

ONE PAGE DUNGEON COMPENDIUM



2013 EDITION

compiled by
Random Wizard

One Page Dungeon Compendium 2013
Compiled By Random Wizard

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Best Swashbuckling
Andrew & Heleen Durston - Only Acrobats Need Apply

Most Macabre
bygrinstow - Arena of Blood

Best Sci-Fi
Caelum Roberts - Iron Cloud

Best Undead
Daniel O'Donnell - Down Among the Dead Men

Best Wizard Duel
Gus L. - The Brittlestone Parapets

Best Fairy-Tale
Jens Thuresson - The Giant's Dollhouse

Best Homage
Jobe Bittman - Into The Demon Idol

Best One Shot
Josh Burnett - The Burial Mound of Gilliard Wolfclan

Most Original
Kaylee Thumann - Girly Girl Dungeon

Best Fantasy Mystery
LSF - A Stolen Spring

Best Non-Traditional Map
Matthew W. Schmeer - Wizard in the Woods

Best Beastmen
Misha Favorov - Court of the King of No Men

Best Map
Ramsey Hong - Something Happened At The Temple Near Glourm

Best Myconids
Rob S - Citadel of the Severed Hand

Best Single Location
Roger SG Sorolla - Devil's Acre

Best Tower
S. J. Harris - The Baleful Spring

Best Religion
Simon Forster - Church of Consumption

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OLD GUARD TOWER

BY A.FROST/M.KING

The watch tower was built to warn the settlements in the valley below of danger. **Thirty Orcs** overtook the tower before the signal fire could be lit, and have begun marching towards an unsuspecting village. The players must infiltrate the tower and light the warning signal before it is too late!

Ground Floor.

One Orc at door. Leaves cooking kettle on a small fire unattended while patrolling around the tower.

Inside:

Original defender of tower. Dead. Wizard. Has a scroll that indicates it can activate and control gargoyle.

Second Floor.

Two Orcs sleeping. Books on shelves and random potion.

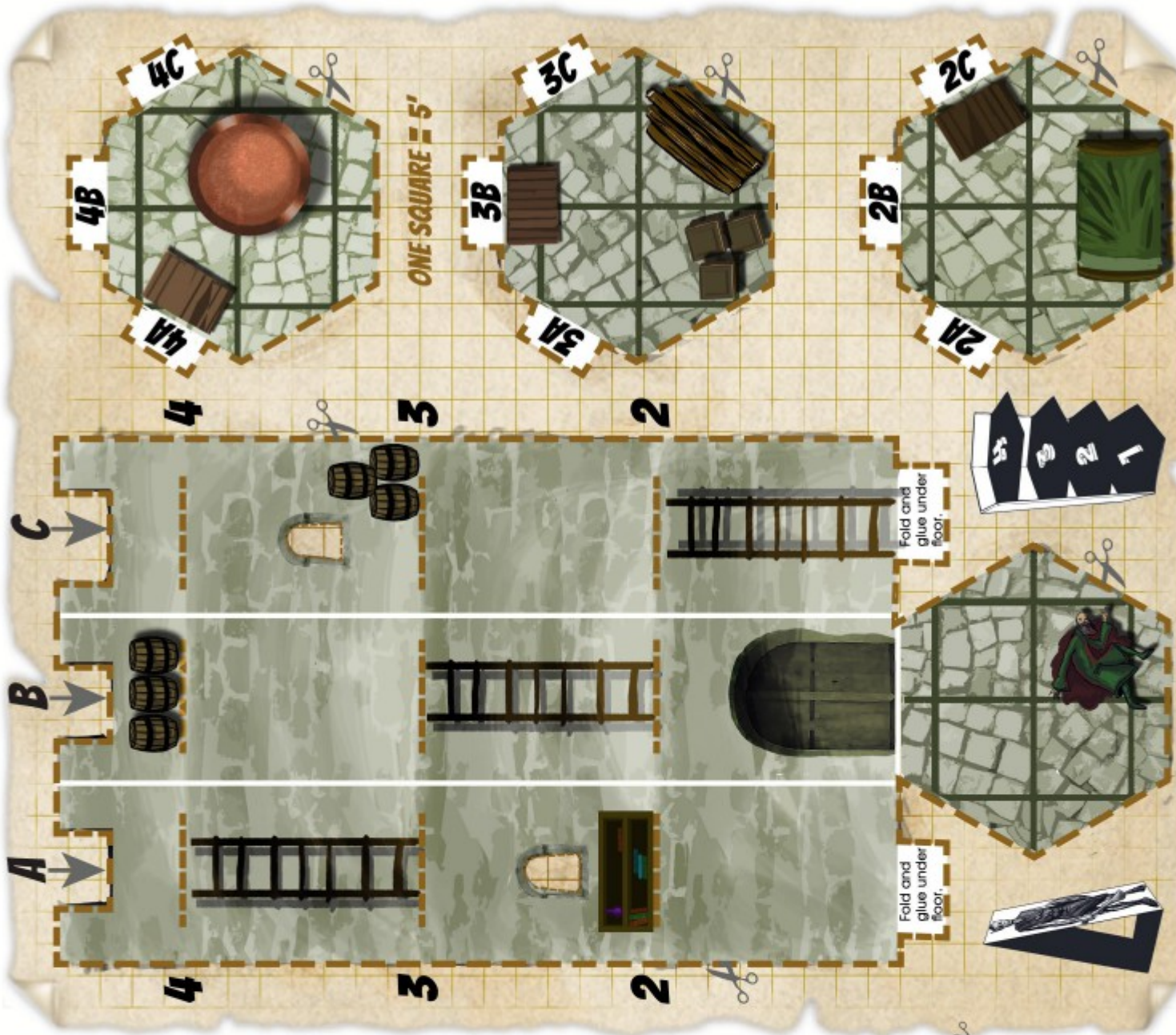
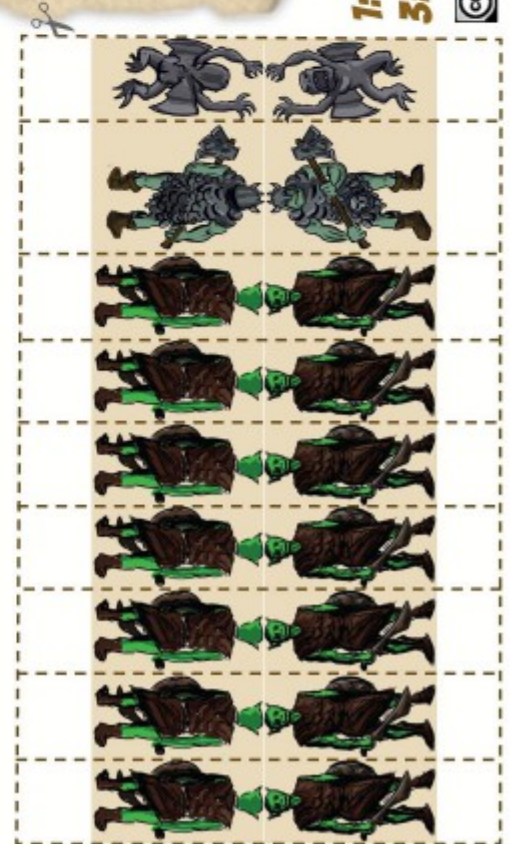
Third Floor.

Two Orcs rummage through tower supplies.

Top Floor.

Two Orcs. Three barrels of oil. A large metal fire pit for lighting the beacon. Gargoyle statue overlooking edge.

Once the signal fire has been lit, the force of orcs will quickly return to the tower. The players must defend the tower for (10+2d6) rounds until the nearest town in the valley lights its signal fire. At this point the orcs will retreat.

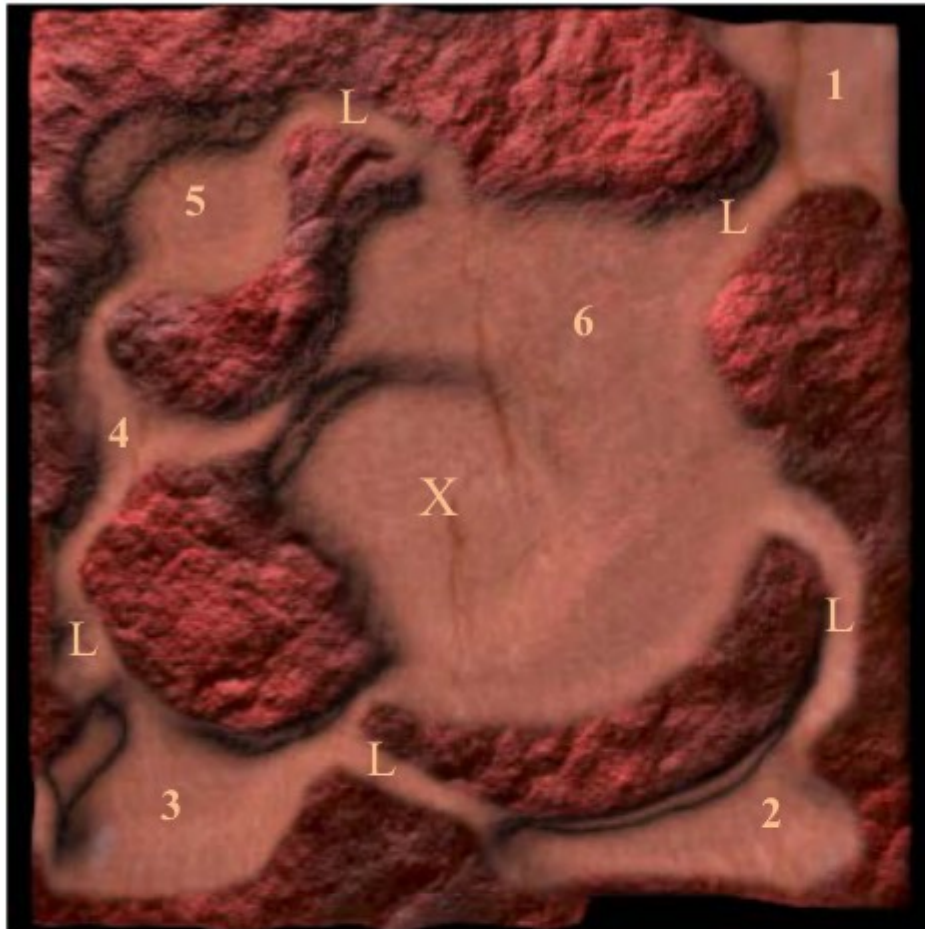


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Key of Dissension – Level 01 by Adam G. Taylor



A descending adventure in which you must venture through 6 areas with ghouls, traps, and much more to make your way to the bottom of 10 dungeons each increasing in difficulties for our adventurers. The goal is to recover the key to unlock the tomb of riches. How low can you go?

Wandering Ghouls

These monsters only occupy the lanes between rooms called laning phases. they spawn anywhere in the lane, can move 1 space a turn designated by the DM and their attacks inflict 5 hp. these monsters respawn after 2 turns and are easily avoided or killed.

Legend

Characters 100 HP

Ghouls 50 HP

Actions default at 5 x action roll

L - Lane

X – Pit to descending dungeon/
battle the guardian

* all stats within the dungeon receive a multiplier base on the level of the dungeon.

Room Key

1. **Start Phase:** this is where characters will first enter the dungeon and decide on the order of play based on a roll of a 6-sided die. Number rolled corresponds to the order a turn is played.

2. **Trap Lane:** Players have two turns to exceed 15 movement spaces to escape the trap. If a player fails to exceed the trap requirement then they are to return to room 1 with half their health depleted. Players have two attempts to make it through the trap room after which they enter the next laning phase.

3. **Puzzle Room:** the DM can choose from some pre set puzzles brought for play or just simply have players pick a number to determine whether players may pass to the next lane.

4. **Option Lane:** Similar to the other lanes, this one is swarmed with ghouls that have a +5 modifier if a player should opt to attempt the bonus phase. Otherwise, if they choose to continue to the next room, then the ghouls are normal.

5. **Bonus Phase: This phase is not for the timid.**

Again, this challenge is determined by the DM and can be attempted by one or all of the players.

If this phase is successfully completed, the reward found in the tomb will be much greater!

6. **Final Phase:** This is what it all has come down to...

To reach the key players must face its guardian. The guardian holds no form but IS the key to unlocking the tomb and has a HP total of 100 x number of players. DM controls the guardian who is able to guard, parry, attack and stun a player for one turn. Players roll their attacks until the guardian is vanquished or until one player remains causing the guardian to return to his protected tomb and players to rethink their strategy.

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The Revelry at Pickett Castle
by Cirsova

Castle Demesne

Mixed with the howls of wolves and the occasional scream, strange music can be heard coming from the ruined castle on the hill, and lights can be seen flickering in the windows. Encounter 1d4 *Zombies* or 1d2 *Ghouls* every 2 turns on road. Random Encounter on a 1(1d6) if avoiding the road.

1. Bridge to the Castle

This stone bridge crosses a deep ravine that surrounds the castle. The doors to the main hall are wide open, and strange music and revelry can be heard within. Players may notice a narrow ledge leading eastward. Players following this ledge will find a window to the Laboratory. Falling from the bridge or ledge will cause 10d6 falling damage. See "Random Encounters" for "guests" arriving from the forest via the Bridge.

2. Main Hall

Bizarre music is blaring in the Main Hall. A wild assortment of monstrous undead are shuffling about to the rhythm. In the northwest corner of the Hall, a *Lycanthrope*, *Werewolf* attends a table with two over-sized Victrola (5,000gp each). Behind the table is a crate with 20d20 records(10gp each). A *Flesh Golem* is swaying back and forth near the table. On the opposite side of the hall, "refreshments" (hunks of flesh on paper plates and Dixie cups of blood) are being served at a table by a *Zombie*.

20 *Zombies*, 6 *Ghouls*, + any additional arrivals are in the Main Hall. 2 *Vampires* are working the room.

None of the monsters will attack unless attacked first or the music stops for more than 1 turn. If the music stops, the *Flesh Golem* will flip the table with the Victrolas (possibly destroying them), then the refreshment table before attacking indiscriminately. *Flesh Golem* will always flee from fire.

If the players do not immediately interrupt the party and have not entered the Laboratory from the window, Boris will appear from the Laboratory and beckon the party to join him in the lab.

3. Laboratory

This room is filled with all sorts of strange alchemical equipment, bubbling flasks, Jacob's Ladders, a wooden rack with restraints, and two giant Tesla Coils. There are two *Ghouls* in a corner repeatedly grasping a Jacob's Ladder. They will not attack unless disturbed.

A frantic looking man in a white coat will introduce himself as Boris and explain that monsters have taken over his castle. While he didn't mind the novelty at first, they've become something of a nuisance and more keep showing up. Plus, they've chained his assistant to the ruined terrace. Boris offers concoct a potion of choice for each player on top of 8,000 gold to remove the unwanted guests from the premises.

4. West Guest Bedroom

Two *Ghouls* are sitting on the bed making out. Upon the players entering, one asks "Do you mind?" If the players do not immediately leave, both *Ghouls* will attack.

5. Master Bedroom

The bed is covered in blood. There are a few red-stained Dixie cups on the floor. There are also several bookshelves containing dozens of books on Biology, Anatomy, Electricity, and Theology. The key to the chains binding Boris's assistant can be found on the bed table.

6. East Guest Bedroom

5 *Zombies* are sitting on the bed, passing a doob. They will not attack, but will offer the players a hit. Anyone accepting the offer must save vs. poison or take 2d10 damage. If the character survives or makes a successful save, a *Zombie* will offer to high five them. If attacked, the *Zombies* will complain with loud groans and go back to the Main Hall.

7. Ruined Terrace

This stone terrace looks out onto the ravine and offers a lovely view of the full moon. Boris's assistant, thrashing and groaning, is chained to the castle wall just outside the Main Hall. Anything falling, or pushed, from the terrace into the ravine will take 10d6 falling damage.

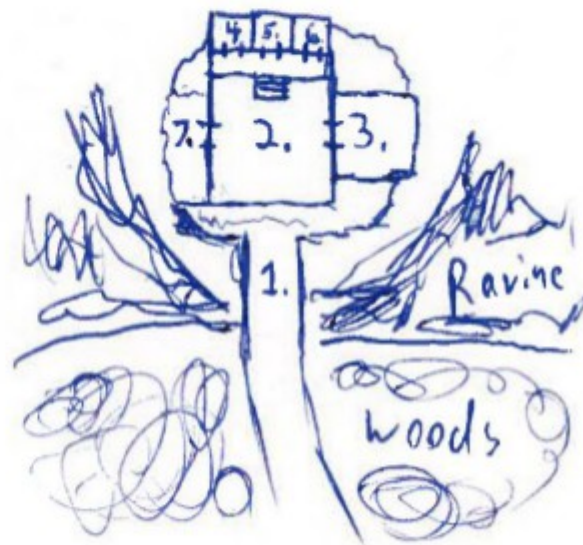
Random Encounters

Roll d6

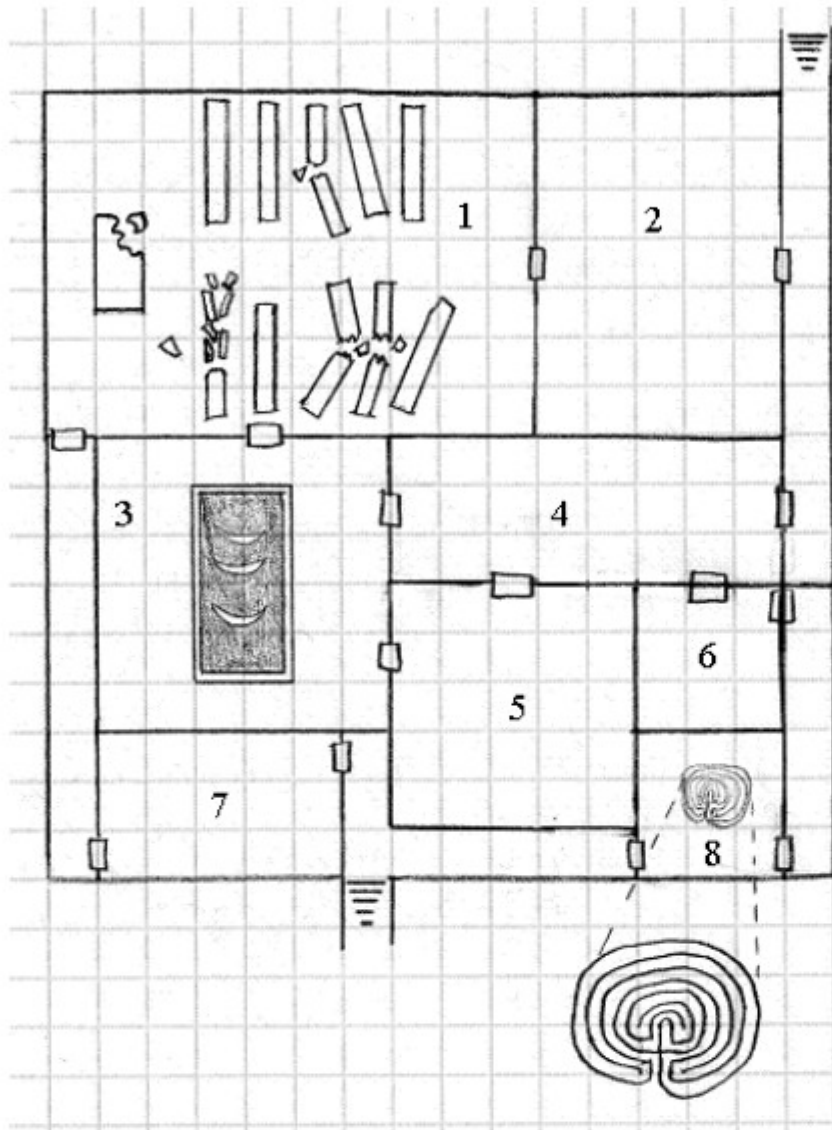
- 1 - 1-2 *Ghouls*
- 2-4 - 1-4 *Zombies*
- 5-6 - 1-6 *Wolves*

Random Encounters do not occur on the Bridge or within the Castle, however each turn that music is still playing in the Main hall, roll to see whether 1d4 *Zombies* or 1d2 *Ghouls* arrive in the Main Hall from across the Bridge as long as the music is playing. A roll of 5 or 6 indicates that no new "guests" arrive that turn.

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Temple of the Demon Speakers



Background

Long ago the Cult of Demon Speakers performed evil ceremonies in this underground temple. Until one day, a mob of righteous peasants came in with torches and pitchforks, and the cult was destroyed. But the high priest soon rose again in undeath, determined to continue his worship. To stop him, the local god led two sheep into the temple, where they were blessed with humanoid form. They managed to lock up the priest and started to cleanse the evil temple.

Recently, a gang of bandits discovered the temple and began using it as a hideout, but haven't dared to explore it much. Now the PCs have been sent to hunt down the bandits... will they be more courageous?

1: The temple's main worshipping chamber. 10 bandits are holed up in here. Their sack of loot contains 85 gp, and a bone figurine of a sheep worth 10 gp.

2: An antechamber. One bandit keeps watch here.

3: A basin in the floor is filled with a disgusting and dangerous black fluid. On the bottom is a golden headdress worth 200 gp, once worn by the high priest.

4: A sheep woman sits on a pillow in deep meditation. If anyone attacks her or her sister in room 5, or if a demon is summoned, she will rise up and fight.

5: Another sheep woman meditating. She behaves like her sister in room 4. Under her pillow is a key to the doors of room 6.

6: The doors to this room are locked. The undead high priest of the Demon Speakers is here. He is quite angry about his confinement. The priest wears a magical golden amulet. Anyone who sleeps wearing this amulet will not regain health or spells, but can speak to demons in their dreams.

7: Inscribed on the wall is a smaller copy of the labyrinth in room 8. Next to it, a text written in the dark language says: "One day of work and one day of rest, then go home".

8: A classic labyrinth is inscribed on the floor. If someone walks through the whole labyrinth to the center, a demon will be summoned. It obeys its summoner's every word for one day, then it can act by its own malicious will for one day, after which it is banished.

Author: Andreas Folkesten
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Only Acrobats Need Apply

You just had to touch it, didn't you?

-- Flerian lead of Flerian's Fliers

Your band of gymnastic second-story experts has stepped in it now. The streets are full of sword and spear wielding guards. A mob with torches follows. Escape is on the other side of town where a magician waits outside of the town's wards. The only path is across the rooftops of town.

2013 One Page
Dungeon Contest

(A) Rooftop

Starting point of the
adventure

Scale: 5' squares

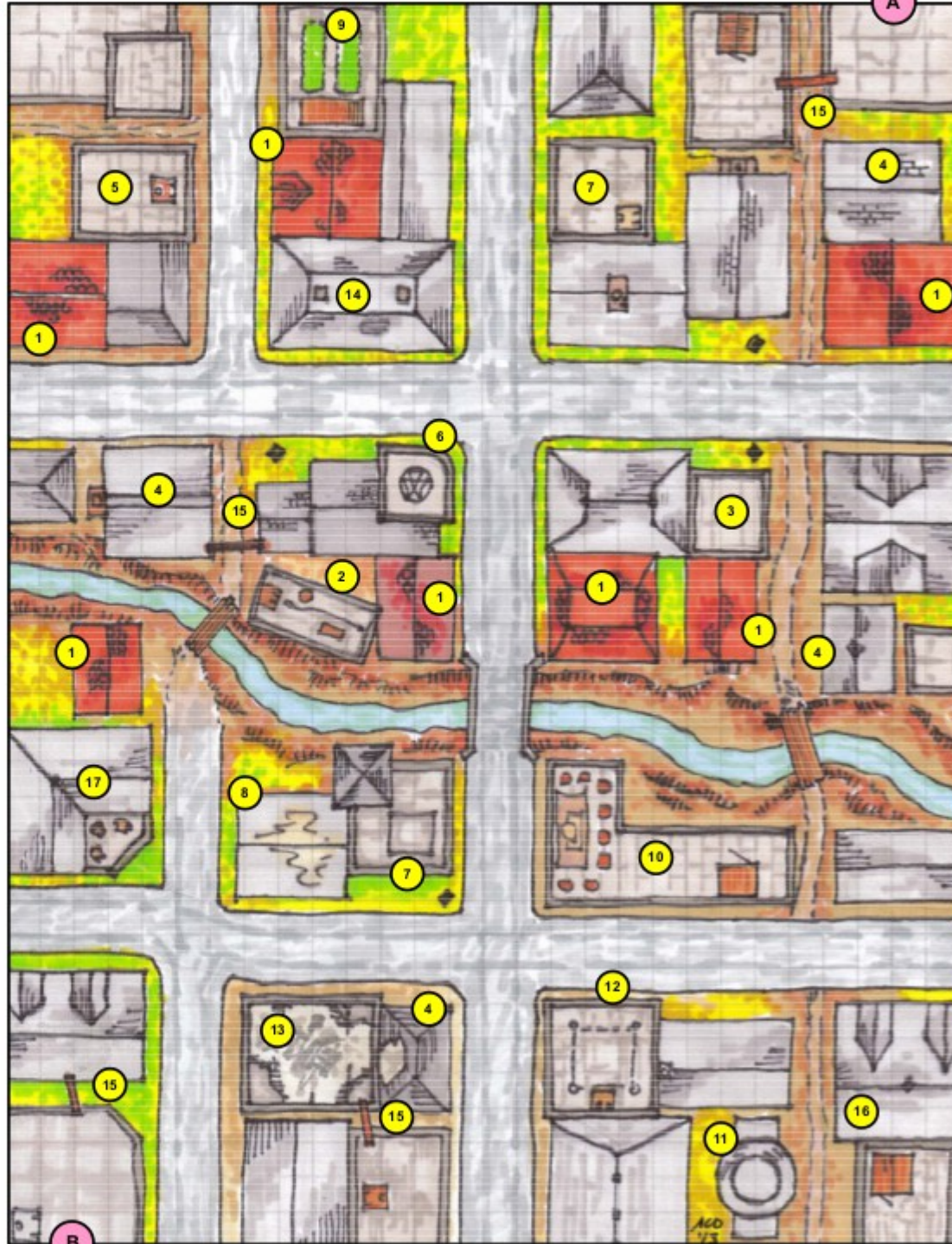
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Only Acrobats Need Apply

Rooftop encounters

1. Clay tiles that may slip and clatter to ground (DC20)
2. Laundry woman putting out wash. (CR1) (Clothesline could be used for swinging to another rooftop. Woman may throw clothes at the PCs.)
3. A dog (CR2) is tied to the chimney on the roof. It may attack any in range or make noise.
4. A fragile rooftop (1 in 20 chance character could land in just the wrong place and it collapses.)
5. A couple of thieves that are guarding an entrance to the local hideout of the Thieves Guild.
6. Rooftop meeting of a group of mages that are are casting a spell together. (1 lvl 5 and 3 lvl 1 students)
7. Crowded rooftop with lots of throwable boxes, various tools used by crafters, and other hazards like this.
8. Some sort of slippery liquid covers this roof. (DC25 to cross)
9. An herb garden that takes up a lot of space, tended to by druids or local townsfolk.
10. Clerics all over the roof praying, along with their leader to a local deity. (1 lvl 4 priest and 4 lvl 2 monks.)
11. An assassin clings to the wall of the building, looking to enter a dark bedchamber.
12. Several martial artists sparring with each other. (2 lvl 3 fighters)
13. This building recently burned leaving a shell topped by a narrow ledge. (DC15 balance to traverse)
14. The trap doors on the top of this building are weak and may collapse (3 in 20 chance).
15. Narrow wooden board between buildings. (DC 10 due to flimsy nature)
16. PCs run into another group headed in the opposite direction. Confusion ensues.
17. Clandestine meeting between two local nobles and their bodyguards (2 lvl 2 nobles and 2 lvl 4 fighters). Interruptions not appreciated.



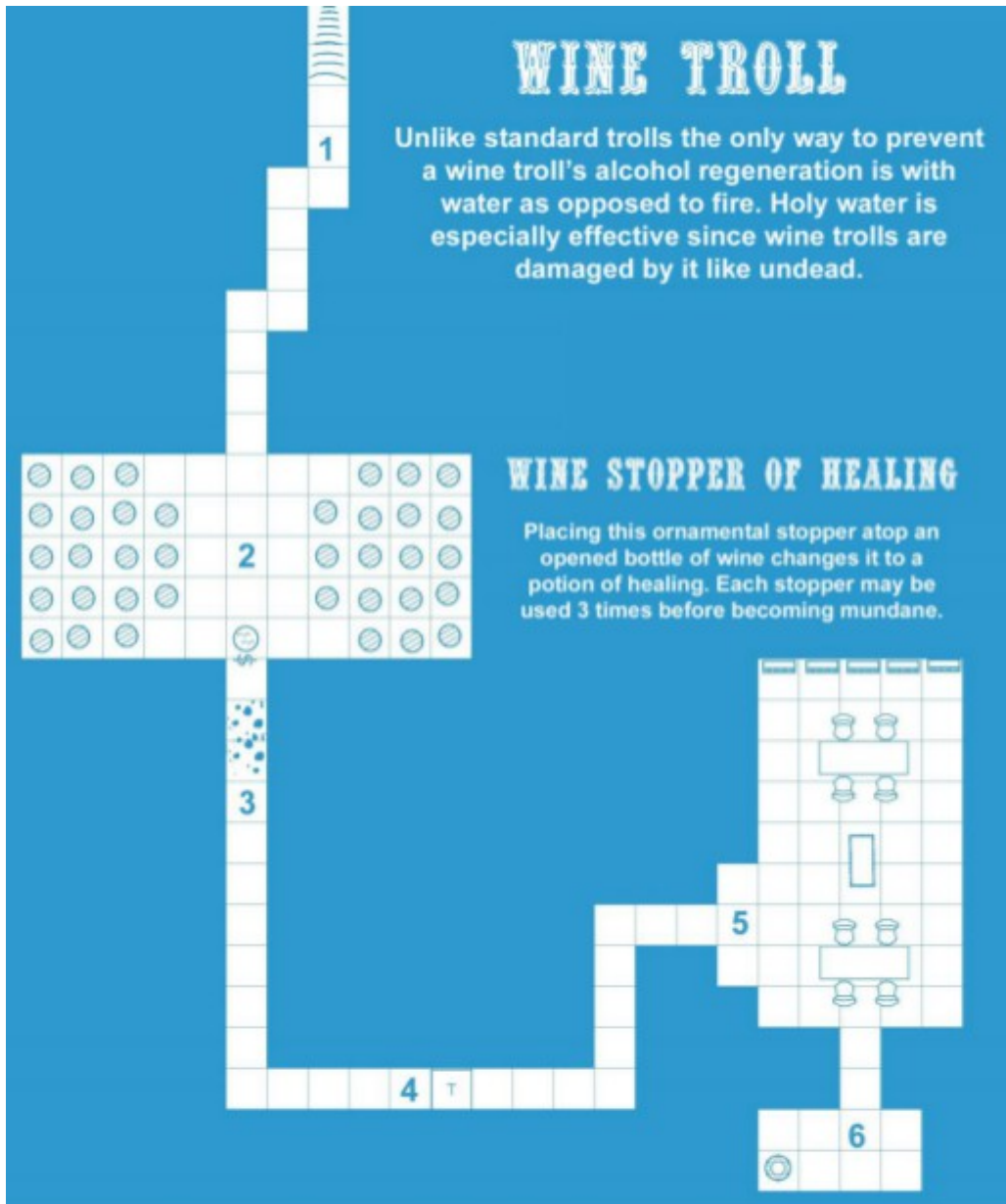
(B) Rooftop

Exit and escape
here

Notes on Hazards and obstacles

Building gaps range from 5 to 20 feet across (DC5 to DC20 jumps)
Building heights are from 30 to 40 feet (3d6 to 4d6 damage from a fall, less from a jump per SRD)
The stream is 10 to 15 feet below street level and only 5 feet deep at most.
The mob of guards and locals is a CR sufficient that anyone on the street would be quickly subdued and captured.

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Vault of Vintage

By Barry E. Pace

Short adventure for mid-level characters

Background: The local baron is an ailing man who thoroughly enjoys a glass of fine wine very often for medicinal reasons. Recently something or someone has been drinking his most prized collection. Angry the baron hires a group of seasoned adventurers to explore the wine cellar and determine if this is paranormal or simply a thief. Unbeknownst to the player characters a wine troll has taken up residence in the cellar.

Map Legend

1 square = 5 feet

1 -Entrance. Steep stone steps carved from pyrite twist downward into the damp wine cellar of the baron's keep. There is no natural light from this point on.

2 -Wine Cellar. This dark and damp chamber is filled with large wine barrels on

rusty iron stands. Some of these barrels are toppled over and empty. There appears to be a large puddle of wine against the far wall of the chamber

3-Hidden tunnel. Players investigating the puddle will notice wine stains on the wall. A portion of the wall has been replaced with a well camouflaged piece of tapestry. Waiting in ambush beyond some rubble are **4 Evil Fairies**. These malicious fey are allied with the wine troll and will engage the players when they pass by with surprise attacks.

4-Trapped floor. The floor here is false and contains a 15' drop into a **Sediment Ooze**. The wine troll has animated the left over yeast and grape pulp from wine fermentation into this creature. It waits patiently to dissolve flesh with its acidic attacks.

5-Den of Fermented Grapes. This room is a veritable treasure trove for any wine connoisseur. There are tables covered in cheese wedges, baskets of grapes and bottles of rare and exotic wines. Sitting atop a plush pillow is a large purple humanoid with bumpy skin enjoying a goblet of wine. This is where the **Wine Troll** resides and he will not take kindly to the players arriving uninvited. Besides the wine related treasures the room contains 10 amethysts (30 gp each), platinum cork screw (200 gold) and three silver wine stoppers of healing (1000 gp each).

6-Portal to Fey Lands. This shimmering prismatic sphere is a portal to the lands from which the wine troll hails. It may be used for continued adventures or closed by destroying the fragile crystal frame which supports it.

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The blood-sport Arena in the city of Kormegrum (or the sprawling, corrupt city of your choice) re-opened six months ago, featuring all manner of full-bore bullfighting, dog fights, and gladiatorial games. The operators are secretly the Cult of Vultaash, a 100-year-old cabal dedicated to the resurrection of a suppressed demon. Blood spilt in the arena revives the abomination, drop by scarlet drop...

by
bygrinstow
2013

THE CULT
Mostly fanatical, but under-skilled fighters (2-4 levels below the PCs); the leadership is made up of two deadly spellcasters and one expert thief.

THE DEMON
Vultaash is a destroyer demon, expected to walk the world and leave nothing but ash in his wake. He is pre-ceeded in the world by the Hound of Vultaash, an armored beast 9 feet high at the shoulder, that is drawn to individuals of power, challenging them and thus providing Vultaash intelligence on his potential opposition.

The Hound can ignore both magical energy as well as physical damage, without ill effect. However to be useful as a gauge of power, it can only ignore a fixed total amount (perhaps 75hp), ignoring less and less each round it is challenged. For example, it might be unaffected by 21 damage the first round, 18 the next, then 15, and so on.

Vultaash himself is either a 100-foot tall humanoid figure, with vast magical powers and whose tread negates all life beneath it instantly, or could be a demon from your own setting or devising.

NOTE: If your players participate in the Arena sports, they can later discover they helped revive a demon! FUN!

There are more Cult members throughout the population of the City...(!)

One possible version of the Hound can be found (along with other creatures) on the Appendix M Blog: appendixm.blogspot.com

ARENA KEY
The **Ground Floor** includes numerous entrances with stairways that lead up into the stands, as well as pens for the various animals used to fight. Situated behind the Stands, is a **Mezzanine Level** that features luxury foods and trinkets for those wealthy enough for ringside seating. **The Stands** are essentially a vast, curved, steep, stone stairway, four stories high, with a point of entry to Mezzanine or Ground Floor every 20 feet.

DUNGEON KEY
The entire underground complex features hewn stone hallways that slope toward Area H, with a gutter in the center of the stone floor, where the blood from above flows magically like mercury ever downward to H. 1d6 Cultists wander the halls, half of which are encountered that same d6 number of rounds after the PCs enter.

A. Out-of-the-way - but not hidden - entrances to the dungeon complex deep beneath the Arena's Ground Floor.

B. Massive cubes of stone slide in, to block entry or escape. These are operated by vigilant Cult members on the Ground Floor, or by those in G.

C. Blocks of the ceiling drop if these traps are tripped (but do not block the flow of blood from the Arena above).

D. 1d6+1 Cult members meditating to add strength to the Hound of Vultaash and to Vultaash himself.

E. Trained but horrible creatures, released from their pens if a floor trigger is unwittingly tripped.

F. Relic Room. 2d3 magic items that weaken their targets, and a staff of magic, waiting for the Cult to use them against the PCs (if the PCs don't find them and use them first!).

G. In a safe rests a chest of 2d100 demon-heart gems. Valuable? Yes. More trouble than they are worth? You bet. A scrying globe lets the 1d3+1 Cult members here detect the arrival of the PCs on a 1-in-3 chance.

H. Chamber of Revival. The Hound and his Master are slowly manifesting on a huge dias surrounded by an 8" deep pool of blood. The Hound is very nearly manifest, and can take action in this chamber. If 2d4 Cult members sacrifice themselves on the spot, he will be fully manifest. Vultaash himself is only 20% 'real' and can observe and comment, but not act.

J. Blood drips slowly from the ceiling here.

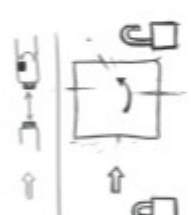


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The Gates

There's a straight-line hole on the rock. It's actually a key hole - when the Cube is put there (with a solved side) the hole rotates swallowing the cube and the door opens. On the other side, an identical hole shall appear with the cube on it (when someone takes it off, the door closes).

There are six black gates and they all open with a specific color. The underline word on each scenario states the "color-key" for that passage.



Zone A - the Out-lands

Before entering the dungeon, an **orange** flagged army attacks the party (yes, it's the "small creatures" group you eared about before).

The creatures are reptilian humanoid with wispy free-will (you can call them kobolds, if they exist in the world you are playing) [they are being controlled by the ring].

The number of soldiers changes according the party level [make sure the players have a hard time].

There are 3 captains [smarter and stronger than the minions] - a bard, a shaman and a warrior.


Treasure (apart from weapons and coins): 3 orbs, an harp, create water scroll (x5), summon water-elemental scroll (x2) and a strange Cube [handle the players a Rubik Cube]

Zone B - the Chess Game

The floor is a board game with several black and white tiles. Each tile is triggered by weight - who steps on it is teleported to another tile [after a teleportation, if someone jumps over where he stands, he reactivates the trigger, but he doesn't swap to the previous place: instead he goes into a new one (the teleport is not bidirectional)].

This is a chess game replica [Kibhur used to play it with his brother]. Check the solution below. If the players don't get it, show them some signs on the wall: a brick, a horseshoe and a cross to represent the chess tower, horse and bishop, respectively.

In the middle, there's a Will-o-wisp flying. Although he's not aggressive, his aura causes direct damage in a 10 ft. range.



Zone C - the Pit

There are 3 altars [1,2,3] and 3 floating platforms [I,II,III]. When an orb is placed on the altar, a green glow is spread and the character creates a psychic link with the platform.

With a Will check the player can control the platform's position.


Difficult Class [depending the game system]

success	near success	fail	disaster
moves to desired position	moves to random place 10 ft away from the desired pos.	moves to a random place 40 ft away from the desired pos.	goes back to "garage"*

*It allows a counter-roll after the returning process is initiated

Note: every single turn, a will roll must be made. If the orb is dropped, the platform returns to "garage".

After the door is open, a path will appear from far below, the orbs lost their glow and everyone can access the other side.



Zone D - the Illusion


Red ink sign (burnt) wich says: "BEWARE OF THE DRAGON!"

After the sign it's possible to ear a growl and see some smoke. It's not possible to detect magic or any kind of traps.

The floor is chalk kind stone [it reacts to water, unleashing acid gases that corrodes sight and lungs].

If the characters stay with the soaked boots on or summon the water elemental they suffer damage from the acid cloud [it may change with the exposure time and game system you are playing].

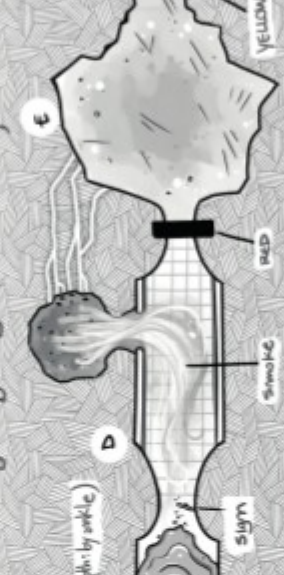
The side chamber is empty: some water is dripping from the ceiling (releasing the gas) and there's a pipe system that brings the growling sounds from the next room.



Zone E - the Monster

A golden and raged minotaur is awaiting for the party [big fight over here...].

If the kobold's harp is played the minotaur becomes armless and let the party carry on with the journey.




Zone F - the Clamp

After the cube is taken and the door closed, the walls start to move constricting the room.

It's a trial against the clock [make sure you give the players the same amount of time they spent on previous color-gates (some people take half a minute, others 1.0 minutes... it's a trial against themselves)]. Either way, use an hourglass to create some pressure.

There's only one color left on the cube (blue).




Zone G - the final boss

Kibhur is expecting the party [he's pretty weak in combat and he'll hide behind the pillars to avoid direct fight].

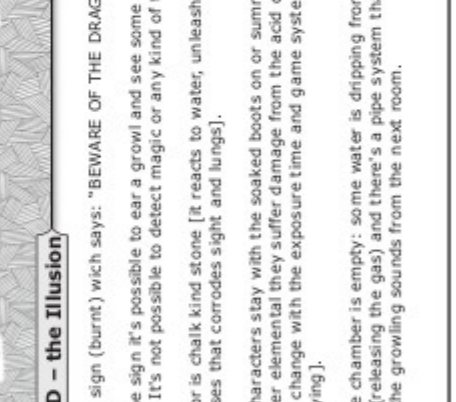
When the players step in, force them to make a roll of will - who gets the lowest result, will lost their mind and attack the group until he or Kibhur gets unconscious.

If a character under Kibhur's control becomes knockout, the party leftovers take another will check until there's one person left [to kill Kibhur].



Zone H - Just a chamber

Kibhur's room: apart from the bed there's an alchemy lab with a lot of ingredients and some summoning circles [reward the players with a nice treasure + a dragon's egg].



Background

The land of Iliban is ruled by Souldragon family for many generations. Recently the prince Crat ascended the throne and settled a lot of changes in the court: all the magic-users and pagans were "invited" to leave their position.

Kibhur, the old counselor, was "dismissed" from his duties, but he didn't take it lightly - on the contrary - e swore vengeance: before the exile, he profaned the royal vault and took the Souldragon's ring.

Kibhur hid on the mountains where once lived Pulbar - the fire dragon. He gathered all of his magic, engineering and alchemy knowlidge to create an impenetrable fort.

Rumors

In Iliban anyone could give the information about the Crat-Kibhur conflict.

More details [only with Diplomacy rolls]

Bigg: it's magical: used by Crat's great-great grandfather to control Pulbar - he used him in war on behalf of Iliban (it was crucial in victory, but the dragon died).

Pulbar: He (actually, She) occupied the mountains for giving birth, but no newborns were ever seen.

Xibbur: his brother can be easily found in town - he is playing chess all by himself under a willow tree (he asks the party to bring Xibhur to reason (and also to town alive)).

Last days: A merchant was spotted at local inn, trying to sell a dragon's egg. Also some farmers complained about a group of small creatures that attack their herd.

Kibhur's Dungeon

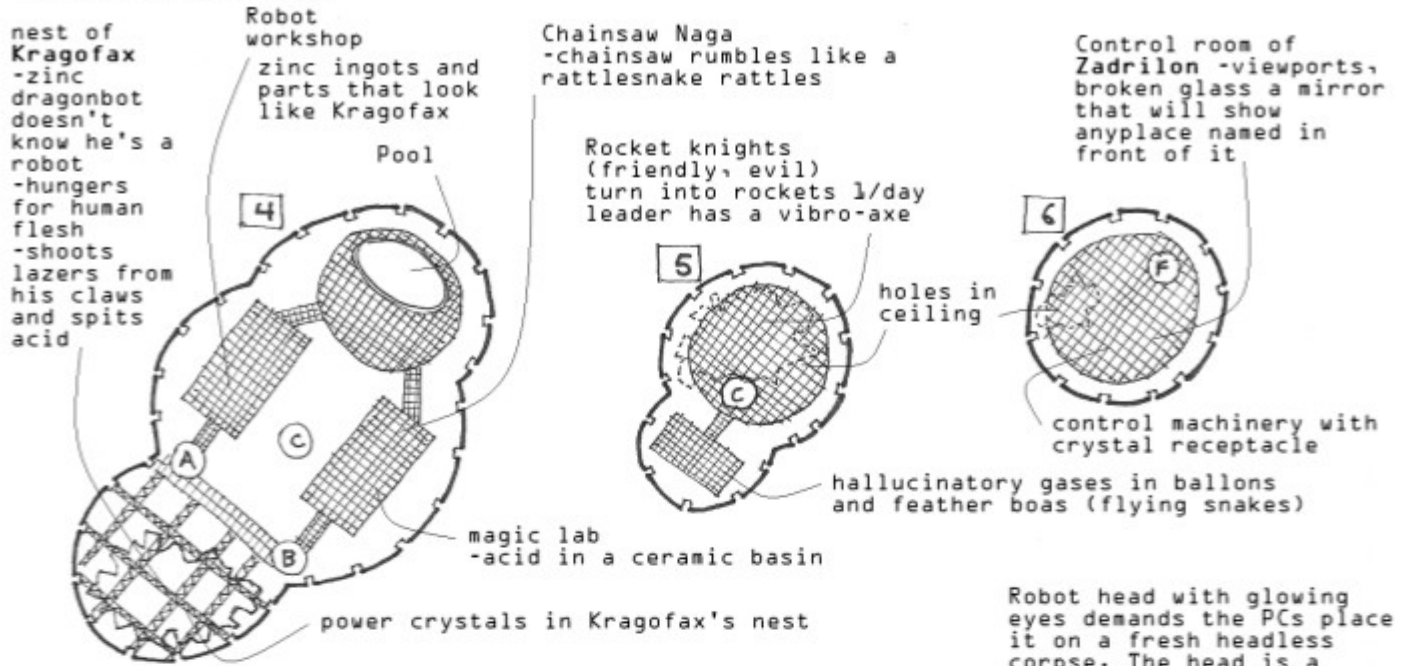
golem.08@gmail.com

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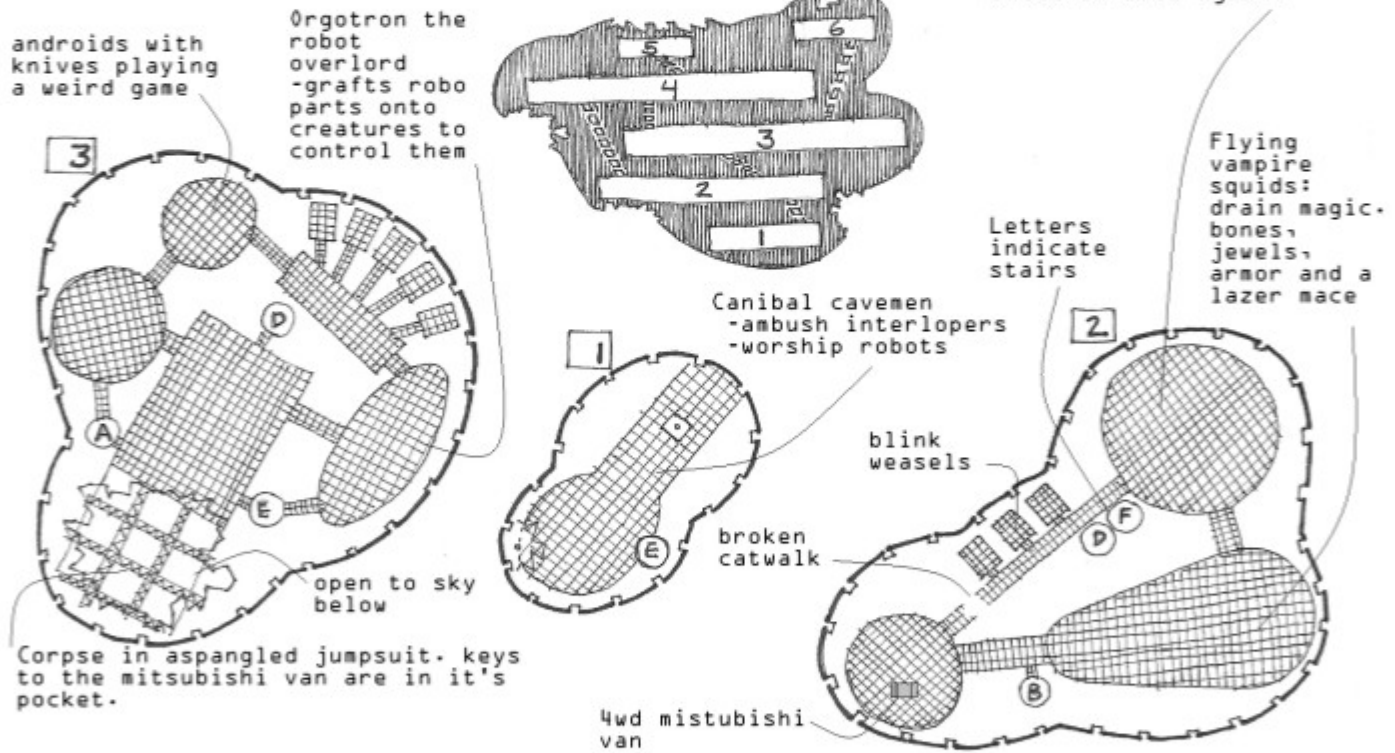
This dungeon uses a real Rubik Cube. If one of your players is too familiar with the puzzle, force the other players to play with it (like if its impossible for a person to open two doors in a row, some race is not allowed to touch it, or it burns, whatever... use your imagination).

Caelum Roberts - Iron Cloud

All rooms are connected by catwalks that are rusty and will break on a 1 on a dB. Areas between rooms are filled with inflated cells of levitating gases that will cause mutation if breathed.



Robot head with glowing eyes demands the PCs place it on a fresh headless corpse. The head is a spare soul of Zadrilon, he wants to live again.



drifting aimlessly over the wastes there is a ruined giant metal airship known as:
THE IRON CLOUD among the unwashed masses: mutants, peasants, robo-cultists
also known as:
ZADRILON'S FOLLY among the learned few: scholars and space wizards
also:
THE FLYING FORTRESS OF KRAGOFAX among those left in its path.

Hemp and steel cables hang from airship. Climbing them leads to a hole or an open access hatch in area 1.

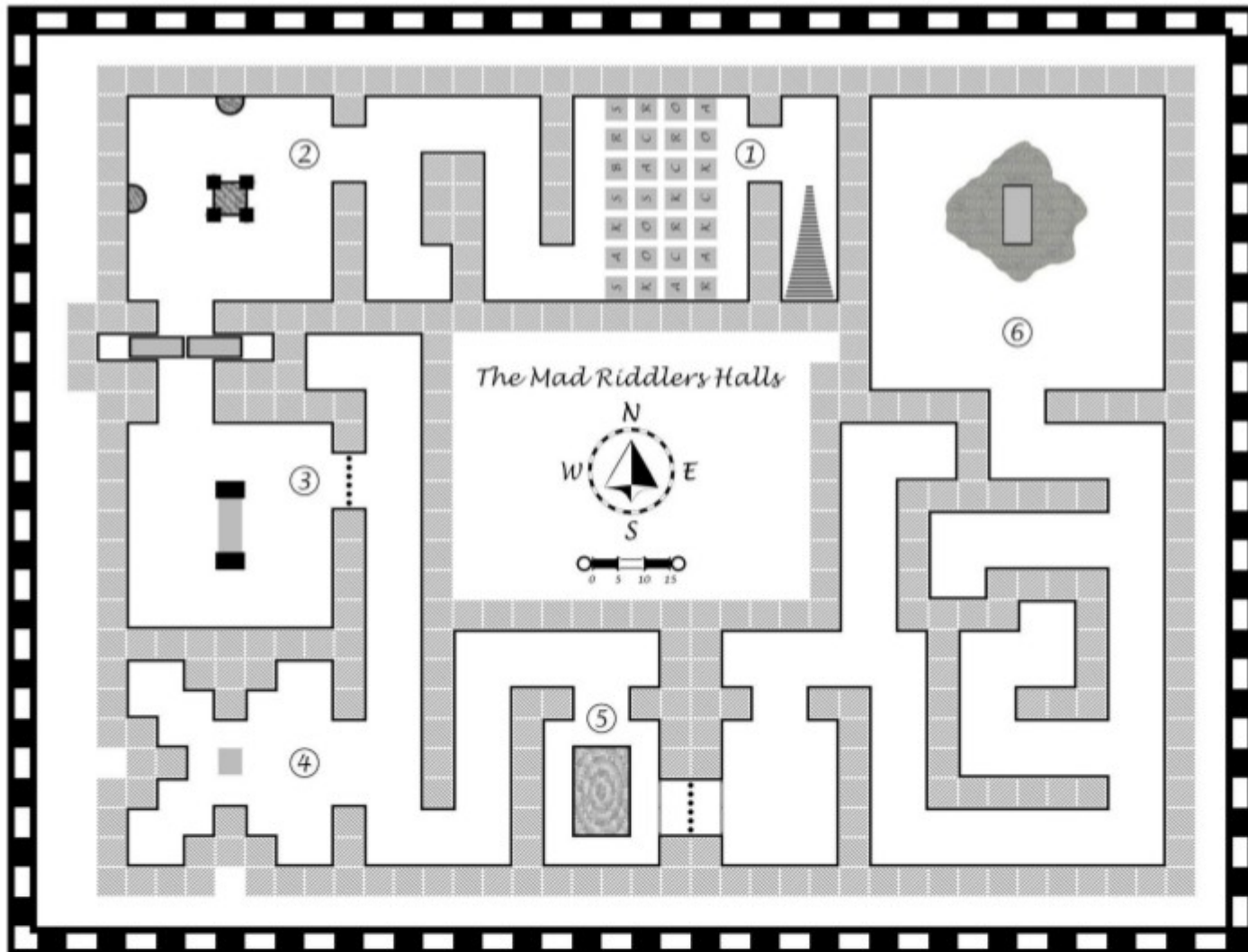
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Christian Hollnbuchner - The Mad Riddlers Halls

Created By [Christian Hollnbuchner](#)

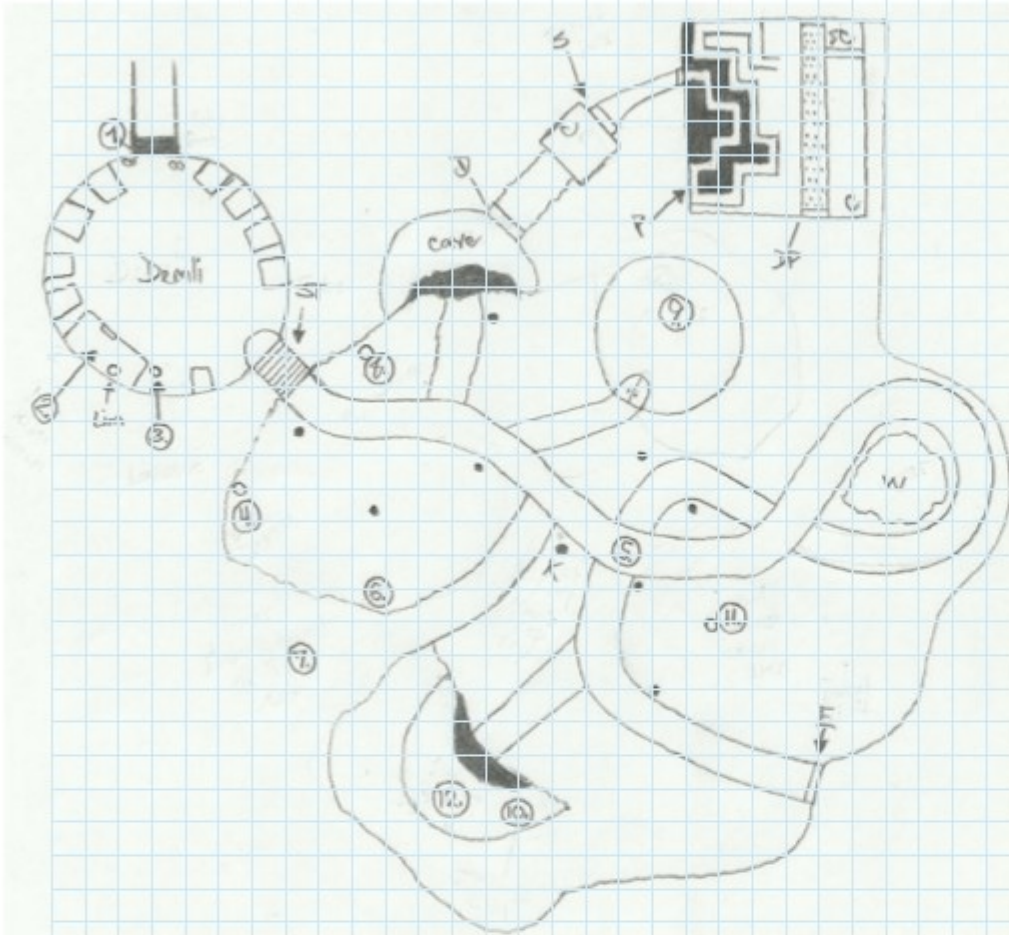
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- ① ... Numerous trigger plates bearing large letters divide the room. To cross teh room unharmed, step only on the plates bearing the letters A C R O S S in this order. If a wrong letter is triggered a crushing ceiling trap will activate. Only if all the correct letters are triggered a small secret compartment will spring open revealing a pouch with small, carefully weighted silver letters.
- ② ... Two rusty bucket stand next to the entrance. One can hold five gallons, the other four. Two small basins on the north and west wall gather the water of small rivulets running down these walls. At the center of the room stands a dry basin. The columns at its corners sport an obvious switche each. The buckets are a red herring. The basin works like a scrying bowl that just has to be filled with water to reveal the correct combination for the switches (NW, SW, NE, SE). If the switches are pressed in the correct order the heavy stone slab door to the south will slowly grind open.
- ③ ... A rock podest stands at the center of the room. The room's otehr exit is barred by a heavy steel portcullis and it's walls are riddled with countless small holes. On the socket of the podest you can read "Am neither here nor there. Where am I?" Nine small indentions at the top of the podest have to be filled with some of the small silver letters to be found in the first room spelling the correct answer which is "E L S E W H E R E". Only once the correct answer is given will the portcullis blocking the exit open. A wrong answer is rewarded with a hail of poison darts.
- ④ ... An empty skull goblet sits on a simple stone podest in the middle of teh room. With a bit of luck hidden secret compartments can be found in the columns along the walls to the north, west and south. Another riddle is carved into the stone of the podest holding the macabre goblet. "Even full to the eyes I wont quench your thirst." To solve the riddle the goblet has to be filled with sand from the fifth room until it starts flowing out of the skulls hollow eye sockets. Once this is done the secret compartments will open revealing three keys needed to advance beyond the fifth room.
- ⑤ ... A large pool of fine sand takes up much of this room. The only other door leadign out of this room is barred shut. Three keyholes are sunk in the wall next to it. Unwary explorers can sink into the sand which behaves like quicksand. some of this sand needs to be carried to the fourth room to solve the riddle of that room. The keys received there in return are needed to open the doors and the portcullis here. In addition they have to be opened in the correct order. The uppermost keyhole for the furthest door first then the middle keyhole for the portcullis before the nearest door can be unlocked with the lowest keyhole.
- ⑥ ... A large sarcophagus sits among a large pile of gold and silver coins. Within it rest body and spirit of the mad riddler waiting for a host with a sharp mind but a weak will to walk amongst the living once again.

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A LIVING-DEAD NIGHTMARE BY. CRISTIAN AVILES



Story start

Our heroes start out in the City of Demli. Demli is a quiet place and it connects to the forests of Demli. Demli contains a few houses and the Lone Rider Tavern. The Lone Rider Tavern is where passerbys go to get a good night's sleep or just to enjoy high spirited drunkards. They wander into the Forests of Demli, and The Black Demon starts to chase them. Will they get away alive?

Extras

There is an incentive if anyone in the party makes it out of the forest alive. Whoever dies on the way to victory will come back to life.

Legend

S-Secret Door
 DP-Death pit
 C-Treasure Chest
 P-Puzzle
 D-Door
 ST-Stairs
 K-Moon's Keep Key
 W-Water
 E-Exit
 Black Dots-Undead
 SC-Secret Chest

Landmarks, People and Monsters Descriptions

- 1.City Gate-** The city gate is heavily guarded by the huntsmen. They are an elite bunch of rogue archers turned city protectors. Nobody gets into the City of Demli, without first being interrogated.
- 2.The Lone Rider Tavern-**Run by a man named Lim. The Lone Rider Tavern is a place of very high spirits. It is conveniently located on the way into the forests of Demli. You can get a stiff drink or just sit and trade war stories with the other patrons.
- 3.Lazarus the Lazy-** A drunkard who sits outside of The Lone Rider Tavern begging for change for one more drink. Lazarus once had a great life. Until one evening he came home from work and found his wife dead on the floor. Since then he has never been sober in order to forget what happened to her.
- 4.The Black Demon-** Evil Incarnate and waiting to catch someone off guard and kill them. Stands eight and a half feet tall, and has razor sharp claws that measure one foot long. The Black Demon is the creature chasing our heroes into the Forests in the beginning of the story. The Black Demon's always at odds with the White Demon, They are always trying to kill each other. The Black Demon is always trying to kill the people who enter the forests when the White Demon is trying to save them.
- 5.Path of the Righteous-**The main path leading through the Forests. It is very easy to get drawn off of the path by the many distractions. If you stay on the path, you will be led to victory, and in turn leave the forests alive.
- 6.Bell of the Dead-** This bell leads into the Never Ending Forest of the Dead. When rang, the forest opens up and lets down its forcefield. Once you ring the bell, your life ends.
- 7.The Never Ending Forest of the Dead-** A Forest full of zombies that rang the bell when they were alive. Once you go in you cannot come back.
- 8.White Demon-** Protector of the Forests of Demli and the people who go into them. The white demon stands eight feet tall and has white shell armor. It has claws that measure nine inches long. Brother to the Black Demon. Long ago the Black Demon killed the White Demon's wife and they have been forever since trying to kill one another.
- 9.Moon's Keep-** A Fort once ruled by the werewolves that ruled over The Forests of Demli, The Dark Wolves. Legend has it that the spirits of The Dark Wolves can still be heard, howling at the moon on bright nights. Enter at your own risk.
- 10.Wailing Succubus-**Lives in The Cave of Despair. She was once a very happy woman when she was alive. Until one day, her children were murdered and she committed suicide. She now wanders aimlessly looking for her children's murderer and killing any who enter her cave.
- 11.The Evil Forest Keep Lich-**Murderer of the Wailing Succubus' children. He is an evil, demon like creature that preys on the weak. The Lich is blind but senses movement. He can make himself invisible when he senses movement, or is attacked. His only goal in life is to kill the Wailing Succubus who took his eyes, and kill anything that moves.
- 12.The Cave of Despair-**Home to the Wailing Succubus. To enter the cave would mean a painful and excruciating death.

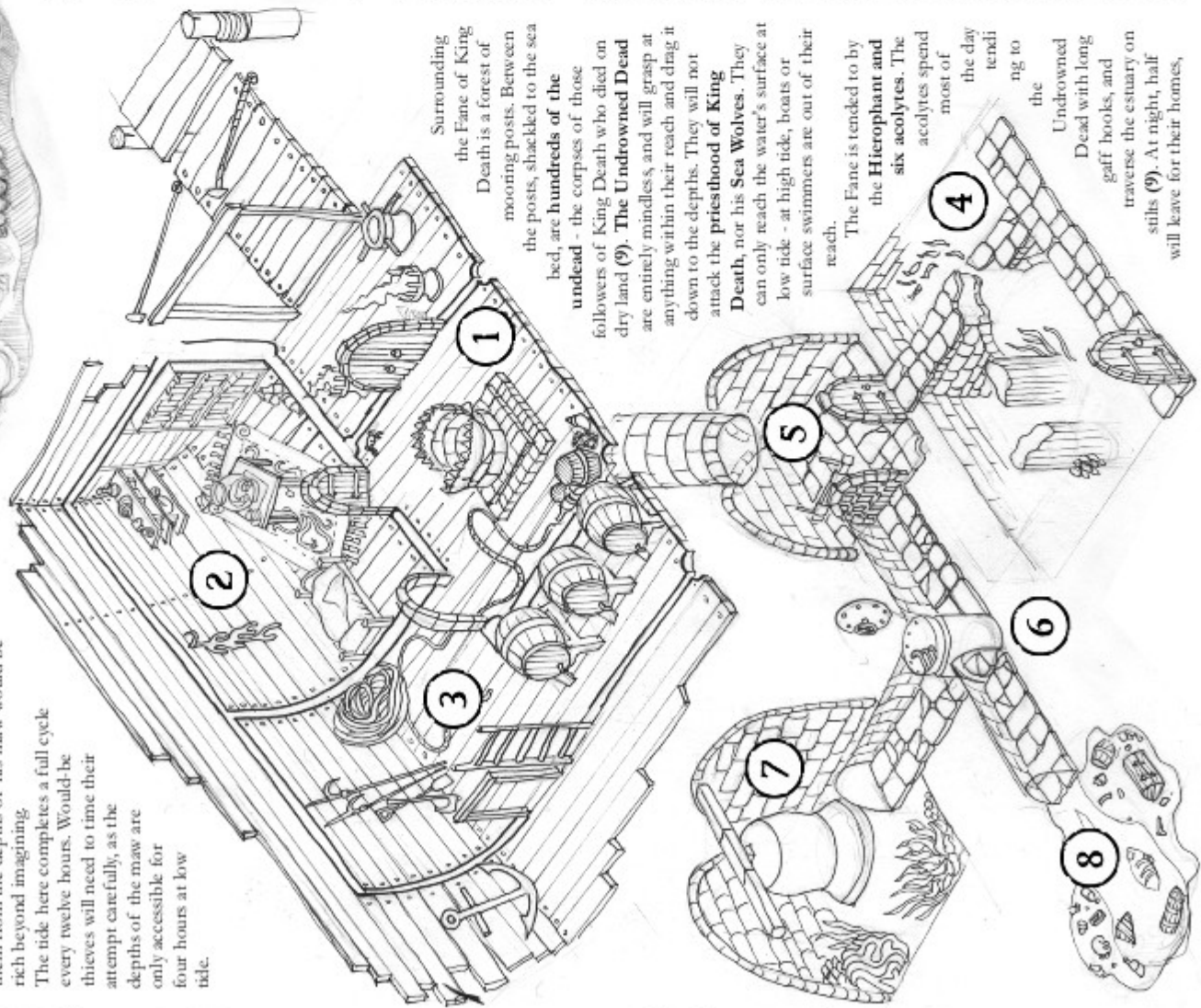
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DOWN AMONG THE DEAD MEN

By Daniel O'Donnell

King Death is the patron of the drunk and the drowned. Good of the deep ocean and the deep glass. Sailors come to his fane to pay their respects to the dead and to offer King Death gold and rum to protect them at sea. The fane is the wreck of a ship perched atop an island, overlooking an estuary. Rumours abound of the riches that have been offered up to the Brine Lord over the years and that any who could retrieve them from the depths of his maw would be rich beyond imagining. The tick here completes a full cycle every twelve hours. Would-be thieves will need to time their attempt carefully, as the depths of the maw are only accessible for four hours at low tide.



while the others will drink themselves into a stupor within the fane.

The Hierophant lives in the Rectory (2). Among the gifts given to him by King Death are the ability to control the tides and the ability to transform into a hammerhead shark.

A hermit dwells in a crow's nest near the viaduct (10). He can tell supplicants to the temple about the bell beneath the fane. If threatened, he will summon a horde of crabs to defend himself.

Three Sea Wolves hunt the waters around the fane. Great beasts with the forequarters of a wolf, the tail of a shark, long jaws like a crocodile and seaweed instead of fur. At any given time, two will be resting in (4), while the third will be out hunting in the estuary.

1. **The Maw of King Death**
Offerings to King Death are thrown down this well, which is surmounted by the jaws of a giant shark. If the weight of a person is placed upon the jaws, they will swing shut, severing anything caught in the well mouth.

2. **The Rectory**
On a table in the centre of this room rests a large glass fish bowl. The bowl contains two eels and a miniature treasure chest filled with gold coins. If anything is dropped into the fish bowl, it will shrink until it matches the chest in scale. Anything tipped out of the bowl will grow to the same degree. If the bowl is broken, a full-scale treasure chest, several tons of water and two rather angry giant eels will appear in its place. Underneath the coins in the chest is a suit of scale armour crafted from shark's teeth. The teeth will lacerate anyone attempting to grapple or swallow the wearer.



3. **The Wine Cellar**
Three large casks of brandy line the wall of this room. Each cask contains the preserved corpse of a nobleman. Their fine clothes are soiled beyond use, but their jewellery is salvageable. If sampled, the brandy will taste perfectly fine.

4. **Black Water**
At low tide, the water is only ankle deep over the top of the submerged bridge here. Unfortunately the darkness makes it difficult to tell where secure footing is. Two Sea Wolves will be resting here. They will attempt to drag their victims into the deep water before finishing them off. The door is locked, but submerged tunnels lead to the outside of the fane.

5. **The Well Bottom**
The Sea Wolves will enter this room to feed upon sacrifices dropped into the Maw. Bones and other inedible offerings are washed through the portullis and down into the Trove by the incoming tide. The windlass will open the portullis, but the rope is rotten and will snap if it has to hold up the portullis for more than a quarter of an hour.

6. **The Air Chimney**
This space is filled with air, even during high tide. A false airlock at the top will flood the chamber if the handle is turned. This will reset after ten minutes. A set of metal rungs lead up to the airlock. Climbing the rungs will trigger a scythe.

7. **The Bell Tower**
This room contains a huge bronze bell encrusted in verdigris, covering any ornamentation it may have originally had. If the bell is rung while submerged, sea creatures will gather and sing secrets of the deep to those underwater. However, if the bell is rung out of the water, the tide will suddenly begin to rise in a great torrent, reaching the high tide mark ten seconds after the bell is sounded.

8. **The Trove**
Offerings dropped down the Maw eventually wash into this chamber. The silt contains any number of coins, broken bottles, animal bones and small gold plaques inscribed with the prayers of supplicants. It would take twelve hours for a single person to find every piece of treasure hidden in the sand. Two locked coffers are half buried in the sand. The first is filled with copper coins, but the second conceals a mummified undead mermaid. The mermaid's eye-sockets contain two large archaic gold coins - if retrieved and placed upon the eyes of a living person, that person will take on the appearance of a corpse and will fool any reasonable test to determine if they are alive.

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The Jester's Tomb By Dan Roy, aka Bogie



The king considered Dunham to be his best advisor. When the king died, the Jester ruled the kingdom as Steward for several years until the king's grandson could take his place as rightful ruler. Several years later, Dunham died and was laid to rest in a crypt he had designed himself. Always the jester at heart, he built many tricks and puzzles to protect his final resting place, and his treasure. As well prepared Adventurers you have learned several clues before entering: Dunham always insisted on being paid in Silver and he felt that The King was a little to vain. He used to say: "Follow the rainbow to the golden Oak"

You were told to: "Go up, right, down, left, but, can you finish as one?"

1: Entry Hall. The third person who passes through the arch is teleported naked to Room 2 and all their stuff goes to 4A. That adventurer is paralyzed for 1 Turn.

2: Impish Room The southeastern part of the room is where the paralyzed adventurer is. At the north end of the room is a gold table. On the table sits an Imp. The imp turns to them and says "None shall pass lest ye make me laugh" One of the players must tell the DM a good joke for the party to proceed. If anyone attacks or tries to pass the imp, it will turn into a Demon - DM's choice. **2A & 2B** Monsters that the Imp can release against the party.

3: Mirrored Treasure Room At one end of this room is an empty treasure chest with the lid open. At the other is a statue holding a large mirror. Anyone looking in the mirror will not see themselves, but will instead see the treasure chest which is now full of treasures. As they watch, an old man starts taking the treasure. It will take him 4 rounds to empty the chest at which point he leaves. If the mirror is pivoted face down all remaining treasure will pour out on the floor.

4: Lever Room An odd shaped room has a table with 4 levers. The other door is magically locked. The levers must all be turned into the correct position, simultaneously, to open the door. Correct settings are the NW lever points north, the NE lever east, the SE lever south, and SW lever to the west, and they all have to be turned in unison. When this is not done correctly one of the secret doors to A, B or C will open, releasing whatever monster is in that room. **A:** 3 Skeleton Warriors, **B:** 3 Flesh Golems, **C:** The gear of the player affected by the entry arch.

5: Statue room In this room is a dais with a life size statue of Dunham. In his right hand is a staff and his left hand is held out with the palm up. A deep voice says, "Proper tribute is due". If a silver coin is placed in the hand, it will close. The coin has been replaced by a silver key. The key will unlock the door to room 10. If any other object is placed in the hand a Vrock Demon is summoned into the room. A new demon is summoned for each incorrect object.

6: Summoning Circle of Light On the floor is engraved a circle of silver runes. The room is dark. When any light hits the runes they will start to glow. One round later it will summon 1d4 Will-o-Wisps that will attack anyone in the room. While it is dark, glowing runes on the wall spell out "The Jester's Scepter is a key ingredient"

7: The Rainbow and the Oak In this room is a 7 x 7 grid of tiles. On the border by the purple tile is a small but easily seen rainbow and on the border by the red tile is an oak tree.

Essentially, you must follow the rainbow to the oak tree. When someone steps on the purple tile all the others will drop down about 16 inches. If the person steps onto each of the colors of the rainbow in the correct order (purple, dark blue, light blue, green, yellow, orange, red) then all

remaining tiles will do the same leaving a winding rainbow staircase which will end at a heavy stone door. If any incorrect tile is stepped on the floor locks where it is. There is one fancy brown tile that will reset the floor allowing a second chance to get it right. Since the stone door opens towards the stairs it cannot be opened unless the stairs are done perfectly. Inside the hidden chamber is a chest full of coins and a 14 inch long scepter with a jester's head on one end and an irregular shape on the opposite end.

8: Here Kitty, Kitty Sitting on a treasure chest is a house cat. It will ignore anyone who just passes by but it will defend the chest against anyone who tries to approach it. It is actually a Guardian Daemon. It is a 1 HD Cat with a nasty attitude. If killed it reappears on the chest as a 2 HD Bobcat, if that is killed it reappears as a 3 HD cheetah, then a 4 HD Panther, a 5 HD Lion, then a 6 HD SaberTooth. If that is killed it reappears as the Cat, then Bobcat and finally the 9th life is the Cheetah. When all 9 lives are killed it is finally gone. In the chest are several potions and a couple minor magic items. **8A:** If the Party did not find the gear in 4C then the DM might choose to place it in here, or there could be a Flame Strike trap here.

9: The Final Countdown. This room has a large lever. As soon as anyone approaches within 5 ft of the lever the door is replaced by a solid wall. They hear a loud voice start counting down from 12, (the DM should actually count out loud, it is scarier). If the lever is pulled the countdown stops. After a minute it starts again, one digit less each time. The trick is that when the count hits 0 the wall slides open. If the lever is pulled 3 times the floor opens dropping anyone not standing on the 5x5 ft section with the lever 15 ft into a pit with 3 mummies.

28: Vanity Room A 30' round room that has 4 pillars running from floor to ceiling. Inspecting the pillars will reveal that they rotate and that each one has a mirror built into it on the backside. If all 4 pillars are rotated so they face the center of the room and someone stands in the center point, a 6" diam post will rise up out of the floor to a height of 3'. It has no markings on it but there is an odd shaped hole in the top of the post. If the Jester's scepter is inserted into the odd hole and turned counterclockwise, the dais will descend 15' down to a tunnel that leads to a set of stairs. The stairs climb up into room 11 - the Jester's Tomb. But if anything else is inserted in the hole or if the scepter is turned clockwise, dozens of blades will drive up from the floor into anyone standing on the platform. At the same time an undead beholder will be summoned into the room

29: The Real Jester's Tomb There are no traps or tricks here, just the Jester's body laid to rest with his treasures. If the DM needs one last encounter then Fire Elementals could rise up out of the braziers, or the Jester could be a powerful undead creature like a Lich

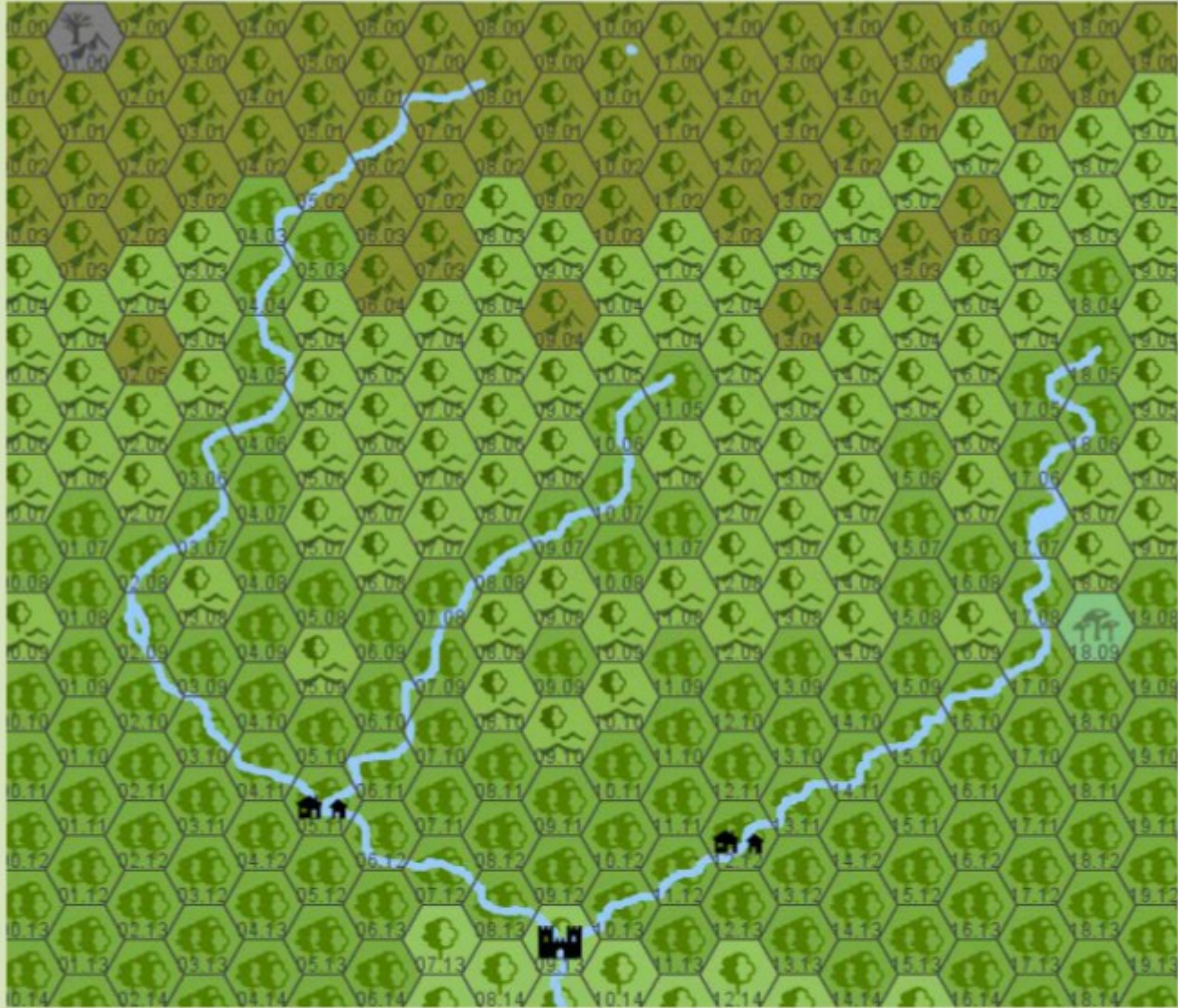
Link to high resolution full sized Map http://rpgmapshare.com/index.php?q=gallery&g2_itemId=53337

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BREWER'S BACKWOODS

Fearsome critters, strange flora, and fabled treasures lie beyond Fort Brewer
A one-page wilderness adventure created by Doc Brewer



MAP KEY (1 HEX = 10 MILES)

0100: A baneful aura lingers in this comet blast zone
 0112: Enclave of druids — will they help you, or sacrifice you?
 0204: Nesting grounds of the fearsome Hodag; eggs are priceless
 0209: Island of cursed souls who rise after nightfall
 0210: Dryad grove; rare and precious wood is a lure to loggers
 0307: A Lorelei sings from atop a rock to enchant passersby
 0312: Standing stone circle acts as a gate, but the secret is lost
 0403: What lurks behind the mists of the weird waterfall?
 0509: Silver mine abandoned after too many men went missing
 0511: Lumberton, last outpost of loggers and hunters
 0513: Two clans of witches have feuded here for generations
 0606: Hidebehind that hunts here is the last thing you'll never see
 0610: Ghost town; the miners left, but something else moved in
 0801: Springs at river's source have magic powers for good or ill
 0808: Half human, half horned-folk seer lives by her lonesome
 0903: Giant carnivorous plants look like cozy cottages at twilight
 0909: Hidden hollow is home to a creepy human commune

0913: Fort Brewer, plus respectable New Town, seedy Old Town
 1001: An ancient evil dwells in the bottomless pool
 1006: Nocturnal horned-folk stalk these dense, dark woods
 1110: Sinkholes dot the landscape; some are inhabited
 1209: Whispers echo up and down natural limestone caves
 1212: Wellman's Wade: crossing, trading post and gathering place
 1306: Limestone cave system leads to inky river underground
 1313: The moonshiners in these hollows value their privacy
 1404: Standing stone circle; the other end of the gate in 0312
 1411: Reward to be had for rooting out river reavers' roost
 1508: When the Pineys come out of their hiding holes, it's too late
 1601: Legendary town of Those Who Were Here Before
 1705: Moss-covered rocks are actually the ruins of a long-lost city
 1707: A mighty lake serpent surfaces when waters are disturbed
 1712: Spooklights may signify buried treasure or sticky death
 1803: Bigfoot stomping grounds; shy but fierce if provoked
 1809: Foggy valley full of giant mushrooms and more

RANDOM ENCOUNTERS (1-2 ON 1D6 PER HEX TRAVERSED; ROLL AGAIN ON REPEATED ENCOUNTERS)

01-06: Laconic logger(s)	33-37: Wolves	51-52: Argopelter	77-78: Roperite	89-90: Werefox
07-12: Bold explorer(s)	38-42: Black panther	53-54: Glawackus	79-80: Rumptifusel	91-92: Werepanther
13-18: Peculiar hunter(s)	43-44: Wampus cat	55-60: Teakettler(s)	81-82: Gumberoo	93-94: Werewolf
19-24: Sneaky outlaw(s)	45-46: Ball-tailed cat	61-66: Hoop snake(s)	83-84: Luferfang	95-97: Haint(s)
25-26: Cryptic hermit	47-48: Splintercat	67-72: Flittericks	85-86: Dungavenhooter	98-99: Forest/river spirit
27-32: Bear(s)	49-50: Squink	73-76: Squonk	87-88: Whimpus	00: Woman of the wood

For more about fearsome critters: <http://www.fearsomecreaturesofthelumberwoods.com/> <http://creativecommons.org/licenses/by-sa/3.0>
 Map created using Hexographer

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Ten Minute Dungeon

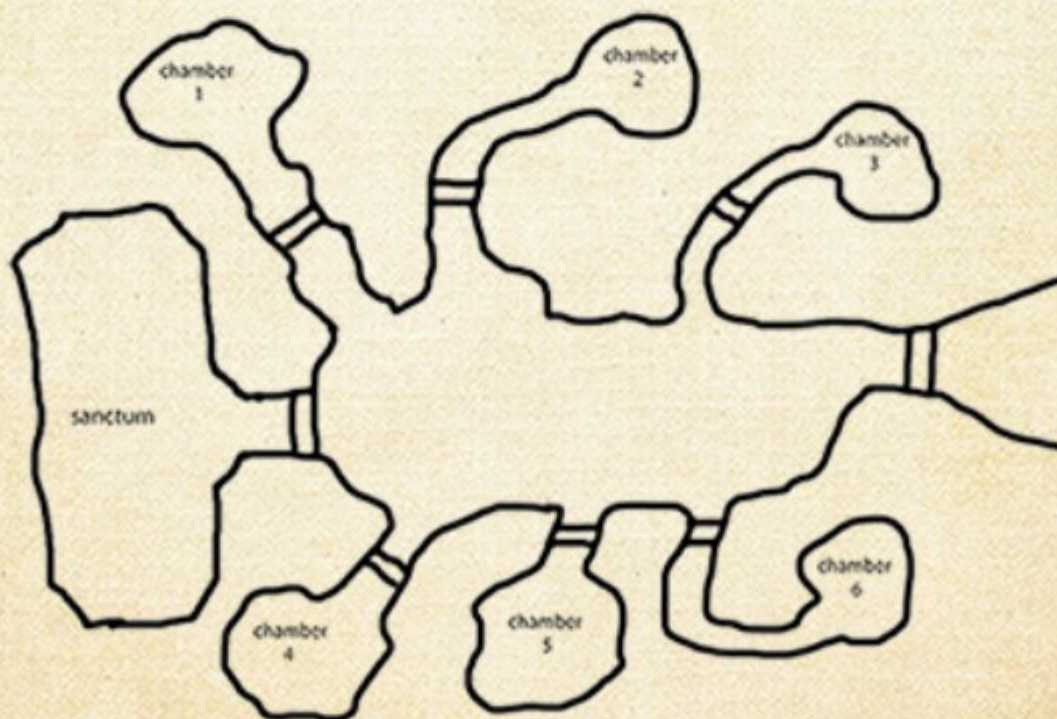
You are warriors making your way back to your guild hall from a quest. You come to small village where the inhabitants are being plagued by a necromancer and his zombie hoard. The chief of the village has begged you warriors to go to the necromancer lair and slay him before he unleashes his zombies again. Upon your arrival to the necromancer lair you find a another warrior who has fallen to his demise. Before he drew his last breath he wrote his final words down on a piece of parchment "To any warriors who find my body beware the necromancers lair, his sanctum is sealed by a magic gate which requires three magic keys to unlock. These three keys are hidden in three of the 6 chambers which are hidden in this lair each chamber door is locked by a riddle. You must solve the riddle to unlock a chamber door, but beware within the chambers lies a portion of the necromancers zombie hoard. You must hurry for the necromancer has begun a ritual to become a lich, but do not worry for the ritual takes time and it will be complete by the height of the full moon. During this time the necromancer is at his most vulnerable. As the warriors look to the night sky they noticed that they have a mere minutes before the ritual is complete.

Setup:

Before you start playing, the game master must choose three random chambers to hide the magic keys in, then choose how many zombies are placed into the chambers. The game master must have 24 riddles or puzzles with answers ready for this game, and only use a six sided die.

Players:

Each player will need one D6 then they must select a chamber; once a chamber is selected the players will have to solve the riddle on the chamber door. Once the riddle is solved the G.M must inform all the players of how many zombies are in the chamber, before the players can leave the chamber they must defeat all the zombies in the chamber. When all the zombies are defeated the G.M will tell the group if a magic key was in the chamber. Each player has 24 hit points. Zombies have 6 hit points. The G.M has control of all the zombies so after a player rolls there die to attack a zombie the game master will roll his dice to see how much damage he inflicts on any player he chooses. When all the keys are found, players can make there way to the sactum and fight the necromancer (he has 24 hit points), but if time runs out and you have not collected all the keys and kill the necromancer, YOU LOSE!!!



Donny Sanchez

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Clown Robot Doctor Apocalypse

A fallout shelter megaplex dreamland hides under the jungle. Vines and foliage cover a pristine metal door that requires a key card for entrance. Within is an elevator tube. To get to the city, the visitor must pass through a dense tangle of stairs, catwalks, tubes, conveyors, ladders, pipes, wires, ducts, girders, and utility chambers.

One square on grid = 30'. The Conveyors and Escalators move 30' per round (10 seconds) in the indicated direction. The Tube Elevators operate via thoughts. A PC will arrive at a random connection until they figure out how to use it. It takes 10 seconds to arrive at any connection. Only one person can use a tube at a time.

Map Key:

- Catwalk
- Ladder
- Stairs
- Conveyor
- Tube Elevator
- Escalator

"Why are we here?" d8

1. Convince them the war is over and it's safe to go outside.
2. Your supply of Spham has run out and you absolutely must find more.
3. Get some of that rare medicine to help with that rare disease you have.
4. Rescue Maxine and her dog named Treasure.
5. Get some ice. "Hold on...what is ice?" "Oh, when water gets very cold it turns hard like a rock. I suppose you've never before seen it in the jungle." "I must have this water rock!"
6. You've detected bizarre signals coming from within. Find that radio and take it or break it.
7. Get some rubber suits, because you're tired of wearing rags.
8. Retrieve a lost drone named Pepe.

Random Encounters

- d6
1. **Oppressive Constructive bots** perform an aggressive style of preventive maintenance that makes them quite dangerous to be around. They have eight suction legs, shoot hot oil, and weld and cut metal with ease.
 2. **Substantial Abuse bots** are thickly armored and able to enter the harshest places to perform repairs and knock heads. They wield two large hammers and move on tank tracks.
 3. **Ad Hoc Kill bots** have a human-like form and just wander around killing things at random, even other bots. There is a proven theory of systems integrity to justify their existence. They wield a variety of weapons such as samurai swords and laser pistols.
 4. **Sanitary Defense bots** continuously dust, mop, and sanitize... sometimes with violent aggression. They hover and attack with tiny precision vaporization lasers.
 5. **Health and Happiness Enforcers.** A faction of doctors and nurses that have come up from the city to operate a secret experiment lab. They are brutal in pursuit of quantifiable cheer among city folk and don't want anybody to escape.
 6. **Radio Clown Squad.** This faction seeks contact from the outside world and are planning an escape. They wear clown makeup and costumes as military uniforms, and quote catchy lyrics to inspire themselves and refute arguments.

Locations

1. **Air Ventilation Central:** Ride in the ventilation ducts. Arrive at? d8
 1. EATEN BY DUCT BUNNIES
 2. Water Recycling
 3. HaHa Procedure Room
 4. Radio Clown SETI
 5. Rubber Suit Factory
 6. End of the Moving Walkways
 7. Bot Garage
 8. Spham Factory

2. Water Recycling: Water in all its forms is processed here: clean, dirty, steam, water rocks, etc. The MUDWINKLE is here...an abominable cyclops of grey mud. It's large wet eye casts a dim beam of light. Normally it's used just for illumination, but can be used as a laser weapon once per day.

3. HaHa Procedure Room: The Health and Happiness Enforcers have built a secret procedure room here. Stadium seating, restraining tables, and powerful floodlights galore. Many rare medicines are here.

4. Radio Clown SETI: Clowns gather in this secret radio room to collect and analyze radio signals from the surface world. The radios here are better than any found in the Jungle World.

5. Rubber Suit Factory: Automated factory with human-shaped molds of all sizes dipping into vats of molten rubbery material of various color. It dries to form a snug but comfortable garment. City folk wear a new suit each day and the used ones are recycled here. There is an infestation of BETAFLIES here: man-sized glowing moths that shed radioactive dust, causing internal and external bums.

6. End of the Moving Walkways: Multiple conveyors converge into a garbage hold...a lair of TANK CRABS. Huge angry hermit crabs, but instead of shells, they live inside abandoned storage tanks and tubs. Maxine and Treasure are holed up in a large tank here.

7. Bot Garage: Where bots come to get repaired or retired. Grouchy tinker bots hoard over piles of broken bots and spare parts. Some bots are put together incorrectly, forming MUTANT BOTS. Pepe is here, decommissioned and all busted up.

8. Spham Factory: This large room has large vats of bubbling goo and several compaction silos of curious utility. It produces "special ham" to feed the city. This place is crawling with CRIGGITS: man-sized crickets that jump from the shadows and slash with wicked serrated legs.

To City >>

By Dustin Brandt <http://fireinthejungle.wordpress.com>
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Golden Triangle: Kill or Die

The last thing you remember is a new found friend at a tavern buying you another round of Goblinoid Pale Ale. Now your head is pounding, you're clothed in nothing but a filthy loincloth, and you're about to die in what appears to be an underground fighting arena. A wooden door rises and you step from an iron holding cell into a triangular open-air wooden arena painted a fading gold. Six tiers of seating hold a full capacity crowd who half-heartedly cheer your arrival shouting, "Kill or die!" Unlocked wooden chests lay at each corner. Adjacent to your position, two other bleary-eyed opponents stumble onto the triangular sandy floor, which you notice is strangely pink in areas. Apparently, you're the opening bout.

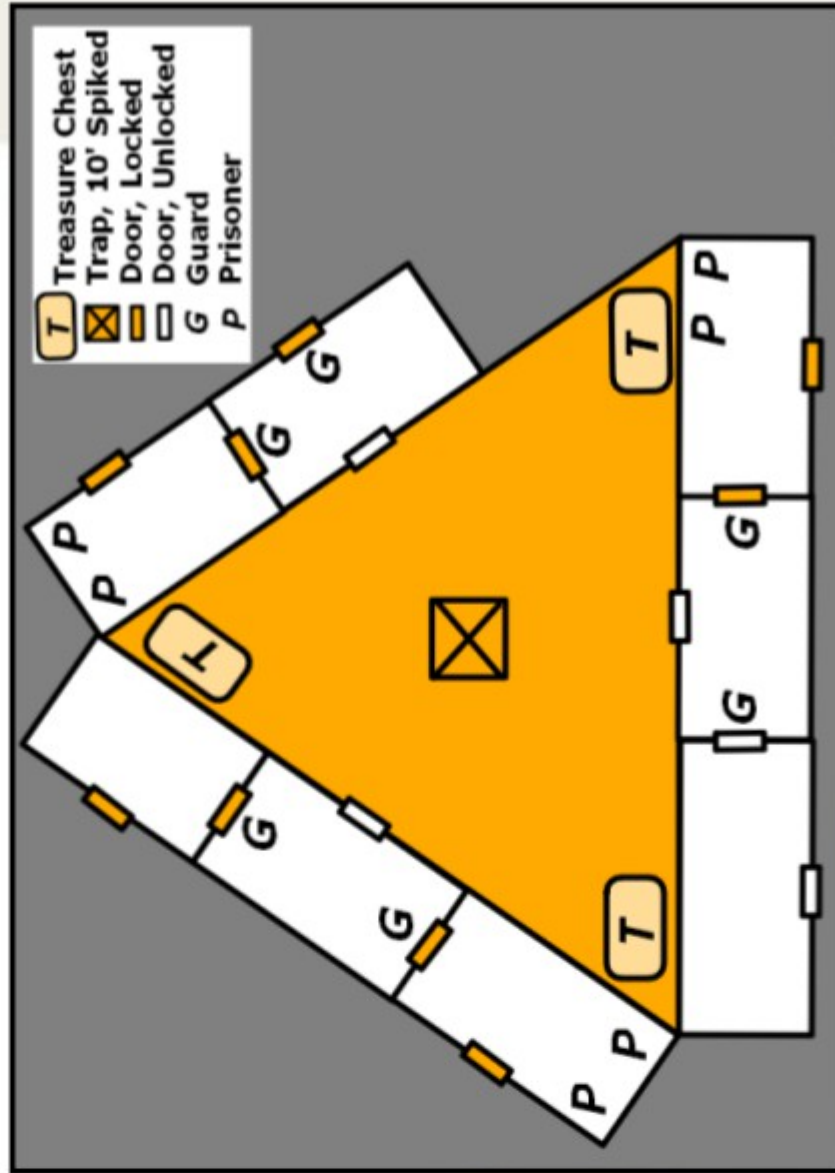
Initiative determines who gets to a chest first if two select the same chest (50% chance). Each bout, random objects are stocked in each of the wooden arena chests and new opponents emerge. If a character refuses to fight, armed guards appear and kill the reluctant fighter. In between bouts, guards reduce the character to loincloth only and a haggard wizard applies a bitter potion of healing for 1d6 hit points. If the character survives three bouts, a potion of forgetfulness is forcibly applied. The character awakens disoriented in an ally with a terrible hangover, fresh bruises and cuts, and no memory of the past 1d4 days.

Guard: Roll 1d6, 1-4 - Human Fighter, 5 - Orc, 6 - Bugbear.

1d8	Arena Treasure Chest
1	-1 Rusty Sword, Trap (Poison Needle)
2	Long Sword, Trap (Poison Needle)
3	-2 Cursed Battle Axe, Potion (Speed)
4	War Hammer, Potion (Invisibility)
5	Bow, Arrow (x2), Dagger
6	Shield, Dagger
7	Leather Armor, Long Sword
8	+2 Long Sword

2d4+Bout #	Opponent
2	Wizard (No Spells)
3	Halfling
4	Goblin
5	Human Fighter
6	Elf
7	Dwarf
8	Orc
9	Bugbear

1d6+Bout #	Opponent Condition
2	Terrified: Will only huddle against wall and beg for life.
3	Scared: -2 to all rolls.
4	Bewildered: -1 to all rolls first 2 turns.
5	Composed: No modifier.
6	Angry: No Modifier.
7	Skilled: +1 to all rolls.
8	Skilled: +2 to all rolls.
9	Skilled: +3 to all rolls.



Artwork by Dylan Hartwell. Written by Dylan Hartwell at www.digitallorc.blogspot.com and released under the [Creative Commons License](https://creativecommons.org/licenses/by/4.0/).

BY ESOPHAGUS BROOD

Ages past, a massive worm was petrified erupting from a nearby stony hill. Local dwarves moved in, died off, and were replaced by other creatures. Recently it was the hiding place of the Heart of Dur, a magical ruby that was recovered by brave adventurers. But recovery of the heart awakened something darker and it is time to return and set things right.

This adventure is a distant sequel to "Into the Worm's Gullet".

This dungeon takes place in and around a giant petrified worm that is gradually coming to unlife. Within its bowels, foul creepy crawlies now spawn and seek to defend their lair and bring chaos to the world. It was designed for characters around levels 5-7.

Four new creatures are in this adventure - stat them out as you feel is appropriate to your game and power level of play. You can find sample versions of them for Dungeon Crawl Classics, Labyrinth Lord, Swords & Wizardry at <http://rpgcharacters.wordpress.com>

JUNGLE OF THE WORM

The jungles surrounding the worm have grown thick and foul over the years, and now they are beginning to rot from within, consumed by tiny writhing monstrosities.

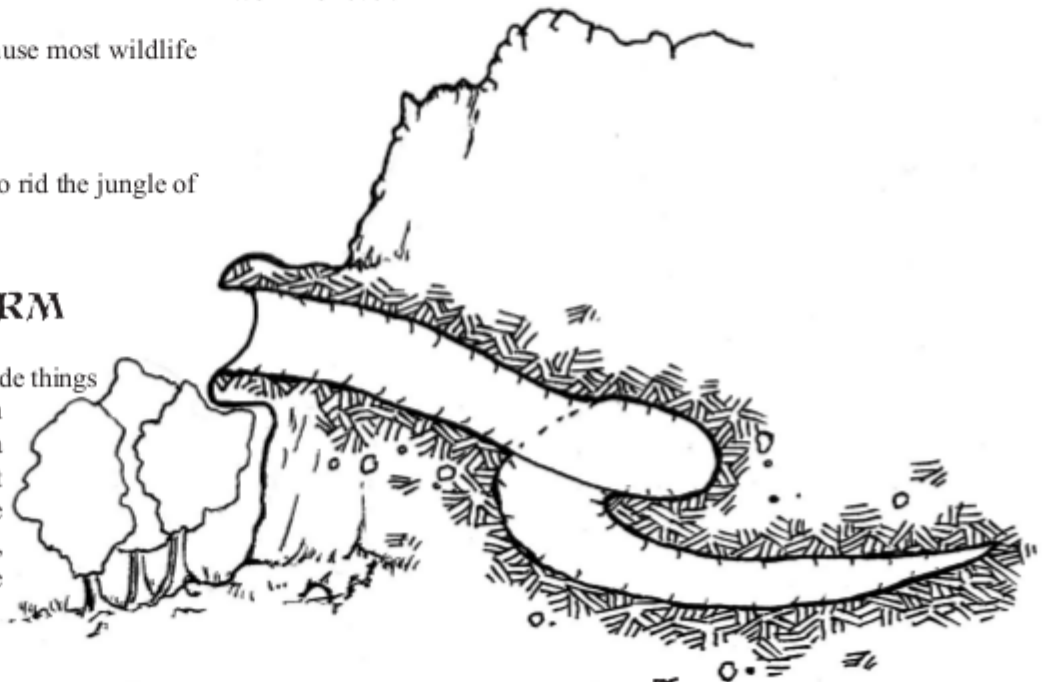
If the characters have discovered the way to the worm (either by having a good ranger amongst them, or through researching the prior expedition here, or having been on said expedition) then there will only be 1d2 encounters along the way through the jungle. Without this guidance there will be 1d4+1 encounters.

Roll 1d8 for each jungle encounter

1. 1d3 Worm-infested treants - the worms have driven these treants insane and they attack in a psychotic frenzy
2. 1d6+1 Apes, Man-Eating
3. 2d6+1 Baboons, Higher
4. 1d4 Apes, Infested
5. 1d2 Giant Rhinoceros Beetles - very wary because most wildlife in the area has gone crazy.
6. 1d2 Shambling Mounds
7. Morass of quicksand
8. Grove of 1d6 dryads who seek the party's help to rid the jungle of the worms

FACE OF THE WORM

Where the Worm's face erupts from the stony hillside things are obviously not well. While moss hangs down from the worm's mouth thirty feet overhead, a dribble of moisture also descends - a moisture that is foul and tainted. The worm's head seems to have torn it's way upwards through the face of the hill, leaving a path up that first passes underneath the head before coming around to the mouth.



Climbing this path puts the characters in the line of fire of the infested apes above who will hurl rocks down upon them and then rush them, attempting to engage them while they are awkwardly climbing the face of the hill.

Guarding the face of the worm are six infested apes who live atop the head. One of whom is the leader of the apes, a massive monster of maximum hit points who deals +1 damage with every attack. In the midst of fighting the apes, a flow of fetid worms escapes from the mouth of the Worm and joins in the fray (2 fetid worms per character present.)

GUTS OF THE WORM

While the Worm is slowly coming back to life, it is beyond the ability to the characters to kill directly. Within the Worm it is a foul and damp place, reeking of rotting flesh.

2d12 Fetid Worms erupt from the walls around them as they progress into the foul interior and seek to consume them. If the party remains within the guts of the worm too long, additional fetid worms will flow forth as needed to get them into action again.

Beyond the twist in the Worm's guts, a flickering light can be seen. A hooded lantern is the only possession of the young dwarf who came here seeking his fortune. Now he is completely overwhelmed by the worms, and the true heart of the Worm beats within his chest, a massive rotting organ that has split open his rib cage. He commands the new worms that are growing here, a pair of 30 foot long obsidian worms that are slowly eating away at the guts of the Worm, working their way from the tail forward.

The killing blow on the poor dwarven mutant will rupture the heart, and a fist-sized ruby will be exposed. However the ruby is cursed and anyone taking it will be drawn back here and twisted to be the new heart of the Worm. Only the destruction of the ruby will slay the Worm for ever.

AN ADVENTURE BY DYSON LOGOS

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Ed Nicholson - Escape from the City of Madness

Escape From the City of Madness by Ed Nicholson (ejaknicholson@comcast.net)

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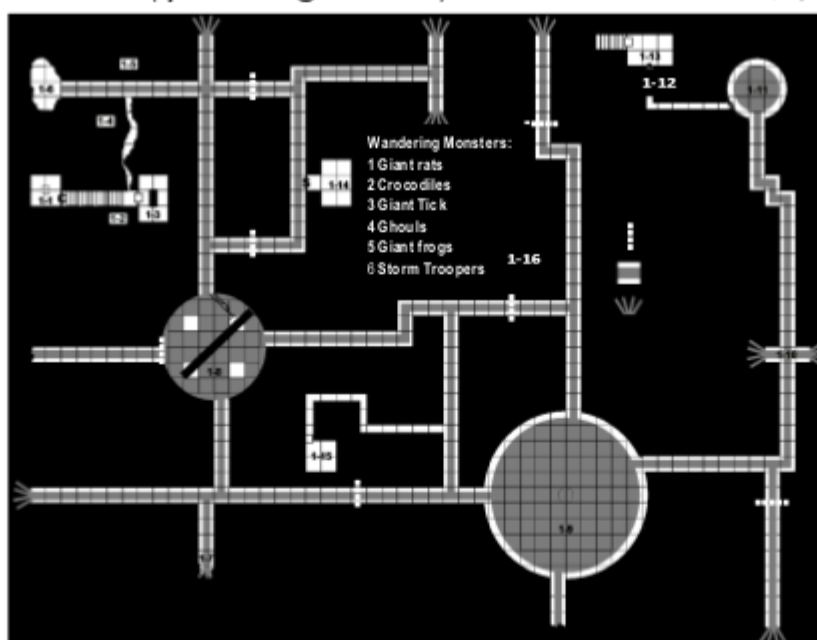
Background Story: The PCs have arrived in an oppressed city. It's evil dictator has taken power by assassinating the king and heirs to the throne. Now he rules with an iron hand and the populace struggles under his bitter rule. Unbeknownst to the populous one last heir is still alive, disguised as the male leader of the thieves' guild. She is gathering information and followers, waiting the right time to strike.

Player Beginning: You arrived at the city reluctantly, well knowing the reputation of its crazed and brutal ruler, but in need of supplies and rest you entered. Now you are hiding in the cellar of a shop. The owner of the shop ushered you through the hidden trap door to his basement and then locked it. The last thing you heard was the storm trooper guards dragging the shop owner away and then them settling in to wait for the search dogs and wizards of the tracker teams. Now as you sit in the darkness hiding, you wonder about the sequence of events that lead you here. Who knows which of the countless laws and procedures of the city you broke? Was it when you said your deity's name out loud in a public place? Did you unknowingly not pay some special tax? Whatever the cause, the city guard has sought to arrest you. And not wanting to be exposed to the draconian justice system of a city where many wear the scars of such justice-missing fingers, eyes, ears and worse, you chose to hide seek away to escape.

Area 1-1 Basement: This is a small storage room, has racks of vellum scrolls and books. The books and scrolls contain numerous records of mundane transactions, long-winded journals of long dead peoples, and countless genealogies. One book is marked with a bright new piece of vellum paper and seems to be a genealogy of the last king of the city. The page marked describes the youngest heir in the family, a girl named Alraya. Hastily scribbled on the new vellum is "find her and we find freedom". A section of the plaster is visibly damp in the shape of a small door. Breaking through reveals a cobweb filled stair leading down into darkness. Loud noises attract attention of the 10 storm trooper guards upstairs. They begin to tap the floor seeking the trap door and begin bashing it open. At the last minute the 1 storm trooper lieutenant will say, "Stop, we need to wait for the tracking team per our orders, they will be here with in the hour". Tracking teams include 2 storm wizards. They pursue the PCs slowly and cautiously, as they are too afraid of their senior commanders to take any real initiative.

Area 1-2 - Landing: The stairway ends at a flooded landing; water seeps through cracks in the south wall and flows out through a large crack on the north side. The murky water is only 2' deep in the landing area. Across the small landing area the passage rises a few steps out of the water were there is a curious rune covered iron door. The hinges and locks have been rusted solid. The door has been pried open near the bottom edge just enough for a halfling to squeeze through. It can be widened with a Str check.

Area 1-3 - Forgotten Wizard's Tomb: Located on the 30' high ceiling is an elaborate sarcophagus. A permanent reverse gravity spell in effect 15' up the walls. Floating in the zero gravity area created by the effects of the reverse gravity and the counter affects of real gravity hovers the body of a Halfling thief. Spikes are lodged in the wall marking the route the Halfling took as he climbed up the wall to the tomb. His 50' coil of rope lies on the ceiling. The tomb-robber made it to the sarcophagus but unleashed the wight inside and was struck down. Any disturbance to the sarcophagus will cause the Wight to attack. In the sarcophagus is a skeleton in rotten robes. Under it's skull rests the wizard's spell book containing magic missile, feather fall, web, wizard lock, diminution, feign death. A wand of webs (8 chgs) is still grasped in the skeletons hand. The skeleton is all that remains of court advisor from long ago. On



his hand is the Ring of the Advisor which makes saves against the wearers spells at -3 while worn in the city. Items still serviceable on the Halfling are thieves' tools, a large pry bar and a large iron key. The iron key is a master key to the city's sewer grates. He also has a small bag of salt for deal with the leeches in the sewers.

Area 1-4 Sump Corridor: A narrow crack with wet and slimy walls slopes sharply downward. Several streamlets cascade from crevices in the roof. Halfway down the passage the ceiling lowers to meet the water taking the passage underwater for about 15' until it hits the underground sewer passages. The sounds of gurgling water ahead indicate that the passage emerges in to the air again. PCs squeezing through this crack system are reduced to 1/4 speed, and suffer a -4 to all rolls. Passing through the sump requires a Con check or 1d4 suffocation. 3 Giant leeches wait in the sump. PCs may not notice these creatures sucking their blood until they emerge from the water.

Area 1-5 Transition to the Sewers: Glowing green lichen on the ceiling illuminates the sewer passage made of rough blocks with 2' wide walkways on either side. The stench of foul sewage fills the air. An executioner's hood drops on the head of the first PC emerging from the water.

Area 1-6 Rat Infestation: This is natural cavern filled with a great undulating mass of giant rats. A fresh mass of garbage hurls down from an opening far above, and the rats swarm over it. Dozens of giant rats attack anyone attempting to travel further in this direction.

Area 1-7 Cave-in: This long disused passage has caved in and has no water flowing from it. In the rubble there is a glint from the Sword of Locingar: +3, +6 vs. Lawful Evil still clutched by a skeletal hand (Str Check to remove it) sticking out from under a huge block. The root tendrils of shrieker growing here have recently unearthed it. Loud noise will cause 5 monstrous centipedes to attack from the rubble and may also cause cave-ins for 1d6 damage. The sword belonged to the legendary city hero, Captain Locingar, good champion the city guard, who disappeared many years ago. The sword is easily recognizable by citizens of the city as there are many statues of Locingar throughout the city. The sword is NG, Int, and will do 2x dmg to any intelligent opponent who attacks the wielder prior to the wielder drawing the sword from its sheath. The reputation of the sword grants a +3 CHR bonus in dealing with citizens of the city. Citizens will see the it as a strong omen for good.

Area 1-8 Whirl Pool: Here the sewer dumps in to a large circular shaft in a thundering

torrent. Three other sewers empty into the chamber and the currents of these combine and churn into a great whirlpool. Eventually the sewage and waste funnel down a great hole in the center of the chamber. Four pedestals emerge from the torrent spaced evenly about the room. A tangle of logs, boards and refuse has been used to rig a crude bridge almost to other sides. PCs falling into the whirlpool will be swept down the whirlpool to emerge in area 1-9. 4 troglodytes fire bows at PCs from the east tunnel as they attempt to move across the cistern. If they lose half their number they retreat up the sewer. A tribe of 30 troglodytes lives further up this sewer making further travel in this direction difficult.

Area 1-9 Bottomless Pit: This is an enormous chamber with a high vaulted roof and a floor that falls away to a deep pit. Numerous other sewers dump into the pit at various levels. Far below, large webs are strung across the pit with huge spiders poised in them. At the distant apex of the roof is a hole where daylight enters thru an open grate. Around this opening are storm troopers closely guarding, bound and gagged prisoners. The resonant affects of the doomed roof makes their words audible. "For crimes against the Overlord you are hereby sentence to death". The prisoners are forced out on to a plank. This is in an execution conducted from the courtyard of the Overlord's castle. The prisoners are any PC that may have been captured and Nylorac. Falling prisoners have a 70% chance of being caught in the webs and attacked by a monstrous spider with-in 1d4 rds. The spiders (8) will also move up the walls of the pit to attack in 3d4 rds. Anyone falling past webs falls to their death. NPC: Nylorac, female human (T2) is a noble who has been resisting the overlord's rule and was arrested on charges of treason. She is nervous in the sewers, telling the PCs that she has heard that it is the domain of the thieves' guild and that the leader of that guild is very powerful, sinister, and should be avoided at all costs (false rumor). Her noble house in financial ruins from the machinations of the overlord, but she has many friends through out the city and can be a strong ally to the PCs.

Area 1-10 Garbage Cave: The waters of the sewers here are sluggish and thick with refuse. The way is blocked by a huge mound of garbage piled high in the center of the sewer passage. PCs scrambling over the garbage may slip (Dex check) and sink into it (Str check to escape). Once PCs get over the garbage; a landslide of garbage reveals thick tentacles from a huge ottyugh. It will pursue the PCs down the sewer tunnel to area 1-13. If killed, its larger mate will appear in 1d4 rounds.

1-11 Dead End Passage: On the east wall are 3 small sewage pipes. One is made of iron and the others are made of stone. The one of iron can be unscrewed and pulled out, enabling a section of the wall to open as a secret door. Once inside the secret hallway the door can be shut and the pipe fished through the hole and reattached locking the door in place.

1-12 Secret Passage of Doom: Cobwebs cover a skeleton impaled on a rack of rusted spikes. The spike trap mechanism is stuck in the activated position and is partially blocking the way. The PCs can climb over the mechanism, possibly breaking through some of the rotting wood components. On a failed Dex check, a PC falls, collapsing part of the spike trap and takes 1d4 damage from the jagged metal. The skeleton also breaks loose from the spikes and falls upon the PC. It holds a potion of cure serious wound that will have to be pried from his dead hand. 20' further along the passage the crushed remains of another skeleton lies in crumpled armor against the north wall. PCs moving along this portion of the hallway trigger a compacting room trap, which in turn triggers a portullis to fall to the front and to the rear of the PCs. However, the compacting room trap no longer works correctly and will jam after moving five feet. The western portullis is severely rusted and the bars can be bent with a strength check enough to allow PCs to squeeze through it. There are hidden levers to open the two portullises in room 1-13. The final 10 ft, spiked, pit trap at the eastern end of the hallway is still in working order.

1-13 Treasure Room of the Thieves' Guild: The PCs have infiltrated the main treasure room of the Thieves' Guild. In here are untold amounts of treasure. After picking thru the treasure for a while they hear the heavy vault door open. The Guild master (T10) and 12 thieves (T4) enters and discover the PCs. The PCs are captured with sleep powder and shaken down for items from the treasury, they are allow to keep the own possessions. The PCs are recognized as bold adventures for getting into the treasure room and discovering the unknown secret passage. They are offered both their freedom and safe exit from the city or a mission to perform to obtain guild member ship. The guild master is Alraya, heir to the throne in disguise.

1-14 Thugs: 3 disgruntled thieves (Assn 2) lair here. They do not like the current Guild Master because he will not allow assassinations. They attempt to join the PCs and assassinate them one by one with poison.

1-15 Crypt Thing: In a lost tomb below the temples of the city, an ancient cleric of the city has become a crypt thing, to guard the Book of Statues. An intelligent magic book said to be able to command the ancient statues about the city. He will teleport attacking PCs to 1 pillar 1-8; 2 end of hallway 1-7; 3 pit 1-9; 4 area 1-5; 5 Thugs Lair 1-14; 6. With prisoners 1-9

Area 1-16 Tunnelers: Tapping and scraping noises are heard here. Soon a large stone block that forms the wall of the sewer is pushed out and falls with a clunk to the floor. 2 Dwarves, Sgt. Haggart & Cpl. Daggart (F2) pushed out the block. The two brothers have tunneled from a spur in the city's sewers that leads back to the city prison where they were being held for treason against their commander in the city guard for not following orders to blackmail and intimidate the population. They will join with anyone who is against the overlord and they have many contacts with-in the city guard who would help them. Their tunnel has collapsed behind them.

Eero Tuovinen - Miscegenation of the Ancients

An old school DUNGEONS & DRAGONS scenario by EERO TUOVINEN. Uses rupee standard.

What sages know: a large ark was built by one man to secure all living things against a great flood of the waters. For a year and a day the ark housed one pair of each pre-existing animal. Around the six-month mark the stakes separating male from female were pulled.

MISCEGENATION OF THE ANCIENTS

An inexplicable, vaguely ship-shaped gopher-wood construct on top of a mountain peak in the highlands. It is 500' long, near 100' wide and 50' high. A large hole has broken in the hull near the bow, seemingly as a result of violent landfall. A wide ramp leads up to an open entryway halfway up the hull-side.

The mountain slopes are obscured by unnatural mists year round. (Yes, by all means add complications to the journey up-country.) Any living being seeing a glimpse of the ark or even its shadow has to save vs. Magic or be confused and lost, never reaching the peak without help. Divine magic cannot be used to find the ark or help reach it as long as the Seal is present.

The ark was abandoned in disarray following its accidental grounding. All pure animals and many impure breeds escaped the ark before the great Seal was set by an archangel. All residents remaining fell into deep slumber in the mercy of the Lord. Since then the ark has been frozen in time.

The Seal is akin to a floating, invisible wheel of fire above the ark. The seal is broken when any being possessing a soul touches the ark. At that point the denizens wake; within 1d6 minutes the most mobile (birds, etc.) begin escaping the ark; within 1d6 hours other animals follow as per the random encounter table; within 1d6 days the intelligent denizens (particularly the Mule) dare to exit. Within 1d6 weeks the entire mountain is colonized by a chaotic hybrid ecology.

RANDOM ENCOUNTERS: After the Seal is broken, check for encounters every 3 Turns. Determine encounter type off the following table:

- 1 **MINOR CREATURES** – smaller miscegenations or other ark life that won't be dangerous unless poisonous, etc.
- 2 A lone wandering hybrid. 50% chance the next hybrid encounter is with the same type.
- 3 **A HYBRID UNIT** – a herd, pack, troop, family or other unit of one hybrid type.
- 4 **MULTIPLE TYPES** – 1d6 different types of hybrids that may be hostile to each other.
- 5 **DEGENERATE OOZE** – a random type of ooze, slime or mold, with signs of hybrid ancestry.
- 6 **SPECIAL ENCOUNTER** – roll on the table.

HYBRIDS: Despite having been divested of the pure animals, the ark is teeming with life, the vast majority of which consists of unnaturally miscegenated animals, or worse. We'll call encounter-sized specimens "hybrids". Nearly all imaginable animal combinations can be found within the unnatural procreative environs of the ark; see the sidebar for help in generating them.

About 50% of the hybrids are non-viable long-term, either due to individual or racial weaknesses. Hybrids of the same species breed true. Cross-type fertilization produces various non-viable awfulness that degenerates into primal ooze soon enough, except in 5% of the cases when it produces a chimera or lycanthrope.

Any living being that spends a day and a night within the ark gains prodigious procreative powers for the next year, so as to aid in repopulating the Earth after the flood. During this time-frame they are capable of breeding hybrids themselves, in addition to more ordinary feats of husbandry.

EXPLORING THE ARK: The ark has three decks (A–C) and a sloping roof with extruding eaves. Entrance is either through the hole to deck C, through the ramp to deck B, or conceivably by climbing to the roof and descending to A through one of the many hatches.

The ark is built of cypress timber with ambitious craftsmanship, although signs of use and depilation are everywhere. Planks have ancient writing on them (names of antediluvian prophets). The floors slant slightly due to the keel being uneven.

The ark is illuminated within by glowing stones set in the walls and ceilings every ten feet or so. The various colors may help navigating the interior, if attention is paid to them. Removing a stone takes a Turn with suitable tools. The glow of the stones subsides if they are taken outside the ark. Each stone is worth 50 rupees (dropping to 10 rupees once the local market is satisfied). There are about 15 000 stones in the ark in total.

Allow players to map the interiors if they would; improvise specific architecture from the deck descriptions (NB: each deck is about 500' × 100'). Give themes to areas by selecting one animal type to hybridize through the area. ~1/3 of the rooms have hybrid populations (in addition to random encounters). For each Turn spent exploring, a 1/6 chance of discovering something off this table:

- 1 **HATCH** – a way up (25%), down (25%), both (25%) or neither (25% – it's stuck, hidden, broken, or it's on the hull for waste removal). Down from C leads to the bilge (a healthy ooze ecology), up from A leads to the roof.
- 2 **SECRET FEATURE** – not quite obvious, but a party that performs a search has a chance to find secret treasure (50%, forgotten valuables for 1d1000 rupees), passage (25%) or trap (25%).
- 3 **INTELLIGENT DENIZEN** – a hybrid of near-human intellect and sanity; human (50%), demi-human (25%) or other (25%) heritage.
- 4 **ARCHITECTURE** – a notable exception to the general floor plan, such as a large skylight, central feed station, water collection tanks, the outside exit, site of a large fire, giant aviary, clogged ventilation, an animal's territory...
- 5 **TREASURE** – see deck description.
- 6 **SPECIAL ENCOUNTER** – encountered at their lair.

DECK A: Complex warrens intended mostly for birds and humans. Murals mired in animal refuse adorn the walls.

The Antediluvian library is on this floor (unique, but valued at 100 000 rupees). This is a collection of preserved pre-historical literature and art, mostly on tablets of various materials. The story of the ark, as well as the world it escaped, may be found here alongside arcane knowledge and adventure hooks to sate the referee's pleasure.

DECK B: Large halls for big animals, exercise and plant-life, arcology-style. Plants are pale and wilted due to insufficient light, but fertile due to the ark's influence.

The bones of the First Man are on this floor. This legendary relic seeps myrrh and bestows resistance to the original sin. All Abrahamic religions claim the relic; taking it to authorities is worth 10 000 xp, but makes enemies of the other faiths.

DECK C: Complex warrens and deep refuse pits. Originally for unclean animals, later for impure breeds, still later for imprisonment.

The remainder of the Gibborim Hoard that

GENERATING HYBRID ANIMALS: Roll twice, then combine with imagination and flair. Roll 3-5 dice and discard highest for a more even-keeled result. Pick a species of each type indicated, whatever comes to mind (ask players for variety, perhaps). Hit Dice are better of the two base stocks ±1 per referee judgement, and the same goes for AC and attacks. Possible interesting special features are determined by base animal stock – hybrids normally have nearly all features of both parents. Numbers appearing (if not otherwise indicated) are the lesser of the two base stocks.

d12 TYPE

- 1 **APE:** human, gorilla, orangutan, neanderthal, demi-human. If intelligent, the hybrid is likely insane.
- 2 **CARNIVOROUS MAMMAL:** wolf, fox, bear, lynx. Maybe roll 1d8 to indicate size and HD.
- 3 **UNGULATE:** horse, deer, camel, rhinoceros.
- 4 **RODENT:** rat, squirrel, beaver, rabbit.
- 5 **LIZARD:** crocodile, chameleon, gecko.
- 6 **BIRD:** owl, raven, swan, duck.
- 7 **SNAKE:** poisonous, constricting.
- 8 **INSECT:** ant, bee, spider, scorpion, flea, fly.
- 9 **FISH:** tuna, dolphin, eel, shark, seal.
- 10 **LIMINALITIES:** crab, frog, bat, monkey, elephant, worm lizard. Remember all the weird fringes of evolution that might or might not be included in the above types.
- 11 **PLANT:** tree, fungus, weed, cereal, algae. Animal-plant hybrids are probably not feasible in the wilds; all do not even have animal-like cognition.
- 12 **DRAGON:** winged, limb-less, fire-breathing; chromatic or metallic; spiritual being or beast; intelligent or non-intelligent. Any dragon hybrid has 50% chance of being some sort of chimera instead.

financed the ark's construction is stored in an oubliette (a sectioned-off part of the bilge) under a massive stone lid that may only be raised by the weight of an elephant, or clever collection of rain-water. The hoard is the patrimony of the tenth patriarch and consists solely of Nephilim-struck antediluvian gold. A 10 HD ooze or jelly has collected in the oubliette alongside the coin. The value of the hoard is 50 000 rupees.

SPECIAL ENCOUNTERS: Swap in new ones as necessary.

- 1 **SABBA** – the lilin (succubus – 5 HD) that engineered the bestial descent of the ark. Invisible, immaterial, charming. Has hidden the human body she used to get on board, which she may possess as a ghoul.
- 2 **ANGELIC PRESENCE** – supernatural awareness of the ark. Could range from visions or dreams of guidance to an outright angelic agency setting out to re-establish the Seal. Could be fallen angels, too. Pick the first idea that occurs and run with that.
- 3 **ADVENTURERS** – 1d6 competing explorers. If not causally possible, then ancient pure-breed humans caught by the Seal by mistake.
- 4 **CHIMERA** – a D&D chimera or other chimeric beast (griffon, lamia, manticoon, mongrelmen, etc.). Has a lair with treasure.
- 5 **JACOB** – an elephant-man (8 HD) with a human head at the end of the trunk. Child-like, unpredictably schizophrenic, worships the Mule.
- 6 **THE MULE** – a donkey-headed man (4 HD) with psionic powers: he may control and guide all animals he is aware of, including Hamitic humans (save vs Magic) and anybody with bestial ancestry. He may also have other psionic talents, system-dependent. Bitter, disoriented, sickly, megalomaniac; knows of the Gibborim Hoard.

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The Games People Play

A one page dungeon created by Eric Harshbarger (www.ericsharshbarger.org), best suited for players who may have gotten a little bored with their characters...

Outside The Manor

It is evening and a storm is moving in from the sea. Occasional lightning illuminates the shore and allows the adventurers to discern the surroundings:

A. Start. The party of adventurers suddenly awakens. They are lying on the sandy floor of a seaside cave. They do not remember how they got here. Before they can ponder too much, they are attacked by several Giant Crabs. No treasure to speak of.

B. Body. The corpse of a fighting man lies supine. Basic adventuring armor and weapons as well as a *longsword*, +1 vs. *Lycanthropes*. Tucked in the belt is a crumpled piece of parchment, its scribbled ink writing has been spoiled by the wet sand. In the body's left hand is clutched two large feathers.

C. Cave. A dying man (fighter) is gasping his last breath. His face and body have been terribly bloodied and battered; his fingers, ears, and nose appear to have suffered from frostbite (though it is quite warm outside). The man will grasp an approaching player and whisper, "do not approach the Master unless you have all five gems... with a complete set, he will be plicated... fewer, and he will become enraged again. Here is one..." He hands the player a finely, if oddly, cut ruby. About to collapse and die, the warrior pauses and then makes one final statement: "Also... beware of the trolls." At that moment three sea trolls rush from the back of the dark cave and attack.

D. Door To Manor. Large, heavy oaken doors are securely locked. A gargoyle descends from the roof above; there is an iron key around his neck. He will drop to the ground, face the party, and hold forth the open palm of his right hand. If a player puts the ruby (from C), above in his hand, he will examine it, give it back, and unlock the door with the key. Any other attempt to enter or any hostile actions will provoke an attack. See numbered descriptions below for manor's interior.

E. Hippogriffs' Nest. A pair of feisty hippogriffs roost here. Approach to the nest is accomplished only by climbing the cliff (skill of an expert thief needed), and will certainly provoke the creatures. Treasure: 157 gp, 351 sp, a +1 dagger, and a ring of cold resistance, and an expertly cut diamond (clearly part of the set of special gems). Corbin the wererat and his emerald may also be here (see (1) of manor).

Inside The Manor

A house of subdued wealth. Opulent but not gaudy. Most of the rooms show signs of some recent chaos (a violent argument? a scuffle? something more severe?) All doors are unlocked (though some are hidden).

1. Grand Hall. The place is a complete mess. A large table with papers scattered atop dominates and several chairs are overturned. Amongst the clutter stands a short man with rodent-like features. He is carefully eyeing a finely cut sapphire and is startled by the entrance of the party. He is quite agitated and rants on about how "the Master was being completely unreasonable." He will act paranoid about the party wanting to take his gem. Eventually he will attack the party by throwing a dagger and then flee to the balcony (out the west door). If he makes it outside alive, he will transform into a rat (he is a wererat, in fact), discarding all of his possessions (various non-magical goods plus an illegible parchment similar to the one found at (B)) except the sapphire which he holds in his mouth. He will scurry along the railing toward the cliff (The party has one round to stop/catch him. After that a hippogriff will swoop down and kill the wererat, taking him to the nest (E) above. The secret door in the cliffside leading to the cellar is very difficult to spot.

2. Cellar. Stairs lead upward to the Kitchen (7). A couple of giant spiders have made a nest in the dark northeast corner.

3. Dining Room. Nothing exceptional here.

4. Library. Ghost of Alarina, an elven sorceress, sits weeping at table. She wails that "the devious thief was always provoking the Master" and "now I've paid the ultimate price." On the table before her is a carefully written scroll (like those at (B) and (1)), but the language is obscure. There is also another gem: an oddly cut garnet. She will let someone take the gem, but, in her sorrow, will grasp for anyone who comes near, her ghostly chill having ill effects. When leaving this room, if the party has not yet encountered Truomo the Wizard at (7), they will see him in the hallway carrying the corporal body of Alarina into the Kitchen.

5. Servant's Quarters. A gnome butler lies dead in his room, a dagger in his chest. The stairs at the west door lead upward to Level 3 hallway.

6. Closet. Nothing out of the ordinary. Linens, spare general supplies.

7. Kitchen. Truomo the Wizard will be hauling the body of the elven sorceress (whose ghost now haunts the Library). "I did not kill her!" he'll cry. "I swear... it was the Master... when the game got out of hand!" Perceptive players will notice blood on his hands and an empty dagger sheath at his belt. Truomo will drop the body (it appears she died from freezing) and flee to the Cellar (2). There he will be killed by the giant spiders (if they are still alive -- if the spiders are dead, then the wizard will attack anyone pursuing him into the Cellar). Truomo is a mid-level magic-user and carries typical magic items as well as another gem: a finely cut topaz.

8. Guest Bedroom. Has been slept in recently by Corbin (wererat thief from (1)). Typical traveling possessions lie about.

9. Guest Bedroom. Things are tidy and in order. Busted within the ashes of the fireplace are 3 silver pieces.

10. Tower. Serves as a storage shed for hardware, rope, and the like. Probably the best spot from which to start a climb toward the Hippogriffs' Nest (E).

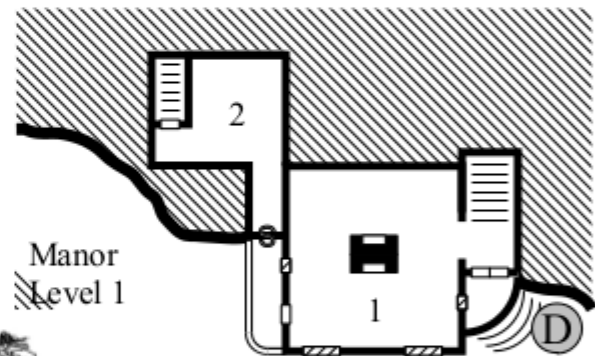
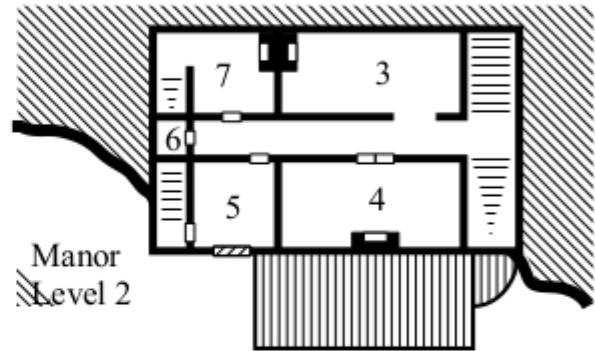
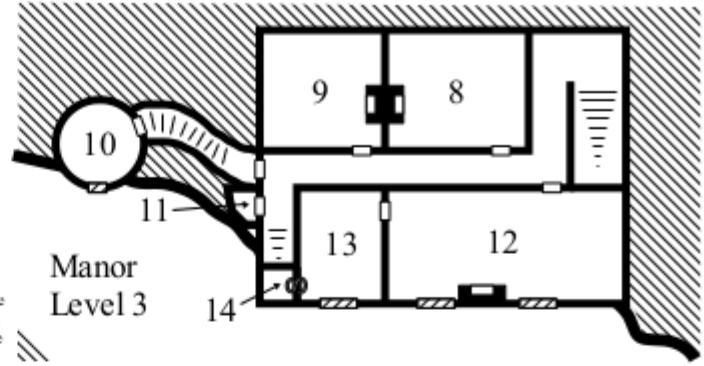
11. Garderobe.

12. Master Bedroom. Standing at the window, looking out toward, the sea is the Master of the manor: Mordevan Eldritch, a Lich. When the party enters he will turn slowly and study them quietly for a moment. "Are you the latest who have come to play in a game? Have you come prepared?" If the party answers "no" or has not collected all five gems from about the house, Mordevan will become irate ("How dare you waste my time!") and attack (he favors cold-based spells) if the party does not immediately leave the room (he will not pursue). If the adventurers show him the five collected gemstones, he will become much more friendly. He takes the precious stones, and runes begin to glow on their many facets. Perceptive characters will note that the glowing runes are actually numbers. "Follow me to the Grand Hall downstairs. I'm afraid it's a bit messy after the tumultuous affairs of this morning, but we will make do." If the party follows him to ward area (1) he will continue his banter: "Have you brought character sheets of your own? No? No worries... there are plenty of extras. You can assume whatever roles you want... I have quite an adventure in mind for you." Once seated around the table in the Grand Hall, Mordevan will continue (a flame twinkling a bit brighter in his one eye), "some players think I'm a bit ruthless, but I think we'll all have a good time. Now... your characters begin completely unawares, awaking suddenly and finding themselves on the sandy ground of a strange cave, you smell the salt of the sea. A clattering nearby alerts you to the presence of several giant crabs..."

13. Private Study. Mordevan's spellbooks and many magical treasures fill this room. There are also several copies of bestiaries, monster manuals, and tomes about gods and demigods. The secret door to the closet (14) is very difficult to spot and is trapped. Failure to disarm will cause poisoned needles to project from the handle (save at -2 or die).

14. Treasury. A room with vast wealth in coins and jewels. On the wall is a map that reveals the location of a boat moored up the coast; a chance for the party to leave this place...

Final Note: This scenario does leave open the option of the Game Master actually allowing the players' characters to roll up characters within *their* world. Any experience earned by characters' characters might transfer "upward" to the characters themselves at a 10-to-1 ratio. Of course, maybe the characters' characters will eventually have reason to roll up characters of their own; but let's not get carried away...

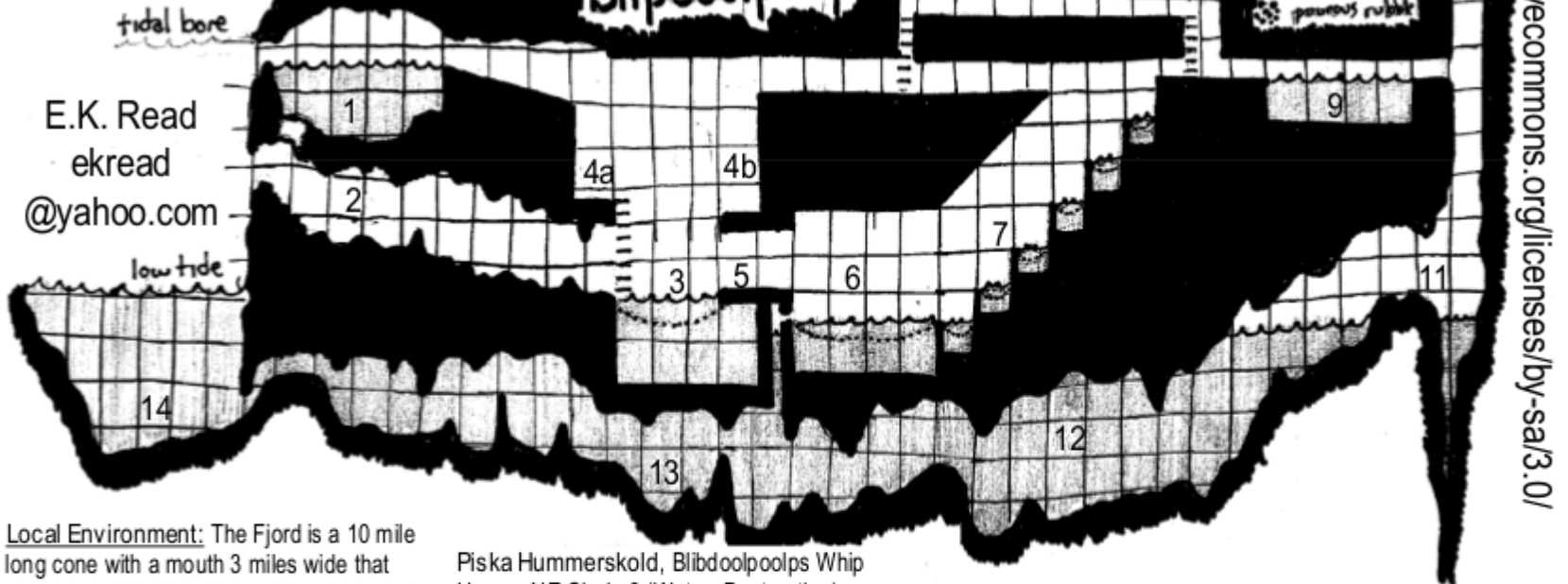


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Erik-Karl Read - The Issue of Blipdoolpoolp

History: The best fjords of the mountainous coastline were overrun by well organized battalions of settlers. The hamlet of Mundstrom harbored debt slaves, took in exiles, cheated on taxes, and refused to send conscripts for military service or Intermarriage. Eventually, The hamlet was razed and the inhabitants left to rot where they were executed for flouting the rule of law. Decades later, abandoned Mundstrom Fjord, with it's dangerous tidal bore and sandy soil has attracted the interest of the burgeoning cities. Business interests that have purchased fishing rights and land deeds from the provincial government have contracted your group to investigate rumors surrounding the site and deal with them at the rate contracted.



Local Environment: The Fjord is a 10 mile long cone with a mouth 3 miles wide that ends at a cliff (300' wide x 50' high). Atop this cliff is a ½ mile deep sandy field bordered by two small run-off streams and 300' high stone cliffs. The salty, sunbaked remnants of Mundstrom are set back 150' from the cliff edge to avoid the sea spray of the 40 MPH murky brown tidal bore that raises sea level by 30'. During the ebb tide the fjord is littered by silty stony pools of sea water that harbor an astonishing variety of life upon which abundant mammals and birds once fed. Careful observation of the cliff face will reveal that one cave drains a lot during the ebb tide, suggesting a large hidden volume. High Tides occur twice daily just after noon and midnight, low tides occur at sunrise and sunset. After the tide ebbs below the middle cave entrance and it finishes draining, the adventurers have 6 hours until the flow tide crests that opening and floods the mid level. The upper levels fill gradually over the next 3 hours. So keep close track of time elapsed, because the denizens will try to slow down the party and have the tide do their dirty work and provide a big home surf advantage.

Rumors: (extra details for the DM)

1. (F/T) Mundstrom is haunted and smells like rotting flesh (only during flow tides)
2. (F/T) There is a series of tunnels under Mundstrom filled with treasure (just caves)
3. (T) Three fishing vessels have gone missing in the fjord (attacked by Homarans)
4. (F/T) marine mammals are leaving the area (they are being killed by the Homarian)
5. (T) A native hermit was seen kayaking the bore (Priest of Blipdoolpoolp)
6. (T) An old lobsterman found a dead baby and a lobster in one of his lobster pots (both parts of a Homarian larvae)

Piska Hummerskold, Blipdoolpoolps Whip Human NE Cleric-3 (Water, Destruction)
Stats: 10/10//12/14/15/12 21 hp AC 10+4 chain Light Mace[1D6], Stinger Net[DC or 1D6 subdual damage (s.d.) Feats: Combat Casting, Brew Potion, Exotic Weapon (net), 4x Rebuke Undead Skills: Climb1 Use Rope1 Craft(net/rope)4 Handle Animal2 Knowledge(local)3, Swim2, knowledge(nature)4, Profession (Boater)6, Concentrate7, Common, Abyssal, Aquan Spells 0-lvl: Create Water, Light, Mending, Purify Food & Drink 1-lvl: Death Watch, Endure Elements, Sanctuary Obscuring Mist 2-lvl: Speak with Animals, Make Whole, Fog Cloud

Piska is the only survivor of Mundstrom and was impressed onto a warship then found common cause with Blipdoolpoolp to wreak havoc upon the invaders. Piska has bred an aberrant race in her image. At sunrise and sunset he tends to the nurturing of the brood and maintains the temple. As tide wets feet of statue he leads 2 hours of worship, then retreats to the residence.

Homaran Med NE Aberrant Humanoid Hit Dice: 1d8+1 (6hp) Initiative: +0 Speed: base 30 ft.; swim 20 ft. AC: 13 (+2 moult carapace, +1 claw buckler) Atk: 1 per claw Dam: 1D4 per claw Face/Reach: 5 ft. by 5 ft./5 ft. Abilities: 10/10/12/10/10/10 Skills: Hide+3 Feats: Scavenging Gullet

Homarans can have up to 4 lobster-like traits, and each confers a special quality; lobster head (breath water, dark vision vision 60ft), claw (1D4 damage, can be used as buckler), 2nd claw (1D4 damage, can be used for double weapon fighting with penalty), moult skin (+2AC, immunity to stings). Homarans are ambush hunters who devour their prey in the safety of caves. Civilized Homarans prefer to subdue mammalian prey for sacrificial drowning then consumption.

Areas are connected at the center of its width that matches the apparent depth. Roughly hewn walls are barnacled and slimy.

1. **Jellyfish Pen:** Hidden below the surface are Lion's Mane Jellyfish & 2 Homarans. They will drag PCs into pool (check vs poison take 1D6 s.d./rnd) and sound alarm..
2. **Mussel Tunnel:** Tubular cave covered in slime and mussels. Check to maintain balance. Homarans of area 1 will open drain, deluging the cave. PCs check balance, and poison (1D6 s.d.) for 3 rnds or wash into area 3. 6 homaran juveniles that look/sound like babies (treat as rats)
3. **Larvae Pen:** A net below the surface keeps in larva swarm (3HD crab swarm) that attacks prone PCs. Check balance to cross.
4. **Shrine to Blipdoolpoolp:** Piska is chanting in 4a and will ambush PCs with 3 stinger nets (check vs poison 1D6 s.d.) then escape back to the area 8. The 20' statue of Blipdoolpoolp (4b) is inlaid with mother of pearl that shimmer from the light spell cast upon a giant crystal ball held aloft in one of the claws.
5. **Giant Lobster Carapace:** check to realize its not alive.
6. **Larvae Pen:** same as area 3, except it is a 2HD crab swarm
7. **Terraced Larvae Pens:** each terrace contains a 1HD crab swarm each successively smaller larvae held in by nets
8. **Rectory:** Adult Homaran Companion can cast 3 osirons will fight to the death if cornered. There is a hammock large enough to hold 2 humanoids., 3' ivory statue of Blipdoolpoolp, prayerbook, giant pile of nets, kayak and paddle. A table holds potions: Water Breathing, Detect Law, 3x vials of stingers (ingest Unconscious; splash 1D4 s.d.), Delay Poison.
9. **Anchorhold:** A giant lobster carries 200 "plums" that are Homaran embryoa, and will be released on the next tide. Claws will sell as food on the market and the shell to armorers.
10. **Collapsed Cistern:** In the Mundstrom ruins as the tide is coming in PCs will feel a blowhole like breeze and smell rotting flesh and algae
11. **Crevice:** Moray eels feed off the temple detritus
12. **Midden:** One Mundstrom resident remained on as a Lacedon through judicious rebuking and being well fed.
13. **Feral Juveniles:** same as those in the mussel tunnel.
14. **Fishing Boat Debris:** Broken planks and rigging. Check will reveal that these are the missing fishing boats in the rumors.

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THE BLACK SCHOOL

A One Page Dungeon by Fco. Javier Barrera

THE LEGEND OF THE BLACK SCHOOL

"North of the city walls of Ur-Agnès, beyond the opalescent mansions of its princes, you will find the ruins of a school which was called the Black School.

It was a school bellow ground, eternally dark and changeless, where you could learn a thorough and perfect knowledge of the Old Arts. It was pretty well known among the pupils that the devil himself was the master. The legend says that one of the rules of the school was that the owner should keep for himself that one of the students who would leave the school the last every year".

The truth behind the legend is that the Black School existed but its real name was "School of Old and Modern Arts", and was founded by Onagro the Reluctant. The prestige of Monagro and the possibility to gain access to his legendary library attracted the best minds of that age, and the prominent noble families of the Empire sent their children to study in there.

However, the unfortunate death in strange circumstances of the governor's first-born triggered off a succession of terrible events that finished with the destruction of the School and the disappearance of Monagro.

RUMOURS (D4)

An elf prince is negotiating with the governor to settle with his people in the burial mounds zone, North of the city. He states that there rest the remains of his noble ancestors.

Onagro was in fact a powerful necromancer. He accepted young students to murder them and use their blood and their fat in horrific rituals of Necromancy.

Onagro was a victim of his disciples' ambition. They longed for his knowledge and try to get rid of him. They testified falsely against him when the governor's first-born died by accident in a magical experiment. However, they did not measure well the consequences of their accusation. The School was assaulted and destroyed, Onagro disappeared and was given up for dead and his library was lost forever.

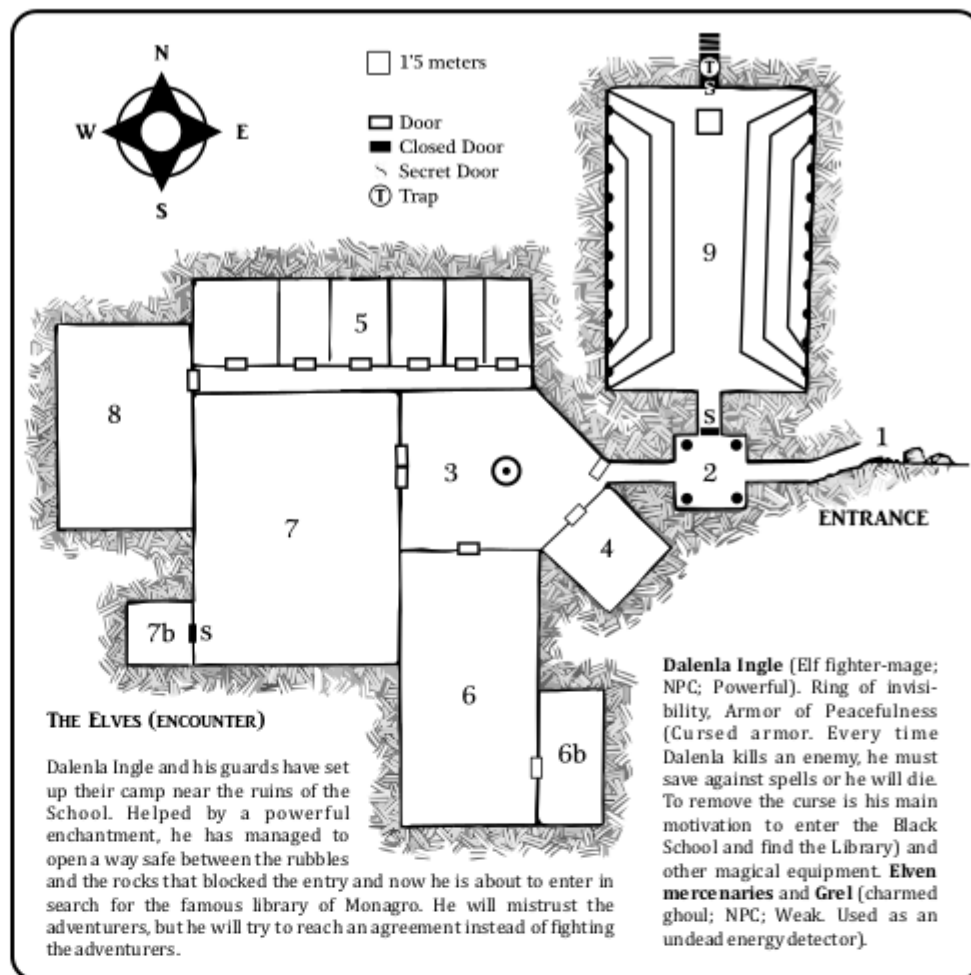
It is said that the magnificent library of the Black School housed a scroll handwritten by the gods in which he locked up the words that gave rise to our world.

MAP KEY

Note: Adapt the number of enemies and NPCs levels to the party level.

1- ENTRANCE. It's absolute darkness. There is no more than dust and debris accumulated by the passing of time.

2- ROOM OF THE CARYATIDS. Onagro built the School over a Sochara mausoleum. In the North wall of the room a secret door leads to the mausoleum, but only will be revealed pronouncing some specific words. The Caryatids that delimits the door are its guardians. Once the secret door is revealed, the caryatids will come alive and attack the intruders. Only will be stopped with a specific command word. **Caryatid Colum.**



3- LAVATORY. In the center of the room there is a fountain built in ornamented stone. Now it is dry, but it's magical, and fresh water will spring up if the word "Prescor" is pronounced. The word is carved in the stone of the fountain.

4- SUPPLIES. Empty boxes and barrels.

5- ROOMS. Guest rooms. Nothing special.

6- LIBRARY. Piles of books block the door from the inside. The library has been practically destroyed by the passing of time and the dementia of Onagro. A skeleton of a small animal lies on the ground. There's a ruby beside the skeleton that contains the soul of **Onagro's familiar**. If someone swallows the ruby, the spirit of the familiar will take possession of his body.

6B- STUDY ROOM. Onagro the Reluctant is here, now turned into a Gray Philosopher, reading eternally the same books, a dark reflection of his previous life. Here he took refuge after being buried in his own school, and here he tried to figure out what truly was hidden in the mausoleum of GaarThee'a. He found in the old books the words needed to reveal the secret door of the mausoleum and to pass safely its stone guardians. Whatever he found in the mausoleum terrified him, and returned here to die alone of starvation in darkness.

Onagro (Gray Philosopher; Powerful NPC). He keeps with him a Sochara scroll that describes the secret door that leads to the mausoleum of GarThee'a. There are as well annotated by his hand the sentence: "Wake up. There is a dish with bones for you in the kitchen.", (which reveals the secret door) and the words "Caryatids" and "Black Mirror" (The true password is "Dark Crystal", but Onagro wrote it bad for whether anybody could snatch him the parchment).

7- SPELL CASTER'S LABORATORY. There are 500 g.c. in magical components scattered on the ground of this room. In the West wall there's a secret wardrobe with more magical components (5,000 g.c.), 6 gems (700 g.c.), some mage scrolls and a Sapient Sword named **Quimérica**.

8- ALCHEMIST'S LABORATORY. 500 g.c. in magical components. Alchemist's tools (1,000 g.c.).

9- THE MAUSOLEUM OF GAARTHEE'A. This is the entrance hall of the Mausoleum, a vaulted nave with carved stands at east and west sides of it, in which a hundred of mummified human slaves stand on foot, forming a sort of macabre chorus. Their faces reflect terror and ecstasy, as if death caught them while singing the highest note of a dark hymn to the gods. The floor and the walls are covered with inscriptions in Sochara language as a warning about do not disturb the Sleeping Dead.

At the back of the the entrance hall raises the statue of a large bloated creature, an idol of a putrid god whose name is forgotten. Those who approach to examine the statue will listen how a profane canticle starts to ascend from the chorus. Little by little it will keep going up of volume until it converts in a deafening noise. It seems a canticle of welcome and praises to a cruel and dark lord; a shout of horror and, at the same time, a pray for mercy. The canticle will finish abruptly and several ghostlike creatures, daughters of the pain and the fear of the slaves, will materialise. **Astral searchers.**

Behind the statue, in the North wall, a second secret door is hidden. It is protected by a **mortal trap**.

Beyond this last door lies the underground complex in which the spectre of GaarThee'a and his funebre cortège dwells, preparing his triumphal return once the Seal has been broken.

TROUBLE'S ROOT

This is the hideout of the brothers Fairlane. As young adults their tendencies to excess and eccentricity rendered them pariahs. They struck out to make their fortunes through logging darkwood. In time they chanced upon a grove of trees more fantastic still.

John, who was an apprentice blacksmith, and Jarret, a ranger, developed a relationship with a hobgoblin tribe. The brothers trade their unique wares for supplies, booze and protection.

Hobgoblin raids have victimized the brothers' hometown. The blacksmith, to whom John was apprenticed, recognized the Fairlane's craftsmanship on the body of a fallen attacker.

The Approach

A grove of odd trees stands above the dungeon. PCs in the know will recognize darkwood and the species that produces living steel amongst them. Stumps indicate a recent culling of the grouping. Inspection reveals sawdust and tracks leading to the hideout.

During the evening two columns of smoke rise from the hideout: one from the kitchen (5), a larger plume belches from the forge (18).

2 hobgoblins patrol the surrounding area, day and night.

Notes

Doors are iron bound oak unless otherwise noted.

Secret doors are expertly crafted of sliding stone.

Living steel is incredibly hard and regenerates itself if damaged.

1. Shallow cave. The rock is roughly hewn, otherwise unremarkable. A lone hobgoblin guards stands guard.

2. Foyer. The doors leading north from this room are covered with leather and fit snugly into their frames. A pressure plate (activation lever located in the mess hall) causes the four nearby secret doors to slide open, releasing the swarms from the side rooms.

3. Alcove. This room contains several fetid animal carcasses. A spider swarm streams out of the cage and through any open doorways to attack the PCs.

4. Alcove. As room 3.

5. Mess hall. Contains 2 tables 16 chairs and 5 hobgoblins. A galley kitchen, vented to the surface, extends from the southeast corner of the room.

If the hobgoblins have heard the PCs three of them will run to room 6, arm themselves with longbows and make use of the arrow slits in the wall between rooms 5 and 6. The remaining two will knock over a table and block the PC's path to room 6 while yelling for support from the sleeping quarters (8).

If the hobgoblins are unaware of the PCs, they are caught eating, sitting around one of tables in the room. They will raise the alarm and attack the PCs in hand-to-hand combat.

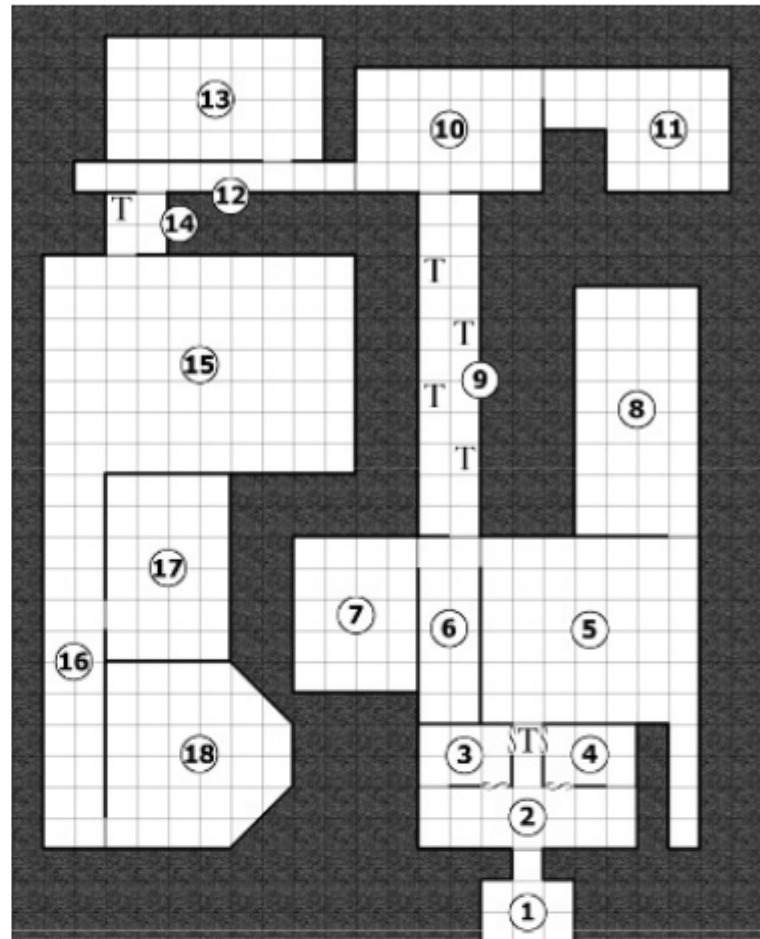
6. Armory. The room holds 5 longbows and 200 arrows, 3 suits of chainmail are hung on the Northern wall, 2 battleaxes, 5 longswords, a small halberd and small short sword lie in a pile in the southwestern corner.

7. Store room. 100 days worth of trail rations sit on shelves along the western wall. 3 bottles of fine wine and bread, cured meats, nuts and berries line the north wall's shelves. 3 kegs of beer sit in the northeast corner, concealing a small hole where the northern and eastern wall meet the floor. Within are 2 healing potions and a rare bottle of whiskey.

8. Hobgoblin quarters. There are 15 cots. 5 are occupied. If roused by a commotion in the mess hall (5) the 5 hobgoblins arm themselves and rush to join the fray.

9. Hallway. The hallway's walls are smoothly carved. The ceiling is riddled with holes, about 2 inches in diameter. The floor is flagstone. Several stones are trapped. Pressure plates trigger arrows from above.

If the alarm has been raised this is where Jarret the ranger and his hobgoblin attendant (10) will attack the PCs. Jarret will cast spells to slow them and loose arrows from his darkwood bow until he is badly hurt. He will then order his guard to remain whilst he flees deeper into



the dungeon, hoping to find protection behind the ogres (15).

10. Office. A large desk and several chairs sit in the center. Inside the desk are various ledgers denoting arrow and armor production. Several lengths of darkwood lay along the southern wall. If unwarned the ranger and his hobgoblin lackey are reviewing orders at the desk when the PCs arrive.

11. Workshop. The ranger creates darkwood weapons here. Lathes, knives and other tools of the craft lay scattered over his workbench, alongside an unfinished bow. A darkwood longsword leans against the eastern wall.

12. Passageway. The long narrow passage ends at a hole in the ground. Still water lies 60 feet below the lip of the opening.

13. Ranger's quarters. Plants abound, potted and rooted in piles of dirt strewn about the room. There is a bed of pine boughs in the middle of the room. Two orbs shine from above; they feel like sunlight on the skin. A barrel sits atop a table in the northeast corner of the room, a watering pail beside it. In the bottom of the water barrel is the severed head of an ettin.

14. Anteroom. The northwest corner of this room falls away. A PC falling with it lands in the well (12).

15. Root cellar. Roots intrude from the 20-foot high ceiling. Some hang far enough down to have implanted themselves into the piles of dirt and scraps on the floor, most dangle above the poorly leveled floor. The longer roots are planted in piles of dirt, metal shavings and sawdust. Two ogres labor here, arranging and lengthening the roots. They have used their axes to begin pulverizing several sections of trunk strewn about the room. The entire room is difficult terrain and occupants must check each turn to avoid entanglement.

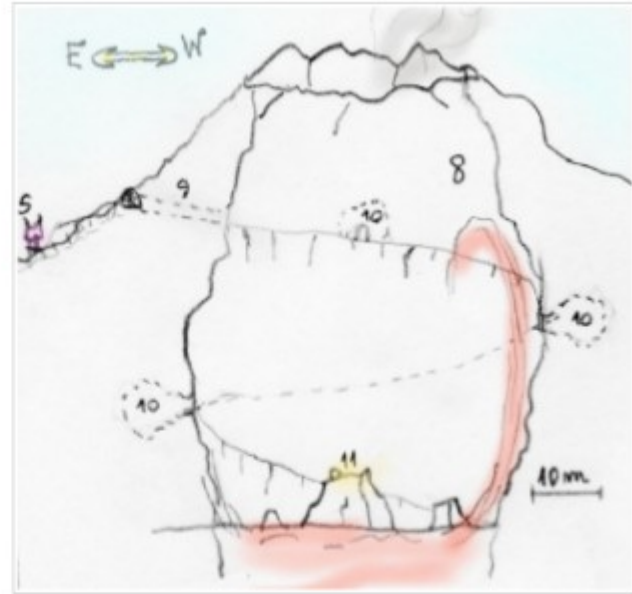
16. Corridor. The walls, ceiling and floor are smooth, carved stone. The ogres' labors have produced 4 sacks of living steel, which lay against the western wall.

17. Blacksmith's quarters. There is a neatly made up cot, a small table and a chair. A living steel breastplate hangs from the northern wall. A suit of living steel chainmail is hidden in the mattress.

18. Forge. John the blacksmith works here, shaping the metal the trees have produced under the ranger's ministrations into magical arms and armor. A hobgoblin works the bellows. John is unarmored but attacks the PCs with his living steel sledgehammer, still hot from the forge. Masterworked tools and a thick leather apron round out his gear.

ISLAND GRAVE OF ALSIAURIGNIS, MOTHER OF MAGIC

Adventure site for high level treasure hunters, dragon slayers or ambitious hierophants.



Lost in the frozen mists of the Northern Sea, the snow covered Island Grave of Alsiaurignis was a sacred place for the now forgotten cult of the Dragon Alliance. It is now home to two clans of primitive Chaos Dragons!

LEGENDS SAY THAT:

- The lost Dragon Alliance Cult worshipped Alsiaurignis as the Mother of Magic, and great powers were bestowed upon them.
- The Dragon Alliance Cult offered endless amounts of gems and jewels to honour Alsiaurignis, together with five legendary weapons.
- The Great Dragon Alsiaurignis sacrificed herself to save her offspring: one single dragon cub of seven colours.
- After the Mother of Magic died, her bones turned into solid gold and the cult continued for centuries, until primitive chaos dragons reclaimed her bones as their treasure and destroyed the cult.
- The Dragon Alliance Cult had a portal system that led to the Island from several temples in the world, now lost. Add 1d3+1 in your setting!

SETUP

The Seven Frost Dragons. At anytime there are 1d4+2 frost dragons on the island surface: for each, 10% of being asleep atop one of the Peaks, 50% of being awake on one of the Peaks, 40% of flying around. The remaining frost dragons are patrolling the waters in a 30km radius.

The Five Flame Dragons. At anytime there are 1d3+1 flame dragons inside the volcano: for each, 20% chance of sleeping inside one of the Caves, 80% of being awake and flying inside the Volcano. The remaining flame dragons are patrolling the waters in a 30km radius.

ROUTES TO THE ISLAND & MANOEUVRING

The Glyphs. Lost somewhere in your campaign world, d3+1 portals lead to the Portal Glyph near the Ruins. Characters must also retrieve the lost command word "Ignismater".

Sailing the Northern Sea. Within 30km of the island, 10% chance/day of being spotted by 1d3 patrolling dragons. 50% of being spotted by frost dragons when landing on the Lost Harbour. 20% elsewhere.

Flying. Within 30km of the island, 10% chance every day of being spotted by 1d3 patrolling dragons, 10% chance of being spotted by frost dragons when landing.

Manoeuvring on the Island. Except where noted, snow covers all: movement halved. Outside the Sacred Path: climbing up or down requires 1 roll per 50m of altitude or suffer 1d12 damage and 5% of being spotted.

SPECIAL: RESURRECTING THE CULT

Alsiaurignis will come back to life if bones are undefiled, none of her treasure is taken and 500.000gp worth of treasures are brought to her. Valuables given yield 50% their value as experience points. Alsiaurignis can teach all arcane spells, remove curses, identify and recharge all magic items.

ON THE ISLAND & INSIDE THE VOLCANO

1 Lost Harbour. The ancient stone pier is half broken, half sunk. Mooring requires difficult roll, or ship will damage against stones. Elsewhere: 3 rolls.

2 Lost Ruins. Broken lighthouse, half collapsed buildings. Covered in snow. Ancient mosaics on inner walls portray the worship of Alsiaurignis. "Ignismater" is written in Draconic with Invisible runes close to an image of Priests standing on the Portal Glyph.

3 Portal Glyph. Glyph is magically free from snow. Teleports back to another glyph, using the command word "Ignismater". Teleports to random glyph if used from here for the first time.

4 Sacred Path. Paved, magically free from snow.

5 Dragon Totems. Roar if they "see" anyone within 10m. Same as Fear spell. Also, 50% of alarming dragons on one of the peaks, 10% of waking sleeping dragons. Silent if characters have started **Resurrecting the Cult**.

6 Snowy Forests. Each patch of woods: unless very stealthy, 10% of being assaulted by 2d10 Snow Apes. Each wood: a cave with 2d10 Apes.

7 Frost Peaks. Difficult climb: two rolls required, falling is 2d12 damage. 20% of being spotted by flying dragons while climbing. Bones of White Apes, and 5% chance of finding 1d3 Frost Dragon eggs in each.

8 Volcano. Lava magically whirls along the inner walls in three intermittent upward "streams" and then falls back to the centre. DEX check to run or fly past each stream or 3d10 damage (Breath Save halves damage).

9 Tunnel. Too narrow for dragons. Ghost Priest begs group to leave the bones alone, refers how to **Resurrect the Dragon and her Cult**.

10 Caves. White Ape bones. Each: 5% chance of finding 1d3 Flame Dragon eggs; 5% Hellwinter Gates; 5% one Dragon-God Staff; 5% Chamel Door.

11 Bones of Alsiaurignis. The bones are solid gold and weigh 2.000kg. Worth 200.000gp, up to double if sold as whole skeleton. Around the bones: about a thousand gems and jewels, worth 250.000gp. Weigh 10kg. On nearby altar: 1d3+1 golden Wizardry Swords. Require no proficiency, grant +2 to hit, damage, AC, Saves. Can transform into any other melee weapon at will by naming it in Draconian. Magic Users can "memorize" one extra spell per day inside the weapon and cast it as per casting rules (any level).

MONSTERS

These dragons speak draconic but can't use magic. Their primitive nature makes them behave like wolves of two allied packs.

7 Frost Dragons AC -3 [22], HD 8, claw, claw, bite OR breath, d8/d8/3d8, ST F8, Morale 9 XP 2000. Special: Fly; Breath, as White Dragon, once/day; cold aura inflicts 1d3 damage within 3m. Immune to cold.

5 Flame Dragons AC 0 [19], HD 8, claw, claw, bite OR breath, d10/d10/4d8, ST F8, Morale 9 XP 2000. Special: Fly; Breath, as Red Dragon, once/day; flame aura inflicts 1d3 damage within 3m. Immune to fire.

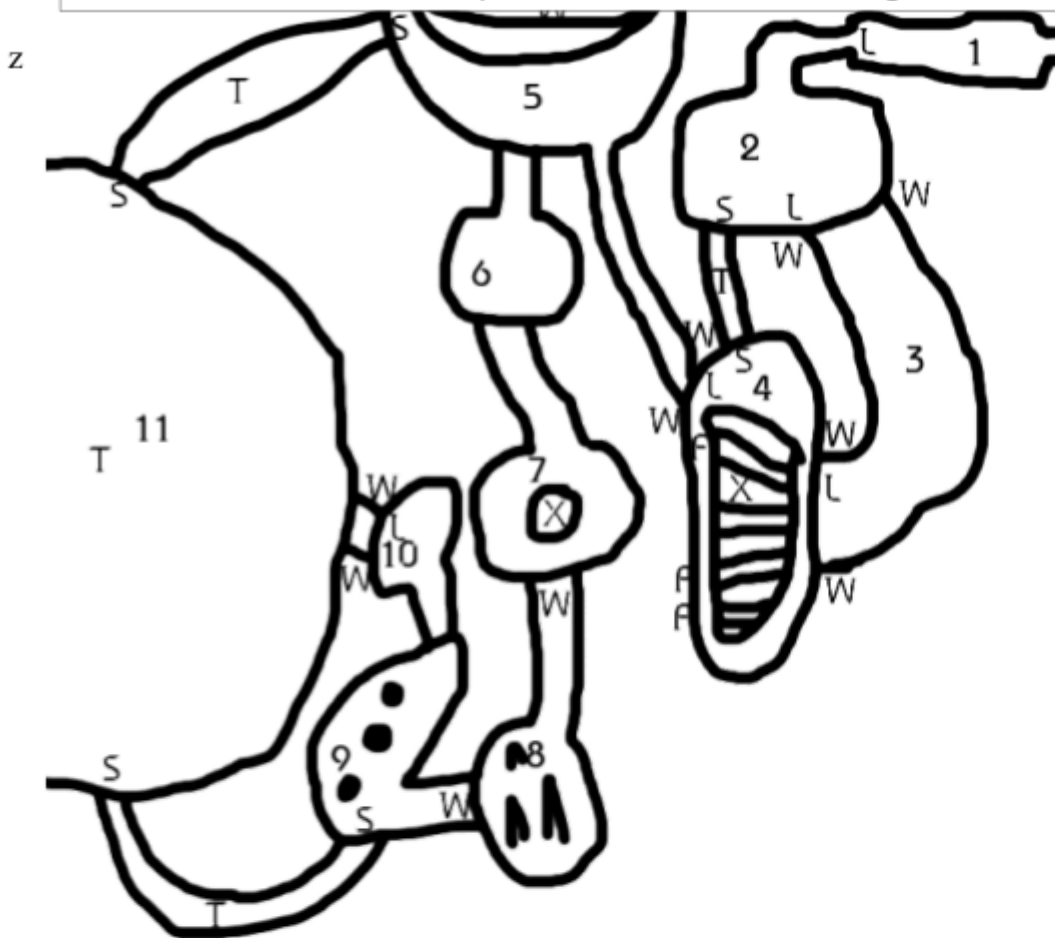
100 Snow Apes AC 5 [14], HD 4, claw, claw, d6/d6, ST F4, Morale 7 XP 80. Special: Cold Resistance as per spell.

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Dragons Den – Level 05

Greg Haugh

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Wandering Monsters

Wolves

Legend

- S – Secret Door
- X – Pit in floor
- F-Fake path
- L-lever to clear cavern
- W- Weapon
- T-Treasure chest

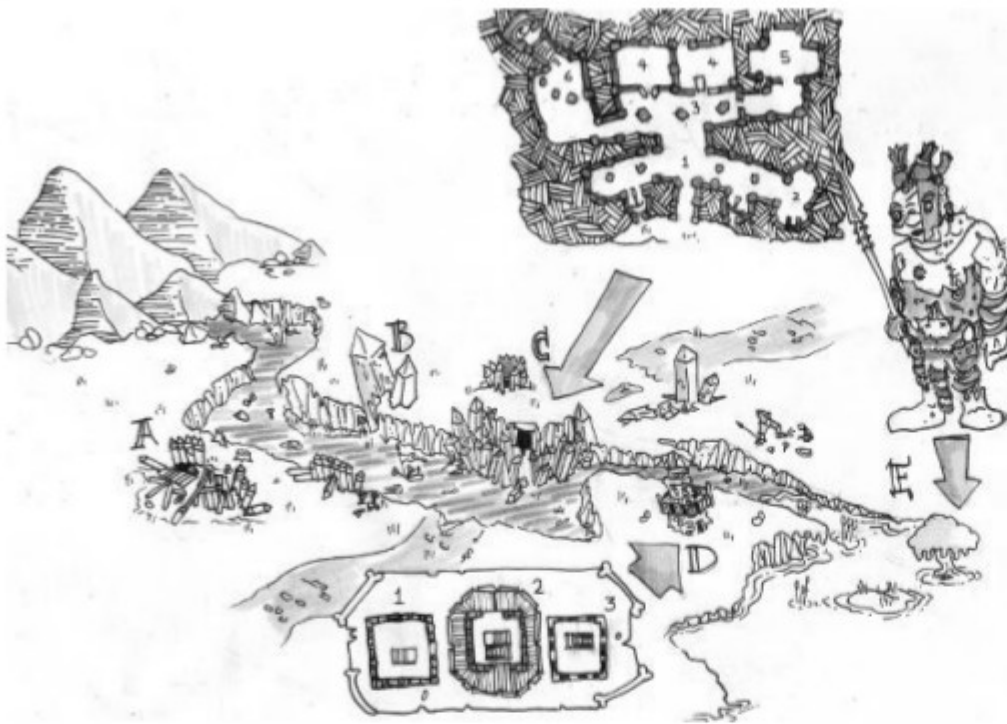
Room Key

1. **Cavern of Speed:** A cavern where arrow traps and falling rocks make it impossible but for the fastest to make it through. No monsters. Reward based on choices made by players: Boots of Speed or Armor of Fortitude
2. **Cavern of Strength:** A cavern lined with huge stones that only the strongest can move to pass through. No monsters. Reward based on choices made by players: Hammer of Strength or Cloak of Acrobatics
3. **Cavern of Stealth:** A cavern full of sleeping beasts that only the unseen can walk through safely. Sleeping wolves. Reward based on choices made by players: Boots of Stealth or Sword of Courage
4. **Cavern of Perception:** A cavern with many paths but only one is real. No monsters. Reward based on choices made by players Helm of Insight or Gloves of Luck
5. **Cavern of the Wolf:** A cavern used by the king of the wolves the guards of the lower tunnels. Wolves 3-5 and wolf king. Reward: Wolf cloak
6. **Cavern of Healing:** A cavern with a spring that is said to heal any injury, no monsters. No treasure. Special effect: full heal upon entering spring
7. **Cavern of Flame:** A cavern devoted to the fire elemental. Fire elemental. Reward fire shield
8. **Cavern of Ice:** A cavern devoted to the ice elemental. Ice elemental. Reward ice sword
9. **Cavern of Rock:** A cavern devoted to the rock elemental. Rock elemental. No treasure
10. **Cavern of Magic:** A cavern with a barrier that only the strongest magic user can break. No monsters. Reward based on choices made by players: Staff of Power or Staff of Cleverness
11. **Cavern of the Dragon:** The lair of the red dragon a fearsome monster can you beat it. Red Dragon. Rewards red dragon scales, gold piles, and dragon teeth.

Treasure Chests: Legendary items (4) (random upon opening chest)(left up to DM discretion)

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The Brittlestone Parapets



Three miles of ragged, magic-torn trench span Brittlestone Pass. Such is the detritus of wizards. A generation ago the lich *Guilmonte* ruled the pass and charged toll to all who passed his crooked yellow tower. His practice offended *Boolino the Arcane*, a wizard of great power and greater ego. The sorcerers and their minions battled, necromancy against academic thaumaturgy, to exhaustion or destruction. The land they fought over is now a warped, dangerous scar that lures treasure hunters seeking strange magics and wealth abandoned in the fight.

A. Shattered Artillery Park – Two bone and wood Trebuchets decay behind a tumbled palisade. Three crates of ammunition are stacked, unopened next to the Eastern war machine. The first contains lead shot and the second 12 animated skulls that will leap upward to bite anyone opening the crate for 1D4 damage each, attacking as ½ HD monsters with 2 HP until destroyed. The bottom crate holds six glass globes filled with poisonous brown gas that will fill a 30' diameter area and requires save vs. poison to avoid immediate transformation into a *Wight* if inhaled.

TRENCHLINE RANDOM ENCOUNTERS

- 1 A lone *Owlbear* (black fur and purple feathers) snuffles contentedly for scraps of magic to eat amongst the broken weapons and bones of the trench. It will attack only if annoyed (+2 bonus to reaction).
- 2 A scattering of magical lavender crystals (1D4). Each crystal can be drained by an MU to restore 1 level of previously memorized magic.
- 3 A reeking pile of animate bones lurks in ambush (surprise on a 1-4) but will not pursue. Treat as a *Shambling Mound*.
- 4 A thicket of (1D6) meaty animated necromantic tendrils. They are statistically identical to *Violet Fungi* and remain still until the party is amongst them, then attack. The body of a peddler rots here, his pack contains a set of thieves' tools.
- 5 A plundering hedge wizard (MU 3) (sleep/mend/levitate) with D12+2 men at arms (F1) (chain/shield/sword/shortbow)
- 6 Wide puddle of silver mercury ooze. Splits and attacks as 1D4 *Grey Oozes* if disturbed.
- 7 A confused and maddened automaton of pinkish quartz crystal covered in mud and cracks. Even shattered it's materials are worth 1D6X100 GP. The automaton attacks as a *Crystal Statute* and may call 1D4 of its fellows from the trench floor 33% of the time.
- 8 A skeletal warrior entombed in crystal. If noisily smashed free he wears blacked silver scale mail valued at 200 GP

B. Giant Crystals – A landmark set of 40' tall lavender colored, smoky crystals. They hum faintly, but are inert.

C. Arcanist's Redoubt – Former command post of heat sealed dirt and rotten wooden supports. Home to 7 adult purple plumed, black furred *Owlbears* and two *Owlbear* cubs (noncombatant – worth 400 GP each). The redoubt is surrounded by a palisade of cracked purple crystal.

C1. Entry – Bones and rot, two bays contain corroded brass ballista.

C2. Armory – Holds a small forge and scattered rusted tools. Three javelins (ballista bolts) with pink crystal tips are jumbled on the floor. The javelins will explode on impact against corporeal undead foes, killing those with less than 5HD who fail a Save vs. Spells and doing 3D10 to those with more than 5HD.

C3. Barracks – Six adult *Owlbears* den here and will investigate noise elsewhere in the bunker, fighting to defend their home, but often content to warn off intruders with a caw. They enjoy eating magical items and can be distracted from pursuit by them.

C4. Supply Rooms – filled with broken crates and the bones of the *Owlbears'* meals. 40 GP, 200 SP and a silver compass worth 150 GP lie in the stinking filth of the Western room.

C5. Lair – An *Owlbear* of maximum HP guards her two cubs here in a nest of decayed fabric. A silver and garnet chased officer's saber (1,800 GP) rots in the filthy nest. It is magic and once a day may rally fleeing troops (automatically passed morale check) if brandished.

C6. Exit – Stair upwards leads to crystal ringed trapdoor in the embankment above the trench.

D. Tower of the Yellow Band – This decaying tower is built of yellow stone and bones. It is home of a platoon of undead soldiers – 20 x 2HD skeletons in rusted chain armor (fighter 2) [AC 5] and a 4HD skeleton

knight wearing yellow enameled plate (fighter 4) [AC 3]. The undead are intelligent, speak, and will not allow any to enter their tower without challenge. They will defend the tower from the second and third levels with crossbows and bec-de-corbins, though their leader is armed with a magic +1 2HD sword that will paralyze constructs on a successful hit and failed save. The dead have a duty to protect the tower, but are aware their cause has failed, and on a successful reaction role may be hired as mercenaries. The skeletons will serve for wealth and the promise that the party will aid them in a search for their master (*Guilmonte*). Buried under broken planks in the tower's 2nd level is a strongbox containing 800 GP, 43 PP and a silver gauntlet worth 200 GP that the undead claim as their pay chest. The brooding nature of their nameless commander causes him to quibble over tactics and only accept service for a month or two before seeking fortune elsewhere.

E. The Swampers – The trench sinks into a foul mire here, lit with glowing rainbow slicks of magical pollution, and decorated with melted looking trees. In the murk thrive a tribe of 36 inbred humans, mutated by rotting sorcery (treat as *Orcs*). They are robbers and cannibals who will attack small groups from ambush or demand tribute to lead travelers deeper into the mire to meet "Wise Glowly" – a statue enchanted with a magical aura and surrounded by snares and pit traps that the Swampers will direct the party into. The Swampers are led by Maman Tobj, a witch (MU 4) (sleep/ventriloquism/charm person/scare) and her monstrous son Gunnar (as *Troll*). Gunnar fights with his hands, but the Swampers are armed with short bows, spears and hide armor. In their concealed burrows beneath a copse of twisted trees, the tribe has 800GP in plundered trade goods and a still (100 GP value) to distill magical pollution into a psychotropic brew. 12 bottles of the spirit, which sometimes grants prophecy rest near the still.

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Heikki Hallamaa - The Diamond of Hishep-Ratep

A LAMENTATIONS OF THE FLAME PRINCESS micro-dungeon by HEIKKI HALLAMAA. Uses silver standard. Cartography by PEITSA VETELI, laid out by EERO TUOVINEN.

What sages know: prince Hishep-Ratep was fearsome and wealthy, but he perished regardless on a campaign in a distant land, as foretold by the six prophets. As a follower of demon-god Ahriman, Hishep-Ratep was buried where he fell. With him was buried his legendary lifestone, a large diamond.

THE DIAMOND OF HISHEP-RATEP

A small woodland clearing lies not five miles from a local settlement. It consists of an oval pool surrounded by seven large oaks, three on each side and one near the end of the pool. Near the opposite end stands the eroded statue of an ancient Persian warlord.

1 THE POOL: 35' x 15', 4' deep, lined with cracked white marble. A bloodstained altar rises in the middle of the pool. Slaying an animal into the pool during the full moon causes any who bathe in the blood to contract a form of lycanthropy that enables shape-shifting into the form of the sacrificed animal.

A local village uses the pool regularly in pagan initiations. They do not like intruders. Only the wise man of the village knows about the rite's connection to the full moon.

2 THE STATUE: White marble, 10' tall with 10' base, 5' wide. Weights 35 tons. The statue holds a large jewel seemingly worth ~10,000 sp, but actually made of worthless glass. "Here lies Hishep-Ratep I" is engraved on the base. The staircase to the tomb is blocked by the statue and covered with loose earth, requiring substantial digging and dealing with the statue to uncover.

THE TOMB PROPER IS WATERLOGGED UNDER THE POOL; PAY ATTENTION TO THE ROOM DESCRIPTIONS!

3 THE ANTECHAMBER: Almost completely filled with water; there's 8' of water in the 10' high room. Under the water there are funeral paraphernalia worth a total of 2d100 sp.

The single exit is covered with a heavy stone slab. Crowbars and combined Strength of 20+ are needed to open it. The corridor beyond is 10' long and completely underwater.

4 THE TOMB: There's only 1' of water on the floor. The walls are cracked in several places and roots burrow in from all sides. There are six stone coffins, cracked and with roots burrowing within. A muffled murmur can be heard from the coffins. At the end of the room a large statue of a sphinx is illuminated by eerie glow from below.

THE COFFINS: It takes 15+ combined Strength to lift a coffin lid. In each coffin lies a live man, babbling quietly, eyes wide open. Oak roots burrow into their heads and shoulders.

They wear old robes and necklaces of gold and silver. The necklaces are worth 200 sp each, but roots make removal awkward. The murmur of the oracles is barely a whisper and can't be understood without leaning closer.

The Orades prophesy (see sidebar) at any who come within reach. The Orades each have 1HD, 10 hp, AC 12, attack as normal men. Treat the attack as a wrestling roll; if successful they'll grab their victim and whisper their prophesies. The roots limit each oracle to within 10' of their coffin. It takes 8hp damage to sever the roots, AC 16. The oracles live one Turn after the roots have been severed.

If an oracle is directly questioned, they'll answer the question instead of prophesying 50% of the time. The answer will be correct 75% of the time.

5 THE GREY ALIEN: The second (middle) coffin on the left reveals a gray space alien. Instead of prophesying, it asks to be rescued and promises a reward. If carried outside alive, a great beam of light will whisk the alien and their rescuer away. The rescuer will be returned to Earth 1d6 months later with only vague memories of their journey. For the reward, check 50% chance for each of the following, or pick a single boon randomly if none are indicated:

- Enough xp to level
- An useful alien gadget
- Re-roll ability of choice (4d6 drop lowest)
- A body part replaced with alien equivalent

6 THE GRAVE-HOLE: In front of the Sphinx, a 20' deep pit entirely underwater. An eldritch glow originates in the murky water; the great diamond of Hishep-Ratep is barely visible at the bottom. The pit is riddled with roots of the great oak.

At the bottom are the diamond, the remains of Hishep-Ratep clutching it, and a great tangle of roots. It takes 3 Rounds to dive to the bottom; one to dive to the surface; one to climb out of the well. Prying the diamond loose takes one minute, but requires a successful Tinkering or Sleight of Hand check to not attract the Root-Thing while working. The Root-Thing attacks regardless when the diamond is moved.

THE ROOT-THING: 10 HD total, attacks as 5 HD monster, AC 16, 1 Attack: d6 dmg and 1d4 (1d6 underwater) each round to captured victims. The Root-Thing attacks only once

PROPHESYING: Roll for the prophesy. This is true Fate, so it will occur as soon as causally possible, and events will conspire over time to take the character to their Fate. Even if an event is caused by Fate, it is still resolved according to the rules; however, if a character escapes their fate, the prophesy will continue trying until it succeeds.

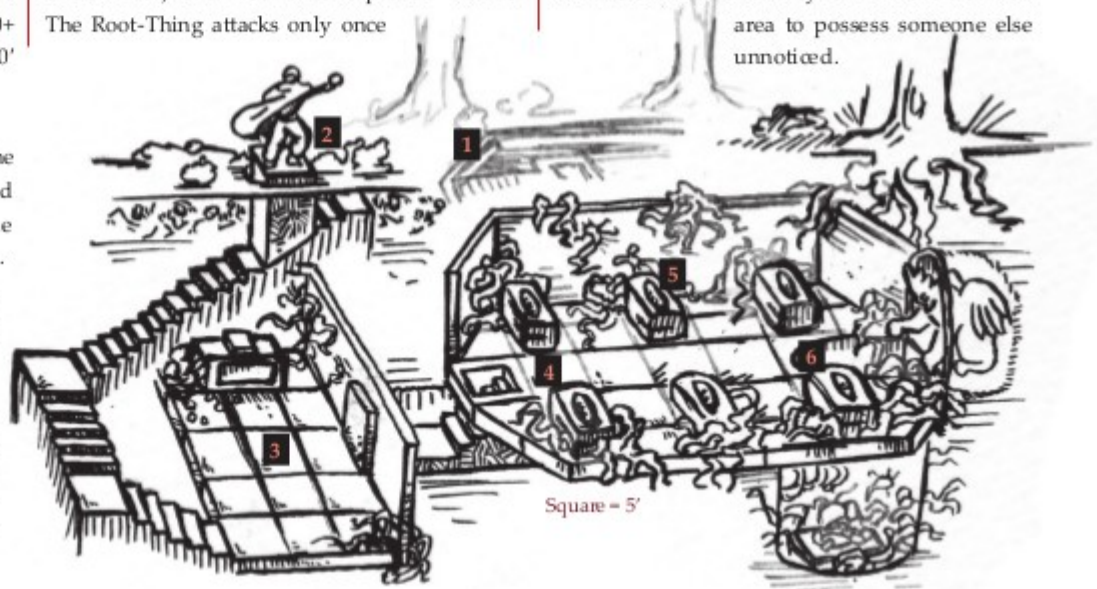
- 1 You'll be trampled to death by hooves.
- 2 Those slain by your hand return for revenge.
- 3 You'll be devoured by beasts in moonlight.
- 4 Your food will be poisoned.
- 5 Assassins will strike at you in a crowd.
- 6 You'll be slain by a treacherous healer.
- 7 You'll be ambushed alone in the dark.
- 8 You'll be slain in your sleep in a tavern.
- 9 You are already dead.
- 10 You'll find a treasure while marooned.
- 11 You'll be rewarded for killing a prince.
- 12 You'll fall to your death as your rope fails.
- 13 You'll be revered as a god by strange people.
- 14 The dead will reward you for your services.
- 15 You'll die when a cliff collapses.
- 16 You'll stumble while fleeing a dire enemy.
- 17 You'll drown.
- 18 A man for hire is a monster in disguise.
- 19 Opening a secret door causes collapse.
- 20 Magic spells will explode your gems.

per round, but continues to strangle and pull any caught victims. It can reach all the way to the antechamber by lifting it's mass out of the pit. It drags its victims 15' per round. Getting loose requires a wrestling roll or cutting the grabbing roots for 6 hp during a single round.

Any victim dragged to the bottom of the well will also be attacked by the skull of Hishep-Ratep. Treat it as 2 HD monster with AC 14. 1 attack, no damage but drains one level on a successful hit.

To permanently destroy the Root-thing (and the pool's magic), the largest oak must be uprooted and burned.

THE DIAMOND: worth 10,000 sp, glows a pale light. The jewel houses the soul of the ancient prince Hishep-Ratep (See *Magic Jar*) and it glows as long as the soul is inside. Hishep-Ratep will not try to occupy any of the PCs straight away, but will instead wait until they're in a more crowded area to possess someone else unnoticed.



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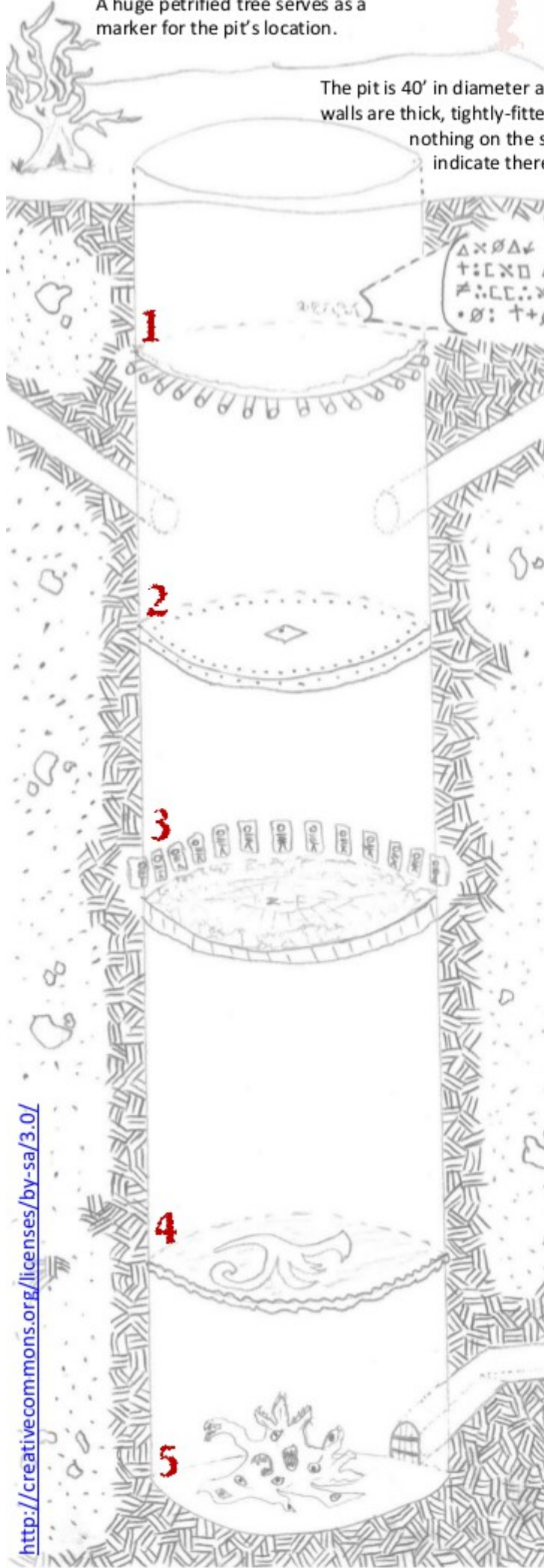
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THE PARCHED THROAT

by Intrepid Eddie

A huge petrified tree serves as a marker for the pit's location.

The pit is 40' in diameter and over 140' deep. The shaft walls are thick, tightly-fitted granite blocks. There is nothing on the surface (other than the tree) to indicate there is a pit here.



1 This level is 20' deep and filled in with dirt/rubble. The removed dirt is searchable for the odd archeological artifact like coins, rusted weapons/armor, and pottery. The floor of the level is hard-packed dirt over timbers with no simple way through. There is no light source except for what is open to the surface. Examination of the sides of the pit here will reveal faint, hastily-chiseled ancient runes. If a lore/translation check is successful, only a rough translation is achieved: *"Delve not where arcane workings bind and keep parched the throat."*

2 This level is 30' deep and is empty. The floor is a thick brass plate, green and discolored with age. There are 3" holes around the edge that go completely through the brass plate. In the center of the plate is a 3'x3' trap door. It is not locked or trapped and opens easily. If the trap on level 4 is triggered, this door shuts and locks. There is no key – the lock must be picked by tools or magic, or the door destroyed. 15' up the wall there are two hidden, undetectable shafts leading to large reservoirs of water. If the trap on level 4 is triggered, the shafts open and water rushes out, draining through the holes in the floor. When the reservoirs are emptied, the pit is filled to just below the level of the brass plate. There is no light source.

3 This level is 30' deep and is uncomfortably hot and dry. The floor is flagstone set in concentric circles. In the center is a keystone that holds the entire floor up. If the keystone is removed or destroyed, the entire floor collapses to the next level. Ringing this level are 25 evenly-spaced alcoves containing desiccated corpses (*Ashen Husks*). They attack individually if approached within 3'. One of them has a *key* for the door on the level 5. If the key is disturbed in any way, all 25 *Ashen Husks* attack. There is no light source.

4 This level is 40' deep and is empty. The floor is a magic force field with a large glowing sigil of unknown provenance in the center. If the floor is dispelled or breached in some other manner, the *flood trap* is triggered. The glowing sigil gives off enough light to see by.

5 This level is 20' deep. On this level is a *Gibbering Moulder* that has been in dry hibernation. Water from the flood trap will revive it. There is a rune-covered door that can only be opened by the key from level 3; the door is otherwise indestructible. There is no light source.

6 This room is a perfectly-smooth, diamond-hard sphere, 40' in diameter. The entire room glows dimly with a magical aura (lore/magical investigation reveals containment and non-detection spell effects). Suspended by magic near the top of the room is a large chest. The chest is actually a *Mummified Mimic* that will attack if moved. It has all the abilities of a *Mimic* as well as those of a *Mummy*. Once killed, the *Mummified Mimic* can be searched as a normal chest. It contains a powerful book of necromantic magic (*Interitus de Profundis*), presumed to have been lost long ago.

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Prehistoric Kickboxing Killer Turkeys

A One Page Dungeon by Jacob Wood

You are velociraptors, and you are hungry. Food has been scarce lately and you are desperate, so when you smell what could be meat inside the deep recesses of a cave you ignore your better judgment and wander inside to find it. You can't speak, so you must communicate with your fellow raptors using your best fake dinosaur squawks.

Cave Entrance (A): It is dusk, and the fading sun leaves little light inside the cave entrance. Fortunately for you, your eyes are keen and you can still make out shapes inside the cave. There are furs in one corner and piles of charred wood arranged in a circle nearby.

A moderate **Perception** check reveals evidence that the wood was burned recently.

There are two exits not including the entrance to the cave, one on the East wall and one on the South. An easy **Perception** check reveals something which smells like food down the South corridor.

South (B): The South corridor leads downward several hundred feet to a small underground river. There are three small rats (**R**) here. They aren't big enough to be a true meal for the raptors, so even if they are all eaten the raptors are still hungry and must continue their search for food.

Rat (R): Challenge: Simple. Weapon: Bite (weak). Defense: None. HP: Very Low. Drawbacks: Tiny (not enough food for one raptor).

If any raptor gets Too Close (**X**) to the river they need to make a challenging **Reflex** check to avoid slipping on lichens and falling in. Raptors do not swim well and will be swept downstream until they hit the West wall, taking a scratch from crushing damage.

The raptors are too big to be dragged into the crevice where the water is flowing, but they need to make a moderate **Escape** check to get back onto dry land. Each time they fail this check they take another scratch from crushing damage as they get bashed against the cave wall.

East (C): The East corridor leads to a series of small antechambers with various bits of rock and debris. Searching these antechambers uncovers several bits of broken egg shell and bone, but nothing edible.

At the end of the East corridor is a larger chamber. A moderate **Perception** check tells the

raptors that a low rumbling sound comes from inside. The rumbling gets louder and quieter at a mostly steady pace.

Chamber (D): Inside the final chamber is one slumbering cave man and his wife. The wife is still awake because her husband is snoring too loudly, and she spots the raptors as they enter the chamber.

Fight!

There are two combatants: one cave woman and one cave man. Her first action is to grab her club and smack her husband so he wakes up; she is quick and does this immediately upon seeing the raptors.

Cave Woman (W): Difficulty: Challenging.

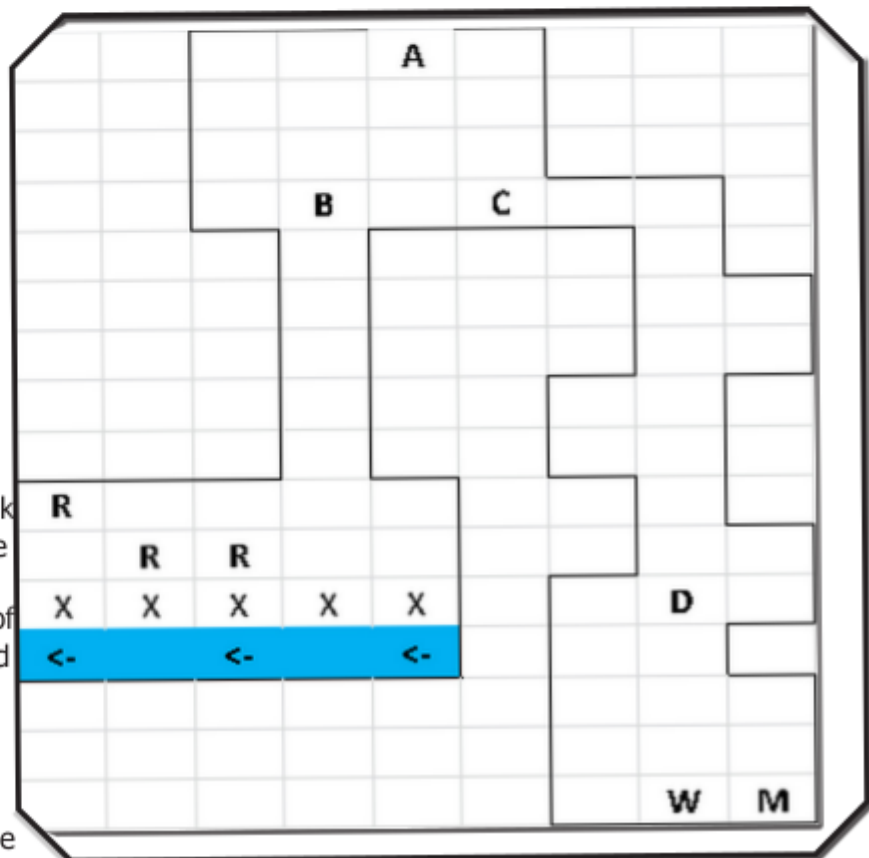
Weapon: Club (strong). Defenses: Furs (weak).

HP: High. Drawbacks: Can't see in the dark (-1 to attack).

Cave Man (M): Difficulty: Tough. Weapons: Club (strong). Defenses: Furs (weak). HP: High. Drawbacks: Can't see in the dark (-1 to attack), Groggy (can't act until 2nd round).

Food!

If the raptors manage to defeat the cave people they were successful in their quest to find food. There is plenty to go around.



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La Bassée

June, 1935. You've all returned to the place you've avoided for two decades. You are here to wander the countryside and walk the old front line and remember and perhaps put the horror to rest. Your walk starts in La Bassée, #12.

1. The Béthune road. You are marching toward the sound of the guns for the first time. Spirits are high. Only half of you will march back up this road to Béthune in five days.

2. Le Plantin. On the high street a fat man is selling ice cream from his rainbow-colored cart, surrounded by an unruly mob of children. He's laughing, *un à la fois, veuillez.*

3. The Loop. Your Company's position on the line is a wet hell stinking of unreachable corpses and alive with the rats that are feasting on them. Your officer drowns his terror in gin. Lucky John Nesbit is spreading a rumor about some suicidal assault on the Duck's Bill and you are breaking up signs to make a little fire. TRENCH A-31, into the fire.

4. St. Roch. The church was on high ground and changed hands many times and is now a grassy pile of rubble. A handful of German veterans are wandering the ruins.

5. Strong Farm. You can see where No Man's Land should be and there are women drying hay there. One looks like a woman you all knew, although of course that's impossible.

6. Violanes. A farmer comes over to shake your hands. The deep German artillery trenches are all filled in. Everything is green. You've lost your way in the fertile fields.

7. Frog Marsh. It was here you did some dirty business. It has haunted you and now you are all back before that gnarled tree and each wondering how you can be forgiven.

8. Windy Corner. It's some silly ball game well back from the front and for one perfect afternoon you are free and alive with potential and filled with love for one another.

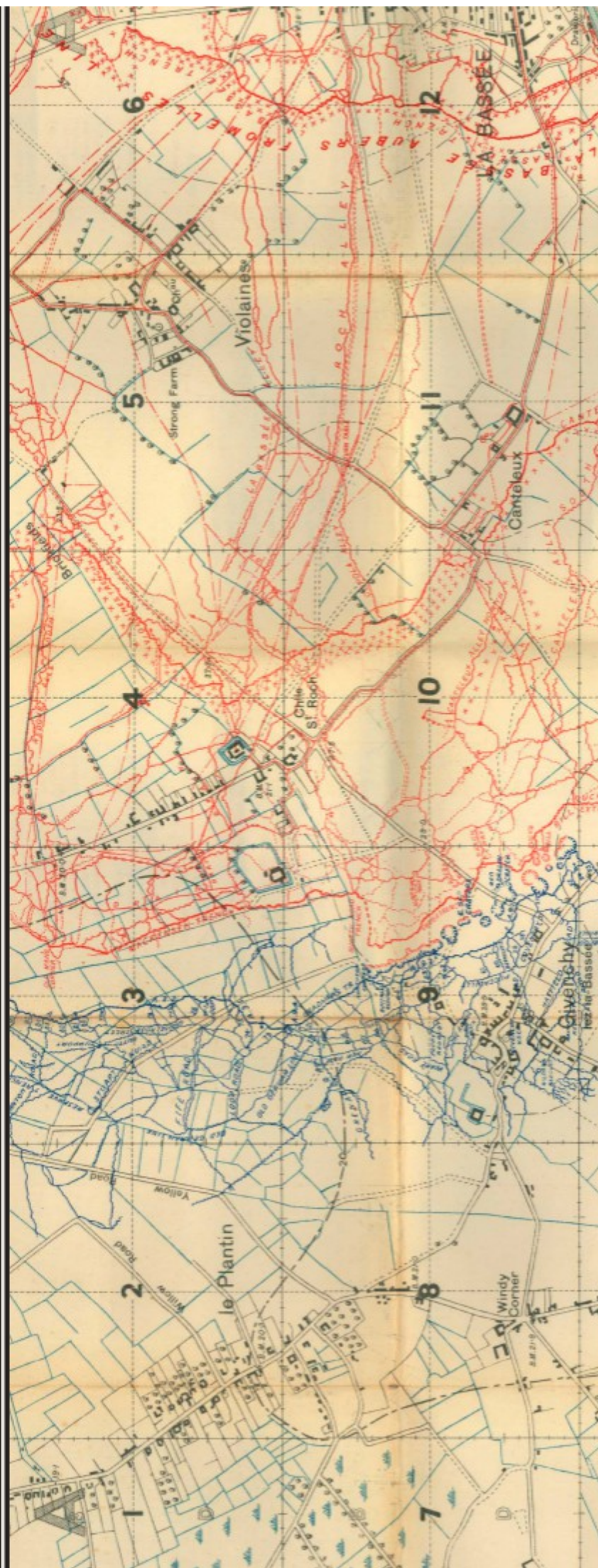
9. Red Dragon Crater. A German patrol finds its way in and all is chaos in the pissing rain and it is kill or die and all you have are guns that won't fire and broken boards.

10. The Duck's Bill. God stamps his boot; engineers have blown a giant mine here and there's the whistle and you are over the top and krak krak krak krak krak

11. Canteleux. An engine backfires and you are all back in the mud of trench A-31 standing over Lucky John Nesbit, his head half missing, sniped all the way from St. Roch.

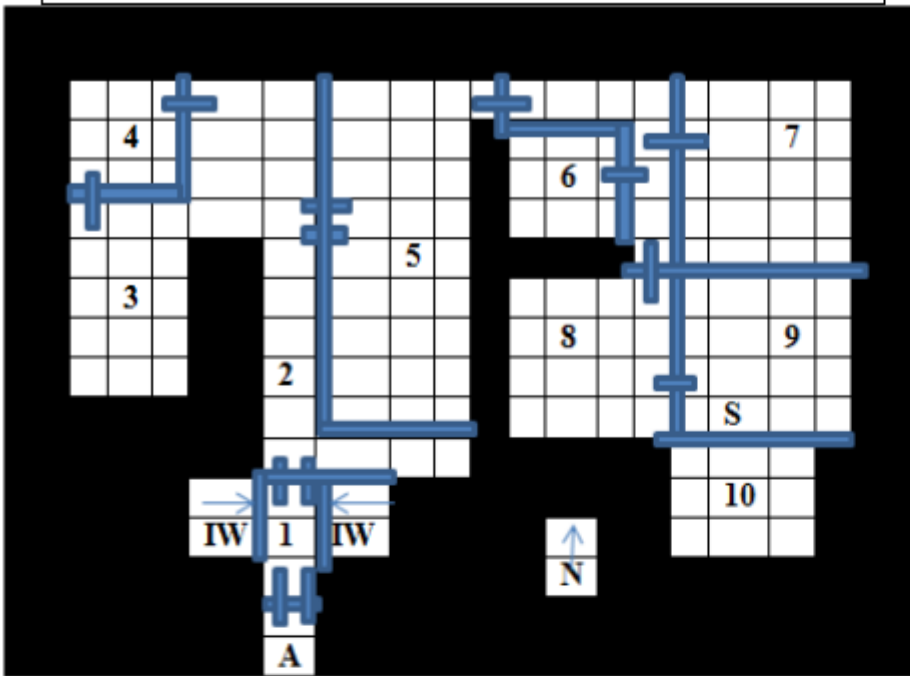
12. La Bassée. Stalls here sell war memorabilia; rusted oddments plowed up in farmer's fields, things your friends and enemies left behind in haste or in death.

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Memento Mori by Jeff McKelley-A 7th Level Adventure with Two Puzzles



Set-up: The mage Spamlet the 13th was, like his previous 12 ancestors, known for his interest in the Old Ones. He was the last in his line to live in a small underground family keep. Upon his death, the keep was abandoned and the doors sealed. Recently strange fish-like and tentacled-creatures have been seen at night near the keep, causing a bit of concern amongst the surrounding population. It is said that Spamlet's spirit is trapped in the keep and is summoning Old Ones to do his bidding. Anything a party of adventurers could do to help banish Spamlet's spirit would be, um, helpful. Also, rumor has it that limitless wealth awaits the brave soul who destroys the mage's spirit.

Wandering Monsters:

- | | |
|--------------------|--------------------|
| 1= 3 Large Spiders | 2= Rust Monster |
| 3= 4 Deep Ones | 4= Gelatinous Cube |
| 5= Gray Ooze | 6= 2 Trolls |

Legend: S – Secret Door IW-Illusionary Wall

Puzzle Spoilers: The metal squares from 6 that are placed in the door in 8 spell out "To Be Or (R) Not (Naught) To Be," a reference to Death.

The unusual green-grey colored words (plus the word canopy) all contain 3 consecutive letters of the alphabet. The word laughing (as in the statue's pose) in 9 matches this pattern.

A. Rough-cut steps lead down to the outer doors of keep, which are sealed with Wizard Lock or equivalent.

1. **Entrance area:** Entrance area with locked double doors that can only be opened with the silver key. When the party attempts to open the door, 4 zombies and 4 shadows move through E and W illusionary side walls and attack party. These undead cannot be turned. One zombie has the silver key to the door.
2. **Hallway area:** 13 portraits of mages hang on the hallway walls. Inspecting the portraits reveals that each is of one of the 13 generations of Spamlets. They are each marked with the name "Spamlet" on the frame along with the ordinal notation. The ordinal notation "First" is different from the other portrait notations, as it is written in an unusual green-grey paint.
3. **Library:** Many books and scrolls can be found here, as well as the three ghosts who live in this area and immediately attack the party. On a large wooden table in the center of the room are a stack of books (*Fungi from Yoggoth*, *Book of Dzyan*, *The Dreamer Awakens*, *Nameless Cults*), several scrolls (writings on alien worlds and beings, on Old Ones and sleeping gods, and on arcane rites) and three scroll tubes. One tube contains an iron key, another contains 3 crystal broaches (that give +1 protection), and the third contains three 100 gp gems. On the bookshelves, four scroll tubes will be found. They are marked with the words Fear, Discord, Stunning, and Pain. The word "Stunning" is different, as it is written in an unusual green-grey ink. Scroll tubes are empty.
4. **Kitchen:** This area contains dilapidated and rotting normal kitchen items such as a fireplace, cauldron, wooden remains of a tables and chairs, and cupboards with cookware, dinnerware and spoiled provisions. Waiting in the kitchen are two ochre jellies that are ready for a meal of flesh.
5. **Dining Hall:** Typical dining hall with large central table surrounded by chairs. There are tapestries on the W and E wall depict grotesque versions of aquatic life, tentacled-creatures and Deep Ones. Each turn the party is in the room, 2 Deep Ones will exit the tapestries and attack the party. Deep Ones will not attack Party members wearing a crystal broach from room 3.
6. **Bedroom:** Upon entering this chamber, an invisible stalker will attack anyone in the party not named Spamlet. The chamber contains a canopy bed (the canopy is an unusual green-grey color, the remainder of the bedding is grey), a wooden chest (open with iron key from 3, otherwise trapped with a poison needle trap-contains robes, boots, and +2 cloak), a desk with a small wooden box on it (box is trapped with a blindness glyph-contains 6 thin, flat metal squares, each 3"x3," and a deck of tarot cards made of the same metal. Two metal squares have the letter B etched into them, one has the letter R, two have the number 2 and one has either an O or 0) and four paintings (depicting alien beings and landscapes). Behind one painting is a metal door, opened with the iron key from 3, otherwise trapped with lightning glyph. The metal door opens to a compartment that contains a green stone/grey metal crown. The crown coloration is similar to the color of the ink on the "Stunning" scroll tube, the bed canopy, the "First" on the Spamlet portrait, and the "Deft" on the vial.
7. **Alchemy Lab:** This chamber is an alchemy lab containing a vast storehouse of common lab equipment as well as mundane and magical components. Upon searching, four vials of liquid will be found. One vial is labeled Might (+ to Strength), one is labeled Deft (+ to Dexterity) and 2 are labeled Heal (healing potions). The writing on the vial labeled "Deft" is different from the other vials, as it is written in an unusual green-grey ink.
8. **Crypt Room:** 12 stone sarcophagi fill this chamber, each with a carved image of a man in robes on the lid. The lower-foot panel of each sarcophagi is marked with a number 1-12. Sarcophagi contain minor skeletal lichs (5th level skeletons capable of using magic user spells at 5th level). The lichs will instantly attack the party if the sarcophagi are opened. Opening one sarcophagi automatically cause two other random sarcophagi to open. The SE door exiting the room is made of metal and has two slightly recessed panels, one 3"x18" and one 3"x5". Placing the metal squares from room 6 in the order 2BR02B in the 3"x18" panel and the Death tarot card in the other panel opens the door. Any other order or card opens 2 sarcophagi, releasing the lichs.
9. **Mage Statue Room:** The room contains 12 statues, each depicting a mage on a throne. The statues are made of green stone/grey metal and each is in a different pose. The statue poses appear to include the mage doing the following: reading, writing, sleeping, laughing, crying, thinking, speaking, pointing, praying, drinking, eating, and casting a spell. If the crown from room 6 is placed on the laughing statue, the secret door to 10 will open. If the crown is put on any other statue, the entrance from the hallway into room 8 will seal and the statue (stone golum) will animate, attacking the party. Attacking any statue will cause it to animate and attack the party.
10. **Spamlet Tomb with Treasure:** The spirit of Spamlet the 13th awaits the party in this room and he does not want to go quietly into the night. Spamlet is now a Spectre who can cast spells as a 7th level mage. He is attended by 3 Deep Ones. He cannot be turned and fights to the death (undeath?). Spamlet's treasure includes a GM-determined amount of gold, three GM-determined magic items and a minor Elder Sign.

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The Giant's Dollhouse

By Jens Thuresson (<http://acornafloat.blogspot.com>)

IN A NUTSHELL

The giant *Pöppelmann* loves people. In fact, he loves them so much that he's made himself a dollhouse in the mountain side, populated with both locals and foreigners he's petrified with his rod.

THE ROD

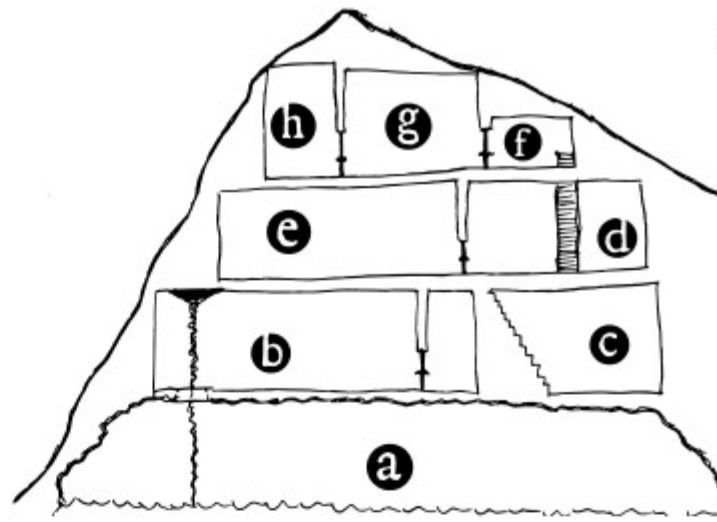
The giant's rod is carved from magical pine tree. Two large, blue gems are tied to each end; one is able to **turn people to stone**, while the other reverses the process.

These poor souls can be found in various positions throughout the dollhouse. When Pöppelmann tires of them, he often drops them in the dark water below ('cellar' **a**).

He may also bring them back to life, order them to change position ('*Sit! Bend arm! Smile!*'), only to turn them to stone again.

AND SOME OF THE POOR SOULS ARE...

- **LADY DARNTON.** Turned to stone 300 years ago while picking mushrooms. Pöppelmann liked her clothing.
- **TENDRIK BOTHERHILL.** Petrified last spring after mistaken the dollhouse for a real home. Never awoke to his hangover.
- **SISTER TENDERTEETH.** Painted the portrait in the bedroom - and was then turned to stone.
- **PRINCESS AMARYLLIS.** *Princess of Flowers*, from far away. Petrified for at least 800 years. She smelled nice.
- **COG.** Someone's dog. Pöppelmann thought it would fit nicely in the library.
- **UR'K XIQ'T THE FEARED.** Orc from *Brimstone Mountains*. Pöppelmann told him to hold a tray and then turned him to stone, because he needed a waiter in the dining room.



- a** Cellar. Water is cold and bottomless. Eels, and something bigger.
- b** Hole in the floor. Thick hemp rope.
- c** Lounge. Lots of shoes.
- d** Crude kitchen. Ladder.
- e** Dining room. Expensive furniture & paintings.
- f** Storage room.
- g** Library.
- h** Bedroom. Painting of Pöppelmann.

POSSIBLE ADVENTURE HOOKS

- After a night in the nearby forest, the players realise that one party member is missing. Pöppelmann has petrified him/her during the night, and taken the player to the dollhouse.
- The players meet one of the very few that has been able to flee from Pöppelmann's dollhouse. She wants them to rescue her sister. **Complication:** Pöppelmann got tired of her and dropped her petrified body into the water below. Still alive, but heavy as hell!
- Pöppelmann meets the players out in the forest. He tries to trick them into believing that touching the rod's blue gem grants them a wish.



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DINNER AT THE IN-LAWS

You arrive at your in-laws at 5:00. Dinner is at 6:30 and each round is 6 minutes. Your stats are at the bottom of the page - use these in addition to whatever system you are running. If you brought along the rest of your crew, you'll gain few benefits from their actions but their lack of social graces will invariably reflect badly on you and arouse your spouse's ire. Explore the environs while trying to keep your **Perceived Sociability** as high as you can to avoid **Spousal Anger**. Sometimes you might be asked to Save Vs. Guilt. Roll a saving throw and if you succeed, you successfully make an excuse. If you fail, you have a choice: reverse your action and do what the in-laws want, or make an obviously bad excuse and lose 2 **PS**. There are plenty of places you can explore apart from the obnoxious in-laws, but if you're found poking around somewhere you shouldn't be you'll lose **PS**.

DM's, don't tell players the mechanics of their choices before they make them. When their stats change, inform them of the change and of the reason for the change. Each round **PS** is less than 3, **SA** increases by 1. They may explore as they like, but if they intentionally avoid the in-laws they will take penalties to their **PS**. This adventure could be easily ported to any genre simply by replacing XBOX and TV with appropriate cognates. Whether you're in Middle Earth or The Dying Earth, in-laws are a fact of life. The in-laws are drawn with broad strokes. Add details to make them particularly relevant (and obnoxious) to your characters. Don't take the stats too seriously - their main purpose is comedic effect.

Upstairs
Upstairs you'll find another washroom (this one with a shower) and a few bedrooms. You're pretty sure you're not allowed in the master bedroom or the brother-in-law's room. There is your spouse's childhood bedroom and a guest bedroom. You may hide out here for a while if you like, but your absence will be noticed.
If a player chooses to take a nap, they wake up at 6:30 with their **Tolerance** refreshed back to 10, but having lost 5 **PS** and gained 1 **SA** for each half-hour they were asleep.

Bathroom
A small washroom with a toilet, a sink, and an orange towel. A lonely fish eyes you from its uncomfortably small bowl.
If a player spends a round in the bathroom they regain 3 **Tolerance**. They can only do this once per hour without taking a hit to **PS**. If they use the toilet, they must roll a d6. On a 1, the toilet backs up and starts to overflow. They search desperately in vain for the shutoff valve as their ordure begins to flood the room.

Basement
This is the realm of the teens. Reeking of chemicals designed to mask their natural odors and filled with the discordant notes of music designed to ward off adults, this is a profoundly unpleasant zone.
Roll 1d6. On a 1-2, the teens are making bigoted and threatening remarks at children over XBOX Live. Lose 3 **T**. On a 3-4, they are talking about their own personal lives and are merely dull. Lose 1 **T**. On a 5-6, they invite you to play a videogame you actually enjoy! You may spend half an hour here without losing **PS** upstairs and regain 4 **T**.

Living Room
The Living Room is populated by the Conversation-dominating Aunt, the Well-meaning Uncle who wants to get to know you better, and a few other relatives.
Until the Aunt is defeated, players will lose 2 **Tolerance** for each round they stay here, but gain 1 **PS**. If they try to leave the room, they must save vs Guilt as the Uncle wants to chat more.



When Your Tolerance Hits Zero:
1-2: You lose your cool, leave the house, throw your car keys in frustration and lose them in the dark. Now you need the same people you just flipped out at to help you search for your keys. Nice one.
3-4: You just sit sullenly in silence as whichever in-law frustrated you the most tries to console you.
5-6: You just don't care anymore. Ignore all your stats and just do whatever you want.

Wandering Monsters
1: Neurotic Toy Poodle
2: 7 year old neighbour wants to talk to you about pokémon
3: 15 year old with a crush on you
4: Toddler demanding that you follow their incomprehensible directions to the letter
5: Sudden Diarrhea - run for the bathroom!
Roll a d6: on a 1 you don't make it in time.
6: Your spouse. If **SA** < 5, gain 2 **T**. Otherwise lose 2 **T**.

Kitchen
Here you find the busy mother-in-law who gives you a hug and asks you to eat. You see laid out a feast fit for forty guests, and this is just the snacks. Surely there aren't that many in-laws, are there?
If players remain in this room being sociable or snacking they gain 1 **PS** per round. If they snack, they lose 1 **SC** per round. If they don't snack, they lose 1 **Tolerance** per round and periodically save vs guilt to avoid snacking as they are presented with new snacks.

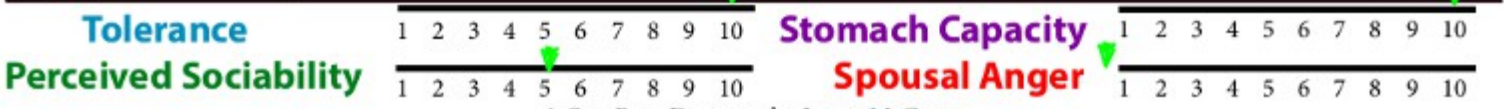
TV Room
Here lurks the dreaded father-in-law. Stubborn and intimidating, even his jokes tend to the mean-spirited and embarrassing. Fortunately, he seems to be dozing on the couch watching the TV. Maybe he won't notice you.
Players may attempt to sneak past without being noticed. If they are, they must Save vs Guilt or stay and talk. They will lose 2 **Tolerance** per round they spend talking to the father-in-law. But at the end of the night, **SA** will go down by 2 for having at least made the effort.

DINNERTIME

At 6:30, dinner appears to be mostly ready but it won't actually be on the table for another half-hour. In that time, all the various dishes will either overcook or cool down while they wait for the one tardy element of the meal. If players are hungry (**SC** > 7), their **Tolerance** drops by 1 per round until dinner is served. Making a snack will stop the mounting frustration but at a cost: -2 **PS**, -3 **SC**.

Roll for Steak
1-2: Well Done
3-4: Extra Well Done. -1 **T**
5-6: Inedible. Guess you shouldn't have put so much on your plate...

Dinner takes 5 **SC**. Dinnertime is essentially an intermission for players' other stats - they don't change unless they set out to make them change. Dessert takes 2 **SC**. Hope they saved room! After dinner, the NPCs shuffle places but by this point the players will likely have little tolerance left and getting out can be a hassle. Between cleaning up, being given leftovers to take home, needing to say goodbye, waiting for the spouse to finish conversations, etc. it can take many rounds to leave even if the players attempt to leave right away.



A One Page Dungeon by James McGarva
Based on true in-laws

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The Tavern at the Edge of the World

By Jim Pacek – carjackedseraphim.blogspot.com [Attribution-ShareAlike 3.0 Unported \(CC BY-SA 3.0\)](https://creativecommons.org/licenses/by-sa/3.0/)



This map was created using the online Dwarven Tiles Map Maker

1. **The Main Hall** – This crowded room is home to much levity and good fellowship. The locals love the tavern, they fondly refer to it as “The Tavern” and crowd the place nearly every night. A kind but somewhat homely tavern wench named Jasila, waits on the friendly crowd. She can be counted on to screw up a patron’s bill (often in their favor) 20% of the time. The bar can be found near the door to #3 and seats 8 comfortably. The bartender, a one-eyed grizzled dwarf named Turidann, appraises magic items and gems with 15% and 85% accuracy respectively.
2. **The Dark Hall** – Many covert meetings and other devious operations take place behind these doors. The room itself is divided into four distinct rooms with heavy draperies. The draperies are ensorcelled with *Silence* and other dweomers to prevent unwanted prying eyes and ears.
3. **The Kitchen** – Although this is called the kitchen, neither a stove nor oven will be found here. A pair of large tables, used to stage the food and beverage orders for delivery, are in the center of the room. Many barrels, casks, bottles and crates – some empty, some full of food and drink – can also be found stored here. A bell just outside the door will be rung when a beverage or food order is to be picked up. A bronze, rune-encrusted porthole leads to #6. Only the “cook” a wizened old woman, named Meriska, knows the magic words necessary to open the porthole.
4. **Privy** – A pair of privies, one marked “human/elf” and the second marked simply “other” in the common, elf, dwarf, goblin and orc tongues, lie at the end of a stony path. Meriska keeps a pet Otyugh in the bottom of the privy. It is satisfied by the patrons’ “deposits,” but the occasional thief or those with prying eyes have also been deposited below.
5. **Sculpture Garden** – Meriska has made a quiet place of reflection out behind the tavern. Some say that the statues look similar to travelers who came this way many years ago, but most believe that’s merely a coincidence.
6. **The Oven** – Bound in a magical circle, trapped forever within the circular chamber is an Efreet. The efreet, named Sullah Al’bin, provides the heat for the Main Hall. Clever pipes and vents direct the heat into the room during the cold months and upward during the summer. In addition, he creates food and drink according to the direction and desires of Meriska. On slow nights, he is directed to create food and drink that Meriska boxes and bottles up for sale or for when the tavern is particularly busy.

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INTO THE DEMON IDOL

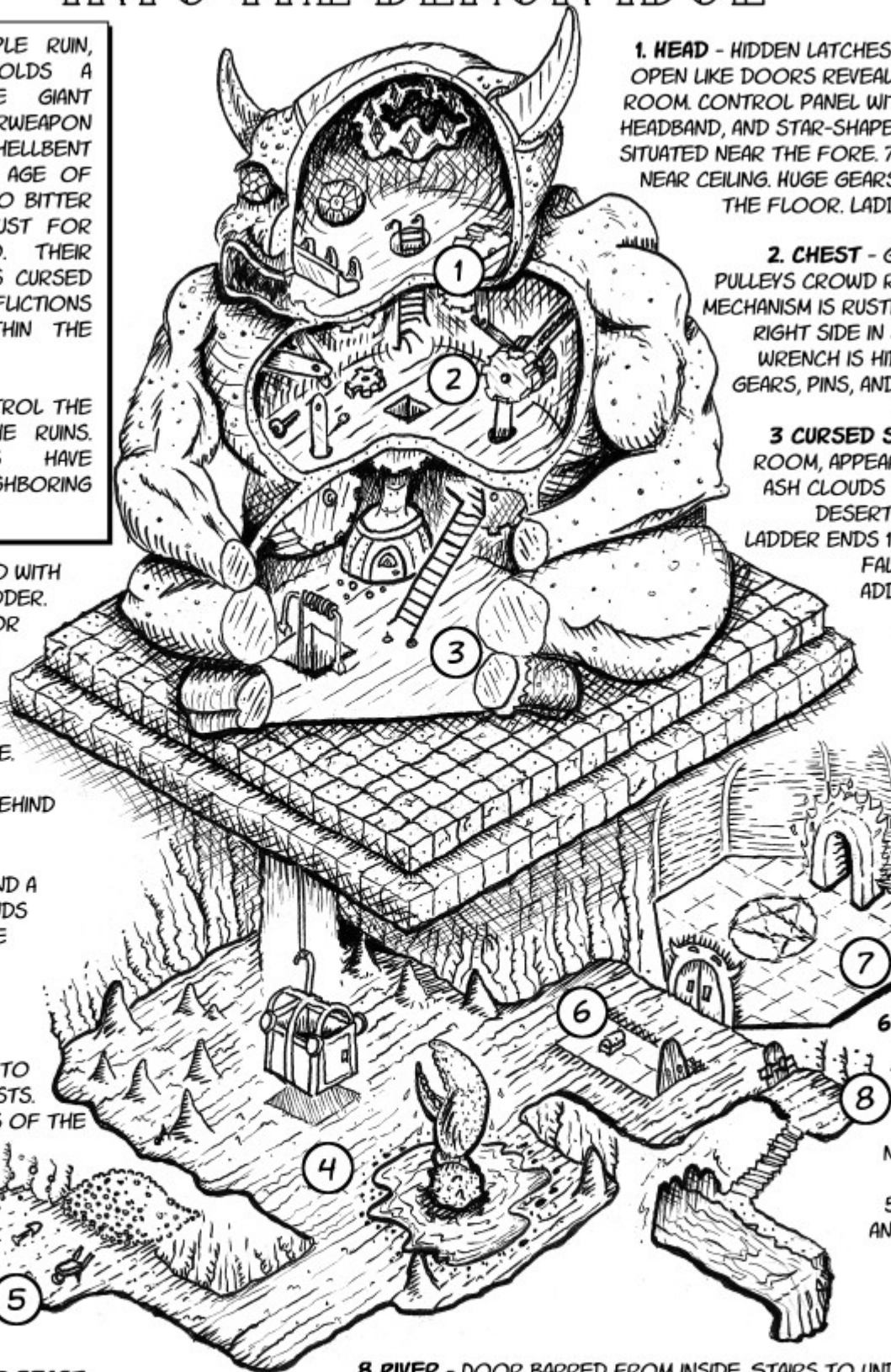
FORGOTTEN IN A TEMPLE RUIN, THE DEMON IDOL HOLDS A SINISTER SECRET. THE GIANT STATUE WAS THE SUPERWEAPON OF A DEPRAVED CULT HELLBENT ON USHERING IN A NEW AGE OF CHAOS. THE CULT FELL TO BITTER INFIGHTING AND THEIR LUST FOR POWER DECADES AGO. THEIR ANGRY FORMER PATRONS CURSED THEM WITH HIDEOUS AFFLICTIONS AND SEALED THEM WITHIN THE IDOL FOR ALL ETERNITY.

TODAY, LIZARDFOLK CONTROL THE LANDS SURROUNDING THE RUINS. BLOODTHIRSTY TRIBES HAVE UNITED TO RAID NEIGHBORING TOWNS.

3 STOMACH - ROOM FILLED WITH MACHINERY AND BROKEN LADDER. MILKY MARBLES LITTER FLOOR NEAR COLD FURNACE. THICK ROPE ATTACHED TO HAND CRANK DISAPPEARS INTO DARK SHAFT. A DAMNED SOUL LURKS BEHIND FURNACE. IT WILL ATTACK AT WORST MOMENT (E.G. A PC STAYS BEHIND TO WORK THE CRANK)

5 MINE - PICKS, SHOVELS, AND A WHEELBARROW. 2,000 POUNDS OF MINED MARBLE GEMS ARE PILED AGAINST THE WALL.

7 PORTAL - DEMONS FROM THE PLANE OF TORMENT RETURN WEEKLY TO TORTURE THE CURSED CULTISTS. THE DISEMBODIED SCREAMS OF THE FORMER CULT LEADER, **STOYA**, ISSUE FROM A PENTAGRAM OF ASH ON THE FLOOR. DISTURBING THE PENTAGRAM RELEASES STOYA. THE BLACK ASH, IGNITED BY THE PORTAL, FORMS INTO AN ENORMOUS FLAMING CINDER BEAST.



1. HEAD - HIDDEN LATCHES SWING EYE GEMS OPEN LIKE DOORS REVEALING UNLIT SECRET ROOM. CONTROL PANEL WITH LEVERS, METAL HEADBAND, AND STAR-SHAPED DEPRESSION IS SITUATED NEAR THE FORE. 7 CRYSTALS ORBIT NEAR CEILING. HUGE GEARS PROTRUDE FROM THE FLOOR. LADDER LEADS DOWN.

2. CHEST - GEARS, RODS, AND PULLEYS CROWD ROOM. LEFTMOST MECHANISM IS RUSTED, BUT WORKING. RIGHT SIDE IN SHAMBLES. LARGE WRENCH IS HIDDEN AMONG THE GEARS, PINS, AND LEVERS STREWN ACROSS FLOOR.

3 CURSED SOULS HAUNT THE ROOM, APPEARING AS SWIRLING ASH CLOUDS THAT RATTLE LIKE DESERT SNAKES. BROKEN LADDER ENDS 10' ABOVE FLOOR. FALLING INTO AREA 3 ADDS 20' TO HEIGHT.

4 - CAVE - ONLY ACCESS FROM 200' ELEVATOR SHAFT.

4 GELATINOUS HUMANOIDS CONCEALED BEHIND STALAGMITES TRY TO FLUSH PCS TOWARD **GIANT CRAB** IN BRACKISH POOL.

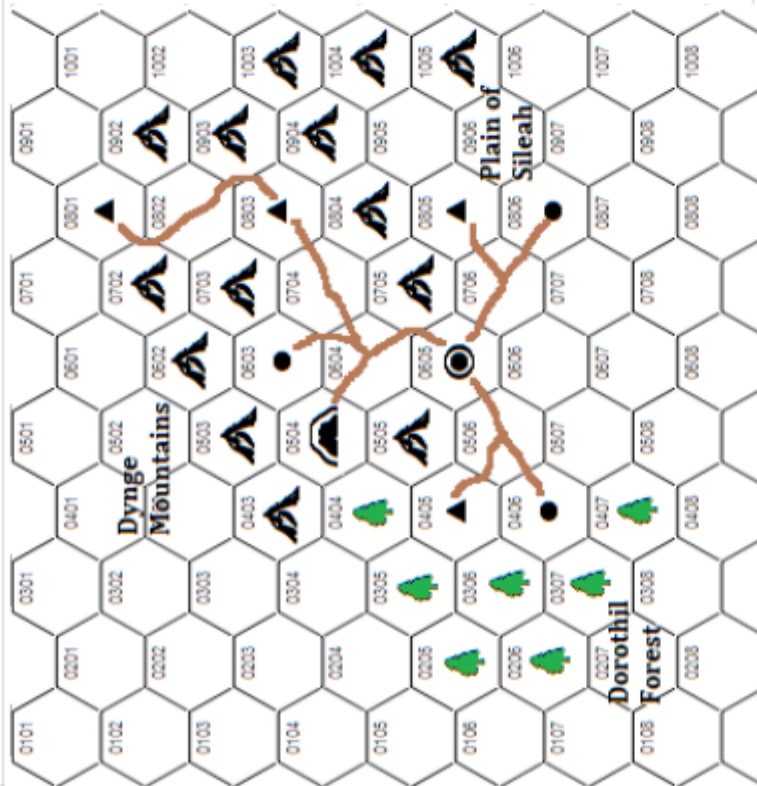
6 VAULT - LOCKED ROOM HOLDS A **TRAPPED CHEST** WITH FLAME JET AND POISON NEEDLE. CONTAINS GOLD COINS, 5 PRECIOUS GEMS AND A STAR-SHAPED BRASS EMBLEM.

8 RIVER - DOOR BARRED FROM INSIDE. STAIRS TO UNDERGROUND RIVER THAT RESURFACES 1 MILE SOUTH. BEWARE OF WATERFALL.

WHEN ACTIVATED, THE DEMON IDOL IS A WALKING MOUNTAIN OF DEATH. FULLY RESTORING THE DEMON TECHNOLOGY OF THE IDOL WOULD TAKE LONG YEARS OF CAREFUL STUDY. HOWEVER, A CLEVER BAND OF ADVENTURERS COULD JURY RIG REPAIRS THAT WOULD MAKE THE IDOL MOBILE IN JUST OVER A DAY. **STRUCTURE** - THE IDOL CAN'T MOVE WITHOUT FIXING BROKEN RODS AND OTHER COMPONENTS. EVERY 2 HOURS SPENT ON REPAIRS YIELDS 1 HOUR OF OPERATION **POWER** - ROUND GEMS (AREA 5) ARE REQUIRED TO POWER THE FURNACE (AREA 3). 100 POUNDS OF GEMS ARE REQUIRED PER HOUR OF OPERATION CONSTANTLY FED BY A PC. **CONTROL** - STAR EMBLEM (AREA 6) MUST BE PLACED IN CONTROL PANEL SLOT (AREA 1) TO ENGAGE POWER. PC WHO WEARS HEADBAND CAN SEE THROUGH IDOL'S EYES, CONTROL BODY, AND FIRE HEAT RAYS FROM EYE GEMS. A DECISIVE ATTACK AT DRACHENSROOT COULD TURN THE TIDE AGAINST THE LIZARDFOLK INCURSIONS.

ECHOES OF EMPIRE

by Joe Pruitt



THE BATTLE

For each type of unit, multiply their Attack Strength (AS, on the chart below) by the number of units. For each army (Imperial and your allies) roll 2D6 and add the number rolled to their total AS. Subtract the lower roll from the higher, and subtract the result from the AS of the side with the lower roll. Continue doing this until the AS of one side drops to 0.

For example, the Imperial army starts with an AS of 12 (4 units of Imperial Soldiers with an AS of 3 each). If you have 2 units of Heavy Infantry (AS 3), 1 unit of Elvish Archers (AS 3), and Cuisa the Dragon (AS 4), your total AS would be 13. If you roll a 3 and a 2 for the Imperial side, and a 1 and 3 for your side, the totals would be: Allies 17, Imperial 20. Subtract the lower roll from the higher and you get 3, which is subtracted from your AS, leaving you with an AS of 10 for the next round of combat.

ATTACK STRENGTH CHART

- Heavy Infantry-3
- Light Infantry-1
- Archers-2
- Elvish Archers-3
- Zombies-1
- Bloodwolf Orcs-2
- Imperial Soldiers-3
- Cuisa the Dragon-4

TURN TRACK

- [1] [8]
- [2] [9]
- [3] [10]
- [4] [11]
- [5] [12]
- [6] [13]
- [7] [14]

THE STORY

Many years ago, the town of Bredon was part of the Iconian Empire. As Imperial fortunes waned, their soldiers withdrew, leaving Bredon and the surrounding villages to rule themselves.

Now the Empire has returned. Today, an Imperial envoy arrived in Bredon and announced that they were reclaiming these lands. They will return in two weeks' time, when the lords of Bredon will be expected to formally acknowledge Imperial rule-accompanied by an Imperial army!

Having grown accustomed to independence, the lords of Bredon have decided to resist the Empire instead. You, the chosen hero of Bredon, have been assigned the task of visiting the surrounding lands and gathering allies to fight against the Empire. You have two weeks to gather as many allies as you can and build as strong an army as possible.

There are three villages in the area: To the west is Wayford, in the Dorothil Forest; North is Orley, in the Dyngge Mountains; and Lune is on the Plain of Sileah in the east. The lords of Bredon recommend you begin at one of these villages; they also gained independence when the Empire withdrew, and may want to keep it as well. But there may other potential allies as well, so don't be afraid to try other routes, but remember, you only have 14 days to gather as many allies as possible and return to Bredon.

The lords of Bredon have given you 100 Gold Crowns. Use this to gain the support of potential allies. Bredon also has 2 units of Heavy Infantry of its own; these by themselves are not enough, but they are a start. You command these troops (they accompany you), and can use them to assist potential allies to convince them to join you, but remember, any of these troops you lose during your mission are troops that won't be available to fight against the Empire, so other methods such as diplomacy or stealth may be a better option. Keep track of your losses.

On Day 14, 4 units of Imperial soldiers will arrive at Bredon to regain control of the town one way or another. If you are not at Bredon on Day 14, the Imperial army will easily take over the town, and your quest will end in failure. To win, you must be in Bredon by Day 14 with as many allied troops as you can win to your cause.

Traveling from one hex to an adjacent hex takes one day, and you can only travel along the marked routes (dotted lines). Mark off one day on the turn track every time you move from one hex to another. **Start in Bredon (Hex 0605).**

#HEX KEY

0405 Elves of Dorothil Forest-The elves feel that loggers from Wayford have encroached too deeply into the forest. If you can convince the villagers to stop logging in the forest (a bribe of 30 Gold Crowns or losing one round of combat will convince them), the elves will provide you with 1 unit of Elvish Archers

0406 Village of Wayford-Hostilities have recently developed between Wayford and the Elves of Dorothil Forest due to excessive logging by the villagers. If you can defeat or pacify the elves, Wayford will provide you with 2 units of Light Infantry. To defeat the elves, you can either lead the army of Bredon against them or assassinate the Elf King

0504 Cave of Cuisa the Dragon-Defeating Cuisa the Dragon will win the support of Orley. Fighting Cuisa may not be necessary, as dragons love gold. For 50 gold crowns, Cuisa will stop attacking Orley; for 70, he will stop his attacks and help you fight against the Empire

0506 Western Crossroads-From here you can journey to Wayford or into the Dorothil Forest

0603 Village of Orley-A dragon has been burning their crops and devouring their livestock. If you kill or stop the dragon, Orley will provide you with 2 units of Archers

0604 Northern Crossroads-From here you can journey to Orley, the cave of Cuisa the Dragon, or Dagger Pass

0605 Town of Bredon-This is your home. You must be back here by day 14 to face the Imperial army or else Bredon will be conquered.

0706 Eastern Crossroads-From here you can journey to Lune or to the Plain of Sileah

0801 Bloodwolf Orcs-The savage Bloodwolf orc tribe cares nothing for the struggles of the human lands to the south. They do, however, value strength and courage above all else. If you defeat their chieftain in single combat, they will join your fight against the Empire and provide 3 units of Bloodwolf Orcs.

0803 Dagger Pass-There is a 50% chance you will be attacked by Bandits while traveling through Dagger Pass. For a bribe of 10 Gold Crowns, they will allow you to pass unmolested; for 20 gold crowns, they will fight for you, providing 1 unit of Light Infantry

0805 Necromancer of Sileah Tower-Defeating the Necromancer will win the support of Lune; For 30 Gold Crowns and the promise of being left alone, however, the Necromancer will provide you with 2 units of Zombies. This will make an enemy of Lune, however, and their 1 unit of Heavy Infantry will join the Imperial army against you.

0806 Village of Lune-The Necromancer of Sileah Tower has been stealing corpses from the graveyard in Lune to raise as undead servants. If you defeat the Necromancer, Lune will provide 1 unit of Heavy Infantry. If you undertake this quest, their Heavy Infantry joins you immediately to help you defeat the Necromancer

NOTE: If you complete a quest for a faction, you do not need to return to that faction to gain the promised troops. They join you automatically.

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TOWER OF THE TOAD LORD

Background:

In the days of the Nul Empire, Alvir Staemore (the Blade King) set upon a campaign to ensure that the full moon of Skalvirn would always shine upon his kingdom. This included invading the Fenlands of Orastrier. There on the remote moors, the Watchtower of Gulvest was erected and, after the death of Alvir, forgotten.

Hook:

Now the tower lies half-sunk beneath the bog, fallen to ruin but not completely abandoned. As the party is making their way across the fens, a fierce storm moves in and, amidst the brilliant strobes of crashing lightning, a glimpse of the tower is caught, its dark, moss-claimed stone the only shelter from the hammering storm.



1) The tower roof.

The stone here is blackened with age; the cracked and crumbling surface has been laid siege to by moss and vegetation. The roof is now only eight feet above the bog, as the tower has sunk and lays at a slight angle. The decaying crenulations still provide ample handholds to climb out of the muck below.

The roof itself is clogged with moss and muck, and a stunted sapling has managed to take root. Rain pools along the lower edge of the roof, and if observed carefully, the rain drains through the roof/floor in one section, revealing a particularly weak section of the room that will collapse if more than 100lbs steps upon it (dropping anyone 15ft below into section 3).

In flashes of lightning or any light source brighter than torchlight, a metal glint will reveal the handle and hinges of a trap door protruding above the moss.

The trapdoor (like all the other doors in the tower) is blackened oak (nearly petrified with age) bound with iron. The handle and hinges are thick with muck and rust but still function, and opening the door will reveal a set of curved stairs heading down.



2) Map Room.

The walls here are damp and cracked. The stairs descend fifteen feet to the stone floor of the tower. The room bisects the tower and occupies a full half of this level. Stairs descend through the floor along the south wall. A single door (iron bound oak) leads from the room. Flashes of lightning and trickles of water seep into the room through the cracks. Nothing much remains of the room's furnishings; just a few broken and charred pieces of wood hint at the two tables and several chairs that were once here. A blackened area of the floor suggests that someone else may have sheltered here at one time. Enough of the furniture remains to get a small fire started.



3) Mess.

Two doors lead from this room (and possibly a large hole in the ceiling, depending on whether the weakened roof collapse was triggered). The door leading to the Map Room is intact; however, the one leading north has a large hole in the lower half. If examined carefully, the wood appears to have been gnawed on. The room's large table is in ruin and bears similar striations to the door.



4) Commander's Quarters.

All of the furniture that this room once held has been mounded into the southeast corner near the central column of the tower. Several small holes (about six inches around) can be seen in the room's outer walls as well as a couple in the stone floor. The corner of an iron strongbox can be seen jutting out from the refuse mound. The mound is a nest for Giant Swamp Rats and, though cowardly, if the mound is disturbed they will swarm out and attack. The strongbox is intact and secured by a heavy internal lock. If removed from the mound and opened, the ancient payroll for the former garrison can still be found within rotting satchels.

5) Gallery.

This room once served as the main entrance for the tower, before it sunk into the mire of the bog. The tower's main door (in the west wall) is still intact, though the iron bindings are heavily corroded and the wood slats seep muck. Two other doors lay in the wall that bisects the tower north to south. Stairs lead up to the Map Room and down through the floor into the tower's Basement.

The air here is extremely dank and heavy. The walls are cracked and bulge inward, their surface is wet and lichen covered, and fungus grows from several of the larger cracks. The stairs leading down are slick and must be traversed carefully by anyone not wearing soft-soled footwear. The floor is cracked and slopes toward the central column, where water and muck have pooled around its base.

6) Barracks.

The other half of this floor is in the same condition as the first and now lies in ruin. A large portion of the south wall has given way, the boggy earth spilling in through the opening. The bunks, tables, and chairs are nothing more than rotting mounds of detritus that now serve as fungus beds. These beds also now serve as a crèche for Mushroom Men, who will attack any intruders. If the crèches are searched, two metal strongboxes can be found buried in them; they hold what remains of the personal possessions of the soldiers once garrisoned here.

7) Basement.

This was once the storage and armory of the watchtower; now it lies in a flooded ruin. The floor of the southeast corner has collapsed into a deeper, water-filled chasm. The central column is cracking and decaying, the ceiling sagging, blocks threatening to collapse. Roots have broken through in several areas and lichen and slime cling to the stone, cut by rivulets of water trickling continuously down the walls.

No evidence remains of the old stores that were once held here, though if the muck-laden floor is search thoroughly, a battle axe can be found beneath the drek, oddly preserved given the environment.

Several Giant Toads lair here and will attack anyone who they believe threatens their spawning pool.

8) Spawning Pool.

This pool serves as a spawning pool for the Giant Toads. The ceiling is irregular and offers numerous pockets of air. The northeastern corner of the chamber leads to a shallower area with a roughly vaulted ceiling of mud and tree roots. The southeast corner of the pool holds a deeper chasm that is fed by a spring and is the home of a Giant Catfish that is extremely aggressive and will attack any exploring the area.

9) The Toad Lord.

The small cavern formed from the vaulted earth and tree roots serves as a home to the Toad Lord (an enormously obese Bullywug). The once proud toad man was a warrior among his own clan, fighting to defend the spawning pools, even being the sole survivor on the assault against the human invaders. He won the day when he swallowed the glowing stone that one of the humans had been using to strike down his spawnbrothers. The next day, he had doubled in size and this was looked upon to be a blessing of the Deeplord for his bravery. But with that increased size and strength came an increased appetite that had to be met. And the more he ate, the more he grew. Soon he was eating as much of the clan's stores as the rest combined and began to need more. The spawnseers proclaimed him cursed, unnamed him, and drove him from the clan's spawnlands.

Now the bitter Toad Lord broods here, beneath the ruined tower of the men that caused his curse. He breeds the toads and feeds on what they bring him, his meager diet temporarily stunting his growth. But his hunger grows and gnaws at him; if only the Deeplord would bless him once more and grant him a bounty fitting of his hunger, then he could grown large and strong enough to win his place back among his clan.

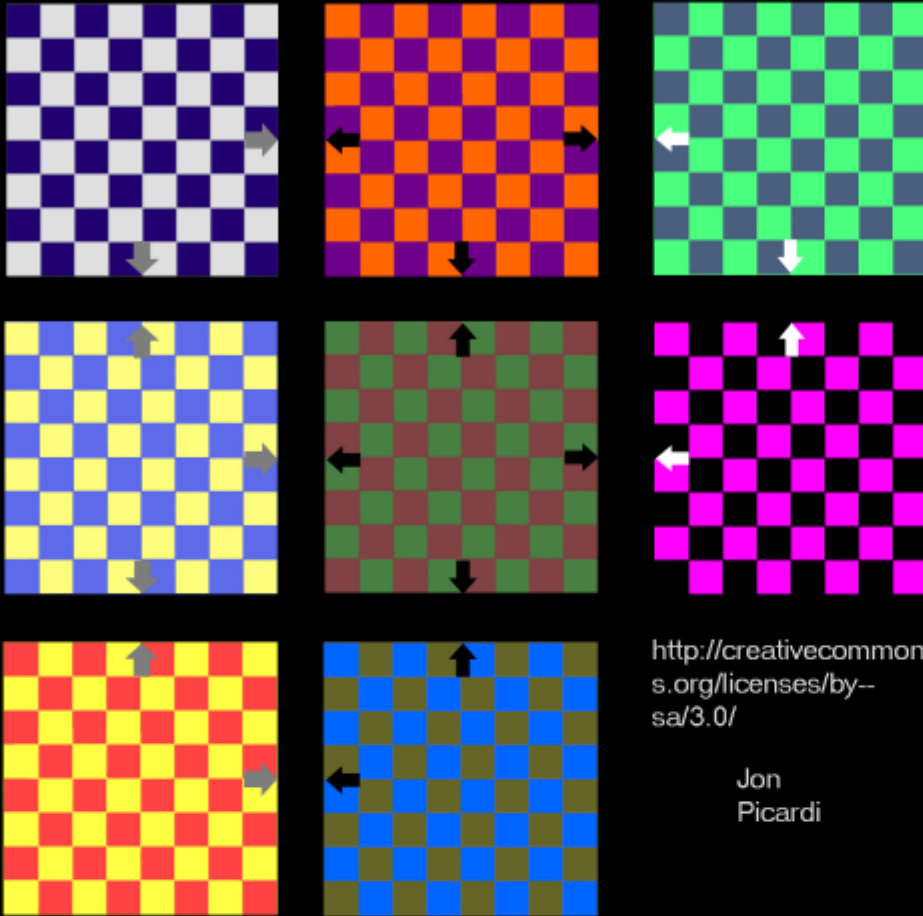
Treat the Toad Lord as a giant sized Bullywug, with the hitdice and damage of an Ogre.

Tower of the Toad Lord by John P. Hazen

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Combat Duality



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Jon
Picardi

beings are made for level 1 characters (adjust when necessary)

All beings have these stats (unless stated otherwise):

AC: 16 Hp: 45 (5d10+15) Speed: 35 stone claws (1d6+3)
STR 18 DEX 17 CON 16 INT 14 WIS 15

Virtuous Beings

Chastity- instead of fighting it tries to run away from the players. When a player hits Chastity they become poisoned and Chastity teleports to another part of the room. Speed: 60ft

Temperance- can only move or attack per turn, but it never misses or fails.

Charity- heals everyone, including itself, half of its current health
Hp: 50

Diligence- attacks only one player at a time (DM chooses). When that player dies the battle is over and the party would have to return to fight it again.

Patience- always goes last. Upon its death, the player who dealt it the most damage dies. If two or more players dealt equal damage, no player dies. Hp:60

Kindness- instead of dealing damage it teleports the effected player to another room of their choosing. Once they leave the room they are out of the fight. If everyone is gone then the battle is over. Hp: 30

Humility- does not fight back. The player that kills it cannot fight in the next battle (unless they are the last person). Hp: 10

Your party awakes in a checker pattern room. None recall how they got here, but all agree that they must leave as soon as possible. Peeking through the small hallways, your party sees two monstrous statues in the middle of the rooms. Combat seems inevitable.

SETUP: The party begins in the top left corner room. The Dungeon Master places one virtuous being and its opposite sinful being in each of the rooms. The party decides who goes first.

RULES: In order for the party to win they must exit a hallway that leads off the map with either seven virtuous keys or seven sinful keys. Keys are earned by defeating the associated beings.

In order for the dungeon master to win all party members must die.

At the end of the last party members turn, the DM must slide the tiles into a different order. Each tile can only move once and all must be moved until there is no possible way to move any more.

Each time a player enters a room with a being a D20 must be rolled (parties can enter at the same time).

The following effects occur based on the roll:

1: the party instantly begins combat with both beings of the room (unless there is only one left).

2-5: combat instantly begins with one being of the DM's choosing

6-10: party members can position themselves before combat of the DM's choosing

11-15: party members can position themselves before combat of the party's choosing

16-20: the party can move to a new room without combat (if they so choose).

After seven keys of a kind are obtained the party has one turn to prepare before combat begins with any two beings of the DM's choosing. The only requirement is the one must be virtuous and the other be sinful.

Sinful Beings

Lust- Only one player can hurt it (DM chooses who) and they are immune to Lust's attacks. If they die then another person is chosen.

Gluttony- It restores health equal to the amount of damage it deals
Hp: 25

Greed- attacks all players at the same time. STR: 15

Sloth- goes last unless Patience is present. Only attacks the player that dealt it the most damage that turn. The player that dealt the most damage cannot attack the next turn. Hp 60

Wrath- It takes its turn between each player's turn STR: 15 Hp: 35
Speed 40 AC: 14

Envy- can move between rooms on the following turn after it is damaged. When players enter the other rooms, battles with other beings are initiated as normal.

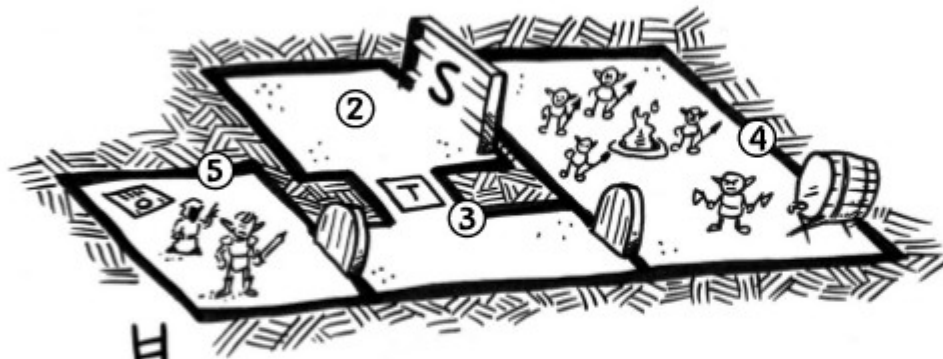
Pride- Always goes first, only one player may fight it at a time (the party chooses who). A player may yield but then Pride's health is fully restored. If the player dies then another player will fight Pride, but Pride's health is not restored.

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Old Tooley Tells you...

"Way back when, the barbarian chief Gilliard Wolfclan trucked with evil spirits and went mad. His clan killed him and buried Gilliard and his followers in that there mound, sealing his evil away. Seems to have worked so far. Anyway, there's been weird noises comin' from inside the mound lately. Maybe you heroes should check that out. I hear old Gilliard had himself a magical sword, but I don't imagine that interests ya."



- ① An old oak tree is twisted and blackened by the evil inside the mound. 3 **fire beetles** (HP: 5, 6, 8) hide in the broken old shrine. A rough stone well leads down to area 2.
- ② A shelf full of broken clay jars and other worthless old grave goods hides a secret door to area 4
- ③ A hidden pit trap drops unwary adventurers into a 10' deep pit (1d6 damage, save for half).
- ④ A group of 6 rowdy **goblins** (HP: 1,2,3,3,4,5, armed with spears) drink copiously from a large barrel of stolen beer. **Goblin-boss Hogor** (HP: 9, armed with two axes) might be convinced to help the heroes kill the elf that took his leadership position
- ⑤ **Skazic the elf** (HP: 8, armed with a longsword, *Charm Person* memorized) is the last survivor of a raiding party from the Deep Down Below. He's the new leader of these goblins with plans to attack Old Tooley's village. **Blehk the goblin witch-doctor** (HP: 6, armed with a dagger, *Magic Missile* and *Cause Fear* memorized) is eager to help him. A small chest holds 110sp and 54gp. A wooden trap door leads down to area 6.
- ⑥ 2 **giant centipedes** (HP: 4, 4) crawl out of a fissure in the earthen wall to make a surprise attack!
- ⑦ An old shrine to the Wolf Totem rests here. If the heroes please the Wolf Totem, she will answer one question asked about the burial mound and its inhabitants. If they displease her, a **dire wolf** (HP: 15) will appear and attack them!
- ⑧ Two dead goblins lie in front of a round stone door carved with sinister markings. The door is trapped to release poison spores if someone tries to open it (3d4 damage, save for half).
- ⑨ **Gilliard the ghoul** (HP: 10, armed with his *two-handed sword +1*) and his 6 **skeleton** followers (HP: 2, 3, 3, 4, 4, 6) are eager to escape their tomb and spread chaos across the land. A hollow spot under Gilliard's slab hides 100gp and a silver dagger.

The Burial Mound of Gilliard Wolfclan

A One Page Dungeon by Josh Burnett (berniethelumph.blogspot.com)

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The Lost Temple of Tyrandraxu

Background

This underground temple was the place of worship for the local area's cult of Tyrandraxu hundreds of years ago.

Several thousand years ago this area was under the rule of a despotic lich king who had been defiling the lands with his expanding magic. The human inhabitants had called upon an extra-planar creature named Tyrandraxu to help and protect them. Because they were starving, Tyrandraxu tore one of his horns from his head and it provided enough food for the people until their farms began to produce again. Tyrandraxu then slew the lich king and was worshipped as a local deity for hundreds of years afterward. Over time, the warrior caste grew in power and eventually usurped his throne.

Even though the cult has waned in power, there are still several active sects who continue to worship in secret. Though this temple was abandoned, knowledge of its existence would prove valuable to historians and active members of the cult.

The temple is now home to a *night hag* who has been terrorizing a neighboring village. The adventurers may have found this area by either following the hag or just seeking shelter from the elements.

General Notes

Lighting: There is no lighting except what either the party or a random encounter brings.

Construction: The walls are plastered with frescoes appropriate to the temple's religious significance.

Ceilings: Unless otherwise noted, the ceilings throughout are 8' high with support arches every ten feet or so.

Doors: The doors in this complex appear to be constructed from obsidian but are enchanted to withstand both physical and magical attacks. All open into their rooms and are not locked.

Random Encounters

1d6	# App	Encounter
1	3d6	Stirges (N)
2	2d6	Barbarian hunting party (N)
3	3d6	Brigands (C)
4	1	Brown bear and cubs (N)
5	1	Gryphon (N)
6	1	Haunt of old high priest (see room 3)

Wandering monsters will only be found in rooms 1 & 2 on a roll of 1 on a 1d6. If the weather had been difficult over the past several days, then a roll of 1-2 on a 1d6 will indicate an encounter.

Room Contents

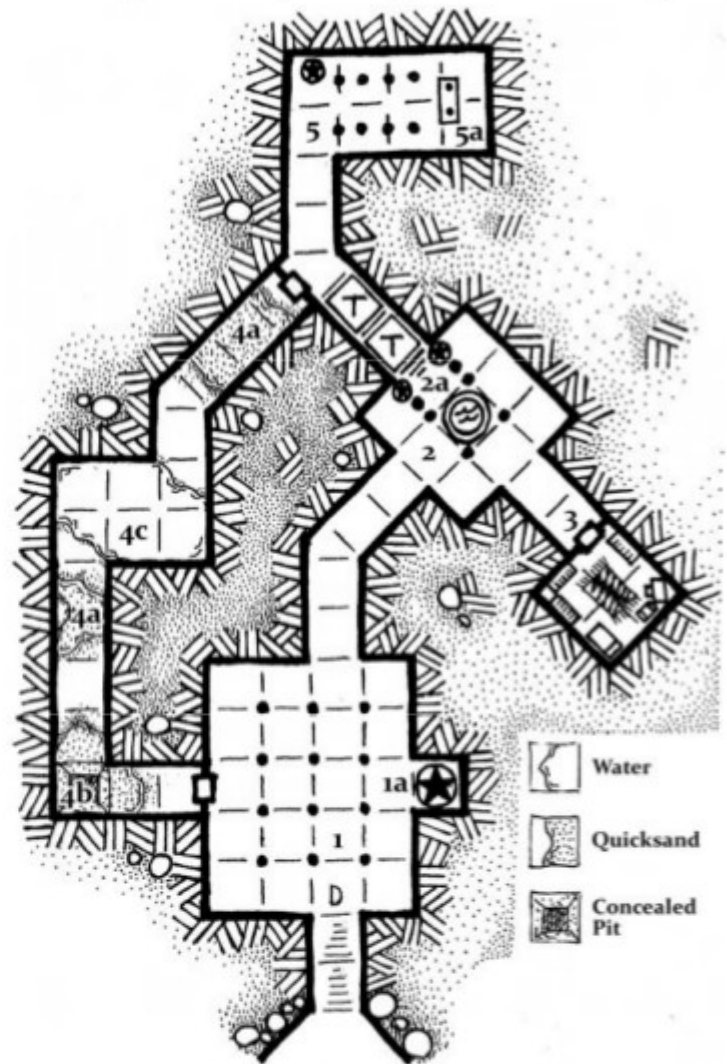
1. Entry Chamber: This room is filled with the debris of many different creatures and travelling humans who sought refuge here against the elements. It has a 20' high vaulted ceiling and frescoes detailing the story of Tyrandraxu line the walls. Many of the carvings and artwork have been destroyed or vandalized over the years.

1a. Statue of Tyrandraxu: This statue is a 10' tall humanoid figure with folded falcon wings and a ram's head missing one horn. It has an outstretched arm pointing down the northern passageway.

A family of *pit vipers* nests behind the statue and will only attack if the statue is actively inspected.

2. Cleansing Room: A 10' diameter pool of shimmering blue water is in the center of the room. The water appears to be lit from below and is magically pure. The pool will magically replenish itself every 24 hours.

2a. Gauntlet of Fire: Once either of the pressure plates is activated, jets of flame will fill the corridor for six turns (1 hour). Anyone who has bathed in the pool will be protected from the flames. A



lever behind the north door in room 4 deactivates the trap for 1 hour before resetting.

3. Priest's Chamber: The former priest of the temple remains here as a *haunt* with a *Lawful* alignment. He is slightly insane but can give the party information on the cult of Tyrandraxu, the history of the temple, the *night hag*, and the *gibbering moulder*. The furnishings have faded over time but some interesting historical books may be found on the shelf. He will offer his remaining *clerical scrolls* if the party offers to cleanse the temple and help reestablish the cult.

4. Acolytes' Chamber: A *gibbering moulder* has been trapped in this room by the *night hag*. It has liquefied the stone floor in many areas for sustenance. The doors are impervious to the *gibbering moulder's* abilities. None of the original furnishings or possessions of the acolytes have survived the ages.

4a. Quicksand: The top two feet or so of these areas have been turned into quicksand. While not dangerous in and of itself, it will slow any PCs that attempt to walk through.

4b. Hidden Pit: This 10' open pit is hidden beneath quicksand similar to areas 4a.

4c. Central Room: This room is filled with muddy water that in most areas is around 10' deep.

5. Sanctuary: The *night hag* who has been terrorizing the nearby village uses this chamber as her lair. The 7' statue of Tyrandraxu in the northwest corner has been defaced and desecrated by the *night hag*.

5a. Reliquary: Locked in a iron box underneath the altar is a *horn of plenty*. The box is protected by an electrical trap that can be deactivated by chanting "praise be Tyrandraxu"

Kriswell's hall of the Five Elements

(A system-neutral adventure for up to 5 players)

Instructions: Before beginning the dungeon, you will want to reproduce a copy of the map to the right for the players, and carefully cut the Keys out of the bottom-right of this page to hand out to players when prompted, and 5 narrow strips of paper the length of 4 map tiles. While running, you'll also want a separate notepad handy. Many of the puzzles are more practical than mental, and any aids that facilitate running the dungeon are best employed, so read through before running to decide what you'll need. If players take too long solving any particular elemental puzzle, consider spawning some minion-grade elemental monsters in the room to keep players on their toes. If they continue to have difficulty, you may give hints at your own discretion. Creature names and damage rolls are given as suggestions, adapt as appropriate for your party.

Hook: Kriswell, an old Sorcerer and master of the Elemental Magicks, has died, leaving to his daughter, Judith, the location of a hidden vault, with the warning that the treasures contained therein will prove most hazardous to obtain. Judith has approached the adventurers and requested their assistance, guaranteeing them a more-than fair share of the treasure it must surely contain, so long as they can bring her an item called the "Oracle Stone," though she won't explain what it is, or why she wants it.

Rumors: Judith will know the location but be unwilling to share it unless an agreement is made with the adventurers for the stone. Around the town, people will remember Kriswell as a powerful but belligerent wizard, brilliant but insufferable. Some townsfolk might also be aware that Kriswell would occasionally take trips up to the local mountains, where Hill Giants are said to live, but nobody knows why he went. It can be presumed, from his power over the elements, that whatsoever he chose to keep in a vault must be very powerful indeed. Judith won't explain what the oracle stone is, but it is presumed to be an immensely powerful magical implement.

Approach: Judith will lead the adventurers, along with a dozen or so of her own bodyguards, to the base of a mountain. The mouth of a cave is here, and there are 3 Hill Giants living inside. Giants must be fought or negotiated with to be allowed passage. Judith and her bodyguards do not get involved. However, she will allow bodyguards to join the adventurers if there are fewer than 5, if they so wish. The bodyguards will obey player instructions and assist in combat, but have no loyalty to the players.

Central Room: Players squeeze through narrow caverns and make their way to a stone room. Doorways indicated on map appear as walls unless inspected. There are magical torches on the walls near the entrance, and scattered around the room are: a rusted sword, a wooden shield, a copper coin, a clay bowl, a leather cap, and a wooden carving of a fish (a Redwood Herring, te-he). There is also a statue of Kriswell in the center of the room, standing with arms outstretched on top of a pedestal, on which are inscribed these words:

Five elements, within, you find, if be you keen of steel and mind,
And treasure, may you take in peace, and grant my spirit sweet release.
Or, see you drowning, crush or burn, as treasures such as these you eam,
and face the challenges within, which, from this room, we shall begin.
So here and now, in cavern deep, I first shall take what you then keep.
Then grant me what is quickly broken, merely when it's name is spoken.
Then hand me that so soft, yet strong, which can't be held for very long.
And then, the follower of night, that treads within the world of light.
From forge and oven, the ideal that be not meat, nor coal, nor steel.
And lastly, I request, forthwith, a garnet piscine xyloglyph.
Then I shall grant ingress to thee. Explore within, return to me,
and take thy treasures elemental. But be ye warned, I shan't be gentle.

To solve this riddle, players must do the following, in no particular order, but within a few minutes of each other: Make a promise, be completely silent for a few seconds, breathe on the statue, cast a shadow on the statue, heat the statue, and hand it the fish. When this is done, the doors to the other parts of the hall open up. Also, four small keyholes appear magically on the Pedestal, to be dealt with later.

Chamber of Water (NW): A large pool of water takes up much of the room. Water level is 5 feet lower than the floor. The platform in the center of the pool is 21 feet from the south and east sides of the pool. Sides of the pool, and the platform, are too smooth to climb. There are 5 20-foot planks laying in the corner of the room as well. Players must make their way to the central island. Once there, they will find a small hole in the ceiling (10 feet high) they may reach into, and pull a Key out from. While any means to cross to the island is viable, the planks can be arranged to bridge the gap. The first diagonally across the corner, the second and third from the midpoint of the first plank to each side of the pool, the fourth bridging the midpoints of planks two and three, and the fifth can now cross from plank four to the island.

Chamber of Earth (NE): The floor of this room is grooved in a grid, and delicately balanced on a central pivot point. When a player first sets foot within, it tips to that side rapidly, causing the Boulder (Dotted Circle) to roll down the groove toward whichever side has the player weight on it. Players on floor as it shifts must pass a Dexterity Check (DC 20) to be able to dodge the boulder if it's coming toward them, otherwise take 3d6+6 damage. Players can shift their weight on the floor to tilt it and roll the boulder, or boulder can be pushed with a Str check (DC 20), and will then move in a straight line up, down, left or right, until it hits a wall, a Column (Crossed Square) or lands in the boulder-sized indentation (Starred Circle). Once it lands there, the boulder explodes, leaving another Key in the rubble.

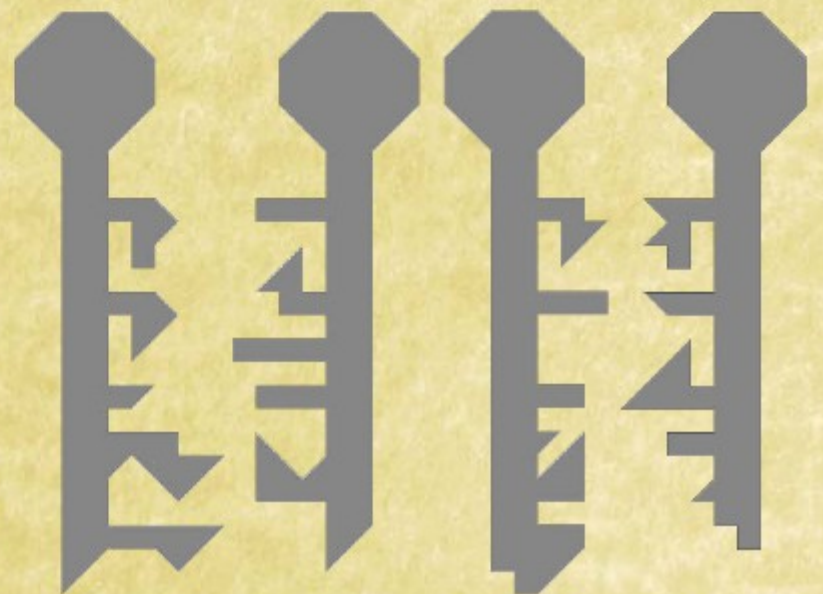


Chamber of Wind (SW): In the center of the room is a floor-to-ceiling stone column with four holes in it. On the wall is written the legend "Four up, or Four down." Inside the column is a rotating set of switches, each one accessible through one of the holes where players can feel if the switch is up or down, and flip it. If two holes are entered, the other two will seal off magically, players unable to reach inside. Whenever all hands are removed from the holes, the switches inside rotate a random number of spaces around. At start, only one switch will be in the up position. GM will need to keep track of where switches end up and which the player(s) are reaching in to switch. This is a logic puzzle, and it is possible to solve in four attempts. If the players take longer, however, the whirring of the mechanism creates a small cyclone in the center of the room, which deals 1d6 + 2 damage at first, increasing slowly with each attempt. When puzzle is successfully solved, Column recedes into ground, revealing another Key on it's top for the players to take.

Chamber of Fire (SE): The room contains an 8x8 grid of red brick floor tiles. On the far wall, the number 50 is written inside a symbol of a flame. Stepping on any floor tile will cause it to sink slowly, giving players time to move across several. Once a player stands for a while on a tile, every tile in a straight line vertically, horizontally, and diagonally, but not the tile the player is standing on, becomes continually engulfed in flames while the player stands there, until player shifts weight enough to deactivate. Another player can then stand on another tile, causing the same effect. Flames deal 2d6+4 damage while in contact. Players must arrange themselves on the "chessboard" in such a way that 50 of the tiles are on fire. At which point, the fire symbol on the wall melts away, revealing a Key behind it.

Finale: As each chamber has been solved, it will spawn a powerful Elemental of each type in the center hall, hostile to the players. Once defeated, if each of the keys is inserted into it's respective hole, it will open a hidden compartment in the statue pedestal. The loot in each compartment is up to DM discretion, preferably an element-themed weapon/armor, or money/jewels. However, in none of these compartments will players find the Oracle Stone. If players assemble the 4 cutout keys together in the appropriate pattern, they'll be able to see the name of the 5th element, "SURPRISE". The moment the word is said aloud by any player, in the presence of the Statue, it comes to life as an Elite Stone Golem, hostile to the party and howling angrily, taking a surprise round before the players to do so. If defeated, the statue will crumble to dust, and within the dust, will be the Oracle Stone.

This dungeon module was created by Justin Peeples for the [One Page Dungeon Contest 2013](#).
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A more thorough version of this module will be made available at <http://www.mundane.blogspot.com>



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The Girly Girl Dungeon

An adventure that can be defeated by **1st level girls** or **5th level boys** by **Kaylee Thumann**

One year ago Princess Lilly was betrayed by her husband and murdered on her wedding night. Now she has come back from the dead and is killing every husband in the village. You must brave her haunted palace, find your way through her hedge maze, and banish her vengeful spirit before all the men in the village are dead.

6. A bedroom dominated with a white and pink canopy bed. A dollhouse takes up an entire corner of the room, and it looks like a miniaturized version of this palace, complete with 4 dolls of palace guards. Playing with the dolls causes the whole party to be shrunk and trapped within the dollhouse. The dolls, now the same size as the characters, give them a grand tour of the house before the magic reverses, the characters are thrown from the dollhouse, and returned to normal size. The characters now know the geography of the palace. The dungeon master should award them a map of the one-page dungeon marked with all secret and concealed doors. If the characters attempt to leave this room without playing with the dollhouse, the dolls turn into 4th-level fighters and attack.

4. A miniature theater lit with mirrored lanterns. On stage, twenty swans dressed in tutus dance to Tchaikovsky. If characters do not applaud before passing through, the swans turn into stirges and attack. Award experience for defeating the stirges if the characters applaud and thus avoid the encounter.

2. Two cradles adorned with colorful mobiles and a chest of drawers. A strong stench causes nausea; save versus poison to negate. A pair of ghostly babies cry, doubling the chance of wandering monsters, which enter from the hallway. Within the drawers are clean diapers, wash cloths, and baby powder. If the babies' diapers are changed, they stop crying and the nauseous stench disappears. Award experience per defeating shriekers.

3. A closet filled with brooms, feather dusters, and old feathered hats with veils. Three jewelry boxes are buried under several inches of dust. If the dust is brushed or swept away, it billows into the air and turns to pixie dust. All within lose their balance and levitate in the air, completely immobilized. Every turn they must save versus spell or suffocate. Donning a veiled hat, which always hangs within reach, protects from the pixie dust and allows the characters to regain their feet. Within the jewelry boxes are three matching sets of necklace, bracelet and ear rings, each set worth 1,000 gp.

5. A dressing room with an ornate makeup table and a full-length mirror. The walls are decorated with portraits of beautiful women. A young female red dragon is curled before the mirror, staring at her reflection and weeping. She doesn't think she's as beautiful as the portraits. Characters who offer to do her make-up will be rewarded with the treasure beneath her tail: a giant baby's rattle that is really a mace of disruption. Also, when applied, the nail polishes act as gauntlets of ogre power for twenty-four hours, three applications.

1. A beautifully decorated ballroom with crystal chandelier and tiled dance floor. Twelve women dressed in elegant gowns waltz to ghostly music. Beneath the gowns they are ugly and hungry ghouls who will attack unless they are asked to dance. After one dance, they crumble into dust.

8. A statuary of hideous monsters. Three of the statues are humanoid, with wings, horns, claws, and fangs. They almost appear to be watching the characters. But they aren't. They were once gargoyles, but have been turned to stone by the medusa. If they are attacked, the sound of weapons on stone immediately attracts the wandering medusa. Don't roll for wandering monsters - it is automatic. One of the gargoyle statues wears a necklace of adaptation.

2	□	1	□	3
□				S
	5		4	
□				□
6	↶	8	↷	7

9. A hedge maze topped with bright red roses. Characters flying over the hedges are immediately affected by the roses' magical scent: save versus poison or fall asleep.

10. A decorative footbridge spans a reflecting pond. Anyone looking at the pond can, at first, see only a reflection of themselves, the palace, the bridge and the garden. After one turn, however, they can see the glitter of gold coins...it appears the pond has been used as a wishing well. The glitter is actually the scales of two kelpie, who attack any who reach into the pond.

Wandering Monsters

1. Medusa
2. Green Hag
3. Sea Hag
4. 4 Female Dervishes
5. Pair of attacking Unicorns
6. 2 Harpies

11. This gazebo was where Princess Lilly first met her fiancé. She now haunts it as a Spectre, sitting in its center, stroking the heads of two whimpering, chained dogs. When the characters approach she asks if they've come to marry her. Since she is dead, marriage requires a groom to kill himself. This is why she's kidnapped the village men. None of them agreed to marry her, so she killed them instead. She will do the same to the characters. The dogs are actually blink dogs captured by Princess Lilly. They will serve their liberators as faithful friends.

Legend

- 1 square = 10 feet
- S - Secret Door
- C - Concealed Door
- X - Pit in floor

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The Eternal Maze of the Minotaur



Introduction

Beloved King Alsin Moregoot hired the characters to eliminate the ghouls from his kingdom. After many hard fought battles they tracked the source of the outbreak to the villain Earl Moretan, cousin to the King. Under direct orders of Mooregoot they met and conquered the foe, but discovered that the Earl was not the final piece of the puzzle.

They returned to Moregoot's castle with the news of a greater conspiracy. Upon entering the Kings chambers to speak privately on the matter they found him murdered. Prince Basil discovered the characters standing over his father's bloody body, called out the guard who quickly overpowered and imprisoned the party.

Declared guilty of the murders of both the King Moregoot and Earl Moretan the adventurers were sentenced to death. Thrown into the darkest dungeon while awaiting their sentence, the characters befriended a sickly old man close to death. The wretch told the group of a secret tunnel connected to the castle sewers, a passage which leads into a vast underground lair of the Minotaur King. He explains that if they can find the fabled Broken Minotaur's key they would be able to exit the maze with vast treasure.

The maze was thought to be a myth but the story is well known. The Minotaur was once a greedy king of this region. He was so paranoid of thieves that he ordered his court mages to magically build a vast complex to protect his wealth. For years they wielded great magic's to create an endless maze. When they presented the vault to the king, rather than a reward for their great service he ordered his guards to kill them.

As the grand vizier succumbed to the attacks he uttered these words "To know the path to your madness is the key to your cure", and with that he cursed the king. The key to the vault fell from the king's hand, breaking into several pieces which vanished. The greedy king then was transformed into the vile Minotaur. To break the curse and escape the Minotaur was required to collect all four sections of the key and properly assemble it. If successful he would have been able to open the door to the vault and lift the curse.

The prisoner stated with his dying words that if the players are able to escape the prison, navigate the maze, and kill the Minotaur they would be richly rewarded. The next morning as the condemned were being lead to the gallows, they completed a daring escape into the sewers and through the secret door. Fleeing into the pitch black tunnels with just the basics of equipment, they fell down a slide pit and landed in a dark stone room, into the heart of the Eternal Maze of the Minotaur.

Encounter Table Roll 1d20

1. Zombie Minotaur 8. Helpful Monk 15. Ghast
2. Good Cleric 9. 2d4 Zombies 16. 1d4 Spiders
3. Carrion Crawler 10. 2d4 Ghouls 17. 2d4 Rats
4. 2d4 Zombies 11. Grey Ooze 18. 1d6 Striges
5. Rust Monster 12. 1d6 Ghouls 19. 3 Thieves
6. 1d6 Skeletons 13. 1d4 Ogres 20. Roll Twice
7. 1d6 Giant Rats 14. Healing Pool

Trap Table 1d12

1. Water Pit 7. Acid
2. Portcullis 8. Fire glyph
3. Spring Blade 9. Pit
4. Covered Pit 10. Gas
5. Steam Blast 11. 1d4 bolts
6. Slide to spikes 12. Teleporter

The Eternal Maze of the Minotaur by Ken Gatzemeyer 2013



Navigation of the Eternal Maze

The characters start in a hex shaped room with 6 doors. Behind each door is a dark slopping down passage 20-80 foot long. As the characters approach the end of the passage, roll a d6. On a 1 = roll a Trap, 2 = roll an Encounter, 3-5 = roll a Maze Intersection, 6 = a Doorway is found, design the room and roll on the Encounter Table.

For a trap roll on the Trap Table or be creative, but give them a chance to detect it. The Encounter Table is used for both wandering (2) and room (6) encounters. For the Maze roll 2d6 on the Maze Table to select the intersection, the passage will continue downward for an additional 20-80 feet until the next roll. Rooms can be in any shape but should have 1d6 multiple exits. Tables should be adjusted according to party ability.

If the players defeat an encounter roll a d6, on a '1' part of the Key is found. Each section of the key is an inscribed coin with a hole in the center. Each coin is inscribed with a word; cp -Envy, sp -Lust, gp -Greed, and pp -Wrath. When the players have the 4 coins the next encounter will be the Zombie Minotaur (unless previously defeated) guarding the vault door. The Minotaur has the key base that the four pieces fit on. The key parts must be placed in order on the key base. (order is based on the value of the coin) If they fail to correctly assemble the key it will fall apart as they attempt to use it. What is worse, one of the pieces will vanish, and they must go back into the maze and rediscover it again.

Conclusion

On opening the door they will find the villainous Prince Basil, who is in fact a necromancer. Long ago he defeated the Minotaur and raised him to do his bidding. He has used the maze to work his evil and plot the takeover of the kingdom. He was not sure what the party was going to report to the king and so he accelerated his plan using the group as a scapegoat. The group must defeat Basil and his minions. Once this is accomplished they will find vast treasure, evidence to clear their name and a path out of the maze which connects to the throne room.

The Maze Intersection Generator - Roll 2d6

	1	2	3	4	5	6
1-2						
3-4						
5-6						

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The Witch's Hut

by Kevin Flynn

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A rumour from the locals suggests that the nearby Witch has been seducing all the men using an amulet that makes her irresistible, even though she is old and ugly. No one is able to stop her as every time they try to act against her she either vanishes inside her hut or seduces all the men. The women of the region will pay to have her removed.

The witches hut is out on the peat bog, the ground is soft and clings to you, leaving a dark sticky layer over your feet and legs. People in heavy armour will quickly become bogged and unable to move. To advance they must shed the weight (up to GM how far they want to take this).

The peat bog has a very gentle wave to it, with small rises and dips, the witch has used this to conceal her hut until you get sufficiently close. A bunch of low growing, spindly trees grow around and through the hut, restricting access except by the main door. The hut itself looks like an upside down birds nest, a mass of branches and mud standing some 9feet high at the middle, curving down to give a diameter of some 12 feet. A single entrance, covered by a tattered, multi-layered, dark brown curtain, is the only way in. A gentle yellow light leaks out through small gaps in the curtain. Attempts to enter the hut via any means other than the single entrance will be reflected back on the users, 100% reflection. The entrance will take one man sized person at a time, the layering of the curtain is such that it is not possible to see inside without actually entering, even with a 10ft pole (this is a magical effect).

As each person enters the hut they will be presented with the inside. The first thing they will notice is that it is much bigger on the inside, being some 20ft high and 30ft wide. The inside is dominated by 4 features - a table in the centre, a large cupboard on the left, a burning fireplace opposite and a king-sized bed on the right.

The table has a single chair on the opposing side, which is sitting back from the table as if someone had just stood. On the table is a plate with a half eaten hot meal sitting on it. A copper mug filled with warm mead sits to the side. On the chair seat will be three engravings, each a circle 3 inches across. One circle has a snow flake pattern in it, the other a flame and the last a symbol that looks like the letter Z (a sleep rune).

The cupboard is large, some 8ft high and 6ft wide, with two doors in the top two thirds. The bottom third is a single large draw. Opening the draw will yield as many winter coats as there are players. Opening the doors will result in a freezing gale force wind with snow flakes blowing out of the cupboard and into the room. The wind is coming from within the cupboard but inside is darkness, no amount of light will penetrate the darkness. The players will need to enter the cupboard to face the Yetis.

When the first player steps into the cupboard they will emerge into a winter wonderland, and it is freezing cold. If they have not used the winter cloaks they all suffer minor cold damage every round. One hundred feet away is a large tree stump upon which is a small round metal disc (with a snow flake emblem). Immediately the sound of howling will fill the area and an appropriate number of yeti will attack the party, beginning some 100ft away and emerging from the surrounding pine trees. The cupboard cannot be used without the disc.

The fire place is large, 6ft high by 6ft wide. A large fire is burning within, coming from a pile of logs. Any attempt to remove the logs or douse the fire will fail. The fire is shedding heat, but curiously not a burning heat.

Placing your hand into the flames will warm them but cause no injury. Once a player stands in the flames they will be transported to the Cavern of Fire, one at a time.

They emerge in a large cavern filled with lava and burning rocks. A circle is carved into the rock within which they all stand. Whilst within the circle nothing happens, but once one person leaves it that protection fails. Heat will cause minor damage to everyone, especially those wearing heavy gear or metal armour (double that if they have not taken the winter gear off). On the far side of the cavern is stone pedestal on which is a disc with a flame emblem. Fire elementals will emerge from the lava, or burning rocks will stand up suddenly, sufficient to challenge the party. They need the disc to activate the circle and return to the fireplace.

The large bed looks very comfortable and smells subtly of sensuality and sexuality, regardless of race or sex. Everybody must remove the majority of their clothing (only bed clothes) and can carry only what they can comfortably with two hands. They must all climb into the bed and close their eyes. Once they do they will feel a change. When they open their eyes they will be in a dream land filled with long tentacles emerging from the ground, each capped with a single eyeball. The tentacles are 10-15ft tall and wave back and forth as if there is a gentle wind, but there isn't. The tentacles nearest the players will bend to watch them with their eyeballs. The tentacles will fade and re-appear as the players move toward or through them, completely immaterial. Flying eyeballs will sweep through the tentacles periodically making crying noises (like a young child crying) and will shed large tears. If the tears make contact with a player they will inflict minor acid damage, periodic saves to avoid the falling tears. Some 100ft away, floating at the top of a bubbling pillar of water (acid), is a disc with a Z rune on it. The players will be attacked by one or more Eye Lords (Beholders) appropriate for their level. Once they have the disc they will all need to close their eyes to return to the bed.

Once they have all three discs they will need to place them on the appropriate circles on the chair to make the witch appear, at which time she will attack. The witch should enter combat fully buffed and ready to fight. Her first attack will be a mass charm that will target one race of one sex (if they are all human males then they all cop it). This will be a Wisdom type resist, not too hard (average). Failure will mean the target jumps back into bed and waits expectantly. The witch can be treated like a Hag, but adjusted for the power of your group. She will be a clerical caster with access to a few magical attacks spells, curses and lasting afflictions. On her death she will lay a 'dying curse' on the party that will make all their financial transactions for the next year cost 20% more than expected.

Once the witch is dead they will be able to search her body and discover a talisman around her neck - a Talisman of Attraction - that will give the wearer a strong positive modifier when using charisma based effects, such as persuade, seduce or negotiate (but not intimidate). However the benefit of this is always on, and not too controllable. When they return to the village women to report the defeat of the witch they may have issues with some of the village women being overly impressed with the wearer.



Lee Mohnkern - Hobrock

Hobrock

A dungeon for four to six characters of 5th to 7th level, by Lee Mohnkern

Background

Nehruk, a hobgoblin warlord, has nearly starved the nearby village of Hemin to death with the high tribute he demands from them, in exchange for not sending his warriors to slaughter them. The PCs have come to slay Nehruk and free the town.

The Dungeon

Area 1

When the PCs come within 100 feet of the guard towers, the guards (level 2 hobgoblin warriors) will open fire with their heavy crossbows. There are two guards, one in each tower, and they each have the Rapid Reload feat, so they can fire their crossbows every round. The arrow slits provide cover (+6 AC), and, if the PCs begin to overwhelm the guards, they will blow a horn to raise the alarm. The gates to Hobrock are barred and made of sturdy wood (break DC 25, hardness 6, 45 hp). Each tower contains a chest with 100 heavy crossbow bolts. Each guard has 150 gp, loot from raiding.

Area 2

This antechamber contains two weapon racks, each of which holds eight longspears. If the hobgoblins in Area 1 raised the alarm, there are two hobgoblins (1st level warriors) each in both Area 4 and Area 5, ready to pour burning oil down on the PCs as they pass, and fire arrows at them from their shortbows. The portcullis is metal and has hardness 8 and 100 hp, and a lift DC of 25. The winch is on the wall, right on the other side of the portcullis. The murder holes provide +6 AC cover.

Area 3

The hallway is regularly patrolled by two 2nd level hobgoblin warriors with a pair of worgs, who are there to sniff out invisible infiltrators. If the PCs have already raised the alarm, the hobgoblins have called in reinforcements from surrounding rooms, swelling their numbers to six 2nd level warriors and three worgs. However, even if the fight goes badly, Nehruk remains in his quarters in Area 13, wishing to fight the PCs on his own terms. Each hobgoblin has 50-150 gp (d% random) and a longsword and longbow.

Area 4

Access to the murder holes.

Area 5

Access to the murder holes. Also, crates of supplies and captured goods are stored under the stairs and against the east wall.

Area 6

Hobgoblins' living quarters. 6A, 6B, and 6C each belong to the three hobgoblin lieutenants. Each contains a suitable 4th level treasure; however, the lieutenants are carrying their armor and weapons. 6D belongs to Nehruk's spiritual advisor, Ehmrak. 6E and 6G are shared by several hobgoblins each. 6F belongs to Jehka, Nehruk's consort, and a 6th level sorcerer.

Area 7

Meeting hall, and gathering place for religious ceremonies. If the PCs haven't already raised the alarm, Ehmrak (6th level cleric) is providing a religious service for two hobgoblin warriors. Otherwise, he has likely moved to Area 13, to stand with Nehruk in defense.

Area 8

Another portcullis. Two 2nd level hobgoblin warriors guard the door to Area 12; they will fire their crossbows through the bars at the PCs.

Area 9

Kitchen. There is a 1st level human expert, named Krik, who is a slave to the hobgoblins, and kept prisoner here. There is also a small fire elemental in the stove that may attack the PCs.

Area 10

Worg quarters. This room contains four worgs, minus any that were slain elsewhere.

Area 11

Armory. Many spears, longswords, heavy shields, light crossbows, longbows, and suits of studded leather armor can be found here, as well as a few masterwork weapons.

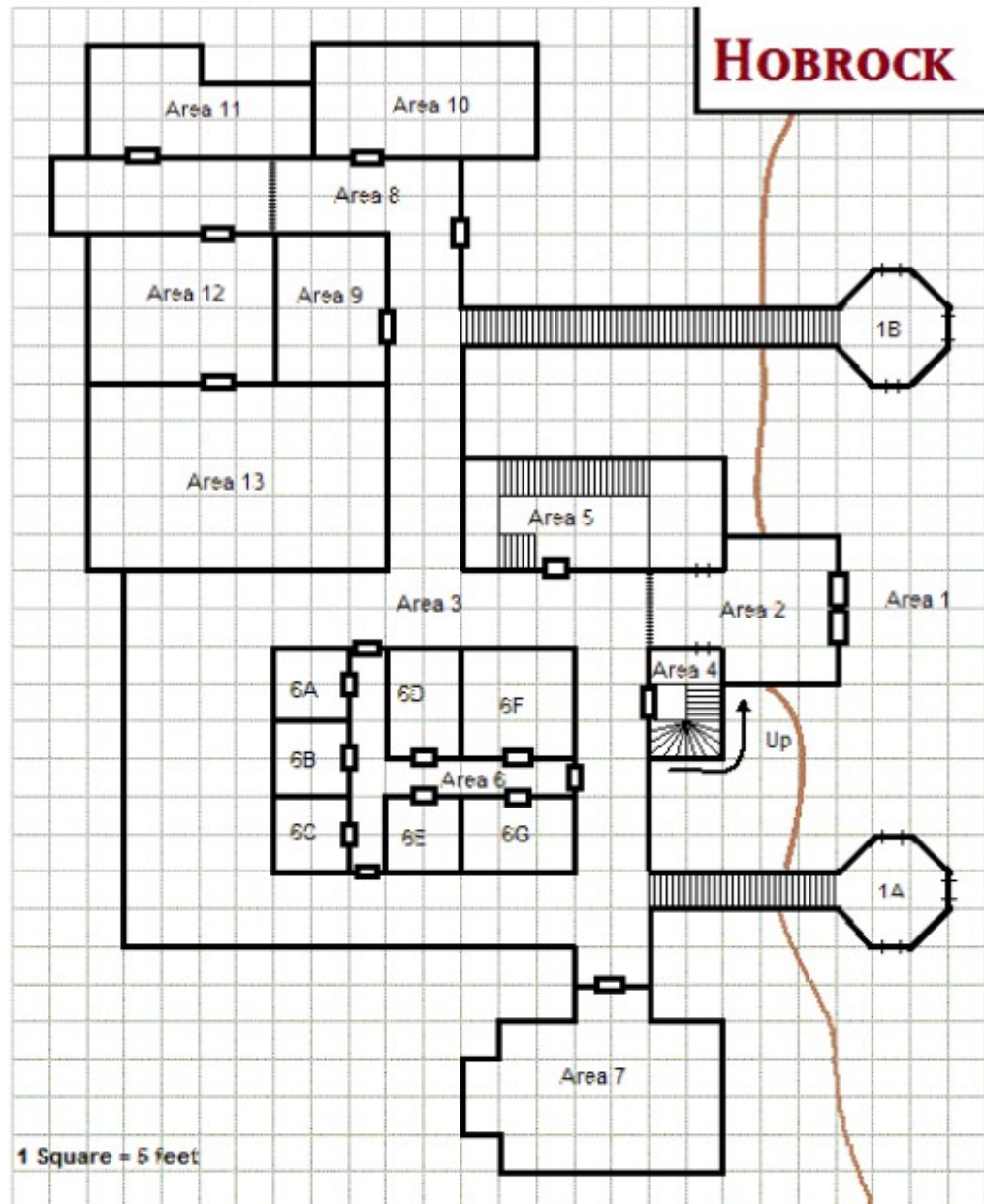
Area 12

If Emhrak is still alive, he is here with two 2nd level hobgoblin warriors, to try to fend off the PCs.

Area 13

Nehruk (hobgoblin barbarian 1 fighter 2 rogue 3) remains here until the PCs arrive, unless he learns that they are weak or hiding. Before the PCs come in, he has Jehka cast *invisibility* on him, before sneaking up behind the party after they enter, then flying into a rage and attacking from behind. There are also two 3rd level hobgoblin warriors here as well, to protect Jehka during the battle.

Nehruk keeps 2137 gp, 1817 sp, and 3312 cp in a locked chest in the corner with a *lightning bolt* trap on it. Most of the loot is tribute taken from the village: it is up to the PCs how much of it they decide to return.



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Thoorsten's Treasure, an Umlaut-laden Düngeön

Some years ago, the famed sorcerer Thoorsten the Obscure separated himself from society and disappeared into the wilderness. Rumor has it some great tragedy befell him, and his remains are lost in a tortuously carved grotto, with an army of mad hömüncüli (like regular homunculi, but more Germanic and organized, with a strange fetish for paperwork) guarding his most valuable treasure...

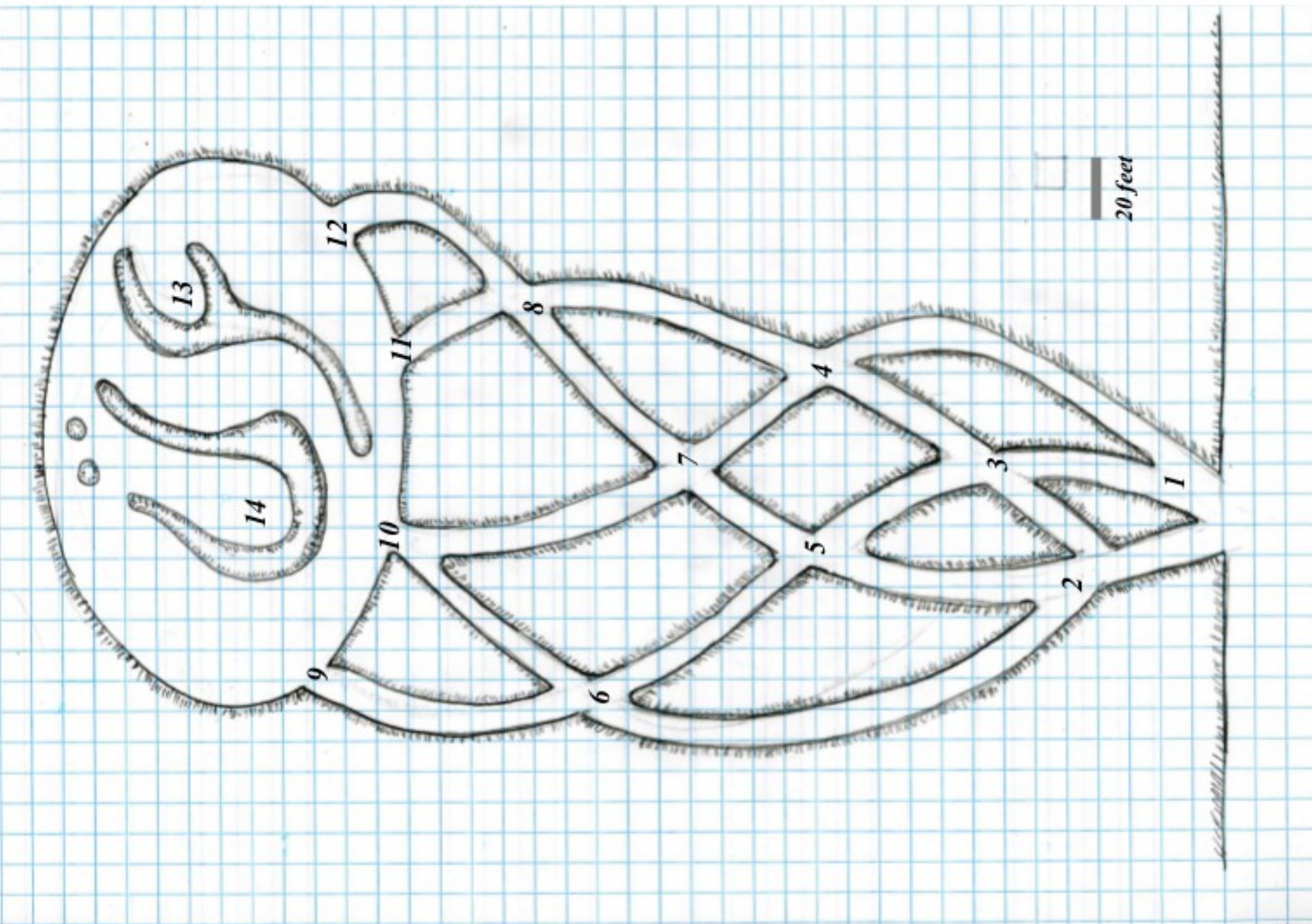
PCs, after many misdirected adventures in a Random Wilderness, locate the entrance to the grotto (10 foot hewn rock tunnels, luminous mold and fungus - harmless, provides dim light).

1. Scary Clown: A pile of rags morphs into a tiny, frightening circus clown (Soulbound Doll) giggling madly as it attacks (mwk dagger) (eyes - 2x150gp emeralds).
2. Hömüncülüs Swarm (4-6) - screaming random phrases ("Are your papers in order?!?" "Carrots and Peas!") - attack the PCs with what appear to be animal femurs and bite.
3. Albino Blind Cave Squirrel swarm (sharp, nasty teeth, albeit somewhat ineffective).
4. Illusory Ogre: Hömüncülüs enchanted as ogre with ironbound greatclub. Illusory damage until 'defeated'. Actual damage by hömüncülüs dagger and bite
5. Disco Hell - Shrieker fungus enchanted with Color Spray spell (save/effect as 4th level)
6. Swarm of animated boots -1d6 damage to any PC who fails Save vs Trip to avoid being knocked over and trampled.
7. Run the Gauntlet - Clockwork bludgeons in intersection. 1d6 to any PCs caught in intersection - disable DC20 (jam clockwork with thrown dagger, coin or similar)
8. Trapdoor Spider - Uses masterwork large steel shield as a burrow cover. Surprise!
9. Impenetrable Force Field™ - Solve riddle on plaque to dispel: "Give me food, and I will live; give me water, and I will die. What am I?" (fire) Wrong answers yield 1d3 electric shock and booming voice "Wrong thinking will be punished!"
10. Hömüncülüs clerk (wearing green eyeshade) in front of portcullis. Asks to see PCs' IDs. If PCs kill him, another will appear. If PCs don't have IDs, clerk will provide triplicate forms for all PCs - interminable answers regarding ancestors' maiden names, monsters killed, taxes paid, etc... Upon completion of forms, clerk will ring bell, raising portcullis. "My associates will be right with you..."
11. 4 cave crickets in a cage, chirping... and chirping... and... that's all.
12. Deadfall trap - Net filled with rocks and yellow mold spores (PCs in 10 ft radius take 1d6 damage + make DC 15 Fort save or take 1d3 points of Con damage). Disable/detect tripwire DC20

Entering the main grotto will draw Hömüncülüs Swarm (6-8) - screaming "Master is Sleeping!" or similar - attack the PCs with thrown rocks and bite.

13. Treasure chest - opening will reveal 'nothing' - (Illusion, 4th level) - save/dispel/etc. will reveal minor treasure ("not worth the effort...").
14. Red Granite Sarcophagus of Thoorsten the Obscure: The poltergeist of the sorcerer will attack the PCs - flinging rocks, bones, dead hömüncüli, whatever is at hand.

Upon defeat/dispelling the poltergeist, the sarcophagus may be pried open. PCs will find an ornate box (Alabaster, 50 gp) on the skeleton's chest (Labeled "My Greatest Treasure"). Opening will reveal nothing but faded letters with headings as: "My little meat pie..." "My love-shoggoth..." , dried flowers, and etchings of a rubenesque woman, Ürsüla Fleürvög, his long-lost love. Astute characters will note that the grotto has been carved into the initials 'U F'.



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Leslie J. Furlong - Surface

The Bandit King lay dead, slain by my liege. "We have sacrificed much," he said, his words echoing in the gloom. Above us the great idol stared down at the carnage unmoved, jeweled eyes glittering. Simeo the rogue eyed them. "Short work, this," he said, slipping the dagger from his sheath.

The sound of metal on stone roused doddering old Fedder from his scrolls. The magician had time only to raise his hand before the hall filled with the brightest of lights, the loudest of noises. I awoke I do not know how much later. My eyes burned. I smelled blood, brimstone, burning parchment. I called out in the darkness, but neither my liege nor his companions replied. I was alone, and alone I would have to find my way to the..

...Surface.

A solo dungeon by Leslie J. Furlong

		Throne room		Secret door	
Collapsed entrance		<p>You recall: A largish room, its ceiling supported by wooden beams. The idol facing the only entrance. Simeo mentioned seeing a secret door behind it.</p> <p>You taste: blood, dust and grit. You smell: filth, brimstone, and wood smoke. It's getting hard to breathe. You hear: pebbles, falling from the ceiling, creaking and groaning overhead. You feel: rubble, splintered wood, twisted metal, and gore, the front of the idol has disintegrated, the remains of the dead.</p>		<p>You smell: damp</p> <p>You feel: splintered wood, chipped plaster</p> <p>You feel: cool air on your face.</p>	
<p>You feel: rock and earth and splintered wood. The pieces are movable, but there are many. You smell: The smoke. It is getting thicker. You are likely coughing now.</p>					
		Egg chamber		<p>You hear: dripping, trickling, echoes</p> <p>You feel: smooth stone underfoot at a downward grade. Natural stone walls close on either side widening as you go, forking into two separate tunnels after twenty or so paces.</p>	
		<p>You smell: sour milk, powerful and unpleasant.</p> <p>You feel: the walls of the tunnel widen</p> <p>You hear: the sound of something shifting, like dry leaves, the crunch of something fragile underfoot.</p> <p><i>If you linger...</i></p> <p>You hear: a skittering, then a rattling noise, then cracking soon accompanied by chirping. You see: green, multifaceted eyes this size of hen's eggs, curious and hungry.</p> <p><i>If you are lucky...</i></p> <p>You feel: loose rock, hiding a narrow passage.</p>			
Lichen chamber		Narrow passage		Rickety bridge	
		Underwater passage		<p>You hear: splashing, echoing around the chamber. You feel: the stone floor give way to pebbles and sand as you approach the water's edge, the rough stone surface of the cavern wall</p> <p>You See: a faint glow, under the water.</p>	
<p>You see: the walls of this cramped chamber covered in greenish phosphorescent lichen. A body, presumably male, nonhuman, slumped against the wall.</p> <p><i>If you examine the body...</i></p> <p>You feel: a dagger, buried in the creature's chest, gripped in the adventurer's own hand You see: his face and hands are covered with... <i>no, are. They are lichen. You feel:</i> a tingling sensation on your fingertips...</p>					
		<p>You hear: faint splashing from above, skittering ahead of you</p> <p>You feel: slick and muddy earth, soaking your hands and knees.</p> <p>You smell: a musky odor. You feel: cool air</p>		Lair	
				<p>You smell: wet earth, animal droppings</p> <p>You see: white light above, pouring through jagged stone and earth, and under it the shifting bulk of a sleeping thing, sniffing and snuffling.</p>	
				The Surface	
				<p>You see: the sun blazing through the trees, blue sky, clouds. You hear: wind, some far off bird songs You feel: alive.</p>	

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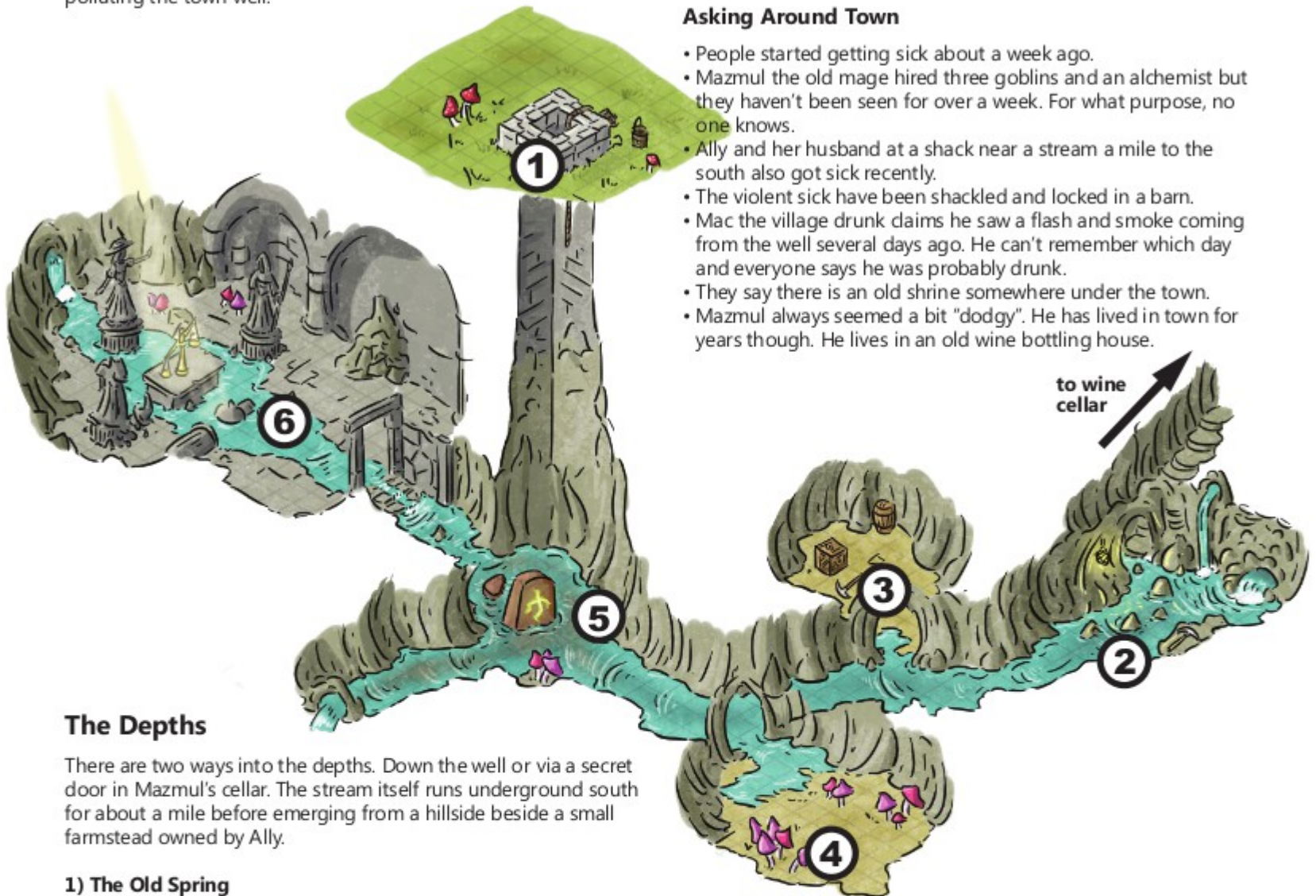
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A Stolen Spring

The people of this old town are all falling ill! First they grow weak, their skin turns an odd colour and peels, they have problems with their memory and co-ordination, before they finally fall into a zombie-like trance permeated by acts of random violence.

Whatever could the cause be?

Mazmul the old mage opened a secret enchanted door hidden below the "old spring", a famous well beside two old stone ruins. Unfortunately Mazmul was killed in the ensuing magical explosion and a large piece of stone made of enchanted cinnabar is now polluting the town well.



Asking Around Town

- People started getting sick about a week ago.
- Mazmul the old mage hired three goblins and an alchemist but they haven't been seen for over a week. For what purpose, no one knows.
- Ally and her husband at a shack near a stream a mile to the south also got sick recently.
- The violent sick have been shackled and locked in a barn.
- Mac the village drunk claims he saw a flash and smoke coming from the well several days ago. He can't remember which day and everyone says he was probably drunk.
- They say there is an old shrine somewhere under the town.
- Mazmul always seemed a bit "dodgy". He has lived in town for years though. He lives in an old wine bottling house.

The Depths

There are two ways into the depths. Down the well or via a secret door in Mazmul's cellar. The stream itself runs underground south for about a mile before emerging from a hillside beside a small farmstead owned by Ally.

1) The Old Spring

They say it had a name once and bubbled all the way up the shaft. Now it is just called the spring. Perceptive characters might notice a very faint green glow down in the depths.

2) To the Deep

Rough stone steps clearly recently dug lead down from the wine cellar to a watery cavern lit by a magical ever-glowing lamp. The water is about 3ft deep in most places. A pickaxe lies nearby.

3) Miner's Rest

Digging supplies lie in this cavern along with a few empty crates, some simple provisions (rotten), a number of strange sealed clay jars (each with a wick), and an old scroll. The scroll is difficult to decipher but seems to make reference to warded stone doors. The jars are actually alchemical explosives.

4) A Fungal Infection

This cave is full of fungus. Perceptive characters may note it was flooded recently as indicated by deposited sediment. Well, after they see the three goblin labourers from a dubious tribe nearby (*Oz, Neb, and Scab*) looking very sick and stumbling around in an apparent trance. After a minute or so, they become aware of the characters and attack with picks!

The mushrooms in this chamber are edible and have a fruity scent.

5) The Spring

This is where the well draws water. The water here is about 5ft deep. Mazmul's crushed body lies pinned underwater by a large cinnabar stone slab with a faintly glowing rune on it. The water around it looks rather foul.

Smart characters can tell this is the source of the poison - magical mercury poisoning. This was actually a door sealing the chamber beyond but was blown free in an explosion, killing Mazmul in the process. The spring could be cleansed if the rock were removed but it weighs well over a ton and is very big. The task is an adventure in itself!

Mazmul still clutches a silver amulet with a set of balances depicted upon it. His clothes are ruined. Further down the stream lies the body of a robed female human (*Razzly the Alchemist*) that partially clogs the narrowing stream (possibly now undead).

6) The Shrine

This chamber looks like it was fully underwater until recently. Inside stand three statues (one of a lich-like figure, one of an elegant female mage, one broken statue of a robed mage) and an altar. A set of gleaming golden balances sit on the altar.

The scales balance spiritual forces but for some reason are currently tipped one way even though nothing lies upon them.

Midnight at Halcyons Coven

Halcyons Coven is an international cult of spiritualists. Their leader, the charismatic **Leonhard Halcyon**, finances this secret installation, located in an abandoned **cold-war era missile silo** with the sale of esoteric literature. Here, under ground, a group of the most **devoted cultists** have entrenched themselves around their leader for the equinox of winter as the cult elders perform a ritual that is supposed to summon **Lucifer himself** into this world. The players, having found out about **Project Dark Messiah**, arrive in the nick of time to stop the ritual from ever being performed but find themselves captured. Can they escape and stop the cult or will the successful performance of the ritual usher in the end of the world?

Both the **garage and the side-entrance** can be used to enter the complex. The garage is secured with an electric garage door. On the inside are a microbus and a jeep used by the cultists to get to the site and back. On the floors below the garage there is a storage area with gas bottles, gasoline barrels, ammunition and **D3 + 2 cultist guards** who will react violently to any intruders or escapes. There are fire-doors in between the entrance-bunker and the stairway-bunker. The side-entrance is secured by a fire-door and there is a tripwire trap igniting a pipe-bomb on the stairs leading down from it. Both entrances are alarm-secured and will summon the cultist guards. Should the guards be summoned to one of the two entrances, they will probably alert the guards in the lobby-floor too.

The central **temple** occupies the upper floor of the former missile-silo proper. An altar and a large banner embroidered with a pentagram are lit by a set of large black candles. The altar is covered with black cloth that is upon closer inspection, blood-stained. The high ceiling contains the still-working missile hatch that will be opened to the night sky during the ceremony. The **five elders** of the coven, including **Mr. Halcyon himself** are found in this room during the entire adventure, chanting and preparing the reception of their lord Lucifer. The rituals that can be witnessed here if one is sneaky may induce sanity-loss.

The house is a generic home trying hard to look inconspicuous somewhere in the middle of nowhere, with a basement entrance to the bunker system. There are **D3 + 1 cultist guards** just hanging out.

The lobby is where visiting cultists would be greeted. Today it's manned by **two cultist guards**, playing solitaire on the computer at the security desk. The guards have a live camera-feed from the house and both other bunker entrances but are unattentive and will only glance at the feed-windows from time to time. The computer connects to the local intranet and there is a couch.

The library stretches over two floors of the silo and contains volumes on all sorts of arcane and mysterious things. The upper floor contains several reading-desks and the lower floor has several computer work-stations that connect to the local network. Players will encounter **D3 cult scientists** here. A long enough search with appropriate checks in the library may yield spells from the spell-list but reading those particular volumes is definitely harmful for the player characters sanity. Research-notes here connect the longevity of the birth-mother to blood harvested from a vampire.

The kitchen and mess floor also serves as a relaxation room. Amongst typical kitchen-stuff and food that can be found here there is a couch-area centered around a large TV. There are **D3 cultist guards** lounging around the room.

The sleeping quarters are where most of the cultists live during these last days on earth. There are ten triple-story bunkbeds and a row of lockers containing personal items of cultists, as well as a random primary and two random secondary weapons. Behind a screen wall there are showers and toilet stalls.

The laboratory contains chemical, medical, and alchemical equipment for nefarious research purposes. Characters willing to improvise will find a lot of useful stuff among the apparatus and stored ingredients and chemicals, but searching the place may reveal some minor sanity-reducing horrors such as pickled foetus. There are **D3 cult scientists** here.

The Ward is separated from the staircase-area by a wall of plastic-sheets, outside of which there are lockers with sterile clothes to wear over the regulars, this room full of high-tech medical equipment such as an MRT-machine and other diagnostic tools houses the birth-mother on her bed. The woman has been brain-dead for three years now, being kept alive by the machinery surrounding her, unnaturally pregnant for all this time. She has been kept alive by a combination of medical science and arcane magic including the use of vampire-tissue transplantations and her womb has swollen to disturbing proportions in order to contain the body of a three-year old child-demon. There are **two cult guards** and **two cult scientists** here, guarding her and the creature growing in her huge womb with their lives. The scenery may induce a hit on an unprepared intruders sanity.

The draining room contains a few hospital-beds but with far less care for cleanliness or order in comparison with the birthmothers ward. This place is used to drain blood from prisoners, both to feed the vampire prisoner and to keep the birthmother alive by injecting her with red blood cells. Player characters who have been here will find the place icky at best, sanity-reducing at worst. There is a fridge full of blood-packages here, as well as some medical equipment to be found lying around.

The storage area contains not only boxes full of food and sanitary supplies, but also containers holding live cats and chicken for sacrificial purposes upstairs. Intrepid investigators may find themselves some random primary and secondary weaponry in here, should they spend time to search.

Vampire Containment Room: This entire floor is well lit and, besides a desk where a **single cultist guard** is stationed and the containment chamber in the middle, empty. The containment chamber is a box with sides of bullet-proof glass and a roof and floor of hardened steel. Around the base and top of the overhanging floor and roof are strong lights shining into the chamber from four directions, preventing its occupant, **Svenja Magnusson**, to change into her shadow-form to escape through the glass. The cultist here is on the edge, being somewhat afraid of the half-starved supernatural monstrosity he is guarding, whilst Ms. Magnusson is currently somewhat passive, as she is very thirsty and has tried escaping in vain often enough.

Players start out in **the cells** as prisoners, each in their individual cell, each having been bled one or two times prior, each half-starved and desperate. **Richard Hendry** is in one of the nine cells, each of which is equipped with a toilet that also serves as a sink where the prisoners may drink. The cell walls are made of sheet-metal and can be dented but not breached with bare-handed force. The cell doors are regular fire-doors as one would find in any warehouse or office building. As the players start here, getting out is the first obstacle although one of them may have prepared something before the adventure proper starts. There is **one cultist guard** sitting at a desk here, perhaps reading a book and waiting for something to happen. A group starting here has the advantage that they have seen much of the facility on the way down but have the disadvantage of not having any real equipment to start with.

The **utilities basement** is a vital part of the silos infrastructure. There are large oil-tanks and gas-bottles here. There is an oil-based central heater, a central air-conditioning system running through the entire complex, and even a power-generator supplying the entire thing with electricity. Taking out any of these would put a serious hamper on the cults plans, although the temple chamber is lit by candles...

TimeLine

This is what happens if the player characters do not interfere. The cultists will attempt to keep this timeline from straying too much off course.

- 22:00 The adventure starts. Players may start their escape attempt down in the cell level, as the guard down there nears the end of their shift, making them unattentive.
- 22:05 The cult leadership gathers in the temple and starts preparing the rituals for the night, lighting the candles and all that. Some cultists in the recreation-area are watching TV.
- 22:15 The guards in both the cell level and the vampire containment room get relieved by other guards from the quarters-level.
- 22:25 The cult leadership starts their incantations in the temple.
- 22:45 Something happens to the birthmother as her life-signs change drastically. The scientists in the room get frantic, someone is sent to get some blood-packages from the draining station.
- 22:50 The cult leaders start calling out to their dark lord, the birthmother breathes a last, shuddering breath as her life-signs fade.
- 23:05 The cultists that don't have any specific guard-duty to do start converging towards the temple-room to join the final ceremony.
- 23:30 The missile hatch above the temple room is opened to the stars as the ceremony nears its peak. The child in the birthmothers corpse starts to stir more and more violently.
- 23:50 The child breaks out of its mothers womb, spilling blood and entrails over the bed and ward floor. Any scientists there will try to flee now. Cultists start abandoning their posts to get to the temple.
- 23:55 The bloodsoaked demon-child is ascending the stairs towards the temple where the cult elders and their flock are chanting and preparing to sacrifice one of their prisoners or, lacking that, one of their own on the altar.
- 24:00 The child reaches the altar and performs the blood-sacrifice. The sky turns from black into dark red and the world ends.

Enemies to be encountered

Cultist Guards are men and women enthralled by the teachings of cult leader Halcyon. They aren't really trained to fight but make up for that with fanaticism and vigor. Each of them carries a **random primary** and a **random secondary weapon** and is protected by a **gas-mask** and a **light ballistic vest**.

Cult Scientists have been hired to study and advance the Dark Messiah project. They usually only carry a **random primary weapon** they aren't even trained with and can indeed be negotiated with, as they lack the fanatical devotion to Halcyon that the guards have.

Cult Elders including Mr. Halcyon himself form the leadership of the coven and perform ceremonies within it. Although they do carry **sacrificial knives** they will turn on an intruder, they prefer using **magick**: Each of them has access to **D3 random spells** and they won't hesitate to use them.

The Child is physically a toddler but has the mind of a demon from the inner circles of hell. While it is **unusually strong**, it's not faster than a regular toddler would be but, whilst speaking ancient words in a much-to-low voice it will use **magick** against all that do not bow down before its power: It can freely employ **all the spells** from the spell list.

Non Player Characters (who aren't evil cultists) to talk to

Richard Hendry - a former cult member who has come clean and tried to flee. He got caught and now occupies one of the cells in the prison-block. Malnourished, tortured and nearly bled to death he is weak but players willing to help him get out of here alive will find him to be a wellspring of information on the complex and its occupants as he has lots of inside information. He has a **shiv** made from half a pair of scissors and some cloth (counts as a knife).

Svenja Magnusson - a female vampire who got caught up with the coven only for them to turn on her and locking her up in a box to perform hideous experiments on her. She is nearly impossible to kill, **inhumanly strong** and can **turn into a shadow**. Should the players free her she will rampage her way to the nearest exit, killing all who stand in her way. She can be talked to and parlayed with but is in dire need of fresh blood, half-mad from starvation. Use her as a wild-card option during the escape.

Burt Parker - an old park ranger who got the player characters across the fence surrounding the silo property. He may show up to the rescue if things do go bad, but he's just an old guy with a rifle and he is definitely not ready for anything supernatural going down. Will contact federal authorities if radioed to do so but that will take a day to have any effect. Parker carries a **shotgun** and a **revolver** and should be able to handle himself with both of them.

Weapons to be employed

Primary Weapons:

1. **Knife** - Just a blade. Maybe a combat knife, maybe one of the kitchen-variety or a box cutter.
2. **Nightstick** - a baton that can retract into the handle. Brutal if used with enough strength.
3. **Pepperspray** - Stings in the eyes unless you wear a gasmask...
4. **Taser** - a small device used to deliver electric shocks. Not deadly but painful and stunning.
5. **Revolver** - a snub-nosed handgun with five shots. Not to great a range but lethal up close.
6. **Brass Knuckles** - makes a deadly weapon out of a human fist but lacks any range.

Secondary Weapons:

1. **Fire Axe** - Designed to break down doors, this impressive tool can hack people to pieces.
2. **Automatic** - A large caliber handgun with a ten-round magazine. Fast and deadly.
3. **Shotgun** - A pump-action shotgun that holds five shells. A bit unwieldy but very lethal.
4. **Carbine** - A small caliber rifle fed with 15-round magazines. Fires semi-auto, at least.
5. **Submachinegun** - thirty rounds that can be fired in three seconds - good for those who can't aim.
6. **Gas Grenade** - a tear-gas canister. Not good for all situations but works well in those where it is.

Spells to be researched and cast

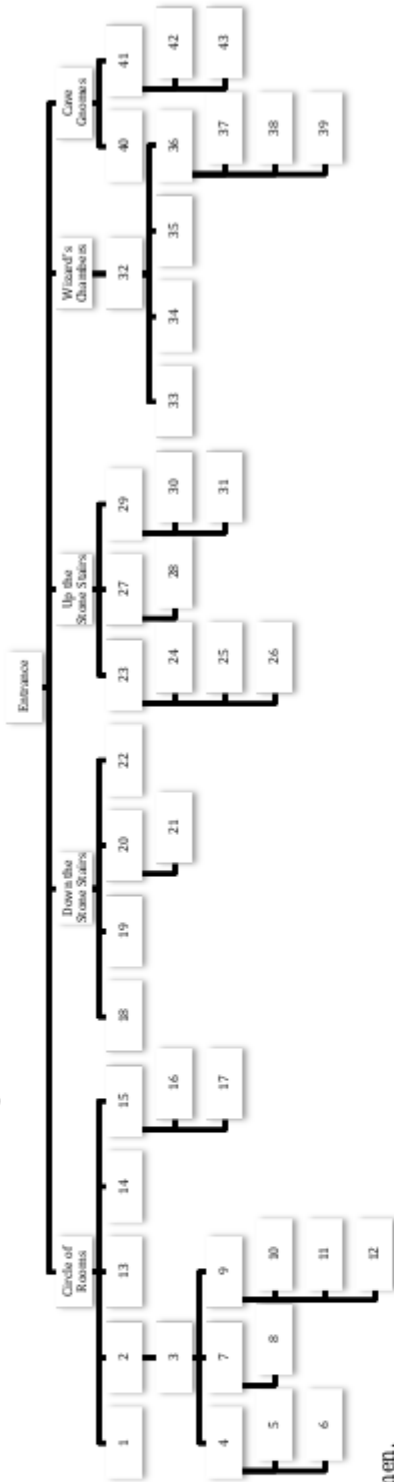
1. **Asags Affect** - whoever is affected by this spell will lose all impulse control, fall into a frothing rage and attack anyone close by, be they friends or enemy, until the spell loses its control or the victim is subdued.
2. **Edimmu Ambers** - the victim feels little sparks of pain all over their skin, inflicting enough psychological trauma for most people to be completely immobilized and cramping on the floor.
3. **Lucifers Flame** - the caster sets their target ablaze, flames from hell itself engulfing an object or person, setting them alight. Being on fire is, of course, a problem for the victim but can also pose a threat to the caster themselves in an indoor-environment...
4. **Eye of the Abyss** - the victim is made to see into the depths of the Abyss itself, losing sanity and self-control in the process. Anyone afflicted by this spell will be mortified and either flee to any random place in panic or start breaking down sobbing.
5. **Shedu Thrust** - the caster thrusts out their hands and pushes something from across a gap of several meters as if it were shoved with superhuman strength. Tossing another person into a wall like this is like being hit by a car.
6. **Errat Affliction** - the victim feels a growing sickness in their stomach until they start retching and vomiting uncontrollably. A failure of self-control in this situation may lead to actually puking out ones organs...

The Wizard in the Woods is Up to Something (Maybe)

Entrance: large empty cavern; ambient light from thousands of small holes in the ceiling, pathways lead in five directions.

Circle of Non-circular Rooms Not Really in a Circle

- 2 angry badgers + 2,000cp.
- 1 cave bear + scroll of *Demonic Kiss*.
- Small twisted crawl way.
- 5 cave gnome guardsmen.
- 6 cave gnome guardsmen.
- 10 cave gnome guardsmen.
- 4 cave gnome guardsmen.
- 3 cave gnome guardsmen + exit to surface.
- 5 cave gnome guardsmen.
- 1 cave gnome shaman + 2 cave gnome guardsmen.
- Shrine to Pherosathoola, Petty Goddess of Sexual Fear. Jewel-encrusted ivory statue of goddess @5,227gp + misc. altar trappings and offerings @6,789gp.



In the Wizard's Chambers

- Massive locked & triple-warded oak door leads to wizard's main chamber, where he hangs out to write, think, and work on his master thesis, "The Hive of the Corrupted Mind of Harzaar," a bizarre mishmash of history, alchemy, fantasy travelogue and mad rantings written in manifesto form. The manuscript consists of several hundred vellum pages. 20% chance reading a page causes permanent -3 INT + permanent -10hp. The Church would probably like to see it destroyed, but it might be worth a hell of a lot to the right buyer.
- Water Closet. Reeking chamber pot + pitcher of fresh water. 99% chance drinking the water causes *Flesh to Stone Disease*. Drinking chamber pot imparts permanent +3 to WIS.
- Library. Stacks of books, shelves of knickknacks, tubes of scrolls, etc., piled everywhere. 30% chance of a useful scroll found in here; 40% chance useful scroll backfires when cast. 4,876gp worth of trinkets, jewels, various magician's claptrap.
- Bedroom. Small cot occupied by Dawizard Indawoods, 18th level semi-chaotic MU; appears to be being tortured in his sleep (moaning and thrashing and humping the bed) while nocturnally emitting. He will wake if roused.
- Pantry stocked with various foodstuffs to last 1d6 weeks.
- Small niche holds scroll of *Abomination*, scroll of *Speak to Elder Gods*, and scroll of *Faster Suicide Kill*.

- Locked secret door to small hallway.
- Seriously bummed out lesser demon contained in magic circle. Secret door to **area 43**.

Up the Stone Stair Spiral Over There

- Empty room.
- Empty room + small crawl way exit to surface.
- 1d20 mummified cave gnomes.
- Hatchery. 1d24 unhatched dog-sized eggs. 1d12 hatched eggs and 1d6 succubi and 1d6 incubi feeding on two dead bandits and 1d6 mummified cave gnomes.
- Empty room.
- 2 harpies chained to wall; sisters of harpy in **area 22**.
- Empty room.
- 19 nervous bandits + 3,000gp worth of stolen goods.
- nervous bandits + dead kidnap victim; appears to be son of local ruler. He has suffered recent disfiguring burns to face, hands, and feet. His pants are covered in sticky white fluid.

- Wizard's Chambers (rooms 32-39)
- Wizard's Chambers (rooms 33-36)
- Wizard's Chambers (rooms 34-35)
- Wizard's Chambers (rooms 35-36)
- Wizard's Chambers (rooms 36-37)
- Wizard's Chambers (rooms 37-38)
- Wizard's Chambers (rooms 38-39)
- Cave Gnomes (rooms 40-43)
- Cave Gnomes (rooms 41-42)
- Cave Gnomes (rooms 42-43)
- Cave Gnomes (rooms 43-44)

Down the Stone Stairs in the Corner

- Tar pit encrusted with three feet of ferret filth from hole in ceiling from **area 14**.
- Small niche with demonic statue @1,567gp; remove the statue and it springs to life and attacks, summoning 1d12 lemure demons.
- Large, rough-hewn cavern with 167 mummified corpses, sorted and stacked by size. Roughly 456gp worth of small trinkets on the bodies. 37% chance party recognizes some body. Some bodies have been skinned.
- Hidden room. Shelves and shelves of body organs in rough-hewn jars. 2 *Potion of Mummification*, 1 *Potion of Fearlessness*, 1 *Potion of Sexual Prowess*.
- harpy chained to wall; knows about bandits in **areas 30 & 31**. Also, small, partially obstructed locked door to long twisty hallway leading to **area 40**.

- Wizard's Chambers (rooms 32-39)
- Wizard's Chambers (rooms 33-36)
- Wizard's Chambers (rooms 34-35)
- Wizard's Chambers (rooms 35-36)
- Wizard's Chambers (rooms 36-37)
- Wizard's Chambers (rooms 37-38)
- Wizard's Chambers (rooms 38-39)
- Cave Gnomes (rooms 40-43)
- Cave Gnomes (rooms 41-42)
- Cave Gnomes (rooms 42-43)
- Cave Gnomes (rooms 43-44)

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 created for the [One Page Dungeon Contest 2013](#) by Matthew W. Schmeer, who can't draw maps worth a damn
<http://rendedpress.blogspot.com>
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THE DEVIL'S CELL

A one page dungeon by
Matt Mueller

You are a soldier who awakens in a prison cell. The last thing you remember is the enemy's bombardment ravaging your platoon, and then the shock of the bomb blast, followed by black. Suddenly, the door to your cell opens. It's time to escape! However, this prison is not at all as it seems...

Location Notes:

1. Cell Block A: Cell A1, A3 is empty, minus wall scratches in the rusty, flaking surface which reads "It's useless..." Cell A2 has small *backpack* hanging out from the disheveled cot. The backpack can hold small items and comes with an old picture--a *Polaroid* that shows a brownning, vague image of a chained up black box in the middle of a dark room with a single light shining down on it.

2. Main Office: *Key Ring* with one key stashed in an old lockbox. Opens with Shiv.

3. Holding Area: Many benches are here.

The *creature* is here the first time the PC arrives, no matter if the PC just saw it or not. *Black key* is here.

4. Cell Block B: Approaching cell block B causes a *creature* to appear. Farthest cell has a *shiv* stabbed into a bloody cot.

5. Cell Block C: Inside are places to hide from the *Creature*.

6. Storage Area: There are crates and boxes all over, stacked up in the dimly lit room. Big box in front of door can be pushed aside, which reveals a sturdy steel door with no apparent lock of any sort. There is a small, dirty window. The PC can look through and see a dark room with the *chest* featured in the *Polaroid*.

7. High-Security Storage Area: Use *White Key* on box to reveal a *Gnarled Key*.

8. Kitchen/Mess Hall: There is a *rusty fire hook* which can only be used to open 12.

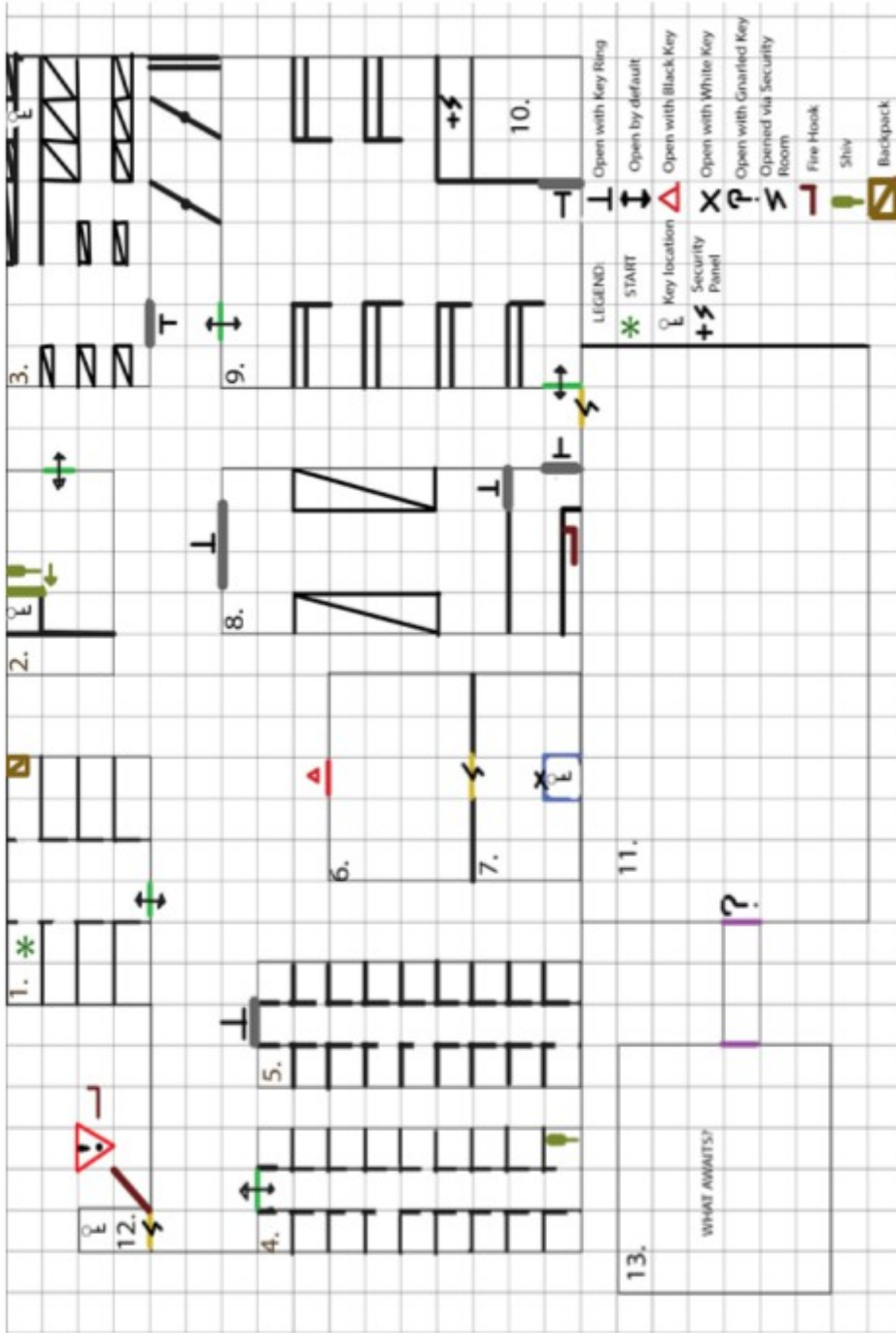
9. Security Offices: Various cubicles are here, all made of metal, in various states of disarray, and covered in rusty material.

10. Surveillance Room: The PC can see labeled electronic locks for the various doors in the prison, but also that they are all clearly smashed in except for a few--*Outside, Storage, and Solitary*. These all open rooms 11, 7, and cracks open 12.

11. The Yard: Building 13 opens with *Gnarled Key*.

12. Solitary Confinement: It opens a bit with room 10's unlock, but needs fire hook to fully open. There is a *White Key* here.

13. Death Row: Opened with the *Gnarled Key*. Inside is ...?



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Dungeon Rooms

A. Transistor Trap: Activates once it is entered. A bolt of electromagnetic energy lashes out and pushes 1d6" in a random (d12) direction but never toward the door. Very difficult strength feat to halve distance, less difficult with two heroes in the room and deactivates with three or more. Door is false. Activates Location D.

B. Transistor Trap: Activates once it is entered. A bolt of electromagnetic energy lashes out and pulls 1d6" in a random direction but never away from the door. Very difficult strength feat to halve the distance, less difficult with two heroes in the room and deactivates with three or more. Door is false. Activates Location D.

C. Resistor Trap: Debris composed of carbon and magic-oxides. Critical success is required to notice the debris is purposefully placed here blocking the passage. If it is removed it may cause Location D to overheat; both Location C removed Location D will overheat and cause serious heat damage.

D. Iron Core Inductor Trap: This trap activates when entered. This passageway is circular; walls are lined with iron wrapped in copper coils. This tunnel, when activated, magnetizes all metals within; metal armor reduces movement, metal weapons reduce fighting skills, metal missile weapons half range and reduced skill.

E. Electromagnetic meteoric capacitor stones

Notes for traps: The bolts of energy in Location A & B cause no immediate damage but may cause damage by pushing/pulling the heroes into the walls. If hit with a bolt of energy all metals are magnetized. Effects are same as Location D. All penalties are cumulative.

The Electro-Magic Effect

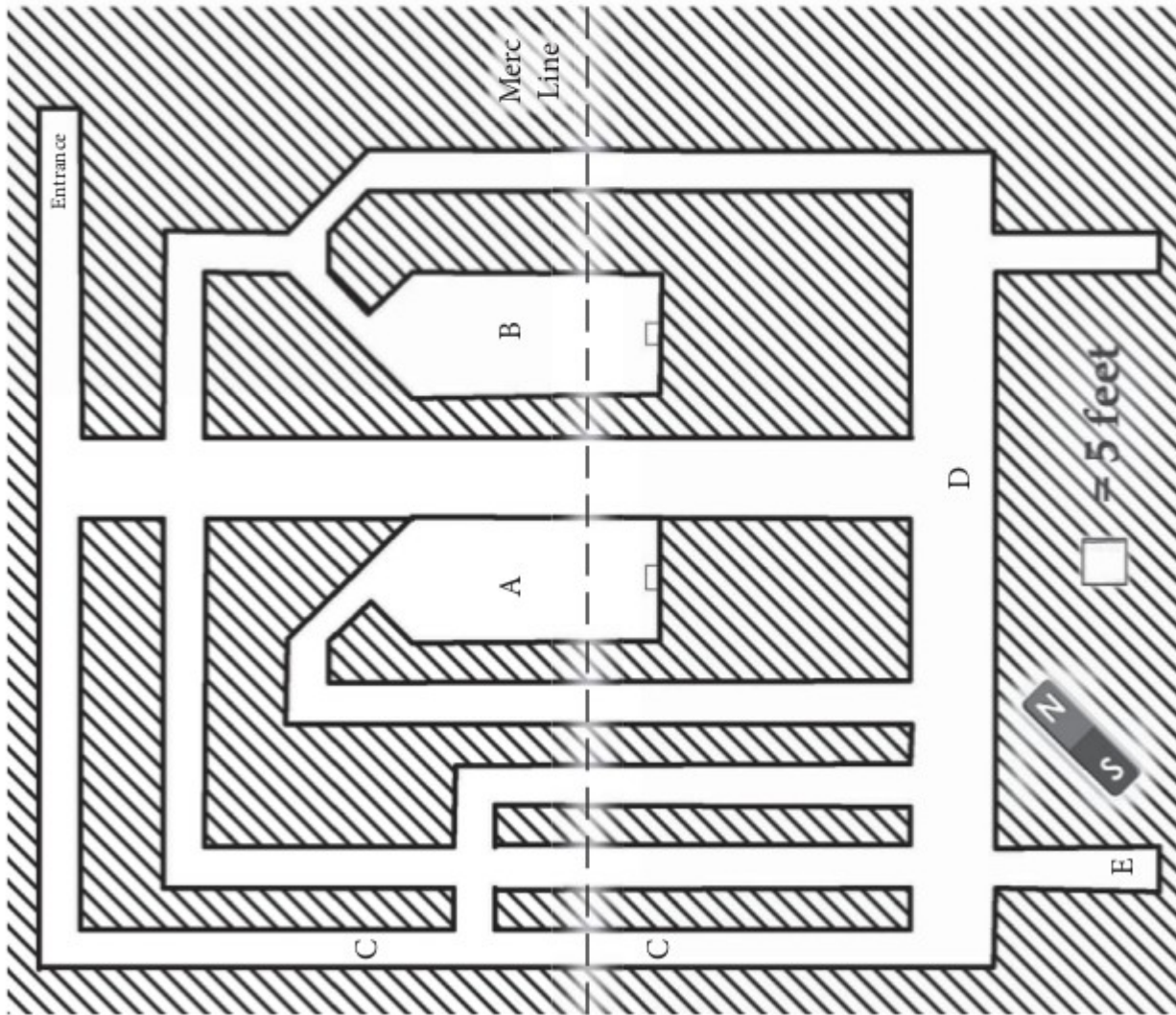
All traps work off the electromagnetic field principle. As the heroes enter the corridors their natural electromagnetic fields generate the power needed to activate the traps. If eight or more characters enter the dungeon all metal takes on the effects of Location D. Location D is where the heaviest EMFs are generated. If all traps are activated, Location D pulses an EMF that holds in place all metal objects. Armor must be escaped, weapons are useless. In case of overheating (all of Location C is removed), Location D will emit a weak EMF causing the entire complex to do 1d6+d6/rmd in heat damage. At 5d6, complex will melt.

Mercenaries for hire

Someone has hired mercenaries to retrieve the EMMc stones. These mercenaries are a hardy lot and equally thorough. A minimum of 12 will enter after any player crosses the Merc Line. They begin by splitting up in groups of three to search for the stones. Each group that enters Trap A or B will require a difficult Intelligence feat in order to deactivate the trap and be freed. Location C likely will be circumnavigated. Activated trap effects are cumulative.

Notes on Experience: Experience needs to be awarded for teamwork, ingenuity and bonus experience for anyone who recognizes the dungeon as a schematic for a Simple High Voltage Generator

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The Halls of Power (Part 2/3) by Michael Getridge

These ruins were built by an ancient civilization intended to maintain energy throughout the kingdom. Hordes of slaves walked these halls generating electromagnetic fields powering this vast complex. With the fall of the kingdom all that remains are several ruins buried beneath earth and rubble. The heroes are hired to search for the legendary Emmc Stones. These stones are reputed to be able to generate energy to help in making powerful magic items. The heroes must wander from location to location to find and retrieve the EMMc Stones and escape. Easy enough, however they are not the only ones looking.

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Broken Ring

GM Briefing

Questions

Who built the station, when and why ?
How big is it: large, huge, enormous ?
How long ago was it wrecked ? If it was very recent, this might be a rescue mission.
What are the salvage laws like ?
How was the station wrecked ?
Why are the players here ? Distress, salvage, rescue, industrial espionage, archeology ?
How will they find what they need to find ?
Are there any squatters in the ruins ? What are their interests ? Their resources ?
How much power is left in the system ? What might still be working and what might suddenly start up ?
After they do what they came for, what is in the way of getting out ?
How does the situation change if the players are in a big well-equipped ship versus a small privately owned starship ?
What equipment do the players have that will be unexpectedly useful ?
How heavily picked-over by scavengers is the wreckage ?
How dangerous does debris or other hazards make navigation and EVA activity near the station ?
Is there another place where the objective could be ?
What was this segment of the ring primarily used for ?
What are the odds another team shows up to claim the prize ?
How will darkness, vacuum and zero-G make their lives harder ?
How wrong is their intelligence ?
Will they have to cut their way all the way in ?
What keeps causing all that static on the radio ?
How sure should they be that they'll actually get paid ?

The Broken Ring

The players are approaching a wrecked space station... or at least a big chunk of one. You'll ask them leading questions about why they're here, then lead them through the debris and wreckage after their objective. Once they pull off the job, you get to make things really hairy.

Agenda

Fill the player's lives with a adventure.
Play to find out what happens.
Blind them with science.
Make them sweat. Make them think.

Goals

Ask questions.
Establish and re-use details.
Let every player shine.

Environmental Moves

Trap someone.
Block their route.
Cut off their escape.
Get them lost.
Threaten their suit integrity or air supply.
Bring out a robot
Another ship is detected closing on the Ring.
Tempt them with a greater, safer, or easier

Legal

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For the GM

The Broken Ring is a science fiction RPG scenario suitable for any setting or game system. This adventure is set on a derelict space station. Somewhere on it is the McGuffin the players are looking for. They have to go in, get it, and then collect their reward. The PCs will need a good mix of spacefaring skills, as well as special equipment and tools. A scientist might be looking for valuable artifacts, rogue traders might seek archeotech, your average group of PCs might be hired to steal old-but-valuable data from a competitor, or simple greed might drive them to explore for valuables.

To run an adventure in this format, ask and answer the questions and bring the impressions into play as you describe the environment. The questions can be asked of the players if that fits your style of play, or pondered by the GM during preparation and play. The Agenda and Goals sections will keep you focused on running the game for the players. The Environmental Moves tell you what to say whenever the players are wondering what happens next.

The questions are the key to fitting this situation into your setting and your campaign. Read them, answer them as you see fit, make the players answer the other ones you find interesting.

Impressions

Scattered lighting in a docking bay illuminating flurries of debris, detritus, junk, and trash.

A neon sign blinking fitfully, its color the only light.

A machine or terminal waiting patiently for input.

Wreckage blocks a passageway.

The detritus of a child's birthday party drifts lonely in the dark.

Blinking advertisements from a bygone age.

An industrial process goes awry in zero-G.

Starlight glints through a gash in the outer shell.

Vast empty spaces lit only by the players' lights.

There is no noise in vacuum, but vibrations travel through metal.

Phantom emergency transmissions rattle over the radio.

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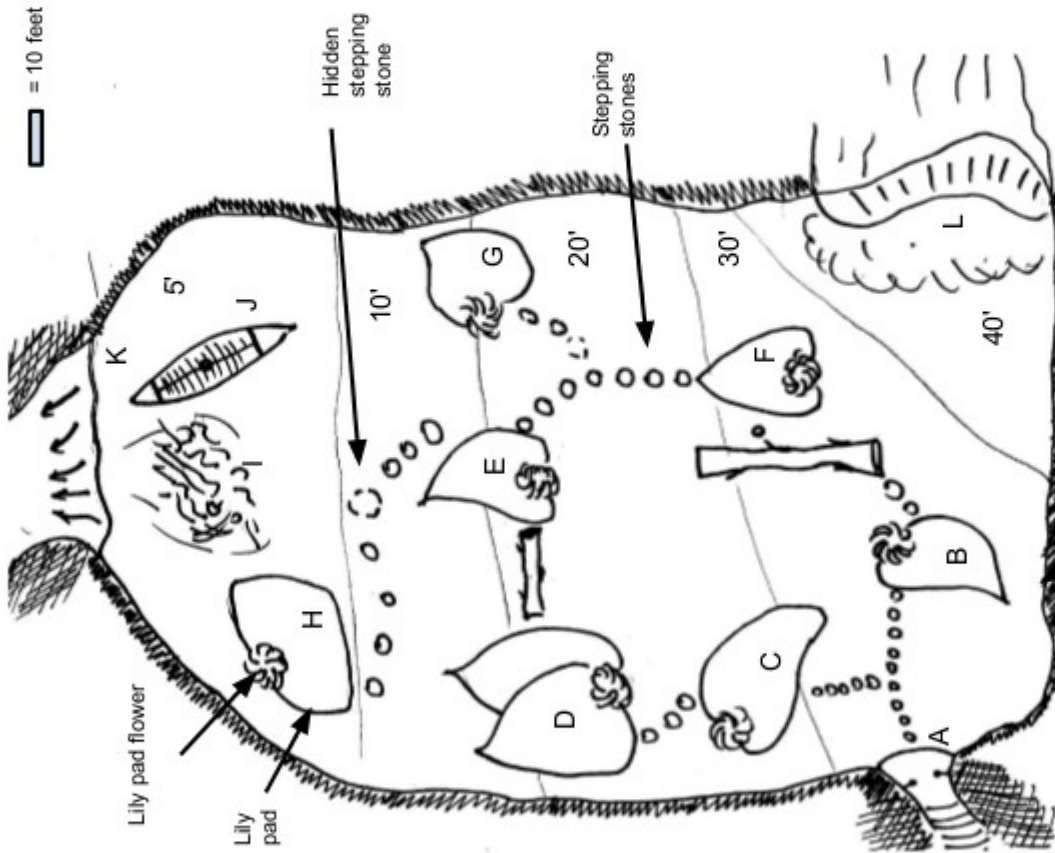
The Misty Pond
by Mike Monaco
2013 One Page Dungeon

Sven Ogrsson was ruthless and ambitious man, who traded and raided along the waterways of the area decades ago. He led an expedition into the waterways of the Salt Fens, for reasons he never explained, and was lost there.

In fact his ship was wrecked by a sunken pond concealed by mists on one of the many rivulets of Fens. All hands died in the wreck, except for Sven, who was trapped and mutated by the strange plants in the pond (or by his own evil), so that now he haunts the pond as a swamp troll. He occasionally kidnaps travelers in or near the fens for company and food. Many of his crew have risen as the undead and likewise haunt the pond, but some strange animals still inhabit the pond as well. It is a place that no one has ever discovered and survived to tell the tale. Your party might be following Sven's cold trail, exploring the Salt Fens for other reasons, or seeking a missing traveller.

KEY

- A. Entrance from cave/dungeon level 2. 8 skeletons emerge from the water if the torches on wall are lit.
- B. 6 Giant ants. They can walk on water.
- C. Giant toad. Surprises on 1-3.
- D. Flail snail.
- E. Small treasure



- F. Small treasure concealed in trapped chest.
- G. Any looking into the water here see scores of corpses floating in it.
- H. 7 waterlogged zombies emerge from water after 2 rounds
- I. Debris. Shifts on 1-2 on d6 causing a fall into the water.

- J. Waterlogged dragonship. Lair of Sven the Swamp Troll. Large treasure. Captive.
- K. Small (5') waterfall leading to underground river.
- L. 60' waterfall from the river in the Salt Fens.

The misty pond is a deep sinkhole in the Salt Fens, about 60' below the ground level. From afar it looks like an area of mist, but one can hear the waterfall as it is approached.

A heavy mist rises from the waters, reducing visibility to just 10'. The giant lily pads (20' across, 40' long), logs, ship, and stepping stones all stop the mist so that this is a dungeon with no walls - only the water and mist block movement and line of sight. The air is unnaturally still and the mist barely dissipates as it rises, creating a room-like effect over the lily pads and a corridor effect over the logs.

The two 'dotted line' circles are stepping stones hidden beneath the water's surface. Treat them as 'secret doors' for finding them. The other stepping stones are 2' to 5' apart - you can just hop from one to the next, although the mist obscures them a bit. Any given stone has a 1 in 10 chance of being loose and falling away when trod upon (or the DM can just select a few as traps).

The contour lines indicate water depth -- 40' near the falls, just 5' near the ship.

The lily pads each have a bud or flower on the wider end, and these have magical properties.

Roll for each pad's flower: d6: 1-2 closed bud (pollen not active yet, will be in d6 days); 3-5 in bloom; 6 wilted/withered (no pollen). Each lily pad's pollen has unique properties (roll on the chart below or select one, cross them off as you use them). Save to avoid effects. Assassins, alchemists, druids, etc. might harvest 2d4 doses of pollen from a blooming flower. Each dose is worth 100 GP.

1. Poisonous. Disturbing the flower will release a cloud (10x10x10) of pollen. Anyone inhaling the pollen must save or take 2d6 hits and spend d6 rounds sneezing and coughing (-4 to any actions and 1/2 move).
2. Sporefic. Coming within 10' causes the flower to release that induces sleep.
3. Hallucinatory (lasts d4 turns)
4. Curative. Cures paralysis or poison, heals 2d6 HP.
5. Gourmet, and nutritious. A mere ounce is equal to a day's rations.
6. Stimulant. Hasted as per spell but jittery (-4 to anything requiring fine manipulation for d4 turns).
7. Aphrodisiac. Fall in love with the next creature you meet.
8. Enlightening. Gain 1 point of Wisdom but save or lose 1 point of Constitution.

Wandering monsters in water.

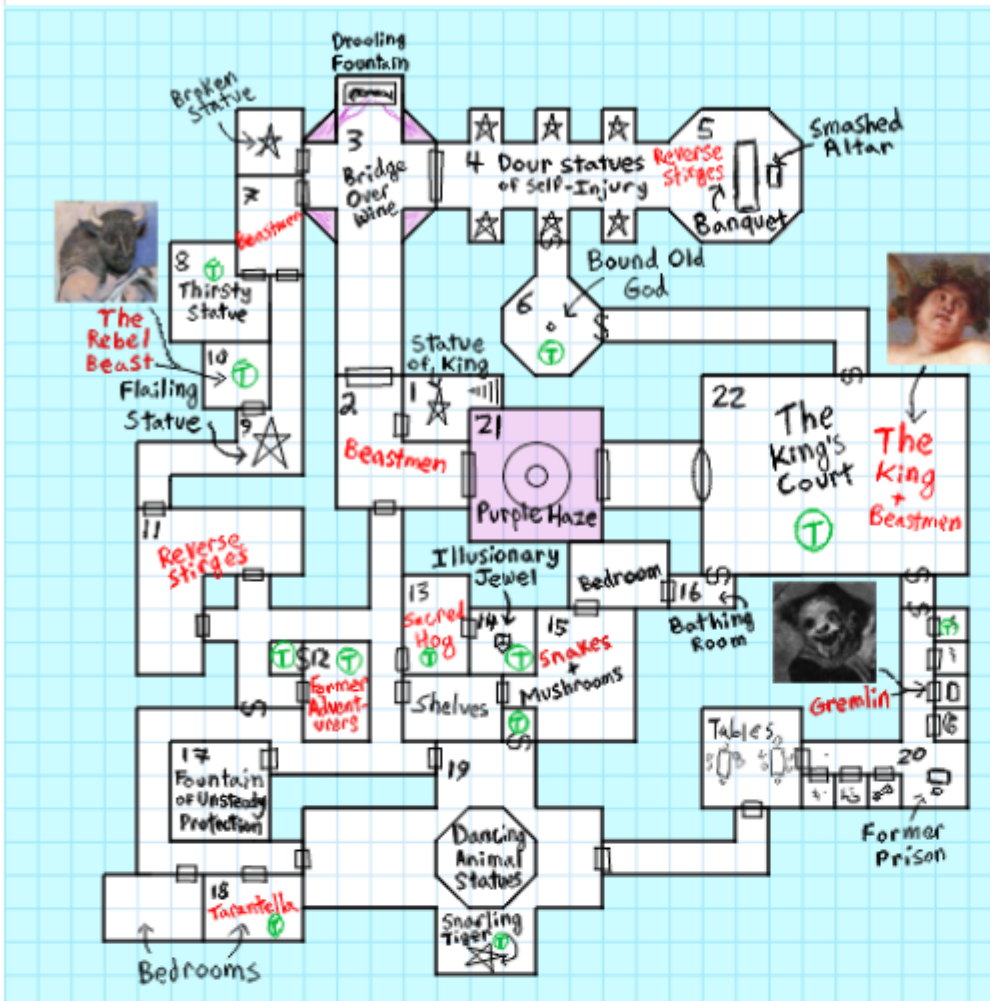
Check whenever a PC enters the water. Any result but 3 appears 2d6 yards away, under the water, so track the monster's movement secretly until it can strike!

1. Zombies (d4)
2. Giant leech
3. Water plants entangle swimmer's legs
4. Snapping turtle
5. Water snake (poisonous)
6. Aquatic ghoul

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Court of the King of No Men



A minor god/nature spirit has taken over the much older temple of a god of pain, and is now using his magical goblet to turn nearby villagers into beasts.

NPCs

- The King** – The minor god of this dungeon. Insists he's freeing those he turns to beasts, but his sacred wine is highly addictive. Will offer PCs blessings (items/clerical spells cast/etc) in exchange for taking down local authority figures.
- The Rebel Beast** – Yerka, a bull beastman who has thrown off the spell of The King's wine. Hates what's been done to him and wants revenge.
- The Old God** – Former ruler of this dungeon. Forgotten god of pain and fury. Bound within a gem and hidden away by ancient rival priests.
- Faithful Tum** – Gremlin servant to The Old God. Will do his best to convince the PCs to free his master in order to defeat The King of No Men.

Monsters

- Beastmen** – Human/animal fusions, in a perpetual state of ecstatic destructive revelry. Common animals include goats/hogs/deer/wolves/horses.
- Reverse Stirge** – As normal stirges, but on first hit, injects stomach full of enchanted wine. Save or be Confused (as spell) in combat for 1 hour.
- Tarantella** – Giant spider whose bite causes contagious compulsive dancing.
- Sacred Hog** – Giant pig, painted festively. Will try to eat pretty much anything.
- Dancing Snakes** – As normal cobras, but can easily be charmed with music.

Wandering Monsters (d10)

- 1-4: 2d4 Beastmen, 5-6: 2d6 Reverse Stirges,
- 7: 1 Sacred Hog, 8: 1d4 Dancing Snake,
- 9: Rebel Beast (if alive), 10: Faithful Tum (if alive)

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- Entrance. Statue of The King of No Men—A robust drunk/half-falling man wearing a leafy crown w/ a rod in one hand and a cup in the other.
 - Doors Room – Empty except for group of rampage-partying **6 Beastmen**. Will joyously attempt to tear PCs apart.
 - Bridge Over Wine – A raised platform over a pool of wine. To north a fountain/statue of a half-conscious reclining man streams wine from its mouth.
 - Dour Statues – Statues of dour figures stripping the skin from their arms/cutting their faces/etc. Have been wreathed with flowers and merry makeup.
 - Smashed Altar/Banquet – Former altar to **The Old God**. A banquet table of fresh food is in front of it. First portion/day acts as a Cure Light Wounds.
 - Bound Old God – A red gem on a pedestal. Radiates malign intelligence—touching it forces a save or be possessed. Worth a lot to unsavory buyers.
 - Rumpus Room – **7 Beastmen**, playing Pin The Tail on each other.
 - Thirsty Statue – A tired-looking statue reclines, raising an open mouth, with a closed fist resting on his leg. If fed wine opens the clenched hand, revealing a valuable **Gold Ring** and a **Necklace of Adaptation**.
 - Flailing Statue – Topsy blindfolded stone soldier holding sword and cup of wine. Noise (even footsteps) causes wild dancing/dangerous sword-swinging.
 - Rebel Beast – Tidy bedroom, home to **The Rebel Beast**. Has a **Potion of Cure Poison**, which will cure any negative wine status effects.
 - Stirge Nest – Ripped up wall-tapestries with **9 Reverse Stirges** living behind them. A sweet-sour smell.
 - Training Room – Table, cabinet, chairs, training dummies. **5 Adventurers Turned Into Beastmen** are using the room. The Fighter has **Kindness**, a +1 Sword who inflicts wounds that fully heal within 24 hours, and the Cleric has **Thunderstruck**, a +1 Hammer that can be thrown once a day for 2d6 damage. Between them, they also have a quite a few **Platinum, Gold, and Silver Coins**. A secret door hidden in the back of the cabinet leads to a secret room with a treasure chest brimming with **Gold and Silver Coins** accompanied by a one-charge **Wand of Polymorph Other**.
 - Hog Lair – Home of a **Sacred Hog** with a **Bejeweled Ring** in its nose. The room is utterly smashed and filthy.
 - Illusionary Jewel – A valuable-looking purple jewel hovers in mid-air, but is merely an illusion. A hidden tile directly under the illusion hides an **Amethyst**.
 - Mushroom Room – The room is full of mushrooms which release intoxicating spores when disturbed. **3 Dancing Snakes** hide in the mushroom cover.
 - Bathing Room – A multi-person stone bath with various scrubbing instruments. One tile on the wall can be pressed to reveal a secret door.
 - Fountain of Unsteady Protection – A fountain of wine. Grants immunity from the next 4 dice of damage taken, but each die of protection gives a -1 penalty to all actions due to heavy intoxication.
 - Bedroom – Contains a **Tarantella** and the corpse of one of its victims. In the pocket of the corpse is a moderately valuable **Silver Bracelet**.
 - Animal Statues – In the center of the room is a raised platform covered with statues of dancing animals. To one side is a large statue of a snarling tiger with **Two Garnets** for eyes. Removing the green gems causes the statue to hiss out a cloud of fear gas. A pressure plate on the other wall hides a secret room containing a **Scroll of Remove Curse** and a **Decanter of Endless Wine**.
 - Former Prison – Former holding cells for sacrifices to The Old God, now trashed. **Faithful Tum**, the gremlin, is asleep inside a chest in one of the cells, and his collection of **Gems** is hidden under an especially filthy patch of straw in a cell a little deeper in.
 - Purple Haze – A fountain fills the room with a haze of magical purple mist. All who enter it must Save or be overwhelmed with merriment for the day and lose all interest in anything but immediate physical pleasures such as good food, wine, and dance.
 - The King's Court – **The King of No Men** and **10 Beastmen** eternally revel here, engaging in non-stop drinking, dancing, singing, and roughhousing. Two magical pipe-playing statues, drawing power from The King, bless all followers of the god, giving them a +1 To Hit/Damage/Morale. The King will attempt to make any visitors drink from his goblet, or at the very least carry out his will on the surface. The King has his **Rod of Command**, which he can use so finely that he may force his victims to fight using it, his **Goblet of Transformation**, a massively valuable semi-magic **Crown of Living Gold** in the shape of leaves and branches, and a purse full of **A Bunch of Small Jewels**.
- Rod of Command** – Target must Save or be held as the spell Hold Person. Concentrate to move the target's body at will, although not so finely that they can be made to effectively fight or engage in any precise movements. May only hold one target at a time, and may only attempt once per target per day.
- Goblet of Transformation** – Any who drink from the Goblet are transformed into a Beastman and gain an craving for more Goblet-wine.

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OPERATION CD KINGFISHER-3

Mission Background

A CIA encrypted laptop was lost while at a conference in Dubai. The laptop fell into the hands of corrupt employees of private espionage contractor **Informational Dynamics** (ID). The laptop contains the control codes for the US's unmanned aerial drone forces. Once decrypted, any entity possessing the laptop could command our nation's UAVs and turn our weapons against us.

Intel indicates that ID has uses the Belarusian front company **Digital Progressive Limited** (DPL) as a cut-out to sell state secrets. It is believed that the laptop will be taken there to be decrypted. ID plans to sell the codes to Middle Eastern sponsors of terrorism. Utilizing a distributed botnet, ID could crack the laptop's 56-bit key in an estimated 62 hours. By the time your team is in place in Belarus, you will have approximately 48 hours to recover the stolen laptop.

Case officers in Minsk have been maintaining surveillance on DPL for some time. This mission carries a high degree of risk, so the officers stationed in Belarus cannot be involved without risk of compromising their cover. Your team will receive no backup from local agency forces.

SECRET

Mission Brief

Infiltrate the offices of DPL. Identify the identity of the forces that leaking state secrets to foreign nationals.

Locate the laptop on which the control codes are stored. Replace the real codes with dummy codes. (Modify file timestamps to hide your tampering.) If this is unfeasible, sabotage the laptop such that its failure looks like an accident.


Operate Clandestinely. Until the leak is identified, the CIA does not wish for ID to become a public enemy. Ideally, the team should remain undetected.


CASE NUMBER
CD-2327-4154 / 3


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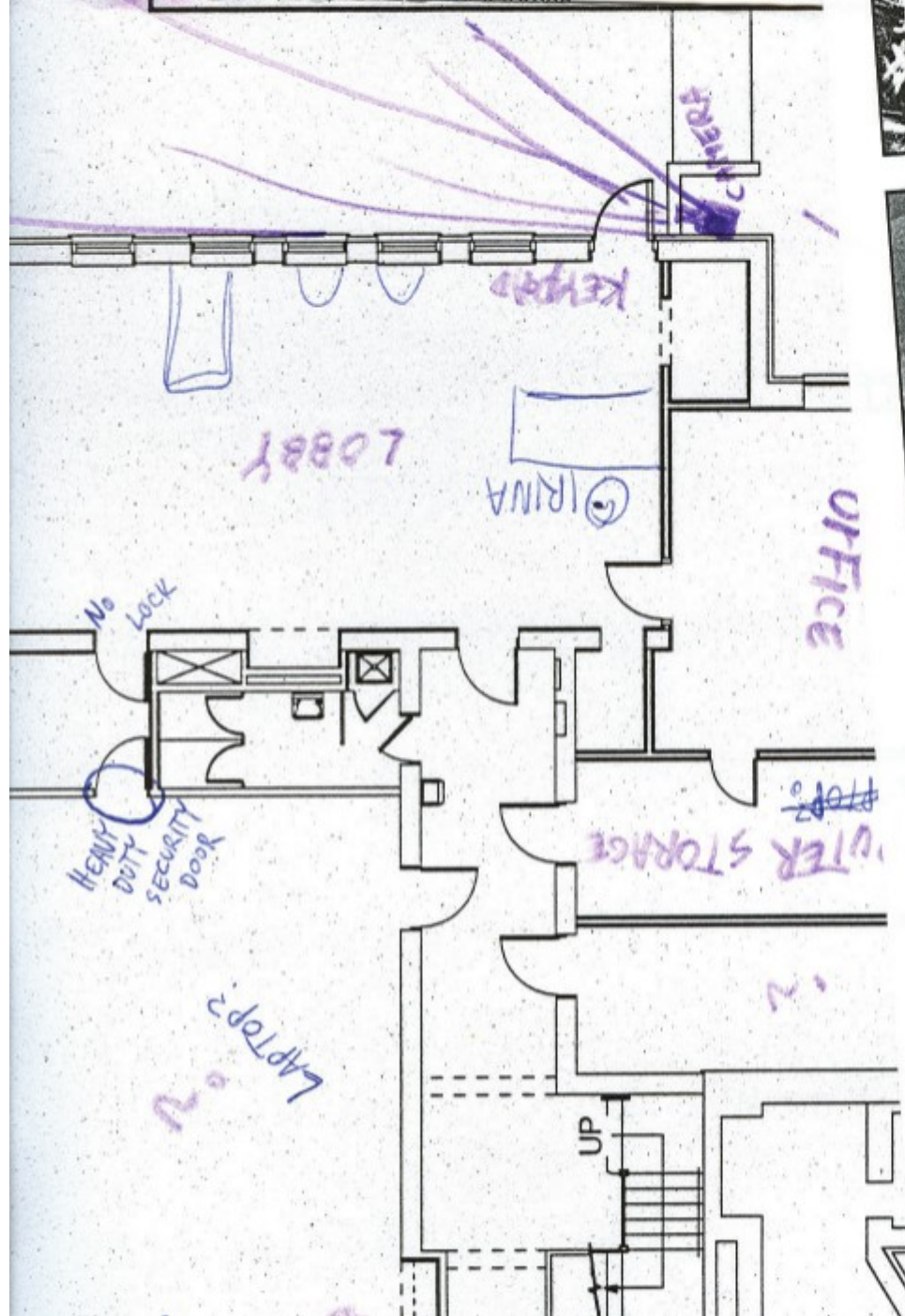
SECRET

	CRYPTONYM	Kingfisher-1
	REAL NAME	Maeve Gallaher
	ALIASES	Meg Gallan, Black Meg
	DOB	4/22/1953
	POB	Belfast, Ireland
	ROLE	Mastermind
BACKGROUND		
Maeve was a former member of the IRA that went into business as a mercenary in the late nineties. She is a hardened criminal, and a meticulous planner.		
POTENTIAL LEVERAGE		
Maeve still has outstanding warrants in the United Kingdom. Threatening her with extradition might be effective.		

	CRYPTONYM	Kingfisher-2
	REAL NAME	Unknown
	ALIASES	Emma Srikalra, kytixena29
	DOB	Unknown - Estimated 1986
	POB	Unknown - believed Thailand
	ROLE	Computer technician / hacker
BACKGROUND		
The only thing that the agency has determined is that "Emma Srikalra" is a false assumption created when Kingfisher-2 entered Belarus.		
POTENTIAL LEVERAGE		
Owes \$300,000 dollars in online gambling debt. More debt tied to other accounts or identities.		

	CRYPTONYM	Kingfisher-3
	REAL NAME	Movsur Sheripov
	ALIASES	Oleg Ivanovich, Boris
	DOB	11/2/1969
	POB	Volgograd, Russia
	ROLE	Enforcer / Security
BACKGROUND		
A former legbreaker for the Russian mafia, he betrayed his mob superiors and left Mother Russia with several hundred dollars in heroin, but she was not satisfied.		
POTENTIAL LEVERAGE		
Russian mafia still wants him dead. Also, deprive him of his drug supply to make him desperate.		

	CRYPTONYM	Kingfisher-4
	REAL NAME	Irina Batkin
	ALIASES	None
	DOB	3/22/1958
	POB	Smolensk, Russia
	ROLE	Secretary / Cover
BACKGROUND		
As far as surveillance can determine, she is a woman hired to maintain the illusion of a normal life.		



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Faery Ring to Alpha Ari

Paul Gorman

<http://quicklyquietlycarefully.blogspot.com>

He wha tills the fairies' green
Nae luck again shall hae:
And he wha spills the fairies' ring
Betide him want and wae.

Faery Ring to Alpha Ari is suitable as a single session adventure for characters level 1–5 in any old-school fantasy roleplaying game.

The entrance to Alpha Ari Station is a magical portal comprised of a ring of mushrooms. The Referee can place this anywhere, in the wilderness or dungeon.

Wandering Monsters

- 1–8 Giant Space Rats: 1 HD, AC 7, Move 120', bite damage 1–3 with a 1 in 6 chance of Space Madness infection.
- 1–3 Clean Up Bots: 3 HD, AC 3, Move 60' 1–6 scrubbing bubble damage and save versus Stone. On a failed save, target is captured in rubbish bin, and deposited in the Compactorator after d6 turns.
- 1 Giant Terrarium Snail: 6 HD, AC 2, Move 30'. Slime trail causes 1–6 damage on touch.
- 1–6 Floating Energy Balls: 1 hp, AC 9, Move 60'. Explode causing 2–12 lightning damage if hit, otherwise harmless.
- 12 Space Pixie Ghosts. Physically harmless, but their mocking *hurts feelings*.
- Any random monster, fresh from the transmat. Confused and demanding answers.

West Tower

- 1. Transmat Chamber** Characters arrive here. May require a MacGuffin to get home.
- 2. Observatory** A huge telescope aimed with hand cranks shows a far off golden city, shining on the horizon of a blasted red expanse. Hanging gardens, waterfalls, and what appear to be giant gems adorn the shining walls.
- 3. Empty** Hidden trap door in floor leads to Compactorator escape hatch (jammed).

The Terrarium

Covered by a transparent dome, admitting the light of numberless strange stars.

- 4. Cable Car** runs over the terrarium, between the east and west towers.
- 5. Carnivorous Plants** block the ground-level entrances—one to the north, another to the south. 10 HD, AC 7, Move 0', 3 attacks 1–6 thorn damage (entangling), no treasure.
- 6. Mycological Garden** Specimens of eight different varieties of giant mushroom, each with a different effect when eaten.
 - Red with yellow strips: grow to hill giant size (lasts d6 hours)
 - Lime green with blue spots: shrink to pixie size (lasts d6 hours)
 - Jet black: skin changes to random color
 - Cobalt blue with orange rings: save versus death
 - Sparkles: hunger and thirst completely sated for 2d6 days
 - Rose cap with brown stem: speech comes out as random language (not necessarily one known by speaker)
 - Purple with violet tiger stripes: permanently gain 1 point in Prime Requisite (once per person only)
 - Mustard yellow with charcoal gray tiger stripes: permanently lose 1 point of random attribute (once per person only)

7. Hedge Maze Surrounds the pond.

8. Healing Pond Drinking the pond water heals d3 hit points once per day.

9. Tiny Island On an island in the pond sits an exquisite miniature of a golden city (the same city visible through the telescope) complete with tiny bonsai vegetation and flowing waterfalls. The miniature weighs as much as 1,500 coins—a significant burden to a strong man. Numerous small, easily transportable emeralds and rubies adorn the little city, which could be pried loose in 6 turns. The loose gems fetch 1,000 gp total. The right collector would pay **6,000 gp** or more for the entire, intact miniature city.

A drainage pipe at the bottom of the pond empties at the valve near the rover port.

East Tower

Gravatron failure! Treat all movement in East Tower as if under *Levitate*.

10. Space Pixie Tomb A dozen tiny skeletons in tiny space suits float here.

11. Sensor Dome Dishes, wires, kooky RADAR displays, and antennae.

A **Tenticular Alien Horror** (8 HD, AC 4, Move 30', save versus Death or Skeletizer Ray vaporizes all fresh from bone) is clearly visible through the door's port hole, clearly clutching a skull-shaped ruby of fantastic size (**25,000 gp** value). The Horror is trapped, and will bargain (in bad faith) for release. At the Referee's discretion, the skull-shaped ruby may be cursed (it probably is).

12. Rover Port Opening the spigot in the hallway (assuming the connecting airlocks are closed) fills the airlock and rover by draining the pond. *Water Breathing* could then be used to reach the rover without suffering the vacuum of space. Otherwise, shrunken characters could use the dead pixie space suits (but they might need Strength spells to do anything useful at that size).

13. Damaged Rover A rover is docked at the port. Its air dome is cracked. A giant skeleton is visible in the driver's seat.

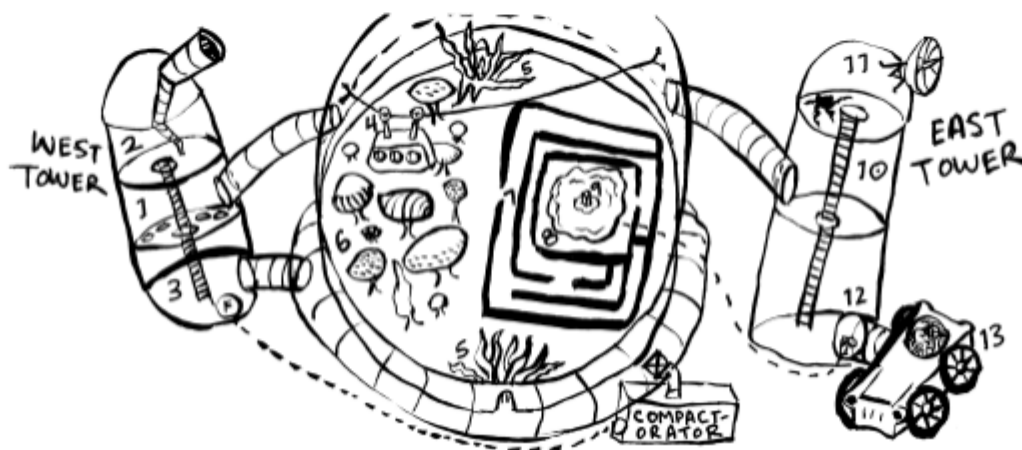
The giant skeleton clutches a container with six Knowledge Crystals (**1,000 gp each**). The knowledge contained in them (should the characters discover a way to access it) might be worth considerably more.

Compactorator

Underground trash smasher filled with stinking rubbish. The trash shoot opening in the ceiling is too high and slimy to climb out.

An emergency escape hatch hidden behind the filth is jammed by a pole of scrap steel braced between the compactorator walls. Removing the pole allows the door to open. The walls close quickly—1 round after the pole is cleared—killing anything dawdling inside.

A **Wand of Lighting Bolts** with 4 charges remaining is buried in the refuse.



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Lost Banner

Philipp Hajek

Three days ago two knights with their squires and a dog went hunting but they were defeated by a group of bandits when they came near their hideout an old shabby villa. Sir Clegan was the only one who survived but his banner got lost during the fight. He bids you to retrieve it.

What he doesn't know is that after the fight the bandits fled in fear of reinforcement. This pleased a gargoyle who lives on top of the roof because he was always unhappy about those noisy bandits. So he climbed down and took the banner in gratitude to the knights' courage.

The Villa is just half a day's march away. There is a 1 in 6 chance that the party will encounter 2d6 bandits.

1 - As you approach the villa you can see the knight's banner on top of the roof flutter in the wind. The Villa is a two-storey building with a steep roof and a chimney. A little stair leads to the veranda with a rocking chair. The door is locked and all windows are barricaded.

2 - When someone sits in the rocking chair he has to make a save versus illusions or he imagines his friends to be bandits for 1d6 turns.

3 - The chest is locked. When opened roll 1d6 to see what you have found.

- 1 - A silver dagger
- 2 - A healing potion
- 3 - A knight's tent in red and white colours
- 4 - A scroll with protection from evil
- 5 - A malachite worth 75 gold pices
- 6 - A venus flytrap in a pot and take 1 point of damage

4 - Anyone who makes loud noises (like breaking the door) will wake the dog in room 6 and can hear a growl coming from the north wall. If more noise is made the beast breaks through and will fight till death.

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5 - The kitchen nothing interesting here only a locked door to the storeroom, cupboards and drawers. But if someone attempts to open something it will creak and the monster from room 6 will break through the door and attack.

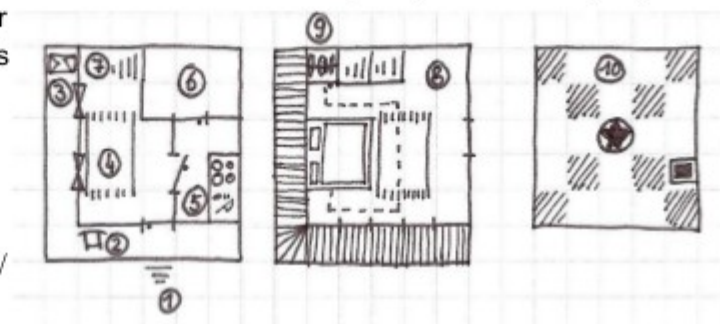
6 - When the bandits battled the knights they wounded Sir Clegan's hunting dog. Still dangerous the bandits could manage to lock him in the store room. Finally the dog died on his wounds but even after death it is determined to defend its master. A search reveals 1d6 bottles of best wine each worth 100 gold pices.

7 - Some steps of the stair case are rotten. A character with more than 200 pound (90 kg) gets stuck and may have to fight the dog from room 6 with his feet. A search for traps can reveal the rotten stairs.

8 - The center of the second floor is a large carpet. Anyone who steps on it will fall to the first floor and take damage. The windows of the second floor are open and you have access to the veranda's roof and can easily manage to climb higher up.

9 - The wardrobe is a total mess and a search will take up to 2d6 turns. However if a magic-user touches the clothes they will come to life and all the socks, trousers and dresses, except one yellow dress, dance their way to the right side of the bed (like shown on the map) and arrange them there in order. In the pocket of the yellow dress you can find a brooch of protection +1 in shape of a butterfly.

10 - On the roof's center stands the gargoyle holding a spear with the knight's banner. When touched he comes to life. The imp won't give the banner away easily but if the party can convince him that they are hirelings of the brave knight he'll grant them to live in the villa. When it comes to a fight the imp will use the spear to defend himself but since he is made of stone he must end his movement on the gables (grey squares) or else break through to the first floor and take damage equal to 20 feet (6m).



GREAT LIBRARY OF HYPATIA by ProBono

During a heated discussion over Ethics, a fire has broken out in the Temple. Raging mobs of cultists and looters swarm over the priests into the havoc. You start in the agora (market), but, fresh from fun at Pandoras' Bathhouse, you only have side-arms (e.g. dagger) and no armour. But can you miss an opportunity for treasure...?

ROOMS (d6)	Occupants	CONTENTS (d6)	Treasure
<=1	2d6 Scum + 1 RabbleRouser	<=1	Scrolls all torn up, of no worth
2	D6 Scum	2	Vases all smashed up, of no value.
3	D6 Scum	3	Scum carry a small amount of loot (D3 Gold plates).
4	Fire!	4	History Scroll
5	D3 Scum + D2 Priests squabbling	5	D3 Gold Plates; Scroll of the Dead
6	D3 Priests	6	D6 Gold Plates
7	D6 Priests + 1 ArchPriest	7	D3 Gold Plates; a Treasure Map
8	D6 Scum + 1 RabbleRouser + D6 Priests + 1 ArchPriest squabbling	8	D6 Gold Plates; Sacred Dagger of Sacrifice
9+	Annoyed Deity.	9+	2D6 Gold plates

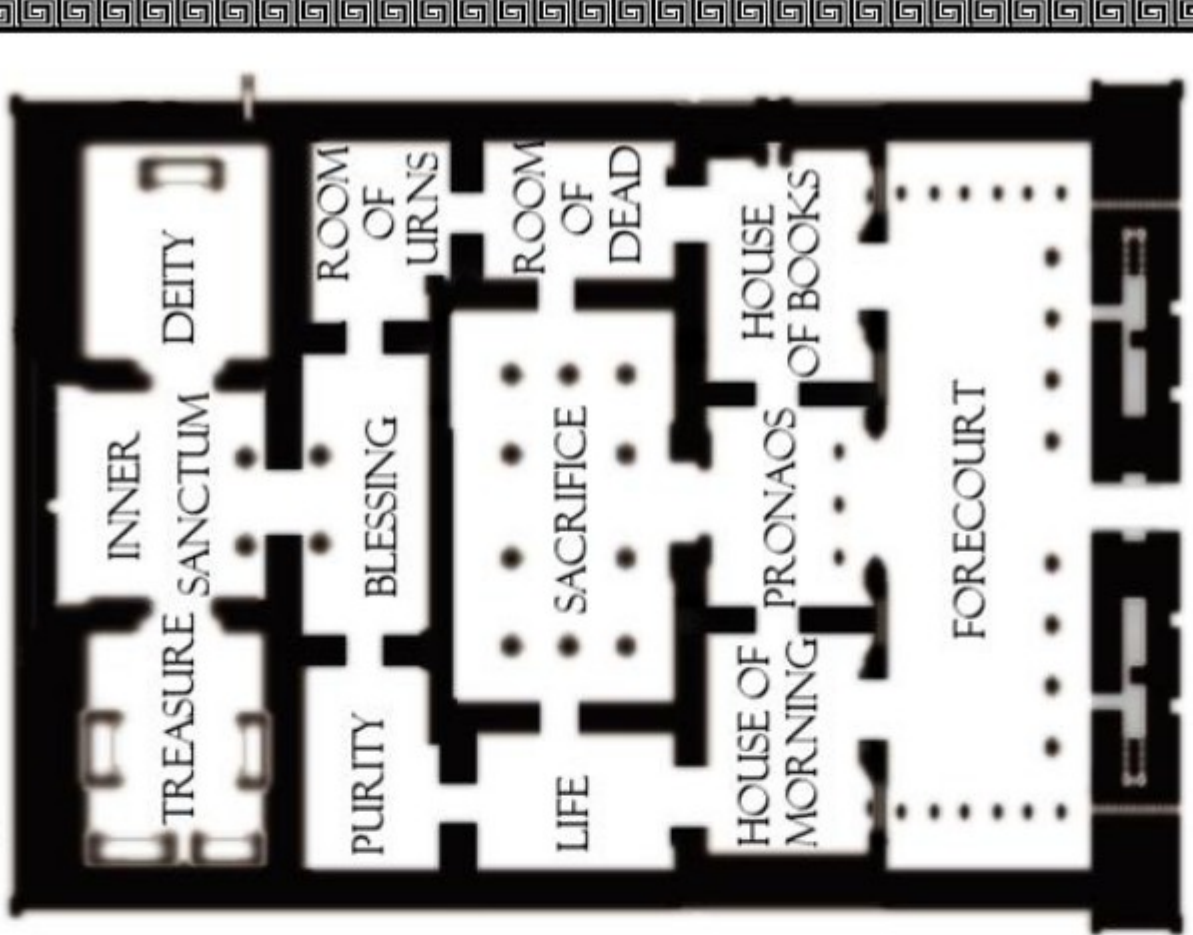
+4 in the Treasure room. +2 If 2 rooms away from the Treasure Room, and +1 if 3 rooms away. The forecourt area counts as "room" at -2. In all rooms you enter throw for Occupants and also for Treasure. For a Fire you may choose not to have gone in! If you leave a room, it may refill with people but not things, except for fires that keep burning. The Agora is the way back out!

Scum are those from the market out to loot. Will tend to ignore you but might grab any objects from you if they can. Armed with thrown stones, vases, etc., they will not fight close in. If you fight them, all the other scum will know and then stone you on sight. RabbleRousers can call an extra d6 Scum per turn if threatened. Scum tend to flee if overawed. Scum fleeing will go into random adjacent non-fire rooms and be added to the Occupants. Fire! Very destructive, anyone passing through has a 50% chance of being hurt, as do any carried Scrolls and Maps. All flammable objects in the room itself are already reduced to ash. Priests are protecting the ancient building and its contents, and will not let interlopers pass. Armed with staves will defend in hand to hand. Are fanatical and will not flee. ArchPriests will Curse any interlopers.

Arrange the value of the Gold Plates, Curses, etc., to suit your group (or individual). Is the Annoyed Deity a powerful Man-Beast? Is it immune to Fire? Are any bits of the Deity of substantial worth? Does the Sacred Dagger really do x10 Damage against Annoyed Deities? What travesty does the Scroll of the Dead unleash? Might a Treasure Map lead reveal a secret hatch in one of the 12 rooms leading to unknown catacombs of prize and horror?



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AGORA

SOMETHING HAPPENED AT THE TEMPLE NEAR GLOURM

Glourm is a small hamlet that sits along the King's Road. It started out solely as a supply point for the Temple Coraxon, but has developed into a respectable little town. Mong's Tavern, Blacksmith Joden and Lourke's General Supplies. The temple monks haven't stopped by Glourm for weeks. They usually stop by periodically for supplies. The townsfolk that have ventured up to the temple haven't returned. Livestock has gone missing. And now there are frequent ground tremors. The remaining townsfolk are afraid for their lives. It's noticed that Joden the blacksmith is missing. Lourke offers the party 300 gold to find out what's going on at the temple. Half up front. Half upon completion.

On the path to the temple, the players will be attacked from the north by a ferocious rushing *Dire Bear* guarding tunnel (c).



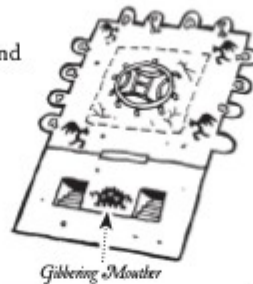
There's an *Imp* walking from tunnel (b). It's out searching for another sacrifice.

THIRD FLOOR

A nearly silent *Gibbering Moulder* will ambush anyone as they come around the corner.

The *Imps* in the Gate Room will be alerted to the intruders by the *Gibbering Moulder's* gibbering and will be ready to ambush anyone entering the room.

In the musty Gate Room is the 10' x 10' copper gate sitting atop a cracked stone pedestal. Sparks fly from its surface as something strikes



upon it from the other side. In 11 of the 12 alcoves are the heads of 11 sacrifices. If the *Imps* manage to behead a player and place the head in the last alcove, the gate will open allowing a *Balor Demon* to come through and wreak havoc. If the players manage to behead an *Imp* and place its head in the last alcove an explosion around the gate will occur crumbling the floor beneath it. The gate will fall to the floor below, but not through it, unless the floors below have already been purposely weakened.

SECOND FLOOR

The Meeting Room is a dark and messy room. Unconscious on the table is a bound and gagged Joden. He can be woken up by a few slaps in the face.

A few books on the bookshelves are about gate sealing, but their contents are indecipherable.

On the cracked floor of the Library is the same mysterious copper inlaid symbol as below. A note drops out from a book (about gate sealing) in the Library. It says: *Consult notes and backup plan in my refuge.*



The *Imps* in the Office seem to be searching for something.

On the table of the Refuge are 4 *Scrolls of Explosion* and a note that says: *To trigger say thrice - Dissiliunt.*

When "dissiliunt" is said three times all 4 *Scrolls of Explosion* (no matter where they are in the temple) will explode at the same time.

The chest in the Refuge contains a *Ring of Feather-Falling*.

GROUND FLOOR

The metal front doors open easily. An odor of decay comes from within.

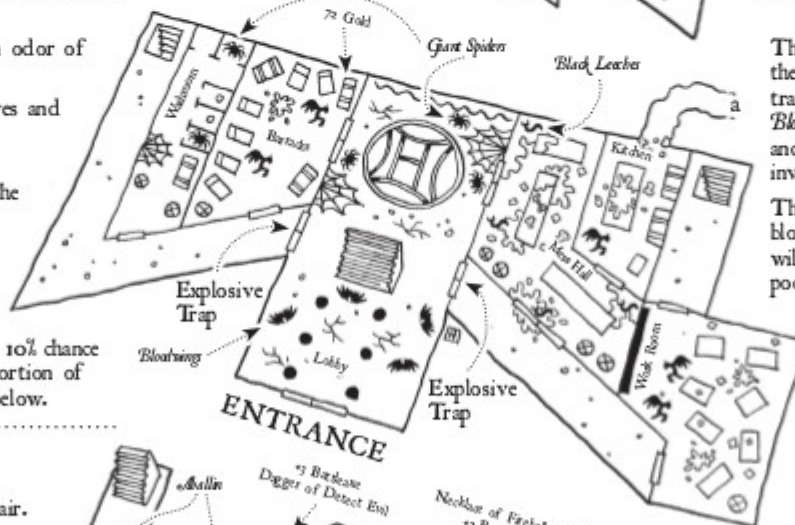
The Lobby is a dirty mess. Dirt, leaves and blood litter the floor.

A swarm of chittering *Bloodwings* will drop from the ceiling of the lobby if the players are too noisy.

Giant Spiders litter the rear lobby.

On the cracked and weakened floor is a mysterious copper inlaid symbol.

Every 10-15 mins., a tremor triggers a 10% chance a player will fall through a weakened portion of the floor into the corresponding area below.



The old wooden double doors leading out of the Lobby to the east and west are both cleverly trapped with an explosive scroll. If set off the *Bloodwings* will (if they haven't already) attack and all the *Imps* on that side of the floor will investigate.

The Mess Hall is a charnel house. There are blood-stained bones everywhere. *Black Leeches* will spring at the players if they step into the pools of blood.

The *Imps* in the Kitchen, Work Room and Barracks will attack on sight.

The *Giant Spiders* in the Washroom drop stealthily from the ceiling onto the players.

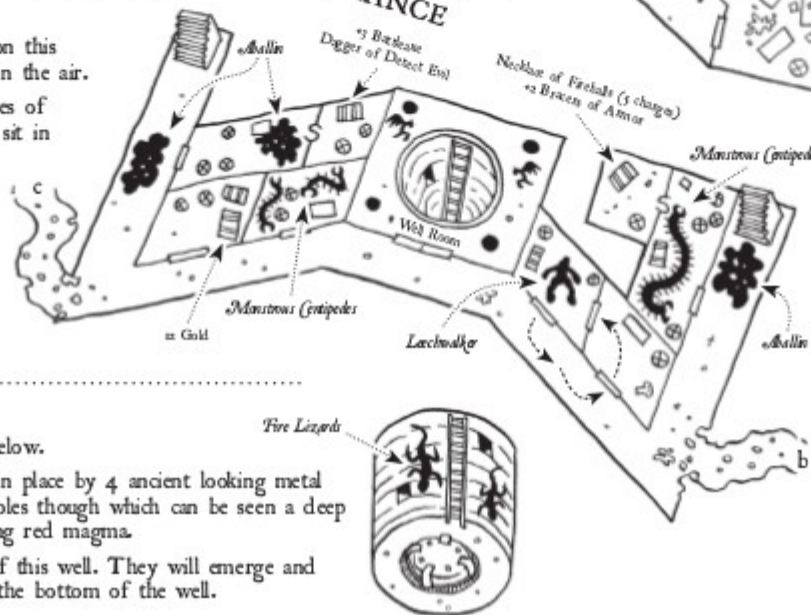
BASEMENT

It's noticeably hotter and drier on this floor. There's a sulfurous odor in the air.

Acidic *Aballins* resembling puddles of water, with gold coins in them, sit in wait in the hallways.

Poisonous *Monstrous Centipedes* lay waiting in garbage piles ready to ambush any nearby adventurers.

A *Leechwalker* lumbers around the hallways and rooms looking for food.



MAGMA WELL

A searing heat emanates from below.

The 10' wide stone cap is held in place by 4 ancient looking metal plates. On the cap are 4 vent holes through which can be seen a deep shaft ending in a pool of bubbling red magma.

2 *Fire Lizards* live in the walls of this well. They will emerge and attack when the party are all at the bottom of the well.



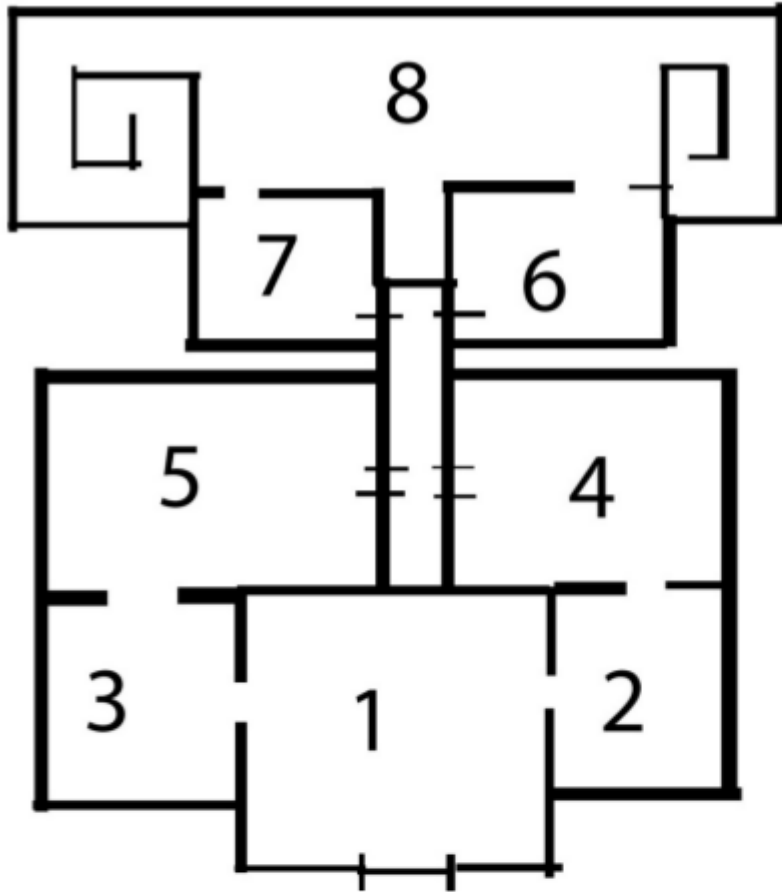
Creatures

- Imps* - Will investigate any noise they hear within 40 feet.
- Gibbering Moulder* - This creature's multi-mouthed gibbering can cause confusion.
- Monstrous Centipedes* - Can hold so still that it is very difficult to spot them in debris. Attack and poison either from both their heads and tails.
- Aballin* - Will attack only if touched.
- Leechwalker* - Can cause wounds that don't stop bleeding.
- Fire Lizards* - Can breathe fire and are immune to flames.

By Ramsey Hong
April 18, 2017
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Techno bandit HQ– floor 1 Author Robert. R



Story : the party is higher to attack the techno bandits slave HQ to free the captives.
Gm can scale it to the party.

warring : if the alarm is sounded in the first room all other bandits get surprise rounds in their rooms.
also the number of bandits in each room increases by 3 all armed with pistols

Room Key

- 1. Main hall.** The Main hall to the Techno bandits HQ. The base over all is run down and in shambles.
Enemies: 5 techno bandits just sitting around a table playing cards their weapons are to their side. If players do not kill the bandits with in 5 rounds the alarm is sounded and 5 more guards come.
- 2.Side Room** 2 and 3 are the same. Each contains 5 bandits there are armed with pistols and or melee weapons. This is also there bed areas. hammocks and beds a bond.
- 4. Mesh hall** rooms 4 and 5 are the Mesh hall. They have long tables and a lot of chairs. their will be about 2-4 bandits in each room.
- 6. Metal Shop** The Metal shop is where the bandits make all there armor.
Enemy : 2-3 bandits they have welding goggles on -4 to sight.
their will be some armor laying around. if the players take the armor it gives +4 to dodge.
- 7. Ammo shop.** The Ammo Shop is where the bandits make ammo. There is a surplus of ammo stored here ripe for the taking.
no enemies in the room. but the door to the room is made in to heavy gauge metal and is locked . players have to pick the lock to open it.
- 8. Boss Room.** The room is guarded by a heavy Metal door in the hallway players can force open the door but it will alert the enemy. give them a surprise round. However if the players go through rooms 6 or 7 they can sneak up on the enemy boss
The head bandit. has 4 other bandits with him and a attack dog. the health of the bandit leader is 200 hp.

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Citadel of the Severed Hand - by Rob S

A fallen dwarf citadel. Ground level is a solid barbican and tower. First level belongs to the Severed hand tribe of orcs, most are away at war.

If citadel observed, PCs see orc take waste buckets to fungus caves. Peryton flies off hunting. When dark faint glow from fungus caves.



1. Tangled woods - 5 half orcs with a log ram wait in the woods; know the Severed hand tribe are away. Will raid citadel tonight. **Big Grin:** friendly, greedy and fat; the leader. Potential allies.

2. Barbican and gate - muddy slope leads to gates. Nailed to gate are many rotting hands. Keeping watch on battlements are **3 orcs**; short bows; horn fixed to battlement.

3. Peryton tower - Peryton and young at top of tower. Ally of orcs who feed them. If combat at barbican Peryton will arrive in 3 rounds. Blackened, gutted tower filled with bones. Rusted shut trapdoor concealed by rocks; access to fungus caverns.

4. Ancestors Hall - Ruined grandeur. High vaulted ceilings. Defaced stone carvings tell of Kiel who tamed the Perytons and ruled over the area with his unique cavalry. Covered in crude orc graffiti/scratching. **4 orcs**. Lever lowers a portcullis sealing off stairs. Stairs down if you want to expand adventure.

5. Barracks - tribal living area appears recently vacated. **6 orcs** remain; planning shroom raid. 2 scratched and gouged tables. Patched up chairs and stools. Sleeping furs, skins and

bags. Access to fungus caves concealed beneath barrel.

- 6. Boss room - Blud:** brooding and practical; orcs boss. He wears the *Staghelm*. The antlers pierce severed fingers that form a spindly crown. Helm is magic and protects against charm effects. Hates Qualla for taking his son. Will offer helm if PCs slay her and free son. Wears Kiel clan signet ring and valuable wolf pelt. Has berserk shrooms.
- 7. Kitchens and larder** - Filth and squalor. Blood stains, smoke from fire pit, bug infested, rotting food scraps. **6 goblins** cook blood stew in cauldron. Larder contains animal and humanoid parts, fungus. Bodies hung up; bowl to collect blood. Large beetles pinned to tables with knives, some still squirming and fluttering wings.
- 8. Feasthall** - A distressed **goat** tied to a long table; wooden benches. Dais; ornately carved chair with stag motif.
- 9. Fungus caverns** - Alternative entrance is narrow and cramped; bulky armour won't fit. Myconids investigate noise at entrance. Rampant fungus grows amongst mud. **6 myconids** attend a riotous forest of fungus many glow faintly. Eating shrooms gets a roll on the shroom table. Coral/polyp fungus covers walls and roof, water flows along them forming muddy pools.
- 10. Fungus sinkhole** - Fungal spire rises from fungal sinkhole, trapped in bog is **Flint** a small gnome **living rock statue** of stone and iron, moss and rust covered. Depressed. Reacts to spoken dwarf/gnomish. Ally if rescued.
- 11. Grand Hall** - defaced carvings, stairs ascend to a oversized stag themed throne surrounded by piles of animal skulls. **6 myconids guards** and **Qualla the demon:** entitled, regal torturer; a horned, goat legged waif. 20' area instills sympathy as a charm effect. Her touch must be saved against or damage done to her is instead inflicted on touch target. Rather talk than fight. Teleports if in any danger. Wears *Grom's Gutplate*; sharp serrated shield strapped across belly. Wearer -2 con, +2 saves and AC. Expands to fit; never comfortable. Appetite increases. Qualla finds orcs horrid but rules them anyway. Flagstone conceals crawlspace to kitchen.
- 12. Bedchamber** - door locked, two amputee slaves chained to wall, including Blud's son, they take Qualla's damage. Decayed four post bed. Chest; gems and dwarf crown. Secret compartment opened with Kiel clan signet ring contains clerical spell scrolls, Kiel clan documents and a sack of gold.

Myconid Appearance	What are they doing?	Shroom effects	More shroom effects
Bloated, spongy.	Laying in wait.	Telepathy	Delicious. Your full.
Tall, spindly	Farming.	Shrink	Mild poison.
Phosphorescent, slimy	Watching fungus grow.	One with universe. Commune.	Drowsy.
Red spotted cap	Resting.	Strong poison.	Berserk.

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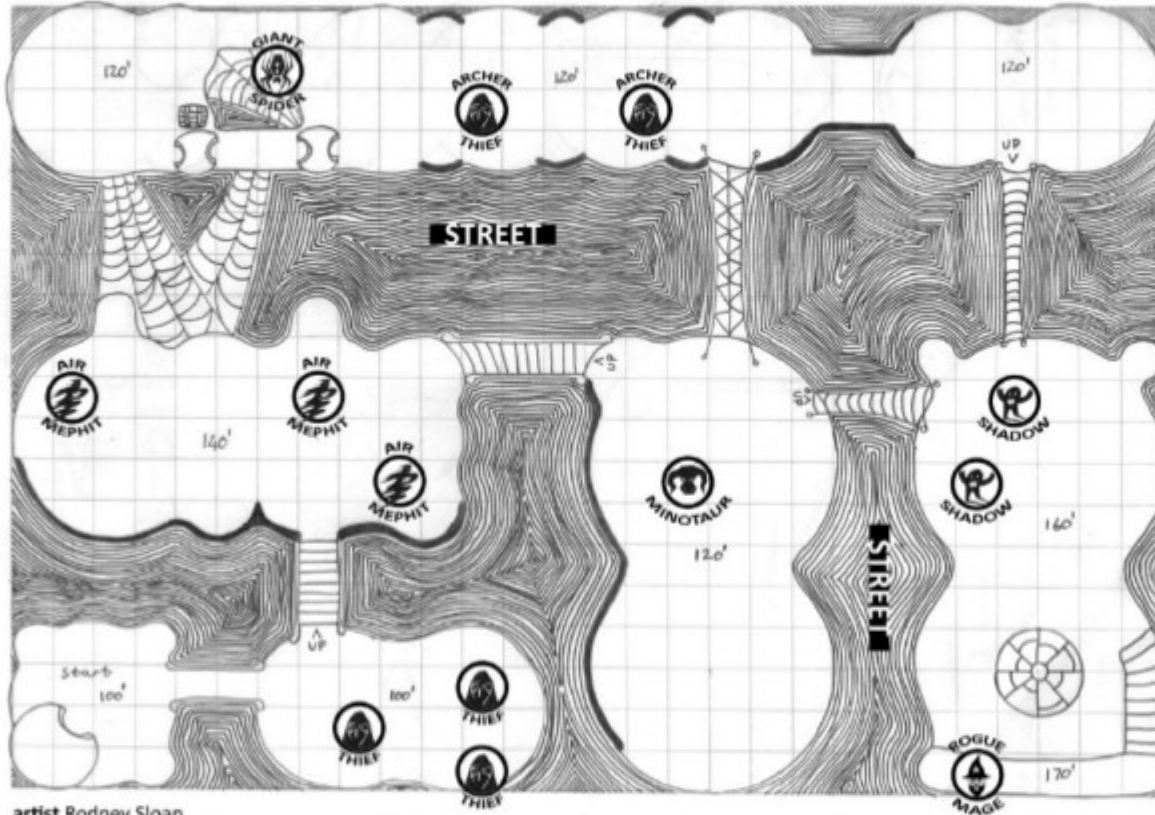
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VERTIGO

by: Rodney Sloan

website: <http://www.risingphoenixgames.com/blog/>

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artist Rodney Sloan

High above the streets below, the party faces off against a deadly band of thieves.

Thieves: followed up to the tower top by the party as they try to escape, they now turn and fight.

Air Mephits: this tower belongs to a powerful sect of elementalists known as the Weather Warders. The Brotherhood usually avoid this tower and the Air Mephits that play amongst gargoyles and grotesques set up on this roof.

Giant Spider: the span over the streets is home to a giant spider. The thieves hid a cache here containing an antidote, healing potions and 600 gold pieces, some of it fake.

Archer Thieves: stationed here to protect their master, these rogues are master marksmen and keen to take down anyone who comes into sight.

Minotaur: strong arms are ready to hurl any unfortunate adventurer over the side of the roof and down to the street below.

Shadows: summoned as a boon to the thieves, these shadows fight to protect their master and use their flight to avoid retaliation.

Rogue Mage: the cells ring leader, the mage uses his spells to blast the party from his vantage point on the ledge before crashing through the skylight to make his escape.

Our heroes agree to stand vigil over a penitent NPC of level 1-8. The terms of this person's penance: to pray from dusk till dawn for three nights with no more than a breath's rest, eating nothing and drinking only water either day or night, at the site of an ages-old pact between Heaven and Hell...

The Devil's Acre

Adventure game scenario for character levels 4-6

One Page Dungeon Contest entry 2013 by Roger SG Sorolla
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THE ACRE: Thorny, rocky area with crevices through which devils come, 250' diameter with path through it.

HOLY CIRCLE: White inscribed marble laid into the ground, 50' diameter. At center, 5' high mound with stone cross.

HOLY CIRCLE: While the Circle is intact, the total Hit Dice of evil creatures inside it may not exceed: 6 + the highest character level within + 2 if any character is in

holy orders. As some devils die, more may enter. Only the watchers can break the Circle, by accidentally laying an object (such as a stray arrow) athwart it.

PRIMA NOX DIABOLI: THE FIRST NIGHT

Devils' objective: To break the bodies of penitent and watchers

Midnight: Hordes

20 **Nupperibo** and 10 **Lemures** herded by 4 **spined devils**, who only attack at the end.



3 AM: Hounds

Nine hostile **hell hounds** of various sizes enter chasing a half-sized **hellcat kitten**, who takes refuge in the circle and will only attack if attacked.



Pre-dawn: Hellion

Barbed devil assures you that beloved deceased are in Hell, drops false hints that he represents Pride, and tries a few bad-faith deals. Only attacks if watchers are weakened.



SECUNDA NOX DIABOLI: THE SECOND NIGHT

Devils' objective: To tempt the bodies of penitent and watchers

Post-sunset: Gluttony

8 **imp cooks** serve 3-course dinner – they don't attack except if attacked.

- 4 rounds of hell stew served from a hose. Vomiting for d4 rounds if hit + failed save.
- 16 1HD cuts of animated meat move slowly to attack: choke you on a hit + failed save.
- Dessert – imps throw sweets and use *suggestion* to break the penitent's fast.



Midnight: Lust

Succubus/incubus, appearing as the penitent's greatest object of desire, taunts the watchers with facile Freudian analysis of their characters and equipment. Then he/she tries to get close enough to use her/his *charm* power on the penitent.



Pre-dawn: Sloth

6 **wraiths** that, instead of level drain, steal d6 movement points on a successful hit. At 0 movement, a character falls asleep for d20 (plus number of move points below 0) hours. They are trying to stop the praying of the penitent.



TERTIA NOX DIABOLI: THE THIRD NIGHT

Devils' objective: To tempt the souls of penitent and watchers

Midnight: Wrath

3 **Erinyes** use *illusion* to appear as aggravating persons in the penitent's life. They fly around the circle shooting 9 arrows at 1 per round. The arrows have a one-time magic: a person who is hit by one must save or rush outside the circle to attack the Erinyes, suicidally (others may try to stop them). They won't enter the circle.



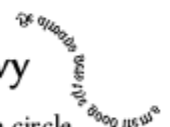
3 AM: Avarice

7 **bearded devils** with sacks throw 5 treasures (50 silver, 50 gold, gem, golden items, magic item), call 20-50% of each character's coins into the sack, and then call one item from each. If treasure is taken or theft resisted, that devil enters the circle to attack.



Pre-dawn: Envy

For each person in the circle, 2 strands of whispering letters enter. Each has 1+1 HD, moves at 20'/round, is only hit by magic, silver or holy arms. If hit, no damage, but save or start to attack the person in the circle you have the most cause to envy.



ALBA DIABOLI: THE DEVIL'S DAWN (Pride)

Once, some watchers bent the rules, keeping four overpowered Lemures in the Circle so devils couldn't enter. Satan then negotiated for one last surprise after the final dawn ...



This tempter is a mortal traveling musician, hermit, or homely damsel, who can't be harmed, only detained. He or she congratulates the watchers and penitent on a successful vigil. Any who respond without humility can't resist the tempter, as it wrestles the penitent away to a hell crevice ...

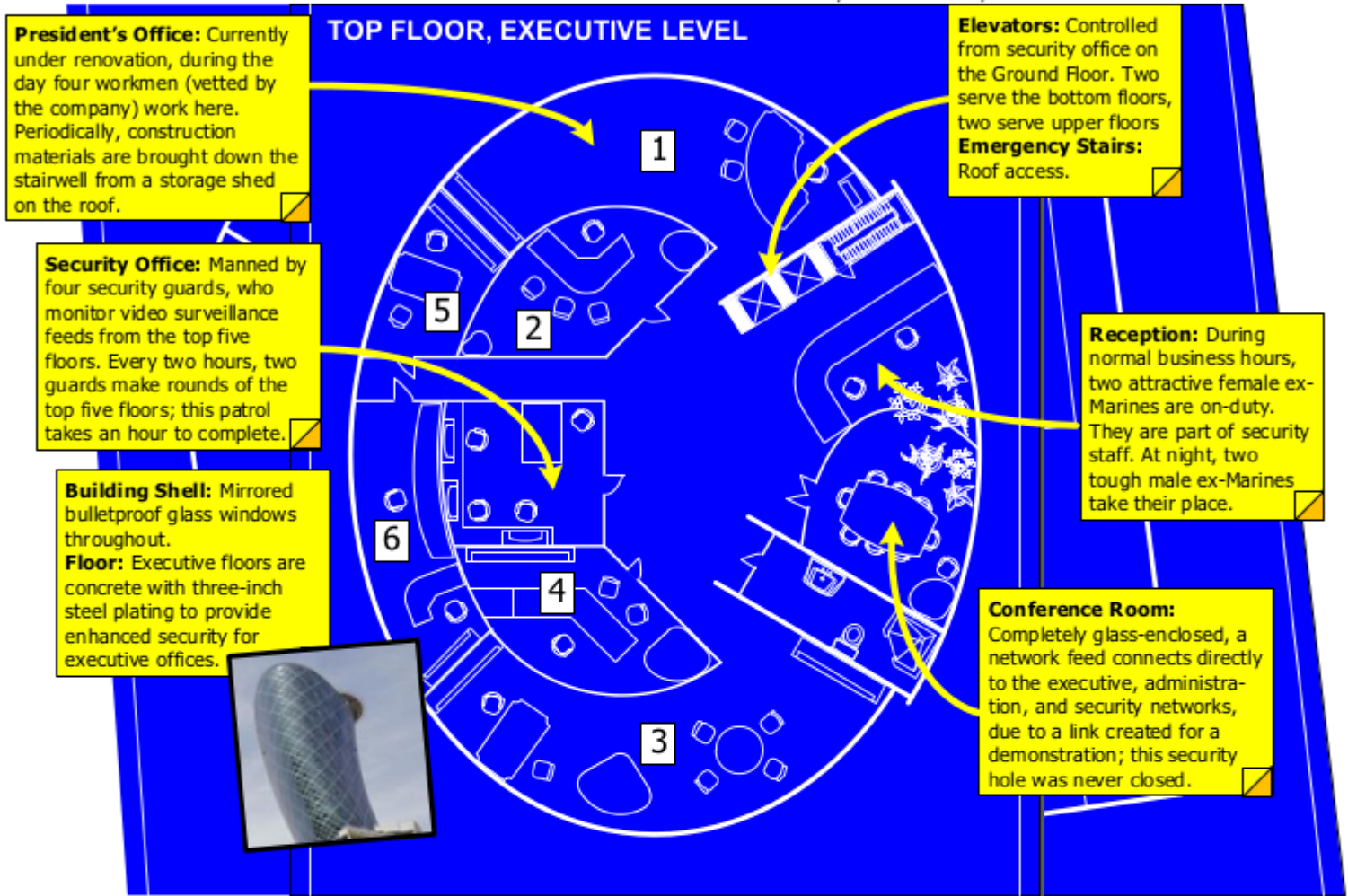
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THE BLACKACRE HEIST

by Roland Volz - madgamingmadness.blogspot.com



A valuable prototype (and associated documentation) has been stolen from the MacGuffin Corporation. Hackers hired by MacGuffin have traced the theft to an executive of rival firm Blackacre Trust. MacGuffin wants to hire you to replace the prototype with a faked copy that will lead Blackacre R&D down blind alleys for at least a year.



Who stole the prototype? The Blackacre Executives might have a variety of motives (numbers also correspond to office numbers above):

- 1. President Giorgios Tade:** Hiding the fact that his top three expensive R&D projects have fatal flaws that might kill Blackacre. He needs the new technology to keep the company afloat.
- 2. Vice President Ivan Ivanov:** Plans to plant the stolen prototype to implicate President Tade in corporate espionage, then force him to resign in embarrassment so Ivanov can rise to the top position.
- 3. CEO Erika Mustermann:** Plans to defect to a better-paying position as president of MacGuffin. She needs the prototype as a bargaining chip in her ongoing secret negotiations.
- 4. Chief Operations Officer Yamada Taro:** Consumed with jealousy over his long-term rival (CEO of MacGuffin), the COO would steal the prototype as part of an elaborate revenge scheme.
- 5. Chief Financial Officer Seán Ó Rudaí:** Wants to bankrupt MacGuffin to solidify Blackacre's financial position in the technology market. He plans to dispose of the prototype as soon as possible.
- 6. Chief Technology Officer Naamalum:** Believes the prototype was illegally developed from his own independent research stolen when he was an undergraduate in University.

Variations: The basic scenario is only one possibility; six more are below. In each case, the GM must determine the flow of subsequent events.

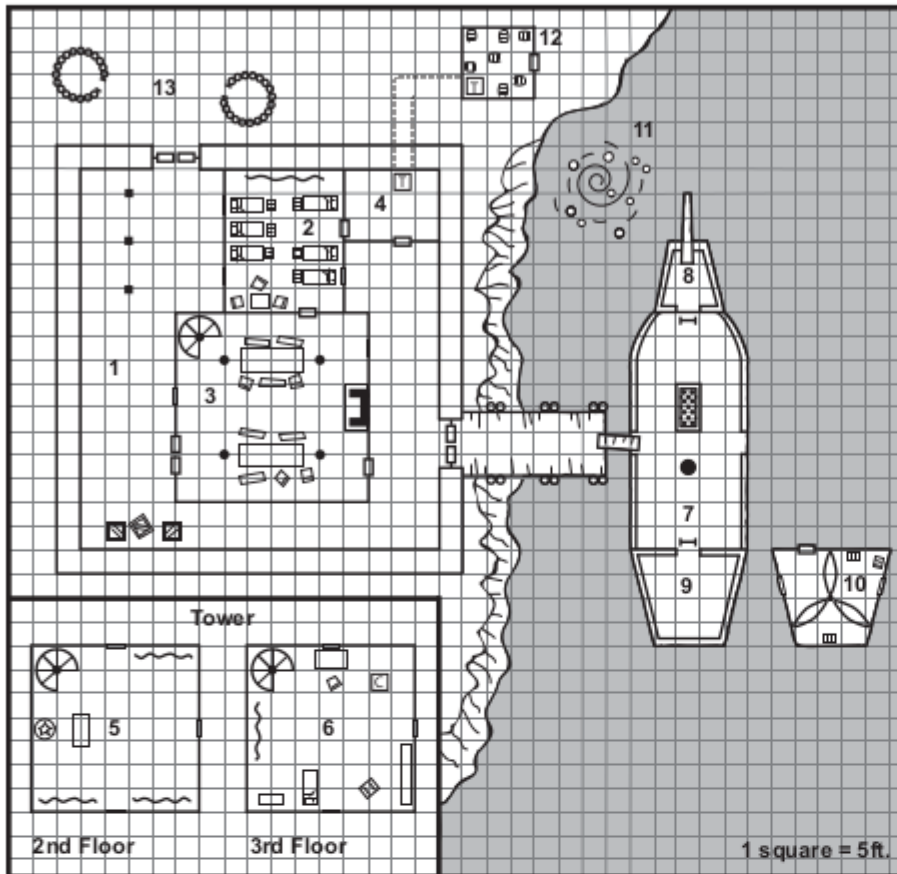
- All is as represented. Expecting reprisals, the thief has doubled the number of security guards on duty, and temporarily put a halt to the renovation project. Also, local police have been put on alert.
- As in 1, but the thief doesn't want to draw attention from the other executives, and so has hired a crack team of four skilled mercenaries to provide added security until the prototype can be moved to safety. They react more violently than corporate security.
- There was no theft. MacGuffin wants to steal Blackacre's new prototype by using the PCs. Blackacre expects nothing out of the ordinary; security is normal. Afterwards, the MacGuffin executives might try to get rid of the party to try to cover their tracks.
- The "revolutionary new prototype" is an expensive failure that will sink the company. A Blackacre exec has posed as MacGuffin to hire the PCs to steal it so the company can claim the insurance.
- The group hiring the PCs is actually Plott Development Corp. They want to discredit both MacGuffin and Blackacre by stealing the prototype from Blackacre, then have the PCs caught delivering it to MacGuffin. Police will be waiting at MacGuffin HQ.
- The prototype is an experimental AI that has achieved self-awareness without tipping off its creators; using hired actors, it has hired the PCs to steal itself. Its unfamiliarity with humanity will probably lead it to underestimate the problems in a critical juncture of the operation.

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THE BALEFUL SPRING

by S. J. Harris

An adventure for a party of 3-6 characters of 2nd to 4th level.
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Background: Count Arpad of Thisfeshire is trying to secure a peace accord with the neighboring lizardfolk of the Lake Ervad. The tribe of lizardfolk have been raiding the county which borders the lake. The Counts' last two emissaries Otto and Horthy have disappeared and he rather not risk his own men so he is seeking adventurers to secure the accord. Arpad offers the PCs a jeweled sword (worth 500 gp) as payment once the treaty has been signed. Unknown to him his niece Zasa an evil cleric is leading the raids in the county with a following of brigands and enslaved lizardfolk. Her forces occupy the abandoned Cove Fort and she uses the water from the Baleful Spring to control the lizardfolk. The lizardfolk tribe has been trying to rescue their enslaved kin but have failed. The lizardfolk chieftain Kizar tells the PCs that Zasa has enslaved his people and will sign the treaty if the PCs free the lizardfolk and defeat Zasa.

Random Encounters (Surrounding Wilderness)

Roll 1d6 every 2 turns and a result of 1 indicates an encounter.

(Check only 3-4 times per day)

Roll 1d20

1-10: No Encounter (add 2 to next roll)

11-12: Insect Swarm - A swarm of midges surrounds the party.

13-14: Lizardfolk (free) (5) - Will tell the PCs they have not raided the county and that their fellows are magically enslaved by a cleric at the Cove Fort. They will lead the PCs to the Cove Fort and retreat quickly.

15-16: Hazard - Quicksand - PCs make a DEX check or fall into quicksand and sink in 1d6+1 rounds requires assistance to escape.

17-18: Elven Patrol (4) - These elves are tricksters and will try to harass the party for amusement.

19-20: Zombie (3) - These zombies are the remains of the Knights of the Golden Sword. Why they are zombies is a mystery.

Random Encounters (Cove Fort)

Roll 1d6 every turn and a result of 1-4 indicates an encounter.

Roll 1d20

1-10: No Encounter (add 2 to next roll)

11-12: Stench - The smell of sulfurous gas floats about.

13-14: Brigand Patrol (4) - These men patrol the cove fort.

15-16: Hazard - Falling Stonework -1d4 damage, DEX save avoids.

17-18: Lizardfolk (Enslaved) Patrol (4), (from Area 11 - Huts)

19-20: Fly, Giant Carnivorous (3)

Room Key:

The Cove Fort: This fort is on the shore of an unnamed cove on the edge of the Lurk Fens and Lake Ervad. The fort is built of volcanic rock from the Bleak Mountains by the Knights of the Golden Sword to guard the north shore of Lake Ervad and was abandoned when the order fell.

1. Courtyard: The entry double doors are guarded by two lizardfolk and their dwarven sergeant. The group has poor discipline and are dicing most of the time. They will invite the PCs to play thinking them either sailors or new recruits. Once inside, the courtyard is gravel strewn and has a roofed open stable. A wooden platform is where Zasa gives speeches. Five sailors are hauling crates across gravel unsuccessfully towards the dock.

Lizardfolk (enslaved) (2): AC 5; MV 60' (20') Swim 120' (40'); HD 2+1, hp 8; #AT 1 (weapon); Dmg 1d6+1 or 1d6+1 Short Sword, 1d6+1 Spear; Save F2; ML 12; AL N; XP 47 each.

Sgt. Draif Stoneheart: AC 4; MV 60' (20'); HD 1, hp8; #AT 1 (weapon); Dmg 1d8, 1d6 War Hammer; Save D1 ML 8; AL LE; XP 10. Treasure: Ivory Dice, 200 cp, 34 sp, 14 ep, 29 gp

Sailors (5): AC 9; MV 120' (40'); HD 1d6, hp 3; #AT 1; Dmg 1d4 dagger or 1d4 pin; Save F1 ML 7; AL N; XP 5.

2. Barracks: This is the main sleep area for the brigands. Twelve bunk beds with six chests line the wall. Four brigands are asleep in the bunks. A tapestry hangs on the wall of knights doing battle by a lake shore one wields a golden sword. If the tapestry is examined for 6 rounds by a Lawful PC the golden sword will glow softly and appear in thier hand. The Golden Sword has a Lawful aligned and is a +1 weapon which glows in the presence of Chaotic alignment.

Treasure: Chests 1, 2, 4, 6 hold: clothes, valueless personal items, leather belts, and one wool cloak with 23 cp, 14 sp, 13 ep, 17 gp sewn into the lining; Chest 3 holds: Ivory drinking horn 30 gp, cloths, boots, leather gloves; Chest 5 holds: cloths, an elven dagger & sheath, pipe & pouch of Halfling smoke weed, 24 gp and 45 cp

Brigands (4): AC 7; MV 120' (40'); HD 1, hp 8; #AT 1; Dmg 1d6 shot sword, 1d6 short bow; Save F1 ML 8; AL CN; XP 10 each.

3. Hall: This hall has a fireplace and two large tables. At any given time there are 1d4 brigands in the room. Two sailors are carousing merrily. The two emissaries Otto and Horthy are bound in ropes in the corner. A spiral staircase leads to the upper floors. If the PCs are detected a brigand will try to drop an iron chandelier on them by pulling the tie peg from the wall. The PCs must make a DEX check or suffer 2d6 damage from the falling chandelier.

Brigands (1-4): See prior stats

Sailors (2): See prior stats.

4. Distillery: This small chamber is where Zasa distills and concentrates the water from the spring. A tunnel is used to transport barrels from the barrel house to the distillery. The arcane distilling process stabilizes the water's effects and it lasts 1 week before becoming normal water. Three nixies were used as a component to stable the water their now undead skeleton remains are in the copper still. They will pound and scratch the inside of the still making noise. Those who imbibe the concentrated water are under its effects as the spell *Charm Person* cast as a 3rd level magic user. The first person they interact with will be the default caster.

Skeleton, Nixie (3): AC 7; MV 180' (60'); HD 1, hp8; #AT 1 claw; Dmg 1d4+4; Save F1 ML 12; AL CE; XP 13.

5. Chapel: This is a chapel to the dark goddess. An ebony statue of a woman, an altar, holy book and vofive candles are in the room.

6. Zasa's Chamber: This bedchamber is well appointed. A iron brazier is in the center of the room and an ornate frown faced chest near the wall. A trap door in the ceiling leads to an empty parapet. There is a 75% chance of Zasa being found here scheming or writing dire speeches.

Zasa, 3rd-level human cleric: AC 7; MV 120' (40'); HD 3, hp 14; #AT 1; Dmg by spell or 1d6 Quarter Staff; Str 9, Int 13, Wis 15, Dex 13, Con 9, Cha 14; Save C3; ML 8; AL CE; XP 125.

Languages: Common, Alignment, Lizardfolk; Equipment: Scroll Curse, Girdle of Protection +1; Spells: (2) 1st lv spells: Cure light wounds, Cause Fear (1) 2nd lv spells: Hold Person Grimacing Chest - PCs must make save verses Spell like Device or be fascinated by the chest and want lean inside to search for treasure. Those who do so are trapped in an extra-dimensional space and can only be freed by the chest's owner.

Treasure: Hidden under the mattress is 200 sp, 1000 gp, 8 gems worth 25 each, elven jewelry worth 200 gp.

The Ship: Vaar is the elven captain of the cog *Dark Pilgrim*. The ship transports the spoils taken by Zasa's forces to the lakeside town of Vicewick to sell for weapons and supplies.

7. Main Deck: Goods are tied down to the deck. Captain Vaar bought a higher baboon from a trader in Vicewick and named him Joko. Joko serves as mascot and marine on the ship. He is friendly to the captain and crew but will attack others who try to board the ship. **Treasure:** Trade Goods 1473 gp value

Baboon, Higher: AC 6; MV 120' (40'); HD 2, hp 8; #AT 2 (bite/claw); Dmg 1d3/1d4; Save F2; ML 8; AL N; XP 20.

8. Fore Castle: Two heavy crossbow mounted on this deck. They do 1d8+1 damage and have 30 quarrels in a case. Three sailors are drinking grog on the deck and will fire on strangers after issuing a warning. They have no treasure.

Sailors (3): See prior stats.

9. Stern Castle: The ships tiller and chart table and rigging box are located here. A crab spider has recently stowed aboard the ship and is hiding in the rigging box.

Crab Spider: AC 7; MV 120' (40'); HD 2, hp5; #AT 1 (bite); Dmg 1d8, poison; Save F2; ML 7; AL N; XP 38.

10. Cabin: This is where captian and the crew sleep. There are six stacked hammocks with three chests. Iron pots hang from the ceiling holding food stuffs. **Treasure:** Chest A: Magically Trapped: *Symbol of Pain* cast by 15th lv Magic User. 2400 cp, 971 sp, 960 ep, 1730 gp, gem 75 gp value, gem 100 gp value, jewelry 400 gp. Helmet ornate 60 gp., cloths; Chest B: 14 gp, 22 sp, 44 cp cloths, mirror, idol; Chest C: 23 gp, 12 sp, 60 cp, cloths, dagger

Captain Vaar, 3th-level elf fighter: AC 7; MV 120' (40'); HD 3, hp 20; #AT 1; Dmg 1d6+3 short sword/ 1d8+1 short bow Str 17, Int 15, Wis 12, Dex 15, Con 15, Cha 13; Save F3; ML 8; AL CN; XP 100. Equipment: *Eyes of the Eagle*; Language: elven, common, gnom, hobgoblin, orc, lizardfolk

The Environs: The land around the Cove Fort is lightly forested and marshy.

11. Baleful Spring: The spring has bubbling sulfurous water. Those who swim into the spring or drink its waters are subject to it's strange effects. Zasa throws a bucket tied to a rope into the spring to gather the water. The water becomes normal after 1 day unless distilled.

Spring Effects: Roll 1d6

1. Change to a different color for 1d6+1 days; 2. Amnesia for 1d8+1 rounds 3. Babble nonsense when speaking for 1d4+1 rounds; 4. Become incandescent for 1d12+1 rounds; 5. Fall under the effects of a *Charm Person* spell cast as a 4th level Magic User; 6. Nothing Happens

12. Barrel House: This is where Zasa stores the spring water. A earthen tunnel is used to transport barrels leads from the barrel house to the distillery.

13. Huts: The lizardfolk under Zasa's control live in these squalid huts. They wield spears and short swords. Zasa only allows them food and ornaments of shell and feathers.

Lizardfolk (enslaved) (6): See prior stats.

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ASSAULT ON THE GOBLIN HOLD

A SOLITAIRE ONE-PAGE MINI-BOOK ADVENTURE

DESIGNED FOR THE 2013 ONE-PAGE DUNGEON CONTEST

8 "VILE HUMAN!! How dare you enter this sanctum with your filth!" the goblin mage bellows, "No matter, you shall be the easiest cleansing of recent memory."

8K Rip this tab off when it is defeated.

3D6.

This hallway leads back to 4Q.

START An Illuminator, seeking redemption? What are you? Start with 9BlueD6 and 3RedD6.

1A. Go to 1A.

A Battler, seeking fame and fortune. Start with 5BlueD6 and 3RedD6.

1 In front of the wooden door, slowly rotting away, leans a young goblin guard, apparently still groggy from the post-raid celebration of the village. He sits awake as you walk nearby and looks around for other nearby goblins. The fear in his eyes is real, as he realizes that he is alone, as you engage him in battle.

Rip this tab off when the guard is defeated.

2D6.

7G The Goblin King stares down at you from his throne. He comments, "I know you are here for the infant, I'm not surprised that the Village Elders would go back on their word." "No matter, you shall not touch the prince as long as I am alive."

Make cuts on red lines. Fold on dashed lines as shown below.

3B. Go to 3B.

8K. The doors lead to 8K.

7 You may roll all of your dice against the Goblin King. When you defeat the Goblin King, rip off his head. Keep it in a safe place.

Cut on all solid red lines.

2 Sneaking down the stairs, you find a room with a squadron of goblins. You may return up the stairs, or battle them.

Or, if you have the head and wish to reveal it to the squad, go to 6J.

Rip off the tab if you defeat the squadron.

This stairway leads back to 4Q.

6T "You fight skillfully for a humanoid," Diminacas hums approvingly. "I shall fight by your side."

Destroy his tab to gain 3BlueD6 and 2RedD6.

3S. Go to 3S.

The large, heavy doors lead to 7G.

3 This door leads to 2B.

The glistening slime on walls in this passage lend credence to the musty, damp smell in the air.

You may optionally wish to fight the rock fall in this passage.

3S.

This door leads to 4Q.

5N You note the single horn on his forehead.

As your eyes adjust to the darkness, you notice a ripple in the air in the corner...as if there was a field of invisibility protecting something.

Rip up when field is detached.

A single candle lights this room, which is heavily miled with bars.

The door leads to 3S.

5H.

The sword glows with magical power. It rises in the air of its own accord, and a voice emanates from it.

"You have awoken Diminacas, the Singing Sword. Defeat me, and I shall do your calling!"

Rip this tab if you have defeated Diminacas.

5W.

Cut on all solid red lines.

4 The stench of raw horse and dung fills your nostrils as you enter the great hall, indications of a just-finished celebratory goblin meal. Empty kegs of ale are haphazardly strewn about.

This hallway returns you to the outside world.

Rip this tab off if you have the infant.

These riddled stairs lead down to 2B, a dark place that seemingly flickers by torchlight, and echoes with a series of goblin grunts.

Cut on all solid red lines.

3B The infant appears! Go to 5N.

Rip the tab to take the infant.

Cut on all solid red lines.

5 The door leads to 3S.

The goblin mage lies dead in a corner, bloody handprints leaving proof of him crawling from the hallway.

The form of a headless Goblin King swings his mighty broadsword at you, his body animated by magic! If you defeat this vile creature, you can escape to the outside world. If not, you will become forgotten...just another nameless adventurer who disappeared into the night. When fighting the dead king, roll all of your dice.

2V.

7D6.

6 You hold up the head, and thrust it forward to the closest goblin and exclaim "Look what I have done to your leader. What do you think will do to you?"

As if on cue, they all bow down in fear, slowly backing up in a small huddle in a dark corner.

Go to 2B and rip off the tab there.

6J.

6 The door leads to 5H.

The door leads to 5H.

The door leads to 5H.

3

7 You fight skillfully for a humanoid," Diminacas hums approvingly. "I shall fight by your side."

Destroy his tab to gain 3BlueD6 and 2RedD6.

3S. Go to 3S.

The large, heavy doors lead to 7G.

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THE SEA TOWER – An Adventure Site in the Galaxy of Seeded Space

Location: the Sea Tower stands in deep water, on a planet with an ocean capable of sustaining life and powered transport. It can be placed over the horizon from a land or island colony, of any tech/culture level, or as the key site of interest on an unexplored planet. Geothermal activity is required, and may include severe atmospheric disturbance. The tower is not on any known portal network, and must be reached via air, sea, or space.

Origin: tens of thousands of years ago, an elder culture built the Sea Tower. It might have been the crowning glory in a now-vanished colony. Perhaps it was the beachhead for an invasion. A seeding ship could have established it in passing as part of an automated refuelling depot. However it came to be, the Sea Tower is now a giant, mysterious relic.

Accessibility: the upper deck of the Sea Tower functions as an automated spaceport, and a few shuttles or other small aerospace craft may land upon it. There are no quays or similar facilities at sea level. Airlocks of varying sizes can be found underwater, at varying depths, as can a few dive pools capable of accommodating a mini-sub. Access to separate decks within the tower is via several elevator networks, set into the basic frame; no single elevator connects the entire structure. Access between sublevels is via ramps.

Layout: the basic frame consists of six major supports, in hexagonal formation. For much of its kilometres-long height, the Sea Tower is a narrow, thick-walled, hollow cylinder in cross-section. The numerous habitable levels, or decks, are heavily reinforced; the interior floor space is roughly one hundred metres across (if maps are required, adapt dungeon geomorphs at a scale of three to five metres per square). Each deck is thirty metres thick, sandwiched between inaccessible buffer zones, and divided into three to nine (usually six) sublevels of varying heights (three to twelve metres, usually four). The hundred or so decks fall into six basic types: docking stations, habitation levels, transport hubs, engineering levels, control sections, and storage space. The upper deck extends out over the edge quite some distance, and is buttressed; one sublevel is a sub-ether relay station. On the sea bed, the tower appears to end in a massive block known as the anchor point; in fact it extends further underground, radiating mining tunnels out from power nodes.

Six Scenario Suggestions: 1) Several of the subsurface decks are damaged, and over the centuries the maintenance drones have degenerated into savage tribes; some areas are partially flooded or cut off from working elevators. 2) A sea prospector claims to have encountered an unknown submarine, matching the description of a shipwreck on another planet, at one of the lower docks. 3) Researchers fail to make contact with a resupply shuttle, after activating an unknown installation in a control section. 4) Unusual marine life gathers near certain levels on a long-term cycle, and anyone in the tower at the time contracts a mutagenic virus. 5) An off-world company seeks to exploit the tower as the power source for an expensive secret project. 6) A notorious extremist group, fleeing a high reward placed at the nearest Hunter's Guild outpost, disappears into the tower.

Random Tables: Roll 1d6 on some or all of the following tables, as desired.

Inhabitants – 1, mutant plant folk; 2, decadent elders; 3, shipwreck survivor descendants; 4, researchers gone mad; 5, inbred service drones; 6, psychic refugees and exiles.

Encounters – 1, mutant cuttlefish; 2, giant crabs; 3, parasitic weeds; 4, sleep spores; 5, abandoned robots performing meaningless tasks; 6, genetic experiments gone awry.

Curios – 1, hypnotic meditation shrines; 2, floating beds; 3, glowing crystalline growth; 4, contaminated cryo-stasis chamber; 5, iris valve doors; 6, strange fluctuating energy field.

Complications – 1, sublevel ramps damaged or blocked; 2, lighting out on one whole level; 3, service drones with faulty conditioning; 4, scrawled messages and discarded items from previous expeditions; 5, automatic lockdown on several sublevels; 6, no power to doors.

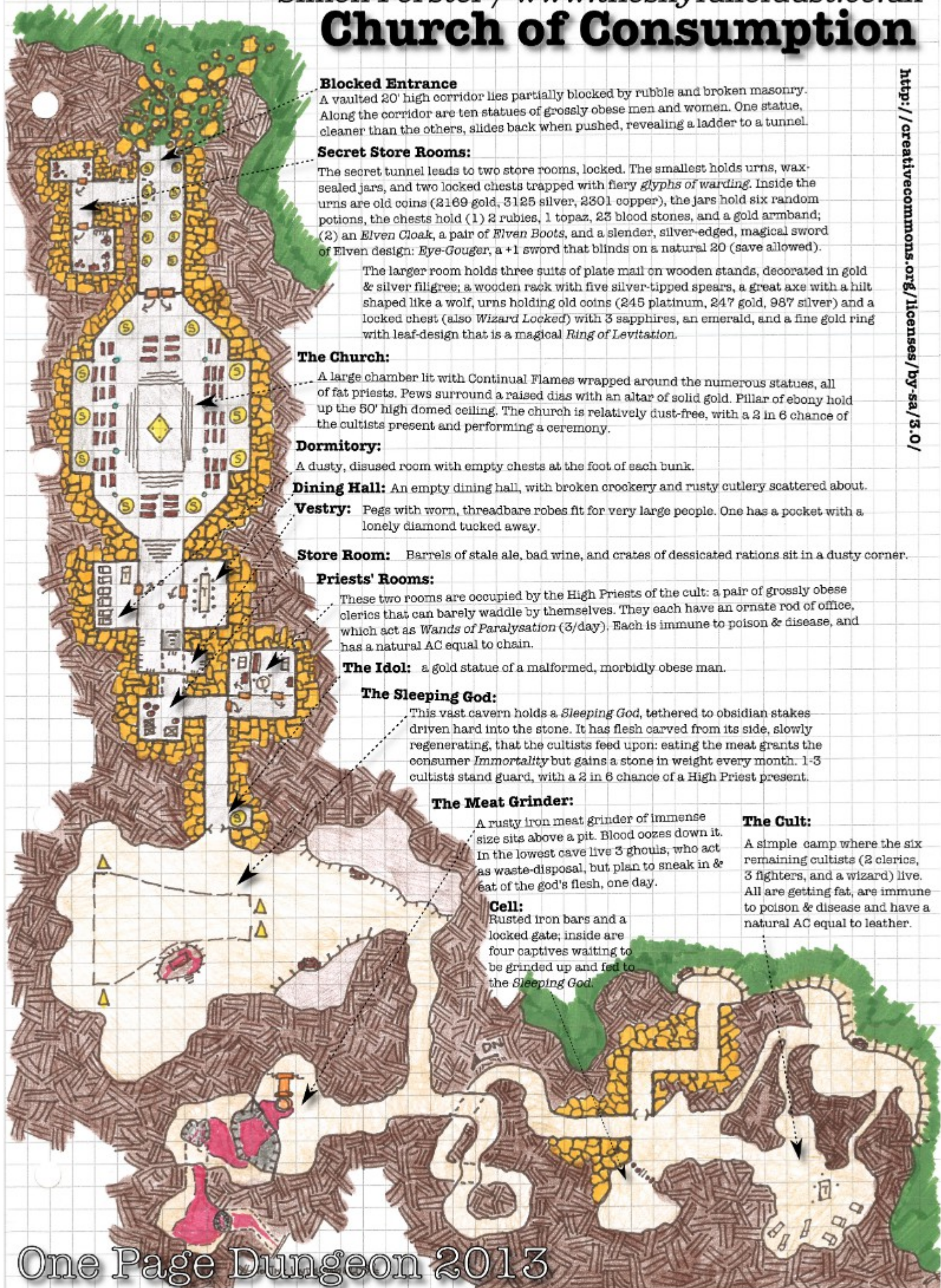
Decor – 1, abstract geometric; 2, jagged backlit; 3, glowing curlicue; 4, metallic arches and statuary; 5, furniture slides in and out of walls and floors; 6, scrolling artwork panels.

Tech Items – 1, energy blade; 2, personal force field; 3, reanimation serum; 4, stun ray; 5, deep sea diving suit; 6, hover lamp; all are of weird elder origin and design.

Seeded Space playtest version freely available: <http://www.1km1kt.net/rpg/seeded-space>

Simon Forster / www.theskyfullofdust.co.uk
Church of Consumption

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Blocked Entrance

A vaulted 20' high corridor lies partially blocked by rubble and broken masonry. Along the corridor are ten statues of grossly obese men and women. One statue, cleaner than the others, slides back when pushed, revealing a ladder to a tunnel.

Secret Store Rooms:

The secret tunnel leads to two store rooms, locked. The smallest holds urns, wax-sealed jars, and two locked chests trapped with fiery *glyphs of warding*. Inside the urns are old coins (2169 gold, 3125 silver, 2301 copper), the jars hold six random potions, the chests hold (1) 2 rubies, 1 topaz, 23 blood stones, and a gold armband; (2) an *Elven Cloak*, a pair of *Elven Boots*, and a slender, silver-edged, magical sword of Elven design: *Eye-Gouger*, a +1 sword that blinds on a natural 20 (save allowed).

The larger room holds three suits of plate mail on wooden stands, decorated in gold & silver filigree; a wooden rack with five silver-tipped spears, a great axe with a hilt shaped like a wolf, urns holding old coins (245 platinum, 247 gold, 987 silver) and a locked chest (also *Wizard Locked*) with 3 sapphires, an emerald, and a fine gold ring with leaf-design that is a magical *Ring of Levitation*.

The Church:

A large chamber lit with Continual Flames wrapped around the numerous statues, all of fat priests. Pews surround a raised dias with an altar of solid gold. Pillar of ebony hold up the 50' high domed ceiling. The church is relatively dust-free, with a 2 in 6 chance of the cultists present and performing a ceremony.

Dormitory:

A dusty, disused room with empty chests at the foot of each bunk.

Dining Hall: An empty dining hall, with broken crockery and rusty cutlery scattered about.

Vestry: Pegs with worn, threadbare robes fit for very large people. One has a pocket with a lonely diamond tucked away.

Store Room: Barrels of stale ale, bad wine, and crates of desiccated rations sit in a dusty corner.

Priests' Rooms:

These two rooms are occupied by the High Priests of the cult: a pair of grossly obese clerics that can barely waddle by themselves. They each have an ornate rod of office, which act as *Wands of Paralysis* (3/day). Each is immune to poison & disease, and has a natural AC equal to chain.

The Idol: a gold statue of a malformed, morbidly obese man.

The Sleeping God:

This vast cavern holds a *Sleeping God*, tethered to obsidian stakes driven hard into the stone. It has flesh carved from its side, slowly regenerating, that the cultists feed upon: eating the meat grants the consumer *Immortality* but gains a stone in weight every month. 1-3 cultists stand guard, with a 2 in 6 chance of a High Priest present.

The Meat Grinder:

A rusty iron meat grinder of immense size sits above a pit. Blood oozes down it. In the lowest cave live 3 ghouls, who act as waste-disposal, but plan to sneak in & eat of the god's flesh, one day.

Cell:

Rusted iron bars and a locked gate; inside are four captives waiting to be grinded up and fed to the *Sleeping God*.

The Cult:

A simple camp where the six remaining cultists (2 clerics, 3 fighters, and a wizard) live. All are getting fat, are immune to poison & disease and have a natural AC equal to leather.

BLOODBATH AT CAMP TERRAHORRA

By Steve Johnson

It's that time of year again, and the hormonal counselors at Camp Terrahorra just have a couple of weeks to get everything ready for the campers to arrive. There's cabins to clean, firewood to cut, and of course lots of illegal drugs and alcohol to consume and maybe a even some good old-fashioned premarital sex if you're lucky. You and your friends don't have a care in the world.

Well, except the crazed murderer who's said to stalk *these very woods*, that is. Supposedly a cannibal killer named Ollie Stigers escaped from the mental institution across the river a couple years ago and now lives in the woods preying on lost campers. They say he wears a Guy Fawkes mask and carries a fire axe that he stole from the institution during his escape. But those are just stories, right?

Running the Adventure

Each scene, there's a chance (called the Ollie Chance, or OC) that Ollie will show up and try to kill/eat the players. If the GM rolls the OC or less on a d20, Ollie shows up. The OC starts out at 12, but is modified by the following factors:

- +1 for each scene without Ollie
- +2 if there are fewer than 4 characters in the current scene
- +2 for each NPC in the current scene
- +2 if Ollie has already made his first appearance
- +1 for each person Ollie's killed.

Additionally, Ollie gets bonuses or penalties when attacking certain types of characters, depending on body count.

Character Types*	Body Count <50%	Body Count > 50%
Sluts & Stoners	+3	+5
Manly Men	-3	+3
Nerds & Comic Relief	+2	-2
Good Girls	-3	-6

If there is only one female character left alive, she gets a bonus to all rolls against Ollie equal to the number of dead PCs.

Ollie's Stats: Ollie should begin the game with roughly 150% of the movement, attack roll, and hit points of a normal human. Once he's killed half the party, these are all reduced by half.

Note: Modifiers based on a d20 system. Adjust as necessary for the system you're using.

Map Key

1. Dining Hall
2. Storage Building
3. First Aid Station
4. Showers/Changing Rooms
5. Girls' Cabin
6. Boys' Cabin
7. Activities Building
8. Amphitheater
9. Ollie's Cabin



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