

NO STONE UNTURNED

A DICE DROP DUNGEON CONTAINING A MAD DWARF MAGE AND HIS ECLECTIC ENTOURAGE

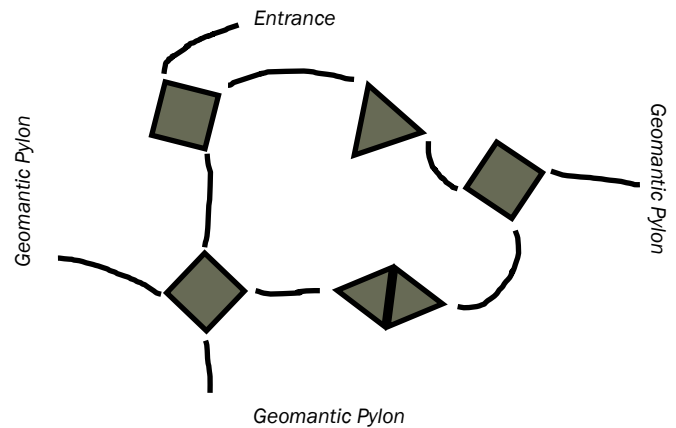
Prerequisites: No stone unturned is a randomizing dungeon for a fantasy setting. You'll need 2d4, 3d6, 1d8, 1d10 and 1d20 that you can tell apart and a willingness to fill in the

The Situation: If you ask the elves about the **Caves of Yom** they'll say it's strange properties are the product of the many leylines running through it, if you ask the dwarves they'll say the caves are a remnant of a demigod from the age when the mountains walked the earth. Whatever the reason, the caves are currently the home of the dwarf **Dr Livingstone**, who was exiled from his mountain home for his heretical thoughts.

He has rigged the cave with geomantic pylons to finish a dread ritual. He aims to awaken the nearby volcano, to make it walk the earth once more.

Dr Livingstone: is a dwarf geomancer of some note. He hasn't told his entourage how he plans to use the awoken volcano to carve himself a kingdom from the surrounding lands. Instead his dwarven followers think they're working on some divinely ordained plan. He carries a staff of earthmolding that he uses for the ritual. The ritual is currently in it's 25th out of 48th hour and he is quite delirious from the lack of sleep.

The ritual involves rearranging the layout of the room into new arcane configurations every 20 minutes. To do this follow the procedure in **Generating the Dungeon** however ignore the new dice results, everything stays in the room it was in before the rearrangement. The rearrangement shakes all rooms while it happens



Generating the Dungeon: To generate the dungeon, first assign the d4 and d6 to the different rooms described below (it may help to note a keyword to remember each die). Drop all the dice on a piece of paper to describe the layout of the rooms. The corners of the dice describe doorways, draw paths connecting these where hallways would make sense. The initial dice result describe the contents of the rooms. One doorway facing east, south and west connect to the 3 **geomantic pylons**. One northern doorway connects to the outside

Geomantic Pylons are of vital importance to the ritual. They're large crystals with gold patterns, placed in alcoves next to the real rooms. If one is disturbed Livingstone will reshape the dungeon to put the ritual chamber next to the Pylon to check on it.

1d4 Livingstone's chamber

Fine bed, desk with ritual notes,

Assistant searching desk

Bells rigged to tripwires

Bored fire-sprite in the fireplace

Effects like ritual chamber

1d4 Storeroom

Smell of grain, barrels of ale. Maybe some rats.

Drunk cultists by barrels

Ratmen mercenaries grabbing some loot (mostly fine wine) and leaving their post. They leave the cave on a 1

1d6 Mess hall

Long tables, firepit, smell of spilt beer and food.

An acolyte is overseeing a big pot with some boiling stew.

Someone has left a big hammer made for breaking rock under one of the tables

1d6 Fast underground river

Goes through room, damp and cold, sounds of water, A small bridge is the only safe crossing.

A crystal lens that let you see through rock lies by the rocks in the river.

Bridge is falling apart.

A dwarf is bathing in a slower part of the river

d8 Maneater mole lair

Boarded up hole leads to the lair of some maneater moles. Cured meats hang from the ceiling. Room is cold and dry.

Even Moles are hungry

Odd Moles are curious

1-2 Nervous cultists adding extra boards

A mangled corpse lies in the lair with a fine chain-mail shirt on. Arms and legs are missing but the chest has been protected.

6-8 One of the moles is bashing against the boards,

1d6 Hall of Stonefolk

Temporary home to some allied stonefolk, currently engaged in debate on the merits of their current alliance. Very little torch-light, and no one has kept the room heated.

Granny Tei is a wizened stonefolk matron, small and almost eroded away with age. She believes relying on the meatfolk to reawaken the mountains is heretical.

Kroi is younger and more pragmatic.

6 Someone insults someone else's honour and an all-out brawl breaks out

d10 Barracks

Bunk beds, strewn hay, cloth hanging from the ceiling grants some privacy to the inhabitants.

An acolyte is snoring in one of the beds.

Some oil lamps hang from the ceiling, if knocked about they may light the cloth on fire.

1d12 Ritual Chamber

Patterns drawn in gold dust, lit incense

Dr Livingstone is seated on a chair in the middle of the room. Hair is unkempt and eyes are red from lack of sleep.

Assisting him with the ceremony is the leader of the stonefolk. A large specimen named **Gron**.

Some mixture of ratfolk mercenaries and dwarven acolytes are also present.

1-3 Faces periodically phase in and out of the floor, will attempt to bite anyone interfering with the ritual

4-6 The rocky floor turns mushy like quicksand.

7-9 Small rivers of magma forms in the ground.

10-12 Labyrinthine walls grow out of the ground segmenting the room.