1 Goblins
5	Goblin Brute (Hobgoblin)
6	Giant Rat

	STATUE
	DOOR
	STAIRS
	TRAP

- Entrance.** Large stone double doors (ajar). Large stone statue of kneeling dwarf, warhammer in one hand with its head resting upon the floor. Door to Room 2 is concealed (*easy* to spot as a goblin has dug at the thin false covering) and locked. Crude short spears are leaned against East wall along with an small empty sack.
- True Armory.** If door is unlocked without using the key, the trap is armed. Ceiling collapses sealing the room off. Critical Failure when attempting to avoid the collapse results in being sealed within the room! Vurghrem's Hammer (*strongly* enchanted) on a stone pedestal.
- Armory.** A triggered trap (metal spikes from floor) | Six skewered skeletons | Goblin corpse. *Weakly* enchanted warhammer at North end of room. When picked up spikes retract and skeletons animate. Goblin corpse North of trap location. Spikes slowly extend after skeletons are released (priming for other traps).
- 4 / 5 **Junction.** Roll twice on the wandering monster table and take highest result. Room 5 is submerged.
- Trapped Junction.** Magical runes on floor teleport victim onto spikes in Room 3 (damage | pinned)
- "Living Quarters".** North Hallway submerged. 8 Goblins | Goblin leader with *quality* Dwarven axe. Trap in hallway to Room 8 same as in Room 6, but *easy* to avoid as it is underwater.
- Burial Chamber.** Locked doors | Vaulted ceiling | Submerged 12' deep | Slick mold covered walls. Statues rise 8" out of water. Center statue is upright sarcophagus (*Difficult* to open in water). Vurghrem's corpse with key around neck. Vurghrem (zombie 2-4 levels higher than party) animates and will scramble towards the East exit, proceed to Room 5, then South (not triggering the trap if still active) to Room 1, where he will proceed to Room 3 looking for the hammer. With the hammer (or not if already pilfered) he will return to the concealed door in Room 1 and begin breaking the false covering. His key will unlock the door. If Vurghrem is allowed to acquire his true hammer, he will begin attacking the party and be even more difficult to defeat.

TEMPLATE CREATED BY CHGOWIZ (CHGOWIZ@GMAIL.COM) [HTTP://OLDGUYRPG.BLOGSPOT.COM](http://oldguyrpg.blogspot.com)
[HTTPS://CREATIVECOMMONS.ORG/LICENSES/BY-SA/3.0/](https://creativecommons.org/licenses/by-sa/3.0/)

BLIND WORK

An Armed escort with a big payoff gone wrong... The client (Vanya, a data courier) nabbed by a low-rent merc gang and dragged into the Red Zone.

RECEPTION

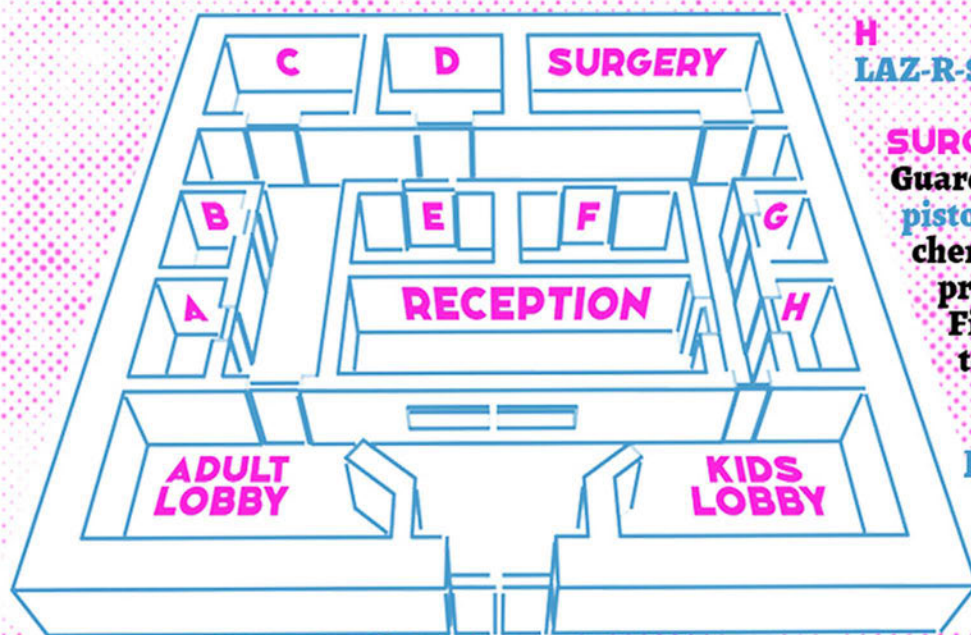
A goon behind the counter with an **SMG** reacts slowly. Loud takeown alerts gang and starts timer (**5 Minutes real time**) before Vanya has their SSD implant fatally removed.

ADULT LOBBY

Unresponsive Low-Boy ganger slumped over a lobby chair.

KIDS LOBBY

Huge Low-Boy prone, reading a children's magazine. **+3 melee damage/ Double Health**



A & B

Empty other than a scale. Low-Boy with **shotgun** "patrolling" the hallway.

C

Low-Boy with **stun baton** relaxing on examining table.

D

Oxygen cylinder / Low-Boy with scalpel

E & F

Low-Boys rummaging for "medical supplies".

G

Trauma Kit (heals 1/4 max health)

H

LAZ-R-S Kit (revives from zero health)

SURGERY

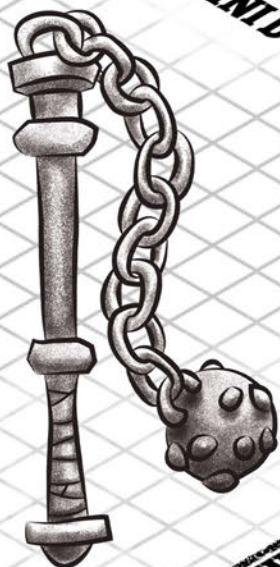
Guarded by Low-Boy "Ronin" with **auto pistol** and **katana**. Inside a Ripper has chemically taken Vanya to "zero health", preparing to remove her implant. Fights with **surgical saw** or threatens to finish off Vanya to buy time.

FEATURES

Destructable Walls / Flickering light
Hiding Places/ Carpeted Floor/
1d4+2 reinforcements show up
after 7 minutes of real time.

WWW.DUNGEONCONTEST.COM
HTTPS://CREATIVECOMMONS.ORG/LICENSES/BY-SA/3.0/

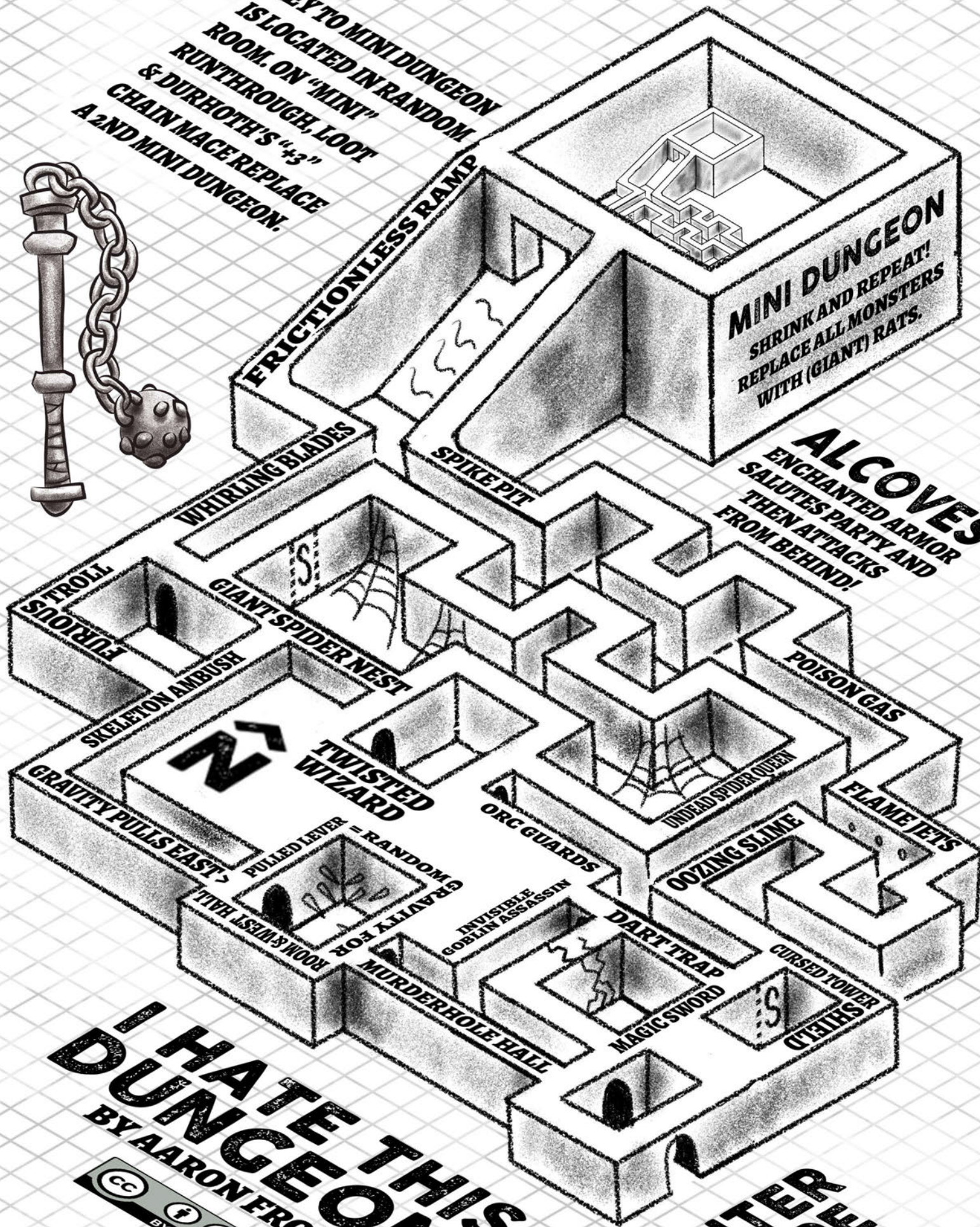
KEY TO MINI DUNGEON
IS LOCATED IN RANDOM
ROOM. ON "MINT"
RUNTHROUGH, LOOT
& DURHOOTH'S "+3"
CHAIN MACE REPLACE
A 2ND MINI DUNGEON.



ERICTIONLESS RAMP

MINI DUNGEON
SHRINK AND REPEAT!
REPLACE ALL MONSTERS
WITH (GIANT) RATS.

ALCOVES
ENCHANTED ARMOR
SALUTES PARTY AND
THEN ATTACKS
FROM BEHIND!



**I HATE THIS
DUNGEON!**
BY AARON FROST

**ENTER
HERE**

