

ERNIE WYVER'S MUSEUM OF ODDITIES

A One-Page-Dungeon by Simone M. Santini (2021).

Ernie Wyver. In his golden days, Ernie Wyver was a historian and an adventurer. He ventured alone across any faraway land and came back with ancient artifacts and stories to tell. As he grew too old for the adventurer's life, he retired and opened a museum full of all the stuff he retrieved in his voyages.

A Cursed Place. As the years went by, Wyver's museum was always empty, no one came to see his exposition, and the old man became resentful. On his deathbed, he cursed the museum so that any adventurer who would come in to steal his artifacts and died in the process would become a memory-less ghost, damned to eternally walk the museum's halls. Wyver himself became a ghost, haunting the place as a phantom guide.

The Museum. Wyver has littered the museum with traps and does anything he can to lead the PCs to an untimely death, while pretending to guide them through the exhibits. If anything breaks inside the museum, it's magically repaired within an hour. If Ernie Wyver is defeated, the place immediately rots in disrepair, and the souls of the trapped adventurers are freed.

1. Ticket Office

Ernie Wyver's Ghost welcomes any adventurer who comes in, offering himself as a guide. He will tell stories about any artifact, if asked, and will pretend not to notice any time someone steals something. If the PCs find out his true intentions, he disappears, reappearing only if they try to leave the museum, as he desperately attacks in a last attempt to kill them. Wyver is a powerful ghost and can summon **animated objects** to fight on his side. If the PCs are openly hostile from the start, he can lock the doors of the museum and trap them inside.

Dozens of **adventurer's ghosts** roam the halls of the museum. They are completely harmless, don't retain any memory of themselves and are incapable of having a conversation that lasts more than a sentence.

If spoken to, they respond like they are in great pain.

2. Withered Heads Exhibit

On each side of this hallway, there's an exhibit with half a dozen **withered orc heads**. They will come to life as soon as someone passes by, making fun of the PCs.

Trap! Breaking the glass triggers a shock trap (3d6 lightning damage).

Treasure. Tribal artifacts x3 (10 gp each).

3. Keyshon's Jewel

There's a short pedestal holding a **red gem** as big as a coconut: the royal treasure of Prince Keyshon, the Son of the Sun. A **precious tapestry** hangs on the back wall.

Trap! Lifting the gem triggers a fire jet trap (everybody in the room, Dex DC 12/halves, 2d10 fire damage). If the trap is triggered, the tapestry catches fire and it's destroyed.

Treasure. Red gem (100 gp), Keyshon's tapestry (100 gp).

4. Fossils Exhibit

Skeletons of prehistoric creatures are displayed in this room, next to old stone daggers and animal pelts. A giant *tyrannosaurus skeleton* towers in the middle of the room, many *neanderthal skeletons* stand in a wall exhibit. The skeletons will spring to life and attack a couple of minutes after the PCs enter the room.

Treasure. Gold nuggets x4 (40 gp each), healing potion x2, prehistoric spell scroll x2.

5. Hall of Athos and Lakedon

A room dedicated to the two major poleis of the past: Athos and Lakedon. Two giant warrior statues stand at the entrance, there's a **numismatic exposition** and a massive **face-shaped rock** at the end of the room: the Mouth of Lakedon.

Mouth of Lakedon. A humanoid creature may put its arm inside the mouth-shaped hole at the center of the stone. If the creature swears an oath that aligns with the philosophy of Lakedon (personal worth, courage, hate of cowards), he or she will be rewarded with the *Bracer of Lakedon* (magical bracer that turns into a shield on command). If the creature pronounces a silly oath or tries to trick the Mouth, its arm will be cut right off.

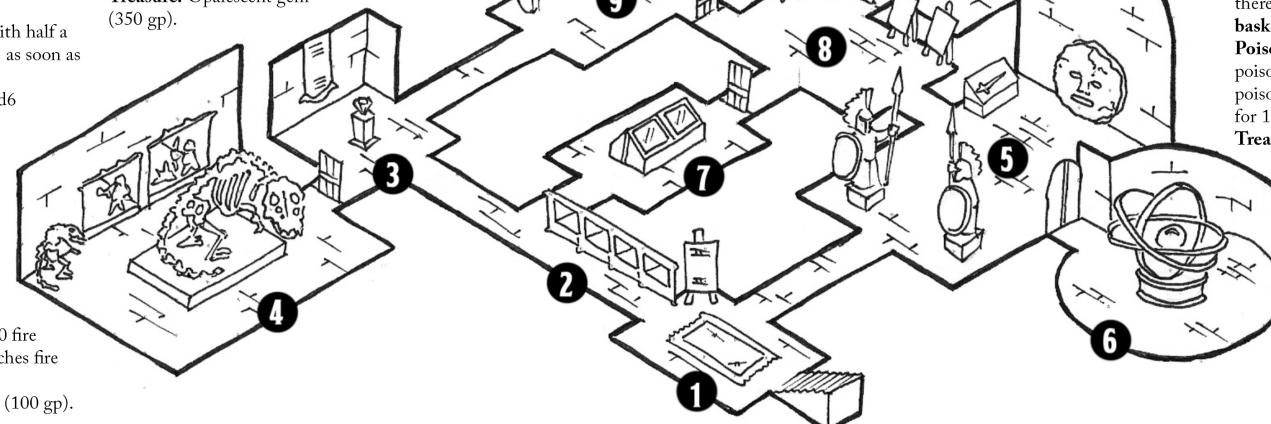
Treasure. Rare drachmas x3 (9 gp each).

6. The Planetarium

The door of this hall is locked with the **Six Coins Puzzle**. A sign on the door says "Closed for maintenance". If asked, Wyver will tell the PCs that the planetarium has been broken for a while and he has no clue on how to fix it.

The planetarium is a **giant opalescent gem** that projects stars and constellations on the walls of this room. The system is evidently broken, it rattles and emits sparks. Haphazardly, the planetarium casts **energetic rays** on a random creature within range. To disable the system, the PCs need to remove the gem or disable **three batteries** on the walls.

Treasure. Opalescent gem (350 gp).



7. Entomology Exhibit

A small, quiet room. Every single inch of the walls is covered with bugs and colored butterflies. If the PCs touch or disturb in any way the bugs, they spring to life as three **swarms of insects**.

8. Picture Gallery

Half a dozen of **magically animated paintings** hang from the walls. The PCs can enter (or leave) the frame and the painted world within as an action.

1. A table of dogs playing liar's dice. The dogs invite the PCs to play with them. The reward for the winner is a treasure chest worth 286 gp.

2. Portrait of a nymph on the lakeside. The nymph invites a PC to kiss her. He or she must make a DC 13 Charisma check. On a successful check, the nymph rewards the PC with the *Sword of the Nymph* (+1 sword, who wields it is immune to charm). On a failed check, she instead tries to drown him or her.

3. Still life of a basket of fruit. The fruits are poisonous. Con DC 13/death, if eaten.

4. A dwarven goldsmith. The dwarf challenges the PCs to a drinking game. Each time they manage to drink a pint of red dwarf ale with a DC 13 Constitution check, they win a 10 gp worth gem. One can drink as much as it likes, but after three failures the PC dies.

5. A melting landscape. Everything inside this painting is melting. A giant golden idle worth 120 gp stands 250 feet from the frame. To reach it, a PC must succeed on a DC 13 Strength save each turn, after three failures, it melts (their speed becomes 0).

6. Adventurer above the Sea of Fog. The adventurer challenges the PCs to lean out into the abyss. If they do, he tries to push them down (DC 13 Dex/negates). A PC that falls into the abyss materializes back in the center of the room, taking 4d6 falling damage.

9. Knight's Hall

Exposed in this room are rusty armors, weapons, and banners of old noble kingdoms. The armors look menacing, but they are harmless.

Treasure. Heraldic banner (25 gp), jeweled crown (50 gp), jeweled tiara (35 gp), golden scepter (75 gp), silver chalice x8 (25 gp each).

10. Dragonology Exposition

A giant **red dragon skeleton** hangs from the ceiling, all around dozens of dragon-related instruments sit in glass cases. At the back of the room, a rich **dragon treasure** is on display.

Dragon sickness. The bones of the red dragon still carry its craving for gold and treasure. Creatures that stay in this room for more than ten minutes must succeed on a DC 15 Charisma saving throw. On a failed save, a creature becomes desperate for treasure and will do anything to have more of it. The effect ends one minute after leaving the room or after taking a good hit to the head.

Treasure. 252 gp, bone idle x2 (25 gp), bronze chalice (25 gp), golden bracelet x2 (50 gp), *Dragoncaller* (magic horn that mimics the roar of a dragon).

11. Hall of Oceanographic Findings

A small room filled to the brim with **nautical instruments**. The **mummy of a mermaid** sits in the center of the room. A large trident hangs from the wall.

Drowning trap! A minute after everyone has entered the room, Ernie Wyver will spring the drowning trap. The doors will shut close and water will start pouring from unions on the walls. The room will fill with water in 5 rounds. When the water reaches the pedestal of the mermaid mummy, it will come back to life and attack the PCs. The trap can be disabled by opening two large metal grids on the floor. This will be a hard Strength check if a PC tries to do it alone.

Treasure. Pirate chest (244 gp), spyglass (30 gp), silver sextant (20 gp), decorated compass (15 gp), healing potion x3, spell scroll x3, *Fishspinner* (+1 trident that returns to your hand if thrown).

12. Hall of Natural Sciences

It's like a **small garden** in here. In the center of the room, there's a tiny pond with the statue of a druid holding a **basket of golden apples**.

Poison trap! Lifting any of the golden apples triggers a poison trap (everyone in the room, DC 14 Con/halves, 2d10 poison damage; on a failed save, a creature is also poisoned for 1 hour).

Treasure. Golden apple x5 (50 gp each, if eaten, cure disease or lift curse).

13. Wyver's Office

A small, tidy office. Ernie Wyver's skeleton still sits at his desk, grasping his diary. Taking a look around, the PCs can easily figure out Ernie's intentions: no one came to his museum, he cursed the place, and he's trying to kill adventurers to trap their souls as eternal visitors.

Treasure. Small safe (150 gp inside), silver glasses (10 gp).