



ONE PAGE DUNGEON COMPENDIUM

2016
EDITION

One Page Dungeon Compendium 2016
Compiled By Aaron Frost

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Grand Prize Winners

Alex Welk: Thaw

(Ice Themed Trap Dungeon)

Khelren: Orient Express

(1920's Train Themed Horror Adventure)

Maezar: Dungeon of Abkadeu

(Wizard Trap Trick Dungeon)

Michael Prescott: The Sky-Blind Spire

(Abandoned Wizard Tower)

Mike Shea: Chambers of the Dread Titan

(Cultist Lair)

PJ Cunningham: The Signal

(Bermuda Triangle Horror Adventure)

Tim McDonald: Griswald's Shifting Dungeon

(Shifting Map Puzzle Dungeon)

Will Doyle: The Quintessential Dungeon

(Nostalgia Dungeon)

Penultimate Winners Circle

Andrew Harshman :
Tower of the Time Wizard
(Time Paradox Encounters)

bygrinstow :
The UMBER Woods
(Theatre of Mind Encounters)

Caleb Engelke :
The Professor's Potion
(Honey I Shrunk the Adventurers)

Daniel Baldwin :
The Devil's Due
(Side Trek Adventure)

Eric Diaz :
The Magnificent Shadow
(Defend the Town Scenario)

Gary Simpson :
The Cult of Sleep
(Customized Dungeon)

Monkey Blood Design :
Descendants
(Falling Fight Drop)

Jeff Call :
Prisoners of the Gelatinous Dome
(Monster as a Dungeon)

Jeff McKelly :
A Wild Chase
(Dropped Into Action)

Joseph Reilly :
The Baron Rises
(Cemetery Theme)

Larry Z. Pennyworth :
The Stones, the Ship, and the Fortress
(Search and Fly Adventure)

Marten Zabel :
The Lair of the Voidbeast
(Non Euclidean Dungeon)

Michael K. Tumey :
Rude Awakening
(Space Escape)

Mike Monaco :
Bridge of Dread
(Bridge Themed Dungeon)

Ramsey Hong :
The Sea-Devil's Stout
(Water Themed Dungeon)

Roger SG Sorolla :
Gripped in the Hands of Time
(Mini Four Room Dungeon)

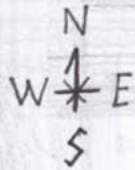
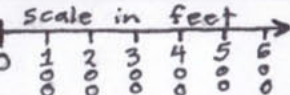
Rusty Gerard :
March of the Machines
(Faction Based Adventure)

Santiago Bourquin :
Catfished
(Twist Ending)

Scott Marcley :
Athelberd's Tomb
(Bandit Lair on a Crypt)

Vance Atkins :
Bowls of Stars
(Wilderness Hex)

LOST DWARVEN CITY OF DHALD:HOLTH



- G** - GATEHOUSE - Arrowslits, Dark Elf Guards
- W** - WATCHTOWER - Giant spiders, Tragolyte Slaves, Dark Elf Guards
- S** - SUPPORT COLUMNS - Intricately Carved, Climable
- T** - TEMPLE - sacked, dwarven & hosts, stone golem
- M** - SUNKEN AMPITHEATER - stream leads to tragolyte slave caves, fungus fields

- P** - STREAM - blind fish, glowing fungi, beetles
- C** - CHASM - chokers, giant bats, secret passage south on cliff face
- K** - STAIRS - descend to lower end of cave, magic ward of alarm
- F** - FORTRESS - ruined, rust monsters, skeletons

To the Sunless Sea

Towards The Valley of the Dark Elves

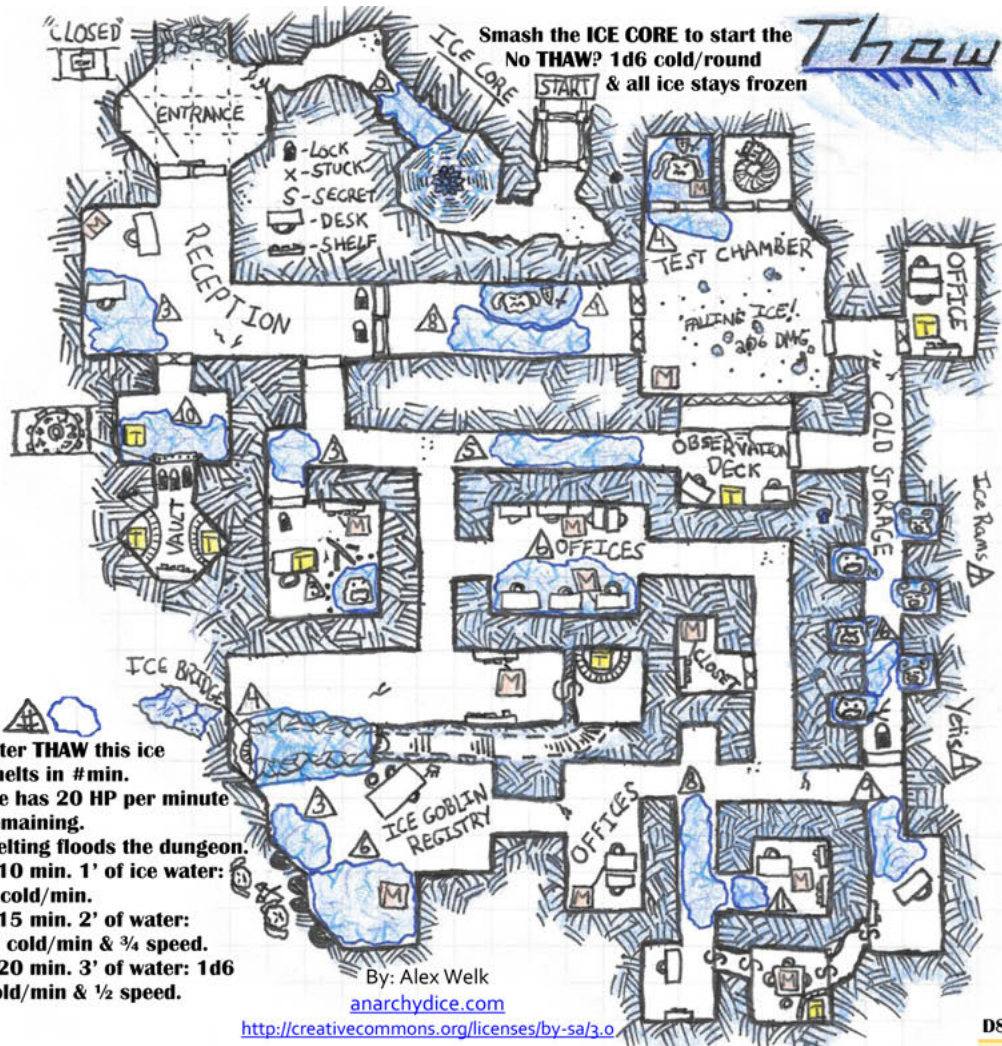
The dwarves who built this city fled long ago when the great water wyrms came to the Sunless Sea. Now dark elves keep slaves here, working the fungus fields, breeding giant lizards. Much of the city is in ruin due to the Chasm, the stream, and age. Diverse wild creatures wander the eastern passages.

- F** - FUNGUS FIELDS - shriekers, slimes, giant lizards
- D** - DWARVEN STATUE
- T** - TALL HOME - Built Into Wall, Bats, Gargoyles
- B** - BURROWING TROLLS - maze, sinkholes
- L** - LAND SHARKS

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BY ADAM A. THOMPSON



After THAW this ice melts in # min.
Ice has 20 HP per minute remaining.
Melting floods the dungeon.
@10 min. 1' of ice water:
1 cold/min.
@15 min. 2' of water:
2 cold/min & 3/4 speed.
@20 min. 3' of water: 1d6 cold/min & 1/2 speed.

By: Alex Welk
anarchydice.com
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D10 Wandering Monsters: Roll when noisy or loitering. If dead or still frozen, ignore.

- 1  Ice Goblin: Red nosed goblins with black skin and white. 2d4 Rabble + 1d4 Raiders.
Rabble: HD 2 (12 HP) S AC 15 MV 30ft. STR 13 DEX 15 CON 10 INT 7 WIS 5 CHA 7 ATK* Spear +4 or Icicles(60ft.) DMG 1d6+2/1d4+2
Raider: HD 4 (25 HP) M AC 17 MV 30ft. STR 14 DEX 15 CON 12 INT 8 WIS 5 CHA 7 ATK* Sword +5 DMG 1d8+2+1 cold.
Matron: HD 3 (16 HP) S AC 14 MV 30ft. STR 12 DEX 15 CON 11 INT 11 WIS 11 CHA 13 ATK* Frost Ray +4 DMG 1d10. 1/day: Create 5'x10' ice wall.
*Gang Tactics: +1 attack per adjacent goblin. +1 damage per goblin hitting the same target
- 2  Ice Ram: Curled horns laden with icicles. Covered in icy wool and are territorial.
HD 6 (42 HP) L AC 14 MV 40 ft. STR 18 DEX 12 CON 14 INT 6 WIS 3 CHA 4. ATK* Ram +8 DMG 1d10+4. *+2 attack and +1d10 damage on a charge. Frost Breath: 60ft cone. Targets take 2x blunt damage for 1d6 rounds. CON save DC 13 or be paralyzed that long. Usable during a charge. Recharges in 1d4 minutes.
- 3  Yeti: Troll's arctic cousins, covered in white fur. Grumpy but reclusive. Reusable until both die.
HD 9 (66 HP*) L AC 16 MV 30 ft. STR 18 DEX 13 CON 14 INT 8 WIS 7 CHA 5. ATK Two Claws or Ice Ball(90ft.) +9/ +6 DMG 1d8+4**/ 2d6+4 *Heals 5 hp/round with ice or snow within reach. **If both hit, the yeti bites for 1d8+4 damage.
- 4  Lava Worm: Ashen worm with flakes shedding, revealing a deep glowing red.
HD 14 (109 HP) H AC 18 MV 40ft. STR 20 DEX 13 CON 17 INT 3 WIS 2 CHA 2. ATK Bite/Tail +9/+9 DMG 1d12+5*/1d10+5. *Lava Drool: Attack creates a 5' diameter pool of lava under the target. Swallow: DEX save, DC 15, or be swallowed: Bite + 3d6 fire/round. To escape: DC 20 DEX or deal 15 damage.
- 5 Cold Spike: Frost creeps into the room, giving 1 round of warning. Then 3d6 cold for 3 rounds. Preparing for the cold halves it. Negating or countering the cold snap blocks the damage.
- 6 Rising Ice Water: Echoes of falling ice and moving water give 1 round of warning. Then, frigid water pours in, three feet deep, and the unprepared get wet. While wet, double cold damage taken. It takes five minutes to dry.
- 7  Ice Goblin Raiders: 2d4 Ice-Goblin Raiders, wielding a shield and an ice-covered sword. Reusable until both groups are killed.
- 8  Yeti Pair: A mated pair of yeti that wander and fight in tandem.
- 9  Dueling Rams: Two enraged Ice Rams fighting for status. Each will try to get its rival hurt by the party. +20 HP and +2 attack and damage each.
- 10  Ice Goblin Mob: 3d6 Rabble. Reusable encounter until 30 Rabble have been killed.

D12 Mundane Items: If an item has already been found, reroll.

- 1 Burlap sack of hardy oats. Ice-rams love this stuff. Enough to feed one ram.
- 2 Twine wrapped, thawing meats. Yetis have to eat too. Enough for one yeti.
- 3 Thick, winter-fur lined lab white lab coat and earmuffs. A note in the pocket says, "David ate the prototype. Keep him in the cage until he passes it." One of the two lone Yeti has a Yeti-Translator in its gut. It takes 1 min. to dig for.
- 4 2 50 ft. coils of rope, a 10 ft. chain, and three strong padlocks.
- 5 A slab of rock with "Ice. Stab You. Red Ice." carved into it with an attached note "Give language tutor a raise. Hire etiquette tutor."
- 6 An employee handbook listing the research done here. It describes the treasures table in the overcomplicated abstract.
- 7 A teacher's jacket with elbow-patches. Ice-Goblins are nice to the wearer.
- 8 A map of the level, showing the layout and room names.
- 9 Lava-Worm-Yolk-lined gloves. Heat immune gloves, rub together for warmth.
- 10 Fur-lined containment suit. -2 to fine motor skills but ignore 5 cold each round.
- 11 A set of keys, some crumble to tin pest. If you fumble through them, you can find a key to unlock any lock here.
- 12 An evacuation notice, "All Employees are to evacuate. A team will return for salvage at a later date."

DS Treasure: Reroll if already found.

- 1 Ice-Meld. Applying the ice-gel to a wound freezes the target in time. They are Immune to damage and dying while frozen. They wake when warmed up, or 1d4 hours later. If lit, it burns white-blue, as alchemical fire that deals cold damage. 5 vials.
- 2 Un-Frozen Amnesiac General. Huron Tezoa. Bad short-term memory for non-military things. 8 HD Bard.
- 3 Tamed Ice Ram. Collar with "Mr. Bones" etched onto it. Loves to cuddle. Licks candles and torch handles.
- 4 Ice-Goblin Matron and Crown. Lays 2d6 goblins eggs a week that are utterly loyal to her. 1-in-10 are warriors. 1-in-100 are matrons. She obeys the crown wearer. Actually sort of pretty for a goblin. For a goblin.
- 5 Lava Worm Eggs: They wiggle occasionally. Eggs look and feel like burning coals. Under pressure, they get as hot as a blast furnace. 2d6 fire on touch. 1d4+1 eggs.
- 6 Frost Suit. Insulated, blue-steel armor that eats ice meld. AC as plate. +1d4 cold to mele and +2 STR. Uses 1 Ice-Meld vial per 10 minutes. Unfed: -10ft. speed and no bonuses.
- 7 Frost Rye Seeds. 10 lbs. of hardy grain. Frost rye flowers during blizzards and has grains like fat snowflakes. Make ice-meld by mixing 1lb. in a pint of alcohol, steeping it for a month.
- 8 Yeti Translator. Necklace with a purple cone telepathically translates Yeti-Grunt. User can parley or try to hire yetis as grumpy, bashful henchmen.

TOWER OF THE TIME WIZARD

An Adventure by Andrew Harshman

Despite having the rather silly title of time wizard, Naven Mag was a well-respected and rather famous spellcaster. Early in her career, she made a major discovery, parallel time casting. This finding allowed chronomancers to effectively cast two spells at once. The rest of Naven's career was spent chasing the next big discovery, but she was never able to match her first breakthrough. It was this pursuit that led to her death.

One hundred years ago, the chronomancer was performing a highly experimental and dangerous spell trial from her wizard tower. The exact nature of the experiment is unknown, but the disastrous outcome was very apparent. The accident occurred at dusk, when a low, sustained rumbling was heard throughout the land. Witnesses often described it as a great tearing noise. The emission sustained itself for roughly an hour. The source could not be pinpointed.

What followed can best be described as mass déjà vu. The day seemingly restarted. The noise fell just after sunset and in an instant the whole of the population found themselves back at the start of the day. Everyone within 50 miles was aware of this reset phenomenon and officials were alerted. They discovered that the wizard's tower had been partially destroyed. At dusk, the noise returned, but the day did not loop as before. Time continued and the tower disappeared.

Legend has it that the tower periodically rematerializes in one piece. Mag was well off and had a sizable fortune, making the tower a target for treasure seekers. Through some means of derring-do, the characters have obtained the necessary arcane information to predict when the tower will reemerge.

THE DUNGEON

As calculated by the adventuring party, the tower materializes in the wilderness at dusk. Its appearance is not accompanied by any arcane fanfare, it simply appears in the blink of an eye.

Architecturally, it is a mismatch of styles spanning the ages, both ancient and contemporary. The tower is constructed primarily of stone, each floor has 20' high ceilings, and all are magically lit with bright light. Stairs connect each level. As a result of the failed chronomancy experiment, each story has suffered a magical side effect.

FIRST FLOOR: Slowed Time Perception (2) Statues

The 10' entrance appears to have been forced open, presumably by tomb robbers. The player characters immediately recognize the Slowed Time Perception effect. Everything here appears to be in slow motion. This includes movement and speech. Encourage roleplaying this effect.

This area served as an entry room. Abandoned plinths and bare walls suggest this space once housed fine art and many statues. Two statues remain in the middle of the room, they show clear signs of combat damage. These figures will animate when the party approaches and warn them to not come any closer. The statues attack if any character cross to their half of the room. If the party has a particularly logical or clever means of tricking or avoiding the statues, allow them to do so, otherwise combat begins.

The Slowed Time Perception has the following combat mechanics: For each round of combat, each player gets 2 full sets of actions (attack twice and move twice, for example). The statues do not perceive time in the same way and do not gain this benefit.

SECOND FLOOR: Accelerated Time Perception (4) Skeletons

This level contains a combination kitchen and dining room. Characters realize the magical time effect here, everything that happens on this floor seems to occur in fast forward. Seated at a table are the decrepit remains of 4 former adventurers who have been trapped in the tower.

They are laden with treasure plundered from the previous room worth 500 gold pieces. If the treasure is retrieved or the bodies disturbed in any way, the 5 skeletal adventurers arise and attack. These skeletons still think they are alive, roleplay them accordingly. Having retained some of their intelligence, they can be negotiated with. They do not recall the specifics of their dungeon delve.

In the event of combat, treat the Accelerated Time Perception effect with these combat mechanics: For every 2 combat rounds, each player only gets 1 set of combat actions. As a benefit of their undeath, the skeletons do not suffer this penalty.

THIRD FLOOR: Time Loop

The wizard tower houses an alchemy lab on this level. It contains a bevy of tables, alchemical bottles, and barrels. A sturdy iron gate blocks the stairs leading to the top floor.

The alchemy lab is stuck replaying the events immediately following the chronomancer's disastrous experiment. At the end of the

time loop, everything in the room resets, including the party. Upon reset, the characters appear back at the entrance to the third floor. If anyone was killed inside the room, they are restored. All spent and damaged equipment is also reset. The challenge is to learn the pattern, react accordingly, and pass the room. The timeline proceeds as follows:

- The room shakes and the tearing noise starts.
- Near instantly, the entire ceiling catches fire.
- A glowing crystal is set ablaze, burning with a light that blinds all those without their eyes shut. It goes out a second later.
- A large red barrel starts producing a hissing sound as its flammable gas contents escapes from a newly formed crack.
- Vials all over the lab begin to explode, inflicting damage on anyone who is not behind or under cover.
- The gas leaking from the red barrel ignites, fire streaks towards the barrel. It blows up, killing or maiming everyone in the room. If the crack is sealed or otherwise dealt with, it does not explode.
- A chunk of the ceiling falls, smashing open a massive steel vat of acid. The acid bursts out, quickly melting the iron gate, granting momentary access to the next level.
- The room resets shortly thereafter.

Again, logic and cleverness will win the day in this room. The gamemaster should be open to out of the box thinking. Each piece of the timeline should be clearly detailed. The countermeasures players use to deal with each part of the timeline will vary from group to group.

FOURTH FLOOR: Back Through Time (2) Naven Mags

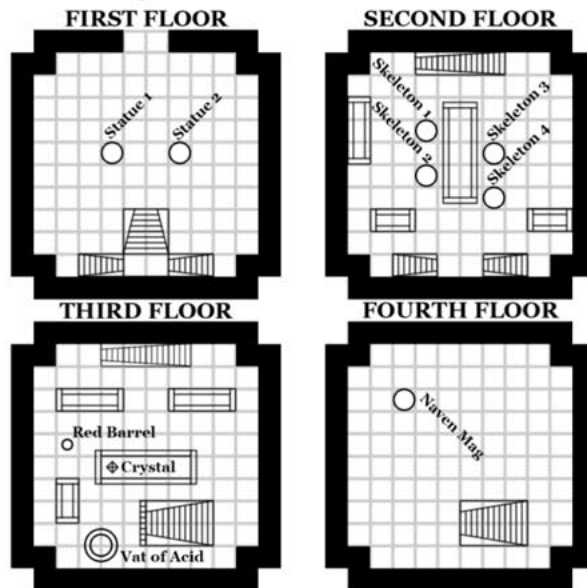
The fourth floor looks much newer than it should. The level is actually in the past, at the time of the chronomancer's fatal spell experiment. Standing across from the characters is none other than Naven Mag. If Mag is allowed to complete this ritual, the characters have good reason to believe they will be killed in the aftermath.

Naven Mag is not beyond persuasion. If a convincing appeal is made to her greatness as a famed time mage, she may back down. If diplomacy is failed or not attempted, combat is initiated. Naven Mag is a spellcaster of moderate level and is able to cast two spells at a time.

At the start of combat or at the end of successful negotiations, a tearing noise and flash of light ushers in the appearance of another Naven Mag. The future version of Naven Mag has traversed the borders of space and time to kill her past self. Her exact motives are unclear, there is some mention of terrible, reality shattering revelations perpetrated by the past Naven Mag.

The original Naven Mag appears to have been expecting this. It is intimated that the chronomancer's failed spell test was a measure to stop her future self from coming back and killing her. This entire interaction is confusing and not well explained by either Naven Mag.

Depending on how the player characters react, the fight is either against the past or future chronomancer. Both carry powerful magic items as determined by the gamemaster. Regardless of the outcome, the party appears outside with whatever treasure they have collected. Once again, the tower has vanished.



The Dimensional Dial of Dr. Diago

Introduction

A dwarven arcanist—Dr. Dinah Diago—spent decades constructing the Dimensional Dial. This magic device shifts itself and sentient creatures within 50 ft. into a parallel dimension. It is connected to 12 dimensions (including the original), but now it simply shifts forward one dimension in its cycle every five minutes.



Read-Aloud Text

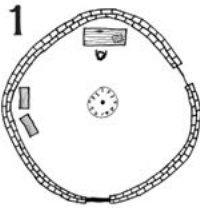
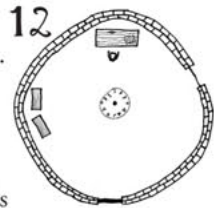
You come upon a lone, stone building. The smell of lilies wafts out as you see something appear inside.

[Five minutes after characters enter room 1.]

Suddenly, everything becomes fuzzy—everything except your companions and the stone pedestal. Just as suddenly, the world becomes clear again, but not the same world...

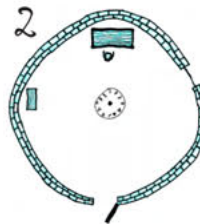
12. The World of Della Diago

Dr. Diago is here with a younger dwarf woman: her daughter, Della. In this world, Della survived her wasting disease and became a warrior. Only Della can convince Dr. Diago to deactivate the dial. Once deactivated, it instantly shifts Dr. Diago and the characters home.



1. Material Plane

The single room (30 ft. across) contains a table, chair, shelves, and a stone pedestal. The pedestal has 12 strange symbols and a black spike in the center. The table contains scrolls detailing complex enchantments, and the shelves contain tomes of healing, revivification, chrontal manipulation, and dimensional cosmology. *[The spike's shadow falls on the top-center symbol.]*

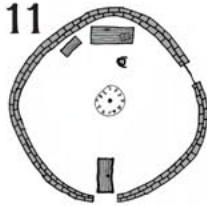


2. The Fell Winter

The world is deadly cold. Ice coats everything but the pedestal. Keen-eared frost wolves stalk nearby. A bearded axe with runes of "wind" and "thunder" lies on the floor. *[The shadow falls on the 2nd symbol, moving clockwise each shift.]*

11. The Age of Iron

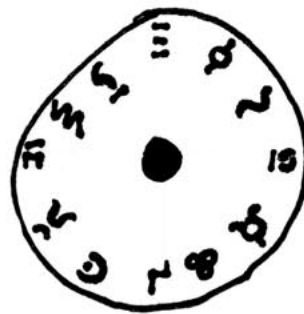
The stone room is full of a high-pitched whirring noise. Deadly iron automatons outside are searching for the rumored organic creature spotted here an hour ago.



10. Mirror Realm

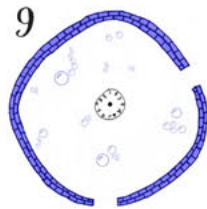
Everything here is reversed—except the pedestal—but otherwise normal. The corpse of a dwarf woman lies on the floor next to a bloody silver dagger. Characters hear their own voices approaching from outside. *[The body is the evil Dr. Diago of the mirror realm, and the dagger was hers, too.]*

The Dimensional Dial



9. Aberrant Ocean

Murky water fills the room. Stationary bubbles provide the only air. A hostile, alien presence senses intruders and speaks with them, even as it readies its nearest aquatic mutants.

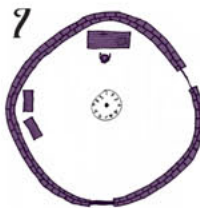


7. Shadow World

Everything is dark and difficult to see. The world is covered in a haze, which is beginning to coalesce into half a dozen humanoid shapes. The books, the furniture, and even the walls are intangible to the characters, though the pedestal is still tangible. And beneath the table is another tangible object: a small silver dagger inscribed with dwarf runes. *[It belonged to Dr. Diago.]*

8. Windblasted Wastes

The world is scoured by a flaying wind. The barren desert is inhabited only by large, chitinous creatures, one of which lies buried in the sand beneath the room. Gusts of painful, gritty wind blow into the room several times a minute.



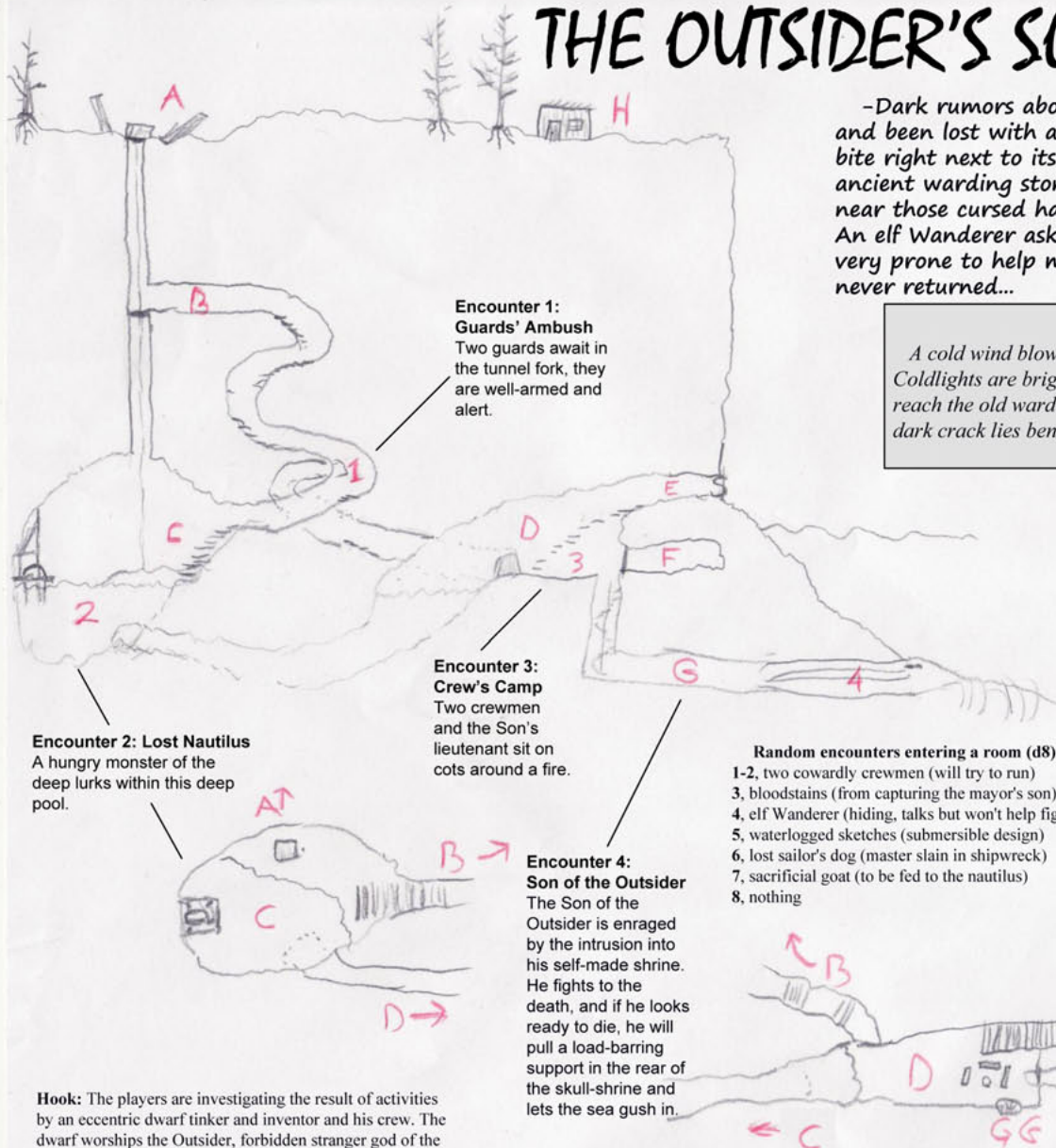
6. Jurassic Jungle

A huge, wild jungle surrounds the pedestal. The room is gone, and no signs of civilization can be seen anywhere. A cunning pack of feathered raptors hunts nearby. A bone dagger lies hidden in the leaves.

THE OUTSIDER'S SON: One Page One Shot

-Dark rumors abound! In each of the last three great storms, a ship has sunk and been lost with all hands; but this last ship washed ashore showing a ragged bite right next to its keel. Flickering lights are seen in the coastal hills near the ancient warding stones. Dark shapes are spoken of, too, but no locals dare venture near those cursed haunts to see what is near, not now in the long night of winter. An elf Wanderer asked about the mystery, but seemed just coldly curious, not very prone to help matters. The mayor's son said he would investigate, but he never returned...

Upon the players' arrival to location A:
A cold wind blows here near the bluffs, carrying a salt smell and the sound of surf. The Coldlights are bright in the winter sky, casting eerie shadows on the cold winter ground. You reach the old ward stones, carved with strange glyphs. They are toppled over and defaced. A dark crack lies beneath the largest of the stones, leading straight down into darkness.



Encounter 1: Guards' Ambush
 Two guards await in the tunnel fork, they are well-armed and alert.

Encounter 2: Lost Nautilus
 A hungry monster of the deep lurks within this deep pool.

Encounter 3: Crew's Camp
 Two crewmen and the Son's lieutenant sit on cots around a fire.

Encounter 4: Son of the Outsider
 The Son of the Outsider is enraged by the intrusion into his self-made shrine. He fights to the death, and if he looks ready to die, he will pull a load-barring support in the rear of the skull-shrine and lets the sea gush in.

- Random encounters entering a room (d8):**
- 1-2, two cowardly crewmen (will try to run)
 - 3, bloodstains (from capturing the mayor's son)
 - 4, elf Wanderer (hiding, talks but won't help fight)
 - 5, waterlogged sketches (submersible design)
 - 6, lost sailor's dog (master slain in shipwreck)
 - 7, sacrificial goat (to be fed to the nautilus)
 - 8, nothing

Key:

- A. Ward-stones and well**
 -The area around the crack in the earth is trampled down, but there doesn't seem to be any obvious ladder. A mud-covered pulley system can be seen with care and the slick ropes can be used to climb down the 40ft to the platform; alternately, the abandoned hut (H) has a rickety rope ladder. The platform is a few inches below level with the storeroom (B) at first but can be lowered all the way to the underground lake (C).
- B. Storeroom and tunnel**
 -The storeroom (10ft ceiling, 20x40) has earthen walls with foxfire fungus growing on them, dimly lighting up if struck/loud sounds reverberate. It is has a few scattered crates of wreckage scavenged from the downed ships. The tunnel narrows to 10ft wide and curls downward, getting increasingly rocky (difficult terrain). At the point where the tunnel splits two guards wait in ambush (1).
- C. Underground lake**
 -The tunnel opens up wide to a steep slope with raw timbered steps. At the bottom of the steps is a muddy, rocky shore with a boat pulled up on it. A little further is the lower landing for the pulley platform (A). The rest of the cavern is taken up by a large lake with a hungry lost nautilus (2) lurking within. A wooden platform on the far side of the lake holds the pedal-powered submersible the Outsider's Son has been using to sneak up on ships and hole them. An underwater channel leads from the underground lake to the other major cavern (D).
- D. Cavern of the crew**
 -This large, complex cabin is accessed either from the underwater tunnel (C), the dry tunnel (B), or rare cases from the stairs leading to the secret egress point (E). The two crewmen and their lieutenant boss (3) are encamped around a fire, sitting on cots near the door to the second storeroom (F). To the south is a spiral staircase leading down to the Outsider's Son in his shrine (G).
- E. Secret egress**
 -This simple, straight tunnel leads to a secret vine-covered opening in the cliff face just above the high tide line. There are wooden rails on either side of the tunnel and the stair leading up to it designed to help transport the submersible.
- F. Storeroom**
 -The mayor's youngest son shivers here among more salvage crates, sick and starving. He panics at the sight of the players and runs headlong out the room in the greater cavern (D). He doesn't stop until he comes to the water's edge, shocking him to his senses. If still alive, the nautilus (2) notices the splashing and investigates...
- G. Whale Skull Shrine**
 -A hollowed-out cave of tumbled rocks ends in the vast skull of a long-head whale. Within the damp skull are numerous candles lit, and the Outsider's Son (4) prays in the center of his makeshift shrine. The dripping, leaky area seems a little unsafe, and when the Son kicks out the support beam (see encounter) the seas quickly rush in, leading to a need for frantic escape.
- H. Beachcomber's hut (abandoned).**
 -This shack is the former home of a lonely old beachcomber. It is largely fallen to mold and decay, but on a high shelf is a questionable-looking rope ladder long enough to either lead down the well (A) or down the cliff side to the pebbly beach (E). A thorough search will find an old *potion of water breathing* hidden in the brick hearth.

Hook: The players are investigating the result of activities by an eccentric dwarf tinker and inventor and his crew. The dwarf worships the Outsider, forbidden stranger god of the sea, and sinks vessels with his primitive submersible as an act of propitiation...while his crew zestfully profits off the salvage of the wrecks' valuables. The players start near the ward stones of rumor.

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THE UMBER WOODS

There is a dark smear on the map – a vast forest of mystery and of danger and of discoveries of untold riches...! Assuming you have an overland or regional map that includes a swath of densely forested lands, you can use this chart to populate that region with zero to five rolls per 6-mile hex (or other suitable segment). Or you can abstract the woods, rolling on this chart for every hour of exploration. To make a wholly self-contained adventure of it, the chart is followed with 1d7 reasons to enter the woods.

Roll 1d6d6 – that's essentially using 2d6 as if they were percentile dice.

- 1•1 – A **Forgotten Soldier***, unaware that the war/his tour of duty are over. He is likely to treat everyone as an enemy threat.
- 1•2 – An **Abandoned Backpack**, heavily weathered – but the items within aren't in too bad a condition. It also contains a bejeweled ring (magical on a 7-in-12).
- 1•3 – A **Goblin Tribe**, 30-300 members (possibly Soor-ek*).
- 1•4 – A single **Walkie-Talkie**-like device, never out of range of it's matching unit – the person on the other end is in perpetual cold and darkness and can't find his friends.
- 1•5 – A **Gigantic Glass Dome**. There is a small, low opening in one side, and underneath is an entirely unlikely array of flora (and fauna on a 5-in-12).
- 1•6 – Aged remains of a **Gold Panning Operation**, interrupted mid-day, mid-operation something like 3d30 years ago. There are easily found gold nuggets and flakes, worth a total of 1d10x1d100 gold.
- 2•1 – **Intelligent Mold***. Blasts spores at anyone within 5 ft with one of these effects: 1) driven to spread the mold, 2) become "anti-self" for 1d8 Hours, 3) slowly turn into a mold creature, 4) berserk rage for 1d8 Turns.
- 2•2 – A **Carpet Bag** full of identical gems (each worth the result of 1d50x1d100), with a mimicing parrot perched atop it. It's a rare bag of duplication! Once removed, duplicates vanish in 1d12 days.
- 2•3 – A mighty **Dragon**, ready to confuse anyone about directions and locations of things in the Woods – to make chasing them more interesting.
- 2•4 – The heavily overgrown carts of a **Trade Caravan**, most of their goods and wares still intact, if of vintage/antique manufacture.
- 2•5 – A **Trail of Bodies**, all with their right arms and feet cleanly removed.
- 2•6 – A small **Diseased Fly**. When it lands on flesh, the disease acts quickly, a slowly expanding foam of infection.
- 3•1 – 1d4 **Ghosts** of (travelers/soldiers/treasure hunters) – their remains are nearby (and may be discovered first). They don't realize they are dead, wishing to be lead out of this hellish forest. Messing with their remains will rile them up. Roll 1d6 in this section to see what killed them.
- 3•2 – A **"False Dryad"**: an illusion-creating, man-eating tree.*
- 3•3 – A 20-ft tall **Ogre-Troll**.*
- 3•4 – An ethereal **Bone-Leeching Vampiric** creature.*
- 3•5 – Sinkholes into the tunnels of some hungry **Ghouls**.
- 3•6 – A **'Tribe' of Outcasts** (12-120), living off the land, doing everything they can to keep their existence a secret.



- 4•1 – A small, **Personal Force Field Unit**, a self-contained environment with 1d30+2d6 hours of battery life remaining. Vulnerable to 1d3 of (water/electricity/mind powers/wood). Generates a +1d6 bonus to AC & most Saves.
- 4•2 – A barnacle encrusted **Chest**, filled with 4d20 pearls, 3d10 rubies and 5x 5d100 silver.
- 4•3 – An intact **Campsite**, completely abandoned.
- 4•4 – Dessicated bodies atop **Standing Stones**.
- 4•5 – A tiny **Cabin**, maybe 8' square, with a small fire burning in a small pot-belly stove.
- 4•6 – **Feral Dog Pack**, perhaps magical/weird.
- 5•1 – A **Dead Zone**, a vast irregular area where nothing is growing and those entering get sick...
- 5•2 – A **Sopwith Camel**, nose down.
- 5•3 – The **Hideout** of a Criminal Gang (3d20).
- 5•4 – A **Child** (age 1d8+8), with archaic speech, who awoke in Woods and is lost.
- 5•5 – **Shrunken Wizards** "suspended" in tree sap.
- 5•6 – Isis, a perfectly healthy **Domestic Cat**.

- 6•1 – A **Hologram** of a Princess.
- 6•2 – A very large area, blanketed in **Snow**. If the location of the Woods is already suited to snow, it is instead an area of dry, white sand.
- 6•3 – A huge stash of **Sealed Bottles**, one with a terrified or envious or old-fashioned **Genie** inside.
- 6•4 – A **Bugbear Gang** seeking/chasing: [ROLL]
- 6•5 – **Dinosaurs**. Always Dinosaurs.
- 6•6 – 2d4 **Time Travelers** searching for lost items.



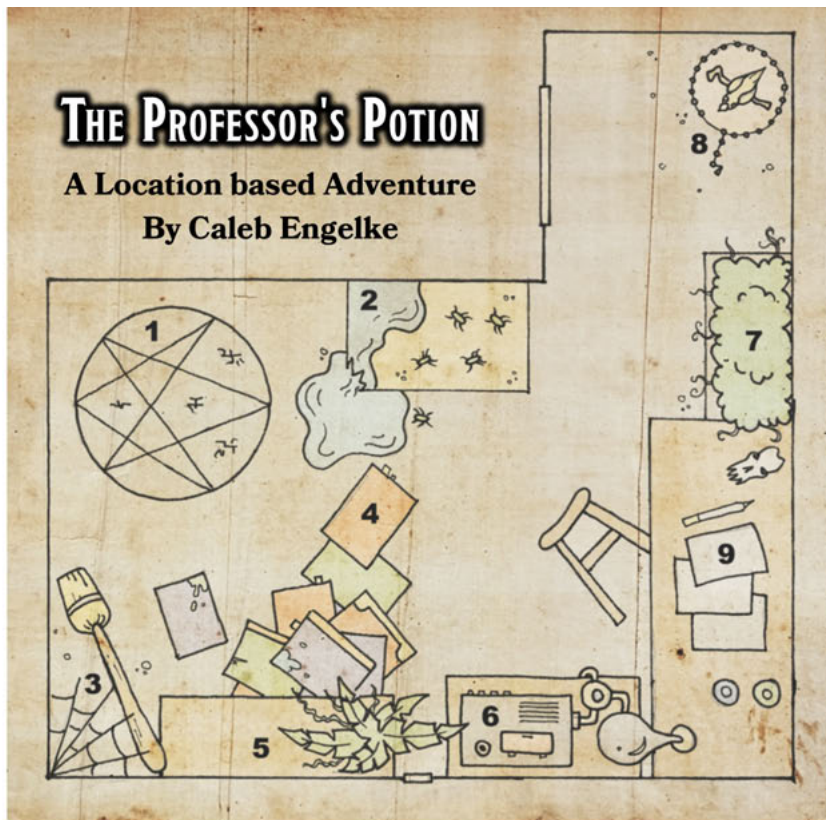
* For possible versions of these particular entries, check out the Appendix M Blog! appendixm.blogspot.com
search term: **1pdc**

1d7 REASONS TO ENTER THE UMBER WOODS:

- 1 – A Foolish Dare
- 2 – A Missing Friend
- 3 – A Tale of Lost Treasure
- 4 – Strange Lights Seen Within
- 5 – Increasingly Disturbing Dreams
- 6 – Faint Cries for Help Heard from Within
- 7 – Retrieval Mission for Lord, Master, Patron, etc.

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by bygrinstow 2016 for the One Page Dungeon Contest



The Job

Professor Zalin is hiring individuals to take part in a clinical trial of his new strength potion. The formula is supposed to give you the strength to lift 50 times your own weight like an ant!

Those who accept to take part in the trials are promised adequate compensation once they have ingested the concoction. He reassures those with concerns that if anything goes wrong an antidote is available to reverse the effects.

Zalin then crams the participants into a cleared out portion of his office

with an arcane rune in the floor. If asked about why this corner he responds with "The floor is marble in the corner so it's easier to clean up any messes." If asked about the rune he says "It provides the energy the potion needs to function."

There is an immediate explosion once the potion is consumed reeking havoc on Zalin's poor office. The characters also are not bestowed with great strength, but are shrunk to the size of an ant. Zalin, believing he had blown up the participants, leaves the green antidote on his desk, and leaves to find a janitor to clean up the mess.

Objectives

Avoid room obstacles, Acquire potion, get paid by Zalin.

Zalin's Office

The professor's office has never been clean, and the recent explosion hasn't done him any favors. With the characters shrunk inane creatures are now monstrously huge.

1. Arcane Circle

The Arcane Circle provides the supernatural energy for the potions to work.

The characters are not at risk of being attacked by anything unless they stay there for an extended period of time. In which case creatures from the Terrarium may wander into the characters.

2. Terrarium

This glass case used to house different kinds of insects and reptiles before the explosion. There is now a puddle surrounding the case where the water leaked out. A lizard and a few scorpions lounge and devour anything that wanders too close.

3. Broom

This splintery broom shows signs of disuse. It would be fairly easy climb to the top of the bookshelf if it weren't for the spiders that have made the corner their home and have covered everything with webs.

4. Book Pile

There are dozens of books scattered over the floor creating a jagged labyrinth. A snake from the Terrarium is hunting a mouse that has made its home between the Bookshelf and the Distilling Lab.

5. Bookshelf

The shelves of the bookshelf are in disarray. A tropical plant's tendrils descend to the Book Pile below, and its great plumage allows passage to the Distilling Lab. The plant is overwatered however and mosquitos have made there home here.

6. Distilling Lab

These are the machines that Zalin uses to create his potions. There is tubing leading to the desk.

7. Plant Stand

Plant tendrils lead to Zalin's small garden of carnivorous plants whose oils he uses in creating his potions.

8. Birdcage

Zalin's pet parakeet, Cracker, loves eating small insects that escape the Terrarium. To the bird the characters are juicier bugs.

9. Desk

There are two vials on his desk, the green antidote and a blue acid. If the parakeet Cracker hasn't already attacked the characters as they move around, it attempts to devour them as they are on the desk.

The Devil's Due
by Daniel Baldwin

On the road to their next destination, the heroes come across a wrecked carriage with tell-tale signs that it was attacked by orcs. Guards, servants, and horses lie dead around the carriage. Who were they serving and protecting? The only clue is a woman's religious vestments amongst the remaining rifled-through possessions. A successful easy test of religious knowledge identifies the clothing as belonging to a priestess of a local sun goddess. Little do they know, an evil mage intends to sacrifice the priestess to release a powerful devil.

Due to their large numbers and hasty return to their lair, it is an easy task for the heroes to track the orcs. The orcs' trail leads in the direction of some mountains, and requires more than a standard day's travel. If the heroes want to make haste for the best chance of rescuing the orcs' prisoner, they must successfully make an easy test against their constitution, or be exhausted in the fights to come. The trail takes them to a ruined fortress in some hills at the base of the mountains. The orcs did not properly tend to the area around the fortress so there is ample cover for the heroes to use to sneak up to the fortress, assuming they are stealthy enough to avoid detection by the two orc sentries at the top of the watchtower (**Level 3**, unless the heroes don't make haste; see below). The sentries in the tower are armed with longbows and have half-cover from crumbling crenellations.

General Notes about the Fortress

The walls are about 18" thick stone. The ceilings are about 10' high throughout (enough room to swing a sword). The stench of filth and body odor is present wherever orcs and goblins are around. There is enough natural light from the outside (assuming daytime) on **Levels 1 and 2** for low-light conditions. There is no light on **Level B1** as the orcs and goblins rely on their night vision. On **Level B2** there is low-light from torches and candles set by the mage. There are enough cracks and loose stones that climbing any of the walls is moderately difficult. Unless described otherwise, all doors are old wooden doors bound in rusty iron. Doors leading to the outside are locked but easy to pick. All other doors are unlocked unless otherwise stated.

If the heroes make haste...

Level 1: In **Room A** two orcs are on guard duty eating dinner at the table. Just off of **Room A** is a storage room filled with food items and sundries. The stairs in **Room B** lead up to **Room E** on **Level 2**. The stairs in **Room C** lead down to **Room H** on **Level B1**. There is a ladder in **Room D** that leads up to **Room G** on **Level 2**. From **Room G**, a ladder leads up through a trap door to **Level 3** (the top of the watchtower).

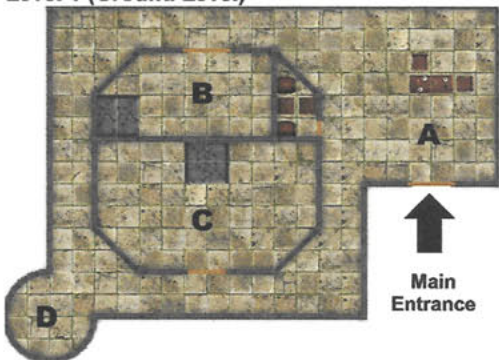
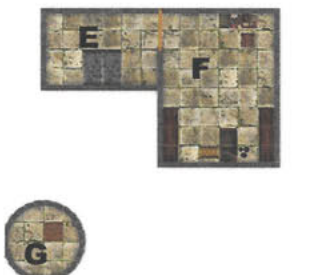

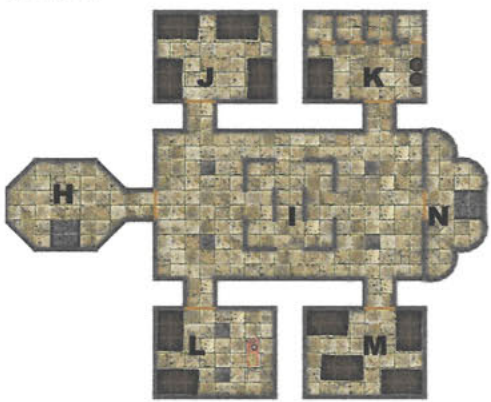

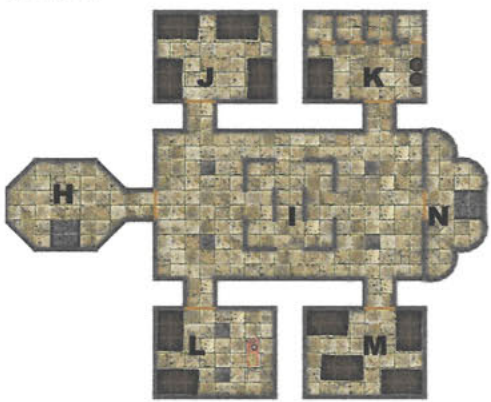

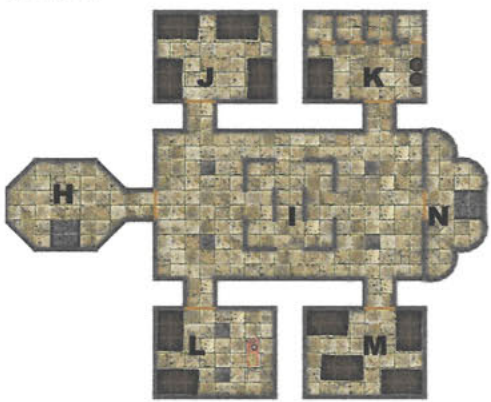

Level 2: **Room F** contains the mage's living quarters. His bed and a chest are on the south end of the room. The lock on the chest is difficult to pick. The chest is also trapped with runes on the inside lip of the chest that summon a fire elemental when the chest is opened without the proper key. The runes are difficult to detect and disarm. Inside the chest is a *potion of fire resistance*, a *potion of healing*, a small diamond worth 50 gp, a pearl worth 100 gp, 233 gp, and a *magic +1 dark elf dagger* that glows red whenever dwarves are nearby and is permanently enchanted with standard poison.

Level B1: If the heroes maintained their stealth so far, there are a dozen goblins resting in **Rooms J and L** (half in each room) and six orcs resting in **Room M**. If the heroes were detected, the orcs are waiting in **Room I**, and the goblins in their respective rooms, to ambush the heroes. A female elf ranger named Laineth, the priestess's guide, is held prisoner in a cell in **Room K**. Her cell's lock is moderately difficult to pick. She is seriously injured and delirious from infected wounds. Magic or a difficult healing check is necessary to save her. In any case, her condition is too weak to be of any immediate assistance to the heroes. Stairs in **Room N** lead down to **Room O** on **Level B2**.

Level B2: The door leading into **Room P** from **Room O** is a heavy stone door. It cannot be opened without alerting the mage, who is performing his ritual and about to sacrifice the priestess on an altar in **Room P**. The mage is a 9th level magic user and carries the key to the chest in **Room F**. If the ritual is completed, the magically sealed metal vault door to **Room Q** will open and the devil will be released. If the heroes kill the mage, the devil will telepathically communicate with the heroes, saying "If you finish the ritual, I will show you great power!" It intends to show them great power by killing them all once it is free. The priestess is a human named Lithia, and she is eternally grateful for being rescued. She is a priestess of a sun goddess and can cast powerful divine magic. She requests that the heroes take her to her original destination, and henceforth can be a powerful ally to the heroes.

If the heroes don't make haste...

The mage was able to complete his ritual and release the devil! See below for details on the devil. The devil subsequently set about killing everything in the dungeon, including the mage that released it, with one exception: Laineth, the elf ranger imprisoned in **Room K**. See "If the heroes make haste..." above to determine what was killed. It did not disturb the treasure in **Room F**, but it did swallow the key to the chest when it ate the mage. It is currently feasting on the remains of all the orcs and goblins. Feel free to place it in whichever room you deem appropriate. Be sure to describe the carnage.

<p>Level 1 (Ground Level)</p> 	<p>The Devil Inside: The devil can be any devil with the following modifications. It is half fire elemental. As such, it is immune to fire and vulnerable to cold damage. Its melee attacks do an additional 1d6 fire damage and anyone struck by them has a 50% chance to catch fire. It is covered in a chitinous shell of molten rock that provides it with protection equivalent to plate armor or improves its armor value by +2 (whichever is better). Heat and fire radiate from the joints in its shell. Any metal object it swallows melts. The devil's true name is Ba'alzeroth and if the heroes somehow discover that, they can use it to command the devil. http://creativecommons.org/licenses/by-sa/3.0/ Maps made by the author at http://pyromancers.com/</p>		
<p>Level 2</p>  <p>Level 3</p> 	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top; padding: 5px;"> <p>Level B1</p>  </td> <td style="width: 50%; vertical-align: top; padding: 5px;"> <p>Level B2</p>  </td> </tr> </table>	<p>Level B1</p> 	<p>Level B2</p> 
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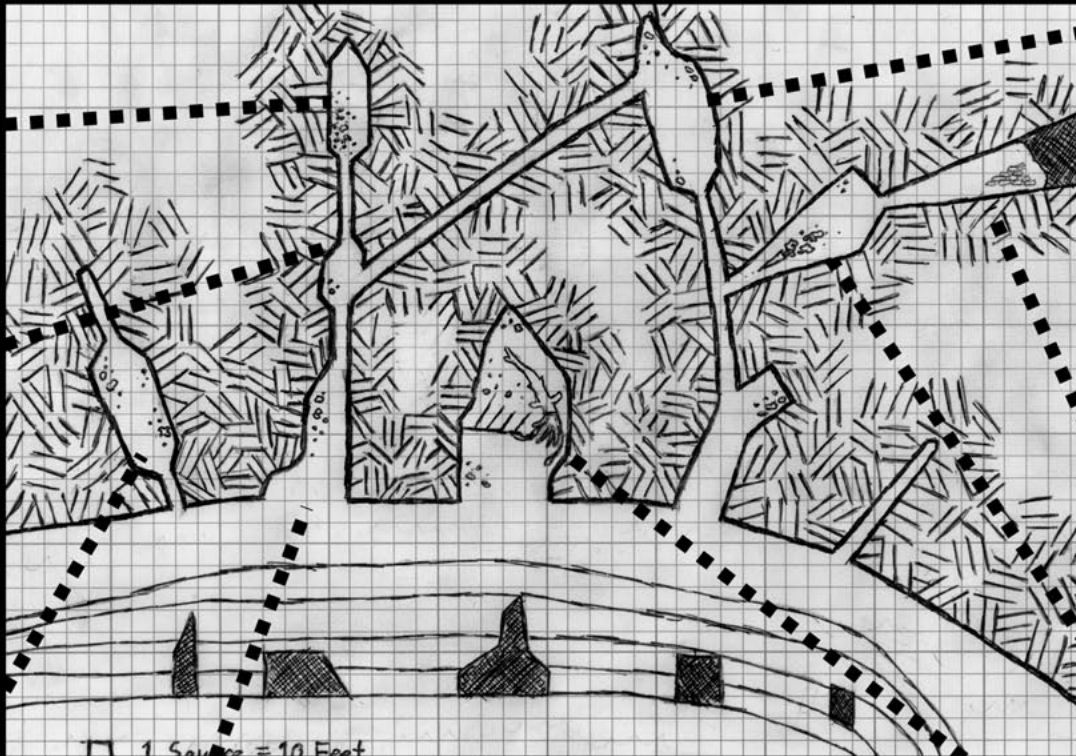
Overview: The Palto Seabottom Caverns are a system of dried sea caves in a silt region. An enormous squid-shark has migrated here from the jungle to lay its eggs and die. The life-cycles of these behemoths span centuries, and this death/rebirth cycle can take decades. Aside from a few large egg-sacs (called roe) and some hatchlings roaming about, the caverns contain an ancient terraforming station from a failed alien outpost. It is rumored that there are piles of mixed up silver and iron discs about 6 inches in diameter among these ruins. (Both “Disc Piles” contain 3d8 discs worth 1 barter each.)

1d4 level 1 Adventurers have been trapped here for three days. They were exploring and hid here when the clutch of larvae returned from an excursion.

In this area the floor is broken shale at about a 30 to 60 degree angle. There is a clutch of 5d6 squid shark larvae here in a large machine housing a Disc Pile behind a yellow window.

This cavern is filled with a squid-shark roe sack that has yet to hatch. The first person entering has to pass a dexterity check or accidentally release 1d6 larvae.

Larvae 1d6 Appearing
1d4hp AC7 1d6damage



This cavern contains the main compound of the terraforming station. There is a can of Heat Spray: apply to 1 melee weapon granting +1 damage for 1 day

There is a gaping abyss anyone looking in must save vs spell or loose 1d4 WIS for 24 hours. There is also a Disc Pile

An energy cell can be turned into a Poison Gas Bomb 1d6+2 damage, 10 foot area for 1 round

The wide mouthed cave narrows and goes uphill. There is a donkey with 4 barter worth of supplies (a tent, some bedrolls, 2 kg food, torches, some gizmos)

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This cavern gradually slopes downward 20 feet to a mud pit containing a Dying Giant Squid-Shark. Unkillable, it has two long tentacles that can reach anywhere in the cavern, and eight that can reach 20 feet from its mouth. The squid-shark is immobile.

2x Tentacles 3HD, AC 5, Attk: special, when a tentacle hits, its victim is caught and is slowly dragged to a gnashing shark maw in 2d4 rounds and dies.

The Rumor Off in the country side by a large city lays a small home owned by the Mahowald family. Life is normal away from the life of the big city but as Mr. Mahowald was injured and could no longer work and support the family his wife noticed strange things happening around the house. Things moving from where she left them, vegetables turning into candy, and the house itself began changing colors. Their daughter, Penelope, was noticed one day talking to someone in her room and when her mother went in to check on her she saw her daughter talking to a large creature with arms like a bear, legs like a spider, a head of a pigeon, and a body of a tiger. When Penelope's mother screamed the creature vanished in a puff of smoke and her daughter collapsed. Now a doctor specializing in mental conditions believes he has figured out how to help the young girl with his new device, though he has not tested it fully yet. You all are the only ones brave enough, or stupid enough, to reply to the doctor's request for "assistants"

Introduction The players start strapped into chairs from the Mahowald's dining room and a strange contraption attached to their heads. The machine starts to make whirring noises and clicks every few seconds. The players are immediately jumped into the subconscious mind of Penelope.

Penelope's Mind There are five "rooms" in Penelope's minds with different dangers and mysteries that will allow the players to progress forward. You do not have to go in any order but you must end in the "Inside the Machine" room. If a player investigates a room and succeeds read them the clue for that room. If a player dies in Penelope's mind they die just as they would anywhere else. Each room will also generate new monsters. Please have the players roll on the Imagination Creature Creation table to build their own monsters. If there are multiple monsters you may roll for each monster or roll once and apply it to all monsters for this room.

Penelope's Room

Description: Before you were strapped to the machine the Mahowald family gave you a tour of the house and you remember this room to be Penelope's but the walls are much higher and the shelves jut out as if they could support an entire family. Her door is locked and no manner of strength or magic seems to be able to open it.

- If the players begin to climb up the shelves they hear rumbling from under the bed and 1D4+1 creatures crawl out from underneath.
- **Puzzle:** If the players retrieve Penelope's teddy bear the door unlocks and opens to the next room.
- **Clue:** You remember that Penelope was holding a teddy bear when you were attached to the machine and you notice it sitting on the highest shelf.

Penelope's Imagination Creation

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Best Day Ever

Description: When you spoke to Penelope's parents they talked about Penelope's birthday last spring. They told you all it was the happiest they ever seen her. It was a tea party that they dragged the dining room table outside and the neighbors from the other distant farms all brought their children and mismatched chairs and tables. You see a little boy and 1D6 creatures sitting at the tables. The little boy will berate you and break things if you do not do what he says.

- If the players defy the little boy the creatures will attack.
- **Clue:** You remember Mrs. Mahowald mention that a mean little boy was at the party but his parents took him home before the party was ruined.
- **Puzzle:** If the players remove the little boy by any means a door appears on the table and opens to the next room.

Nightmares

Description: You are in the Mahowald's house again but something is horribly wrong. The walls are white with ash and it smells of smoke. You see the home in absolute ruin but there is a closet that is closed and you hear whimpering inside.

- If the players go towards the closet 1D4 creatures suddenly appear from another room. If they avoid the closet or try to seal it 1D6 creatures appear.
- **Puzzle:** The closet door is locked from the inside and no amount of strength or magic will open it.
- **Clue:** You remember Mr. Mahowald telling you about how Penelope would always hide in the closet when she had nightmares and he had to sing her a lullaby to get her to open the door.

When I Grow Up

Description: You appear in a large room with weapons and suits of armor along the walls. In the center there is a round table with an emblazoned seal that you have never seen before and the words "Lady Knight Penelope". After looking around you hear footsteps running down the hall and a bloodied man bursts through the door with 1D8 creatures follow after him as they continue attacking.

- If a player takes a weapon or suit of armor from the wall with them they may use it even when they leave Penelope's mind.
- **Puzzle:** If you fight off all the creatures the table opens up and reveals a secret door to the next room.
- **Clue:** You remember reading Penelope's diary about a dream of a "grand battle". The player will choose one thing Penelope said the monsters were weak against, x2 damage, and the GM will choose one thing they were immune to.

Inside the Machine

Description: The walls are smooth steel and you see these thick large cables with electricity jumping all around them hanging from the ceiling. There are two large sets of stairs that lead up and around the room and you think you can see a door on the other end. In the middle of the room is Penelope strapped to a dining chair and she seems to be unconscious.

- If a player approaches Penelope 1D6 creatures appear.
- **Puzzle:** If you wake Penelope up and get her to the door or kill all the creatures you all will escape from Penelope's mind.
- **Clue:** You remember that the doctor gave you a syringe with some sort of chemical that would wake Penelope back up. You reach in your pocket and find it.

Imagination Creature Creation

In Penelope's mind she has a vivid imagination of creatures. To build a creature roll 1D6 for each attribute below. Add HP and attacks as appropriate to the attributes. Do not be a shit bird about it but challenge the players.

Arms

- | | |
|-----------|----------------|
| 1. Bear | 4. Stone |
| 2. Monkey | 5. Goldfish |
| 3. Gecko | 6. Candy Canes |

Legs

- | | |
|----------------|--------------|
| 1. Horse | 4. Lava |
| 2. Lion | 5. Tentacles |
| 3. Gingerbread | 6. Spider |

Head

- | | |
|---------------|----------------|
| 1. Rhinoceros | 4. Sloth |
| 2. Pigeon | 5. Banana |
| 3. Oak Tree | 6. Angler Fish |

Body

- | | |
|-------------|----------------|
| 1. Peanut | 4. Tiger |
| 2. Elephant | 5. Wooden door |
| 3. Ant | 6. Gorilla |

Size

1. Tiny, <1meter/<3 feet tall
2. Small, 1 meter/3 feet tall
3. Medium, 2 meters/6 feet tall
4. Large, 3 meters/9 feet tall
5. Huge, 4 meters/12 feet tall
6. Gigantic, 10 meters/30 feet tall

Other

- | | |
|--------------------|---------------------------------|
| 1. Fire breath | 4. Dragon Wings |
| 2. Laser beam eyes | 5. Invisibility |
| 3. Spiked Tail | 6. Can grant wishes for a price |

Ages past, a Master of Magic called forth a tower out of pools of primal magic to become the foremost laboratory and research center on wishes. Over time the mighty experiments within unleashed powerful, wish magic that caused the tower and it's occupants to twist and become distorted. Due to these instabilities the tower was eventually shut down and abandoned by those still able to leave. Now it sits, filled with numerous long forgotten remnants of items related to wish magic, unstable and unused. The only way in or out of this legendary place is by a wish, or through a long lost transportation ring tied to the tower, or possibly a miss-cast teleportation or plane travel spell. With-in the tower all rooms and halls are twisted, nothing is straight or level. Some halls even curve completely upside down placing doors high in the air. For visitors gravity is always down, but for denizens, gravity remains on the "floor" even if they twist 180 degrees. Inert copper lightning conduits, water, and steam pipes line the halls. Doors are 50% locked, requiring power turned on and a unique star-shaped colored access medallion for each level. 25% are jammed by the twisting. Each lab is full of test equipment, benches, books, notes, etc. covered over by dusty sheets. There are wishes to be gained, but can these unstable miracles be used correctly or will more wishes be wasted to undo things run afoul? Can one truly come out ahead?

- Wandering Monsters:**
 1-8 Patrolling keeper
 9 Greedy demon type 1 or 2
 10 Lost fire mephit,
 11 Escaped lesser genie
 12 Questing undead knight
 13 Unstable wizard's familiar
 14 Random wild magic spell
 15-20 1d4 twisted apprentices

Steam room for heating systems. When turned on random steam leaks generate 4 steam mephitis and blasts for 4d6.

Pump room for water systems. STR SR to turn valve on

Generator. A large generator requires power crystals of unknown origin to start. When on, crackling, lightning arcs between conduits in the halls that go to the various labs and rooms. The lightning provides flickering light through out the tower. Switches can turn power on or off for each lab.

White horse in magic cage offers a ride and wish to anyone who would free it. Turns into nightmare. The ride is a one-way ethereal journey to the abyss and a demon prince who will grant the wish only after the PC acts as his servant during a big party tonight. During the party the PC may have an opportunity to steal a gem that temporarily controls the nightmare.

Crystal growth hall. Magical energies feed crystals in this area growing them to massive proportions. Living creatures cause the crystals to randomly sprout from the floor, walls, and ceiling filling the passages cause 4d6 dmg unless dodged (DEX SR). Breaking the crystal creates an enormous racket that has a 50% chance to attract the keeper.

More wishes. A single gold ring with three spent wish rubies, sits on a pedestal engraved with the words "wish for more wishes" a crude line is chiseled through the words. 3 ravens fly about the rafters. Any one wishing for more wishes is turned into a raven. Ravens caw "Nevermore"

4 twisted apprentices. Twisted and driven insane by exposure to powerful wish magic, their bodies are now malformed. They are undead-like yet not undead; they are evil, un-living zombie like monsters powered by magic (AC 16, HD 6, Dmg 1d10, cast a random low level spell 1/day, 50% MR, magic swords & armor have opposite effect on them i.e. +2 sword is -2, +2 armor is -2. Each has 25% chance of random colored level access medallion or spell scroll.

Reception & security. Guests teleporting in or accidentally arriving at the tower appear here. Written in blood on wall "Be careful what you wish for". A crystal ball viewing station shows other rooms at random. Green access medallion for middle labs on table. South door jammed open.

1. Generators & Prison

Power crystals for several days are stored in pad locked brass container. A stressed out flesh golem sits and turns a heavy hour glass device over every hour. The golem desperately seeks replacement as turner, only knowing something really bad will happen if not turned. The glass is linked to a device that allows built up power of stored power crystals to bleed off. If not turned, several crystals explode sending a surge of power down the conduits destroying 1d6 random hall way sections and rooms.

Six prison cells. Any touched by the keeper are teleported to random cell. 1 has missing door, 1 has bent bars. 3 locked shut (1 w/ wight). 1 unlocked. Keys located in keeper's lair.

The keeper's Lair. 6' diameter floating, amorphous black sphere (AC 22, HD 16, MV 20, 50% MR, Dim Door 3/day, Stinking Cloud 3/day, Teleport to any level 5/day, Dmg 2d10 elect & paralyzing, & teleport victim to a random prison cell). It will ignore anyone displaying proper level access medallions. 50% chance out patrolling. If destroyed it will reform in 1 hour in the lair. Key to cells.

2. Basement Labs

Random Scroll: "It will bite you in the end"

On wall is stone mural that shows the PCs actions just past, current, or clues to successful events in the near future (1d3). Changes every hour.

Temporal status room. A purple light shimmers in the door way. There are 3 apprentices (Wiz 3) frozen in time conducting an experiment with time stop magic. PCs entering the room get stuck in time also. STR SR will pull them back out. Dispel magic or a limited wish will unfreeze room. Indigo access medallion for Upper Labs on table. The apprentices think that they moved forward in time and seek to return to their time. Scroll of time stop.

Kitchen filled w/ illusionary purple fire. +2 flaming knife

3. Lesser Apprentice Halls

Melted stone. Magical energy has melted the stone walls here causing them to flow and almost block the hallway. Exposure to this magical radiation causes 1d6 dmg per round.

Effect reversal room. Damage to monster affects PC. Damage to PC affects monster. 1 wandering monster.

Malfunctioning teleporter. Each PC teleported to random lab. Needs power switch turned on

Genie in lamp. "Yes I can grant 3 wishes, however you have none left, you just used the 3rd one to make the first 2 as if they never were" He is lying and will twist any use of the word wish while debating PCs.

4. Lower Labs

Hall. Lightning energy conduit broken here. If power on, 3d8 dmg every 1-3 rds. Must be repaired with metal magic item to power levels above.

Magical darkness, in secret compartment w/ explosive runes is 3-skulled pendant which is also lich's phylactery of protection +3

Gold ring foundry. Molding a gold ring and setting it with rubies using the ample supplies and equipment in this room will charge it with some minor power. Making ten rings (10 WIS SRs) and wearing them all will grant one wish using up all the magic in the room. Requires power on.

If power on, telescope looks into the stars, a shooting star passes by until wished upon. Wishing PC is pulled into space, dragged behind the shooting star. A door opens in the meteor and a man with an expressionless blue face appears and throws a rope. Inside are 3 weak and sickly blue men (AC 10, HD 3, Dmg 1d6). They do not speak but gesture to 4 tables. They lay down on 3 of them and look at the empty table. Lying on the table slowly drains life force (3hp permanent & ability to speak) and heals the blue men and their ability to grant wishes. Each blue man will reward the PC. First with the ability to regenerate hit points; 2nd use telepathy, 3rd send the PC back. Attacking the blue men will leave the PC stranded on the comet. Ring of shooting stars inside telescope

5. Middle Labs

Invisibility arch. Passing through this doorway turns beings invisible E-W and back visible W-E. 1 invisible wandering monster with ring of healing

Massive fungi fed by magic, blocks the halls and fills the room. 7 paranoid schizophrenic fungus men live here

Rainbow room. Activate switch to turn on water sprinkler and crystal lights to create rainbow that ends in a black pot in center of room. Skeleton of leprechaun near pot. A ring of 3 wishes and chartriness teleports to hand of any reaching in. PC cannot speak until spoken too. Magic mouth on pot states "Your companion has a ring of three wishes on his hand, what do you wish him to do?"

Flooded room.

The water valves in this room have been left open filling it with water. 2 wet twisted apprentices attack as door is opened.

Security station: Electrified (if power on) portcullis bars the Hall. Will open for keeper or level medallion. Blue Access medallion inside on desk.

6. Apprentice Halls

Chiseled message: "impossible to speak it correctly"

Three gold statues. Double power twisted apprentice wielding mace of midas +3 (nat 20 turns true opponent to 1d12x100gp).

Failed experiment. Gibbering mauler lives in a cage that it can easily break out of. Loudly voices: "heed these 3 words, Do - Not - Wish" Remains of other failed experiment creatures litter the floor.

Broken brass equipment

Stone wishing well with red roof. If coin thrown in and wish made the PC is pulled into the "room of all wishing wells" on the plane of water. Numerous well openings above light the under water room. PC can breathe water. Old wizard is happy to see his replacement arrive. But booming voice of Sea god demands PC pass test first - grab the huge black pearl out of the giant clam (DEX SR and (STR SR to get arm out if fail)). Success means PC will replace wizard as interpreter of wishes for eternity. Failure and PC is returned to tower (possibly with pearl hand) and ability to grant another's limited wish quickly fading.

Floating Dandelion seeds completely fill the room. Skeleton with potion of gaseous form

Time alignment. This room contains a huge ancient sundial device on a wall. Studying it will indicate that it's counting time-it is on the 1111 year, 11, month, 11 day, 11 hour, 11 minute and about 10 seconds from the 11 second. Count down from 10. A wish is granted on the 11th second if spoken aloud. A hastily worded wish will be appropriately twisted.

Enemy wishing well. Runes proclaim "I would not wish this upon my enemy". Drinking from the well grants a wish once per 100 years. The PC will know that whatever he wishes for himself, his greatest enemy will be granted double.

Wishbone room. Jars with turkey wishbones & brass equipment made of for pulling apart turkey wish bones. Breaking one transports party to a plain w/ raging giant turkey with bite that breaks bones (AC 14, HD 12, Dmg 3-18, breaks bone on 17-20). Defeating the turkey will return the party. Healed broken bones can never break again.

Magic oil lamp. If rubbed sucks PC inside and lamp transported to City of Brass. Inside is adventurer skeleton on pillowed couch, through trap door in floor is dying fire elemental almost out of fuel. If dies, lamp will no longer exist. Pillows will burn as will PC's equipment. Eventually Lamp is rubbed by effreet and PC comes out. It demands 3 wishes, which PC feels compelled to grant to others. He uses 2 wishes right away on success of his armies and doom for his enemy. He will think about his 3rd wish for 1 day. Mean while the PC is free to roam the palace. A harem girl will approach the PC with a scheme for her to use the last wish to get them both back to the tower of wishes. She will offer a ring of fire resistance. Harem guards and loyal harem girls may interfere.

Truth & lies. "Tell a lie once and all your truths become questionable" written on door. First lie spoken by anyone becomes true and next truth spoken becomes a lie. A magic mouth asks "tell me about yourself"

7. Upper Labs

Random whisper in head: "the wish is a lie"

Intersection. Random damage causing spell every time entered. Unfinished magic containing pentagram on floor. A magic item placed to complete it will stop the spells while in place.

Birth day room. Shelves filled with rotten cakes and broken candles. One decent cake and 50 good candles can be found. If the cake is set with the proper number of candles and happy birthday is sung and the PC blows out all the candles (CON SR), he is transported to a room with hundreds of large candles and bright canvas wrapped packages all around. The heat causes 1-2hp/rd. If he can find the package (3-30 rds) with his name on it he gets a minor magic item appropriate for his class and is returned. Figuring out that the packages are alphabetical saves 10rds.

8. Greater Apprentice Halls

3 permanent unseen servants have become malevolent invisible stalkers

Glowing writing on wall: "wishes = death"

Bunk room w/no gravity. Wandering monster.

Monkey's paw: A horribly decayed 10HD zombie woman is outside knocking at the locked door of this room. It has been brought back to "life" by the macabre power of the monkey's paw. Inside, the captain of the guard lies dead clasping the monkey's paw. In his other hand, "Those who interfere with fate, do so to their sorrow. I wish myself to death" The zombie and the captain have matching heart shaped lockets. The monkey's paw will grant up to 3 wishes a year but the wishes are always full filled in a way that causes death to friend of the wisher.

9. Wizard's Room & Study

Lich: 3-headed, burning, winged, spell-twisted, lich (cast 3/spells rd, immolation, with 2 tentacles dmg 1d10). Victim of twisted wishes (i.e. I wish to be 3x as smart). He covets (and fears) his ring of 3 wishes too much to use it. 1 extra large ruby is double powered wish. 1 ruby is cracked and can only be used to un-wish something. He will not attack PC w/ phylactery until last.

Two wandering monsters repeatedly speak "evil is the wish"

2 animated armor (AC 20, HD 10, Dmg 1d12, with raised +1 luck blades (no remaining wish) attack any without black medallion

Half man. Has the apprentice used a wish to survive a sphere on annihilation. The left half of his body was annihilated but healed over. Now he is an immortal, half-man creature (AC 15, HD 9, Dmg 1d6, + push 5 feet, Str 19, Dex 19) To pass, the party must dual him. He agilely tries to shove them into the sphere of annihilation in the back of the room. 1/2 ring of wish grants 1/2 a wish.

Room of 3s. Number 3 written all over the walls. Only 3 things can be in the room at a time. Only 3 word phrases can be spoken every 30 seconds. All actions, etc. tied to number 3 as much as possible. Camouflaged inside are 3 tattooed twisted apprentices w/ 3 arms. 3 potions of healing.

Planet alignment. A huge Orrery fills the room, it's orbs out of alignment. Providing power to the room and aligning the orbs correctly will grant a wish. Proper alignment requires 3 INT SR in a row, each failure causes 1d12 bashing damage from orbs

Stairway. Illusion going up looks like going down, down looks like up.

Turning on the switch provides access to the remains of a deck of many things on pedestal separated into two piles of three cards. One pile are good affect cards (Fates, Vizer, Moon) the other bad (Idiot, Ruin, and Euryale). Scribbled note indicates "I have been able to separate good from bad however I do not know which is which". Remaining cards reset in new location after each PC draws.

To top of the tower. The tower itself is twisted and stretched to illogical proportions and exists in the eye of the ethereal cyclone. Chance of being sucked in (STR SR). There is no way out here.



DEATH & THE DANDY!

[a study in intolerance]

Priest Kliner had reached a dead end in his ecclesiastical career. He just didn't have the political acumen to rise any higher. He knew the One-Father loved him, chose him, but the fools all about could not see.

He prayed for a miracle. Flagellantly, he denounced his terrible hungers. Priest Kliner took to wearing hair shirts and wandering the streets in the small hours of the morning.

There, in some piss-stained alley, behind an apple cart, the One-Father gave him succor. Kliner's hungers turned towards a prostitute. He followed her & found a den of inequity beyond his imagining. Idolatry, buggery, & so much more.

BEHIND A FEATHER'D DOOR, INSIDE THE DIM, CURTAINED DANDY

Adrahna | forceful, brazen, braggart, ciswoman, dresses as man, master of the smallsword, bisexual.

Heraclest | big, effeminate, soft-spoken, lonely, & gay. Large mop of curled mouse-brown hair.

Cowl | (Formerly Colleen) lives as a man at a nearby monastery. Studious, quiet, & sincere. Tonsured. He is the sometimes lover of Adrahna.

Dark Heather | dabbler of the occult, former lover of both Heraclest & Adrahna. Pansexual (Supposedly in a relationship with a ghost).

Sereh | seems an even tempered widow & is a prosperous proprietress of several ropewalks. Actually deeply involved sensualist. Willing to try anything.

Horast | huge, fat, drunk one-armed barkeep/owner. Not interested in much beyond the exclusive coin he can pump out of his clientele. (Formerly a black smith . Keeps his old hammer behind the bar.)

Previously Peter | P. P. was an apple thief hanged a century before. Surprisingly, Dark Heather is in fact in a long-term, committed, relationship with a ghost, this ghost. Previously Peter is completely immaterial, except to D. H. . (Could be invaluable aid, if anyone believes Heather.)



A TIMELINE OF THOSE AGAINST THE FEATHER'D DOOR

- ♦ 10 Bells - Immediately after Kliner's sermon, Tam Boisen (Red Faced & Flashy) leads 10 typical & goodly townsmen (torches & clubs) to destroy the Dandy and those within.
- ♦ Five minutes later, Twill Boisen (Red Faced, Drunk, Bulbous Nose) staggers into the fray with 12 ruffians (knives & ropes) looking to lynch and loot.
- ♦ Within 10 minutes 20 Gendarmes arrive (Bec De Corbins & leather jackets). They simply want order restored as soon as possible.
- ♦ AFTERMATH, If his honest flock is harmed, Kliner can blame the lax ways of his superiors & profit. If his flock is successful, he can take full credit for their righteousness & profit.

(Kliner knows this but will admit such to no one, least of all himself.)

The Sundown Ablaze

The Sundown hangs in a state of quarantine. From every corner of the Icharian fleet, the name of an ancient, indelible enemy passes between crewmen in nervous whispers.

The Lotus.

Some say the Lotus is a living being bent on stamping out the descendants of those who fled the Old Kingdom. Others say it's an unthinking organism that craves Icharian flesh. Between deckswabs and drunkards, rumors abound that the Lotus is naught but a disease spread for political gain, a tool used by cunning statesmen.

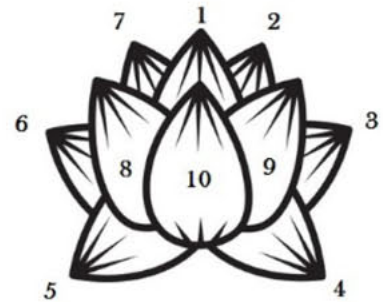
Leave speculation on the outbreak to the Admirals and their myriad underlings. Your job is clear: enter the botany-ship, find those infected by the Lotus, and preserve the fleet by *any* means necessary. The sky, cloudless and blue, clashes with the dark ocean water. Will you burn away the blight, or will the Sundown serve as a grim reminder of the Lotus' unrelenting advance?

Ten Icharians make their living aboard the Sundown. None can be trusted.

The Selumbo Lucifera {Lotus} propagates itself via concentrated inhalation. While proximal exposure to Lotus spores can result in infection, reports of outbreak throughout the fleet note contaminated rags and signs of struggle.

-Luther Ekblad,
Flora of the Old World

1. The illustrious botanist, Gideon
2. The prickly scientist, Idric
3. The apprehensive grain farmer, Hanna
4. The inattentive fungus farmer, Silas
5. The stringent engineer, Bartholomew
6. The reclusive captain, Evard Wren
7. The pensive scrivener, Wil
8. The stately first mate, Abigail
9. The scientist's lethargic son, Jeremiah
10. The impish trader, Sylvie



At the beginning of the game, the DM rolls a d10 and consults the list of crewmen to determine the origin of the infection. Each day beyond the first, one person in regular contact with a Lotus-controlled crewman becomes infected. Crewmen have regular contact with any of their crewmates whose flower petal touches theirs.

Lotus infection can only be detected by **Burning** an individual; instead of the usual charred appearance of a burn mark, Lotus-infected skin takes on a greenish hue and mends itself, leaving visible, plantlike scar patterns. Doing so, however, is equal parts painful and embittering. The first attempt will harden the crew's hearts. The third will give them a new foe: the party. Failure to contain the outbreak carries dire consequences for the fleet. The Lotus aim to spread beyond the Sundown and will remove any threat to their new foothold. Likewise, if the Admirals catch wind of a pandemic, they will resort to desperate measures to save the flotilla. The botany-ship will see its ties to the fleet severed, and teams of archers armed with flaming pitch line the nearby ships, poised to light the Sundown ablaze.

Deck - The Sundown's deck is dominated by alternating crops necessary in feeding the insatiable Icharian flotilla. A spiraling staircase in the middle of the deck leads directly to the deep-garden.

Common area - Throughout the day, a portion of the Sundown's cast can be found milling about the common area, a loose host of bunks, dining tables, and recreational tokens. A small hearth crackles in the corner.

Bow - The Sundown's bow has received little use over the years, a sign of the ship's gradual repurposing since The Exodus. From here, the rest of the fleet's distant, prying eyes seem all the more present.



Engineering bay - Along with the rest of the Icharian fleet, the Sundown is propelled by supernatural machinery. Algorithms for operating the ship span entire tomes. Only the ship's sole mechanic, Bartholomew, can decipher such arcane writings.

Deep-garden - A winding stone pathway flanked by exotic flora bisects the deep-garden. Many of the side paths dead-end into ancient Icharian machines, a dull hum from their tarnished steel offering no clues as to their purpose.

Stores - The stores of the ship are dark and cramped by necessity. Sunlight peers through the cracks, offering slight and erratic respite from the labyrinth of shelves.

Food lab - Idric's laboratory covers an impressive domain, but space is at an absolute premium due to the smattering of crates, samples, and tinctures strewn over every available surface.

The village of Calve Fort is in danger. A band of armed thugs and bandits is coming to steal all that is inside and kill anyone who resists. The citizens will beg strangers for salvation – they have enough gold and goods to offer, and they cannot find anyone else to help. The PCs might be passing by, or maybe some of them have been born in this village themselves (but shouldn't be currently living in it). In any case the PCs are the villagers' only hope. When the PCs arrive in the city, the attack is only a few days away (roll 1d4+2). They would better take a side soon or get the hell out of there.

Calve Fort

The village has a wooden wall that will resist most attacks for at least a couple of days. Attackers will try to enter through the main gate (1), but the wall can be climbed if needed.

The river (2) is currently 20 feet wide and 4 feet deep (speed is divided by four while crossing it; attacking from it is nearly impossible). The bridge is 40 feet long and 15 feet wide. It can be destroyed or made unstable in a days' work.

The church (3) is locked and abandoned (villagers will tell the clergymen ran away when they heard about the attack, and no one dares to enter now), but the attackers will hesitate to harm anyone that hides inside it unless they have suffered great losses (they will pillage the town instead). The holy symbols of the church were vandalized and thrown into the ground. There is a holy sword hidden somewhere in the catacombs, although it looks rusty and is only useful against demons and aliens.

The manor (4) is the richest house in town, and where city leaders make their meetings. Not too defensible, but better than most buildings. There is a small hidden dungeon underneath it, with an altar of sacrifice in front of a black pool of goo (see The Demon, below), a cage with a couple of young prisoners, and a room with robes, daggers and forbidden books.

The thugs are people from nearby villages who have heard rumors about Calve Fort being full of gold and demon worshippers, and mobbed up for some justice

and robbery. There are about fifty of them, most carrying a single weapon (usually spears and swords; one third carries bows) and little or no armor. They have a few leaders and very simple tactics (they might wait a day or two in the gates before attacking), but they can overwhelm smaller forces if they are able to surround them. They can be reasoned with, but it will take significant amounts of blood and gold to turn them back.

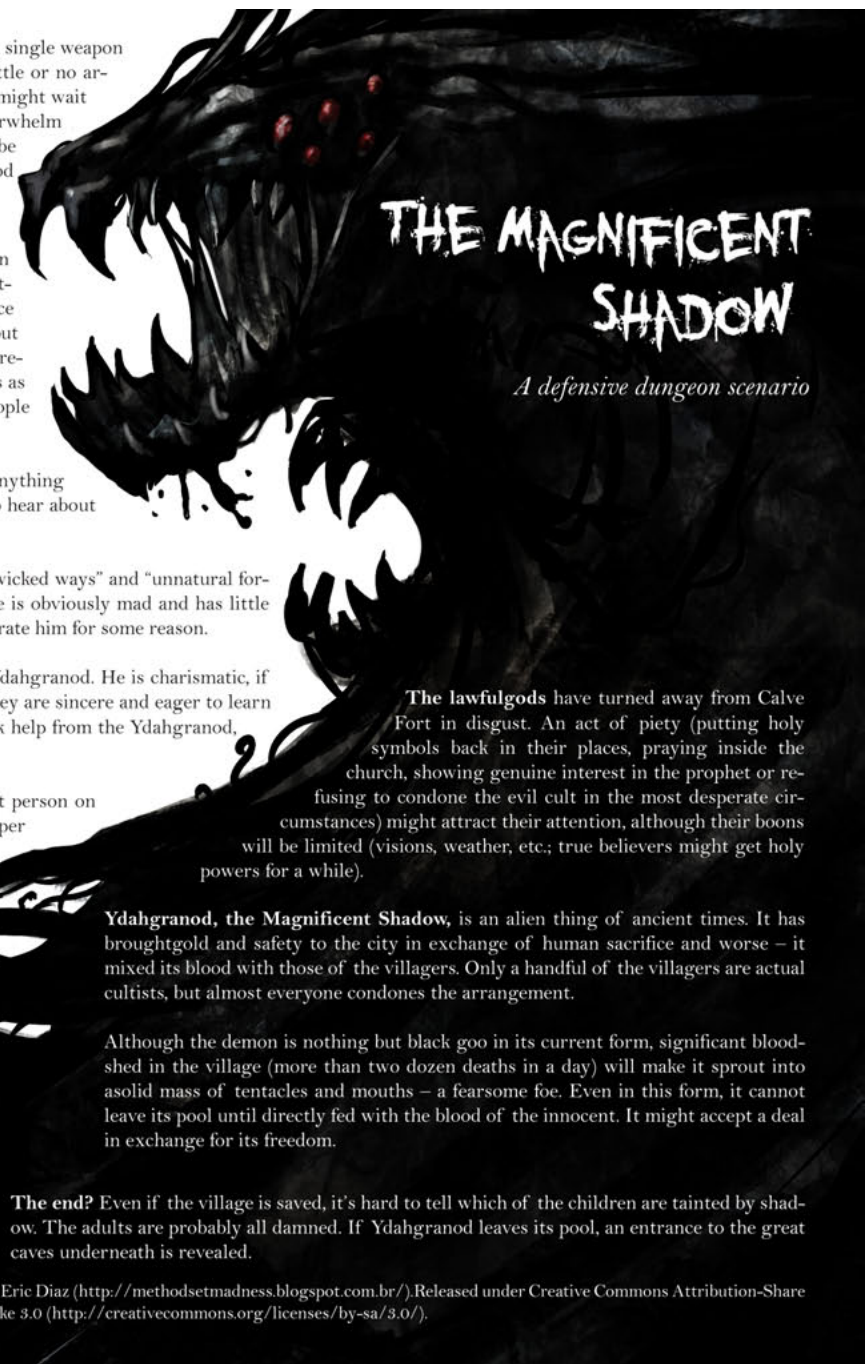
The villagers are nice and welcoming to anyone who can help, but they are also weak, miserable and coward, with little chance to defend themselves. A good leader can convince about twenty of them to fight (with clubs and spears), but they need training for a couple of days. All villagers are secretive about what is really going on and will paint themselves as the victims of bloodthirsty robbers. There are about 100 people still in the village, including elders and children.

The mayor just wants the village to survive and will do anything to preserve save himself and his goods. He doesn't want to hear about cults, demons or gods.

The crazy prophet will spend its days preaching against "wicked ways" and "unnatural fornication" over this world. Although his visions are true, he is obviously mad and has little clue of what is really happening. Others begrudgingly tolerate him for some reason.

Brad Homes, the aristocrat, is the head of the Order of Ydahgranod. He is charismatic, if somewhat slimy, but will welcome others into the cult if they are sincere and eager to learn the dark arts. If all is lost, he will run to the manor to seek help from the Ydahgranod, or urge others to do it.

Auras Wok, the smith, is the bravest and more competent person on the village. She can organize villagers for one single task per day (repairing the wall, setting up traps, etc.) and is a decent fighter. She has done terrible things under the cultists order, but is ready to repent.



THE MAGNIFICENT SHADOW

A defensive dungeon scenario

The lawful gods have turned away from Calve Fort in disgust. An act of piety (putting holy symbols back in their places, praying inside the church, showing genuine interest in the prophet or refusing to condone the evil cult in the most desperate circumstances) might attract their attention, although their boons will be limited (visions, weather, etc.; true believers might get holy powers for a while).

Ydahgranod, the Magnificent Shadow, is an alien thing of ancient times. It has brought gold and safety to the city in exchange of human sacrifice and worse – it mixed its blood with those of the villagers. Only a handful of the villagers are actual cultists, but almost everyone condones the arrangement.

Although the demon is nothing but black goo in its current form, significant bloodshed in the village (more than two dozen deaths in a day) will make it sprout into a solid mass of tentacles and mouths – a fearsome foe. Even in this form, it cannot leave its pool until directly fed with the blood of the innocent. It might accept a deal in exchange for its freedom.

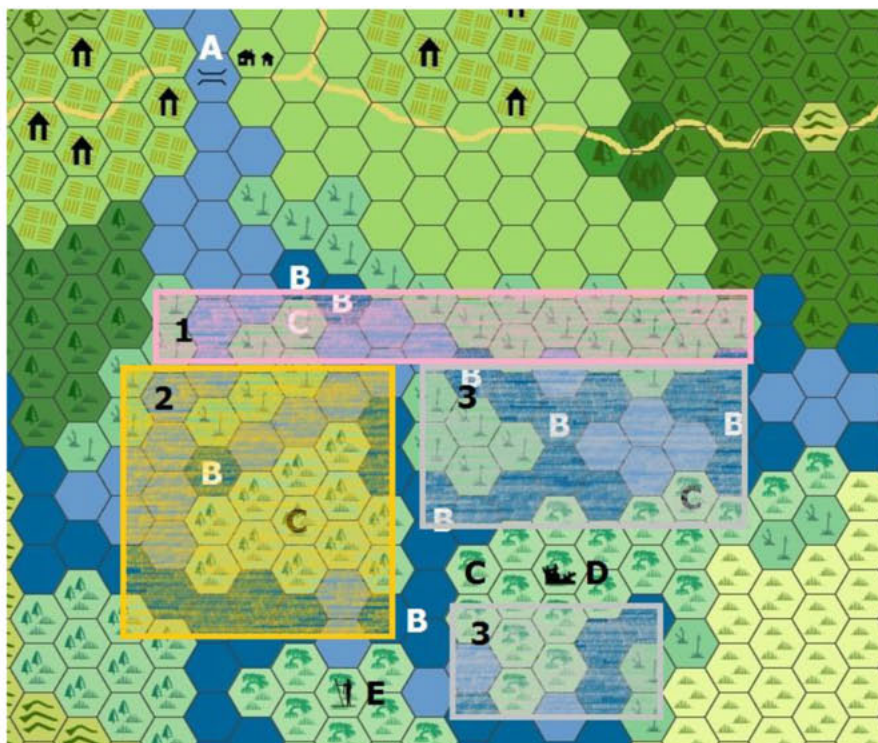
The end? Even if the village is saved, it's hard to tell which of the children are tainted by shadow. The adults are probably all damned. If Ydahgranod leaves its pool, an entrance to the great caves underneath is revealed.

By Eric Diaz (<http://methodsetmadness.blogspot.com.br/>). Released under Creative Commons Attribution-Share Alike 3.0 (<http://creativecommons.org/licenses/by-sa/3.0/>).



OP3 - PEAT'S BOG – AN ADVENTURE IN FILBAR

BY FRANK SCHMIDT



Peat's Bog is an adventure for a 5th level adventurer and DM to guide them. The PC finds themselves in the small farming thorp of Jakeston Rest at a roadside inn. While eating a meal they are approached by some local farmers reporting a Lizard infestation and will ask the 'heroic' PC if they can take a quick look. A small group of Lizard folk have wandered into the area. The swamp is home to two structures from the past that have been lost to time as well as spots of quicksand and sinkholes.

- A. **Jakeston Rest** – A farming community with a roadside tavern where the PC will be stopping for a meal. It is at this location that they will be asked to "take a look" at the problem.
- B. **Uncertain Footing** – These areas are sinkholes with poor footing. They are unrecognizable from other swampy areas. Hitting these spots will require a DC12 vs. Wisdom to avoid them. Failure to miss the hole will result in a 25% chance of losing an item that they possess.
- C. **Quicksand** – These spots are patches of quicksand that will require a DC12 vs. Dexterity to avoid. Failure will require a series of three more DCs of growing difficulty (13, 14, and 15) with any success allowing the PC to climb out using thick vines, limbs, or their own creativity.
- D. **Ruins of Abor** – The old stone building is home to a Bone Naga that has ruled the swamp without the Jakeston residents knowing. The beast guards a cache of 800gp worth of gemstones (including a Gem of Seeing) and a Rod of Healing with 14 charges. Each charge can heal 2d8 +4 lost hit points.

Bone Naga: Armor Class 15 Hit Points 60 (9d10 +9)
 D +5 6D6 +3 <Bite> & 3d6 DC12 vs. Constitution poison DC12 (Wisdom)/+4 Spell attacks
 Spells: Cantrips (at will): mending, sacred flame, Thaumaturgy
 1st level (4 slots): command, shield of faith
 2nd level (3 slots): calm emotions, hold person
 3rd level (2 slots): bestow curse
 STR/DEX/CON/INT/WIS/CHA 15(+2) 16(+3) 12(+1) 15(+2) 15(+2) 16(+3)
 Challenge 4 (1100 XP)

- E. **Statue of the Warrior** – This location has a 10' dirty bronze statue covered in moss and bird droppings. Present at this location is the leader of the Lizard folk awaiting word from his warriors about the area. This leader carries a +2 Trident of Water Breathing and 500gp.

Lizard folk King: Armor Class 15 (natural armor) Hit Points 90 (12D8 +24)
 D +5 to hit 1D8 +5 +2 Trident x2
 STR/DEX/CON/INT/WIS/CHA /17(+3) 12(+1) 15(+2) 11(+0) 11(+0) 15(+2)
 Challenge 4 (1100 XP)

Pink Zone (33% per hex)

- 2 Swarms of Insects
 Swarm of Insects (2): Armor Class 12 Hit Points 25 (5d8)
 D +3 4D4 bite (2d4 if swarm is half strength or lower)
 STR/DEX/CON/INT/WIS/CHA 3(-4) 13(+1) 10(+0) 1(-5) 7(-2) 1(-5)
 Challenge ½ (100 XP)
- 4 Stirges
 Stirges: Armor Class 14 (natural armor) Hit Points 2 (1d4)
 D +5 1D4 +3 and blood loss
 STR/DEX/CON/INT/WIS/CHA /4 (-3) 16 (+3) 11 (+0) 2 (-4) 8 (-1) 6 (-2)
 Challenge 1/8 (25 XP)
- Pair of Crocodiles
 Crocodiles (2): Armor Class 12 Hit Points 20 (3d10 +3)
 D +4 1d10 +2 bite DC12 vs. Strength to escape grapple
 STR/DEX/CON/INT/WIS/CHA 15(+2) 10(+0) 13(+1) 2(-4) 10(+0) 5(-3)
 Challenge ½ (100 XP)

Gold Zone (50% per hex)

- Giant Constrictor Snake
 Giant Constrictor Snake: Armor Class 12 (natural) Hit Points 50(8d12 + 8)
 D +6 2d8 +4 and DC16 grapple to escape
 STR/DEX/CON/INT/WIS/CHA /19(+4) 14(+2) 12(+1) 1 (-5) 10(+0) 3(-4)
 Challenge 2 (450 XP)
- 4 Bullywugs
 Bullywugs (4): Armor Class 15 (hide armor, shield) Hit Points 15 (2d8 +2)
 D +3 1d4 +1 Bite & +3 1d6 +1 spear
 STR/DEX/CON/INT/WIS/CHA /15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (-0) 9 (-1)
 Challenge ½ (50 XP) Treasure 15gp
- 2 Lizard Folk
 Lizard folk (2): Armor Class 15 (natural armor) Hit Points 22 (4D8 +4)
 D +4 to hit 1D6 +2 Javelin, 1D6 +2 Bite
 STR/DEX/CON/INT/WIS/CHA /15 (+2) 10 (+0) 13 (+1) 7 (-2) 12 (+1) 7 (-2)
 Challenge 1/2 (100 XP) 30gp

Silver Zone (25% per hex)

- Wight
 Wight: Armor Class 14 Hit Points 66 (6d8 +18)
 D +4 1D8 +3 long sword
 STR/DEX/CON/INT/WIS/CHA 15(+2) 14(+2) 16(+3) 10(+0) 13(+1) 15(+2)
 Challenge 3 (700 XP) DC13 vs. Constitution or total max.
- 3 Lizard Folk
 Lizard folk (3): Armor Class 15 (natural armor) Hit Points 22 (4D8 +4)
 D +4 to hit 1D6 +2 Javelin, 1D6 +2 Bite
 STR/DEX/CON/INT/WIS/CHA /15 (+2) 10 (+0) 13 (+1) 7 (-2) 12 (+1) 7 (-2)
 Challenge 1/2 (100 XP) 30gp
- 3 Swarms of Insects
 Swarm of Insects (3): Armor Class 12 Hit Points 25 (5d8)
 D +3 4D4 bite (2d4 if swarm is half strength or lower)
 STR/DEX/CON/INT/WIS/CHA 3(-4) 13(+1) 10(+0) 1(-5) 7(-2) 1(-5)
 Challenge ½ (100 XP)



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THE CULT OF SLEEP

A mid-level dungeon crawl for the bravest adventuring party

Mysterious disappearances follow the townsfolk of Saltfork. They struggle to rebuild their lives after the loss of more than half their town. Can your party solve the mystery of the vanishing victims before the town tears itself apart?

PART ONE: DUNGEON SEED

This part aims to spark the story from the players. Start by reading the brief italicized text below, leaving the players to ask questions.

The Party Starts... at the end of the White Road, the expedition guild hall in Saltfork, where they overhear of the massive disappearance of most of the town's residents.

PART TWO: ALLIES & VILLAINS

This part lists potential allies and enemies for stirring up your crawl. Introduce the players to the allies early so that players have story paths to get to the dungeon.

AMAZING ALLIES

Journeyman Copel
Branded a turncoat by his faction, Copel travels the dark corners of the land to spread civilization.

Resting at Saltfork, he aims to reveal the mystery of Saltfork if his arrogance doesn't get in the way.

Folk Patricia
Faced with an arranged marriage, Patricia fled Saltfork to start a new life.

Returning to her hometown, she seeks answers to her mother's disappearance and secretly hopes to confront her husband, Vier.

Sage Bran
A cursed soothsayer turned spectre, Bran visits likeminded adventurers to set them on a grim path of vengeance.

Haunting Saltfork, he invades dreams to put wrongs to right.

VULGAR VILLAINS

Folkfather Vier
Coveting dark power, Vier preaches isolation through his sermons to spread distrust.

Scheming in Saltfork's church, he seeks to grow his evil congregation with kidnapping.

The Librarian
Inside the unlit catacombs of an ancient race, a terrible secret stirs.

The Librarian is trapped and aims to free itself.

The Traitor
In a rare twist, one of the player characters is the villain, masterfully crafting their subjugation to the cult.

But can she keep dodging the suspicions of the group?

PART THREE: PATHS TO THE DUNGEON

This part contains information on the three story paths leading to your dungeon. After the story begins and you've introduced several of the NPCs, ask the party which path they play (see below).

Note that all story paths funnel to the dungeon map, regardless of what the location is called (Sunken Library, Library of the Sea of Stars, or Sea Ladder).

PERILOUS PATHS

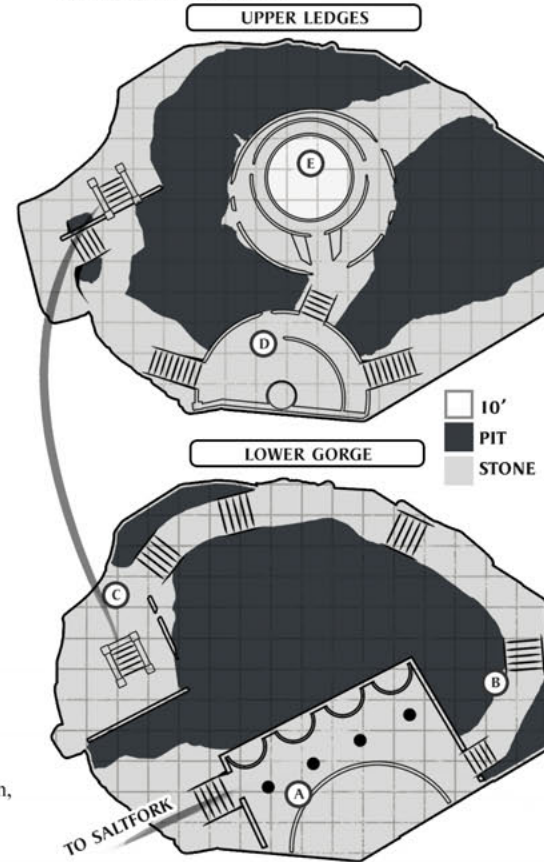
The Sleepers Below.
The party stumbles along with **Journeyman Copel** to unearth the **Sunken Library**.

Dark Starry Eyes.
The party partners with **Folk Patricia** to delve the **Library of the Sea of Stars**.

Shadows of Sea Ladder.
The party secretly trails after **Vier** to the **Sea Ladder**.

PART FOUR: DUNGEON ENCOUNTERS

To customize the crawl, pick creatures and hazards and list those numbers to areas you would like to see them in the dungeon.



ENCOUNTER NUMBERS

A. LIVING LIBRARY

- Sea-washed Walls, Drainage Holes, stilted around Drab coral Columns
- Hollow sounding Echoes
- Fetid odor of Flotsam

B. PIT PATHWAY

- Slippery Stonepath, Eroded Edge, Darkened by Dampening Mist
- Furious tides Below
- Sharp smell of Foul Water

C. SECRET STAIRS

- Worn Walkway, Raised Walls, Over-looking the cavernous sea below
- Indistinct Murmuring
- Faint odor of Copper

D. DARK DIAS

- Crude Ramp, Strange Clawmarks, Old Blood-trails leading away
- Crashing Tidalpool
- Putrid reek of Death

E. A WARM PLACE

- Ancient runes on Walls, Murky Pool, Obscene Mural
- Faint everlasting Heartbeat
- Pungent mix of Salt and Blood

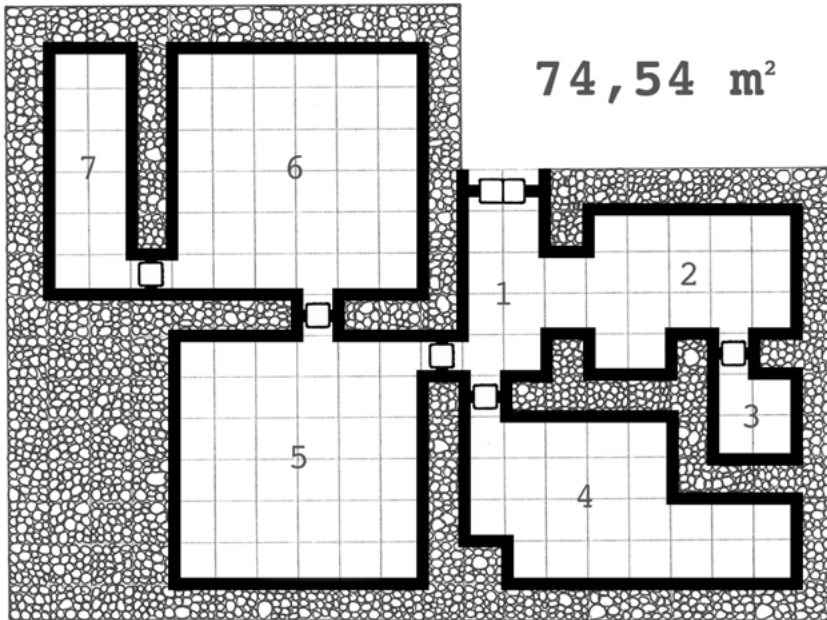
11. Sea Spray tile: Opening a container causes several jets of sea spray on nearby party members. The sea spray damages non-stone materials. The spray corrodes metal causing it to crumble unless treated. The spray affects anyone with uncovered body parts with loss of mental focus from thirst and headaches. This trap can be cancelled by treating anything in its blast radius with oil, slime, or blocked by stone.

12. Salted Pit tile: Walking over a salted pit tile causes noise and prolonged standing on the tile causes it to collapse. The noise is loud enough to cancel any attempts at sneaking. Collapsing with the tile causes the person to suffer fall damage of one story into a small pit. This trap can be cancelled by pouring water or any other liquid on it.

CREATURES & HAZARDS

Name (Attack)	Challenge
1. Mindless (Bare Fists)	☠☠☠☠☠
2. Cultist (Cleaver, Torch & Axe)	☠☠☠☠☠
3. Caged Pupil (Bite)	☠☠☠☠☠
4. Herald of Sleep (Sleep Spray)	☠☠☠☠☠
5. Rotted Sea Devil (Claw Smash)	☠☠☠☠☠
6. Salted Sea Devil (Claws)	☠☠☠☠☠
7. Tutor (Sleep Spray)	☠☠☠☠☠
8. Degenerate Watcher (Drain, Flying)	☠☠☠☠☠
9. Eel King (Bite, Grapple, Crush)	☠☠☠☠☠

10. Cage tile: Stepping on a cage tile causes two barred halves to snap together. The metal cage traps a single person inside. This trap can be cancelled by bending or corroding the metal bars.



74,54 m²

Herr Zimling, April 2016
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1 To enter this dungeon you need to open a heavy wooden door guarded with two locks and a chain, either forcefully or using your mad lock-picking skills. There are a lot of shoes on the floor. Don't trip. Coats and bags hang on the walls. It's a mess. You see a vacuum cleaner and a washing machine.

2 A room cramped with pots, dishes, spices, rice and noodles, flour and tea. There is an oven, a large blue fridge and an old table with five chairs. The fridge is filled with milk, cheese and eggs, carrots, zucchinis and apples.

3 A very small bathroom with a bathtub and a shower. According to Phil Barker the Sumerians believed that Mukil-resh-lemutti, winged demons with the head of a lion, preyed on humans in washrooms, hiding in the latrine. The demons of headaches. Here you will only encounter some silverfish, fleeing to holes in the wall.

4 There are three small beds in this room. Cupboards and colorful boxes are filled with clothes and toys, part of the stuff made its way to the floor. A large pink plush dog with purple stars on its paws looks at you with googly eyes.

5 A bed, an old fashioned closet, a clothes horse, more toys. Newspapers pile up on a piano.

You are attacked by a man wearing a green T-shirt and orange boxer shorts. He woke up by the noise you made breaking into his house and uses a Japanese kitchen knife and the lid of a pot to defend himself.

6 Two desks, several shelves, framed pictures of a Greek port, a lot of books, board games, CDs, envelopes and cartons, a wet towel hanging over a conga, a red locker filled with 263 painted and 321 unpainted miniatures, a Commodore video monitor (model 1701), photography equipment, an orchid, a plywood double bass and several computers.

7 There is a creature hiding in this room, smoking an electric cigarette. "Well. The One Page Dungeon Contest? What is this all about?", it says. "I like the idea of the man with the kitchen knife. But that's the only original, entertaining idea I find here. How about including some classic D&D monsters? Like an owl bear, a carrion crawler or a thought eater? What is this anyway? An instruction to break into a house? Well. Go back to room 6 and steal some things or to room 2 if you are out of food. And stop bothering me."

Crypt of Northern Prince by Ivan Katyurgin 2016

A hundred years ago there lived and then dead a son of northern Prince Lyubim. With cut throat he and his youngwife were found in his mansion-in-law's apartment, the headman of the village Utyatya. Lyubim's father Nemil ordered to dig a tomb. All the men of the village he gathered to build it. Then, Utyatya was burned by him, he came down to the crypt, so then nobody saw him.

Do you want me to tell you about the crypt in the middle of conflagration that is not grown to this day? Well, pay and listen ...

1. When you go down stairs, the room with torches on the walls and two bowls will be there. The descendants of the other sons of the prince buried there, and there are only cinders in the bowls.

2. A room with tapestries on the walls, only the exit and a steel door with a cunning lock is not hung. What is this I don't know, but there are rats' nests and even two ways are hidden. One of them is behind the wooden door and the other is behind a stone slab.

3. Here is a statue of grand prince compressive sword and mash Cup, if you fill this Cup, the northern exit of the room will be closed by stove and the exit in the room with tapestries (2) will be opened.

4. It's a room with prince descendants coffins who died past century. I heard now there is nobody of them. Be careful, if you will step wrong place arrows will fly from the walls, you'll die. There is an expensive jewelry in coffins, if you are not squeamish. But they say it's a tradition to bury the insect-Flesheater with the corpses. There is a dark doorway with steps lead down on the right of the entrance.

4a. It's a long narrow corridor with walls covered with a crust of ice. Far ahead the corridor turns right. If you look carefully you will find two hidden will open letting in the crypt duke vigilantes (10), but then it will slam behind you. The second door which a bit further from the first leads to the prince treasury (13).

5. There is a lever in the room, it removes the plate leading to the room where the prince is buried (14), so it opens dog cages (8). And besides there is the skeleton of the prince's clerk who stabbed himself because of his conscience. But it's not so easily to escape from Nemil because his spirit is still in the room. On the skeleton you will find keys for every door in the crypt. And look at your feet.

6. It's a room behind oak doors where the villagers were taken to starve. Among their bones ghouls asleep (dead villagers who ate the flesh of his relatives to prolong their existence turned into ghouls). Morality.

7. The prince with his wife lie here stored in ice. The prince is wearing fast-walker boots but I wouldn't advise to touch the ice because not only the coldness preserved them well so long.

8. In this room the prince's buried his son's hunting pack, and made a paternoster for guarding entombment. If the plate leading in the room with the sarcophagus is opened, their bones will revive snapping old teeth.

One inlet here is littered with stones and another inlet is a steel locked door behind which is a trap; on the south portal sends everyone to random rooms (4 + 1d4), and in the north there is a plate that opens from another location (5).

9. The staircase leading down covered with ice, don't stumble because sharp stakes are waiting for you on the bottom.

10. There is a burial of prince's vigilantes who were killed during a fight with villagers. And after their death they were brought to Nemil. Sokolenok (the youngest) was granted the bow punching any shield. If you inspect the walls you will find a secret door; if you go along the corridor above this room you will fall down (10).

11. Here Prince boiled alive the headman of the village in a cauldron with oil. So abominable stink! Even a pig will puke.

12. Murders killed the grand prince were found. They were headman's brothers-in-law and no one could say about the reasons. They were taken in coffins alive, and if you get there you will hear their scratching at the cover of their coffins. And it won't be easy to get there because one of the doors is blocked with a large baggage and as for the second door it will be wonder to get there.

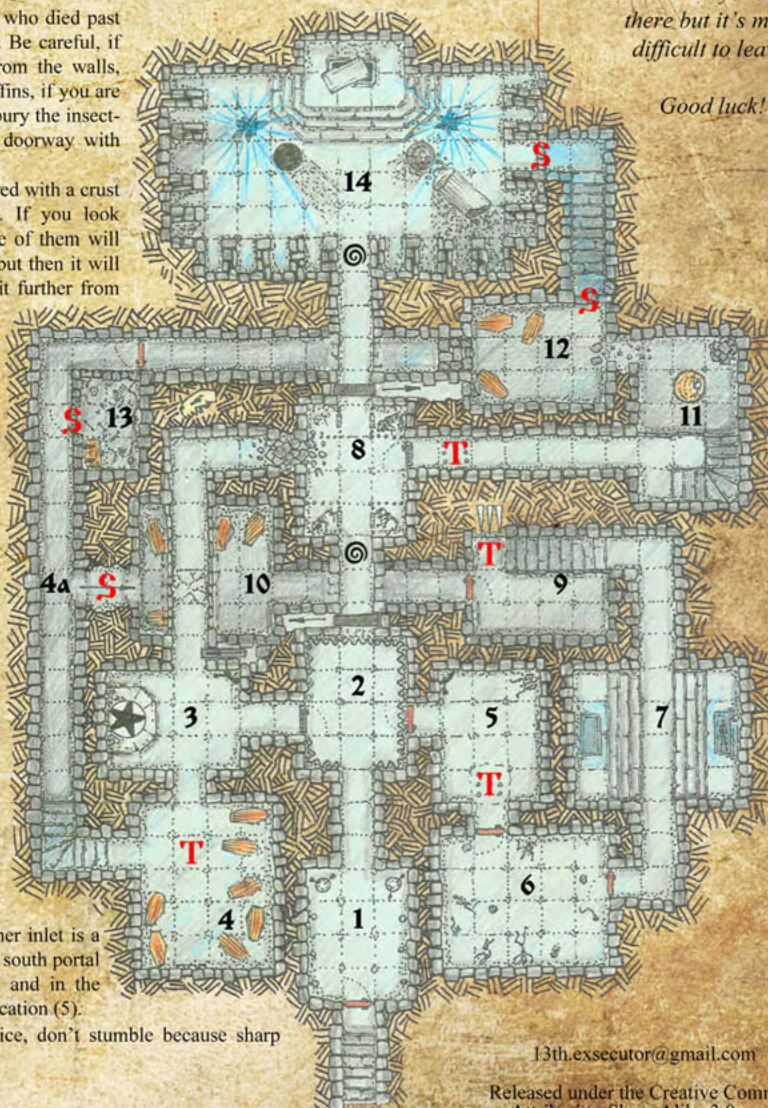
13. The prince ordered to builders of this crypt to take his treasury into this room where promised to pay their work. But nobody took out it from this crypt.

14. In the hall lightened with enchanted ice there is a sarcophagus where the prince lie down in mourning for his beloved son. He took an axe Ohladen with him. Yes, that axe.

You can go out from this hall through a secret door or try your luck and step into a magical portal that works as the first (10+1d4).

It's not easy to enter there but it's more difficult to leave.

Good luck!



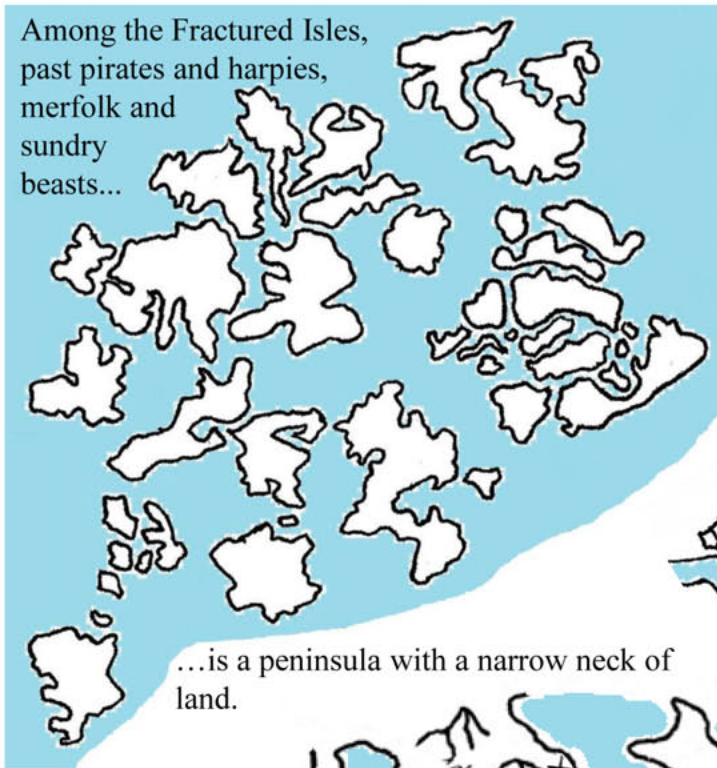
13th.executor@gmail.com

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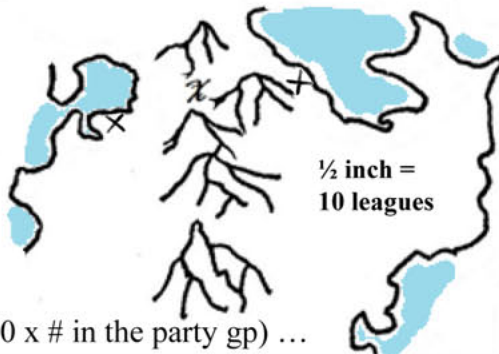
The Weathered Pirate: "It's Treasure Ye Want?" by James Hirst

Among the Fractured Isles, past pirates and harpies, merfolk and sundry beasts...

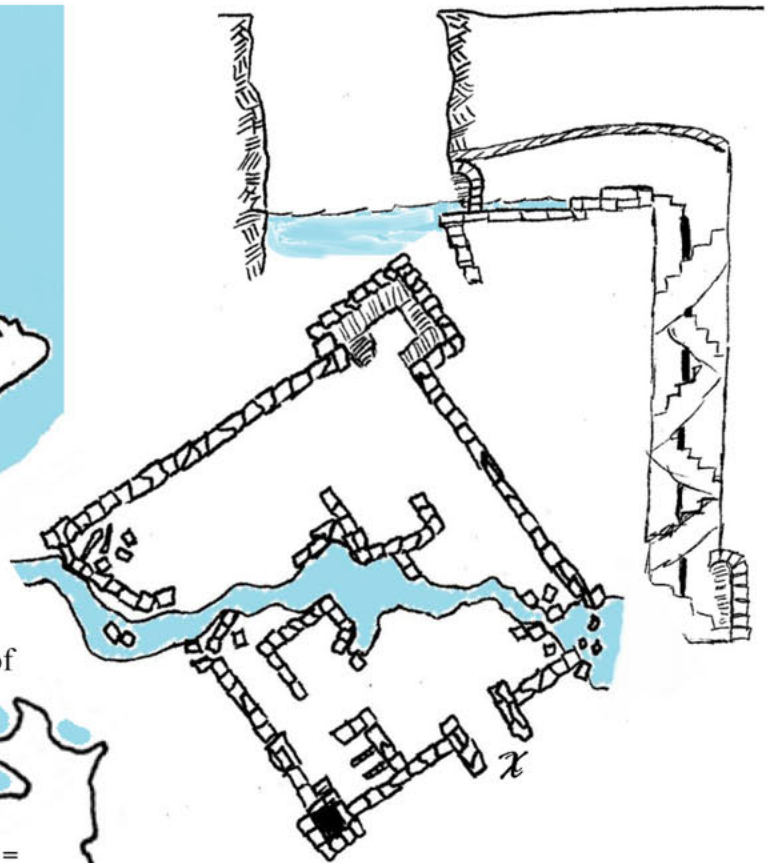


...is a peninsula with a narrow neck of land.

Nestled between "merchant" (X) controlled coves about 10 leagues† from either cove, if you can pay the "landing fees," (1d10 x # in the party gp) ...



1/2 inch = 10 leagues

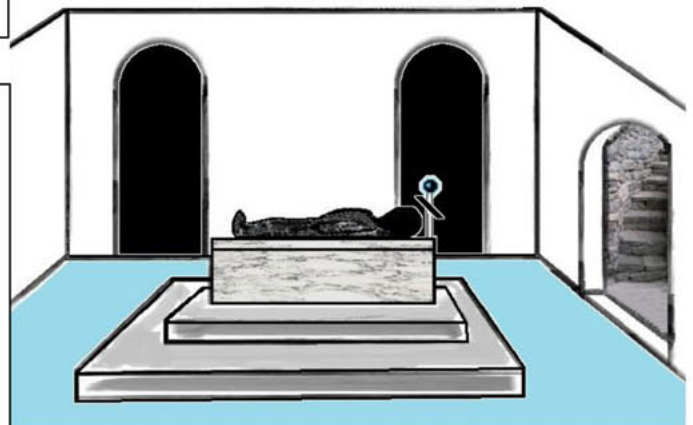


...is an orc and goblin infested valley with a ruined keep (X) in the middle of its treeless expanse. Near the keep, hidden in the foothills, is a sinkhole. Twenty feet below its lip is a shadowed archway that leads down moist and mossy steps.

If "landing fees" are abhorrent to the party, there are other places to land--use "[A Barrel of Fun](#)." +20 leagues to X

† 1 league ≈ 3 miles ≈ 5 km; walking approx. 1-1 1/2 leagues/hr

For every 4 hours of travel, there is a 20% chance the party will encounter an orc* (2d4) or goblin** (2d6) scouting party. At the ruined keep, there is a 50% chance a raiding (*3d8/**3d12) party is holed up. The sinkhole is within 1 league of X (2d4 hours to find it w/applicable % for an encounter). Optional side-adventure: "[Last One There Is A...](#)" Orcs and goblins shun the sinkhole and will even avoid/break off a fight near it. The sinkhole is inhabited by 3 small (75%) or 1 medium (25%) [water elemental](#). At the bottom of the stairs, "Water trickles down the steps, into the tomb, and out two dark tunnels. A hideous, stone figure adorns the marble sarcophagus' cover. Coins litter the flooded floor, along with mangled bones, armor, and weapons." Once the party enters, the [figure](#) presses a concealed trigger under its hand...



"I wuz the last one down," Kraltos sobbed drunkenly into his tankard. "I caught a peek before the door hit and knocked me senseless." He fell silent, then lamented, "I saw it! Treasure all over!" Before passing out, he finished his story, "I woke on the stairs...alone...all alone..."

... A [gargoyle](#)'s voice booms as the door slams shut and seals itself, "Ahhh...Kraltos has sent me more food!"

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Trigonon the Unhinged Science Sorcerer fancied himself a chemist. He has paid the price for his curiosity, and **SO WILL YOU** in...

PRISONERS OF THE GELATINOUS DOME!

BY JEFF CALL

Observatory: spiral stairs up to roof; 3000 gp in delicate astronomy equipment including **Lesser Telescope of Foresight**; barely used.

Former dungeon: no floor. Cells filled with gelatin. 1 contains **Wand of Teleportation**; 3 charges. Stuck in a **brain**; perpetually (and painfully) reforming; if extracted, insane werewolf reforms in 1 min, sans full moon.

Centrifuge: used in experiments. Now stuck rapidly spinning on its side.

Upside-down kitchen: d6 desperate-to-live cooks just fed last chunk of meat to a gregarious, talking **ochre jelly** (HD 4, divides when cut or electrocuted). PCs are convenient resupply.

Collapsing sitting room: 3 in 6 chance of dissolution.

Gelatin filled room: dead end.

Upturned servant quarters: gold idol to Luzis, small-time service industry god, buried under bedding.

Tacky audience chamber: herein: **Ovo, gelatinous tyrant**, awakened in Trigonon's final experiment, killed his creator, kept his golden skeleton, wields **magic staff** to command the dome and the gelmen; petty, jealous of structured lifeforms; HD 3. Surrounded by **3 lounging gelguars**; HD 2. **Trigonon's magic staff:** spells: control ooze, paralysis cloud, convert matter to energy.

Horse-themed Private Bathroom: solid gold fixtures, a half lead/half gold statuette of a stallion, and a crate of lead bars. A set of **Horseshoes of Shrinking** (permanent) and a **Lasso of Charm Person** hang on walls. In cabinet: 2 identical clear decanters of liquid. One is a **red potion** (temp +2 WIS and INT), the other a **green potion** (temp -4 WIS and INT). A note reads: "Don't drink the green." Save vs color blindness.

Random things suspended in the Gelatinous mass:

- | | |
|----------------------------|--------------------------|
| 1. mace of thunder | 11. grappling hook |
| 2. bracelet of ghostwalk | 12. locked safe |
| 3. gold teeth | 13. bust of Trigonon |
| 4. prosthetic leg | 14. mirror shield |
| 5. wind-up watch | 15. very clean pipes |
| 6. weird reflective sphere | 16. scattered coins |
| 7. stove | 17. crystal ball |
| 8. ax head | 18. holy symbol |
| 9. primitive lightbulb | 19. ball bearings |
| 10. platinum platemail | 20. glittering gold dust |

Blockage: mud, feces, and a soiled **+2 Gambeson of Magic Dispelment**; 1/day spell use.

Slick brown pipes: failed indoor plumbing experiment.

Bathroom: scared servant hiding in tub hoping to create safe cocoon. Will trade pilfered ring for any help. **+1 Ring of Protection**; painfully gaudy; advantageous in certain social circles; disadvantageous in most.

Armory: scattered weapons and armor and **+1 Icy Saber**; has a cold; contagious. Anything here has high chance of sliding down into gelatin at bottom.

NOTE: Gelatinous Dome behaves as its mysterious cube counterparts, slowly inching along, absorbing organic material, and paralyzing any living thing that touches it.

Random Encounters: (2 in 6)

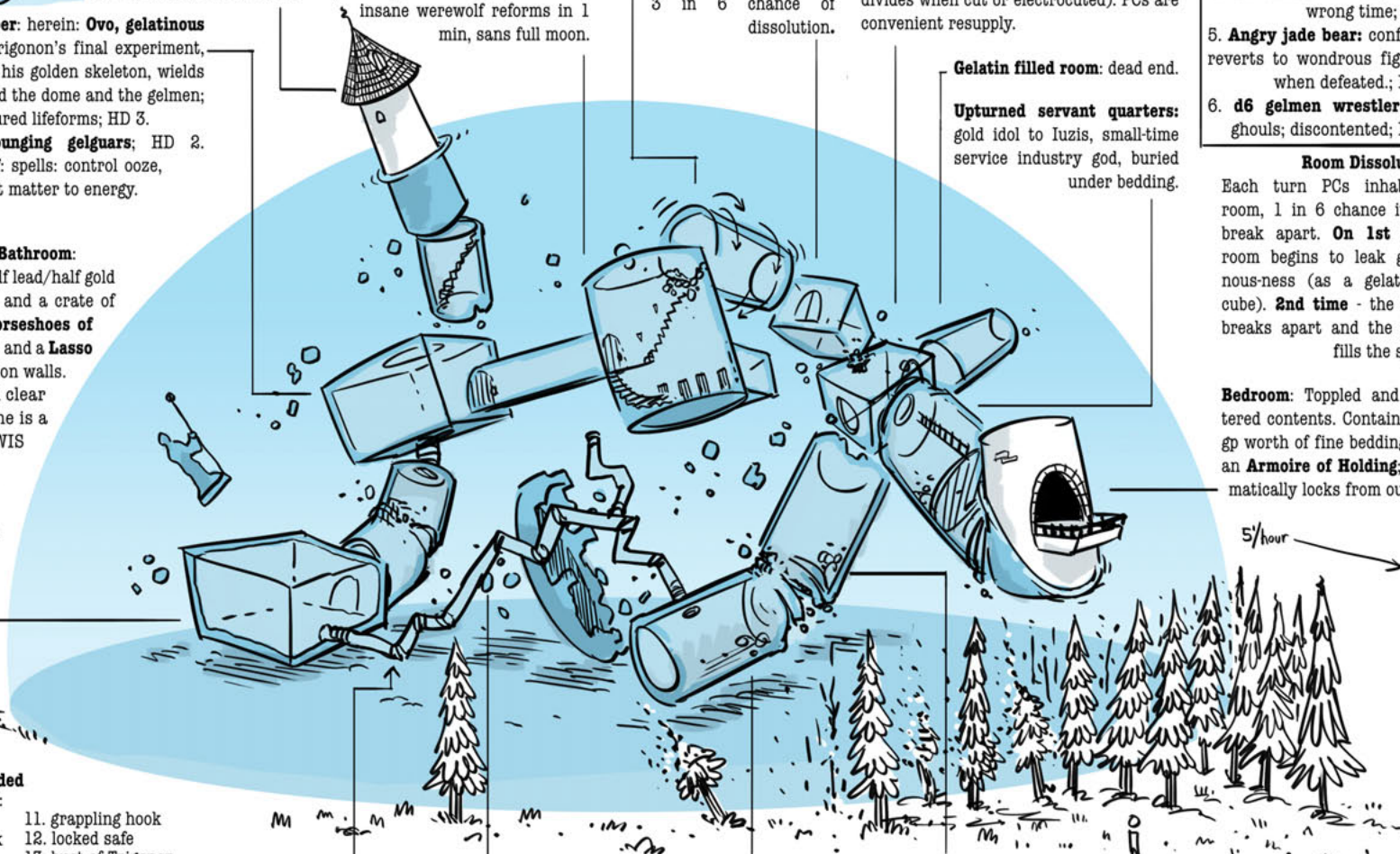
1. **d8 gelmen guard:** as ghouls; no-nonsense; HD 1.
2. **d4 vampire diplomats:** trapped in dark corner untouched by sunlight; HD 3.
3. **Sentient black pudding:** hungry for chit-chat; HD 10.
4. **d4 thieves:** wrong heist, wrong time; HD 1.
5. **Angry jade bear:** confused, reverts to wondrous figurine when defeated.; HD 4.
6. **d6 gelmen wrestlers:** as ghouls; discontented; HD 2.

Room Dissolution:

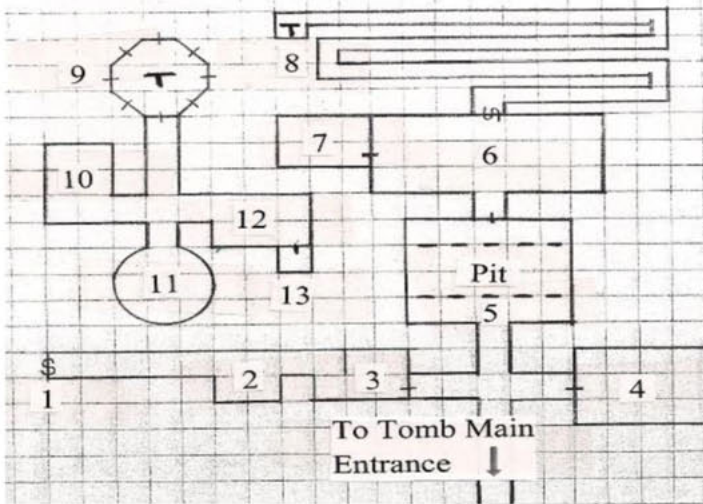
Each turn PCs inhabit a room, 1 in 6 chance it will break apart. **On 1st time** - room begins to leak gelatinous-ness (as a gelatinous cube). **2nd time** - the room breaks apart and the dome fills the space.

Bedroom: Toppled and scattered contents. Contains 450 gp worth of fine bedding, and an **Armoire of Holding**; automatically locks from outside.

5/hour →



A Wild Chase by Jeff McKelley



DM Note: Sometimes I like to drop players into a short already-in-progress old-school adventure. No milling about a tavern listening for rumors or searching about for a quest. The adventure is happening now.

Read to Players: You are being chased across a cold icy open plain by five giants. A sheer impenetrable cliff face rises before you. Dexter, your guide says, "The secret door is right up there in the cliff face. Somewhere. Find the door and then I will give you the spell to open it."

The previous evening, you had agreed to infiltrate an underground, monster-infested tomb to destroy the phylactery of a mage named Ganter Snow. Dexter knows a secret way into the tomb. Mostly. He says the wizards, who have captured Ganter, gave him the location of the hidden door and the spell needed to open it to get into the tomb. He just needs a bit of help along the way. You are the help. You are at the location Dexter has indicated. He says "The secret door should be here somewhere.". The giants are about three minutes behind you.

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1. Secret door in the cliff face. Once the door is found, Dexter will give the PCs the spell paper. The paper says "Forward I am heavy, backwards I am not." PCs have three minutes to say the password "ton" (which opens the door) before the giants arrive. The frost giants will not pursue into the tomb.
2. The air is cold and still. The darkness overwhelms what little light seeps in from the doorway. Along the S wall web-covered skeletal remains. If the PC search the skeletons will find a +1 shield, 9 arrows, a brass key and an iron hammer. Two shadow spiders attack the party as they search this room.
3. A large, now-dry fountain is built into the N wall. The fountain contains coins and an inscription that reads "Each person must cultivate his own garden." Leaving coins in the fountain will cause the PC to be Blessed for their next combat; taking coins causes one point of damage per coin.
4. Bunk area. The party is greeted by a foul odor and an ogre who grabs a nearby spear and rush toward them (attacks immediately).
5. Two large stone slabs, 20 long and 6 high are in the N section of the room, 5' from the N wall. As soon as the PCs enter 5' into the room, three ogre archers who are behind the stone slabs will fire arrows at the party. The center 20' section of the room is a 10' deep pit covered with an illusionary floor.
6. Room with tapestries on the walls, altar near the N wall, ogre-sized chairs and tables, an ogre-sized chest (locked, ogre-sized treasure inside) and six ogres-sized ogres: four normal, one shaman, and one chief who fights with +2 2-handed long sword. The altar has a concealed panel (locked, trapped with sleeping gas) in the N face which opens to small area containing a silver amulet, four wool prayer shawls, a silver holy symbol and a pearl broach.
7. Room contains a large sarcophagus in the center area. Once in the room, PCs will encounter Ilsa, the spectral priestess of the tomb. Ilsa will ask the PCs to retrieve Ganter's phylactery for her in exchange for a magic item of great value. She will explain that she and Ganter worked together to keep the tomb free of intruders, so that Ilsa could have her eternal rest and Ganter could have a secure place for his work. With Ganter captured, Ilsa does not have the power to keep the tomb clear, but with the phylactery she would be able to keep her tomb free from intruders. She will give the party a key made of cedar wood to gain access to Ganter's lair, telling the PCs that "the cedar key matches the cedar (seeder) door." She will not attack unless attacked.
8. On this winding icy 5' wide path movement is slowed to half normal speed. PCs not wearing a wool prayer shawl will suffer minor cold damage once per round while they are on the icy path. The trap door in the floor at end of path can be unlocked with the brass key and opens to the ceiling in room 9.
9. A layer of ice covers the walls, ceiling and floor. There are eight doors in this octagonal room, one on each wall. The doors are all made of cedar and each has an image carved into it: Alchemist, Blacksmith, Carpenter, Farmer, Merchant, Priest, Soldier and Weaver. The cedar key will only open the Farmer (seeder) door in the S. The other doors do not open. Choosing the wrong door causes a blast of cold in the room, causing moderate damage.
10. In the center area of this large library are a chair and writing desk with an ink well and feather quill on top it. A note on the desk says "Ilsa called me a silly one. She will never get my phylactery. To find the right one, I told her 'Chase me and you will go nowhere'." The last phrase is written several times, followed by a smiley face. A central desk drawer (locked and trapped with a Lightning Bolt glyph) contains a Bag of Holding and a gold ring.
11. The ice para-elemental Hoen stands inside a summoning circle etched into the ice floor in the center of the room. Hoen will address the PCs, asking them to release him so that he may return to his home plane. If they will but break the summoning circle, he will be free to leave. What he actually wants to do is absorb all the PCs' body heat, killing them in the process. If pressed, he will attempt to trick the party into attacking him with fire, which will partially melt the floor ice and summoning circle, freeing him. If freed, he will summon four ice mephits and attack the party.
12. A four post bed with frost-covered curtains sits in the NE corner while large wooden wardrobe sits in the SW corner. Upon entering the room, the PCs will hear growling and barking. An illusionary ice hound will attack any PC stepping more than 5' into the room. The bed is a normal bed; the wardrobe is full of clothing and one cloak will stand out as being of exceptional quality (Cloak of Warmth).
13. The shelves which line the walls of this room are full of phylacteries. Each phylactery has the image of an animal embossed into its leather lid. Animals on the phylacteries include: eagle, duck, cockatoo, falcon, crow, goose, grouse, swan, parrot, owl, hawk, loon, hen, wren, jay, lark, and quail. The phylactery with the goose is the true phylactery. It may be safely taken from the room or destroyed. Attempting to take from the room or destroy any other phylactery will cause it to implode, dealing serious cold damage to all within 30'.

THE SECRET OF NIGHTGLASS MOUNTAIN

Introduction — A WAVE OF NEARBY VILLAGERS HAVE BEEN DISAPPEARING RECENTLY, MANY HAVE BEEN SEEN VISITING THE ABANDONED TEMPLE THAT WAS CARVED INTO THE VERY MOUNTAINSIDE NEAR THE TOWN OF COUROLEMPIERRE.

THE DRAGON-ASH TEMPLE

1. THE SANCTUARY

THE ENTRANCE TO THIS SANCTUARY IS A SIMPLE CARVED HOLE IN THE SIDE OF NIGHTGLASS MOUNTAIN. ITS BLACK OBSIDIAN STONE COVERS THE ENTIRE ROOM CAUSING THE LIGHT OF THE CANDLES THAT LINE THE WALLS TO DANCE IN REFLECTIVE PATTERNS WITHIN THE INK-LIKE DARKNESS ALONG THE WALLS. TAPESTRIES DECORATE THIS TEMPLE WITH COLORS THAT BLEED DOWN FROM RED TO WHITE AS A SYMBOL TO REMIND EVERYONE THAT ALL CREATURES OF THE LIGHT INEVITABLY DIE, BUT ONLY THOSE WHO EMBRACE DEATH, WHILE LIVING, SHALL TRANSCEND THEIR MORTALITY. AT THE END OF THE BLOOD RED CARPET THAT LINES THE WALKWAY RUNS A SMALL RIVER SEPARATING THE PARISHIONERS FROM THE ALTAR TO VORGOTH, THE GOD OF DEATH.

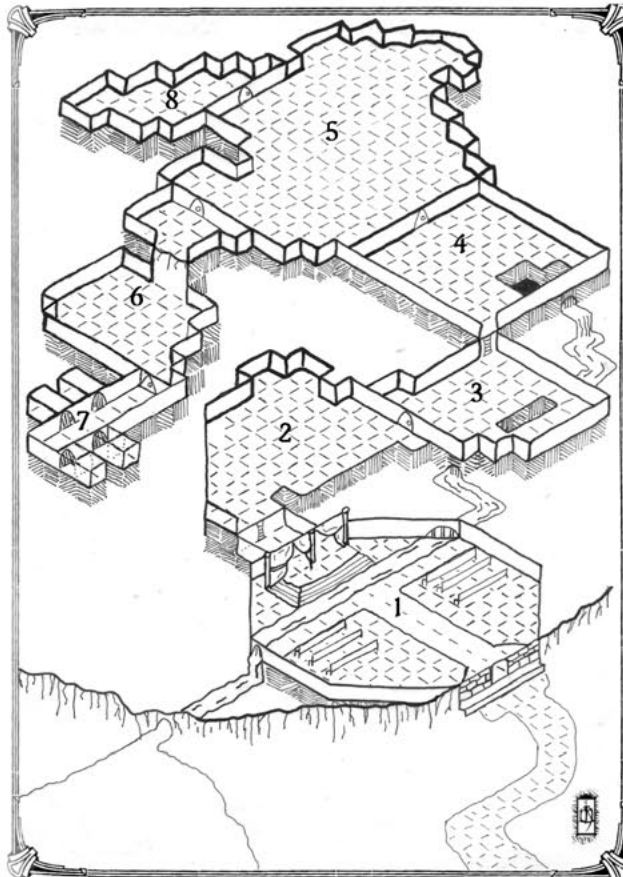
2. FELLOWSHIP CHAMBER

BEHIND THE VEIL OF THE VORGOTHIAN ALTAR LIES A SINGLE LARGE BRONZE LADDER LEADING UP A 5 FT. WALL THAT ONLY THE MOST LOYAL AND WORTHY BLACKHAND CULTISTS MAY ASCEND. WITHIN THIS ROOM THE CULT LEADERS GATHER AND PERFORM THEIR VILE INCANTATIONS DURING THE TWILIGHT AND AFTERNOON MASS.

THE BLACKHAND ORDER

3. RED RECEPTION ROOM

EACH YEAR FOLLOWERS WHO PROFESS THEIR LOYALTY TO GUL'ZHUL BLACKHAND IN THE NAME OF VORGOTH ARE BROUGHT BEHIND THE VEIL AT THE TIME OF THE FINAL MASS. THEY PASS THROUGH THE FELLOWSHIP HALL, LEAD BY THE CULT LEADERS, INTO THE RECEPTION AREA. THESE STONE WALLS ARE ALL COVERED IN A RED SUBSTANCE MAKING THE WALLS APPEAR TO BLEED IN A SIMILAR FASHION TO THE TAPESTRIES OF THE MAIN SANCTUARY. UPON COMPLETION OF THE DARK RITUALS AND SWEARING THEIR FEALTY TO THE BLACKHAND ORDER, THE RIVER RUNNING IN THE LONG PIT RECESSED INTO THE FLOOR RUNS RED WITH BLOOD TO REPRESENT THE BLOOD OF THEIR ENEMIES NOURISHING THE FARMS IN THE TOWN BELOW.



“EVERY HARVEST MOON CHANTING CAN BE HEARD FROM THE MOUNTAIN AND THE RIVER RUNS RED WITH BLOOD.”

4. DESECRATION CHAMBER

THIS ROOM ASSAULTS ALL SENSES OF REASONABLE FOLK. TABLES LITTERED WITH THE REMNANTS OF FLESH AND ORGANS, WALLS AND FLOORS WITH TRAILS OF BLOOD, AND THE FETID STENCH OF DEATH EMANATING FROM THE PIT NEAR THE SOUTHERN WALL OF THIS CHAMBER. UPON EXPLORATION IT IS LEARNED THAT THE REMAINS OF THE TEMPLES SACRIFICES ARE THROWN INTO THIS PIT TO MAKE THE RIVER RUN RED WITH BLOOD AFTER THE LAST MASS OF THE HARVEST MOON.

THE LAIR OF GUL'ZHUL BLACKHAND

5. GUL'ZHUL'S LABORATORY

THIS MASSIVE LIBRARY IS FILLED WITH BOOKS ON NECROMANCY AND SURROUNDED BY OLD APOTHECARY TABLES LITTERED WITH TWISTED AND CROOKED LOOKING INSTRUMENTS. POTIONS BREW ON A TABLE NEXT TO A LARGE METAL TABLE APPROXIMATELY 9 FT LONG COVERED WITH A BLOOD SOAKED SHEET. BENEATH THE SHEET RESTS BLACKHANDS MOST RECENT EXPERIMENT MADE FROM THE FLESH OF MULTIPLE HUMANS STRETCHED ACROSS THE GNARLED FRAME OF A DECREPIT OLD TROLL SKELETON. IF THE EXPERIMENT IS AWAKENED IT WILL ATTACK ALL MOVING CREATURES WITHIN THE LABORATORY UNTIL IT IS EITHER SUBDUED OR DESTROYED.

6. THE UNDEAD GAUNTLET

ZOMBIE SERVANTS FEAST UPON PRISONERS AS THEY LEAVE THEIR CELLS. THE GAUNTLET IS AN ACT OF RITUAL ONLY WITNESSED BY THE HIGHEST PRIESTS OF VORGOTH. ONCE FOUR SACRIFICES HAVE BEEN CHOSEN, UPON THE NIGHT OF THE HARVEST MOON, ALL FOUR CELLS ARE OPENED BY THE LEVER LOCATED IN GUL'ZHUL'S LABORATORY. THE HIGH PRIEST OBSERVES FROM THE UPPER LANDING AS THE UNDEAD ROAMING IN THE LOWER CHAMBER FEAST UPON THE SACRIFICES IN THE HOLDING CELLS. THE FIRST VICTIM IS KNOWN AS VORGOTH'S CHOSEN AND WILL BE RESURRECTED AS AN UNDEAD TO JOIN THE OTHERS IN THE GAUNTLET. THE REMAINS OF THE OTHER THREE SACRIFICES ARE THEN PULLED TO THE DESECRATION CHAMBERS WHERE THEIR APPENDAGES ARE THROWN INTO THE DESECRATION PIT TO FEED THE RED RIVER.

7. HOLDING CELLS

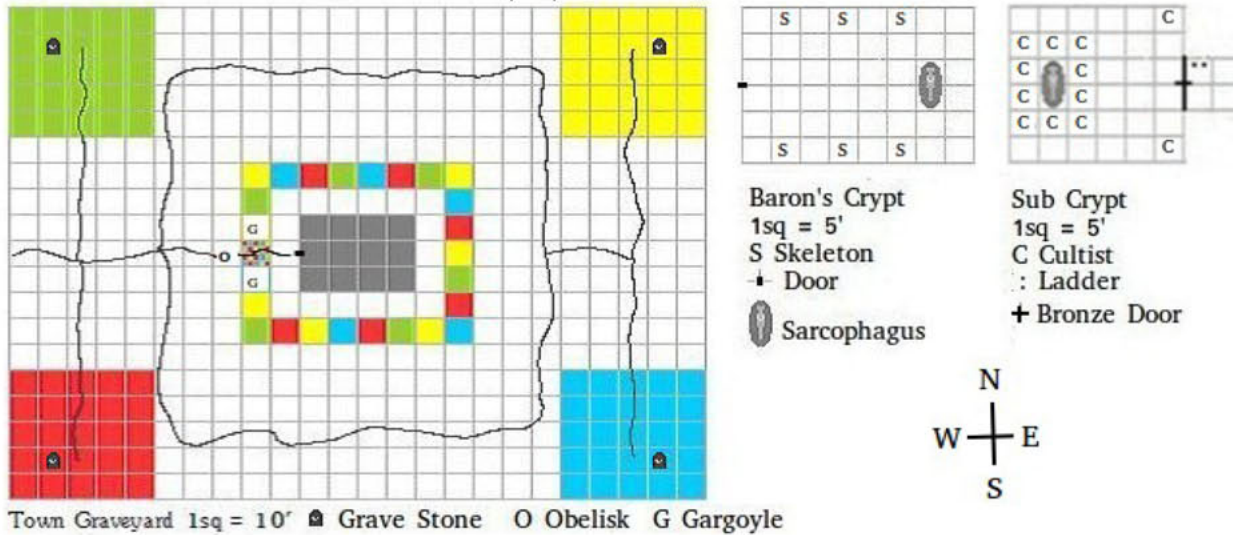
EACH WEEK LEADING UP TO THE HARVEST MOON A DIFFERENT VILLAGER IS CAPTURED AND BROUGHT TO THESE CELLS UNDER THE CLOAK OF NIGHT, UNTIL EACH CHAMBER IS FILLED WITH ACCEPTABLE SACRIFICES. THE FINAL SACRIFICE WILL BE BROUGHT TO THEIR CELL THREE DAYS PRIOR TO THE HARVEST MOON AT WHICH POINT THE THREE DAY MASS BEGINS. THESE 5FT. X 10FT. CELLS HAVE 5 FT. THICK WALLS SURROUNDING THEM TO MUFFLE THE SCREAMS FROM THE CELLS AND THE SURROUNDING GAUNTLET.

8. BLACKHAND'S DORMITORY

THIS DORMITORY ODDLY BEARS NO SIMILARITY TO THE WICKEDNESS OF THE OTHER ADJOINING HALLS. A SMALL METAL CANARY SITS IN A LANTERN STYLE CAGE IN THE CORNER SINGING OUT EACH TIME THE CULTISTS CHANT IS PERFORMED. IT WOULD APPEAR THAT THESE CHAMBERS WERE DESIGNED TO MIRROR THAT OF A YOUNG AND KIND ACADEMICIAN. IS IT POSSIBLE THAT THIS IS THE LAST REMNANT OF THE KIND CHILD THAT LATER BECAME GUL'ZHUL BLACKHAND?

The Baron Rises by Joseph Reilly for 1-6 2nd level characters

[Legend says that "On the 13th day of the 13th year when darkness swallows the full moon Baron Vandilcroft will rise from his crypt to once again rule over the people of Riven.". That night has come and only you can stand against the Baron and break the curse that haunts the people of Riven.]



[You travel east along a little used path to an old cemetery. As you approach you see three cloaked figures pause briefly at small obelisk and then enter the large central crypt. The entrance is guarded by two stone gargoyles. What do you want to do?]

Cemetery Movement: Characters who leave the path will become disorientated and move in a random direction until they are back on the path. Characters can move freely around the four tombstones. There are many graves in this cemetery only the four relevant ones are marked.

Gargoyles: [Grinning stone statues whose eyes glow with a dull shifting light.]

Obelisk: [Stone obelisk with a bronze plaque. The plaque lists some twenty family names, at the top of the plaque are four stones Red, Yellow, Blue and Green.]

Characters must touch the four names from the tombstones in the correct order. The order is Freeman, Constalman, Kendrich and Millsmen. The names can be found on the east side of the tombstones in the four corners of the cemetery.

Obelisk trap: Attacking or attempting to go around or between the gargoyles without first disabling the trap will cause the characters to be teleported to a random corner of the cemetery just to the east of the tombstone. Attempting to approach the crypt from any other direction will teleport the character based on what colored square they attempt to cross. Every time a character is teleported or approaches a tombstone on foot a skeleton with glowing eyes that correspond with the color on the map will emerge from the tombstone and attack. The family name is on the west side of each tombstone. Skeleton HP 15 AC 16 Attack +4 Damage 1d6+2 from sword.

Crypt: [There is a sarcophagus and six burial niches along the walls]. Disturbing the skeletons or setting off the sarcophagus trap will cause the skeletons to attack. A close examination of the sarcophagus will reveal that it is really one solid piece of stone and cannot be opened. Below the feet at the base read the words "Charon's Tribute". A silver coin must be placed in the mouth of the sarcophagus. The sarcophagus will slide to the east revealing a ladder going down. Failure to use a silver coin will cause a 1d6 lightning attack to the character and will activate the skeletons. Skeletons HP 12 AC 16 Attack +4 Damage 1d6+2 with sword.

Sub Crypt: [You descend into a small ten by ten room with a bronze door to the south. The door is locked.]

Lock: DC 15 to pick (you gain surprise) or Strength Check of 15 to break open (no surprise).

Cultist HP 6 AC 11 Damage 1d4 with dagger.

Baron Vandilcroft: HP 20. AC 14 Damage 1d6+1 Scepter Bonus Action to activate scepter as follows:

Range attack on hit to do 1d4+1 damage and heal the Baron for same amount OR the Baron takes 1d4 hp and raises a dead cultist as a zombie with that many hit points. Any time a living cultist is killed the Baron absorbs his soul and heals 6 hit points. The Baron will rise from his sarcophagus after 4 cultists are killed.

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The Midden of the Mewler

A crappy encounter area for Underdark or Megadungeon

by Ken Moore <http://ohthesubhumanity.blogspot.com/>
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A crevasse or sinkhole somewhere above serves as a sewer/dumping ground for that level's inhabitants. The cave immediately above this level narrows before opening up, funneling the ordure and filth from above into area 2. This whole area is dimly lit by numerous **fire beetles**. The overall light level is too dim to read by, but not too dim to fight by, as long as you're careful not to target any friends. The main cavern area (running between 1 and 3) is covered in a layer of filth spreading out from area 2 as well as guano dropped by the numerous **fledermen** (see below) living along the ceiling. The main cavern is literally crawling with **maggots**, ranging from normal size to 3' in length. They are harmless, but disgusting.

Getting in: Characters are most likely to enter this level by being swept away in an underground stream and falling into area 1, or falling (or being thrown) down the chasm into area 2. Climbing out through the stream is not possible without magic due to the force of the current. **Fledermen** harass climbers or fliers trying to leave via the area 2 entry.



- 1) **Cleanwater Falls** – a stream of clean water falls from somewhere above, only to mix into a disgusting brown mess in this pool. The pool usually fills the smaller, darker area with the stream running to the south of area 2.
- 2) **The Splatterhorn** – filth from above piles up here. Every once in a while, a crapalanche occurs, spilling over in a random direction. Characters caught in a crapalanche are likely to suffer 1-3d6 damage from debris, and may be trapped under a suffocating pile of ordure. If the stream is blocked, the pool fills the larger area before spilling over and running along the north side of area 2. Eventually, the obstruction will soften and erode and the stream and pool will return to their original state. This usually occurs in a sudden collapse of the obstruction and a surge of filthwater racing down the streambed. A truly unlucky character could be swept away and down the drain.
- 3) **The Drain** – the thick brown liquid swirls slowly around this hole before disappearing into the darkness. It will eventually open out

into an irrigated mushroom field tended by some Underdark race. Characters unaided by magic who try to swim for it will have drowned by that point. There is a paddle from a canoe embedded in the muck along the bank near here.

- 4) **The "Dragon"** – a **fire lizard** lairs here where the muck isn't as bad. It eats vermin that ventures this way, occasionally entering the main cave to hunt **fledermen**.
- 5) **The Wrong Way Out** – this tunnel narrows until even the smallest explorers are crawling on their bellies and dragging their gear behind. Then it narrows some more.
- 6) **Monks' Room** – 16 **myconid** monks (split evenly between 1HD and 2HD types) tend fungus farms here as well as small plots within areas 7 and 8. This circle of myconids is not the standard mix due to the predations of their god.
- 7) **Chapel** – 3 3HD **myconids** tend the outer shrine.
- 8) **Abbot** – a 4HD **myconid** broods here on his impending self-sacrifice to the **Mewler**.
- 9) **Holy of Holies** – **The Mewler** takes up the space between the two western tunnels. It is a pale, quivering fungal mass, and makes a noise like thousands of kittens. Characters who hear this noise must make a Will save each round to resist a suggestion to approach 10' and immerse themselves in **the Mewler**, where they will begin to suffocate (in CON/3 rounds). Those who make a save may retreat at full speed for that round if they wish. **The Mewler** takes 10HD of damage to destroy (piercing weapons do no more than 1 point, blunt weapons do ½), but will regenerate slowly (1HD per day) unless attacked with fire or acid. The elevated passageway from the main cavern is 10' off the floor in the main cavern and 20' up in here. If characters stealthily enter the Mewler's cavern using this passage, the hypnotic kitten noise will be muted (non-threatening) until they reach floor level or make some sort of loud noise. They could probably make it to the exit tunnel before it starts if they sprint.
- 10) **Finally!** – the way out. Make sure to bathe before presenting yourself to polite company.

Epilogue: Days or weeks after escaping, any gold the PCs had in this cavern will begin sprouting a fine, moldy covering. Left alone long enough, it will begin making a mewing noise like a kitten (it won't become dangerous unless given a large bed of gold and fertilized well). It is easily wiped away, but will return unless burned or wiped with vinegar. Just how much gold is buried under that thing down there?

Random encounters, 1 in 6 chance each turn (d8+d10):

- 2 – crapalanche (see area 2)
- 3 – fire lizard from area 4 out hunting
- 4 – 1-4 phycoids
- 5 – 1-6 flies, giant bluebottle
- 6 – 5-20 rot grubs
- 7 – 3-18 bats, giant
- 8 – 3-12 beetles, giant fire
- 9 – 1-100 pigeon sized flies (treat as normal bats; may also include hunting fledermen 2 in 6 chance)
- 10 – 5-30 centipedes, huge
- 11 – 2-8 shriekers
- 12 – 2-8 fledermen
- 13 – 2-24 centipedes, giant
- 14 – 1-3 gray oozes
- 15 – 2-8 myconids from area 6-8 searching for gold or choice bits of carrion for their god (dead fledermen are a favorite)
- 16 – 1-2 basidirones
- 17 – methane pocket (flames turn blue when nearing, if party doesn't turn back, it will explode as a 3d6 fireball)
- 18 – crapalanche (see area 2)

Fledermen: treat as humanoid bats of average intelligence. Most have 2 HD, AC 8, and do d4/d4 damage with claws. They may use swords, spears, or similar lightweight melee weapons in flight.

DEATH OF THE SINNER

Introduction

The Vantærum Academy was created for the training of Holy Warriors. The Dean, Arbatarius Vantærum, laboured to magically amplify an artifact called The Orb of Judgement in an attempt to banish all traces of evil from the land. Instead he unleashed the power of Unholy Judgment which devastated the Academy. The land around the Academy, once fertile, is now blasted and forlorn, with tormented undead roaming ceaselessly. Mostly in ruins with its three top stories shattered and collapsing, the only discernable entrance to the Academy leads down into the subterranean Temple area.

The Orb of Judgment

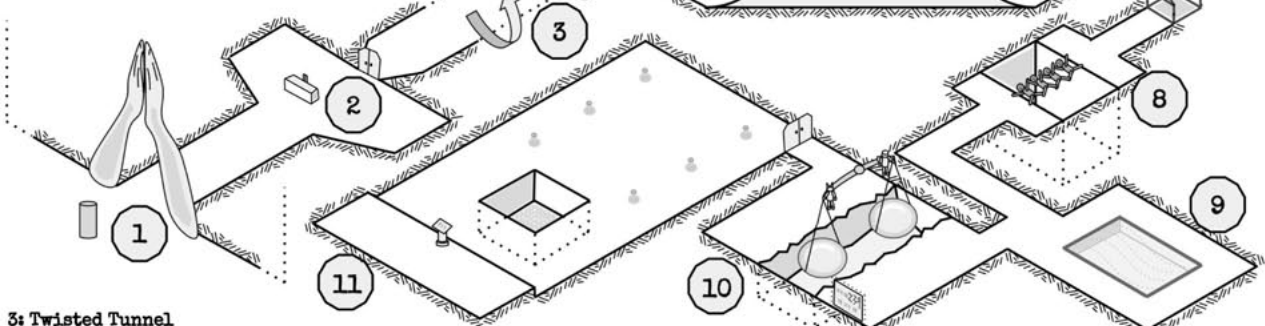
Once a character has crossed the threshold of the Temple any lie, curse or other verbal transgression will result in a spark of electricity leaving their mouth (causing minor damage e.g. d3) and cutting the offending phrase into the nearest stone surface. The walls are crowded with all the oaths and untruths of those who have trespassed here.

1: Archway of the Sentinel

The entrance is framed by two massive stone arms emerging from the ground with the fingers steeped at the top to form an archway. There's a 3ft tall stone column in front of the hands with the top carved into a bowl. If an offering of value is placed into it then the hands will raise to the sky for a moment and the characters may proceed unimpeded. If no offering is made the arms will grasp at the characters if they try to enter. Only relatively minor damage is taken from the grappling itself but on contact the fingers unleash a powerful electrical charge.

2: The Ledger Keeper

The Ledger Keeper is an intelligent robed ghost with a long beard who remains to keep a record of all who enter the Academy. From behind his desk, with his quill poised above his records book, he asks in a gravelly voice: "Name and purpose of visit?". He merely wants to keep the ledger accurate and up to date. He will not attack unless provoked.



3: Twisted Tunnel

Beyond stout wooden doors is a flagstoned tunnel that once saw daily processions of worshippers. Now the very fabric of the stone is unnaturally warped. This spiralling corridor of slimy stone is very difficult to traverse, with no flat surfaces. Anyone travelling here will be trampled by a mass of panicking, fleeing ghosts of students still trying to escape the Academy's horrible cataclysm. The ghosts don't attack, just push and crush.

4: Anteroom

An ornate marble bench is next to the wall on the right as you enter this waiting area. On the left wall is a large fresco of an angel and a devil weighing a man's soul while a priest says the sinner's last rites. The devil peels off the painting and attacks.

5: Shrine of Donlûn

This corridor slopes upwards to a hump in the middle where stands a statue of a warrior, badly wounded but still resolute. A small platinum plaque under it reads: "Taken from a stronghold in the city of Donlûn where a valiant band of the faithful held against a siege of heretics. Remember their sacrifice." Showing this plaque to Arbatarius will remind him of his ideals and make him hesitate. Touching the plaque triggers a magic trap that turns the statue into a 6ft diameter rolling granite sphere the characters must use their reflexes to avoid. It rolls in the direction the toucher approached it from.

6: Lurking Oozes

Oozes are squelching over a festering pile of humanoid bones.

6: Lift Shaft

A secret door bars entrance, the password is cut into the wall: "I told you, the password is 'penitence', you damned simpleton." The winch drum operates a simple cage & counterweight system. The cage holds four people. A subservient zombie acolyte mans the mechanism, it gestures at the characters to enter the lift.

7: Bridge of Sinners

A bridge made of zombies chained together hand to hand and foot to foot, like a paper chain, spans a pit full of daggers.

When a character walks on them they writhe, moan and call out their sins ("I murdered my brother!", "I burned down the temple!"). If a character tells them they're forgiven the sinners settle down and weep quietly for a while.

8: Reflecting Pool

When the first character looks in this still, mirror-like pool a twin version climbs slowly from the water and approaches its original. If they attack the twin it will fight, but if they are peaceful the twin will merely observe them and climb back into the pool when they leave. A slain twin and its possessions turn to water. Only one twin may exist at a time.

9: The Weighing of Souls

A pit of cold energy is bridged by the pans of a set of brass scales suspended from the ceiling. The pan on the left has a brass devil holding the chains, the one on the right an angel. The solution is open ended (rust/jam the mechanism, balance the pans with equally weighted characters crossing at the same time) but if they jump across without touching the scales it triggers a trap that tilts the opposite platform down to slide them into the pit of crackling cold.

Runic writing on the wall says that good characters may walk under the angel without balancing the scales physically, and evil characters may walk under the devil.

10: Arbatarius Vantærum

Cracked marble arches line the walls of this cathedral-like chamber and statues lie splintered all across the flagstones. The Spectre of Arbatarius Vantærum is behind a lectern atop the grand altar, incorporeal hands on the Orb of Judgement. He will ask: "Who among you is the greatest sinner?" If the players don't nominate someone the GM will decide, based on their knowledge of the characters. Faceless grey creatures float out of the Orb of Judgement and congregate swiftly around the 'guilty' character to drag the character (and themselves) into a pit of fire near the centre of the room. They will not attack the other characters unless they are attacked. When one of them is destroyed another forms from the Orb of Judgement. There are 6 large jars of holy wine that will cause the pit of flames to temporarily splutter out for d4 rounds if thrown in.

Conclusion

The Orb shatters if it is touched by anyone but Arbatarius or if Arbatarius is destroyed. Once the Orb's influence is ended the temple becomes a still, lifeless place. Its undead are released from service and life begins to return to the surrounding area. All may speak and act freely now.

LONDRES · PARIS · CONSTANTINOPLE

Departure
You have taken place into the famous long-distance passenger train in Paris. Your goal is Constantinople.

The Grimoire
A tome of eldritch horror, written by a mad Arab, and bound in leather, will be exchanged during the journey by a mysterious seller. You have to seize it!

RUMORS
1. The Countess Elizaveta Nikolaevna is said to be a vampire.
2. Cyrus McQuinn has been in India and, after the theft of a jewel, is now cursed.
3. Bogdanovic killed his previous wife and

seduce rich widows to steal their money.
4. Leopold Merle is a French spy.
5. Some raiders have been spotted near Belgrade.
6. Nagelbacker has romantic interests with men.

A little bit of history
The year is 1912. Europe is boiling with the imminent war. And the Orient-Express is full of spies, diplomats, royalty, nobles, business entrepreneurs and intrigue. The Orient Express has acquired a well-deserved reputation of comfort and luxury, the cuisine is also quite famous.



For the One Page Dungeon 2016
Written by KHELREN

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Locomotive 221 A EST.
Power type: steam
Fuel type: coal
Maximum speed: 65mph
Average speed: 40mph.

Known for having trouble with steep slopes. Also, highly-demanding and prone to failure in case of very cold temperatures.

The departure is Wednesday, at 9PM. The first evening allows to enjoy the luxury and the comfort without too much worries.

Thursday, at 10PM.

The transaction should be initiated just after Vienna. The sale will be in the restaurant. Look for a black rose at a table: that will be the man.

Friday, 5AM. The train stops for a while. Some customs officials inspect thoroughly the train. They can be bribed.

The track has been sabotaged. The locomotive and the first sleeping coach derail. The train driver is killed, some passengers wounded. It begins to snow.

The arrival at Constantinople should be on Saturday 10PM. But the snow will hinder any journey. They will have to wait for five days before a respite. There is only food for two days. Hunting or dealing with the locals is a possibility.

- Occupied bed
- Free bed



The PCs roll their couch randomly. They'll have to share their room with someone else. Roll 1d4:

1. Colonel Cyrus McQuinn. An officer of the British Army. Quimsical and hedonistic. This tall fellow usually smokes. Has a well-adorned mustache and a rifle.
2. Leopold Merle is a French private investigator. Can be seen mostly listening to classical music in his room or eating at the restaurant.
3. Ms. Jessica Brooks is an American spiritualist. She is a stage magician, an expert pickpocket, and also a true medium.
4. Antojne Bogdanovic is a Serbian writer and journalist. He has a one-million dollar face and a disarming smile. He is a Serbian diplomat, here to meet Merle, who is a French spy, and deliver secret documents.

They have to share a room with someone of the same gender. Assign them a free single room otherwise.

- The coach features also:
- Countess Elizaveta Nikolaevna Keremievskaya. An old Russian noble who enjoys travelling across Europe.
 - Arthur Nagelbacker, an old Swiss banker. He is the one who holds the Eldritch Grimoire.
 - Andreas Giannopoulos, a young Greek entrepreneur. Nothing special about him, except that he is a sleepwalker.
 - Luigi Foscarelli, an Italian athlete. He loves cars, women and talking about skiing. Received the skiing gold medal during the previous winter olympic games.
 - Tobias Brahm is an antique dealer, always writing down something inside a small notebook. Talks rarely. He is also interested in acquiring the Eldritch Grimoire.

First-class dining room: 24 seats.

Second-class dining room: 16 seats.

Pantry

Kitchen

The first sleeping coach holds another 16 beds. Here are some names to improvise some passengers:

Conrad	Emanuele	Meissner	Espinoza
Rene	Ugo	Dietrich	De Wit
Michel	Maarten	West	Van Aarle
Olaf	Bautista	Lieberenz	Orlov
Evelyn	Gerd	Frye	Pasternak
Basil	Lieke	Selby	Volkov
Brad	Mariana	Baldwin	Ionescu
Sinclair	Dragos	Greene	Vasilescu
Whitney	Serafima	Fleming	Brankovic
Miles	Aleksei	Neville	Filipovic
Nigel	Timofei	Van Beck	Dahl
Quinton	Liouba	Moreau	Nilson
Agatha	Teodora	Hierrot	Ljunganm
Giselle	Stojan	Bordeleon	Dragomirof
Yolande	Viggo	Martel	Burakgazi
Annette	Greta	Valenti	Dimitriou
Marcel	Kismet	Agostini	Spiros
Rachele	Abdulkadir	Villaverde	Cardozo

If someone reads the Grimoire, they have to roll a test of Charisma. If they succeed, they gain the intimate knowledge of the answer of one question they hold dear. If they fail, their spirit is teleported in the city of the Elder Gods for 1d6 seconds, then 1d6 minutes, then 1d6 hours, then 1d6 days, for each successive failed test. Spending more than a few minutes equals death.

The fireshot
During the trip, a fireshot will be heard. No clue can be found. But someone is missing after that. Who? Is that only a trick for someone to hide?

The refugee
Someone is hiding in one of the baggage cars. It's a refugee from a country at war. Hungry and scared.

RANDOM MENU GENERATOR
FAST COURSE
1. Oysters
2. Soup with italian pasta
3. Duo of salmon
4. Asparagus soup

3. Fillet of beef
4. Fillet of sole meuniere

MAIN MEALS
1. Turbot - green sauce
2. Chicken 'chasseur'

DESSERTS
1. Chocolate pudding
2. Vanilla panacotta
3. British cheeseboard
4. Cinnamon compote

Always served with wine

that person may have seen some strange activities during the journey though.

The illness
Someone is sick: vomiting and diarrhea as symptoms. A doctor diagnose cholera. A quarantine is then pronounced: nobody can leave the train. But people are dying really quickly. Poison? Curse?



DRAMATIS PERSONAE

1. McQuinn is terribly unlucky, but if he has been in India, he has never stolen any jewel. He is prone to command and his rifle will cause trouble (during the border control in Budapest or simply during any moment of tension).

2. Merle is naturally curious and will always spy on anybody. He knows absolutely anything that will happen anywhere in the train. He has no interest in the occult but may see the Eldritch Grimoire as a weapon best given to his own masters.

3. Brooks will be troubled with the Grimoire so close. She perceives the psychic disturbance that the tome generates. She will have nightmares and will probably act crazy. Such a precious item of power can tempt her. She hides a small fortune into her bag.

4. Bogdanovic has one goal but he is greedy. He will seduce Nagelbacker enough to make him confess that he possesses the Grimoire. He will try to kill him and to steal the eldritch tome, given the right occasion.

5. The Countess may be an abomination, an undead, a creature of terrible power, maybe a witch. She will stay close to the Grimoire and try her luck during any disaster, escaping into the night or the snowstorm, never to be seen again.

6. Nagelbacker has no precise idea about the nature of the Grimoire. But he is sure of one thing: the tome is of great value.

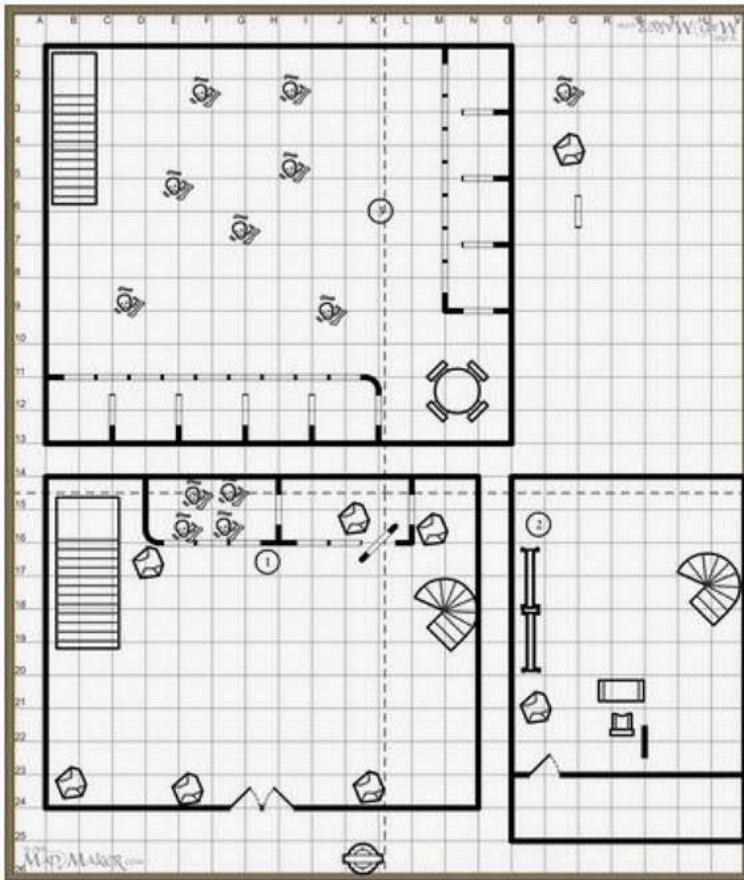
7. Brahm was used as an expert by Nagelbacker to make sure that the tome was authentic. Since then, Brahm dreams about the Grimoire and of a strange city with strange colors. He is sure that the Grimoire can lead him to this city. And there he could have all the answers he is seeking.

8. Foscarelli will hit on any lady, talk incredibly loud, and probably interrupt, half-drunk, the deal with Nagelbacker. He isn't dangerous, but he talks too much, and someone else won't help but hear him, to be sure.

9. One of the service grooms is a counter-spy, trying to prevent the exchange of secret documents between Merle and Bogdanovic. But he has no idea about the identity of the foreign spy that Bogdanovic would meet. And his best guess is Nagelbacker because he seems to hide something.

10. One of the waiters hates black roses. He will get rid of any black rose during his service. So, either he will be seen with a black rose by the PCs. Or, as he is also a jerk, he will put any black rose on the table of a customer he dislikes.

Karma Zootra by Kosher Kommando



DM Preface: Nigel Berrythorn has chosen to open a zoo, I find a good price for monsters is 100gp x Challenge Rating if you are not a d&d 5e person animals are 10gp max, skeletons and zombies are 25gp, cockatrice 50 gp. Owlbears 300gp. You are absolutely welcome to adjust these prices for your campaign. I would also recommend having him open up a museum so players have a place to donate or sell art, pottery and other junk they pick up adventuring.0

Remember this is likely a magical world, the cages may look down on pocket dimensions from above, or the creatures could be bound inside a stasis field when people aren't looking at their cages. Maybe they have been miniaturized and live on a series of islands co-existing kind of like that spy kids movie. Anythings possible! (you could also have a terrible zoo manager who keeps them in cages and give your players a chance to break into the zoo and get the manager fired. And remember that evil villain who needed a plan? (he's the one funding the zoo!)

Somebody has mysteriously purchased the abandoned jail just outside of town, there's been construction day and night for weeks, What could possibly be happening there! Entering the Jail they see golems repairing the building, what power controls them? The first cell that appears rebuilt is

full of skeletons. (4-8 of the depending on #of players). As the players approach they appear to go wild eventually breaking the cage and charging them! Roll For Combat!

After defeating the skeletons players find themselves surrounded by golems, if attacked they will attempt to grapple and restrain players. The implication is clear stand down or be overwhelmed by their might. This standoff continues until players put the manacles on attack the golems or a Humanoid creature runs out yelling in common, "halt, stop, what are you doing to my precious monsters!?" assuming the party stops and doesn't slaughter him or fight their way out of the Golems and flee, he explains that he has a dream. "I want to create the first place for people to experience the world of adventure right here at home! A place where the dangers of a dungeon are on display but don't ever really put your life at risk!" (DM: He wants to build a Zoo of dungeon life).

He invites the players to come and see his slowly growing collection. Only skeletons downstairs have forced him out. If the adventurers clear them out all is forgiven. Taking them upstairs, he tells the players a bit about each creature and gives them a creatures list or basic book of monsters. Reading almost right from it to them, they find out about each creature downstairs. Most in cages. I recommend Giant Crabs, scuttling within a shallow pool, a pair of Nothics babbling to one another as they stare knowingly outwards, and an imp, bound to a circle nearly the size of the cell, Laughing as he throws rotten food at a picture of a human. (roll a dex save against illusionary food?) While still sparse The building looks less and less like a jail the more they ook around. The humanoid introduces himself as Nigel Berrythorn, His family may or may not be assisting him. Finally he turns and says he was about to open this week! But now players have set him back, who knows how long it will be before somebody can catch skeletons again! (players should try and catch the ones downstairs) If players help he offers them a deal helping him stock the zoo.

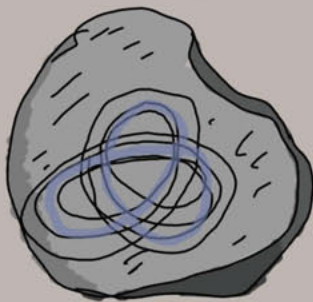
The Stones, the Ship and the Fortress.

The evil sorcerer Sacrebleu is terrorizing the land with his flying fortress. The fortress moves daily (roll 2d12 and place the flying fortress icon on the map). A giant thundercloud underneath the fortress puts everything in danger of getting hit by lightning.

The good mage Yolo has a plan to build a flying ship to invade the fortress, and Pirate Pete has offered his ship to be converted. The only thing missing are some hoverstones.

Hoverstones are about the size of a fist and look like ordinary rocks except for the runes carved on them. But when an electric current runs through them, the stones, and anything attached to it, will start to float in the air.

A total of four hoverstones can be found in the land, but only three need to be retrieved to make the ship stable enough to fly.



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Empty Well

Years ago a monk accidentally dropped a hoverstone in the well. He tried to retrieve it but was never seen again.

1. The well goes 10 meters down until there is a stone hatch on the bottom and a tunnel on the side.
2. A hungry giant spider and her spider spawn are up in the corner. At the end of the tunnel there is a pump that can open the hatch.
3. There is a hole in the hatch about the size of a foot but it's not large enough for a person to pass through. Electric eels are swimming in the water at the bottom, which makes the hoverstone jump in and out of the water.



Crypt

This crypt once belonged to a rich and influential family, however it's been vandalized and in disrepair for decades. 1d6 ghouls have made it their home now, attacking anything that enters. At night they become more active and wander outside. Anything valuable that was stored in the crypt has been plundered a long time ago. A hoverstone, apparently not deemed valuable, is lying in the corner of the last sarcophagus.



Misty Marsh

Although the marsh is always covered in mist, Frog Rock is easy to find by listening to the croaking sounds of the frogmen. Frog Rock is a small island about 10 meter in diameter and has a 10 meter tall obelisk on it, obviously not build by the frogmen. Frogmen are shy and frightened by strangers and flee when attacked. However, they won't allow anybody to set foot on Frog Rock and will give a clear warning not to do so. If a stranger does set foot on Frog Rock (or steals the hoverstone) the frogmen will turn hostile. They use hit-and-run tactics and the attacks will continue until the strangers are outside the swamp or dead. A hoverstone is hanging from the obelisk in clear sight. The frogmen priest can speak a few common words and might be willing to swap the stone for something useful (a trumpet, a weapon that doesn't rust or a small sacrifice).

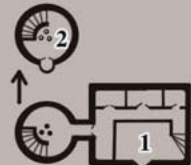


Goblin Cave

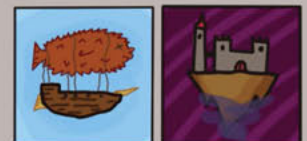
1. Entrance: One goblin is supposed to guard the entrance but is sleeping and snoring loudly instead.
2. Main hall: 3d6 goblins are feasting on Antie Grundo experimental cookery.
3. Wolf kennels: Two dire wolves are locked in their kennels. They somewhat obey the goblins.
4. Kitchen: Antie Grundo, a goblin shaman and leader of the goblins, uses black magic in her recipes. She hardly ever leaves her kitchen and is always brewing something, figurally too. A hoverstone can be found on a shelf among some other trinkets.

Flying Fortress

As soon as the last hoverstone is installed the ship is ready to take off. Yolo plans to stay behind because he's no help in combat. When nearing the flying fortress the hovership will get attacked by 1d4 banshees that fly around the fortress.



1. Lobby: 1d6 animated armors are patrolling the area in a predetermined and logical path.
2. Tower: Three copper pillars are constantly exchanging sparks. A person will get a shock when standing too close. Sacrebleu is surprised to see anybody enter his chamber and immediately attacks with lightning bolts. Talking to him is futile and it's too noisy to talk anyway. The easiest way to dispose of him is to push him into the electric pillars. Either way, without Sacrebleu the fortress is doomed to crash to the ground spectacularly, so the heroes better escape quickly.



THE BLACK TOWER

In the middle of the desolate plain, in the ruins of an ancient settlement a huge black stone tower stands as the starless night, no windows is seen in its facade, and only one large double doors of ebony and black metal protruding from the facade.

The Black Tower is inhabited by beings from the shadows and dead, it was built many years ago and forgotten history; where life is lacking and there are only ruins, but the sun's rays shine on its color is the same as starless night and only cold emanating from it.

The creatures that inhabit this place are specters, wraiths and shadows. The master of the tower is an ancient sorcerer lich. For his entertainment, inside the tower created a game for his victims and fun.

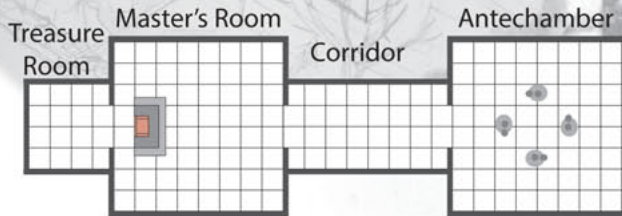
Unwanted visitors have a chance to get him and his treasures ever to survive and meet the Lacrymas that allowed access to his anteroom, but to achieve this must beat the legion of dead guarding the tower.

Ground Floor

When you cross the threshold are wrapped in the shadows, no light penetrates, they feel the floor as it slides under your feet. They come to a large room which four corridors are connected one in each cardinal point (N, E, W, S); despite being well lit the room, the light does not penetrate the dark hallway. A voice comes from everywhere coldly greets "Visitors, hope to survive and get me to reward them, the rules are simple need to gather 2 lacrymas of each color."

When the group enters a corridor, they will be transported by shadows into a room at random. See table Shadow's Walk.

With the exception of Ground Hall, in every room there is a tear of the same color of the room (Red, Blue, Green, Yellow). They need to collect 2 of each color to access the antechamber of the Master of the tower automatically. The monsters have been eliminated in a room not come out again until after 48 hrs.



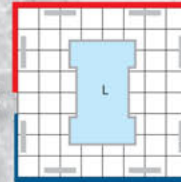
- *Maze. A small maze to test guests and they reach tear. Here are specters and wraiths.
- *Cells. Here are living prisoners of Lich. They can be released, but they can not leave the tower unless they defeat the Lich. Here are specters and wraiths.
- *Pool and Garden. Under its waters is the lacryma and danger. Here are specters and wraiths.
- *Library. Knowledge is everything and the trap may bring more problems than anything. Here are shades and gargoyles. To release the lacryma must solve a riddle.
- *Room. These rooms have much flow, but well maintained. Here are shades and gargoyles.
- *Antechamber. The place is spacious and well furnished, there await the adventurous four guardians, the disciples of the sorcerer. Four sorcerers wraiths.
- *Master chamber. It is a laboratory, it is broad enough to experiment with their spells instead. He can call ghosts and wraiths that have not been destroyed or invoke from the plane of dead.

Once you have defeated the master of the tower, players can move freely around the tower using portals shadows, the treasure room is also revealed.

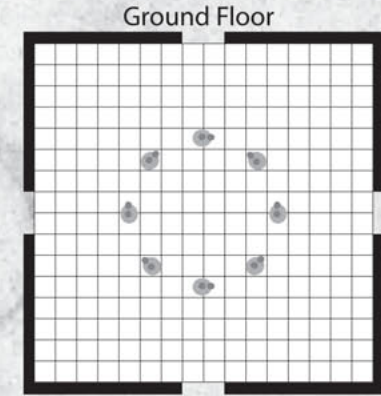
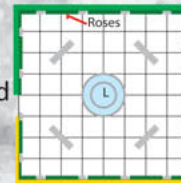
Riddles (answer)-room-

- * I cut through evil like a double edged sword, And chaos flees at my approach. Balance I single-handedly upraise, Through battles fought with heart and mind, Instead of with my gaze. (Justice)-red-
- *Deep, deep, do they go. Spreading out as they go. Never needing any air. They are sometimes as fine as hair.(Roots)-green-
- *My tines are long, My tines are short, My tines end ere, My first report. (Lightning, or lightning bolt)-blue-
- *Bury deep, Pile on stones, My mind will always Dig up them bones. (Memories)-yellow-

Pool (Red and Blue)

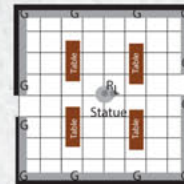


Garden (Green and Yellow)

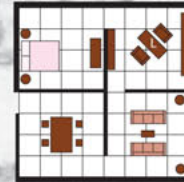


L= Lacryma, G= Gargoyle, R= Riddle

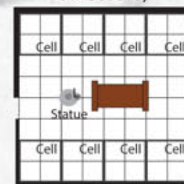
Library (same for all colors)



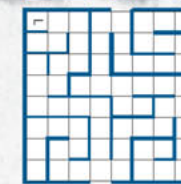
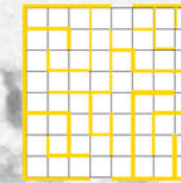
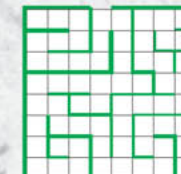
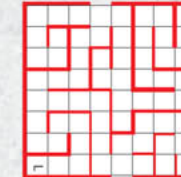
Room (same for all colors)



Cells (same for all colors)



Maze



Shadows Walk Table

D6	Chamber	D6	Chamber
1	Ground Floor	4	Pool (Red or Blue) or Garden (Green or Yellow)
2	Maze	5	Library (Riddles)
3	Cells	6	Rooms
D4	Color	D4	Color
1	Red	3	Green
2	Blue	4	Yellow

The Dungeon of Abkadev

By Maezar

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After finally imprisoning his nemesis **Abkadev**, your patron the wizard **M'nop** sends you from his own impenetrable tower to loot the enemy's lethal dungeon, equipping you with a magic orb to return you to him when you find the **Tome of Vyrz** and speak the magic words. As he recites them to you, the imprisoned Abkadev squirms...

☞ = TORCH

A. ENTRY HALL
Resist or suffer GLOOM.

B. STORAGE
Mundane objects, and...
...a FINE WEAPON!

C. REFUSE ROOM
Filed with dangerous vermin
...and hiding the IRON KEY.

D. DEATH FROM ABOVE
Toxic nematocyst tentacles!
Strange markings on the wall...



R. FUNGUS PITs
Three special types grow:
(a) Harmful, (b) Helpful (c) Humanoid.
Take (a) or (b) and (c) attacks!

S. SLIMES!
Wretched slimes fill this room
which also holds a TREASURE!

T. HALLS OF FIRE!
A map plaque explains:
Fireballs begin together.
They repeat at 5,4,3, and 2 secs.
in halls 50', 40', 30' and 20' long.
You can travel 20' per second.



Where to stand at how many seconds.

E. RIDDLING WATER
Receive a blessing or a curse.
"Red, black or blue, it looks down on you..." ("SKY.")

F. MIRROR MAGIC
Push the mirror (m) to (e) to create a door,
or past (c) to release evil clones!

G. DARK CHASM
20' wide and very deep.
Find some way across.

H. GUARD CHAMBER
2-in-6 they're expecting you...
If so, they've hidden their treasures (t)
including a CRANK for O.

I. SKELETONS TRAP
The door closes behind you...

J. THE DARK DEVOURER!
A deadly denizen...

K. PRESSURE PLATES
"5/9" on the wall... Wrong tries deal minor damage. (See graffiti at D.)
☐☐☐ Open the panel (p) ☐☐☐ Release the horror (h)

L. OPEN PIT – A strange crooked rod below... (a CRANK for O.)

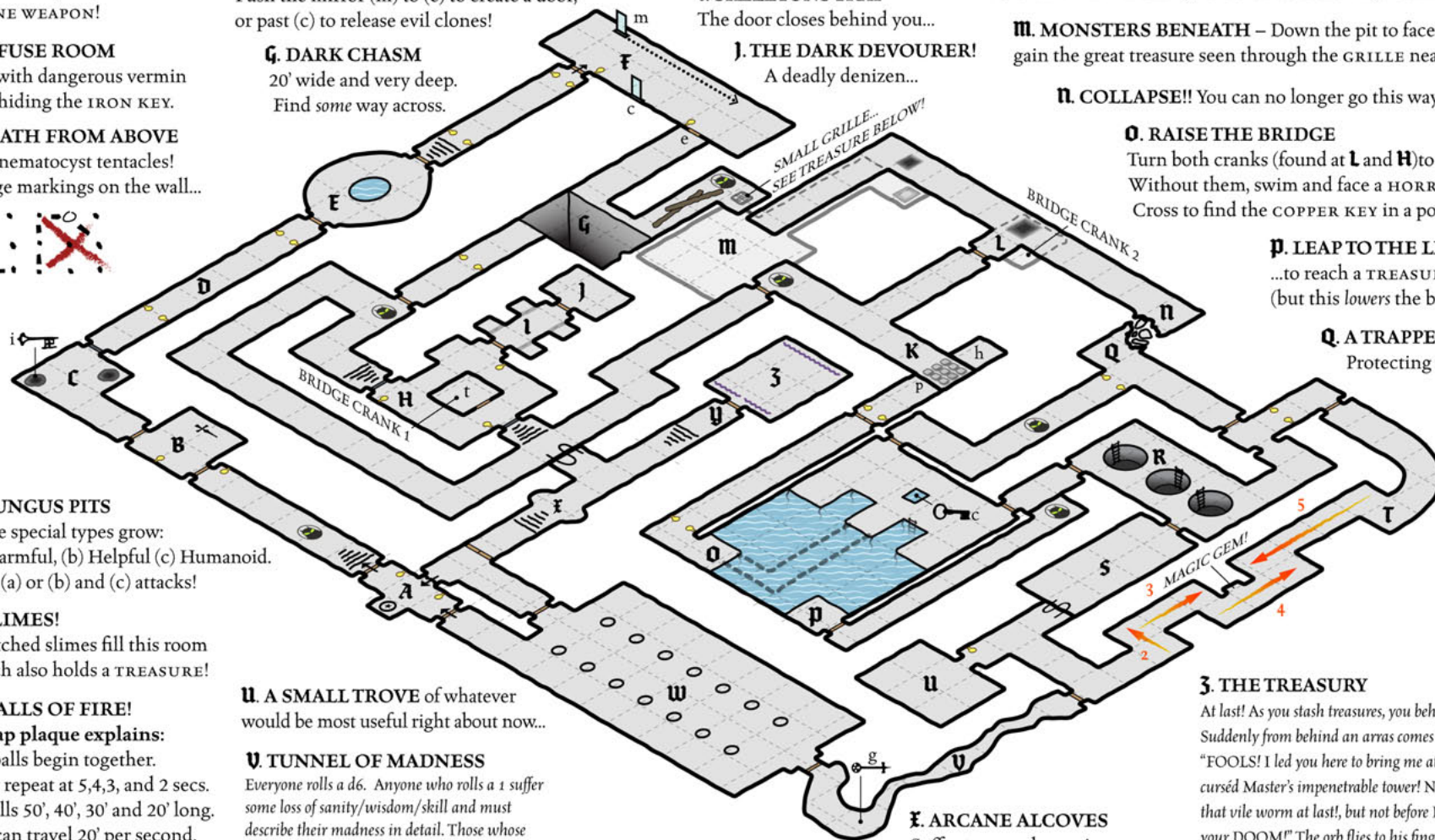
M. MONSTERS BENEATH – Down the pit to face foes and
gain the great treasure seen through the GRILLE near G.

N. COLLAPSE!! You can no longer go this way!

O. RAISE THE BRIDGE
Turn both cranks (found at L and H) to raise it.
Without them, swim and face a HORROR below!
Cross to find the COPPER KEY in a pool.

P. LEAP TO THE LEDGE
...to reach a TREASURE!
(but this lowers the bridge!)

Q. A TRAPPED CHEST
Protecting WHAT?!?!



Z. THE TREASURY
At last! As you stash treasures, you behold the TOME.
Suddenly from behind an arras comes Abkadev!
"FOOLS! I led you here to bring me at last inside your
cursed Master's impenetrable tower! Now I will destroy
that vile worm at last!, but not before I send you all to
your DOOM!" The orb flies to his fingers and wicked
laughter reverberates as you find yourselves in a barren
land facing a savage war band...
You must **ESCAPE FROM GHJEKL!**
(...next time!)

W. THE GREAT GRIMN
Large, aggressive, deadly...
It guards nothing but the bones
of those who dared face it before.

X. ARCANE ALCOVES
Suffer two random minor SPELLS.

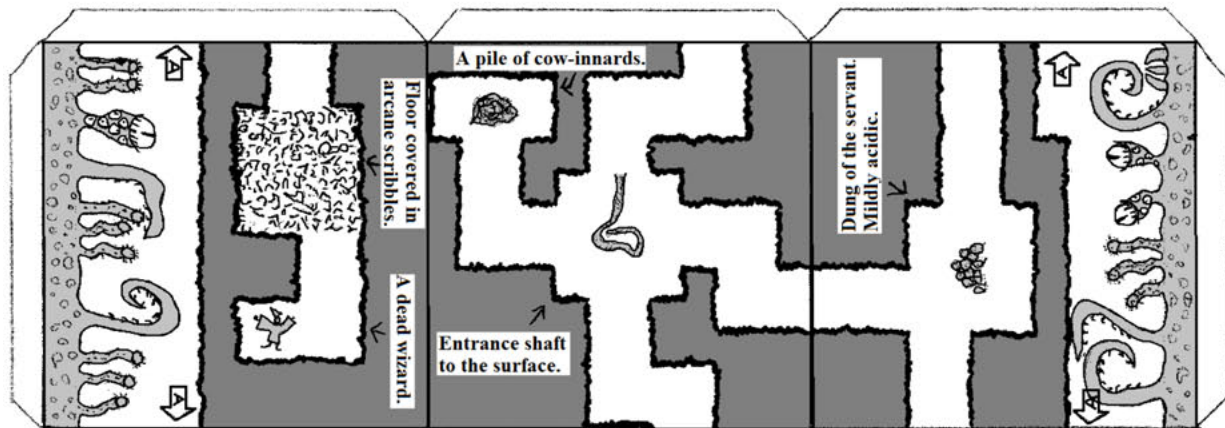
Y. LOCK OF THREE KEYS
Keys found at (i), (c), and (g)
are the only way to open it.

Wandering Monsters

1-in-8 chance at places marked ☞

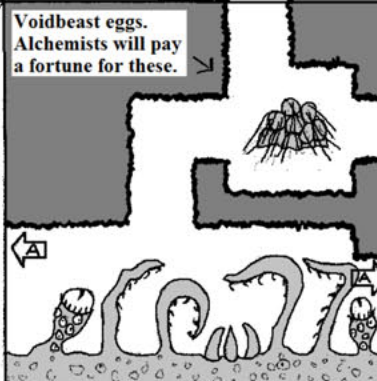
1. 1d4 Guards 2. Rust Monster 3. Slimes 4. Carrion Creeper 5. Giant Centipede 6. Monstrosity!

The Lair of the Voidbeast - A Non-Eukclidean Dungeon



A nearby village has had an issue with mutilated cows, seemingly dissolved from within. The heroes have stalked the perpetrator, an amorphous mass of animated acidic gel to an old well in the countryside. Climbing down the well leads directly into the folded space of a beast from the void between worlds.

This is a non-Euclidean dungeon – you need to fold it into a cube. When traversing the folds, the player characters will not notice any shift in gravity. To them, it's just going along a tunnel that will eventually lead back to their starting-point, even though it didn't really curve that way. All six sides show a top-down-view of the dungeon. Locally, the place seems perfectly normal but all ways eventually lead to the monstrous voidbeast that this space is curving around. I suggest not showing the cube to the players before they have discovered the nature of the place.



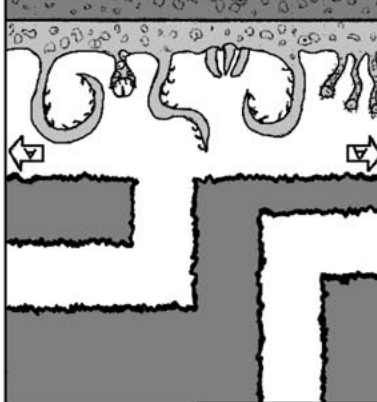
The voidbeast fills the center of the folded space and can be attacked in adjacent chambers.

The tentacles reach one room further and have sharp hooks.

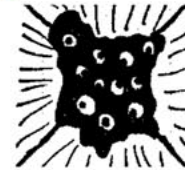
The eyes can stun with their gaze and shoot poison barbs.

The tendrils are sticky and highly acidic.

The beaks can crush and kill. When all limbs are destroyed, so is the voidbeast.



The voidbeast's servant collected dissolved cow innards for its master. It's a huge amoeba-like creature that cannot be harmed and fills a normal tunnel entirely. It's slow though and not much of a threat as long as the heroes keep a normal walking pace. It dies with its master.



Looking alongside the voidbeast, one will see themselves or at least their torch in the distance. This is a good hint at the folded space nature of this place. Careless players can injure themselves with a crossbow, fireball or other ranged attack too.

The dead wizard probably called the voidbeast here - his last mistake. He may have some valuable information on his person.

Once the voidbeast is slain, the space unfolds, paradoxically into a cube. The side with the well and the entrance ladder is then the top of the dungeon, the adjacent sides are now vertical and some climbing will be necessary in order to get back out. The cube's edges are now actual right angles. The bottom is filled with the gooey remains of the voidbeast.

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Playtime Planet

A One-Page Dungeon

by M Grant

monsterdarlings.com

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Playtime Planet is the perfect pen for a very special boy or girl. It's approximately 90' across and comes complete with 8 enchantingly interactive playsets. Guaranteed to fascinate your little hero for hours on end! (Ages 6-12, adult supervision recommended.)

Not Depicted: Sun

Your little hero's enchanted mirror serves as a portal linked to Playtime Planet's sun, which orbits 32' from the surface, completing one day in approximately six minutes. Don't worry about the fall; Playtime Planet's stretchy rubberwool fabric makes a crash-landing both safe and exciting!

C: Cubby Castle

Cubby Castle sports a foot-wide moat with working drawbridge, four castle garrets and an interior throne room and is fully "staffed" by 8 tiny archers, 4 knights, a queen, a court magician and a jester, all animated from friendly felt.

But that's not all! The castle tilts back on a hidden hinge when pulled, revealing a ladder down the the secret storage shelter.

Cubby Castle is made from a tough papier mache and supports a maximum load of 100 pounds.

Dimensions: 15'x15' with 12' towers & 6' interior ceiling.

T: Tournament Turf

Every ten "days" (approximately 1 hour) the black knight rides forth from the caves of Brave Kid Bluff to challenge the denizens of Cubby Castle. The black knight is fearsome, defeating all of the Cubby knights. Can the queen herself unseat her foe?

W: Whimsy Well

Make a wish! Whimsy Well is a great place to learn about buoyancy, weight, and keep your little hero hydrated throughout hours of fun. Safety handholds line the interior wall of this 10' wide shaft, and watchful young warriors may discover a secret hatch to Singsong Wallow!

S: Snugglebun Shrub

This 2' tall shrubby conceals the slide entrance to Snugglebun Burrow. Small snugglebuns animated from velveteen snuffle shyly about the entrance and engage in lifelike fluffy frolicking sure to delight kids of all ages.

O: Great Owl Oak

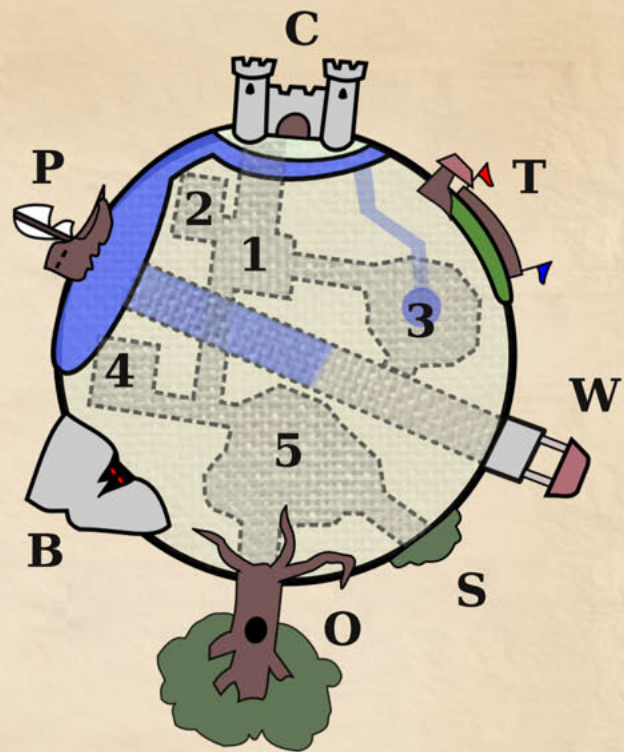
At an impressive 30' tall, Great Owl Oak is a convenient ladder to the sun portal. It's also hollow, and houses both a game room and the Ornerly Owl, who preys upon the Snugglebuns below, then drops them down the pole chute back into Snugglebun Burrows.

B: Brave Kid Bluff

This spooky 15' tall rock is made of soft foam and fun to climb, but it houses a menacing secret. The interior cave sports the shack where the black knight lives, over 16 "live" gummy bats, and a deep crevice where dwells the dragon Crashboom, fully three feet tall and hand-stitched from imposing black silk. Like all bullies, Crashboom is defeated when your little heroes show their courage!

Pirate Pond

Pirate Pond is 5' deep-- the perfect depth for new and experienced swimmers alike-- and contains six Doggy-Paddle Dolphins carved from applewood who will make sure your little hero doesn't drown. Pirate Pond is also home to Captain Coin and his merry band of 12 tiny thieves, who sail the pond in their ship The Dripdrop. The Dripdrop can safely carry 100 pounds of cargo on-deck and sports marble-firing canons for battle with Cubby Castle.



Did you know? Playtime Planet contains many tunnels and caves in which gravity is relative. Any wall oriented closer to the center of Playtime Planet also serves as a floor!

1: Cubby Castle Secret Cellar

Cubby Castle's 10'x10' wine cellar contains (non-alcoholic) cider taps and a treasury featuring miniature replicas of historic coins. Throw them into Whimsy Well and see what happens!

2: Crafts Cave

The crafts cave has no-stick walls and floors, making it perfect for messy art projects. No more paint splatters!

3: Singsong Wallow

Singsong Wallow is where Babette the Bullfrog lives. She's 12" tall, rubber, and knows over 10 different songs which she loves to perform on her lute! She also kills and disintegrates the insects a dirty young hero might accidentally introduce to Platime Planet with a powerful electrical zap.

4: Grown-Up Room

The Grown-Up Room is a locked 8'x8' utility closet which contains the Playtime Planet control panel (see manual), , and a copy of this insert. In case of an error, locate the reset functions here.

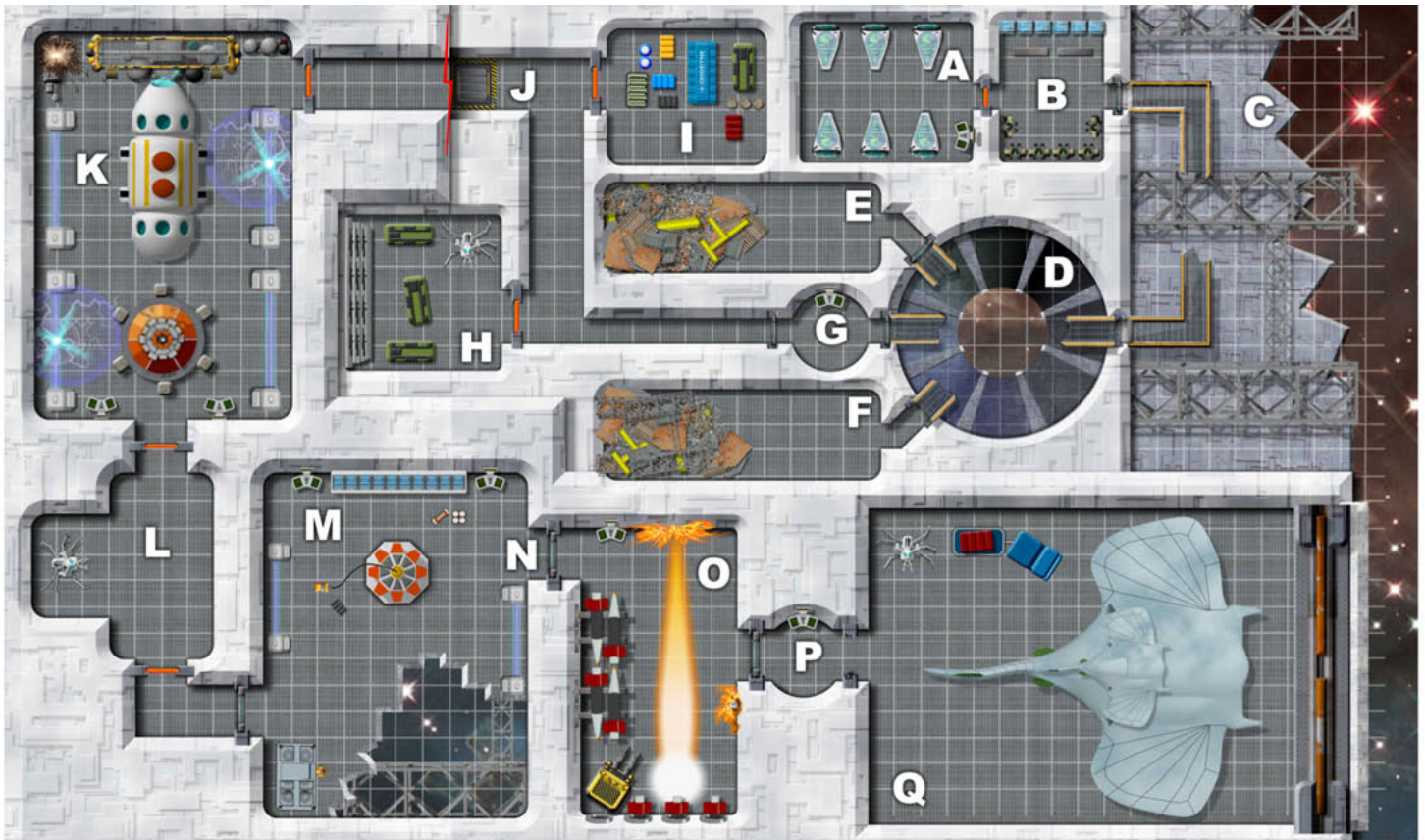
5: Snugglebun Burrow

The home of 21 adorable velveteen Snugglebuns, whose lair is filled with a 20'x20' blanket maze they change every day. A cozy place to take a nap, and let the snugglebuns swaddle you in a quilted cocoon!

WARNING!

Never, under any circumstances:

- Replace liquids with pudding, honey, or other gelatins.
- Allow a child to play while angry, as denizens of Playtime Planet will follow child's commands to the letter.
- Inhibit the progress of Platime Planet's sun, which times the resets of certain denizen memories and behavior every hour.
- Leave the door to the Grown-Up Room unlocked.
- Antagonize the Ornerly Owl.



Rude Awakening by Michael K. Tumey - [CC-BY-SA 3.0](http://creativecommons.org/licenses/by-sa/3.0) <http://creativecommons.org/licenses/by-sa/3.0>

Up to 6 sci-fi adventurers at least one with engineering skills, another a pilot, and one commando. The PCs have been in cold sleep for 9 years, though they were supposed to be awakened in 18 months. An attack on the starship 8 years ago killed all aboard, disabling wake ability of sleep pods, though cold sleepers survive in stasis. Now starship is being recovered in salvage operation. Any survivors aboard an abandoned ship risk dismissing salvage rights, so salvagers will eliminate any survivors they encounter. Salvagers are equal level/skill to PCs. Salvage activity elsewhere deactivates the sleep pods.

A. Cold Sleep Pods - PCs awaken from cold sleep, as their pods shut down.

B. 6 EVA suits here for each PC, though only 20 minutes oxygen in each.

C. Hull breach here results in airless area with zero G, EVA mag boots must be engaged. Bridging is damaged, requiring party to leap 20 feet from one side to other and risking flying into open space (moderate difficulty).

D. Damaged open airlock leads to zero G shaft, missing catwalk forces party to leap across to 3 airlock doors across 30+ foot gap (moderate difficulty).

E. Airlock opens to corridor with debris blocking end. Opening airlock sends loose debris flying at all PCs entering, causing 2d6 damage each and risk breaching EVA suit. Hours are required to clear debris.

F. Damaged airlock door to debris blocked corridor as in E, but no air inside to cause damage. Hours to clear (intended as time/oxygen wasters).

G. Airlocks allow party to access contained air, may shut off oxygen use on suits.

H. Armory of weapons, and ammunition. Armed salvage robot guards this chamber from any non-salvaging party, attacking if anyone touches any weapon in armory - large, heavily armored robot, with powerful strength claws (1d6), and 2 chain guns (3d6) damage per round. Will fight until inoperable.

I. Supply room - food rations, bottled water, medical, tools and equipment.

J. Elevator here cannot go down due to damage in shaft but can go up. Next 2 floors elevator doors are jammed shut, the third floor is first that will open, upper decks are prevented access due to shaft damage above this deck.

K. Next accessible upper deck is engineering. Damaged plasma conduits cause severe damage (4d6 electrical/fire) to anyone within 10 foot radius. Must negotiate labyrinth to avoid hazards. 2 armed human salvagers here are dismantling drive and 1 is at control console at lower end of chamber.

L. Corridor with damaged grav-plating doubles gravity here. Slow walking (moderate difficulty). Any strenuous activity like fighting (very difficult). Unhindered salvage robot enters chamber attacking the struggling PCs.

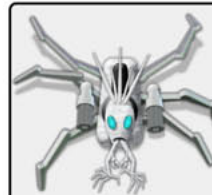
M. Hull breach means another airless, zero G area, forcing PCs to turn on air supply and reactivate mag boots. 4 armed salvagers here in EVA suits are dismantling a small power plant. A difficult fire fight in zero G ensues.

N. Jammed airlock requires an engineer to bypass locking mechanism requiring more oxygen spent (moderate difficulty). Once inside chamber PCs can shut off air supply again in normal gravity. (Referee should be keeping track of minutes remaining in PC's EVA suits as oxygen may be dangerously low.)

O. Missile Bay - a now dead salvager was attempting to remove a missile from launch tube, but triggered missile to fire while still clamped in place. Exhaust cause 3d6 fire damage to any passing through this chamber to exit. Engineer can shut off missile while taking 2d6 damage while doing it (moderate).

P. Airlock forced open to airless, normal gravity. Turn oxygen on again.

Q. [Small star ship](#) docking bay contains the PC's assigned team ship, a 100 ton Skate class raider trader. This bay is airless so requires oxygen turned on again. 2 armed salvagers attempt to open airlock into ship, while 3 more work on opening the jammed airlock doors to open space. A salvage robot blares an alarm prior to attacking PCs entering bay.



Details of Opposing Force:

Armed Salvage Robots are heavily armored, with double hit points as any one PC, arms can claw for 1d6 damage, or fire 2 heavy machine guns for 3d6.

Salvagers in EVA suits are armed with laser pistols and rifles, and are equal in fighting skills to PCs.

THE SKY-BLIND SPIRE

AN ADVENTURE LOCATION BY MICHAEL PRESCOTT

FOLLY OF THE KASTROMANCER

Titardinal's final work was a kastromantic spire, a spell in the form of a stone tower. With it, he hoped to control the spirit of the great lake at its base.

He fell to his death before he could use it, however, and the tower has changed hands many times since then.

RICALU CAMP

Three days ago, eight Ricalu goblins set up camp under a sky-blue tarp, with the intention of stealing silver from the tower.

Their shaman has surrounded the tower area with buried teeth to inflict the curse of "sky-blindness" on its occupants: those inside are completely blind to anything blue. The effect begins an hour after entering, and lasts two days after leaving.

They have knives, slings, the curse on a scroll, some stolen silver and two blue cloaks.

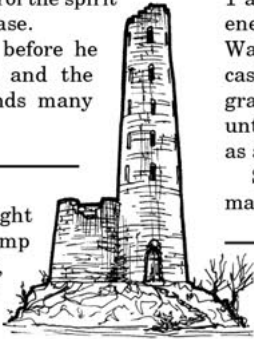
THE TOWER OF GATES

The tower's every window and doorway is magical, making its interior geometry very different from its outside appearance.

The map shows each window's exterior height and facing (e.g. window '4N' looks northwards from the 4th floor).

Windows on the second floor and up each have a rusty chain bolted to their sills, which dangles to the next window down (4N->3N).

d6	Encounter
1	Giant, investigating the man-smell
2	Huge muck-fly from the cone
3	Ricalu thief in a blue cloak
4	The halls echo with the giants' songs
5	Young dire pelican, possessed
6	d3 Undines from the fountain



UNTO EACH ROOM, A NUMBER

Titardinal engraved each room with a number. Anyone entering room 1 attracts a tiny, orbiting spark of energy stolen from the lake spirit. Walking the rooms in sequence casts the spire's spell and gradually enlarges one's spark until by room 23 it is as bright as a torch.

Stepping into any room out of order makes one's spark disappear.

22. THE STUDY

Along with a dozen tomes on kastromancy, a hundred torn maps litter the floor, showing alternate layouts for the tower. All show a 24th "altar room", somewhere or other.

13. BLEAK HALL

Four wicked idols fill the air with invisible, hungry spirits. Dead bodies reanimate here; sleepers and the badly injured must resist possession. Praying will call forth Titardinal's spectral mentor, who will try to manipulate visitors into completing the ritual.

7. THE FOUNTAIN ROOM

Titardinal used this font to commune with the lake spirit, learning its weaknesses.

If any sparks are present, d6 undines (serpentine water spirits) emerge to attack and reclaim them.

The fountain contains a *defender's blade* and most of a suit of plate armor, but the undines will only yield this in return for a solemn oath to destroy "the altar".

THE BLUE-CLAD THIEVES

The Ricalu have been sending lone thieves in blue cloaks into the tower to sneak out what treasure they dare.

16 & 17. HALL OF THE GIANTS

Four giants from Firevault seized the spire two years ago. Armored *Farooh* is their leader, but *Sossa* is feared most for drinking (and spitting) molten lead. *Affa* and *Isho*, inseparable twins, feud incessantly.

They are distressed and wary, as the hoard has begun to shrink. Worse, the blue tapestry over the north exit in room 18 now prevents them from finding their way out of the tower.

They have six sacks of silver loot, one containing a *circlet of clear sight*.

15. THE CHANGELING CONE

An error in Titardinal's work: those descending (40') to the fly-swarmed garbage heap double in size for d6 days; those ascending shrink by half. These changes are imperceptible: to normal vision, the chamber simply appears conical, small-featured at the bottom, large at the top.

9. DIRE PELICANS' ROOST

This room stinks like a wharf and is home to seven birds, all large enough to swallow humans. They fly in and out all day, catching fish on the lake.

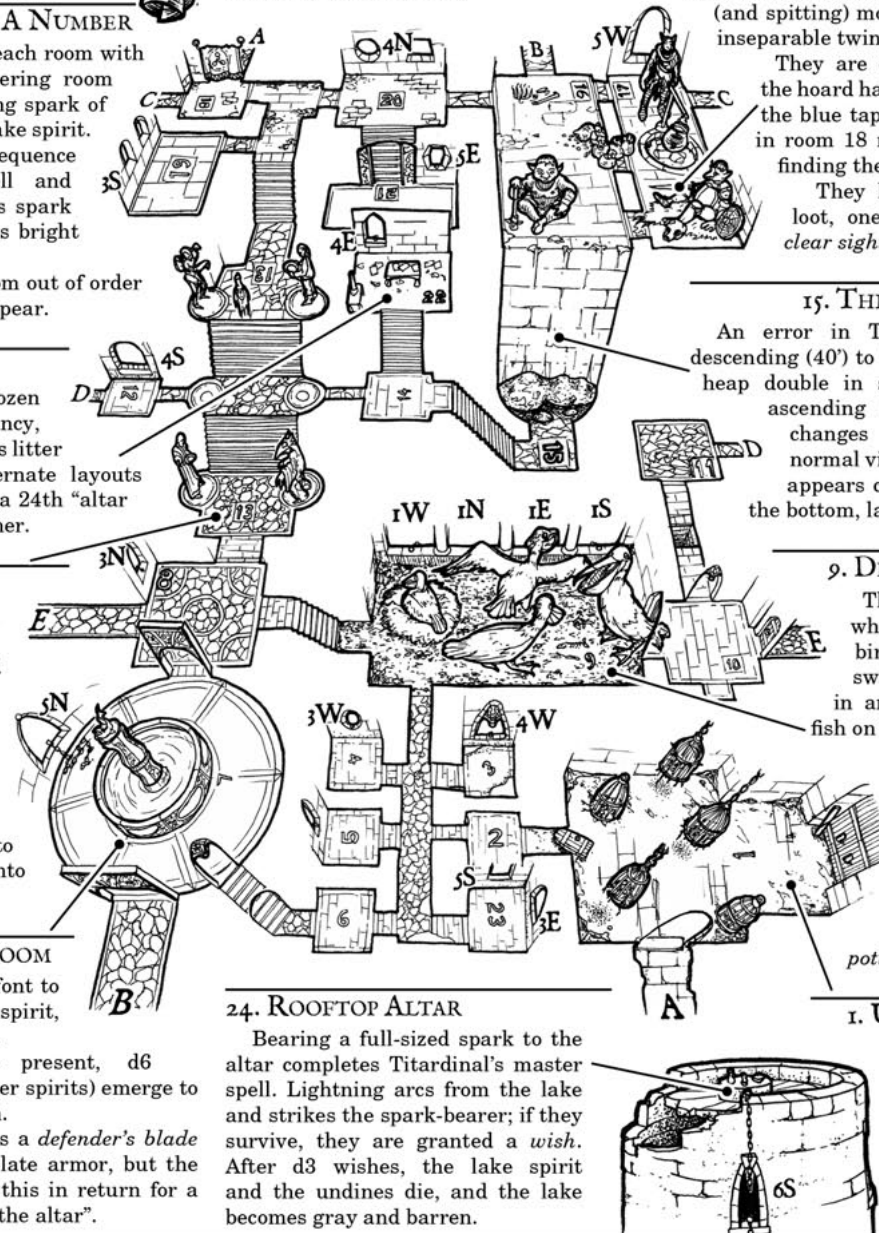
They do not normally wander the tower, but they are relentless and vindictive if disturbed.

Three *venomous quills* are lodged in a pelican jawbone, a *potion of leaping* beneath.

1. UNWELCOMING HALL

Titardinal filled iron gibbets with bodies (long decayed) to frighten off visitors.

A *ring of water breathing* adorns one skeletal finger.



The Bridge of Dread

OPD2016 by Mike Monaco -- <http://mikemonaco.wordpress.com> -- Creative Commons sharealike 3.0 -- <http://creativecommons.org/licenses/by-sa/3.0>

Original image sources: Old church lore / William Andrews, 1891 at Archive.org and The prince and pauper / Mark Twain, 1882 at Wikimedia Commons

The mighty Temese River splits the cities of Brigadoon, and the city's two halves are joined by the Bridge of Dread: human-dominated Briga, and Doon: city of sorcery, chaos, and monsters. Untold adventures lie in Doon, but just getting across the Bridge of Dread is an adventure. The bridge is covered with buildings, all accessible from the "ground" level, some have trap doors over the river, and some have roof hatches.

1. The gatehouse. Decorated with heads on pikes, which sing a dirge of doom. Save or take -2 to all d20 rolls for a week.

2. Keep of the Red Caps. Berserker goblins with halberds. 2d8 are on guard duty; dozens more in the keep, but they are disorganized. They collect heads to add to the gatehouse and war with the Foliot. Each has a small bottle of spirits worth 2 gp.

3. The hermit's hole. A small chamber built into the side of the Keep, with no doors in or out. The hermit, who is wise and kindly, is fed by birds that come to the windows overlooking the river.

4. Giant water spiders. 4 lair under the first few arches. Among their victims is a princeling, whose corpse wears +2 mail and has a spear +1. Both are gilt and instantly recognizable to any noble.

5. The Fiery Hall. An unnatural, unending building fire rages here. Falling beams, flames, smoke, and shattering glass menace anyone passing through this section.

6. Trembling drawbridge. Roll under Dex on 3d6 to cross safely.

7. A skiff is anchored here, about 75' out. Perhaps one could swim to it?

8. Merrow lair. 20 Merrows and 3 scrag make forays to prey on visitors to the Chapel. They have 3,000 GP, two MU scrolls, and a Horn of Deafening (3x / day, deafens all in 50 x 20 cone who fail save). They will use the horn.

9. Bastion of the Blue Foliot. The Blue Foliot, a jinn, holds court, demanding that visitors answer his riddles, and offer him new ones. Those who fail are set upon by his pack of blue crocodiles. He has a huge sapphire worth 500 GP.

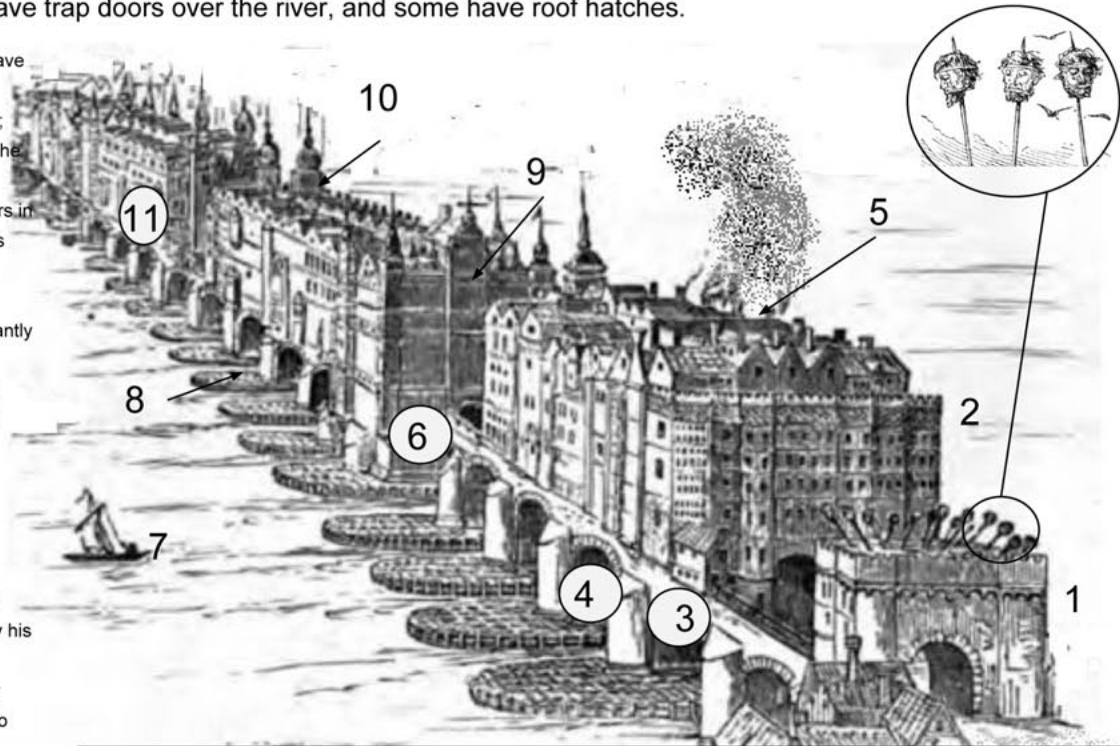
10. Chapel of St. Guinefort, patron saint of gnolls and lycanthropes. Thronged by pilgrims from Doon and Briga. Sanctuary for all inside, but the d12 pilgrims turn into werewolves & attack any humans, elves, or dwarves at night.

11. Goblin market. A huge open court filled with goblins hocking [questionable goods](#). Beyond lies Doon.

Unlabeled buildings

Various shops, domiciles, and ruins cover the Bridge of Dread, so the roadway is only 12' wide. Should the party wander about, the following table supplies some spurs for the DM: (d20):

1. Public privy (1 cp to use, access to beneath the bridge)
2. Alehouse: d4: 1, brawl in progress; 2, gambling den; 3, pickpockets; 4, adventurers
3. Tinker's shop (miscellaneous goods)
4. Minor shrine: d4: 1, phony relic; 2, cursed; 3, healing; 4, looted.
5. Slop & Shop (food and miscellaneous goods)
6. Wax museum (1 sp for a tour, 25% chance an exhibit comes to life)
7. Tollhouse. 2d6 bandits demand tribute.
8. Guild hall: d4: 1, trade; 2, thieves; 3, mercenaries; 4, cult
9. Hermitage (d4 recluses, 25% chance they are ghouls)
- 10+. Residence d10: 1, guard; 2, merchant; 3, bridge official; 4, red caps; 5, hobgoblins, 6+, human civilians (servants, laborers, fishers, etc.)



Random encounters

Most of the buildings on the bridge have three levels. PCs might travel within, beneath, or via the roofs. The following table suggests random encounters to spice up the journey. (d6)

Beneath the bridge: 1. d4 merrows, hunting a seal; 2. 1 scrag; 3. mermaid, caught in net; 4. giant water spider; 5. raft of bloated corpses; 6. d6 tentacles from the deep.

Level 1: 1. d4 red caps, laden with heads; 2. blue crocodile, off its leash; 3. d4 gnolls, peaceful pilgrims; 4. pilgrim seeking the hermit; 5. 2 merchants who have been robbed and are fleeing ... something; 6. d6 blue hobgoblins, servants of the Foliot.

Level 2: 1. package left unattended (actually a 3 HD mimic); 2. procession of 6 skeletons carrying coffin; 3. d4 thieves, posing as lost travelers; 4. apparition of a knight errant challenges the party; 5. d4 lost travelers in need of protection; 6. 2d4 red caps, drunk and looking for victims.

Level 3: 1. lone ogre, but he's just drunk a potion of heroism; 2. swarm of bats flood the area; 3. damsel, who believes party has rescued her; 4. 5 zombies, crazy for brains; 5. 6 red caps fighting 4 blue hobgoblins, reinforcements arrive in d6+2 rounds; 6. grey ooze.

Rooftops: 1. d3 harpies nest here, with d2 eggs; 2. albatross carrying a head from the gatehouse; 3. a crow caws insistently at party; 4. manticores prowling along roofline; 5. thick stream of smoke carried by wind from fiery hall, which blinds party; 6. winged, wounded old man, possibly an angel.

CHAMBERS OF THE DREAD TITAN

A level 2 one-page dungeon by Mike Shea, mike@mikeshea.net, <http://slyflourish.com>

USING THIS ADVENTURE: A dark cult conducts a terrible ritual at recently revealed remains of a dread titan. The PCs must stop this ritual before the awakening doom. Read aloud or summarize chamber descriptions. For shorter games, use fewer quests and reduce the number of chambers. Roll a random encounter in each chamber. Roll treasure for each defeated encounter. Roll traps for each hallway. PCs can interact with **bolded features** using skill checks. Add your own quests or monsters to integrate this dungeon into your own campaign.

START: A desperate scream is soon followed by a roar of inhuman beasts on the narrow mountainside trail ahead. A number of twisted beasts tear into a group of bedraggled humans. Only one of the humans remains alive. Behind the beasts, two black-robed humans look your way. One points at you, speaks a dark word, and the beasts rush to attack.

These enemies include two **cultists** and one **dretch demon** per PC in the party. The remaining human captive describes a cult conducting terrible rituals and sacrifices in a set of chambers beyond the gaping mouth of a black horned skull embedded in the mountainside. He begs the PCs to **stop the ritual** and describes the treasures held by the cultists.

THE SKULL OF THE TITAN: A titanic **onyx skull** appears embedded in the side of the mountain cliff. A **black river** flows from its gaping mouth, twisting back and forth before flowing into a **thousand-foot waterfall** off the edge of the mountain.

THE ALTAR IN THE CAGE: Huge **black ribs** arch up to the ceiling of this vast cavern. An **obsidian spine** has been carved into **rough pews** that line the center of the chamber, their edges as sharp as razors. An **altar of runed stone** sits at the far end, its surface caked with centuries of **sacrificial blood**.

HALLWAYS: Ten-foot-wide halls twist throughout these strange caves. **Ancient pictograms** depict terrible rituals and bloody sacrifices. Alcoves contain **carved statues of monstrous heads**. Deeper halls reveal strange **glowing sigils**.

QUESTS. Quests can include one or more of the following: 1. defeat the cult fanatic leader; 2. destroy the dark geode; 3. close the oblivion door; 4. burn a book of rituals; 5. rescue the priest of light; 6. destroy the cultist altar.

THE BLACK POOL: Black water flows from a crack in the wall of this high natural chamber into a **large pool** in the center of the chamber. **Rivers of the black water** flow out of the chamber into numerous underground passages while one flows out into the river exiting the caves. A **statue of a humanoid**, head down and arms crossed over its chest, kneels in the middle of the chamber covered in the black oily water.

THE OBLIVION DOOR: Cracked natural rock reveals intricately carved stone walls buried for thousands of years. A deep crack in the wall of the rear of this chamber reveals a **door of carefully carved stone**. The open door swims with **violet smoke and starlight**. Three enormous **black finger bones** pierce out of the floor of this chamber, tipped with razor-sharp nails.

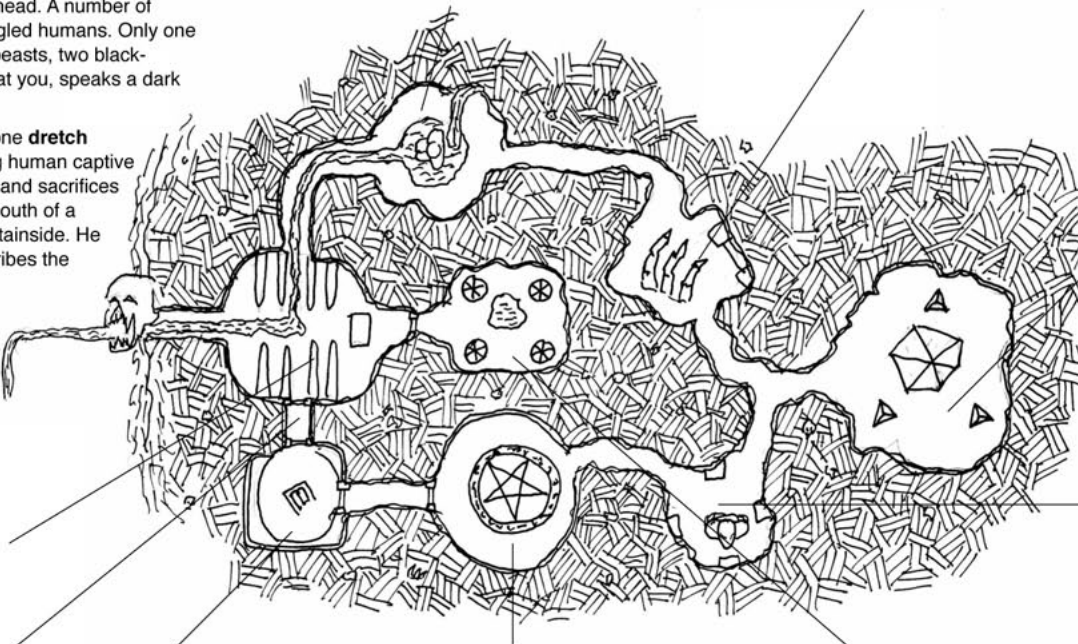
RANDOM ENCOUNTERS. Roll 2d4: 2. 1d4 thugs; 3. 2d4 dretch demons; 4. 2d4 skeletons; 5. 2d4 guards; 6. 2d4 zombies; 7. 1d3 ghouls; 8. one cult fanatic. There is a 50% chance that a monster group also includes 1d4 cultists. Boss monsters protect quest objectives and have double hit points and one extra standard action.

TREASURE. Roll 1d20: 1-5: 1d6 x 10 gp; 6-10: 5d6 gp; 11-12: +1 weapon; 13-14: +1 armor; 15-16: +1 shield; 17. wand of magic missiles; 18. cloak of protection; 19. luckstone; 20. gauntlets of ogre power

THE DARK GEODE: Six **large spikes**, three on the ceiling and three on the floor, surround a large **black geode** spinning in the center. A deep hum fills the chamber. Small cracks can be seen in the spinning form, sending rays of **prismatic light** onto the walls and ceiling.

THE ALIEN TOMB: A **ten foot tall sarcophagus** of gray metal stands in the center of this chamber. The front of the sarcophagus is shaped into a tall long-limbed humanoid with a large oblong head and long thin limbs with too many joints. **Flat black plates of metal** sit embedded on the walls, each occasionally flashing with a different colored rune.

NAMES. Use for NPCs, monsters, or magic items. Roll 3d20: 1. Bayard Gravel Boot; 2. Erasmus Black Rain; 3. Edelinne Faerie Cloak; 4. Cutbert Dust Hammer; 5. Joyce Foe Hand; 6. Hailey Lion Fang; 7. Gavin Glory Blood; 8. Ivan Emerald Storm; 9. Ismay Oak Whisker; 10. Lila Shadow Soother; 11. Philyra Crow Belly; 12. Zachary Harp Maker; 13. Caleb Iron Watcher; 14. Wolfstan Leaf Toes; 15. Neaira Tree Helm; 16. Helena Swift Stalker; 17. Athilla Ghost Born; 18. Millicent Ebon Tooth; 19. Cenwood Ghoul Cleaver; 20. Cutbert King Maul



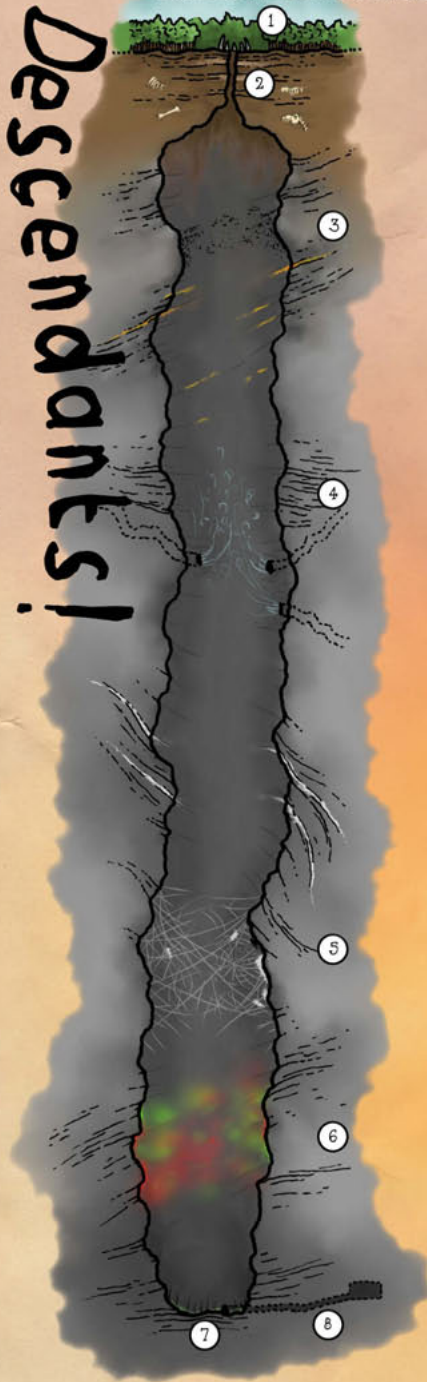
THE AEON LIBRARY Ancient scrolls, painted skins, and dusty tomes sit in carefully carved alcoves all along the walls. A **lectern of obsidian** sits in the center of the floor illuminated by a **multi-colored orb of light** floating just below the ceiling.

THE SUMMONING CHAMBER: Rough cavern walls surround a stone floor shaped into a long-fingered hand. In the palm of the hand is a **pentagram** surrounded by a circle of intricate runes. The tips of the raised fingers each burn with **violet flame**. **Faceless statues** sit in large cracks along the chamber's walls.

THE CELLS: *Cages of barbed metal hang from a complicated network of scaffolding on the ceiling by thick rusted chains. Iron bars and thinner chains connect the scaffolding to a series of gears and levers on the wall. A deep well of brackish water sits in the center of the chamber, its circumference the same diameter as the cages.*

TRAPS. For each hallway, roll 1d20: 1-10, no trap; 11: poisoned darts; 12. swinging scythes; 13. explosive rune; 14. poisoned cloud; 15. lightning rune; 16. psychic rune; 17. fire breathing statue; 18. acidic spray; 19. freezing blast; 20. insect swarms.

Descendants!



This adventure involves a huge vertical cave some 5 miles deep into the earth. The players fall through a sinkhole inside a standing stone circle and plummet like rocks!

The fall from standing stones to the cavern floor takes 2 minutes (or twenty 6-second rounds) if uninterrupted (think wizard/demon fight in popular movie).

They have numerous encounters on their way down, and if they are lucky, might get to the bottom alive. Any PCs looking up see the

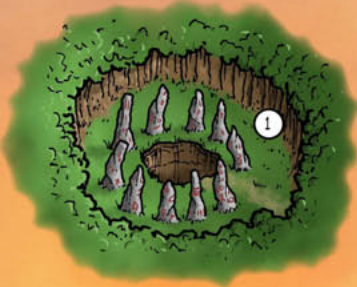
diminishing daylight through the hole above. There is just enough dim light during the fall.

If a PC lets go of any objects, deliberately or accidentally, they fall at the same rate as they descend. Falling objects move 3ft away from the PC laterally every round. They can attempt to move closer and retrieve loosed items.

The players have a minor degree of forward, backward and left, right control during their descent by adjusting their bodies. Roll higher than your dexterity score each round to move 5ft laterally/closer to an object.

Players can fight whilst falling but they lose half (rounded down) of their dexterity bonuses to AC, and attack with -2 to hit.

Players can store and retrieve objects, as well as use them, but doing so take twice as long, and there is a chance of fumbling the item out of their hands - roll under your dexterity score on a d20 to hold onto it.



1. The Standing Stones - In the Old Wood lies a clearing. Within is a standing stone circle. It has been there for aeons. The stones are carved with crimson glyphs and sigils. If more than 2 players stand within the circle, the ground unexpectedly gives way and the players plummet. No saving throw. As soon as the PCs drop they have a 25% chance to let go of whatever they are holding. Roll for each hand. Any other players hear the screams of their comrades as they fall, and can opt to dive down after them - if they are crazy!

2. Sharp Edges - The first couple of hundred feet of the fall are lined with sharp jutting rocks. Make two d20 rolls against your dexterity score. Any rolls over your score result in 1d4 damage.

3. Bats - The adventurer's screams disturb a roosting colony of large bats, that take flight into the path of the falling PCs. Each player takes 1d4 damage as they are struck by the critters (think Fabio and geese).

4. Updraft - Powerful gusts of rising air have a 50% chance to slow the descent of falling PCs and objects, but also has a 20% chance of knocking anything out of their hands (roll once per held item).

5. Spider Webs - Thick sticky strands of spider web span the cavern in places. They occasionally catch the falling PCs, slowing their descent. For each falling PC roll

1d10. That is how many strands the character hits on the way down, slowing them down. Anyone hitting 9 or 10 strands will get trapped in the webs, and be attacked by a lurking Giant Spider.

6. Lights - Glowing fungus illuminates the cave walls in eerie red and green hues. These strange fungal glows heal any PC's passing through their light for 3d6 temporary hit points (this can exceed their maximum for 10 rounds).

7. The Bottom - 3 rounds from the bottom, the PCs can see make out the floor and adjust their positions to land somewhere softer. Each player can make three "positional rolls" (one per round) to increase their landing zone percentage chance up or down by 5% per successful dexterity check (see below). The bottom is damp and scattered with stalagmites and huge clumps of spongy, mossy ground. Any landing PC's will take 20d6 falling damage modified cumulatively as follows:

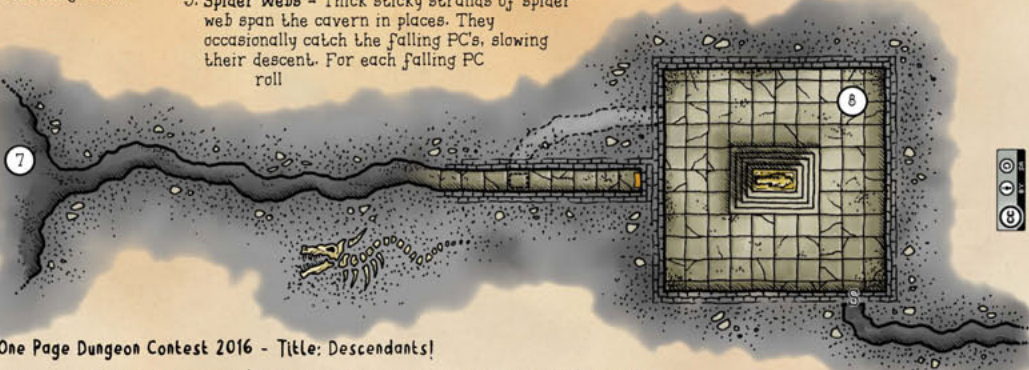
- Using shield or similar object to slow descent (-1d6).
- Using cloak or robe as a parachute to slow descent (-2d6).
- Slowed by the updraft (-5d6).
- Slowed by the spider webs (-2d6 per strand hit).
- Landing zone, roll 1d100 (modified by positional rolls except 98-100 results).
 - 0-25% chance to land on a stalagmite (+2d6).
 - 26-75% chance to land on mossy clump (-6d6).
 - 76-98% chance to land on cave floor (unmodified).
 - 98-100% chance to land totally unharmed from the fall damage.

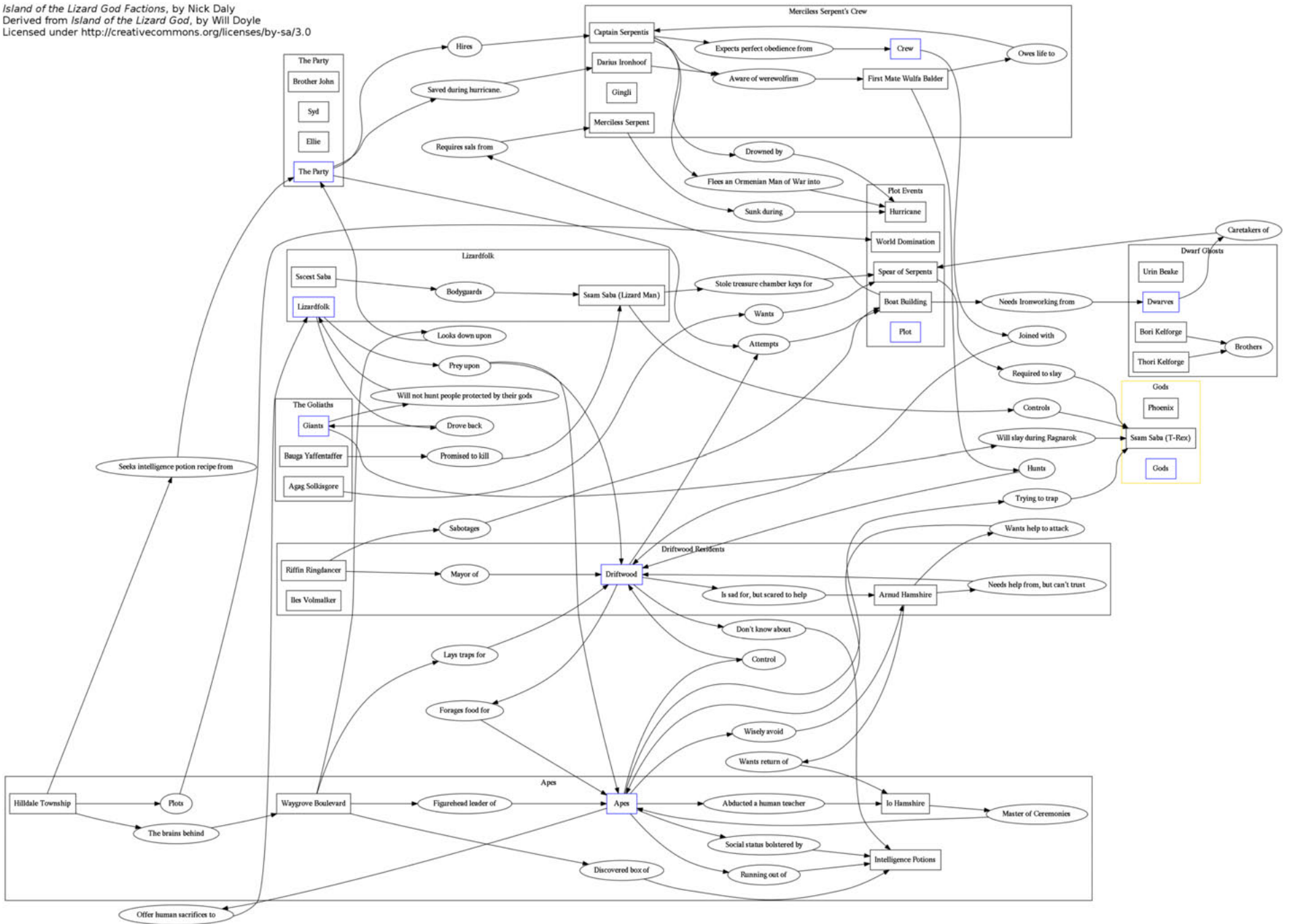
Fallen objects at the bottom are smashed beyond use. Magic objects have a 50% chance of remaining intact.

8. Chamber of The Descendant - At the bottom of the cavern floor is a dark, rough hewn tunnel. It twists 80ft, then becomes worked stone. A further 50ft slopes upwards gradually and ends in a bronze door. The door is keyless. Behind the door is a solid wall. Access into the room beyond is by climbing up through the ceiling of the corridor 25 feet back from the door (the opening is magically concealed by illusion to look like the stone ceiling). Beyond the door is a 50ft square chamber with a golden sarcophagus in the centre (worth 5,000 gold pieces). The sarcophagus is empty except for a small crumbling piece of parchment scrawled in ancient text that reads "You descended here only to find nothing? You fools!". There is however, 1 copper piece on the floor scattered amongst the dust and crumbling masonry.

Getting out?

In the corner of the tomb is a secret door that leads into an underground cavern system. Eventually this can lead to the surface or further adventure.





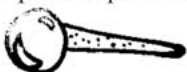
The First Key: a tarnished brass key with 'S' curves, opens door to main stacks (6).



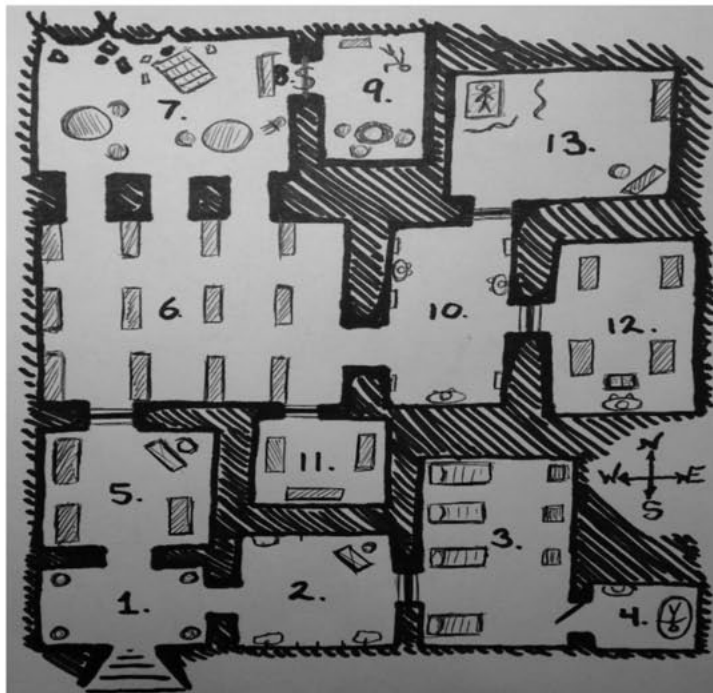
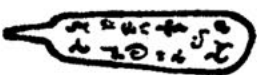
The Second Key: A malachite disk emblazoned with the rune for "work." Opens secret room reading room (9)



The Third Key: A pearl on a crystal pin. Opens scriptorium (12), rare books (11).



The Fourth Key: A bookmark in the shape of a brass feather inscribed with runes for wisdom, study, and silence. Opens Arch-librarian's quarters (13)



The Archive of Chellum was once a foremost research institution, but the structure was damaged by earthquake ages ago, and flooded by the nearby river. The vaults were sealed, and a new university built over its remains.

However students in the new library have heard ghostly wails, and there are rumors of ghostly visions deep in the stacks. The regents have forced open the grating to the lost archive, and called upon any assistance to help them either excavate any worthwhile knowledge buried below...or decide to seal its horrors away forever.

Conditions: The walls and floors of the Archive are tightly-fitted granite, split with cracks. Pale yellow light still issues from a few remaining enchanted reading lamps scattered throughout the area. The ceiling bulges, and water drips into stagnant pools. Silty mud makes footing treacherous. The air stinks of rotted paper and leather.

The denizens of the Forlorn Archive are attracted to loud noises. Any turn in which the adventurers are making sounds above that of a whisper, roll 1d4:

1. 1-4 **zombie librarians** appear. Immediate silence will cause them to retreat, their fingers pressed to their mouths.
2. A beam of light emits from the nearest reading lamp. All within its 10' radius are 'Silenced'
3. A swarm of paper-eating **rats** appears to investigate
4. Nothing happens

1. Stone pillars groan alarmingly under the weight of the new university above. 3 copper pieces glint in the muddy silt on the floor.
2. The cloak room: rotted scholars' robes hang from rusted hooks. Vicious **rats** nest underneath a 3-legged desk. The eastern door is jammed with rust and mud.
3. Library aide's quarters: Searching these rotten bunks by hand may (25%) result in infection by **parasitic grubs**. An expensive writing set can be found in one footlocker.
4. Garderobe: the bath is choked with **Grey Flesh-Eating Ooze**. A skeleton covered by this noxious jelly still clutches a silver flute, and a copy of Key 2.
5. Reference Stacks: no whole books, just rotten mush between moldy leather covers. In a desk is Key 1...and a **Flock of Bats**. The lead-bound door to the north is sealed tightly
6. Main Stacks: only a few volumes, none worth much, remain. On the ceiling, a tile mosaic declares "Silence is Golden." 6 **skeletal students** still prow here.
7. Reading Room: A hollow book hides 3 potions of concentration, which briefly increase intelligence. The damaged north wall, if disturbed may gush forth water, causing flooding to some sections of the library. If the party lingers 3 rounds, the ghost of a graduate student drifts through the bookcase on the east wall concealing the door to the Secret Reading Room.
8. This embossed mural is divided into sections, depicting scholars in pursuit of life's rewards. Scattered among the figures are 4 depressions, labelled with ancient sigils for "Wealth," "Joy," "Wisdom" and "Love." If Key 2 is placed under "Wisdom," the door opens. Placing it elsewhere results in a 2d6 electrical shock.
9. Secret Reading Room: brocade chairs, decayed, surround an ever-burning fire pit. In its fiery depths glints Key 3. Behind one chair, a skeleton (truly dead) is impaled by a dagger.
10. Gallery: water-ruined paintings and statues of scholars line this hall. If touched, each loudly discourses on its area of expertise in life (geography, gnomes, metallurgy, insects...)
11. Rare Books Room: The silver door is embossed with a celestial map with seed-pearl constellations. It opens when Key 3 is inserted into the pinhole in the center. Within, a dozen rare volumes, each worth 100 gold pieces, are carefully shelved. Two are magical, and release stinking clouds of noxious smoke when opened... ensuing coughing may attract attention.
12. Scriptorium: The brass door depicts a gigantic book. It opens when Key 3 is traced over the outlined letters. Antique vellum, rare inks, and powdered gemstones in neat bottles on labeled shelves. A heavy lecturn holds a record of books which have and left the room. Behind it is a marble statue of the First Librarian. Leaving this room in possession of ANY written material, without properly signing it in and out, will bring this angry **golem** to life. A copper embossed bookmark sitting on the great tome is actually Key 4.
13. The Librarian's Quarters: The heavy stone door to this room is nondescript, but close inspection reveals the narrow band of copper lining its frame. If Key 4 is slid along its length, sparks fly, and the door swings open. Rotted velvet hangings obscure the bed, where the corpse of Arch-Librarian Chellum still clutch the book of demonology which brought about the earthquake which wrecked the library. His **ghost** haunts the room, and will attempt to possess the most scholarly-looking adventurer, then flee to throw the book into the ever-burning fire-pit in the Secret Reading Room (location 9). If he succeeds, the resulting explosion will bring down the weakened walls in room 7, resulting in the immediate flooding of the entire library, and the subsequent collapse of the university above. In the dusty bookcase, hidden amongst more mundane tomes, are rare scrolls of history, worth 500 gp to university scholars, and a bottle containing a bespectacled **imp** who offers to catalog the party's possessions.

What dread circumstances surround those who hear...

The Signal

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 Mi-Go image © 2016, Khamnea Sun'Izu
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Bermuda, October, 1939

AN EVOCATIVE

ONE-PAGE MILIEU FOR HORROR

STORYTELLING

PLACES / PEOPLE / THINGS

TELL A STORY of intrigue and insanity using the elements on this page. Although it is set in 1930's Bermuda, it's easy to move it to any time and place.

HOOK THE PCs into the story:

- The signal from a radio repeater station in the Bermuda islands has fallen silent.
- Flashes of light are seen on the night ocean. No ships are present.
- All correspondence has stopped from a reclusive author. His editor is worried.

HAMILTON, Bermuda's main port of call, is a sleepy town where PCs can re-supply and chat up the locals:

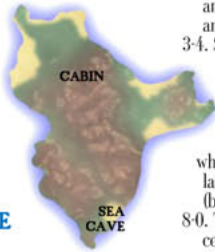
- Martin Zuill, proprietor of an eclectic bookstore, has books on pirates and voodoo but no myths lore.
- Binyamin Wallace, manager of the Hamilton Hotel, bemoans the sudden drop in tourism.
- Det. Constable Jackson of the C.I.D. is unaware of any suspicious activity related to Hermit Island.
- Caden Stinson pilots a Short S23 flying boat for both private charters and scheduled service.
- Devery Zantz, owner of St. George's Antiques, bought old coins from McNamee, and sold some curiosities including a China-head doll.

PERSONALITIES suitable for use as PCs or NPCs:

- Cpt. Ellis Broussard of the *Happy Ladd*
- Gib Dunstan, semi-delusional sailor and avid reader of adventure tales
- Lloyd Hobsworth, snobbish lay-about whose family was once rich
- Tallulah St. Clair, Caribbean pearl diver and treasure seeker
- Max Sparringer, British intelligence
- Hensley Wiggans, nosy reporter

HERMIT ISLAND

is a tiny wind-swept isle 17 miles north Bermuda. It has had only one permanent resident for the past year: J.T. McNamee.



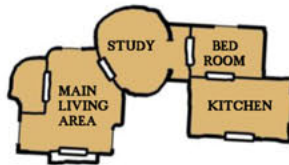
J.T. McNAMEE

(Jessie to locals) is a reclusive author of spy thrillers living in a cabin on Hermit Island.

- Widely assumed to be a man, Jessica found it easier to navigate the male-dominated world of publishing by using her initials.
- Had served as a war correspondent in Spain for three years.
- Operates the radio repeater station on Hermit Island to pass radio signals across the ocean.
- Her most famous stories are *The Heir of Fortuna*, *A Duchess Without Fear*, and *Guardians of the Dark*.

THE CABIN amid a stand of trees on the highest point of Hermit Island is a string of conjoined huts and ramshackle buildings cobbled together from weathered planks. No one is home.

- The island's vegetation and wildlife pervade the cabin. Only two rooms are fully protected from the elements: the study and the radio room above it.



- In the study near a battered Olivetti typewriter on a desk made from an old sea chest are pages from a work in progress by McNamee. They don't make much sense, but appear to involve pirates in space.
- Standing in one corner of the study, facing the wall, is a large China-head doll dressed in English riding clothes.
- Concealed beneath the sand-strewn floorboards of the study is a small safe, inside which are the Wordless Tome, a rolled-up chart, and a small cloth bag with a handful of Spanish doubloons and pieces of eight.
- The radio room is accessible by ladder through an open trapdoor. Its windows look out on the sea in all directions. A Hallicrafters HT-4 radio transceiver and battery rig dominates the room. Next to it are a stack of log books.
- During the night, the transceiver may pick up an odd signal consisting of buzzing and clicking.

THE CHINA DOLL is three feet high and dressed in an English riding outfit. Her chipped alabaster face is locked in an expression of wonder, mouth agape, a far-away look in her unflinching gaze. The PC with the least SAN may hear her speak, though no one else does.

- Possibilities:
- 1-2. She speaks antiquated-phrased riddles about the moon and stars, insects, and the night.
 - 3-4. She is possessed

by the intellect of J.T. McNamee, driven irrevocably mad by her plight after having unlocked the secrets of the Wordless Tome.

- 5-7. The magic doll translates whatever is spoken to it into the buzzing language of the Mi-Go, and vice versa (but may not be readily apparent).
- 8-0. The vengeful spirit of the 17th century pirate Carmella Fiske is trapped within, and seeks to lead PCs to their doom.



LOG BOOKS show that most of McNamee's radio traffic was mundane, but decrypting a few encoded passages may reveal otherwise:

- The author listened for German radio signals and passed them to the British.
- Weird buzzing signals were received at regular intervals, and the point of origin was curiously indiscernible (because the signals came from directly overhead).
- An encoded passage outlines directions to a hidden sea cave where 'the treasure' was found.

THE WORDLESS TOME is a musty, leather-bound book with a cover marred by long diagonal scratches. The pages inside are blank, except to someone who speaks the name Yansa (view the cover at an angle and you'll see it!)

- Reading the revealed words results in possible SAN loss of 0/1d6 and a corresponding gain in Mythos Lore of 1/1d6.
- The author appears to be a 17th century pirate named Carmella Fiske, who hid her treasure in a sea cave on Hermit Island.
- The text describes interactions with creatures that visited the island 'from the outer darkness'.
- The book devolves into indecipherable madness after the pirate resolves to 'sail the stars' with the beings.



THE CHARTS are hand-drawn.

They may be mundane navigational charts, or perhaps something interesting: 1-3. These sea charts show the most common shipping routes near the island on the way to Britain. 4-7. They form a 'treasure map' of Hermit Island. Following clues on the charts leads to a hidden sea cave. 8-0. They are star charts showing known constellations, but slightly altered as if from a different perspective than the Earth.

THE SIGNAL received during the night seem like noise but could be intelligent communications. Possibilities:

- 1-3. The Germans are using a new type of code machine, and breaking the code would be an intelligence coup for the British.
- 4-7. Mi-Go, intelligent fungi from Yuggoth, communicate on this frequency. Listening to them for too long causes hallucinations, paranoia, and finally catatonia.
- 8-0. The signal is a voice out of time. A talented operator could modulate the signal into recognizable speech from none other than the ghost of Carmella Fiske haunting the island.

THE SEA CAVE concealed by a jumble of rocks on the west coast of Hermit Island hides a large dry chamber in its deepest recess. What may be found:

- The decomposing body of J.T. McNamee, her skull opened and bereft of its brain.
- Incomprehensible devices made of metal and glass, incredible to behold, dangerous to investigate.
- A fortune in treasure hidden since the 17th century. Was a curse laid upon it by the pirate-witch?

CARMELLA FISKE, feared female pirate from the late 17th century, preyed on merchant vessels throughout the Atlantic aboard her captured slave ship, the *Sargasso Witch*.

- Legends hint at Fiske's use of voodoo witchcraft to ensure success in raids and loyalty among her crew.
- She identified with the voodoo goddess Yansa.
- Fiske's treasure was never found.

ESCALATE TENSION

half-way through the adventure with the arrival of a landing party from a German U-boat who capture the PCs mode of transport, preventing escape from the island:

- Facing superior numbers and firepower, the PCs must evade capture, parley with the Germans, and/or radio for help.
- Although a state of war exists between Germany and Britain, the sailors have no interest in killing unless forced to do so.
- The sailors use McNamee's radio transmitter to contact a supply ship to repair a problem with their sub.
- Perhaps their true mission, known only to Captain Nessel, is to attempt contact with the Weltraumflieger (space-flyers).

CAPTAIN HANS NESSEL

commander of U-56, is a member of the Thule Society, Nazis bent on harnessing occult powers for the Third Reich. His orders are to locate and influence the Fungi from Yuggoth to ally with Germany, or failing that, to capture and return alien technology to Berlin.



BUILD TO A CLIMAX

of frantic fear as beings resembling winged crabs descend during the night:

- A mist rolls in from the sea.
- A faint mind-numbing drone (the same signal from the radio) fills the air but from no identifiable direction.
- Fleeting shapes are glimpsed, darting past windows or among the trees.
- Someone off by themselves is whisked away with only a brief shout (or gunshot, if armed).
- Soon enough the creatures show themselves, causing potential SAN loss of 1/1d6. Even so, encounters are brief and tend to result in victims having bursts of electricity coursing through their bodies or having various appendages sliced clean off.
- Capt. Nessel may attempt to communicate with the Mi-Go. As a result, they will remove his head and take it to Yuggoth for further study.
- At this point, fleeing the island amid the chaos is really the best option!

PJ CUNNINGHAM

was the sender of the hideous signal you hold in your hands. If you dare, send a signal of your own to him at ironregime@yahoo.com.



The Sea Devil's Stout

An Incidental Roadside Attraction With a Side of Demon

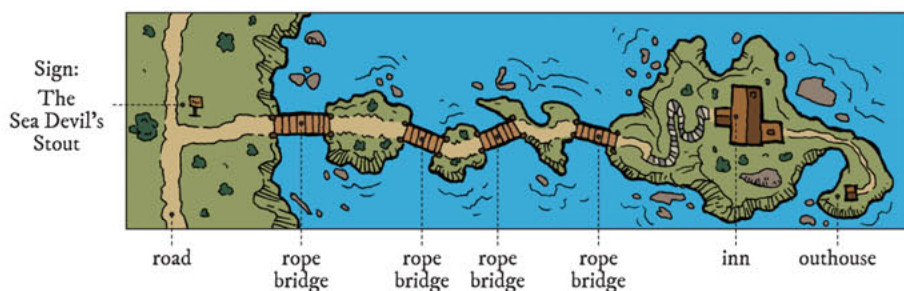


Introduction

The signs says, "The Sea Devil's Stout". A series of rope bridges lead out to what appears to be an inn atop a spit of rock. A woman begins to scream. The screams come from the inn.

Ingrid, the distraught innkeeper, claims giant rats dragged Ziggy, her small child, down into the basement.

She says she has only recently become the innkeeper and is unaware of what is beyond the second storeroom. She pleads for help in recovering her child. She can offer some gold as a reward, but not much.



Briny Temple

- Floors, walls and pews are all covered by layer of crusty salt.
- Orange-sized opalescent pearl in the cavity of a giant oyster.
- Pearl grants fast healing.
- 2 Enormous Stone Lobster Statues will come to life and attack if pearl is touched.

Pungent Intersection

- Floor is slimy.
- 5 Spiny Paralyzing Tentacles.
- The snapping beak of the creature can be seen at the center of the tentacles.

Freezing Stone Plug

- Salty ice covers the stone plug in the floor.

Frigid Shaft

- Salty ice covers the walls of this dark shaft.
- Extreme cold winds come from below freezing anything in minutes.
- It goes forever.

Icy Sea Devil Temple

- Salty ice cover the walls and floors.
- The runes around the big red symbol on the floor says, "BESTOW SACRAMENT".
- There are 4 unopenable icy sarcophagi in the alcoves.
- A buzzing of power permeates the temple.
- Pouring an entire bottle of Sea Devil's Stout over the big symbol on the floor quiets the demon Sea Devil and quiets the buzzing.
- If no stout (or only a portion of a full bottle) is used to quell the demon Sea Devil, then it will materialize up from the floor and attack. The Sea Devil is a giant red flying manta ray with a poisonous stinger on its tail. Also, 4 undead mermen emerge from the sarcophagi and attack with ice-blasting tridents.

Warm Dining Room

- Distraught Ingrid.

Cool Basement

- Blood trail to second storeroom.

Musty Storeroom

- 3 Huge Rats.
- Knocked out Ziggy.

Skittering can be heard from behind the door.

Flooded Cave

- 4 feet deep.
- 2 Armored Sharks.
- Ring of Fire Bolts on a dismembered hand inside a shark.

Flooded Cave

- Chest:
 - Bracelet of Water-breathing

Totem Room

- Cannot be entered if Sea Devil hasn't been quelled or killed.
- Pedestal:
 - Sea Devil's Crystal Totem. Red crystal in the shape of manta ray. Grants underground flight (flight only in caves), accelerated swim, +7 strength, +8 speed and poison-touch.

Flooded Coral Cave

- 6 Electric Eels swim about in the 3-foot high waters.
- Colorful coral is razor-sharp and poisonous.

Smelly Outhouse

- Steamy Outhouse Well
 - 4 Huge Crabs live in the enormous pile of ordure.
 - In the muck:
 - Gem of +3 Armor

Rotting Sloop Wreck

- Ground is blood soaked mud.
- Many human bones strewn about.
- 4 Pirate Ghouls appear if any bones are disturbed.
- In the sloop's hold:
 - 190 Silver
 - 50 Gold

Rancid Sepulcher

- 2 Ghosts attack if tombs are disturbed.
- Secret ladder inside right tomb.
- Chest (poison trap):
 - Potion of Hide from Undead
 - Acid (2 flasks)
 - Alexandrite Gem

Vertiginous Sirens' Cave

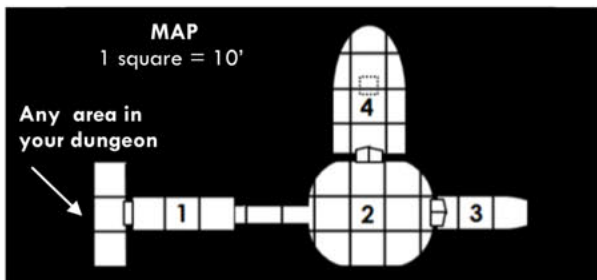
- 2 Sirens attempt to drown with their alluring song.
- Old bottle of The Sea Devil's Stout:
 - 1 dram will increase strength five-fold. But will also cause drunkenness.
 - 20 drams in the bottle.

Epilogue

Upon returning to the inn. Ingrid and Ziggy are no where to be found. Strangely, there is nothing of value in the pub. Not even food.

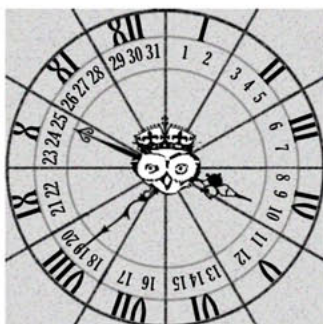
A loud crunching noise reverberates from underground. The tavern begins to collapse in on itself. The grassy spit, rock outcroppings and rope bridges crumble into the sea. After a few moments there is nothing left of The Sea Devil's Stout. Even the sign is gone.

GRIPPED IN THE HANDS OF TIME by Roger SG Sorolla



1. HOROLOGE LOCK. A thick iron door seals this room. It is divided in 12 radial sections, with a 3' wide clock in the middle, likewise divided (below). The clock has month, day, and hour hands, with concentric dials, centered on an embossed crowned owl's head. The top of the door has the motto "*QUIS NON POTEST EXPEDITIONEM SIGNIFICANTEM HABERE, SI MONUMENTA STRICTA TEMPORIS NON RETINENTUR.*" The mechanism ticks loudly each hour, inside the door, tamper-proof.

When the month and day hands align exactly, and the hour hand is in that sector, the owl's head pops out. If it is pressed, each section slides into the wall; the owl goes with the sector the hands are in. The door closes when the hour hand leaves its sector. Several long, thick iron bars can prop it open, but this stops the hour hand, throwing off the clock.



Clock shown in position for April 25, 7:00 (AM)

Schedule of the Horologe Lock's Alignments:		
Jan. 1, 12 AM;	Feb. 3, 1 PM;	Mar. 6, 2 AM;
Apr. 8, 3 PM;	May 11, 4 PM;	June 14, 5 PM;
July 17, 6 AM;	Aug. 19, 7 PM;	Sep. 22, 8 PM;
Oct. 25, 9 PM;	Nov. 28, 10AM;	Dec. 31, 11 PM.

If "strict time records are not kept" the next alignment will arrive in d20-1 days.

Beyond the door, the entrance foyer has an arched ceiling that shows the condition of the sky outside, without clouds, at dawn today. It floods the room with sunlight.

2. CLOCK HORRORS. The ceiling is domed, and shines as in 1, but with the state of today's sky at noon. Double doors bound in bronze lead out, each pair slightly ajar.

Three brass and iron clockwork automata wait here, treated as *hook horrors*, mindless and non-living. They attack if anyone enters the other two rooms. Edged weapons and lightning do half damage; blunt and acid, full; piercing, fire, and cold, none. An arrow or spear doing maximum damage jams the machinery of one arm, or of the wheels.

HOUR is 6' tall and stout, MINUTE is 7' tall, and SECOND is 8' tall and slender. Their hands are pointed arrows: clock hands. If both hit the same target, it goes out of time, reappearing after the named interval. Disappearing for a second is disorienting, giving a penalty on one's next attack.

3. SHRINE OF BARI-RITU.

The arched ceiling glows with the sunset sky. A granite bench faces an ancient sandstone bas-relief (right) that takes up the whole far wall. The woman's torso is mounted with a crystalline hourglass, enormous, fitted in bronze. This is the goddess-demon Bari-Ritu, Keeper of the Eighteenth Hour, Holder of the Keys of Dusk.



Other demons feed on sentient lives, but Bari-Ritu devours sacrifices of time. To those who do and think nothing in her presence, she grants boons. During sacrifice, black sand flows upwards in the glass, measuring up to 12 hours.

Time sacrifice is hard for the active mind. The average person passes each test 50%, those of high will 75%, and exceptional, 90%. High intellect actually gives a penalty. Monks and mystics used to meditation may reroll each failure once. Failing a test means starting all over again.

- 1 minute** (1 test): She echoes in your mind, tasting your time, opening great promises.
- 3 minutes** (2 tests): She moves the hours, opening or closing the Horologe Door.
- 10 minutes** (4 tests): She grips in *stasis* a person before her, freed on command. This can also deactivate one Horror.
- 1 hour** (8 tests): She grants 1 casting of *haste*.
- 3 hours** (16 tests): She grants 1 casting of *time stop*.
- 12 hours** (24 tests, the last 8 at double failure chance): She brings the time machine to room 4, with future-Tamas inside.

4. LAUNCH PAD FOR A DEPARTED TIME MACHINE.

The ceiling here is last night's sky, lit by moon or stars. The time machine's take-off to the future left coils of excess time behind: a 10' radius zone centered on the low platform, in which things move 3 times slower. Entering is hard. Pulling out too quickly has consequences; two fingertip bones are on the floor just inside. A cistern with a month's water, and crates with 2 weeks' rations, are by the door.

On the other side of the platform is the leather-bound diary of the builder of these rooms: Tamas Nalantzy-Kartavian, born 150 years ago. It tells of his fascination with time, how he found the bas-relief and spoke to Bari-ritu. His tedious sacrifices of time brought back the future-era chrononaut Xecra Gand, whom he imprisoned and tortured elsewhere.

Xecra's machine can travel in time but not space. Tamas first took it to the present day. There, guarded by the Hour horror (2), he may be found outside these rooms. He is a very experienced fighter with the best quality light armor, sword and poniard. (The diary will change, or disappear, to reflect the outcome of any meeting with the party.)

Then he went to a time just before Xecra's era, using her knowledge for wealth and power. If Bari-ritu brings him back it will be, so he thinks, of his own will, fleeing assassination. He has by then gotten an energy sword, a force field belt rivaling the hardest armor, and a mask that allows him to escape the effects of his five sleep gas grenades.

All illustrations altered from public domain sources. Thanks to James Maliszewski for help with the Latin.

Magic Shop Mayhem by Roland Volz



Wherein a visit to a sage about some items the party found on their last adventure turns out to be more exciting than they had anticipated.

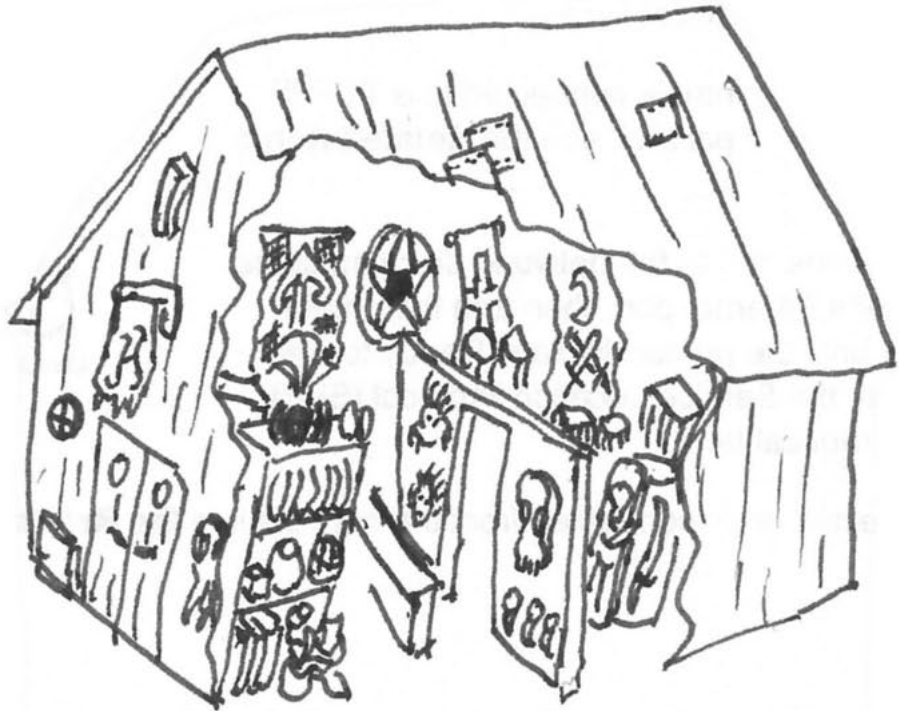
Hamron's House of Wonders: The shop of the local kook, this is a two-story converted barn decorated with all manner of weird banners, carved stonework recovered from ruins, weird metal symbols made by traveling witches, stuffed animals of unusual character, and the like.

Hamron is a weird fellow, wearing a different outlandish outfit every time he is met ("This is a ceremonial smock and mask of the funerary priests of ancient Smagdar! Notice the orc-skin gloves and glowing eyeshades! Aren't they exquisite?") He is always happy to examine odd and exotic items, and loves questioning sellers about the circumstances under which an item was found or acquired. The shop front is full of weird doodads of all description, crammed on shelves that teeter to the top of the ceiling twenty feet above. A back area is separated from the store front, accessed by a curtained entryway behind the counter. Hamron's apprentices bustle about, cleaning and polishing carved idols, arranging books and packages, or dusting shelves or statuary.

Sellers are invited to explore the shelves while waiting for Hamron to check items against his extensive library in the private area in the back. Most of the items Hamron hoards are just strange, or magical in a way not really useful to adventurers. See below for suggestions.

The Accident: One of Hamron's apprentices, who has been busy dusting shelves, suddenly sneezes due to having inhaled *thunderbird dust*. Enhanced by minute amounts of magic potion reagents the apprentice had accidentally inhaled earlier, the sneeze becomes a thunderous *BOOM* that rocks the shop. Cursed statues and unholy icons wobble precariously; Hamron watches open-mouthed in shock as a chain reaction of falling relics begins to topple the overstuffed shelves. No matter where bystanders are in the shop, the teetering shelves threaten to drop potentially cursed items on everyone's heads. Moderate to hard checks can be called for to avoid or save falling debris, identify potentially disastrous curses (many of which have weakened due to years of imprisonment and fading magical power), or to avoid weird side effects from inhaling mixed magical powders/ashes of ancient kings/astral dust, or getting doused by a combination of noxious potions (possibly less dangerous due to being stored in poor conditions for long periods of time). This encounter should be played at least somewhat for comedy.

The Disaster: Unbenownst to Hamron and his apprentices, the shaking has done more serious damage. In the back room, the sarcophagus of an ancient evil warlord has cracked, releasing him from the sigils that used to confine him. After he rises as a **wight king** in the musty confines of the over-stuffed back room, he summons his **shadow lieutenants** and attempts to slaughter the people in the front room to raise them as the beginnings of his undead horde. After the havoc of the Accident, can the PCs deal with a real Terror Out of the Past before it becomes a Modern Menace?



Cabalistic Contents and Interesting Inventory

- d20 Item
- 1 a set of **a dozen funerary guardian** statuettes each with a different curse [clearly marked as such and confined inside small magic circles by Hamron]
 - 2 a **trio of inhuman skulls** [speak riddles in obscure languages every night]
 - 3 a **magic staff** [dances (accompanied by *dancing lights*) when a specific sea shanty is sung properly in its presence]
 - 4 a **granite obelisk** inscribed with dire prophecies in a dead script [omens may concern the rise of an ancient wight king]
 - 5 several **pickled pixie/snyad/imp corpses** preserved in formaldehyde jars
 - 6 **a dozen funerary urns** containing the ashes (and possibly imprisoning the spirits) of necromancer-kings of a long-vanished empire in a far-off land
 - 7 a **dragon's eye** mounted in a tripod that swivels around and watches passers-by

- d20 Item
- 8 a **blinded chained harpy** that sings to itself in a sound-proof bronze cage [can smell the blood of a virtuous man]
 - 9 **three shrunken goblin heads** (each tied by their hair to a beaded leather thong) that always mumble and argue with each other through sewn-together lips
 - 10 a **magic sword edged in gold** with arcane lettering engraved on the blade [cannot pierce the skin or cut the flesh of maidens, mothers, or crones]
 - 11 a **banner bearing a crescent moon above crossed swords** [destined to be the standard of a future conqueror]
 - 12 a **mirror of greenish glass** [reflects a parallel drowned world, like the viewers but full of fish and drowned corpses]
 - 13 the **heart of a saint** of a forgotten god, preserved in a golden reliquary [beats audibly in the presence of hidden fiends]
 - 14 **tin coins strung together with wire** [scratches on the coins form a treasure map when properly lined up]

- d20 Item
- 15 a **glass-bladed dagger** with an ornate hilt [secret compartment in hilt contains a coded message of immediate import]
 - 16 a **blue bottle shaped like a fish** with a cork in its mouth [water trickles steadily when uncorked; sweet water if the holder is a youth to briny murk for the aged]
 - 17 a **calendar stone** from a far-off land [can be used to predict events with 100% accuracy about 15% of the time]
 - 18 a **vase of smoky odd-smelling brown liquid** [the heart's blood of an ifrit; those who inhale have strange and terrible visions of other planes]
 - 19 **potted plants** with serrated leaves and wispy flowers [uproot themselves at night and play vicious pranks; poisonous]
 - 20 **ten witch globes** of colored glass [each traps the soul of a different witch, to hide them from the one who holds their pacts]

See more at madgamingmadness.blogspot.com

March of the Machines

A One Page Dungeon by Rusty Gerard
www.onepagerpg.com

Introduction

Long, long ago an artificer built a mountaintop factory and mining complex operated by clockwork automatons. When the artificer died the workshop was forgotten. Centuries later, a clan of gnomes settled the area and prospered. Meanwhile, aarakocra had roosted in the workshop and kobolds occupied the mines. Then jealous humans drove the gnomes underground, who in turn pushed the kobolds to the deepest recesses of the mines below.

The Factions

✿ The aarakocra call their roost the Aviary, the gnome territory is called the Hearths, and the kobold home is called the Warrens.

✿ Bold kobolds go topside to steal aarakocra eggs

✿ The gnomes supply the aarakocra with traps to try to keep the kobolds out of the Aviary.

✿ The gnomes secretly want the aarakocra's territory, but currently have a peace treaty.

✿ The gnomes and kobolds have fought many battles in the mines and laid traps everywhere.

✿ The kobolds have stolen a litter of cave bear cubs they plan to train to hunt and eat gnomes.

✿ The cave bears are looking for their cubs.

✿ DRX-0579 is the last of the intelligent automatons. It attempts to repair the other machines, but most of the tools and spare parts it needs have been looted by the kobolds.

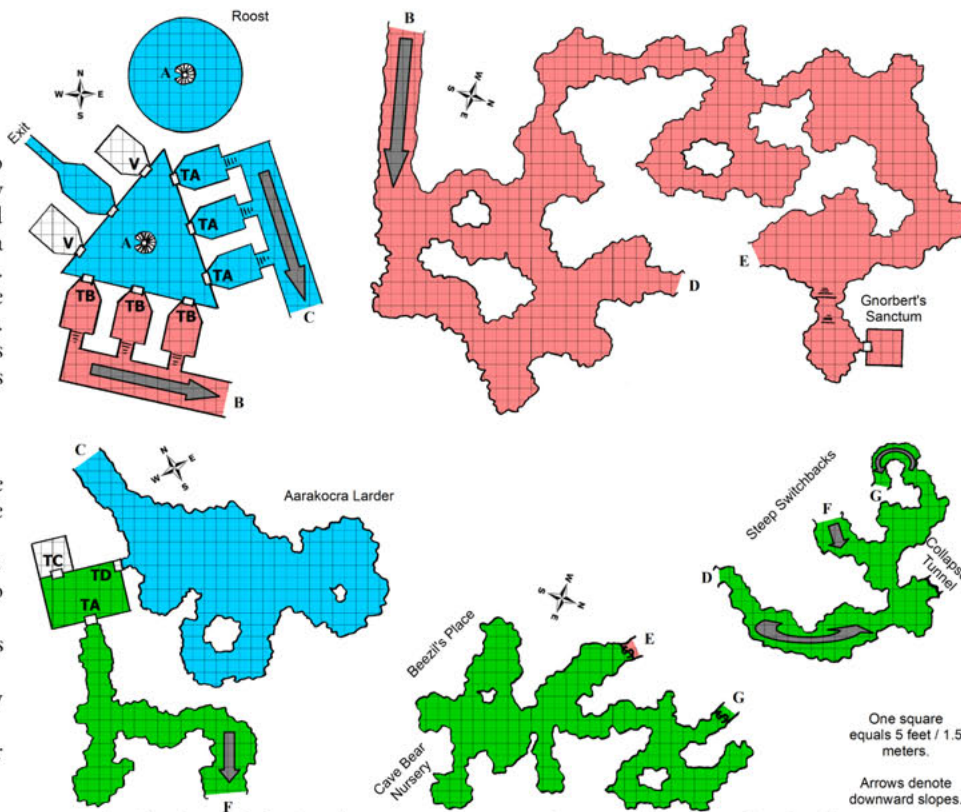
✿ DRX-0579 co-exists with the aarakocra, and they tolerate each other.

Adventure Seeds

The PCs have been beseeched by the aarakocra, or they seek a **MacGuffin** in the dungeon.

As Time Passes

DRX-0579 will repair disabled doors, broken surveillance eyes, etc. Meanwhile the kobolds are disabling and cannibalizing others. Both the gnomes and kobolds will upgrade their traps with deadlier ones. The aarakocra will stay on the defensive unless goaded by the players.



Karrarrrik, Chieftain of the Aarakocra

Neutral Good. A stern, no-nonsense warrior. She wears light armor and carries a quiver of 6 magical javelins +1.

Maintenance Worker DRX-0579

Lawful Neutral. A large (10' tall), highly logical, emotionless being; always making a loud ticking noise. Has *infravision* (120'). Speaks Common with a metallic voice. Carries a **greater passkey talisman** and the **artificer's design notebook**. It can speak with the **Surveillance Eyes** and ask them what they have seen.

Gnorbert, Gnome Illusionist

Chaotic Neutral. A grinning, half-mad trickster. Spells memorized: *hold person* (x2), *phantasmal force* (x2), and *greater invisibility*.

Gnorbert carries a **wand of color spray** (20 charges) and a **ring of protection +2**.

Beezil, Master Egg Thief

Lawful Evil. A charismatic kobold thief, wily and full of bravado. He carries 4 potions: **gaseous form**, **invisibility**, **healing** (x2), a **clockmaker's toolkit** which he uses to disarm gnomish traps, and a **lesser passkey talisman**.

Surveillance Eyes

Unaligned. *Infravision* (120'). Small, immobile devices programmed to detect intruders and sound a shrill alarm to alert guards. Only fights in self defense, shooting red **laser beams** from its glass eye when provoked (2d4 dmg). Any humanoid accompanied by **DRX-0579** or bearing any **passkey talisman** may pass freely.

Vault Doors (V)

Some areas are sealed by massive adamantium doors enchanted against *knock* spells. Only a **greater passkey talisman** can unlock them.

Mechanical Timer Doors (TA, TB, TC, TD)

Some doors open and close on timers. They also can be opened by any **passkey talisman**.

A-type: open on all odd hours (e.g. 1:00 – 1:59)

B-type: open on all even hours (e.g. 2:00 – 2:59)

C-type: locks for 3d6 + 5 minutes after closing.

D-type: These doors are disabled and can't be opened without finding replacement parts to repair them.

Collapsed Tunnel

This tunnel was an exit but is now sealed.

Kobold Tactics

The kobolds are outnumbered by the gnomes and must rely on guerrilla tactics. They pass unseen through secret passages and use the *Steep Switchbacks* at the bottom of the mines to "jump" between points in the vast gnomish hearths.

Random Encounter Table

While in the **Warrens**, roll 2d4 + 2 every hour.

While in the **Hearths**, roll 2d4 - 2 every hour.

While in the **Aviary**, roll 2d3 + 1 every hour.

0-1: Surveillance Eye

2: 1d4 + 4 Gnomes

3: 2d4 Gnomes

4: 1d3 + 1 Aarakocra

5: Maintenance Worker DRX-0579

6: 1d3 + 1 Aarakocra

7: 3d3 Kobolds

8: 3d3 + 3 Kobolds

9: Surveillance Eye

10: 1d2 Cave Bears

Random Trap Table (d6)

1: Spring-loaded hammer (melee, resets)

2: Whirling clockwork saw blade (melee, resets)

3: Razor wire mesh trap (never misses)

4: Fusillade of darts (multiple targets)

5: Programmed Illusion (harasses non-gnomes)

6: GM's choice

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If you poke the dead skeleton, it hits you with a bast of 20 damage. Then it goes back to sleep. It can't die!

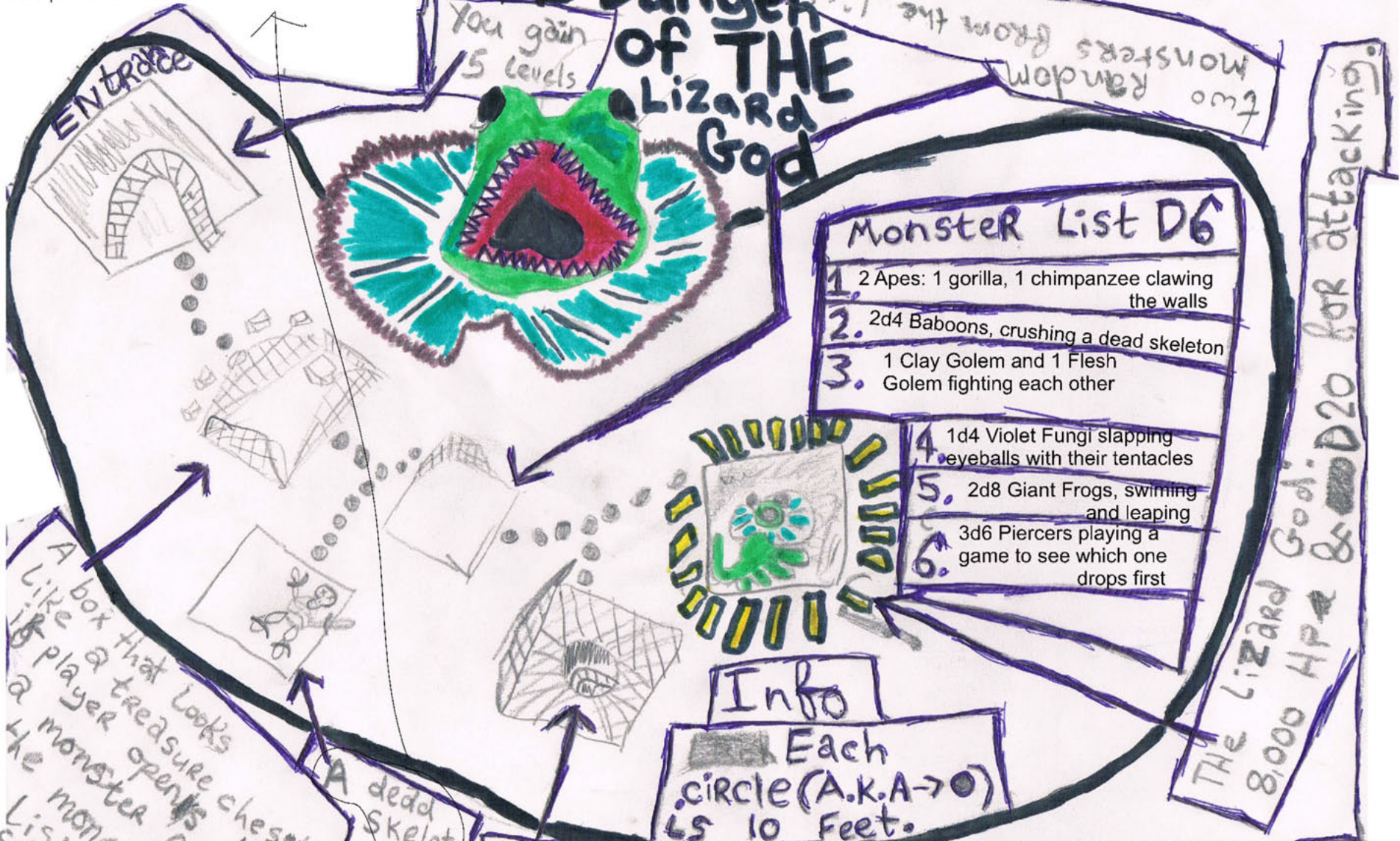
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THE Dungeon of THE Lizard God

You gain 5 levels

Two Random Monsters from the List



Monster List D6

1. 2 Apes: 1 gorilla, 1 chimpanzee clawing the walls
2. 2d4 Baboons, crushing a dead skeleton
3. 1 Clay Golem and 1 Flesh Golem fighting each other
4. 1d4 Violet Fungi slapping eyeballs with their tentacles
5. 2d8 Giant Frogs, swimming and leaping
6. 3d6 Piercers playing a game to see which one drops first

Info

Each circle (A.K.A →○) is 10 Feet.

The Lizard God: 8,000 HP & D20 for attacking.

A box that looks like a treasure chest, if a player opens it, the monster from the List comes!

A dead skeleton in the Room is

Hole (you always fall in it, don't warn the players. But it has a ladder, that you can easily climb, but then it breaks? What do you do?)

DRUID'S REST AT THE GIANT'S RIFT

Written by Gabe Soria and illustrated by Sam Mameli

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1. The Misty Glade:

The characters find themselves in this chilly forest glade on a misty morning, at the center of which is a carved wooden column depicting a griffin, an owlbear, and a dire wolf. Attempts to leave the glade are fruitless; the characters get lost in the woods and re-emerge in the clearing. The carvings then animate (they are actually slumbering wood golems) and attack. Making rolls for observation, the characters will notice that there are holes carved into the creatures' throats, and if the characters feed valuables (gold, etc.) to the monsters – in essence, make offerings – they will relent and a path opens in the surrounding woods.



2. The Secret Steps:

The left side of the Rift Giant's face is an almost sheer cliff covered with greenery, scalable if the characters make a series of dexterity rolls. There's also a secret staircase – home to a nest of (1d6) giant spiders – hidden behind the foliage that leads to the basement of the Monastery. A branch of the secret passage leads to the cave that forms the Giant's right eye socket. If the moss that covers the socket is parted, gazing out upon the beauty of the sylvan dimension restores health (GM's choice of dice).



3. The Druids' Monastery:

Crafted over centuries by hundreds of hands, the Druids' Monastery is a place of peace and introspection, but upon entry, all exits are sealed. Attempts to force a way out agitate the Druid Ghosts that haunt the place, and their attacks drive the players towards the meditation room at the heart of the monastery. A slab of petrified wood with the words "The DOORS Are Closed Until the Mind OPENS" written upon it decorates the simple room. If the characters meditate and speak honestly about what adventuring means to them (and make successful rolls of the GM's choosing) the exits unlock.



This legendary extra-planar "adventurer's spa" is located in a pocket dimension comprised almost entirely of a primeval forest and impossible to reach by conventional means. Once home to a sect of enlightened druids, its strange magic grants characters great health and spiritual wealth if its challenges are beaten. Possible entry points include:

-Under the bark of an enchanted oak tree is carved a chant that summons a forest creature made of smoke that leads the characters on a chase to Location 1 (characters roll for tracking and speed). If the trail is lost, they return to the tree, unable to retrace their steps. (The bark of the tree is a magic item; tea made from it functions as a prophetic tonic that allows the drinker to re-roll any one failed roll.)

-The Characters are given an enchanted "gift scroll" to the Druid's Rest by a wealthy sorcerer patron for services rendered. If the scroll is read in a forest under a full moon, the characters are transported to Location 1.

4. The Petrified Graveyard:

After successfully meditating, the doors of the Monastery open. Continuing on, the characters will find the eerie Petrified Graveyard, the lair of the Wood Lich, an undead Master Druid who attacks by attempting to ensnare the players with aggressive magic vines and other sylvan spells. The encounter with the Wood Lich is unwinnable; to survive, the players must flee to location 5.



5. The Druid's Leap:

The Wood Lich pursues the characters down the steps to the Rift Giant's left hand, which ends at a narrow plank that extends out over a bank of mist. A glimpse of water can be seen below, and the characters can hear it flowing, as well as disembodied voices that urge the characters to jump. All the while, the Wood Lich continues its attacks. No matter what the characters do, they cannot defeat it.



6. The Orb of Enlightenment:

If the characters jump, they will fall through the mist at a terrifying speed; if they can control their panic, they will eventually fall safely into a river that cuts through a desolate fog-bound valley, but not before invisible hands pluck all but their most basic weapons from their persons. Earth-shaking footfalls echo from the fog as the Rift Giant looms out of the mist, its right eye glowing behind its patch of moss. The Giant treats the characters like pesky insects, and they must distract it in order to scale its body and reach its right eye. Behind the patch they'll find the Orb of Enlightenment, guarded by the Wood Lich, who is now peaceful (but still scary). Once the Orb is touched, the Rift Giant kneels and the party is transported back to their world. After granting the players permanent health, strength and wisdom bonuses, the Orb disappears.

A Note on Death: If a character "dies" at any time during this dungeon, they are transported back to where they entered, weakened (GM's choice for penalty) and unable to adventure for weeks.

Catfished

The desperate villagers of Raven's Breach have hired a group of intrepid adventurers to find two missing teen boys; the eighth and ninth of their children to go missing in the last six months. While no bodies have been found, hunters from the village have found evidence leading to a dwarven mine in the mountains 18 miles to the north. The villagers are perplexed, as the dwarves have never been aggressive. Some suspect that whoever abducted their children may have also brought harm upon the miners, who've not traded with the villagers in some time.

1: The mine entrance is overgrown by saplings and vines. There is a small void in the foliage, which would allow passage for an animal or small humanoid. Footprints in the dirt lead inside. The mine is enveloped in darkness more than a few feet beyond the entrance.

2: The door to this chamber has been smashed in. The words "Foreman's Quarters" are carved in simple Dwarven script on its face. The room has been ransacked, and there is no sign of the foreman. A cursory search turns up a small cameo of a dwarf woman, an empty footlocker, and the foreman's ledger. The last entry is from three months prior.

3: This dusty barracks holds living quarters for twelve, including cots and footlockers. Six heavily decomposed dwarf bodies sit slumped around a table in the corner. Playing cards, steins, and plates with remnants of a meal are scattered about the tabletop. A thorough inspection reveals that the steins contain dried bits of skin from poisonous berries.

4: This kitchen nook is separated from the barracks by a wooden partition. There are three more dwarf bodies on the floor between a large wood burning stove and several casks of ale. If a player drinks from the tapped cask, they will be poisoned and fall unconscious after three minutes.

a: Another dwarf body lies here. As they near the body, the players have a chance to spot a small figure with green skin kneeling over it, then darting down the hall to the East.

5: This storage room contains 16 crates of dried meat, and flour. Water skins hang from two of a dozen iron hooks along the wall. Ten more appear to be missing.

b: An armed bear trap covered in dust.

6: "Powder Room" is written in Dwarven above the door to this room. Inside are 22 barrels of blasting powder. Any open flame or fire spell in this room will cause ignition. A detonation collapses the ceiling, and blasts fire down the halls as far as areas 4 and 10.

7: A natural cavern carved by water. Players should watch for falling stalagmites.

c: An open container of dried meat sits in an alcove next to a bedroll and a water skin. A pale, thin, seemingly-dead dwarf lies on the bedroll. If the players investigate the body, the dwarf will grab a knife and jab it at the closest player. He is clearly frightened and weak, and pleads with the players to leave him alone. If they gain his trust, he will reveal that he and his friends were poisoned. He did not die, but was rendered unconscious. He awoke to monsters ransacking the barracks. Gravely ill, he escaped to this alcove and has been recuperating and preparing to make an escape. When asked about his attackers, he will say it was "the goblins" that poisoned his mates. He says they rarely venture through areas 7 and 8, as the soft calcite ceiling could fall without warning, and that they're "smart little bastards". He also warns them of his "noisy neighbors" to the east.

8: A continuation of the previous cavern. A swarm of bats will attack the players if disturbed.

NOTES:

All ceilings are 6' unless otherwise noted.

Every 15 minutes, roll 1d6. On a 6, two "goblins" on patrol will enter the area occupied by the players, except areas 7 and 8. They carry torches, except while in areas 6 and 10.

The berries are hallucinogenic and large doses are deadly. Fire or cold water will end the hallucinations, which last for 30 minutes. Players who see the "goblins" up-close should quickly realize they are human children. If any of the children are killed, the players will not be paid upon their return to the village, and may be attacked by distraught parents.

9: Small pinholes of daylight shine through the ceiling in this cavern. If they remain quiet, the players can hear roaring water from the chamber to the north. Players with better hearing may catch the sound of voices over the roar.

10: A massive salt quarry with a 10' ceiling and scaffolds along the perimeter. If the players chased the small figure from area A to this room, they'll encounter several trip-wires strung between support columns (difficult to notice, nearly impossible in the dark). If any player trips over or moves too quickly into a wire, one end will pull a steel rasp over a piece of flint, causing a spark which ignites a powder trail fuse. Any errant fire spells in this area have a good chance of causing ignition. Once lit, the powder trail will burn until it encounters several barrels of blasting powder stacked near the entrance to area 9. Detonation will seal this room off from area 9, and cause other consequences at the GM's discretion, including concussive damage to the players.

11: "Extreme danger" is written in dwarven script on the wall leading from area 6 to this room. Scaffolds line the perimeter of the room. A mother wolf and four cubs have taken refuge in the collapsed tunnel in the northeast corner.

d: A collapsed tunnel. Clearing it by hand will take at least two days. Blasting is possible, but should be met with dangerous consequences.

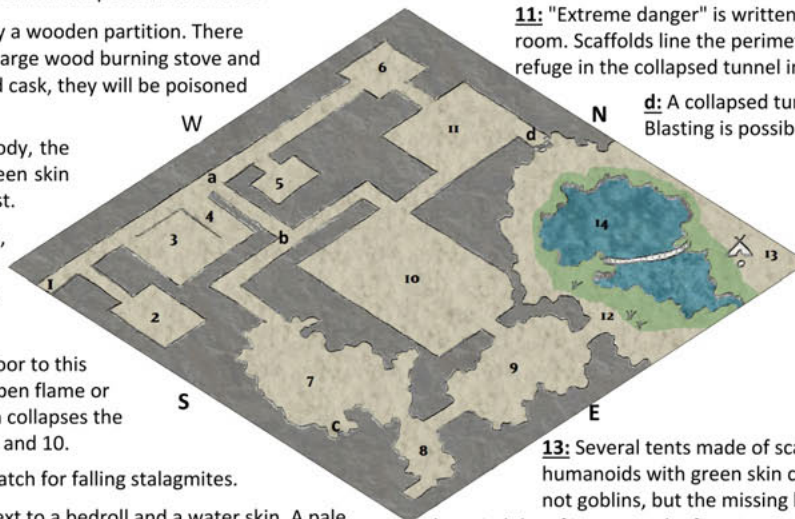
12: Soft sunlight beams through a jagged fissure in the ceiling of this cavern. A waterfall of frigid glacial meltwater flows through the fissure into an underground lake (14). Centuries of erosion has made the lake quite deep. The water flows toward the east, before disappearing under the rock. Soft green moss grows around the edge of the lake, fed by the mist and gentle light. Rubbing the moss causes green stains on skin and clothing. Speaking over the roar is difficult without yelling. A crude rope bridge spans the lake.

13: Several tents made of scavenged scraps and a large campfire. Seven to nine humanoids with green skin can be seen dancing around the fire and chanting. They are not goblins, but the missing human children. They range from 8 to 17 years old.

A hog-tied dwarf is next to the fire. A second dwarf lies hog-tied in one of the tents next to several baskets of purple berries. He can speak, but will range from incoherent babbling to terrified screaming if engaged. If allowed to sober up, he will introduce himself as the foreman, and ask for help escaping. After chanting for several minutes, the children will lead the first dwarf toward the rope bridge, cut his bindings, and shove him into the water. A giant catfish will surface to eat the weakened and struggling dwarf as the children cheer.

If the children discover the players, they will arm themselves with makeshift spears, but will not attack unless provoked. They appear frightened of the players, except for the oldest girl, who regards them with callous indifference. She keeps the others dosed with berries and acts as their mother. She will not give up willingly, and must be incapacitated for transport back to the village. The others trust her, and will follow most of her orders.

14: A huge, ancient catfish calls this lake home. If anyone falls into the water, the fish will attack by grabbing the victim and dragging them to the bottom as it tries to swallow them.



INTRO: While traveling along a forest road, the PCs come across a grisly scene...pools of blood in the dirt and a dead body lying in the ditch. There are obvious signs of a struggle and the man's body has been picked over. Trackers can determine that (3) humans in common boots led a woman and child away into the woods. The tracks lead to a ruined fortification in a woodland clearing. It is now the lair of murderous bandits who plan to ransom the dead man's wife to her family in a nearby town. Unbeknownst to the bandits, a secret lies beneath the cellar.

THE RUINED FORTIFICATION was the keep of old "King" Aethelberd, a ruthless warlord who once ruled over this region with an iron fist. He was laid to rest in a crypt beneath the foundations of his stronghold, which fell into ruin over the centuries. The upper floor has partially collapsed, filling the interior with piles of rubble. The entrance is blocked with planks, leaving a narrow gap for a single person to squeeze through.

A) BANDIT LAIR: The bandits have cleared away an area in the middle for their camp, as well as a path to the cellar stairs. (5) bandits and their boss live in filthy conditions here. Each bandit has leather armor and a short sword, and carries 3d6 sp and 1d6 gp. The boss has studded leather and a long sword, and carries double-loot plus a key to the wellhouse gate in B.

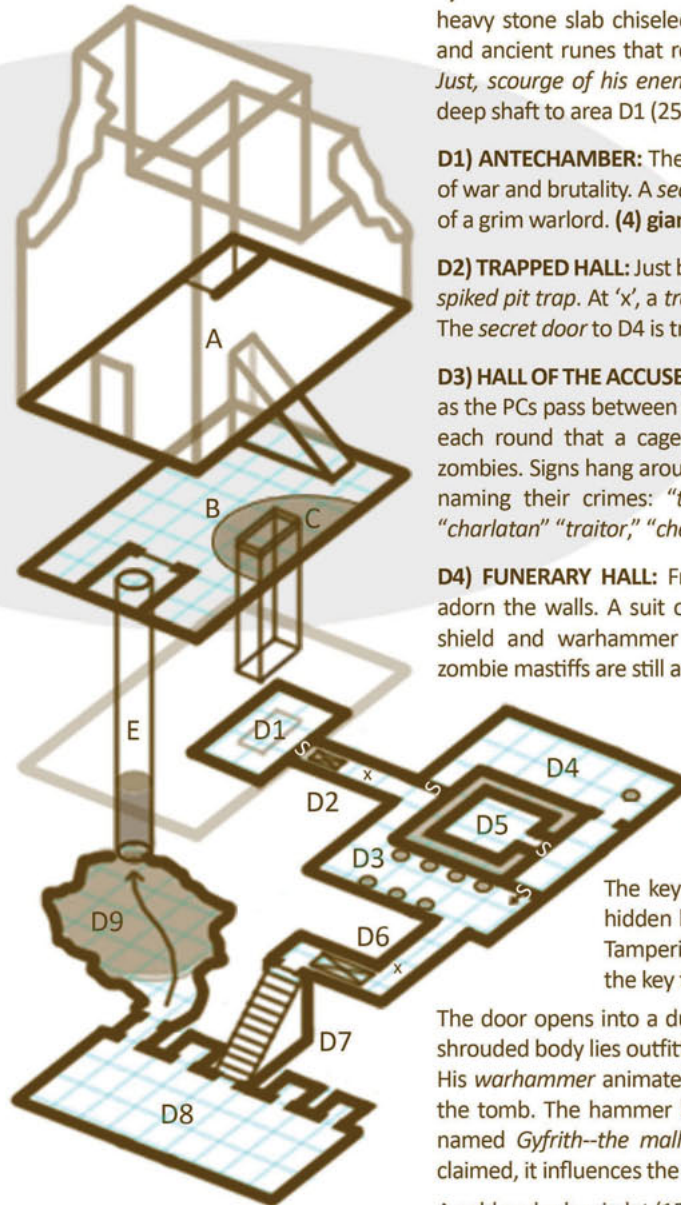
B) DINGY CELLAR: Rickety stairs lead down to a dank cellar. A pile of trash molders on one wall. Quiet sobs come from a locked wellhouse on the far wall. (6) rats and (2) giant rats live in the trash pile and will attack. Hidden under the debris is an old marker stone (C). The kidnapped wife and child huddle in the wellhouse, crying softly. If rescued, she claims that something was whispering to her from the well.

E) SCARY WELL: The well is 50 ft. deep, but the water level is at the 40 ft. mark. Exploring the well shaft has a 1-in-6 chance per minute of attracting a tentacle attack (see D9). Entering the water or making loud noise triggers an automatic attack. The tentacle can't attack above the 20 ft. mark.

D9) DARK POOL: The fourth alcove opens onto a gravel beach sloping 5 ft. to the waterline and to 10 ft. on the far side of the cave (which is completely submerged and feeds the well).

A hideous **tentacle monster** lives in the pool. It has a frog-like body and hind legs, two long tentacles instead of forelimbs, and a single eye on a long stalk. It makes weird whispering noises, and attacks with its tentacles (20 ft. reach; hit grapples target) and a gulping bite (swallows victims whole). The shadow from D8 might also take the opportunity to attack lone PCs.

Hidden at the bottom of the well is a locked chest containing: 100 gp, 300 sp, (4) gems worth 5d10 gp each, (1) gem worth 100 gp, and a +1 dagger.



D8) FAMILY CRYPT: Three alcoves hold coffins containing the shrouded bodies of Aethelberd's wives and daughter. One of the wives' bodies holds the crooked iron key to D5. His daughter's body wears wizard robes and holds a wand of burning hands with (3) charges and a spell scroll. Her evil shadow lurks in the room, eager to ambush unwary victims.

C) AETHELBERD'S STONE: Beneath the trash pile is a heavy stone slab chiseled with the figure of a warrior and ancient runes that read: "Here lies Aethelberd the Just, scourge of his enemies." The slab covers a 15 ft. deep shaft to area D1 (25 ft. total drop).

D1) ANTECHAMBER: The walls are painted with scenes of war and brutality. A secret door lies behind the image of a grim warlord. (4) giant rats appear in (3) rounds.

D2) TRAPPED HALL: Just beyond the door is a 10 ft. deep spiked pit trap. At 'x', a trap fires (3) javelins up the hall. The secret door to D4 is trapped with a fire ward.

D3) HALL OF THE ACCUSED: (7) caged zombies attack as the PCs pass between them. There is a 3-in-6 chance each round that a cage opens, releasing one of the zombies. Signs hang around each of the zombies' necks naming their crimes: "thief," "agitator," "murderer," "charlatan," "traitor," "cheat," and "heretic."

D4) FUNERARY HALL: Frescoes of Aethelberd's burial adorn the walls. A suit of animated armor wielding a shield and warhammer guards the chamber. If the zombie mastiffs are still at D5, they also join the battle.

D5) AETHELBERD'S CRYPT: (3) zombie mastiffs lurk in the hall outside the crypt at 'x' unless the trap at D6 has been triggered.

The key from D8 opens a secret door hidden behind a fresco of Aethelberd. Tampering with the door without using the key triggers a lightning ward.

The door opens into a dusty crypt, where Aethelberd's shrouded body lies outfitted in chain mail and +1 shield. His warhammer animates and attacks anyone entering the tomb. The hammer is a +1 lawful-neutral weapon named Gyfrith--the mallet of justice. If defeated and claimed, it influences the wielder to act in a LN manner.

A gold and ruby circlet (150 gp) rests on his head. A chest under his bier holds 20 gold bars (5 gp each), 30 silver bars (2 gp each), and a jeweled torc (100 gp).

D6) TRAPPED HALL: At 'x', a 10 ft. deep pit drops open ahead. A one-way secret door then opens in D3 for (1) round, releasing the zombie mastiffs at D5 and catching the PCs between the undead dogs and the open pit.

D7) TRAPPED STAIRS: A hidden pressure plate on the middle step triggers a crippling scythe blade trap.

ÆTHELBERD'S TOMB -- A ONE-PAGE DUNGEON BY SCOTT MARCLE. THIS DOCUMENT IS IN THE PUBLIC DOMAIN. ALL RIGHTS RESERVED. © 2014

A Story of Stories

By Sharang Biswas, with Special Thanks to Shaun Akhtar

The party has been sucked into a magical book and can't get out! They'll have to traverse the various chapters to find artefacts that will help them undo the book's binding and escape. As GM, you decide how many artefacts they need and where they will be placed. Each chapter comes with a specific goal the PCs must achieve in order to proceed to another chapter.

The party begins in a blank room seemingly made of paper, with portals inked into the walls. To determine which portal they take, roll a D10 and consult the chapters below. Once the PCs accomplish a goal, an inky portal appears near them, leading to another, randomly selected chapter.

Chapter

D10

- The Blood-Red Hood** i
The party finds itself in the woods where a hungry werewolf pack is stalking a little girl on her way to her grandma's lonely cottage. GOAL: The girl and her grandma must share a meal, mostly unharmed.
- The Girl as White as Death** ii
The PCs interrupt a heated exchange between a beautiful queen and her magic mirror, which has slowly been driving her insane. It has just told her to kill a young girl. GOAL: Convince the queen not to commit murder.
- The Ladder of Locks** iii
The PCs confront a prince trying to convince a woman trapped in a tall tower to let her hair down for use as a rope-ladder, a feat that will surely rip out her scalp. GOAL: Find another way for him to reach the top.
- The Den of the Ursine Triad** iv
The party finds itself in a den of a gang of criminal-bears where a child has fallen asleep after eating all the stockpiled food. The bears are about to arrive. GOAL: Get the girl safely out of the den.
- The House of Fruit and Honey** v
The PCs end up trapped in a prison-kitchen along with twins Ansel and Greta, about to be cooked alive by a greedy witch and her food-golems. GOAL: Escape the house with the twins.
- Pumpkins, Glass and Ash** vi
The PCs appear in a small cottage by a maid weeping about her slipper. GOAL: Find the solitary, crystal slipper before its three resident hags do.
- Low-Lifes and High Fashions** vii
The PCs end up at court, where a team of illusionists aim to discredit the emperor by making his nudity appear to be fine garments. GOAL: Prevent the emperor from leaving the palace naked.
- The Internal Musician** viii
A warlock disguised as a musician is driving swarms of rats to destroy the town the PCs find themselves in. GOAL: Stop the rat infestation.
- Trans-frog-rified** ix
The PCs must adjudicate the fate of a princess who claims to be a frog, and a frog who claims to be a prince. GOAL: Decide which one is lying, and prove their guilt.
- Rumpled Skin on Stilts** x
The meet a young woman in a forest, who's cursed by a goblin wizard to lose her first child. GOAL: Find the wizard and learn its name to break the spell.

Possible Artefacts

A crystal phial with a purple liquid that dissolves binding-glue; a pair of sharp, gleaming silver scissors that never dulls; a ball of black rubber that absorbs any kind of ink; an unbreakable bone needle; a measuring stick made of a strange, white leather.

Random Encounter:
A giant book-eating bug.
Use between chapters.



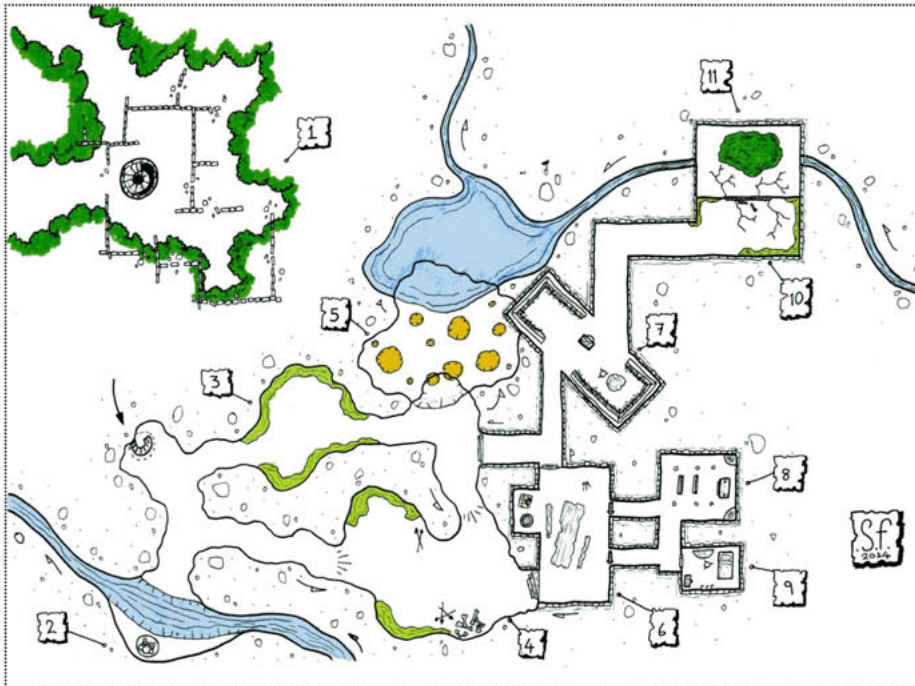
The Blight

One-Page Dungeon Competition 2016 by Simon Forster

The Prison: Imprisoned by a now lost clan of dwarves, a malign *gibbering moulder* has begun to break free from its cell: its influence has attracted slimes, oozes and jellies to the dungeon, and has tainted the surrounding forest. Furthermore, a group of elves have been corrupted and enslaved by the blight and have taken one of the caves below as their lair.

1) The Blighted Forest: A ruin with a spiral stairs leading below to the dungeon, the forest for several dozen yards all around has become diseased. The trees and foliage are withered, the sap oozing foul-smelling slime. If not stopped, the Blight will spread for a yard per day, until it has consumed the forest.

2) The Statue: A bronze statue of a heroic looking dwarf stands watch over a fast-flowing stream. The statue has a hammer and a key, both of rusted iron, which are merely symbolic. A suitable lore throw identifies the dwarf as a craft-priest called Hanar. The various slimes and oozes will not cross the stream or approach the statue.



3) Slimy Cave: The walls of this irregular cavern are coated in thick patches of green slime, which may drop (2-in-6) on anyone passed through.

4) Blighted Elves: This cavern has become home to a group of blighted elves, partially turned to slime; they are flesh-eaters now, animalistic, and savage. They will attack on sight, and may attempt to drive opponents against the walls where more colonies of **green slime** (3) hang.

5) Mushroom Cave: This lower cavern opens onto an underground river and pool, and the ground is loamy earth on which mushrooms and three **shriekers** have grown: the shriekers will wail if anyone enters the cavern carrying light, and this will alert the elves nearby and the **gray ooze** that lurks unseen in the water.

6) Decayed Hall: This old hall has a long, warped and acid-eaten table, some benches and a barrel and half-eaten crate. The doors are both warped and stuck. Inside the room is a transparent **gelatinous cube**, fed scraps by the elves from the neighbouring cave. Inside its mass is a magic sword, which is therefore seemingly floating in the air: **Sword of the Oath:** *normally a +1 sword, if an oath to slay an enemy is made over it, then until that enemy is slain, the sword does double-damage on a natural 20 and will always be able to hit the opponent, regardless if any immunities or resistances it may have.*

7) Mouldy Library: An ancient library with mouldy books on sagging and warped shelves. In the centre of the room is a stone lectern, with an open book resting upon it. The books on the shelves seem to have once been a mixture of history and prayer books, but they are all ruined. The book on the lectern is mostly intact, but heavily water-damaged, and is actually a book of dwarf prayers that can be used as *divine scrolls*. There are 3d6 spells that are readable and useable, determined randomly.

8) Shrine: An untouched shrine to the dwarf goddess Valkauna (goddess of Oaths, Death and Birth). None of the slimes nor oozes, not even the elves, will enter this shrine. The two flanking statues are depictions of the goddess, and the altar bears the words of a prayer on it (reading this aloud, in dwarf, *blesses* all in the room).

9) Priest's Room: This bedroom a warped, stuck door bolted from inside. The room itself is untouched, with a bed dusty and holding the skeleton of a dwarf (died of old age in his sleep), and a locked chest (the key is under the pillow) that holds the following: a leather pouch holding a *large diamond*, a *piece of quartz*, 2 *vials of rare dwarf perfume* (earthy smell), and 10 *sticks of incense*; a mace and a suit of chainmail; a holy symbol.

10) Cell Door: The door to the cell of this prison is a pair of bronze doors that have come loose from their hinges, breaking the waxen seal that warded the cell. Gaps now show along the edges, cracks have crisscrossed the floor, and colonies of **green slime** (3) have accumulated on the walls.

11) Cell: Inside this bronze-lined chamber is the imprisoned, insane **gibbering moulder**. It sits on a bed of slime.

From Death

An adventure by Simone Biagini

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Prologue

You get out of the Gate to the Land of the Dead falling heavily on the soil of the cemetery. Naked, with only one object you managed to bring back with you. What is it? (tell the DM). In front of you the night, an eerie bell tower and the lights of dozens of candles which shine beyond the church. Behind you, the gate to the kingdom of the deads is still open. You don't remember what happened in there just why you went beyond it and what important you have sacrificed to cross it safely (tell the DM). Meanwhile, inside the gate, a monstrous figure begins to take shape, the Guardian of the Threshold. It is still far away, but it's here for you, to bring you back. You are starving and know that there is no time. A single clue: two icy colored eyes that you all remember clearly.

The characters are ghosts, but they don't know it. They have forgotten that they have paid a necromancer to separate their spirits from their bodies to enter the realm of the deads. Three days have passed since the ritual, and if their souls do not return before dawn, the death will be final. Among them, they are seen as they were in life.

Time

It is *The Night of the Dead*s. The villagers know that ghosts are roaming the streets and tried to bar the doors and left food and gifts for the spirits. Characters can not enter the buildings unless invited but can feed on the offerings.

Non-Player Characters

The necromancer wears the face of one of the village hunters (literally) and lives with his wife. She believes her husband was made wicked from drinking too much. **The Link** is the only one that knows his secret.

The Guardian of the Threshold, a giant worm composed of the bodies of the damned, invincible and indestructible will come out of the gate a few minutes after the characters. It can't leave the cemetery but will summon a pack of ghostly hounds to capture them.

The young blacksmith's son is **The Link** between the characters and the mortal's world. He has agreed to lend his blood for the ritual in exchange for a cure to his mother disease. He returned to the graveyard every night waiting for them. He does not know that to undo the spell he will have to be sacrificed. Characters can not touch or hurt him directly (even using throwing weapons or spells).

The priest of the village is a former exorcist. He has on his side the power of faith and could be an ally or a terrible enemy. No spirit can approach him more than a few steps.

The drunkard. A veteran, his life has been destroyed by alcohol, haunted by the horrors of war. He suffers from hallucinations, but he can be persuaded to help them in exchange for a merciful death. If they can overcome his madness.

The only ones in the village with blue eyes are the hunter, the priest and one of the merchants staying at the inn.

Places

Graveyard. The adventure starts here. **The Portal** will stay open until dawn. The son of the blacksmith is

hidden behind a tombstone and will run to his house, scared from character's ghostly appearance. Will not come out unless reassured.

The church. It is a sacred place, and the characters can not enter it. Trying to do so they will be repelled and damaged by an holy force. Not even the hounds can get in.

The house of the blacksmith. Near the forge. The Link will flee here and hide under his covers

The tavern. It's empty. No one comes out during The Night of the Dead, apart from the town drunkard hoping to get a drink. He is now sleeping in an alley.

The inn. One of the patrons, a merchant of books, is not superstitious and did not protect his window with candles. Characters can enter the inn from it.

An abandoned windmill. It is said to be infested and is closed by years. It is connected by an underground passage, protected by a deadly trap, to the hunter's house. The Link, the characters, and the hounds are immune to the trap.

In the top room of the mill, the necromancer is waiting in front of what they have given up. He can harm the characters using the objects. If they sacrificed an intangible object (e.g. The memory of first love), it has the appearance of a vapor contained in a vial. Characters can't touch what they sacrificed. Their bodies, almost dehydrated, are stacked here.

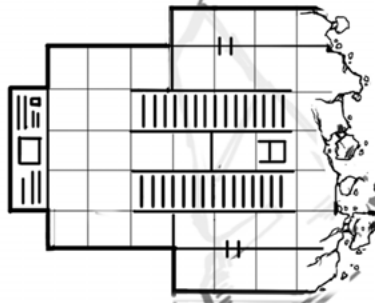
Conclusions

Will the characters be willing to sacrifice the young to respect the pact or will they kill the necromancer not knowing if this will make them truly free? Will the priest release their spirits and undo the evil ritual or will he prefer to burn the bodies condemning them to eternal oblivion?

ONCE A GREAT BATTLE WAS FOUGHT IN THE STARS...

*Fought soldiers and brothers from Earth and from Mars
The void claimed their souls
but their treasures, who knows?
Aye mateys I'm thinkin' it's ours.*

Written by: Taylor Labresh 2016
Art & Design: Taylor Livingston



Ship A: The tactical bridge of a fighter ship. A central podium holds a captain's chair, and two tactical computers sit side by side at the front. The bridge is open to space via a hole ripped in the back wall.

If you wish you can create your own **Sequence of Events** using the **Guardian/Puzzle/Distraction/Climax/Reward** model, but you may also use this basic one created especially for this scenario:

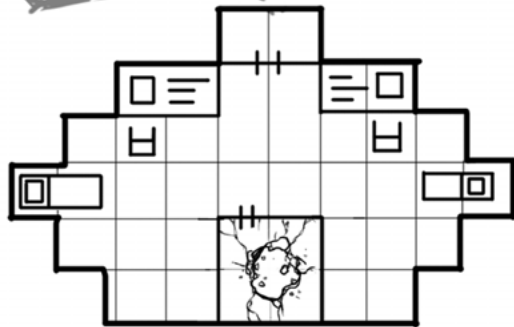
Guardian: Robotic probes & salvage droids mistake the players as invading biological debris and attack.

Puzzle: A Self-Destruct sequence is activated and the override mechanism is not immediately accessible.

Distraction: Immediate gains, a small treasure, or easily packaged salvage. It's tempting but something on that next ship catches your eye as well.

Climax: Remote Defense systems prime and activate, at the same time as your Rivals show up to the party, forcing you to choose between fighting them or saving a Kidnapped Loved One as the Bomb's countdown timer ticks towards Zero.

Reward: A pristine fusion reactor, all yours... or is it?



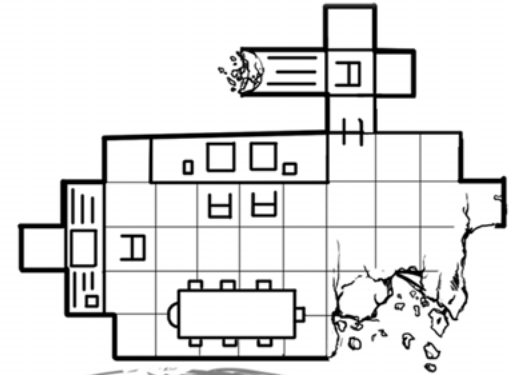
Ship B: A scouting ship, small, but crammed with tech, some of which still functions. Splashes of blood paint the wall, and crystallized droplets float in zero-G. A gaping hole serves as an entrance.

A vast debris field orbits the sun. Once deadly war machines, these wrecks now float lifeless in the asteroid belt that separates the Gas Giants from the Inner Worlds. The overwhelming majority of them are devoid of power, batteries long since drained into open space. Legend tells of a small pocket of ships from both sides, prototypes of lost civilizations, that were outfitted to run on solar power. Could it be possible that these vessels still hold a charge? What treasures of lost knowledge sit in the hulls of these ships? What secrets kept hidden await an enterprising band of salvagers like yourselves? Only one way to find out.

As the GM for this dungeon you may need to roll stats for NPCs or set Difficulty Checks as you see fit depending on the system you're running. You may see features of the various ships as important enough to bear weight on the mechanics of your game. Treat these as **Aspects**, **Assets**, or other interactable mechanics based on your system of choice.

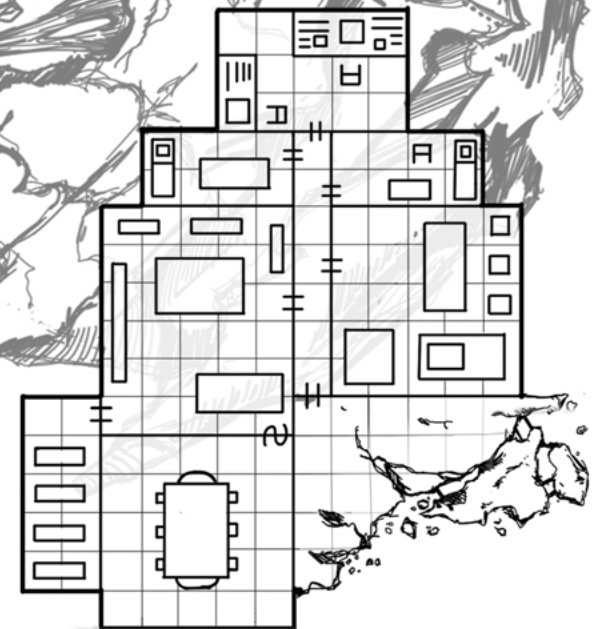
This Dungeon follows the **5 Room Dungeon model** created by John Four. The players can theoretically access this dungeon in any order. Since this debris field is made up of free-floating ships your players may decide to go Ship A, B, C, D, E or they may go B, A, C, D, E. Regardless, the major themes and events will always follow the same skeleton of **Guardian**, **Puzzle**, **Distraction**, **Climax**, and **Reward**. The only room that is set in order is Room E. This room is sealed by a card-lock and requires the players to obtain a **Key Card** hidden in each of the other rooms. The specifics of where each card is or how hidden it will be is up to your system, your players, and your own GM style. I trust you to hide a key card.

Ship E: A sealed room attached to Ship D contains a disabled, but perfectly intact Fusion Reactor. Reactors like these could power entire cities, but no one has seen one in over three hundred years.



Ship C: A gunner's pod, ripped forcibly from a much larger ship. A lit command console displays targeting readouts and a small turbine wheezes away, running power to a massive gunner's cannon.

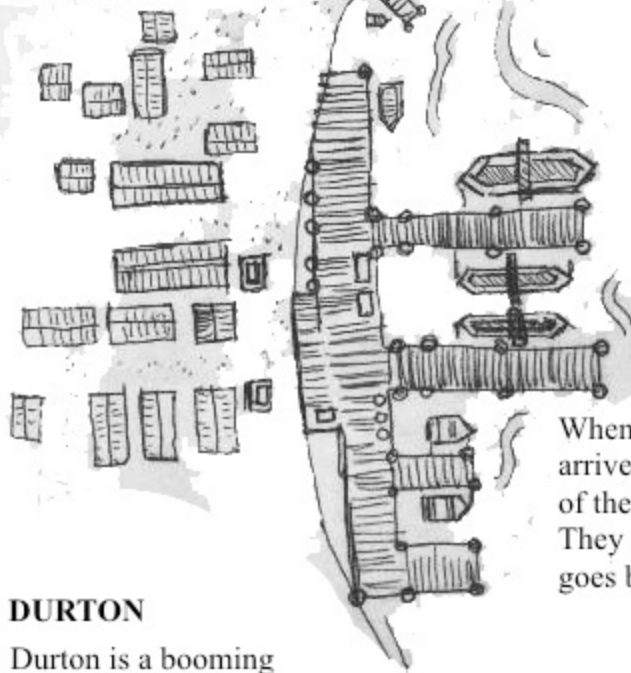
Ship D: The wreckage of a resupply freighter hauling crates of ammo, personal supplies, and void knows what else. Small, sealed compartments and flickering lighting causes unease. Somehow artificial gravity still works in patchwork on this wreck but it's sporadic at best and chaotic at worst. A sealed doorway on one wall has an opening for four keycards.



THE START

Our adventurers have stumbled upon the city of Durton either by land or water. When stepping foot inside the villagers boast about their wealth and will offer large sums of money to exterminate fishermen who have been killing people and profit.

The older fishermen here remember and will tell the party the fishermen are civilized and live in a tribe.



DURTON

Durton is a booming fishing town that adventurers can rest in and buy supplies. Ships dock from the east and store supplies in town. The rich merchants live to the south and some poorer fishers live to the north. The shops and supplies are in the center.

THE STARVING FISHMEN

THE HUMANS

The villagers fester an indiscriminate hate to what they view as vermin. They only care about their profits and view the fishermen as a mindless pest. They claim the fishermen used to be peaceful but now must be possessed by some lust for human flesh. They know killing the eggs will kill the fishermen.

A crab-like abomination lurks the cliffside.

2 fishermen in the water will peak their heads up and ask what the party is doing here. They will accept the crab as food for friendship.

When the party first arrives a small fishmen raid of the supplies is happening. They will flee if the situation goes bad.

THE COVE

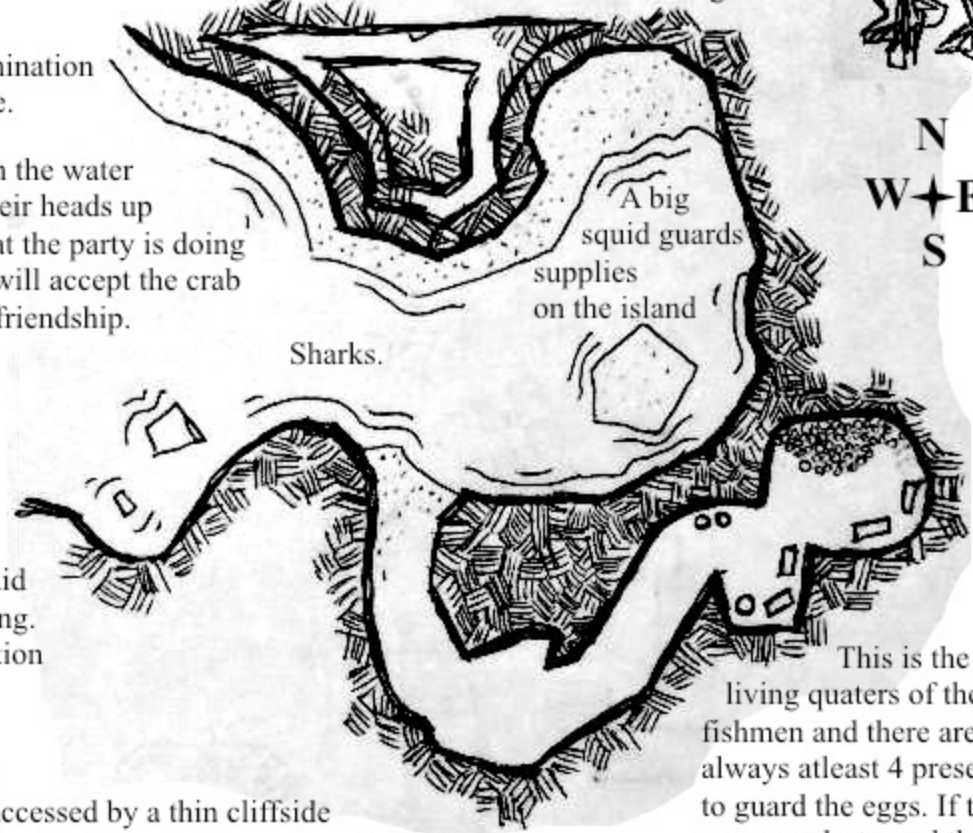
The cove is accessed by a thin cliffside walkway by leaving town to the north east. The walkway gets closer to the water as it goes under an overhang and eventually reaches a beach inside the cove. The cove is also home to other creatures that are low on food.

by Theo Olsen

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THE FISHMEN

The fishmen are an ancient creature that has lived peacefully in the cove for a long time. They lived off the sea but now that the villagers are overfishing they must resort to attacking the villagers for food. If no solution is found they will launch a raid on the village in 3 days. They speak a butchered common in phrases like "JUST NEED FOOD" and will not initiate combat unless raiding.



Crimson Tide Tower

Everybody has heard of the Crimson Tide Tower. It's that old lighthouse, refurbished some time ago as a keep, six nautical miles due west of Port Whatnot. Nobody makes landfall there anymore, the place is haunted and there's naught of value there, you see.

Cept one day, an old ledger falls into the hands of our greedy adventurers. The ledger clearly states that old Admiral Clapper never did return to his king with the spoils from his greatest naval victory. Which means he probably retired, along with that treasure. Which in turn points to Crimson Tide Tower, his place of retirement. Maybe going out there isn't such a bad idea after all? How hard can it be, dodging a dusty, old ghost and grabbing its loot?

So the would-be looters sail out there. Wade ashore and poke around in the musty quarters and moist caves of old Admiral Clapper. Everything is going smoothly, until they enter the room with the pool (1). A terribly beautiful couple is sitting all naked be the pool, making out. Hotly.

Everyone on the island - even those not present in the room - get a sudden urge to join the couple. Make two difficult saves vs charm magic.

TWO FAILS: Join the couple in their lovemaking.

ONE FAIL: Resist to join, but must watch in spellbound fascination.

NO FAILS: Act normally.

The couple will eagerly accept anyone who wants in. This is a succubus and incubus, and the passion of others is what they feed on. They will bestow an hour of delicious pleasure upon anyone who joined in, while draining the life force out of them. Not the worst way to go, but still. Dead is dead.

Once done feeding, the demons will turn on any onlookers. They are deeply offended by anyone who turned them down, but will feel better once they've torn them to bits. Jerkeyed flesh of a scorner is quite the popular snack in certain parts of the Netherworld.

Hidden around in the complex are some log books (2), notes (3) and letters (4) which, read together, exposes the last days of Admiral Clappers life:

Background

Homebound, after his latest naval conquest, his flagship got separated from the rest of the fleet while drifting in fog. His ship was the set upon by a succubus and incubus (in the shape of sirens) which feasted upon the whole of his crew and enslaved the poor Admiral. They persuaded him to claim the spoils of victory for himself and live the rest of his life in pleasure on this very island.

Years later, during a particularly passionate orgy, the demons lost control and stole too much of the Admirals life force. Since then, he's been a miserable ghost. He is full of shame at his inability to resist demonic charm. And full of regret that he stole the treasure. To set his soul to rest, the demons must be killed and the treasure must be delivered to the its rightful owner, the current monarch of Port Whatnot.



So there we have it. Will the adventurers end up as demon fodder? Will they grab the treasure and keep it for themselves, forever damning the Admiral Clapper to his ghostly existence? Or will they do The Right Thing? If Clapper is relieved from his ghostly existence, he'll certainly divulge the location of the place where he stowed away his personal weapons, armor and gear (5)!



- Created by Thomas Drevon, 2016
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Griswald's Shifting Dungeon

An Ever Changing Dungeon for 3 Characters of Level 1-4

Intro & Background Dungeon Tiles How the Map Works

Griswald is an old sage adventurer who hit the jackpot when he and his party found a hoard of treasure completely unguarded, in an old Dwarven stronghold. Griswald used his share to retire and build the most challenging and amazing dungeon, that any adventure would be able to challenge. As an extra twist, to stop adventurer's from mapping the dungeon, Griswald built in a mechanism that would allow the sections of his dungeon to shift on a grid, making it ever changing. He also used powerful magic to reset the rooms with new challenges every time an adventurer entered his shifting maze. It is rumored that there is one room in the dungeon that is filled with Griswald's own horde that is completely unguarded, but no one has ever found it. The adventure centers around a famous dungeon called "Griswald's Shifting Dungeon", where sections of the dungeon are always moving around and no adventurer entering ever knows how the dungeon will be laid out. Adventurer's are able to exit the dungeon using magical teleport stones that allow them to transport back to a central obelisk in the town just outside the dungeon.

Trap Statistics - **Dart Trap:** Darts shoot out, DC 10 Dex Save or take 4d4 piercing damage. **Pit Trap:** Floor falls out. DC 12 Dex Save or take 2d6 bludgeoning damage. **Blade Trap:** Blades swing down, DC 12 Dex Save or take 2d8 slashing damage. **Poisoned Dart Trap:** Poisoned darts shoot out, DC 15 Dex Save or take 4d4 piercing damage and become poisoned. **Spiked Pit Trap:** Floor falls out revealing spikes, DC 15 Dex Save or take 2d6 bludgeoning and 2d8 piercing damage. **Spinning Blade Trap:** Spinning blades swing down, DC 16 Dex Save or take 4d8 slashing damage. **DC 15 to Spot Traps.**

1. A four way path of roughly carved stone.
2. A finely carved stone room has a secret passage to another tunnel.
3. A large roughly carved cavern.
4. A medium sized roughly carved cave and a tunnel with a large alcove.
5. A large square room of finely carved stone has a central fountain and two raised platforms.
6. A roughly carved "T" shaped room and a tunnel that splits off.
7. A small finely carved stone room that is connected to a series of rooms via a secret passage way.
8. The final room in Griswald's Shifting Dungeon. There are 4 small teleportation circles on the floor that are connected to a magical vault. Each circle teleports to the corresponding triangle. Each time PCs enter a triangle they must defeat a Hard / Deadly encounter (no treasure reward). If the PCs clear all 4 triangles, Griswald's hoard of 10,000 PP appears in the center of the room.
9. A winding series of tunnels and large caverns of roughly carved stone.

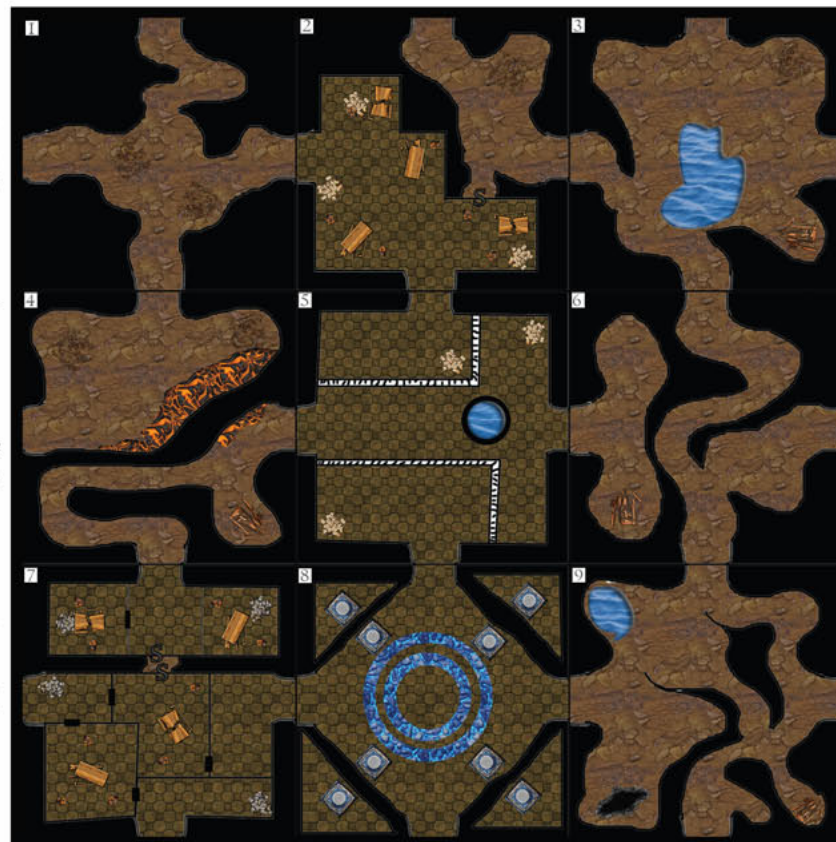
You can play using this map as it sits on the page, but the fun of this adventure is in the shifting geomorphs of the dungeon. You should cut out each of the 9 squares and for best results glue each geomorph to a piece of cardboard.

To setup the map you should always place tile #8 on an edge. This is the final room of the dungeon and where the PCs are trying to get to complete the "Trials of Griswald".

Choose one entrance on the edge of a tile that sits directly opposite of tile #8, this is where the PCs enter the dungeon, all other edges are considered dead ends. The tile that the PCs enter on never has an encounter. Once the PCs leave that tile, it drops away leaving a void and the dungeon prepares to shift.

Each time the PCs overcome an encounter or move to a new tile, the dungeon will shift a tile into the open space. Roll 1d6: 1-Shift a tile North; 2-Shift a tile East; 3-Shift a tile South; 4-Shift a tile West; 5-Rotate a tile 90 degrees left; 6-Rotate a tile 90 degrees right. If you are unable to move a tile according to the roll, reroll until you get a result that allows for a shift.

Each time the PCs enter a new tile, roll on the Random Encounter Table to determine what threat the PCs must overcome their. If the PCs complete the encounter, roll on the Random Treasure Table to see what they find. This map allows you to challenge PCs over and over to see how far they get.

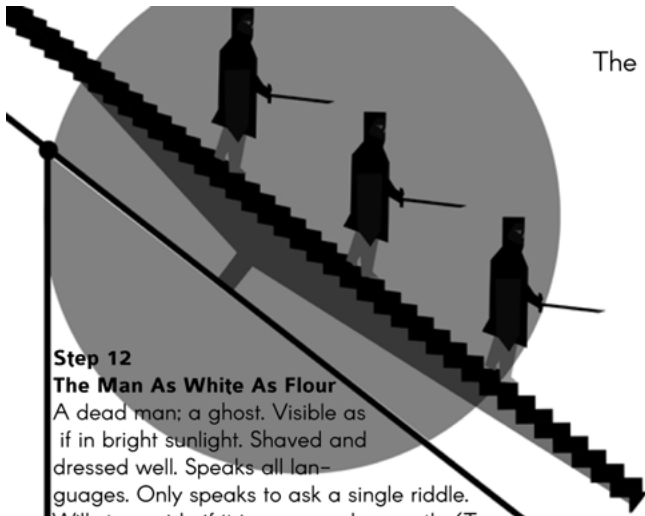


Random Treasure Table		
1d10 - Treasure	Easy/Medium	Hard/Deadly
1	2d12 PP	Teleport to Tile #8
2	1d100 CP	+2 Weapon
3	+1 Shield	4d12 PP
4	Healing Potion	Healing Potion x 6
5	50 GP Gem	+2 Shield
6	+1 Armor	5d12 GP
7	1d100 SP	1d100 EP
8	500 GP Diamond	50 GP Gems x 5
9	3d10 GP	+2 Armor
10	+1 Weapon	1000 GP Diamond

"Faithful companions are gifts from the gods, but treasure seems to last longer than companions."
- Alton Leagallow

Random Encounter Table		
1d4 - Difficulty 1d10 - Encounter	1-2: Easy/Medium	3-4: Hard/Deadly
1	Goblin x 4	Poisoned Dart Trap*
2	Dart Trap*	Animated Armor x3
3	Orc x 2	Basilisk
4	Kobold x 6	Spiked Pit Trap*
5	Cockatrice x 2	Succubus
6	Pit Trap*	Bugbear x 3
7	Skeleton x 4	Werewolf
8	Bandit x 6	Spinning Blade Trap*
9	Blade Trap*	Banshee
10	Zombie x 4	Red Dragon Wyrmling

*See Dungeon Information for trap statistics.
**Refer to Monster Manual for creature statistics.



The ravenous Rickety-ricks and the Man As White As Flour have kept the villagers away from this flight of stairs presumably leading down to a forgotten storage cellar. In truth of course these stairs have been dug by the forgotten Ur-Duerg Surely here must be riches and secrets to uncover?.

A small flight of
STAIRS

Step 12

The Man As White As Flour

A dead man; a ghost. Visible as if in bright sunlight. Shaved and dressed well. Speaks all languages. Only speaks to ask a single riddle. Will step aside if it is answered correctly. (To pass, the Ricks whisper a crude approximation of the answer handed down the generations.) Attacking the Man or stepping through his immaterial form will stun the transgressor making them fall 2d6 stairs and take 2 HP damage per step. From below, the ghost is harmless and invisible.

Step 30

The Ricketyricks

Rachitic, scorbutic, malnourished irremediably cannibalistic descendants of degenerate highwaymen hiding their sins underground. 12d6 doze on the stairs. They have dug 4 bunker niches on step 108 116 and 124 sealed haphazardly with big stones when intruders are detected. Roll 1d4 once, all Ricks are: 1-2: Starving. ML 11. 1HP; 3: Had Rat Gibs. 2HP; 4: Had stolen peasant baby: 3HP; (If recently they had a PC or henchman: 6HP. If they feasted upon a giant's carcass: 8HP.) 3 Ricks fit on a stair, worsening their AC by 6. 4 Ricks can fit by crawling over each other and attack, making them unable to defend against attacks.

Step 751 The doubling stairs

From step 751 to step 758 the size and height of every step is magically doubled: 1m, then 2m, finally up to 128m. The handrail still leads forth unchanged, a fixed distance from the ceiling. On step 755 to 757 three cruel giants wait with the slavering glee of giant toddlers, graving, throwing debris. Screaming deafeningly when hurt. They are 16/32/64 m tall have 100./200/300 HP and attack as HD4./HD2./HD0. AC like leather. There is a round segment on the handrail over step 755, a dial going from 1 to 9, currently set to 2. Turning it to 1 will reduce the first giant to a shifty child (or Halfling) the second one to a mad dwarf and the third one to a confused, scrawny man.

Step 700

Ethr a Kir Kir

(AC like leather, quite fast, HD 7, hp 4 of 35, d6 longbow) Immortal, Impossibly thin and long-limbed elf bearing unhealing wounds so colorful from age. Bound by oath and honor to attack anybody crossing step 600. Dead Rickety-Ricks mark the border. Judged for primeval transgression to be antithetic to many sensible laws. Walks the ceiling like others walk the ground. Sees perfectly in the dark. His words cause silence. Magic affects him inversely, and weapons just close his dreadful wounds but if he is ever fully healed, he will drop his (still anti-grav) weapons and leap along the ceiling, over the party's heads and out of the dungeon and into the blue blue sky to drown. Singing silent technicolor.

At step 1008 the stairs end at a rough stone wall. Defaced runes of the Ur-Duerg tell a player skilled in linguistics that "We need more Pipes, Stakes, Bellows" and "Final Victory Close?" Any dwarf, miner, jeweler, fence, etc. can tell that the stone bulge in the mid of the wall contains several rough gems of huge size and value. Chisseling one free will take only 10 minutes. There are 1d6+5 gems in total, each worth 1000gp. Roll 1d6 for every gem taken. On a 1, a trickle of water will come from the hole. On a 6, the wall will break, the burst causing 2d8 damage to the miner. Water will rapidly fill the dungeon, drowning anybody too slow to escape.

After Step 220 there are **Random Events** The first one on Step 220+1d100, the later ones each 1d100 from the last. Roll 1d6; 1d4 after Step 600
1: Ur-Duerg ghost, emerges faceless screaming
2: Ur-Duerg carving, 5% chance to work like random spell
3-5: Step breaks to reveal:
3: Spike trap! Save or 1d4 damage.
4: Ur_Duerg treasure: 2d100 gp in gold/gems
5: Rick treasure: 1d4 x 10 gp in coins/baubles
6: Rickety raiding party sneaks home (1d8)

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The Ur-Duerg are probably extinct. Their true name, their individual names and even their faces have been devoured by a curse-powered Damnatio Memoriae that even degrades their writing, rendering most of their runes impossible to decipher.

An Ur-Duerg ghost is a pitiful and horrible thing ,faceless, but staring voiceless, but screaming. (AC like easy to hit human, slow, HD 2, hp 10, d6 wail. damaging charisma) The only mundane way to "attack" and pacify them is to invent names and stories for them. (Use CHA bonus for AB, bonus for player creativity)

for One Page Dungeon
for Oldschool Roleplaying-Games

by Tobias Böttger,
Jan Rippstein

Trortipose the Tormented's Tremendous Travelling Tortoise – by Tom Walker (G+TomWalkerUK)

“Lament and vacate!
The legends are true –
Trortipose the
Terrible returns to
raze and tyrannize!

Trortipose was a blood-thirsty barbarian sorcerer of great power who rampaged across the known world in a gargantuan battle-tortoise the size of a Tarrasque. He has appeared once again, but anyone foolish enough to remain in the area

has noticed that the vast tortoise now moves erratically and no warbands pour forth. Perhaps Trortipose is absent or no longer able to control the beast? Perhaps now is the time to gain access to the tortoise (which is said to be hollow) to put an end to Trortipose's tyranny, and – of course – liberate any magic treasures that still remain.

Head - Trortipose resides in the head in his sorcerer's chamber, looking out through the huge and magically impenetrable thick-lensed eyes. His magical investigations have finally driven him mad, and his mercenary pillagers have left, never to return.

Despite his decent into idiocy his one-time followers were not foolish enough to try to gain access to his chambers and steal anything from within, so there are still unique and powerful items to be had, along with many more common scrolls and potions. As Trortipose's travels have taken him all across the known world, this is a perfect location for the GM to place any exotic magical item that otherwise might be unobtainable.

Mouth - Occasionally the tortoise will bow its head to consume geographical features and buildings. It eats literally anything, requiring only a huge intake of mass to function. Being eaten by the beast is akin to being in a pitch-dark avalanche or the worst earthquake imaginable.

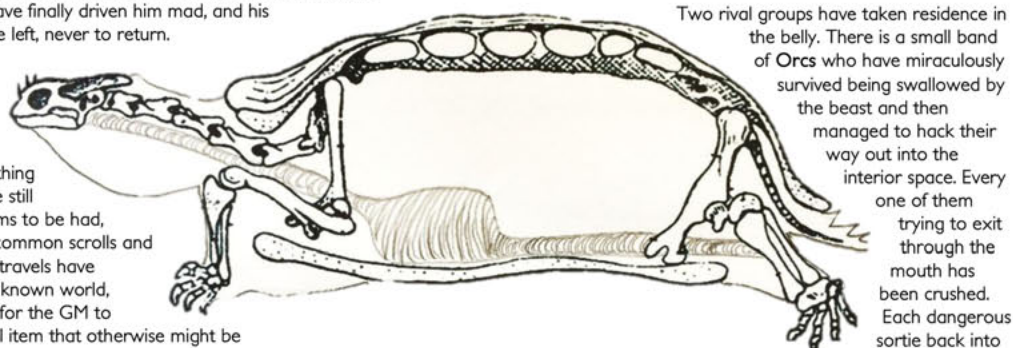
Legs - Observing the beast's movement it is quite possible to anticipate where its legs will next be placed and so clamber aboard using grappling hooks. The skin on the legs is incredibly tough, jagged and rough, like a coastal cliff-face – if the cliff were moving of course. The skin is infested with **Giant Tortoise Skin Mites** (as Giant Rats), they look like a giant shrimp has mated with a warthog and then rolled in a box of velociraptor claws. They are very sure-footed and utterly voracious.

Shell - The shell is like granite and many feet thick. It is also very smooth; keeping one's footing on the shell without specialist equipment will be challenging, and very difficult if the tortoise is moving. There is one obvious feature on the top of the shell which is an ancient battle wound about 20' across which has been kept open by the relentless picking and hacking of **Harpies**. The harpies will initially fly off at the approach of the party, but

will soon return looking to push people to their deaths and feast on the remains. It would be possible to dig into the wound into the interior of the beast with normal weapons or digging equipment given an hour or so.

Rear end - It is indeed possible to climb up the tortoise's tail or rear legs and gain access through its rear end...Once there it is possible to hack through the alimentary canal into the empty belly of the beast.

Interior - Most of the interior of the tortoise is empty space akin to a huge aircraft hangar. A magical darkness reduces all sight ranges to 1/10th of their usual distance. The huge alimentary canal runs from mouth to rear, but the other normal organs are absent. The beast is magically powered by Trortipose himself, and it fuelled by the mass it regularly consumes.



Two rival groups have taken residence in the belly. There is a small band of Orcs who have miraculously survived being swallowed by the beast and then managed to hack their way out into the interior space. Every one of them trying to exit through the mouth has been crushed. Each dangerous sortie back into

the intestine for provisions kills more, so they are desperate for escape. The other group is a clan of **Bat-people** [as Kobolds, but can fly, and echolocation which effectively counteracts the magical darkness, unless in very noisy conditions] who have recently taken residence. They enjoy a more sustainable situation, being able to enter and exit via a small tear in the lower intestine close to the tortoise's rear end. They exit at night to suck the blood of livestock and people. They are most amused at the Orc's plight and harry them regularly, having taken offense at a disastrous attempt by diplomacy by the Orcs who were attempting to bargain with those they clumsily referred to as "arse-flyers".

Front leg bones - The bones of the front legs are connected only to the spine on the roof and move inexorably. Gaining access to the spine and neck via the front legs is therefore incredibly difficult, anyone caught in their movement would be squashed to paste.

Rear leg bones - are connected to the hips that join the lower and upper surfaces of the shell, and thus form a stable climb up to the spine.

Spine and neck - There is a central cavity through the length of the spine and neck which provides an open walkway allowing entry into the sorcerer's chamber in the skull.

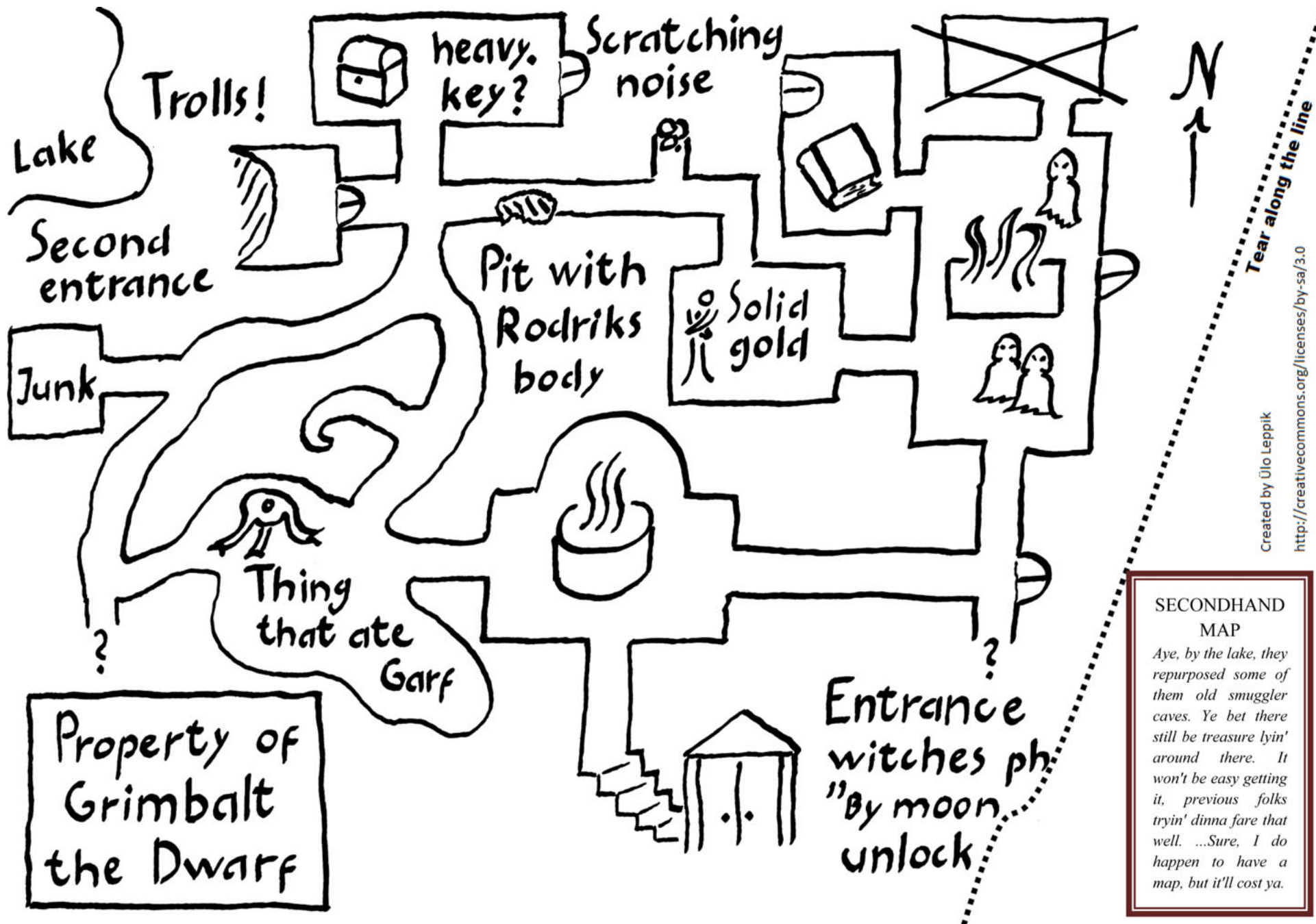
Dénouement. The great tortoise's power comes directly from Trortipose himself, so if he is to perish the tortoise will soon come to a full and final repose, becoming a permanent part of the landscape. Whether the party can control the movements of the tortoise and how long its power lasts is at GM's discretion.



Trortipose's Tormented Moods

For each mood change roll $d3+2d4+d5$ (4d4 if you must) and move that many moods downwards from the current mood, starting again from the top if you move off the bottom. Moods change at GM's discretion but certainly whenever damage is dealt or received.

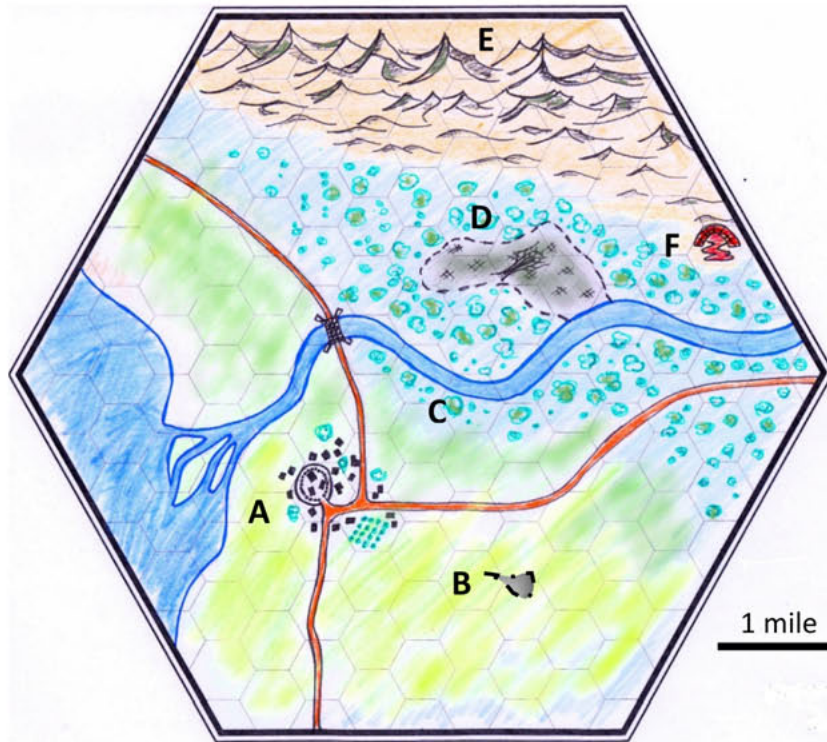
1. **Surprised** - he freezes, eyes darting from adventurer to adventurer to empty space directly beside adventurer.
2. **Confused** - "Why have you delivered the weather balloon on St Chastens Day?" "But with the thought matrix clearly showing elemental misalignment how is this even possible?"
3. **Irritable** - dismissive and colourfully insulting of any action or question your flamoopling ponch-tackling wobblebots undertake.
4. **Apoplectic** - fires blasts of colour from his fingers; everyone present must save vs Dex or take d8 damage and 1.5 minutes of one of (d6) : 1 - blindness, 2 - deafness, 3 -uncontrollable dancing, 4 - noxious stinkiness (-1 to everyone's actions within 30'), 5 - extreme horniness, 6 -mood swings as per this chart.
5. **Manic** - latches on to the last action or point of conversation and will not stop until that is fully and totally understood and resolved; "But why? Buy why? But why? ... etc"
6. **Desperate** - lunges for the adventurer's ankles, wailing and begging for salvation from the inconceivable horrors from between moments that whisper those fouts temptations and scratch, scratch at the back of the eyeball.
7. **Fearful** - the inconceivable horrors appear (as far as Trortipose is concerned anyway); he blasts a massive fireball in a random direction. Save versus Dex or take 6d6 magic fire damage.
8. **Defeated** - throws self on floor, crying and thumping his hands, and then, sickeningly, his head against the hard stone floor; there is a 1/6 chance of knocking himself out for d6 minutes.
9. **Morose** - dejected, sullen and ill-tempered; may be amenable to anyone sufficiently (i.e. inordinately) sympathetic.
10. **Vacant** - dreamily stares off into the middle distance, d3 items of the adventurer's weapons or worn equipment levitate 5 feet and hover there until the mood changes.



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SECONDHAND MAP

Aye, by the lake, they repurposed some of them old smuggler caves. Ye bet there still be treasure lyin' around there. It won't be easy getting it, previous folks tryin' dinna fare that well. ...Sure, I do happen to have a map, but it'll cost ya.



Bowls of Stars By Vance Atkins

Recently, a light was seen in the daytime sky, streaking overhead before splitting into thirds and sending shockwaves across the valley above the motte-and-bailey of **Fels' Thorpe (A)**. Townsmen investigating the **nearest impact (B)**, returned with a heavy (150#) metallic half-sphere. It has resisted attempts to cut or melt and has been given to Father Fry at the chapel to study. Fry felt nauseous since its arrival, and yesterday developed painful buboes. He recommends burying the damned thing away from town and water.

Hunters killed unknown critters in the woods, but burned the bodies, fearful. Foragers and game have gone missing. These predations seem to be increasing.

This morning, 5 kobolds were trapped in the chapel as they attempted to steal the 'bowl'. They are heavily hooded and wear smoked-glass eye-lenses, to protect from daylight. The leader desperately pleads in broken Common, "Need bowl to hold star-egg!" "Golden Zyvas <http://leicestersramble.blogspot.com/>

give birth to terrible grubs!" "Help find the other bowl?" They can't explain further what the 'star-egg' is. Two offer to accompany the party as hostage-guides. The kobolds suspect the mate to the half-sphere fell nearby, possibly north of the **River Ildny (C)**. If allowed, the remaining kobolds will take the 1st half-sphere away in a handcart.

A portion of **Oldwar Woods (D)** burned. A crater in the burn contains 4d4 glowing 'gold' fragments. Each collected will cause 1d4 HP dmg after 1 day, may only be healed by magical means.

Aerie of the Garuda (E): The insular bird-men (HD2, AC7/12, Mv [Fly] 6/60, Atk [2] 1d6 talon or by weapon) came upon the 2nd half-sphere when it crashed into their mountain. Access to the aerie is along a narrow, hazardous defile on the east side of the peak. Their leader (HD4) is obsessed with his

"star-nest." He drinks water from it, even as he is wracked by nausea and loses feathers. The tribe (13 male [combatant], 9 female, 4 young) is fearful of losing their leader, who will not negotiate. Securing the half-sphere will require trickery, negotiation with his 2nd in command, bribery (They love gems and books) or force. Garuda distrust kobolds and will need convincing of their sincerity. If the garuda can be convinced to give up the object freely, they will send a scout to accompany the party (flyer, no surprise).

Cavern of Zyvas (F) - The young **brass dragon** (6HD) dragged the glowing, golden orb from the burning forest as a Great Treasure. Nestled against its warmth, the orb fused to Zyvas' body, morphing her into a brooder for the 'Grubs' - pasty alien crustaceans. The cave is tortuous, but the kobolds guide. If allowed, the remaining kobolds will be waiting at the cave entrance with the 1st half-sphere. Zyvas is in a 20'x40' cavern. She is semi-conscious, but no longer able to speak. Corpulent, with large lumps indicating the next 'births', she is at 1/2 normal HP. There

are 1d6+1 grubs present, and 1d4 dead/unconscious men and animals dragged in by the grubs to 'fuel' the orb. There is a 1d6 chance per round Zyvas involuntarily expels her sleep or fear breath weapon, 1/4 normal range and effect. If the orb is extracted from Zyvas (causing 1d6+1 HP dmg), it may be lifted into a half-sphere and capped with the second. The two halves will weld, shielding the miasma. Touching the orb will cause damage as **(B)**.

Zyvas recovers consciousness in 2 days. Grateful, she will reward the PCs with gold, gems and magic items worth 1,300 GP. The dragon and her kobolds will bury the orb in the back of her cave, pull down the cave entrance, and take her remaining treasure to a cave in the mountains.

'Grubs' (1d6+1 HP), roll 4d6 for characteristics, will drag dead/unconscious victims toward cave/orb				
D6	AC	#Legs	Attack	Other
1	9/10	0	Bite (1d4)	Many Eyes!
2	8/11	2	Stinger (1d8, save for half)	Paralyzing touch (as ghoul)
3	7/12	4	Slashing limbs (1d6)	Nauseating smell (save or -2 all actions)
4	6/13	6	Acid Spray (1d4 x 2 rds, 10' line)	Explodes at 0 HP (1d4 dmg, 5' radius)
5	5/14	8	Smash (1d4, save or stun 2 rds)	Wasting disease (10%, save or lose 1d2 CON)
6	4/15	Many	Electric (1d4, 2x if wearing metal armor)	1d4 tentacles grapple on successful hit

Random Wilderness Encounters (1d6 chance/hr)			
D10	Encounter	D10	Encounter
1	1d2 Garuda, know where "Star-Nest" is if positive reaction	6	Hermit (1), says part of star fell near the highest peak north
2	Tree, pierced by 'gold' fragment, moans.	7	1d3+1 Foragers/hunters, say game is sick near burn area
3	Wolves (1d3)	8	Giant badger
4	Giant trapdoor spider	9	1d3+1 Grubs, drag dead animal
5	1d4+1 Grubs	10	Mad 1-eyed bull (1)

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MILITARY RESEARCH STATION, CODENAME

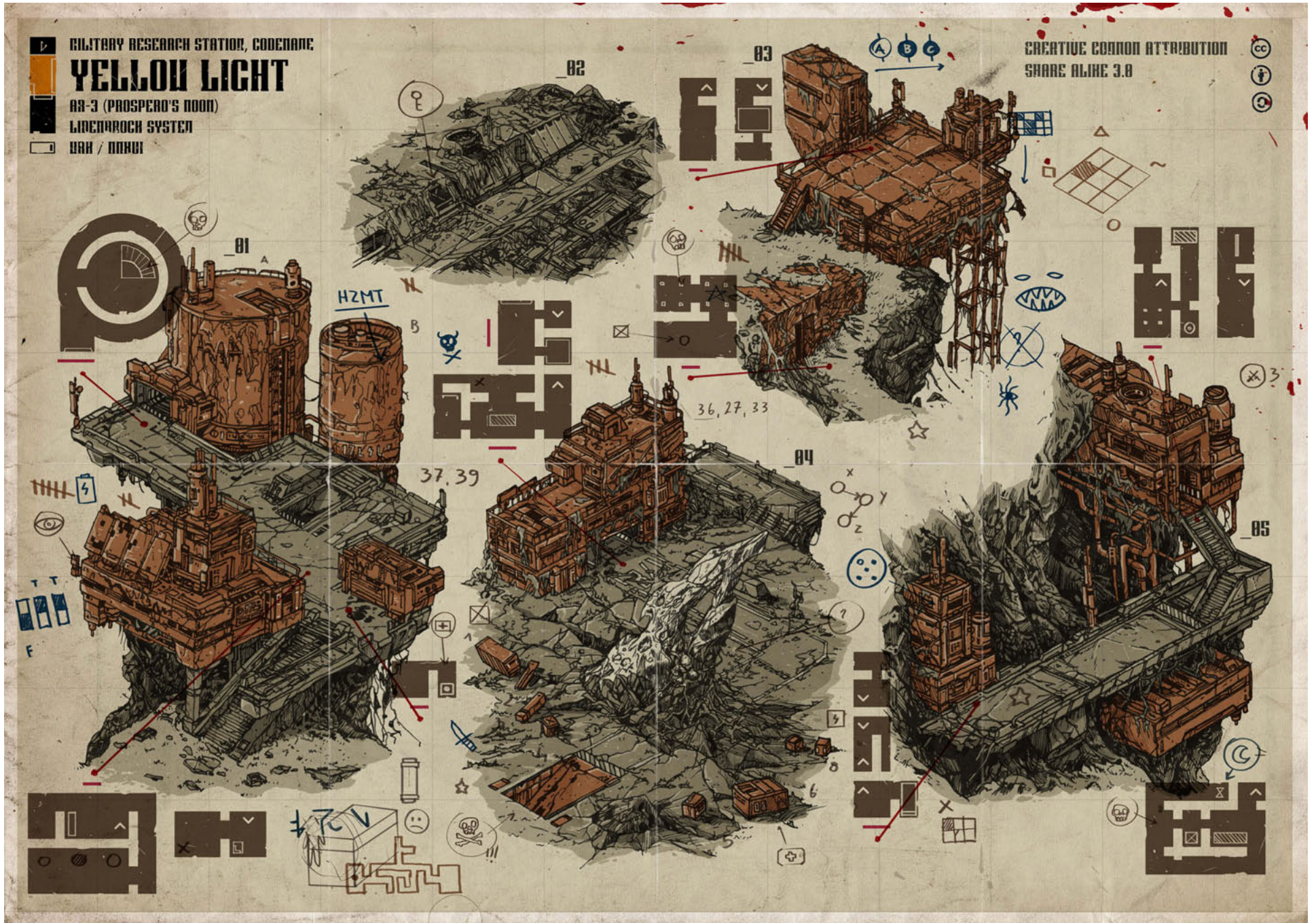
YELLOW LIGHT

RR-3 (PROSPERO'S POON)

LINDENROCK SYSTEM

УВА / ППХУ

CREATIVE COMMON ATTRIBUTION
SHARE ALIKE 3.0



THE QUINTESSENTIAL DUNGEON

RUMOURS SAY THE LONG-DEAD WIZARD BARGLE BUILT THIS DUNGEON TO GUARD HIS TREASURES. IN TRUTH, IT'S A TRIAL TO RECRUIT ADVENTURERS TO HIS UNDYING CAUSE!

LURED BY DANGER AND RICHES, THE PARTY DESCEND ON ROPES FROM THE GREEN GRIFFIN INN - ONCE THEY'VE PROVEN THEIR METTLE IN A BARROOM BRAWL!

...ALTERNATIVELY, 'OLD GARLEB' HIRES THEM TO KILL THE RATS IN HIS CELLAR!

STEP ON THE WRONG SQUARES AND THE GIANT CHESS PIECES STOMP FORWARD TO ATTACK!

GNOME WERERAT 'WHISKERS' GNAWL PILLAGES THE CELLAR WITH HIS RAT SWARMS. IT'S A PLOY TO FORCE OLD GARLEB TO ACCEPT PROTECTION FROM THE THIEVES' GUILD!

CRAFTY KOBOLDS HURL FIRE BOMBS AT THOSE WHO DARE CROSS THEIR HOLY BRIDGE!

BEWARE! BOTTOMLESS PIT!

A GREEN SLIME DROOLS ON ANYONE PASSING THROUGH THE SEWER

IF DONNED, A SUIT OF CURSED ARMOUR FORCES ITS WEARER TO CHARGE HEADFIRST INTO THE BOTTOMLESS PIT!

A RUG OF SMOTHERING PROTECTS THE WATER GEM.

FEAST HERE TO REGAIN HEALTH, BUT BEWARE THE ENCHANTED GROG! (RANDOM POTION EFFECT).

OPENING THE TREASURE CHEST CAUSES THE STAIRS TO COLLAPSE, PITCHING CHARACTERS INTO THE OTYUGH PIT! WITHIN THE CHEST IS THE KEY FOR THE LOCKED CHAMBER BEYOND.

A FAST-FLOWING, ICKY COLD RIVER!

THE MAGIC MIRROR REVERSES THE VIEWER'S ALIGNMENT

GELATINOUS CUBE LURKS HERE!

A FLATULENT OTYUGH WALLOWS IN THE SEWAGE.

THE STATUE'S EYE SOCKETS CONTAIN THE FIRE AND EARTH GEMS, BUT THE STATUE IS TALL AND SLIPPERY. BE CAREFUL!

A RUST MONSTER LIVES IN THE PIT. GUARDING THE AIR GEM. A WALL OF FORCE COVERS THE PIT. THE PLATFORMS TRIGGER TELEPORTATION EFFECTS WHEN STOOD UPON:
A, B, D: TELEPORT CREATURES STANDING ON THE OPPOSITE PLATFORM INTO THE PIT.
C: TELEPORT CREATURES IN THE PIT INTO THE ROOM.

THE SIGN ABOVE THE PIT READS "JUMP". ANYTHING THAT FALLS INSIDE IS TELEPORTED ABOVE THE CITY HARBOUR.

THE MAGIC MOUTH HERE ASKS A RIDDLE. IF ANSWERED CORRECTLY, IT TELLS THEM TO DRINK FROM THE FOUNTAIN TO LEARN THE LOCATION OF THE FOUR ELEMENTAL GEMS. IF THEY DRINK BEFORE THEN, THE WATER IS POISONED!

A MIMIK POSING AS A TREASURE CHEST ATOP A PILE OF GLASS GEMS.

IF THE DRAGON WAKES, SHE DEVOURS THE ADVENTURERS UNLESS THEY IMPRESS HER WITH A STORY.

FOUR ELEMENTAL GEMS ARE REQUIRED TO OPEN THIS DOOR. THE TREASURE CHEST WITHIN CONTAINS 1,000GP AND THE LEGENDARY DECK OF MANY THINGS! IF THE DECK IS TAKEN, THE DUNGEON STARTS TO COLLAPSE!

CAVE TROLLS CAMP HERE, PLAYING KNUCKLEBONES. THEY KEEP A HALFLING THIEF BUNGO BLADDERS, TIED UP IN A CAGE.

...IF THE ADVENTURERS RETURN TO THE INN WITH THE DECK OF MANY THINGS, OLD GARLEB REVEALS HIMSELF AS THE WIZARD BARGLE! HE HAS A QUEST FOR THEM... BUT THAT'S A STORY FOR ANOTHER DAY!

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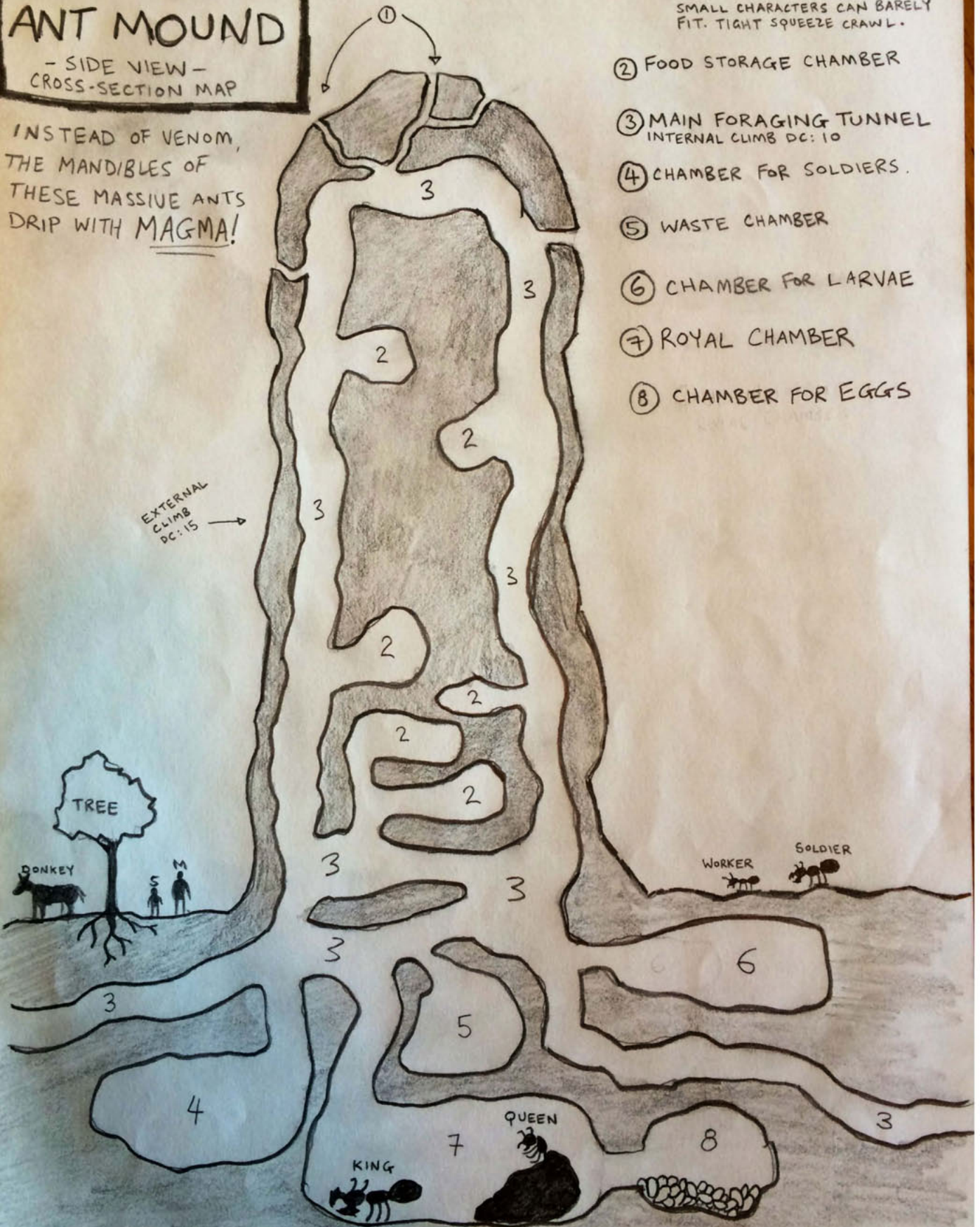
LAVA-HEAD ANT MOUND

- SIDE VIEW -
CROSS-SECTION MAP

INSTEAD OF VENOM,
THE MANDIBLES OF
THESE MASSIVE ANTS
DRIP WITH MAGMA!

CHIMNEY CONDUIT
① VENTILATION SHAFTS
SMALL CHARACTERS CAN BARELY
FIT. TIGHT SQUEEZE CRAWL.

- ② FOOD STORAGE CHAMBER
- ③ MAIN FORAGING TUNNEL
INTERNAL CLIMB DC: 10
- ④ CHAMBER FOR SOLDIERS.
- ⑤ WASTE CHAMBER
- ⑥ CHAMBER FOR LARVAE
- ⑦ ROYAL CHAMBER
- ⑧ CHAMBER FOR EGGS



WRITTEN/DRAWN BY WILL GROSSBERNDT

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