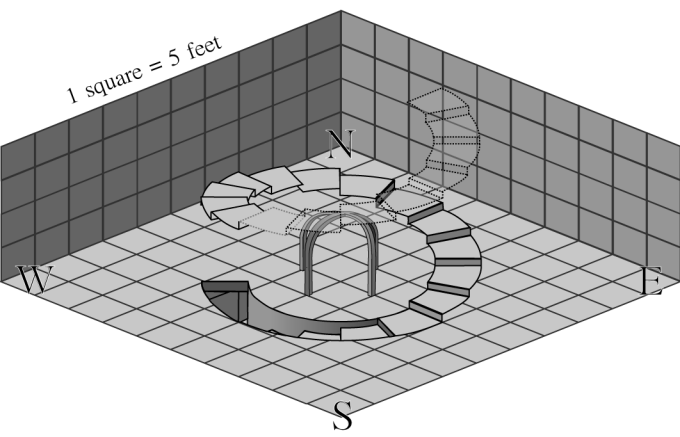


Chambers of Chaos and Madness

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One Page Dungeon Design 2017
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An Aberrant Dungeon in Five Dimensions



Background: In the lair of an insane Warlock, a spiraling stair leads to the Chambers of Chaos & Madness. Vague rumor tells of a Tome of ancient lore in its very center. To escape the chambers and find the Tome - the party will have to decipher it's mind bending arrangement, and survive the perils that wait within.

Tracking Location in 5 Dimensions

243 identical rooms are arranged in a 3x3x3x3 hypercube. To make it easier to keep track of location, use coordinates (v, w, x, y, z) with each coordinate being either -1, 0, or 1.

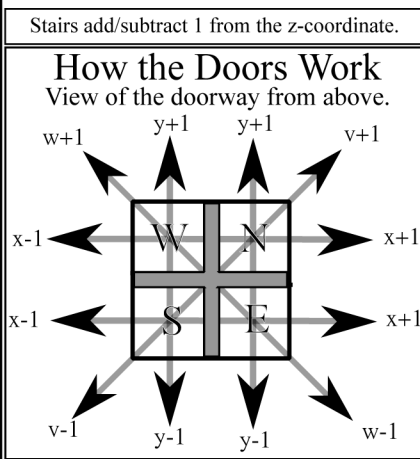
The layout of the rooms can more easily be visualized as a 3x3 grid of 3x3x3 cubes as shown below. The dark grey room is room (0, 1, 0, 0, 1) is the only entrance and exit to the complex. The light grey room is the central room (0, 0, 0, 0, 0).

Changing the x- or y-coordinate keeps you on the same level of the same cube.

Changing the z-coordinate changes the level of the cube you're on, while changing the v- or w-coordinates moves you to the same room in an adjacent cube.

The Tome is in the exact center of the hypercube - the center of room (0, 0, 0, 0, 0), 10 feet off the floor on top of where the arched doorways cross. The book is hidden in a one foot cube of invisibility. Any object that passes into that cube vanishes harmlessly and knocks the book off its perch onto the floor. Reading the book requires a DC 15 Wisdom saving throw to avoid permanent, cumulative mental instability, but also confers complete knowledge of the entire structure, the locations of people in it, and command of the monsters within it. In addition, the tome contains a number of spells from realms beyond space and time, where Old Ones sleep. Learning each spell requires making increasingly difficult Wisdom saving throws to avoid accumulating further mental instabilities, and eventual insanity.

Movement in the Chambers of Chaos & Madness



There's no going back: Creatures and objects cannot pass back into a room without visiting another room first.

Looking Through Doors: The doors transmit light but not sound, but offer only a narrow view of the rooms beyond. Rooms will frequently appear empty that aren't.

Suppose you're standing in the dark grey room shown in the picture on the right and in the Western square of the doorway as shown in the picture on the left.

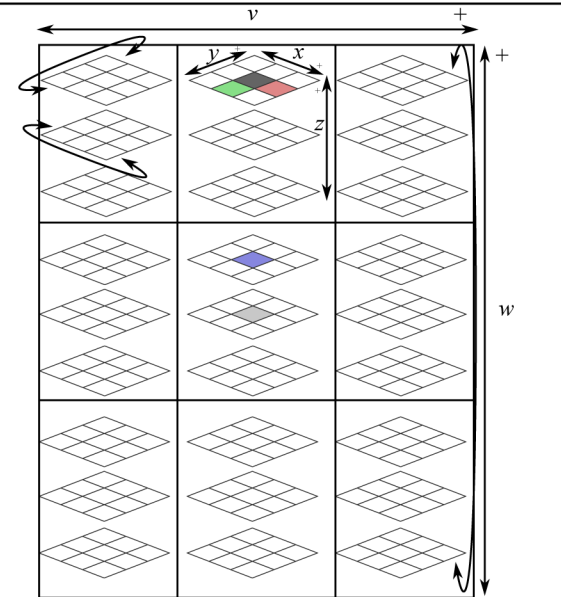
If you look toward the Northern square you'll be looking into the red room. If you look toward the Southern square, you'll be looking into the green room. If you look toward the Eastern square, you'll be seeing the blue room.

Creatures can't see things that are on the opposite side of a door from them because when they look towards them, they'll be looking into a different room.

Wrapping Around: The stairs and doors "wrap around" to the opposite side of the building. So if a coordinate is already 1 and a creature moves to +1 to that coordinate, that coordinate becomes -1. Similarly, if a coordinate is -1 and a creature moves in the -1 direction of that coordinate, the coordinate becomes 1.

The arrows in the diagram at right illustrate how the stairs and doors connect rooms on opposite sides of the structure.

So if you're in the red room shown to the right, and walked through the doorway that would add 1 to your x coordinate, you end up at (0, 1, -1, 0, 1). In this way, PCs could walk down the spiral staircases forever by endlessly passing through the same three rooms.



The first time a player looks into a room, roll percentile dice, consult the table below, and note the result. Each result can be used once before all others have been used, so if that result has already been rolled, use the nearest unused result.

1	Shadows	Your shadow comes alive and attacks you. It has your stats, abilities, and spells.	34	Origin-Reflection	Entering this room teleports you to the opposite room (all positives, become negative, and negatives become positive)	57	Identity Crisis	Pass all character sheets to the right. Characters have switched bodies, abilities, stats, etc. but personalities, or memories. This effect lasts until characters leave the room.
2	Suspicion	Wis DC15 - You're sure others in the room are planning to kill you.	35	Unquenchable Thirst	Cha DC15 - There's a pool of water on the floor. Failing your saving throw forces you to do nothing but drink water for 1d4 rounds. You can repeat the saving throw then. If a PC drinks water for 10 rounds, they fall unconscious from hyper hydration.	58	Fated Foe	Any creatures who die in this room will reappear somewhere on the Prime Material Plane bent on seeking vengeance against the one who killed them.
3	Fear	Cha DC15 - This room fills you with blind terror. You run away as directly/quickly as possible and won't enter it again.	36	o Gravity	Acrobatics DC15 - There is no gravity in this room. Passing acrobatics check means moving in a desired direction that round. Failing means moving in a random direction 1d3 to determine up lateral or down, d8 to determine direction	59	Hungry Floor	Dex DC 15 - 1d4 rounds after entering this room, a toothy maw appears under a random creature. If they fail their saving throw, they fall in the pit. The pit is 10 feet deep, filled with bile, and lined with teeth and strange colors. Each round, the pit expands in a 5 foot radius, letting anything in its path fall in until it eventually consumes the entire room. Failing in drops you into an acid pit that deals 1d4 acid damage per turn.
4	Darkness	The room is impenetrably dark to everyone and cannot be illuminated. Climbing the stairs DC10 Acrobatics check.	37	Ghosts on the Stair	A procession of silent phantoms descend and ascend the stairs endlessly. They ignore the party, and can be passed through without consequence.	60	Spider Gas	Con DC 15 - The room is filled with a cloud of black dust that close inspection reveals to be spiders. Failing the save causes a brief, harmless coughing fit, but that character gains the "vermin" creature type, and won't be attacked by mindless spiders unless they're ordered to. Their blood, and all their organs are now spiders. So instead of bleeding when cut, spiders pour out. This change is permanent.
5	Vertigo	Dex DC15 or fall down. Can only move by crawling in this room.	38	Music of Azathoth	Muffled, maddening blend of vile drums and the thin monotonous whine of accursed flutes. Wis DC15. Success - After leaving this room, the music will grow clearer/louder as they approach the central room.	61	Hand Attack	All living creatures have their left hand fall off, dealing them 2d10 damage. The hands regenerate in 1d20 rounds (though the damage is not also healed). The hand that falls off springs to life the second it hits the ground and attacks. 10+ Con mod, HP AC10 + character's dex mod, 1d4 bludgeoning damage on attack.
6	Forgetfulness	Int DC15 - Failure causes the character to forget everything they know until they leave the room. They don't know who or where they are, they have no skills, spells, or proficiencies. They speak no languages, etc.	39	Bodies	The room is filled with dead bodies 10' deep.	62	Centipedes	Ravaging centipedes pour from the ground every round the room is occupied. They will not leave the room.
7	Airless	Hard vacuum deals 1d4 damage per round. The character dies of suffocation in 1 minute.	40	Acid Mist	Con DC15 - 2d4 acid damage half on save	63	Gender Changing	Cha DC 15 - Failure causes you to change genders permanently. Remove curse or dispel magic will end the effect.
8	Hypnotic music	Wis DC15 every round or be mesmerized. No movement, no action. Failing twice in a row makes the hypnosis last until you are removed from the room.	41	Art Room	The art is mundane though disturbing. It's value is hard to say. Pieces are of all kinds and all sizes.	64	Just Rabbits	Every 1d4 rounds(3), a happy bunny appears and hops close to the creatures in this layer. Once 20 happy bunnies are present, they go berserk and attack all other creatures until killed or they are alone on their layer again.
9	Miniaturization	Living creatures are 1/10 their normal height.	42	Storage Room	Investigation DC10 - small treasure, DC13 - medium treasure, DC16 - large treasure, DC15 - epic treasure	65	Wild Magic	Cha DC 15 - Roll a wild magic affect each round for everyone who failed their saving throw that round and for every spell cast.
10	Flooded	The room is filled completely with water	43	Distance Flux	In the first round, distances work as normal. In the second round, squares are 10 feet. In the third, squares are 15 feet. In the fourth, they are 0.5 feet. The pattern resets on the fifth. Movement and other distances are all affected.	66	Time Becomes a Loop	There is only one minute of time in this room. At the end of that minute, time repeats with everything that's already happened, happening again with everything new occurring alongside it.
11	Poisonous gas	Con DC10 every round or take 1d6 poison damage and become poisoned for 1d4 rounds.	44	Dust to Dust	Con DC 15 - Take 2d6 necrotic damage as the moisture is pulled from your body. Half damage on a save.	67	Sanctuary	No harm may come to you here. A long rest here counts as resting in a safe place for purposes of awarding XP.
12	Heaviness	Athletics DC15 to move. Triple the weight of everything the PCs are wearing. -5 to attacks. All armor is heavy armor.	45	Bent Light	The room appears to warp inwardly as you look at it. Whenever a character moves more than 10', each square beyond the 2nd is in a random direction.	68	Land	Each square in the room is a mile on a side. Roll 1d10 to determine the terrain of the room: 1-Forest 2-Desert 3-Mountains 4-Caverns 5-Grasslands 6-Arctic 7-swamp 8-Town 9-Jungle 10-Iso-land
13	Gravity Shift	1d6 to determine which floor/wall/ceiling is down. characters fall as soon as they enter the room.	46	Dollhouse	Cha DC 15 - Failing to save means an invisible omnipotent child is treating you as a puppet in a room decorated with dollhouse furniture. Roll initiative. On the child's turn it will pick you up and force you to play out a saccharine domestic scene where you've been assigned a random role. "Breaking character" in any way will increasingly irritate the child.	69	Open Space	Acrobatics DC15 to float in a chosen direction at speed 30. This room has no floor, ceiling, or walls. The doorway is a pair of intersecting rings floating in space. The stairs spiral around it. The stars shine unblinking in the unfathomable cold silence of hard vacuum. PCs lose consciousness after a minute.
14	Babel	All spoken and written language is incomprehensible in this room.	47	Frictionlessness	If you move more than 5 ft, you continue moving in that direction until you bump into something. Acrobatics DC 10 to avoid taking 1d6 bludgeoning damage.	70	Wilderness Within	Cha DC15 - Any character who fails the saving throw falls unconscious. They dream they are in a maze-like terrain similar to the place of their youth. Those who afflicted them most as a child wander the maze. In their dream they are as full HP. If they die in the maze, they die in real life. If they find an exit. They wake up and gain +1 Wisdom permanently.
15	Fire	Con DC 15 - The room bursts into flame whenever a living thing enters it. 2d6 fire damage per round (half if save is successful).	48	Meta Knowledge	Characters in the room perceive themselves to be the miniatures on a table that is 10' high. The room that they're in appears to be a crude flat drawing on which their plastic bodies stand, waiting for massive hands to move them, speak for them, etc. They cannot comprehend what they see.	71	Viscious Mockery	Wis DC15 - The voices know all your insecurities and weaknesses and whisper them into your ear. 1d4 psychic damage and penalty on next roll. Every round.
16	Chitinous Abominations	1d4 large chitinous abominations wander around the room. They will pursue the party.	49	Twisting	Con DC 15 - Failure causes limbs to twist unnaturally but pleasantly into spiral shapes confining -1 to attack, damage, AC, and the next check. If the penalty ever exceeds your HD, you become an immortal, immobile, impassable, eternally gleeful writhing spiral mass.	72	Library	Int DC15 - The room is a densely packed and comfortable library. Characters who succeed may spend 1d4 days in this room to learn more about History, Arcana, or Religion. At the end of that time they must pass another Int DC15 to retain that information. Each character can only attempt to use all of these rooms once.
17	Shrieking Flesh	1d4 amorphous pulpy flesh wander around the room shrieking insanely. They will pursue the party.	50	Singularity	A randomly determined square in the room is the singularity (d10 to get coordinates). You cannot move further away from it, only around it towards it. Entering it's square is fatal. Light is distorted. In 10 rounds it detonates as a 1d6 fireball.	73	History Erasure	Cha DC 5 - Failing your saving throw causes all beings to forget you ever existed and all records to vanish.
18	Cacaphony	Con DC 15 - Take 1d6 thunder damage each round. Half damage on success. Deafened for 1d4 rounds on failure.	51	Hecatoncheires	Cha DC 15 - Each round that you fail your saving throw, roll 1d3 (that is, a 1d10 in half). On a 1, lose two limbs of your choice. On a 2, lose one limb. On a 3, no limbs are lost. On a 4, gain one limb. On a 5, gain two limbs. The limbs gained or replaced are always alien and horrible. Magic armor and items adjust to your new mutations if possible, failing at your feet otherwise. The effect fades one minute after leaving the effect, returning your normal limbs and body parts.	74	Fountain	A fountain of fresh water gurgles pleasantly in each corner.
19	Spinning Blades	Acrobatics DC15 - or take 2d6 damage every round.	52	Blood Rain	Blood wells up from the ground and rains upwards against the pull of gravity. It quickly soaks anyone in the room.	75	Pentact	In this room floats a pentact - a 3d projection of a 5 dimensional hypercube. It appears to be a translucent cubes nested and moving through each other.
20	Acidic gelatin	A black pool of gelatinous acid lurks under the stairs. It will pursue the party.	53	Skeletal Hands	Athletics DC 15 - Skeletal hands try to pull you to the ground. Failing the check causes you to become grappled. Failing again knocks you prone. Every round you end prone, you take 1d6 bludgeoning damage.	76	Dissections	This room contains a number of tables on which abominations are in various states of autopsy.
21	Blizzard	Con DC15 Movement is reduced to 5. Visibility is reduced to 10 feet. 1d10 cold damage per round. Half damage on a successful save.	54	Inside Out	Living creatures painlessly turn inside out. All attacks that hit are automatically critical.	77	Alchemy Lab	This is a fully stocked alchemy lab. Someone proficient in alchemy gets a +2 bonus to their proficiency in this room.
22	Feeblemind	Int DC15 - 2d6 psychic damage, and Int and Cha become 1 for 2d4 hours.	55	Malicious Weaponry	Str DC15. All weapons become animate and hostile towards their owners. Pass the Str check every round to keep the weapon from attacking you.	78	Eldritch Horrors	1d4 large horrifying creatures from beyond madness are in this room. They will pursue the party.
23	Grasping Tentacles	Str DC15 - Room is filled with grasping tentacles. Each round you must pass the saving throw to move through difficult terrain. If you fail two turns in a row, you take 1d6 bludgeoning damage.	56	Spatial Discontinuity	At the beginning of every round, you are teleported to a random square in the room.	79	Body Snatcher	A single body snatcher is hidden in this room. It will pursue and attempt to possess anyone alone.
24	Silence	There is no sound in this room.				80	Grafting	Wis DC 15 - Failure causes you to lose consciousness. When you awake, you have a hideous grafted limb. Maybe a scorpion tail on your back, maybe an oozing sac, flailing tentacles, etc. It withers and falls off in 1d4+1 days.
25	Moving Floors	Dex DC 15 - All floors and stairs are constantly pistoning up and down. Every 5 ft of movement make the Dex save. Failure - knocked over and 1d6 bludgeoning damage.						
26	Ravenous Oozes	1d4 transparent ravenous oozes block the doorway spaces. They will pursue the party.						
27	Corrosive Blobs	2d6 corrosive grey blobs slide around the room. They will pursue the party.						
28	Purple Amoeboids	1d4 gelatinous purple amoeboids slide around the room. They will pursue the party.						
29	Fifth Monster	The floor is covered in mounds of filth and offal, a hideous den is waits beneath. It can't fit through the doors or stairs.						
30	Puppet Masters	1d4 floating tentacle brains lurk in a shadowed corner of the ceiling. They will pursue and try to possess anyone they find alone.						
31	Blinding Light	Anyone entering this room - or even looking into the room - is blinded for 1d4 rounds.						
32	Anti-Magic Room	No spells can be cast and no magical items can be used.						
33	Hunger	Con DC15 - or become ravenous. Must eat a full day's rations every round.						