ONE PAGE DUNGEON COMPENDIUM

2015 EDITION

One Page Dungeon Compendium 2015
Recompiled By Aaron Frost
Originally compiled by Random Wizard

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Aaron Frost – Milk Run 1
Abundant Fighting Men – Plain of the Hostile
Fast Breeding Enemy 2
Aleksandar Petrovic – Aeon Caves of Treasure 3
Alex Kimball – Gron & Krim's Blood and Guts Tavern 4
Alex Schroder – The Crown of Neptune 5
Alex Welk – Race to the Reckoning 6
Andrey Makarov – The Shard of Lemuria 7
Anna Costa – The Panopticon 8
AnomieCoalition – Rania's Curse 9
Antonios Kogias – Tensk Ueart's Folly 10
Arnold Kemp – The Isles of the Dead 11
Bary "Grand DM" Pace – The Brood Ventricle 12
Benjamin Wenham – The Frozen Tomb of Za'at 13
Bradley W. Smith – Claim the Tower! 14
Bruce Cunnington – The Beast of Nuholdt 15
bygrinstow – Future Tense 16
Carlos Pascual Torres – The Heist 17
Cesare G. Ardito – The Shifting Room 18
Charles Olivier Rocher and Myriam Demers Olivier – Hold
the Mushrooms Please 19
Chris Eck – Malakai's Folly 20
Christian Kessler – Brinewald 1631 21
Cornelia Yoder – Karsthaven 22
Daniel Dean – Warstone Gorgothra 23
David A. Frederick – Shipwreck Channel 24
Dave Mareska – A Secret Place for Secret Things 25
David Coppoletti – Dead Dwarf Dome 26
David Gayer – Semi-Sunken Schooner Sultana 27
Dustin Flesher – Penalty of Perdition 28
Edmund Racher – North of Garvolk 29
Edward Lockhart – Furthest Farthing's Frog Pond 30
Edward Tirocke – The Sunken Spires 31

Eric Diaz – The Wretched Hive 32
Etani Autum Margulis di Properzio – The Pit..... 33
Frank Schmidt – Vengeance of the Minotaur 34
Gleb "Rigval" Lysakov – City on the Bridge 35
Gordon A Cooper – Goblin Shrine of the Spidergods 36
Griffin Derr – The Forsaken Wizard's Tomb 37
Gus L – Fallen Throne 38
Gwen Potter – The Time Travel Mystery 39
Herr Zinnling – Dungeon for Lina and Hendrik / Level 2 40
Isaac Gomez – The Dark Coven 41
Jackie Tremaine – Into the Hurricane! 42
James Hirst – Last One There is a..... 43
James Turner – The Flaming Skull 44
Jason C Hall – The Meat Locker 45
Jaxilon – Lost Blacklock Mine..... 46
Jeff McKelley – Halfling Hunt 47
Jeremy "frothsof" Smith – Swamp Cabin of the Child-Eater..... 48
Joel Bethell – Sepulchre of the Abyss 49
John (jabawalky) Belmonte – Lord Orchaos' Lair 50
Johnnie Zolman – Hirelings & Henchmen 51
jones – Maro Tanesh 52
Joseph Salvador – In the Moon Bog..... 53
Larry Hamilton – The Dire Druids of Delver's Deep 54
Larry Z Pennyworth – Adventure Map Creator..... 55
Laurie Eck – The Tower of Whispers 56
Lee Mohnkern – The Owl Mage's Lair 57
Lorenzo Santini – Into the Awaroth Woods 58
Malin Freeborn – The Woldcore Caves 59
Mark Griffin – Slumbering Mu Spore..... 60
Maxim Golubchik – The Re-entry Ragtime 61
Michael & Mathew Iantorno – Vesna's Refuge 62
Michael Prescott – The Lantern of Wyv 63
Michael Raston – The Kingdom of the Pale Giants..... 64

Michael K Tumey – The Cypress Tower of the Bog Witch..... 65
Michael Wenman – The Star Pit..... 66
M.F. Getridge – The Demonic Meagerie of Pazuzu 67
Mike Monaco – The Sunken Scriptorium..... 68
Monkey Blood Design – Escape the Oubliette..... 69
Leonard Cantrell – Erina's Tower 70
Peter Mackenzie 8RadGames – Super Small Dungeon Set..... 71
P. Aaron Potter – A Stolen Song..... 72
Philipa Clark & Peter Owen – Abernathy Manor 73
Ro Annis – Welcome to the Tin Ear 74
Rodger Thorm – Wizard's Tower..... 75
Roger Giner–Sorolla – Antonius Abducted 76
Roland Volz – The Vault of the Pole..... 77
Sadhbh Brennan – Magic Dungeon 2 78
Scott Marcley – The Bog Hag 79
Sean Fager – The Lair of the Leech Lich..... 80
Sean Smith – Barrow of the Nanolich 81
Sebastien Vallee – The Sunken Pyramid 82
Shane Ward – The Lair of Random Silliness..... 83
Simon Forster – The Sunken Tower 84
Simone Biagnin – The Secret of Montmajour 85
Taylor Frank – A Troubled Mind 86
Thaumiel Nerub – Ikiseutu..... 87
Tom Walker – The Princess and the Frog..... 88
Tomas Reichmann – Ticket to Hell 89
Troy Tucker – The Papyrus Elves of a Central Nome 90
Ulo Leppik – Teeny Tiny Dungeon 91
Vance Atkins – Grist for the Mill..... 92
Warren Abox – The Brass Canon's Plunder..... 93
Bastien Wauthoz – Before the Oracle Weeps... 94
Will Doyle – Shambling Throne of the Death Cult King 95

First Place Winners

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Furthest Farthing's Frog Pond

Michael Prescott
The Lantern of Wyv

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A Stolen Song

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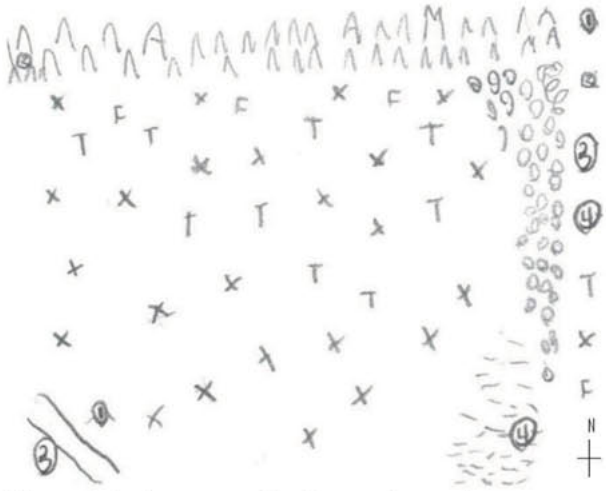
Plain of the Hostile Fast Breeding Enemy, by Abundant Fighting Men



1. Fort of the polity
2. Primordial entity asleep
3. First of signal tower chain
4. Deserted school of necromancers

t. Enemy settlements
x. Known razed enemy sites
F. Bunkers with a permanent advisor presence.

The plain is occupied by a long time enemy of the polity which players may be drawing their characters from. The polity has a fort controlling the border. It is assumed that the PCs are stationed there, adventuring as their duties permit.

A major power hostile to the polity has sent advisors to develop the enemy of the plain into a viable threat. Now successful, if not stopped the enemy will over run the fort, and cause great lasting harm to the polity.

The skill and organization of the enemy was not enough to threaten the soldiers of the fort. The speed the enemy breeds permitted vast forces to be raised and trained in alien ways.

If the advisors are destroyed, the enemy population will retain increased skill, organization, and arms making unless all trained enemy are killed.

The base commander's intelligence networks are compromised. While thinking all is as usual, too many deaths will result in a ban on adventuring.

Mountains to the north now have enemy industry. Eastern forest has papermaking, printing, and advisor run staff schools. Swamp to south-east has long been an undead hazard.

In addition to the advisors, the power sent an elite body guard of giants to ensure fort's forces pursued to destruction.

Advisor lead ambush teams may not have hunted down all independent scouts fortress yet.

Starts at: Will happen unless…
0 days: Near fort only single unarmed enemy scouts in hiding, adventurers face no strong enemy unless very far
15 days: Secret sites have security forces for stopping starting PCs
30 days: Enemy patrols in force, except near fort
60 days: armed enemy patrols near fort, advanced forces fielded
90 days: enemy commits higher tier advanced forces to field
119: Signal towers inoperable
120 days: Fort stormed, taken
125 days: All soldiers slain, enemy advances on peasant populations

This scenario is intended for Referee's choice of adventuring and mass combat systems.
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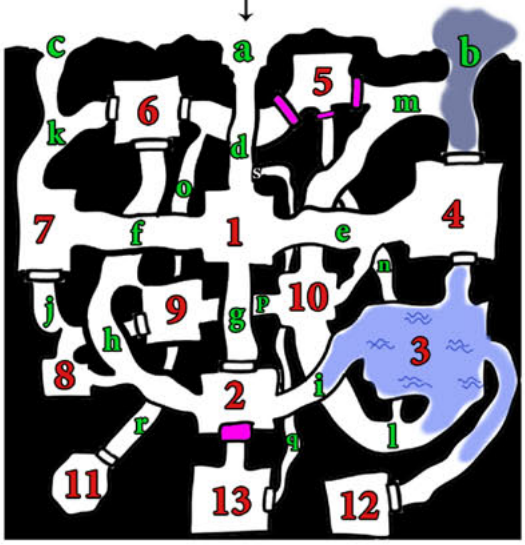
AEON CAVES OF Treasure

You have to fill any field where there is a Θ, before then using this dungeon. Created by Aleksandar Petrovic

You have heard of a very powerful magic item that is hidden in a forgotten cave among the mountains. You arrive at what looks like an entrance, something is moving there. At your right, looks like there is a dark and narrow passage and at your left a stream of black water comes out from a low tunnel.

Party comes from here



Θ Dwellers of the Dungeon (Roll d6)
01. [ ] Lizardfolks (*Mod: 1/2)*
02. [ ] Ghouls (*Mod: 1/2)*
03. [ ] Kobolds (*Mod: 4)*
04. [ ] Gnolls (*Mod: 1)*
05. [ ] Orcs (*Mod: 1)*
06. [ ] Fishmans (*Mod: 1)*

Θ Boss of the Dwellers (Roll d6)
01. [ ] *Strixa*, the Medusa
02. [ ] *Kingàr*, the Wraith
03. [ ] *Nobrod*, the Cyclop
04. [ ] *Xtreamrus*, the Screaming Demon
05. [ ] *Sunny James*, the Succubus
06. [ ] *Saramàn*, the Sorcerer

Θ Guardian (Roll d10)
01. [ ] *Adhamah*, Flesh Golem
02. [ ] *Pyrofàur*, Fire Elemental
03. [ ] *Tarsenex*, Earth Elemental
04. [ ] *Apatèros*, Water Elemental
05. [ ] *Aerevìatic*, Air Elemental
06. [ ] *Kytoven*, Wyvern
07. [ ] *Axonaxarus*, Coatl
08. [ ] *Akaptor*, Beholder
09. [ ] *Frugus*, Treant
10. [ ] *Ertolino*, Ghost

Θ Treasure (Roll d12)
01. [ ] *Dainsleif*, Flaming Sword
02. [ ] *Draupnir*, Ring of Wealth
03. [ ] *Gjallar*, Horn of Raise Undead
04. [ ] *Gleipnir*, Indistructible String
05. [ ] *Nevidnir*, Ring of Invisibility
06. [ ] *Povratllar*, Resurrection Scroll
07. [ ] *Megingjord*, Strenght Belt
08. [ ] *Skidbladnir*, Foldable Ship
09. [ ] *Svalin*, Fire Immunity Shield
10. [ ] *Palanblir*, Divination Sphere

Θ Secret of the Dwellers (Roll d6)
01. [ ] Boss is controlling them magically
02. [ ] They are polymorphed humans
03. [ ] They would like to live with humans
04. [ ] They love and appreciate literature
05. [ ] Their Boss is an ally of humans
06. [ ] They trade secretly with merchants

Θ Ideology of the Dwellers (Roll d6)
01. [ ] Kill any stranger on sight
02. [ ] Sacrifice humanoids to the Chaos Deity
03. [ ] To protect their Boss
04. [ ] Hoarding treasures and objects
05. [ ] Eating humanoids (especially children)
06. [ ] Hiding their existence from the world

RANDOM ENCOUNTERS

Each time the party enters in a room, roll a d6: On 1-2 there's someone. If they enter a hall, roll a d6: on 1, there's someone. If the Dwellers are aware of the presence of the party, there's always someone on 1-5. If there's someone, roll on the table below.

1 1d4 x *Mod,* Dwellers (Patrolling)
2. 1d6 x *Mod,* Dwellers (Sleeping)
3. 1d10 x *Mod,* Dwellers (Dancing)
4. 1d6 x *Mod,* Dwellers , one of them is a mage (Casts Fire Bolts and Burning Hands)
5. 1d6 x *Mod,* Dwellers , one of them is a priest (Casts Bless and Heal Wound)
6. 1d8 x *Mod,* Dwellers , there is one priest or one mage (50-50%)
7. 1d10 x *Mod,* Dwellers , there is one priest and one mage
8. 1d12 x *Mod,* Dwellers , there are two priests and two mages

ROOMS

1. *A waiting room decorated by statues with various animal heads*
2. *A steel door says:"Only those Pure of Body and Honest in Spirit will pass"* Requires to activate the Silver Scale in Room 11 and have a bath in Pool in Room 12
3. *This room seems flooded, the water is very deep and dark, but looks clean.*
4. *This is a torture room. There a lot of spiked maces and whips, as other tools.*
5. *There is a closed door, with a face carved on it. Underneath, it's written:"The Password is:* 1d4, 1: Throne, 2: Spade, 3: Staff, 4: Fiend) The door can talk, players must make the talking door say the Password in order to open it
There is a silver scale in the room. The Golden Heart and the Angel Feather must be put here in order to unlock the Door in Room 2
6. *A stone throne is located in the centre. It's decorated by runic carvings.*
7. *There are various statues scattered around. The heads are on the ground.*
8. *The corpse of a minotaur is ripped open on the floor. Footprints lead out.*
9. *Two humans, an elf and a dwarf dead. Once they had armors, except the elf.*
10. *The floor and the ceiling are mad of iron bars. Wind blows from below.*
11. *This room is full of levers, valves and tubes. A big plate says:"Water Pression Control", underneath there is a bolt but the Valve is missing.* Requires Red Valve. to remove water from Room 3
12. *A pool with crystal clean water is illuminated by a beam of silvered light.* The party must take a bath in the pool in order to enter in Room 13
13. *This is the treasure room. A pile of gold coins is located in the centre, on the top of it is laying the Treasure Behind it, the Guardian is waking up.*

HALLS

a. Entrance with *2d4 * Mod* Dwellers guarding
b. *A low tunnel flooded with putrid water*
c. Entrance with a tile-activation trap (Poison Gas); DC 10 (each round 1d4 poison damage)
d. *Several rusted spikes are installed on the walls*
e. *A water fountain is located in an alcove here*
f. *Blood is dripping from the ceiling*
g. *Swarms of insects are crawling on the floor*
h. *Someone drew a symbol of chaos here*
i. There is a sound-activation trap (Fire); DC 10 (1d6 fire damage)
j. There is a tripwire trap (Spiked Pit); DC 15 (3d6 damage)
k. *A crater on the ground is what is left of an explosion*
l. *Fiendish faces are carved on the walls*
m. There is a tile-activation trap (3 Dards); DC 15 (3 x 1d6)
o. *Spirals are painted on the walls, ceiling and floor*
p. *Shreds of corpses are scattered around*
q. *Someone drew a sword on the wall*
r. *Decaying corpses are nailed to the walls*
S. This door can only be opened from the inside of the hall

Θ Angel Feather Location (Roll d12):
Θ Red Valve Location (Roll d12):
Θ Boss Location (Roll d12):
Θ Golden Heart Location (Roll d12):

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Gron & Krim's Blood & Guts Tavern

Gron & **Krim,** half-Ogre brothers, run a respectable establishment that welcomes anyone who tends to not be welcome elsewhere. Goblins, Orcs, Kobolds, Bugbears, Gnolls and even Humans are all welcome to kick back, drink some swill, so long as they're willing to keep the peace. And if anyone really needs to crack some heads, **Krim** runs an unsanctioned boxing gym in the tavern's basement.

1st Floor

There are drinks behind the bar and more in the adjoining supply room. The bar doesn't serve cooked food, but keeps plenty of dried meats, nuts and other salty thirst-inducing snacks on hand.

Gron tends the bar and is responsible for generally keeping folks in line. You wanna fight? Take it downstairs to the Quadrigon.

The 1st floor is served by **Grahlis** and **Drohlivia**, a pair of attractive half-orc sisters, both skilled in fighting and thievery.

Kyllada, an elven bard (of the mundane variety) is kept in a cage, chained by the neck. Performs 20 minute sets once an hour, usually to jeering, catcalls and a painful barrage of copper pieces. Contrary to all appearances the bard is there voluntarily and is a salaried employee of the establishment.

Eybak, on old orc veteran, hangs out here and is always up for arm wrestling.

2nd Floor

Usually a bit quieter than 1st floor, but not always.

A trio of human thieves can often be found playing darts here.

Goblins, Orcs and Bugbears play cards here in the evenings; most players are out for themselves, but it's clear the goblins tend to coordinate their play with the occasionally mumbled "All in the family..."

Kyund, a middle aged human wearing a dark traveler's cloak, can usually (80%) be found sitting alone, sipping a drink. He is a fixer and can usually find work or a fence for the desperate if given a generous cut. Patrons that **Grahlis** or **Drohlivia** take a liking to or who are able to beat **Eybak** may be introduced to him.

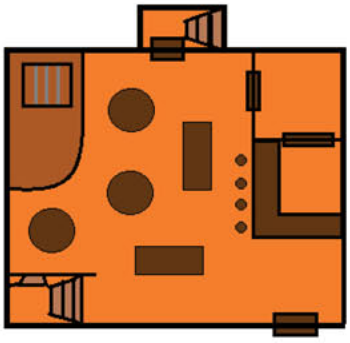
Basement

A few hours after sundown, prize fights are held in "Quadrigon", which is really just a ramshackle boxing ring with hemp ropes and wooden turnbuckles. Things are overseen by **Gyaka**, a hob-goblin veteran turned fight trainer, and **Krim,** who handles the business end of things.

Fights are attended by a wide variety of greenskins and humans, including the occasional off-duty guard. Anyone is welcome to throw their hat into the ring, however no weapons, armor or spells are permitted.

The star of **Gyaka's** makeshift gym is a young orc named **Khorak**. There are a few other regulars who come and fight to make a name for themselves, including **Urda** (human barbarian, tall out-fighter), **Olut** (bugbear, in-fighter), and **Gidik** (goblin, out-fighter, southpaw). While newcomers are allowed to challenge established fighters above their weight-class, the reverse is not permitted.

Gron & **Krim** have a small office here where they keep a lock-box with the prize money and some of the petty cash for upstairs.



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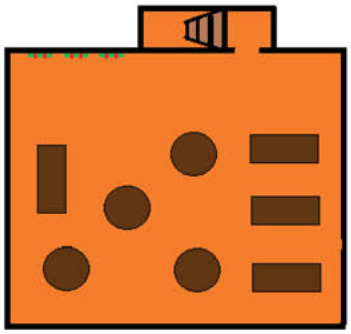
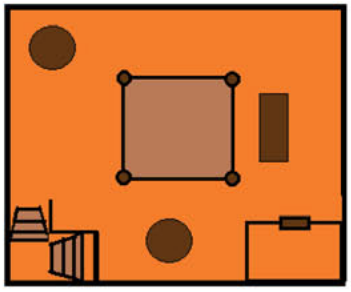


2FL



B

Alex Cirsova
http://www.cirsova.wordpress.com

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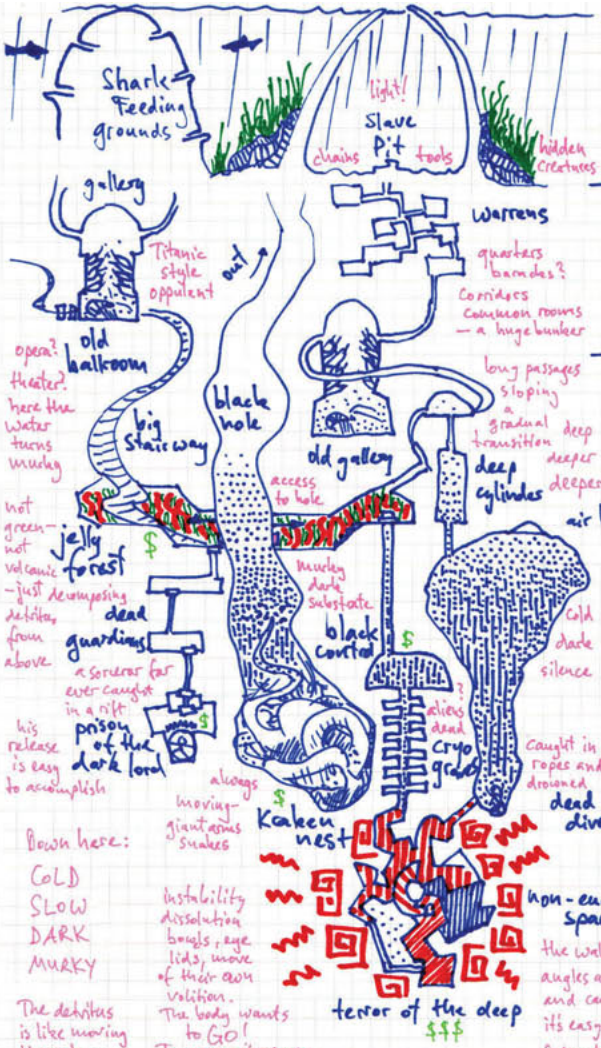

THE CROWN OF NEPTUNE

NPCS

Fiera – Merwoman looking for her man HD1 AC6 1d6 F1 ML8 MV12 XP20

Oglog – Morayman looking to loot this place!

Elestes-sept – Astral spider phasing in from the moon (but which one?) exploring this underwater world

Aglaa – Sea elf shard begging for release

1. **Sharks** (1d4) HD8 AC4 2d10 F4 ML7 MV18 XP1060
2. **Merman** (1d20) HD1 AC6 1d6 F1 ML8 MV12 XP20
3. **Plesiosaurus** (1) HD10 AC6 1d10 F10 ML8 MV15 XP1700
4. **Wales** (1d6) HD6 AC6 1d20 F3 ML10 MV24 XP570

1. **Morayman** (2d6) HD2+1 AC8 1d6 F2 ML8 MV12 XP35 when bitten sv. vs. poison or suffer −2 for 1 turn because of the pain
2. **Spidercrabs** (1d6) HD3 AC3 1d10/1d10 F2 ML7 MV6 XP50
3. **Kraken** (1d4) HD6 AC7 8×1d4/1d10 F3 ML7 MV12 XP1070 tentacles constrict, fleeing leaves cloud of darkness, 6 dam. cuts arm
4. **Giant Clams** (3d6) HD4 AC2 3d6 F3 ML12 MV0 XP80 immobile but fight might be necessary to gain passage

1. **Giant Shrimp** (1d6) HD4 AC4 1d6/1d6 F3 ML7 MV9 XP80
2. **Giant Lampreys** (1d4) HD6 AC7 1d6 F3 ML10 MV12 XP570 attaches w/ bite
3. **Shadowkraken** (1d4) HD6 AC7 8×1d4/1d10 F6 ML8 MV12 XP1320 constant aura of darkness, victims at −4 to hit, 6 dam. cuts arm
4. **Wraiths** (1d6) HD4 AC3 1d6 F4 ML12 MV12 XP300 level drain, half dam. from silver, no dam. from non-magic weapons

1. **Dark Jellyfish** (1d8) HD6 AC9 1d6 F5 ML8 MV3 XP ~~[illegible]~~ 820 when attacking or when attacked, sv. vs. paralysis
2. **Inside-Out Disturbance** (1d4) HD4 AC4 2d6 F4 ML8 MV12 XP 190 space disturbance turns victim inside out, 25% chance of deflecting blows so they hit some ally of attacker instead, can pass walls
3. **Astral Spider** (1d3) HD4 AC5 1d8 F2 ML8 MV12 XP135 intelligent explorers from a different plane of existence
4. **Giant Fey Anglerfish** (1) HD36 [149hp] AC6 3d20 ML7 MV6 XP12500 lantern in front of huge petal, looks like a huge fish temple, is fish

1. **Gibbering Something** (1) HD12 AC8 1d12 F12 ML10 MV6 XP2000 needle filaments will inject acid (60') for 5d8 dam. mag. weap. req.
2. **Sea Elf Shard** (1d3) HD10 AC0 2d8/2d8 F10 ML12 MV6 XP1820 elf encased in huge carcass of detritus, when both attacks hit, the victim is sucked inside, just like the elf was, assimilated in 2d4 rounds!
3. **Leng Kraken** (1) HD6 AC7 8×1d4/1d10 F3 ML9 MV12 XP1320 when hit save vs. spells or phase to oceans of Leng and fight the kraken above; 6 dam. cuts one arm
4. **The Terror of the Deep** (1) HD9 AC3 4×1d6 F9 ML12 MV12 XP4500 when hit by tentacles: save vs. spell or begin transformation into black slime — loose a limb every round: 1-arm, 2-arm (shield), 3-leg, 4-leg, 5-abdomen, 6-complete!

the three eyes allow an extra three effects every round:

1. eye of domination – save vs. spells or attack friend
2. eye of telepathy – save vs. spells or give away plans (+4 to hit you)
3. eye of telekinesis – thrown back and crushed against wall for 2d6 (sv. vs. spells for half damage)

Dark Lord, released (1d4) HD6 AC2 1d8 F6 ML11 MV9 XP1070

his release allows him to call back companions of old – maybe!

their touch drains TWO levels!!

TREASURE

JELLY FOREST

- silver dishes 1000 sp
- 24 gems worth 7425 gp

BLACK CONTROL

- silver encrusted walls 4000 sp
- golden glyphs and inscriptions 3000 gp
- ring of protection +1 with a combat AI whispering warnings and offering help (AC−1, SV+1)

KRAKEN NEST

- silver coins 1000 sp
- platin coins 2000 pp
- 27 gems worth 6225 gp
- 25 jewels worth 18990 gp

TERROR OF THE DEEP

- silver coins and equipment 7000 sp
- gold coins of all ages 40000 gp
- 60 gems worth 11500 gp
- 80 jewels worth 41160 gp

CROWN OF NEPTUNE

- all the fish within 10 miles know you
- and you know them!
- you can link telepathically with all non-intelligent fish
- earthquake 1/day: typically causing 7d6 dam. to those affected + people can get swallowed, structures take damage, and so on
- dreamspeak to anybody, anywhere, if they invoked your name & thought of you today

{ plus the attention of Neptun, Jupiter and Pluto. with jewels & gems worth 100000 gp! }

5000 gp

8 gems worth 2830 gp

10 jewels worth 13200 gp

circle of life to permanently preserve and render helpless a humanoid being tied to the circle. Black metal, 6 ft diam.

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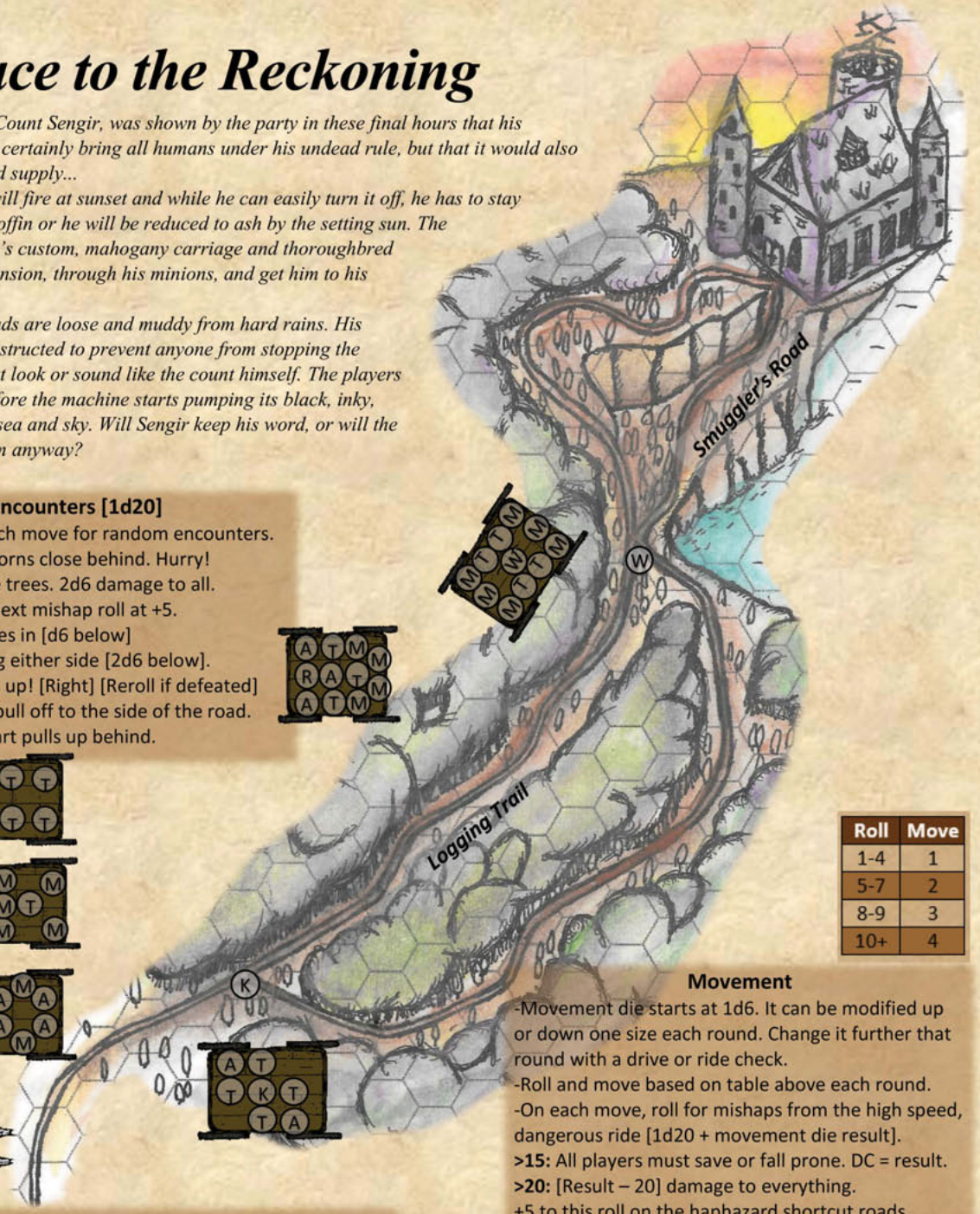
Race to the Reckoning

The vampire, Count Sengir, was shown by the party in these final hours that his doomsday machine will certainly bring all humans under his undead rule, but that it would also leave him without a food supply...

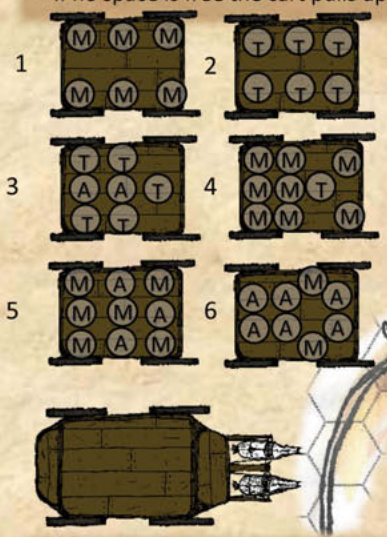
His machine will fire at sunset and while he can easily turn it off, he has to stay inside his velvet-lined coffin or he will be reduced to ash by the setting sun. The players must use Sengir's custom, mahogany carriage and thoroughbred horses to race to his mansion, through his minions, and get him to his mansion before sunset.

The gravel roads are loose and muddy from hard rains. His undead minions were instructed to prevent anyone from stopping the machine, even those that look or sound like the count himself. The players have only 25 rounds before the machine starts pumping its black, inky, undead poison into the sea and sky. Will Sengir keep his word, or will the players have to fight him anyway?



Random Encounters [1d20]

-Roll on this table after each move for random encounters.
1-7: Sounds of carts and horns close behind. Hurry!
8-9: Arrow volley from the trees. 2d6 damage to all.
10-13: Poor road ahead. Next mishap roll at +5.
12-17: An enemy cart closes in [d6 below]
18-19: A wagon pulls along either side [2d6 below].
20: The Ranger's cart pulls up! [Right] [Reroll if defeated]
*Empty carriages' horses pull off to the side of the road.
**If no space is free the cart pulls up behind.



Roll	Move
1-4	1
5-7	2
8-9	3
10+	4

Movement

-Movement die starts at 1d6. It can be modified up or down one size each round. Change it further that round with a drive or ride check.
-Roll and move based on table above each round.
-On each move, roll for mishaps from the high speed, dangerous ride [1d20 + movement die result].
>15: All players must save or fall prone. DC = result.
>20: [Result – 20] damage to everything.
+5 to this roll on the haphazard shortcut roads.

The Carriage

Walls: 60 HP, DR 2. **Wheels**: 30 HP, DR 3. **Horse**: HD 5, L, 13. **Coffin**: 30 HP, DR 1. The carriage is 20 feet by 15 feet [4x3 gridded], with a top level and an interior with doors on either side.
Enemy wagons are low quality. They have no walls. Their wheels and horses have half that maximum HP. They are also 20 feet by 15 feet.
<1/2 Max HP: **Walls:** No cover inside. **Wheels:** Max move die size -1. **Horse:** -1 to move roll. **Coffin:** Count Sengir will loudly complain.
0 HP: **Walls:** Roof collapses (2d6 damage to inside). Falling prone requires a save or the character falls to the edge, just barely hanging on. It takes a full move to get back up. **Wheels/Horse:** No movement. Each turn, a random enemy wagon catches up. **Coffin:** Count Sengir is exposed to the sun and will die in 3 turns.

Bestiary

HD, Size, AC, Attack, Damage. Movement as humans.
They will be trying to stop the carriage and kill the players.
Archer [A]: HD 2, S, 14, +5 (Shortbow), 1d8+1
Minion [M]: HD 1, S, 14, +4 (Club), 1d6+2
Thug [T]: HD 3, M, 15, +5 (Claymore), 1d12+3
Knight [K]: HD 8, L, 19, +7 (Longsword) x2, 1d8+5
-Nullify one attack on an adjacent ally. Recharge 5-6.
Ranger [R]: HD 5, M, 16, +9 (Longbow) x3, 1d8+3
-Add 1d10 poison damage to an arrow. Recharge 5-6.
Wizard [W]: HD 4, M, 13, +6 (Frost Ray), 1d10+2
-Fireball 4d6. 20 ft. radius. DC15 for half. Recharge 6.

Alex Welk @ Anarchydice.blogspot.com
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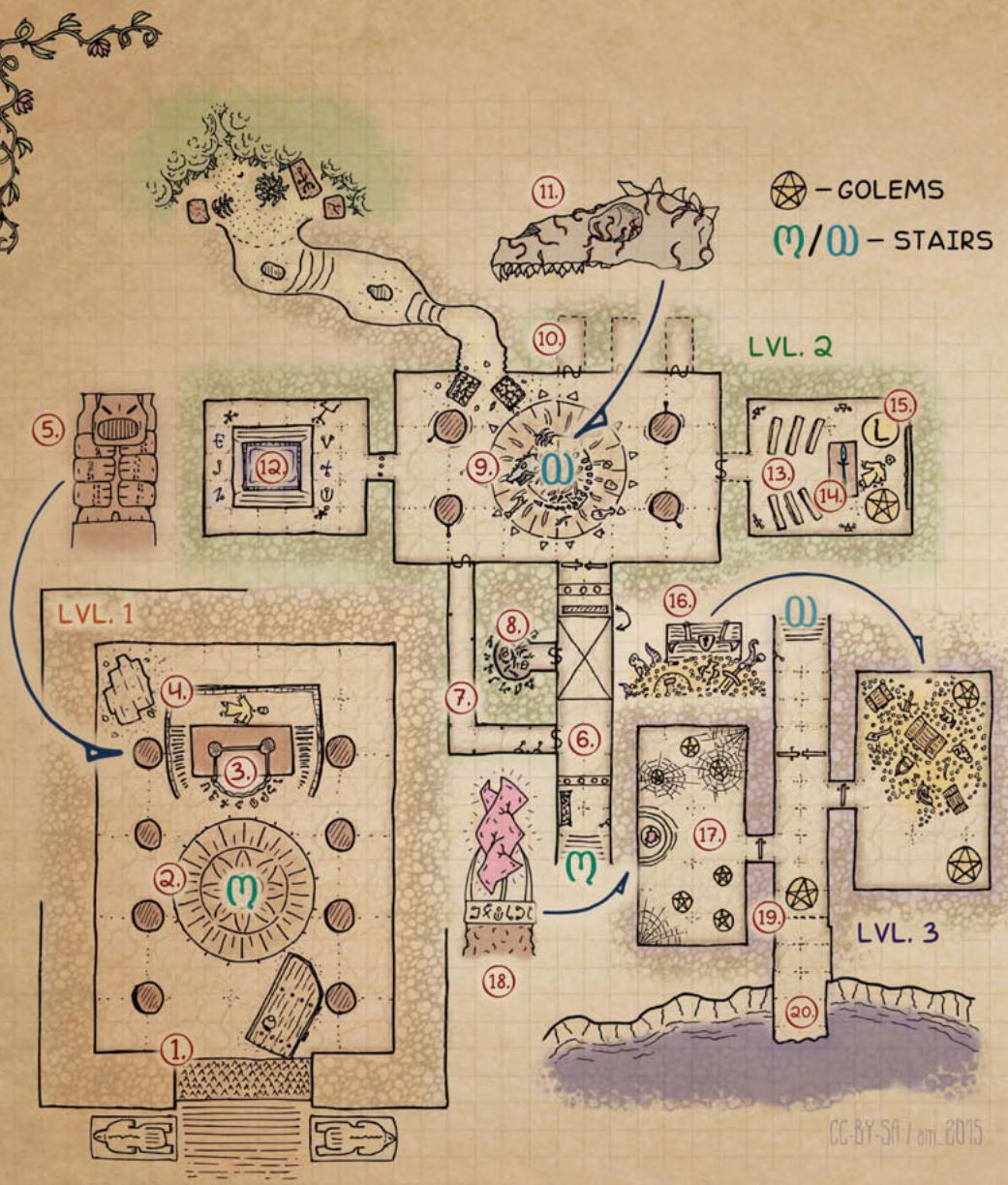
The Shard of Lemuria by PNPRPG.ru

Long time ago, six-handed lemurian giants created this temple. After that, lemurians had gone away and temple was abandoned. Few aeons later, evil and gruesome cult takes this temple and worships to its' architectors and cursed relic – The Shard – in these old walls.

But gruesome cult has been broken by nameless ancient heroes and now, this old temple ruins lay in the jungle, forgotten and abandoned.



LVL. 1

1. Main entrance (and old bronze spikes pit)
2. Secret spiral staircase to lvl. 2
3. Arc of Sacrifice (teleport to Well of The Fell)
4. Great altar
5. Lemurian pillars (just like on illustration)

LVL. 2

6. Central passage with pit-trap
7. Secret passage
8. Well of The Fell (full of bones)
9. Secret staircase to lvl. 3 and rotating pillars (turn it to the south and staircase is open)
10. Secret guards chamber (1-3)
11. Monster bones (just as illustrations) and snakes sprawl
12. Moon well
13. Inner sanctum
14. Spear of Longius
15. Metallized Longius

LVL. 3

16. Treasure pile / Boss-Mimic (just as illustrattion)
17. Hall of metallized guests
18. The Shard (just as illustration), metallize anything on touch
19. Illusionary wall
20. Wharf of the endless night / undeground river (who knows where it goes?)

THE PANOPTICON

...IS A SUPERMASSIVE PYRAMIDAL PRISON HEWN FROM A SINGLE MAGIC-DAMPENING ASTEROID. PLAYERS MUST ELUDE THE GAZE OF THE ONE-EYED WATCHERS AND THE DESICCATED DEMIGOD PANOPTES IN ORDER TO SAVE A WIZARD'S FRIEND FROM DEATH BY MASTICATION.

THE OBSERVATORY

An ocular perch from which one might chart the stars and other heavenly phenomena. Teeming with delicate measuring devices of many planes and many uses. Here languishes the Grand Geometer Riz, brood mother of the Watchers and chief servant of Thadron—the Black Sun, the Anathema. Riz paces the circumference of the room, bedecked in a robe of fine flaxen filaments, and will appear to ignore players unless directly confronted. Equally oblivious to the spectacle below, she transmits orders whenever they arrive to her from Thadron's avatar, the black heifer at Panoptes' side. When provoked, Riz employs powerful illusion magic to plunge all players into an immersive psychological fugue.

HOLDING CELLS

Filled with black demons, rogue djinns, sorcerers, liches, gorgons and other mighty monsters, these cells are built to punish. Sinister crank machines and enormous water wheels keep the inmates occupied.

SOLUM LUDORUM

The sand-covered floor of the Panopticon is the site of a gruesome spectacle. Daily, prisoners are brought out of their cells to battle each other at the feet of Panoptes. Winners are forgiven for all debts; losers are fed to Panoptes, and the Watchers eat the bones He spits out.

EYELESS CLOISTER

Between the ship's sections lies the sanctuary of the Watchers, an ascetic hive-mind of generational gaolers, blind but for one bulging calcite "eye" hooded by fleshy lids.

Wardens: Like all Watchers, their eyes have a powerful magic-negating effect. They carry small gold knives to cut paths between floors.

Geometers: Directly serve the Grand Geometer. They carry magic measuring instruments, such as sextants, scales, lenses, etc.

Acolytes: Covered from head to toe in swollen, bony scars, the result of ritual flagellation. Armed with potent punches and lethal litanies.

HALLS & WAYS

There are thirty-three floors split between three massive sections. To travel between floors, players must acquire a gold knife from a Warden. The knife cuts open a Way at each corner of the pyramid—if you can figure out the right angle to slice at.

PANOPTES' GUT

If the players or their wizard-in-distress should be unlucky enough to be involved in the Feast (see "Solum Ludorum"), they might find themselves in Panoptes' digestive tract. In this case, players have five rounds to escape before they are consumed by His stomach acid.

The Panopticon by Anna Costa

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Rania's Curse - AnomieCoalition 2015 - DrunkenNerdery.com

Introdcution: Rania was once a beautiful elvish maiden given the gifts of immortality and prophecy by the gods. This temple was built for others to witness her talents and pay tribute to those which bestowed them. However, Rania was beset by visions of the downfall of the elvish empire she served. Unable to stop the destruction, she languished in despair. The weight of her sorrow was so great that the temple itself began to sink into the lake on which it sat. Angry that they had choosen someone clearly unworthy of such gifts, the Gods punished Rania. Her prophetic ability was stripped and they condemned her to endure eternity as a hideous medusa.

Hook: The adventurers can be lured into investigating the temple either in search of the oracle's knowledge or by the rumored treasure that accompanies most elvish ruins. They will be directed to a lake in the ancient elvish homeland, but are surprised to find that most of the complex is submerged. With only a few buildings pertruding above water, they will have to dive to reach the entrance.

Temple Features: The entire first floor is completely under water; its mosaic floor tiles are covered in muck while the walls are illuminated by phosphorescent plankton. All the doors have rotted away and many passages are blocked off by rubble. Stairwells lead to the second floor which is above the water line and largely free from the ravages of the lake.

First Floor Wandering Monsters:
- Electric Eels (1d3)
- Stingrays (1d3)
- Piranhas (1d4)
- Medium Water Elemental

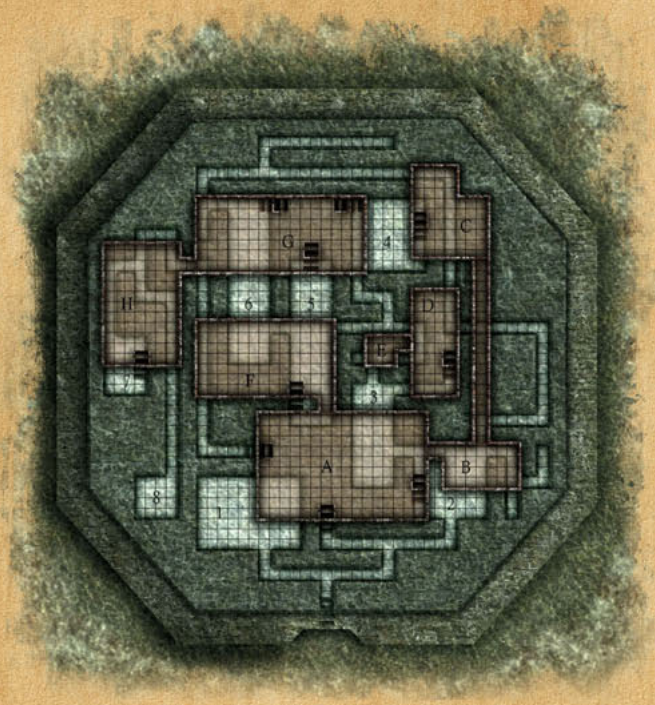
First Floor:

1 - Purification Room: Several tattered cloaks still cling onto pegs that line the walls. Algea collects in the cracks of a shallow pool in the center of the room. Craftfully Inscribed on the walls in ancient elvish are the words: "Cleanse yourself of the past to understand the future."

2 - Antechamber: The decapitated statue of an elvish maiden sits atop a raised dias in the center of the chamber. Three Lacedons (Aquatic Undead) occupy this room.

3 - Santuary: Two rows of rotted benches fill most of this room and face an altar to the south. A hideous Sea Hag sits atop the altar admiring the decapitated head of a statue.

4 - Servant's Quarters: Broken fragments of furniture clutter this room. The skeletal remains of an elvish man lie sprawled on the floor. Crudely carved into the floor next to him are the words: "Where there was hope is only despair. - Rania is cursed."



5 - Feasthall: A long low table fills the center of the room while tattered tapestries, faded beyond recognition, adorn the walls. Broken shards of pottery and the bones of the dead float in the still waters. Three Lacedons (Aquatic Undead) sit at the table.

6 - Kitchen/Pantry: The southern half of this room once served as a kitchen with an iron stove and several tables for food preparation. The northern half is lined with an assortment of crates, sacks, and barrels. Small fish swarm around the rotted flesh that still clings to meat hooks hanging from the ceiling.

7 - Librarian's Office: The room is bare except for a writing desk and a journal that lays open upon it. The pages crumble as you leaf through the book. Although most of it is illegible there is a passage that speaks of everyone's sorrow at the fall of the empire and how the temple itself seems to be somehow being crushed by the weight of that despair.

8 - Reliquary: Ornately carved columns frame the walls and in the center of the room is an exquisite wooden chest inlayed with precious gems. The chest contains a magical item (GM choice) but is also protected by a Glyph of Warding (Blast-Electricity)

2nd floor:

A - Prophecy Room: This room features a large cathedral ceiling with domed glass protruding from its center. The sun/moon light shines down upon a circular platform surrounded by rows of curved benches. In the northwest corner is a scribe's desk with several pieces of parchment. Most of the words on the page have been scrawled out but you can still make out a prophecy about the flooding of the temple and a curse to befall Rania.

B - Artists's Worskhop: The room is filled with easals, looms, a sculptors table and various art supplies. Among the unfinished works that have been abandoned is a painting that depicts a hag and several undead swimming by an altar.

C - Servant's Quarters: This room looks very much like its counterpart on the first floor except that much of its furniture is still intact. There is a strange statue of a man lying prone on the floor attempting to cover his eyes.

D - Vault: There are number of treasures sitting upon tables in this room (GM choice). Two Grimlocks occupy this room.

E - Secret Treasure Room: The door to this room is hidden behind one of the tables in the Vault. It contains a number of precious artifacts (GM choice) but is also protected by a Glyph of Warding (Blast - Electricity).

F - Hall of Veneration: The walls are adorned with beautiful tapestries, paintings, and sculptures depicting the visions of the Oracle. Several of these works of art have been defaced, including those which depict a medusa and the sinking of the temple into the lake. Three Grimlocks occupy the room.

G - Oracle's Chambers: This room features the finest furnishings of the temple. But there are also several statues positioned in poses of action or defense chaotically arranged around the room. Rania/Medusa occupies this room. The party may converse with her, but she is only toying with them and combat is inevitable. (A generous GM might include a mirror in the room or as treasure in another room.)

H - Library: The room is a disheveled mess with bookcases knocked over and piles of parchment littering the floor. Scorched tile in the southwest corner suggests that many books were burned. Those tomes that survived contain the prophecies of the oracle. Two Grimlocks occupy this room.

Concluding the Adventure: Unfortunately for the party, there is no wisdom to be gained from the Oracle. They can however take solace in surviving the temple and perhaps leaving a little richer than when they came. They also have a great story to tell.

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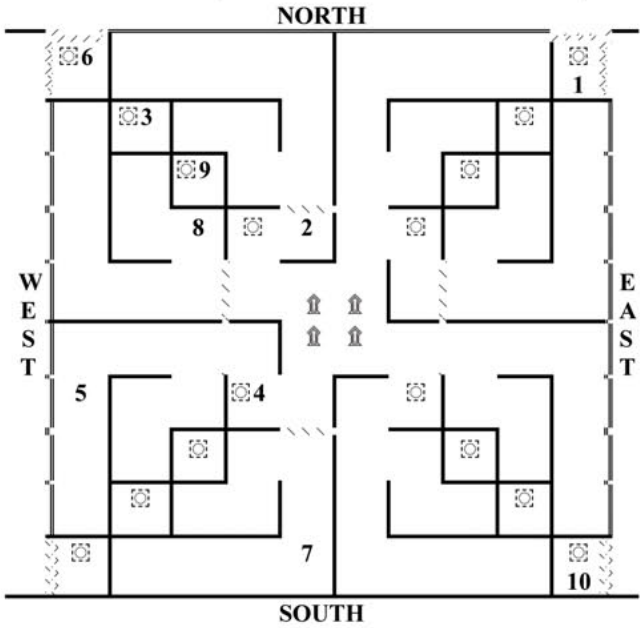
Tensk Ueart's Folly

An abandoned magic tower, now crumbling, hosts an underground dungeon challenge in excellent repair for ambitious and greedy delvers. It is said that a "Wish" will be awarded to anyone finding the way out; nobody knows what happens to those that don't - *Ultimagus Tensk Ueart* disappeared aeons ago and never revealed… The party enters from a one-way room-sized teleportation pentagram in the crumbling tower above using a well-known code phrase: "*All the corners of the earth did I search, but couldn't find them!*" The dungeon is in **black granite**, a hard and glossy ingredient, with **no lights** and no dressings, except the occasional remnants of previous adventuring parties and their foes; a dark, gloomy place that fosters apprehension and feeling of impending doom. It is not empty, although it has no specific monster lairs, and the encounters are all random (as if magically summoned). Tensk Ueart was an unsurpassed summoner; use any random encounter table that fits your system with *high* frequency. Give the party much gold loot to spend at the **coin machines**, they will need the consumables to survive; semi-sane survivors of previous expeditions are good candidates for replacement PCs. Map squares are 5m x 5m with height of 5m (or 10'x10'x10' if you prefer), ceiling and floor of self-same quality as the walls. *All exits beyond the borders of the map (horizontally, vertically, and diagonally from the corners) lead through dark and obscure tunnel(s) to a random (roll every time) corresponding exit on the exact opposite side (double line/wave walls)*. Single wave walls are *secret* ways, all one way; mid-left column are N→S, mid-right column are S→N, mid-upper row are E→W, mid-lower row are W→E. On the diagonals are teleportation pentagrams ⛭ etched on the floor (code phrase: "*I want out!*") that are connected along each diagonal, going from one to the next *outwards*, and only the last one at the corner leads back to the first near the center. At the center lies the **Altar**, an area with arcade type coin machines that serve consumables in exchange for gold coins in exorbitant prices. The (secret) solution of the maze is to trigger the *closing* of the three outgoing tunnels from each of the four corners (3x4=12) so that the **Altar** is energized and a grateful Tensk Ueart resurrected from underneath it, cheating thus a fate imposed to him by daemons of a very high level failed summoning.



1. Nine black marble **columns** as high as the ceiling in a 3x3 square of 1m apart. The middle column has a small **button** that can be **pressed**, thus triggering an 'alarm': for d4 hours every sound the PCs make is magnified, so they are 'ambushed' in every encounter while it lasts. Additionally, it triggers the closing of the SE exit of the SE corner. Another column has a **removable face** and behind it a 'socket': anything placed there will be exchanged with a magic item of near equal worth (repeated).

2. **Statue** covered with a milky substance (acid), of an Ultimagus holding a wand in his right hand and an empty bowl in the other. **Touching** results in light acid damage (repeated). **Prying** the (useless black stone) wand free triggers the closing of both the W exit of the NW corner and the N exit of the NE corner. **Burning** the "valuable aromatic wood" (from #6) in the bowl produces a hoard of gold pieces (d100).

3. On a 3m x 3m wooden **pedestal** lies an empty glass **aquarium** (cube 1m). **Filling** the container with any liquid reveals a hidden "ring of blindness (cursed)" inside. **Pushing** the container deactivates the teleportation pentagram on the floor (repeated, invertible). On the pedestal writings are carved, visible only when the aquarium is pushed: "JUMP ON THE FIRE". **Jumping** on the pedestal dislodges a "valuable ever-burning log" (for #5).

4. Wooden **floor** with mixed planking. One of the planks is **hollow** and contains a "valuable wooden stopper" (for #10).

5. A 3m-tall ever-burning **fireplace** with a dirty **carpet** in front and an incomplete **wagon-wheel** hanging on its fake chimney. **Burning** the "valuable ever-burning log" (from #3) triggers the closing of both the N exit of the NW corner and the E exit of the SE corner. **Jumping** on the fire triggers the closing of both the N exit of the NE corner and the S exit of the SE corner. **Gazing** at the fire (repeated) makes a PC color-blind but able to see in the dark, for d4 hours. **Completing** the wheel with the "wheel missing piece" (from #5) produces a "glass phial of valuable water" (for #10). **Wrapping up** the carpet reveals the "wheel missing piece" (for #5).

6. Statue of a 3m x 3m x 3m **ship** on a wooden **raft** pedestal. **Sliding** the statue curses the actors with a permanent transformation to monkeys. After sliding, some of the raft logs are shown as cracked; **breaking** them produces the "valuable aromatic wood" (for #2). After breaking, **reassembling** the pedestal cancels any shape-changing effect on the PCs.

7. Statue of a **campfire** on the **pedestal** with sculpted mouths. **Turning** the statue produces a hoard of gold pieces (d100). **Jumping** on the statue makes the jumper's boots magical. **Speaking** to the statue (repeated) gives a temporary blessing of +1 level for d4 hours (non-stacking).

8. Statue of a 1m x 1m x 1m **whiteboard**. **Turning** the statue (repeated) displays in random color the text "10^2: When all corners are cornered, the way out will manifest in the center" on both sides for d4 minutes.

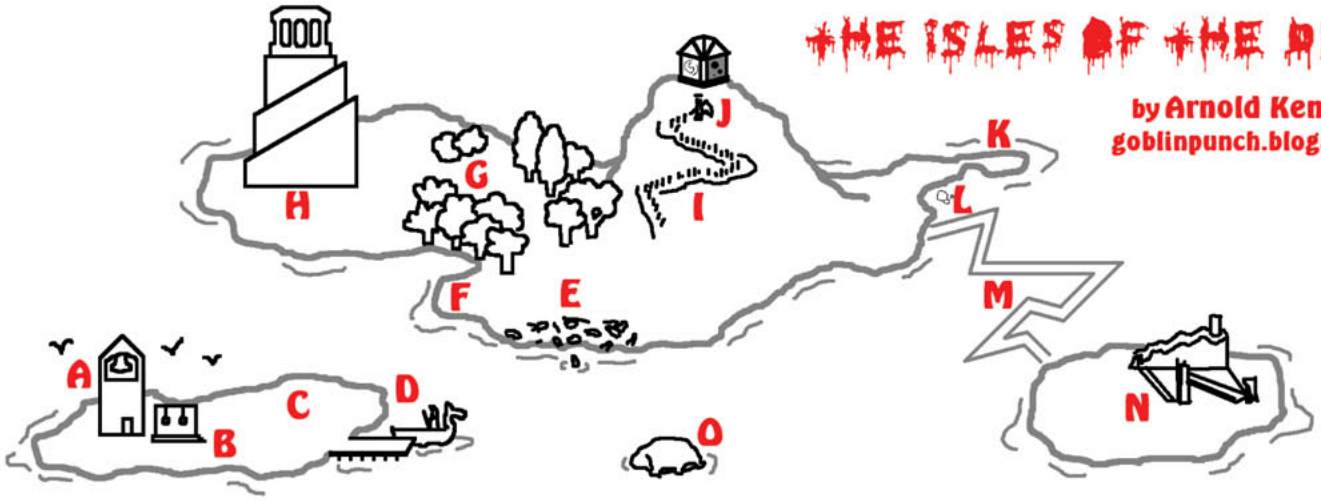
9. The painting of a **maelstrom** in water colors covers completely one wall. **Erasing** completely the painting triggers the closing of both the E exit of NE corner and the closing of the NW exit of the NW corner.

10. The west wall has a fake **door**, with a **hole** instead of keylock or handle; in front of the door is a 1m x 1m (x 1m depth) **grille** on the floor. **Sitting** on the grill (repeated) produces a permanent chaotic effect on the PC (e.g. milky eye etc). **Inserting** the "valuable wooden stopper" (from #4) in the hole triggers both the closing of the NE exit of the NE corner and the W exit of the SW corner. **Pouring** the "glass phial of valuable water" (from #5) into the grille result in light damage (steam); after pouring, **breaking** the grille becomes possible, which reveals a turnable **handle** on the bottom. **Turning** the handle results in light damage (electrocution), but reverses any chaotic effect on the PCs.

"Tensk Ueart's Folly" by **Antonios Kogias** (adon_y_coya@yahoo.com) for *One Page Dungeon Contest 2015*
Many thanks Roger S. G. Sorolla and his great THE ENDLESS BAG OF TRICKS. http://creativecommons.org/licenses/by-sa/3.0/

THE ISLES OF THE DEAD

by Arnold Kemp 2015
goblinpunch.blogspot.com



Suitability: Run this dungeon after everyone in the party has died (i.e. post-TPK). The "treasure" in this dungeon is a chance to return to life, gasping and bleeding.

OSR Compatible Rules: No healing, no rest, no sleep, no regaining spells. If you had prepared spells when you died, each spell has a 50% chance of remaining in memory. No items; you can't take it with you. Everyone starts with nothing except their favorite set of civilian clothing and two copper pennies in their pocket EXCEPT for the member of party who was the most evil—they don't start with any pennies.

Environment: Fog cloaks the islands of the dead, making it impossible to see more than a short distance ahead. The surface of the water is like a mirror, making it impossible to see beneath the surface. The water is only 3' deep, but full of skeletons (HD 1, AC chain, Claw 1d6, half damage from slashing and piercing). Anyone who disturbs the water attracts the attention of 1d12 skeletons. Anyone who dies here turns into a crow (no attacks) but can keep playing.

A The BELLTOWER wakes the party up with its ringing. From the top, the second island is barely visible. Gigantic skeletons, ten stories tall, can be seen against the dim horizon, slowly striding over the surface of the water.

B The GALLOWS is where the party first wakes up, hanging by their necks from black ropes. Crows circle above them, laughing with human voices. If the crows are addressed, they will offer to "get you out of here" for the price of two copper coins. If captured, the crows can explain what is going on, more or less honestly. If fed 2 coppers coins, the crow will grow enormous, pick up the person, and drop them off at area G (in front of the line) before flying off laughing

C HANS is walking around here, confused. He doesn't know where he is, and could have sworn that he was repairing the roof of the cathedral just a minute ago. He is confused as to why he has two copper coins in his pocket.

D The BOAT is manned by the withered, mute boatman (HD 3, AC leather, staff 1d6). The boatman will not do anything except deliver passengers to area D (once they've each paid the price of 2 copper coins) and defend himself. Boat has an oar, but it is not used. Anyone who kills the boatman takes his place, and cannot be resurrected, nor leave the boat.

E The SHORE is covered with bones, broken and trampled. Femurs make passable clubs.

F FRANKLIN sits on a stone here, weeping and begging for someone to kill him. If killed, he will turn into a weeping crow, then fly off.

G The FOREST OF CROWS. Here, the white knight (HD 4, AC plate, Axe 1d6+1) only allows people past him if they can answer his riddle: *I am the enemy within. All will join my cause, and grow pure and clean and thin.* (Answer: a skeleton).

H The TOWER OF ATONEMENT has 999 floors. Anyone who meditates here for 999 years will improve their chances of going to Heaven. Prayers are led by Sir Hector, the famous demonslayer. He will heal anyone who requests it. If he hears about the demon in area N, he will gladly let a PC borrow his sword, named Transfiguration. This is a sword +1 that does triple damage against demons. Additionally, it can make its bearer resemble an angel for 10 minutes, once per day. This sword is the only thing that can be brought back to the material plane—it will be found in a coincidental spot, minutes after awakening.

I The LINE OF PEOPLE waiting to go up the hill. There are 22 in all, mostly old people. A few crying children. Fighter in chainmail is looking for his (still living) friends. Many confused faces. Denial. Anger. The line moves swiftly. More passengers arrive from other directions, other boats.

J The HILLTOP is where the angel (HD 9, AC plate, Sword+Whip 2d6/2d6 + entangle) judges people according to their sins and ushers them through the correct gate. Kind and reassuring. Wise and insightful. If anyone refuses to enter the afterlife, she will use her whip to throw them into the proper portal. However, she cannot leave her station, and must guard the two gates (one to Hell, one to Heaven).

K MARIA paces around here, calling out for a demon she heard was capable of resurrection. Desperate for any chance to return to life. Tear-streaked. Was a bar maid at a major city. Wants you to carry a message to her sister, if you manage to return to life.

L The WILL O' THE WISP will lead the party on the submerged path. The wisp briefly resembles the face of someone that the party once helped, and who is now dead. If the party has never helped anyone who later died, then the wisp will not appear here.

M The SUBMERGED PATH is an inch below the surface and impossible to see from above. Those on the path are safe from skeletons.

N BURNT CHURCH RUINS hold a demon (HD 6, Flight, AC chain, Throwing Knives 1d6/1d6/1d6) who appears as a halfling in a black suit. He's been watching the party's progress. He will offer to send a soul back to the world of the living if another soul willingly agrees to serve him for eternity. He will only send the whole party back if he is bargaining for his life, or if they kill the angel in area G.

O FALSE ISLAND is actually the top of a giant skeleton's skull (HD 8, AC leather, Stomp 1d8, half damage from slashing and piercing). If approached, it will attack.

Ending the Adventure: Anyone who returns to life will forever bear the scar around their neck from the gallows in area B. They will also gain the ability to *speak with dead* 1/day. If anyone became the boatman, they cannot be raised (as this is their new, eternal task).

For more good stuff, visit Goblin Punch at goblinpunch.blogspot.com.

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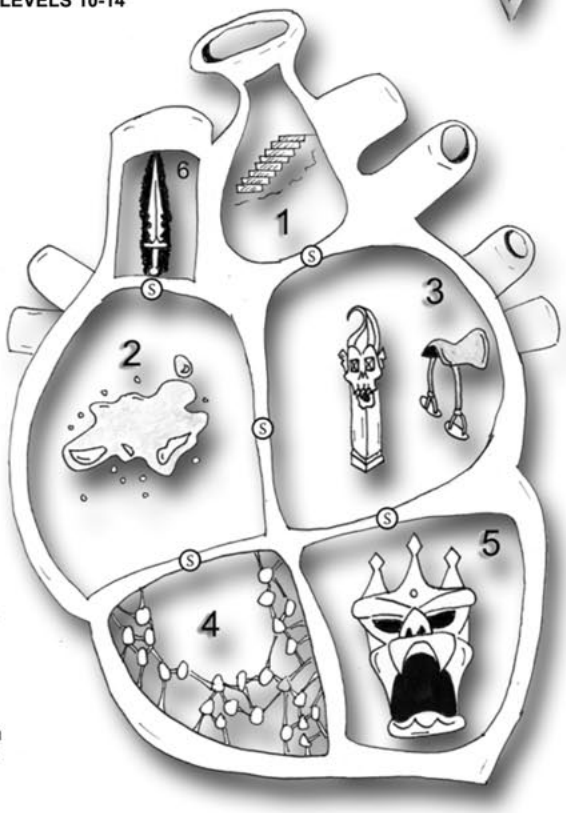
THE BROOD VENTRICLE

By Barry "Grand DM" Pace

AN ADVENTURE FOR CHARACTER LEVELS 10-14



Background: The heart of an ancient dead god from the astral plane has served the githyanki for centuries as an egg hatchery. Erosion caused by some local construction has exposed one of the alien looking entrances. Commoners have begun to go missing and reports of skeletal men are rampant. Heroes are called to investigate!

Dungeon Notes: The massive disembodied heart still beats ever so slowly while buried in the earth of the prime material plane. A new batch of eggs has been delivered to incubate inside the heart. Githyanki assigned to guard the eggs have grown impatient and raided the surface world for human flesh. The heart's chambers are sealed extradimensional spaces composed of slimy membrane. If pierced or cut it they will immediately seal back up. The only passage through the walls is by finding secret apertures (5 in total marked with an S on the map) which should be very difficult rolls for the PCs.

Room Key

1. Vena Cava: Disgusting slime coated entrance; odor of blood; intermittent thumping sound; barely visible descending stone stairs. Any creature other than githyanki which proceed down the stairs will be subject to the rubbery walls constricting them to death. Each target on their turn must make a successful strength check of 20 or suffer 4d6 damage per round. The constriction will only end after the walls have been dealt 100 points of damage. Waiting for the PC's at the base of the stairs will then be **Githyanki (2)** which serve as guards.

2. Blood Clot: Walls covered in pulsating veins; metallic sweet smell; enormous pool of partially coagulated blood on floor; ruddy colored boot prints everywhere. The pool is 25' deep and composed of thick viscous blood which the githyanki can use as a healing source or sustenance. Any PC's partaking in the astral blood will be healed to full but risk a 50% chance of permanently becoming a cannibal.

3. Atrium Stable: Two massive black saddles on rests; extremely hot temperature; smoky air assaults senses; githyanki head pedestal inset with red diamond eyes. If a diamond is touched it will recess into the pedestal conjuring forth one of two **Adult Red Dragon** steeds. Simultaneously an artery used as a flight chute will open which leads to the surface. The former will close after five rounds. The dragon(s) will attack intruders immediately. The red diamonds are so rare they should be considered priceless. Wars have been fought over similar gemstones.

4. Brood Ventricle: Clusters of upright ovoid shapes; mucous strands on walls and floor; toxic smelling air; dull headache immediately upon entering chamber. Hundreds of fresh githyanki eggs are found here. **Githyanki (4)** hatch mothers assigned to watch over this chamber will fight to the death defending it. Every round spent here the PC's must make a difficult constitution saving throw or become unconscious from the euphoric calming gases of the chamber.

5. Portal Ventricle: Strange constant metallic hum; antiseptic smell; large stone face with gaping mouth; strange shadows cast about. The mouth of the face contains a portal to the Astral Plane that the githyanki have used for centuries. If entered by the PC's their astral bodies will be tethered to silver cords which are highly susceptible to the silver swords of the githyanki. Destroying the portal (200 HP) will also cause the heart to wither and rot in 1d6 days. Every time the portal is damaged a **Githyanki (1)** knight will step through in order to defend it.

6. Armory: Stone racks of swords and armor; sickening smell of oil; two mounted heads with tentacles; obsidian box banded in rusted metal. This chamber contains armament for any visiting githyanki that wish to form a war expedition. Included is , 5 two handed swords +2, 5 suits of splint mail +2, Oil of Sharpness (5 vials) and inside the obsidian box *Dying Light* (see **New Magic Item**). Non githyanki touching the box will animate the **Taxidermic Mind Flayer Heads (2)**. Each head screams a terrible cacophony of alarm and attacks with mind blast before becoming inert.

New Magic Item: *Dying Light,* two-handed silver sword +3. This legendary blade extinguishes all light in a 20' radius as a *Darkness* spell. In addition the wielder can see in any darkness as normal. If used astrally, Dying Light has a 40% chance of cutting the silver cord of any target hit. The githyanki will hunt relentlessly anyone stealing this sword.

Random Encounters (1d4)

1. Githyanki (4) return from a surface raid with several human prisoners to eat.
2. Intermittent booming heart beat causes tremors. Hard dexterity save or fall to the ground prone.
3. Alien whispers create eldritch hallucinations. Hard wisdom save or panic and try to leave the heart.
4. A valve opens sending black blood splashing everywhere. Hard dexterity save or take 10d6 fire damage.

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The Frozen Tomb of Za'at

The Noh, pre-human savages of the time before history have survived for millennia away from civilising forces, in the deep tundra. They live out their lives in service to debase and terrible alien gods, and dedicating themselves to hunting for the mega-fauna of their frozen homeland.

The Tomb of the Za'at, is the final resting place of one of the Noh's greatest Shaman, Za'at the Mad. It is hidden within a deep cave, hundred feet up a steep cliff in the frozen wilds, and is a place of dark wonder, filled with the malignant lore and riches of the Noh.

Rooms

1. Lip of the Waterfall.
Getting access to the cavern requires climbing up a 100' of rock and ice, for the stream that formed the cave falls from the cave mouth, and freezes quickly against the rock. This climb requires a number of difficult climb checks, made all the more unpleasant by the rain of freezing water from the water fall. This is complicated by the fact that a nightgaunt (or other similar winged horror) has been bound to guard the entrance. There is a 50% chance that it is nearby, and swoops in to attack a randomly determined adventurer, as they climb the ice. Just out of sight of the cave entrance, a Noh tomb guardian (wight) lurks ready to attack. It will lunge at the first member of the party shortly after they climber over the lip, and do it's best to kill the adventurer, or throw them from the cliff.

2. Chamber of the Wives of Za'at:
This cave is tomb to the twelve wife-slaves of Za'at, powerful magic users in their own right, they were scarified on the death of Za'at the Mad. They have been interred here, wrapped in fine linin, and adorned with a small fortune in amber, ivory, and jet jewellery of primitive but fine craftsmanship. Should an adventurer loot their corpses, along with the random treasure they take from the bodies, they find themselves under a curse. The whispering accusations of the dead wives disturb their sleep until the curse is removed, interfering with all activities that require sleep.

3. Cave of visions:
This cavern is filled with jars containing dried Psychotropic mushrooms. The jars have had the description of a dream quest ritual scribed into them in Aklo, explaining that the consumption of the mushrooms in this cave, meditating in the darkness will result visions of the goods. If an adventurer undertakes the vision quest, they witness great horrors and vile truths during the experience. The character may raise by one, a spell casting stat of their choice, but should roleplay being mortally terrified of the stars from now on.

4. Tight Squeeze:
A tight squeeze through a narrow gap in the rock. The stream rushes here, battering the adventurers as they squeeze through. Any adventurer wearing heavy armour (such as plate) will need to remove it to squeeze through here.

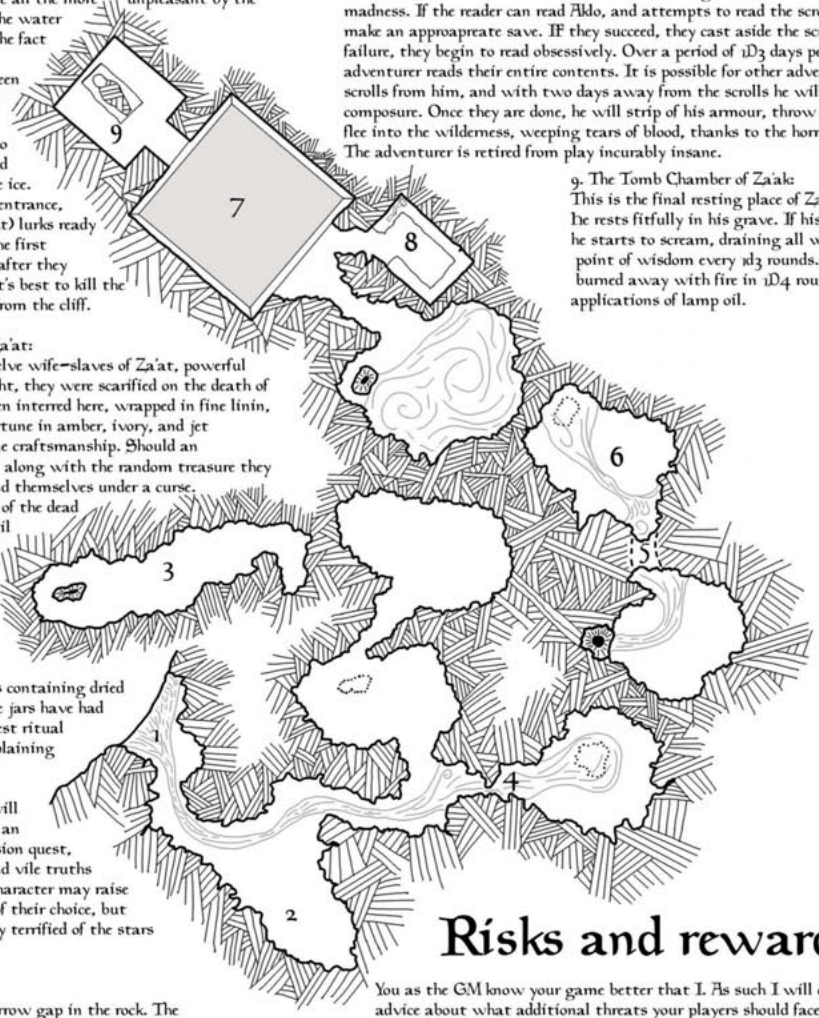
5. Sump Chamber:
The cave appears to end here, in a blank wall with a deep pool at its base. This is a sump of freezing water and mud, where the tunnel has flooded. The adventurers must dive under the water, swimming through 30' feet of pitch blackness. Success requires an intelligence or appropriate skill check to navigate through without panicking and a successful strength or skill check to swim through.

6. Guardians of the tomb:
Another pair of tomb guardians(wights) can be found here, but the floor of this chamber is slick with silt. Combat here requires a dexterity check each turn by all combatants, lest they fall prone during the fray.

7. Pool of quicksilver:
This large chamber contains a cistern (4' deep) of mercury. There is no obvious way across, though there is a tomb obviously visible on the other side.

8. Library of the dread shaman:
here, ten perfectly tanned human skins are rolled up. Their surfaces have been tattoo-ed in fine detail, vast stores of forbidden lore. Reading these scrolls is a sure path to madness. If the reader can read Aklo, and attempts to read the scrolls the reader may make an approapreate save. IF they succeed, they cast aside the scrolls in disguest. On a failure, they begin to read obsessively. Over a period of 1D3 days per scroll, the adventurer reads their entire contents. It is possible for other adventurers to take the scrolls from him, and with two days away from the scrolls he will recover his composure. Once they are done, he will strip of his armour, throw aside his weapons and flee into the wilderness, weeping tears of blood, thanks to the horrors he has witnessed. The adventurer is retired from play incurably insane.

9. The Tomb Chamber of Za'ak:
This is the final resting place of Za'ak the mad. he rests fitfully in his grave. If his grave is disturbed, he starts to scream, draining all who hear the noice of one point of wisdom every 1d3 rounds. The body may be burned away with fire in 1D4 rounds, with the applications of lamp oil.



Risks and rewards

You as the GM know your game better that I. As such I will offer only general advice about what additional threats your players should face and what rewards they should recieve. The cave and the cold should be the primary threat that the adventurers face. Skill checks and attribute checks for climbing, swimming and resisting the cold should be regular. The cold especially should be a real enemy to the adventurers.

Treasures found in the caves should take the form of Noh Jewelry, made from amber ivory. Enchanted flint headed weapons are also a possiblity. Keep in mind that the Noh are a stone age civilisation, and that their crafts while skilled, are technologically limited.

Lastly, to get the feel of this adventure right, be sure to check out the work of Clark Ashton Smith.

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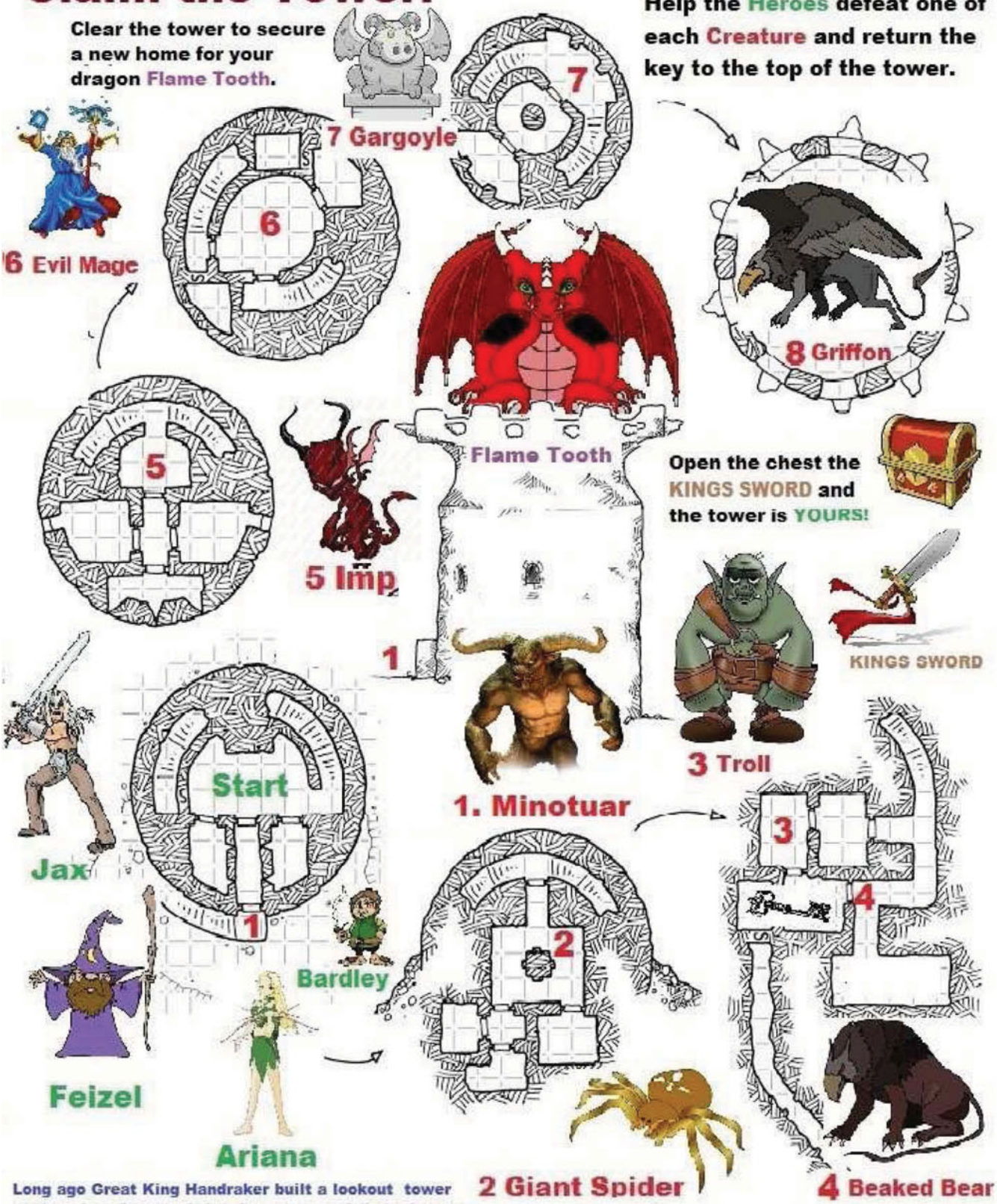
Claim the Tower!

Clear the tower to secure a new home for your dragon Flame Tooth.

Help the Heroes defeat one of each Creature and return the key to the top of the tower.



Long ago Great King Handraker built a lookout tower at the edge of town. It has been rumored that whoever rules the tower has magic powers beyond belief at their control. You dont care about that. You have a new dragon that needs a home. The tower has been nothing but a pain due to the endless battles going on by all sorts of creatures. Do the town a favor and find the Sword of the King. Then you will rule the tower.

Random Encounter Each Time you Enter a Level

1. 2 Zombies	5. 4 Wolves	9. 1 Harpy
2. 3 Giant Rats	6. 3 Goblins	10. 1 Ghost
3. 2 Skeletons	7. 2 Orcs	11. Mummy
4. 6 Bats	8. 3 Kobolds	12. Vampire

Scale level of heroes appropriate for your game system for type of creatures depicted.

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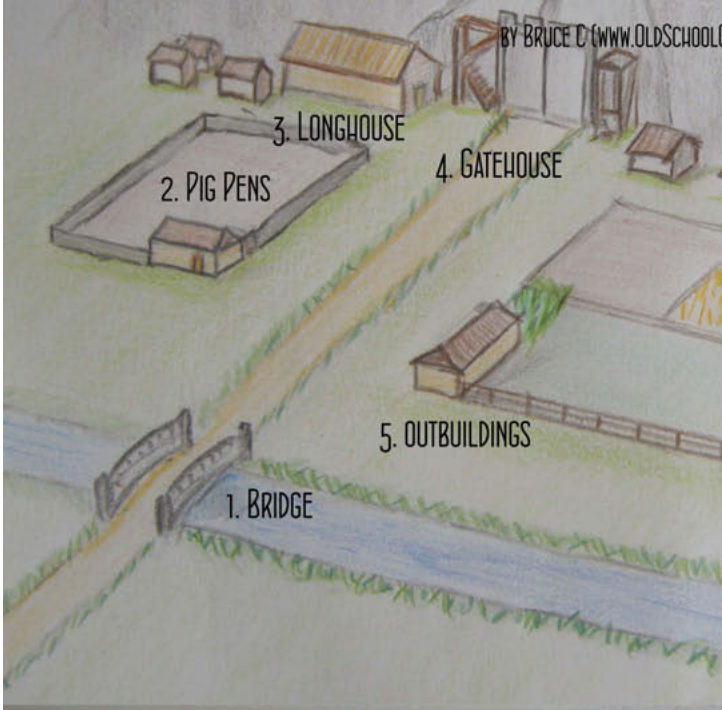
The settlement of Nuholdt (Nu = New. Holdt = Hope or Home) is modest by traditional Dwarven standards.
The outskirts of the town are above ground and a defensible 'lower town' is built into the mountainside.
The Lower town hides a dark secret:

The Beast of Nuholdt

by Bruce C (www.OldSchoolGaming.tumblr.com)



Upper town

The beast of nuholdt has decimated local wildlife and livestock.

1. An emaciated troll lives under the bridge (Where else?)

2. Pig pens and chicken runs. Empty but for a single rooster. which on closer inspection will turn out to be a cockatrice

3. Longhouse. The Town Elders will welcome adventurers. then try to (1D4):

1. Bewitch/Charm the party into helping tackle the beast
2. Poison/Drug the party and feed them to the beast
3. Offer Wine, women and song in exchange for the beast's head
4. Offer Gold in exchange for the beast's head

4. Gatehouse. Four armed dwarves guard the gate and will not permit access to the lower town without permission from the elders.

5. Outbuildings. Farmer held hostage by hungry gnoll raiding party.

Lower Town

The Beast of Nuholdt is a minotaur. The dwarves have managed to trap it in the lower town but none are willing to face it!

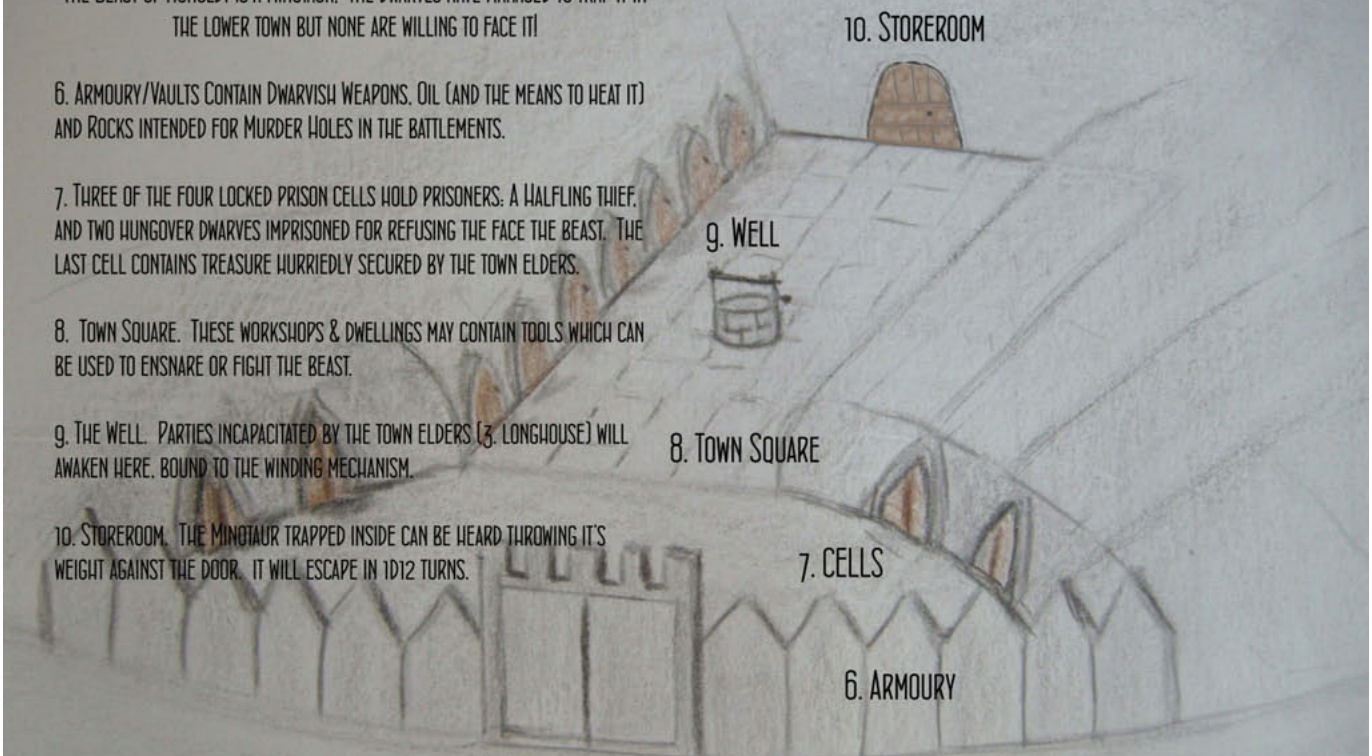
6. Armoury/Vaults contain Dwarvish weapons. Oil (and the means to heat it) and rocks intended for murder holes in the battlements.

7. Three of the four locked prison cells hold prisoners: A Halfling thief. and two hungover dwarves imprisoned for refusing the face the beast. The last cell contains treasure hurriedly secured by the town elders.

8. Town Square. These workshops & dwellings may contain tools which can be used to ensnare or fight the beast.

9. The Well. Parties incapacitated by the town elders (3. Longhouse) will awaken here. bound to the winding mechanism.

10. Storeroom. The Minotaur trapped inside can be heard throwing it's weight against the door. It will escape in 1D12 turns.



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FUTURE TENSE

by bygrinstow **OPDC 2015**

Amid the wilderness or along a road, an alien figure rushes up to the Party – claiming to be one of them from the future! This "Duplicate" (a.k.a. "Alt") has journeyed back in time to prevent their past-self's imminent death and subsequent reincarnation (hence the unfamiliar appearance). Of course, there is more going on here than meets the eye...

Alt, the "future" version of one of the Party members is in fact lying – and is a thrall of a powerful being (the HHROOUQK) who is controlling many individuals in the area. His ruse is that along the Party's intended path a young woman will implore them to save her father, who's run afoul of Brigands holed up in the woods. The story goes that the Brigands' Witch ally will kill Alt's "past self" as they attempt to rescue the old man, and the rest of the Party will seek to get him resurrected – able only to locate a Druid who can instead reincarnate him. Alt spends several years in this new form until "recently" meeting a Djinn and trying to undo his death. Being sent back in time by the Djinn (who takes the words of the wish too literally), Alt has discovered that there is a potent magical Totem that will protect his past self from the attack of the Brigands' Witch – the attack which kills him and leads to this whole chain of events. The Totem is said to be at the bottom of a black pool in the back of a local cavern. Alt is reluctant to say too much or to accompany the Party, for fear of complicating events beyond rescue, somehow influencing things too heavily or revealing too much of the future.

Alt is mildly telepathic and can thus answer questions when asked, such as "what's your sister's name" and the like. This doesn't mean his ruse can't be revealed, but the telepathy and explanation of avoiding saying too much should certainly make it a challenge to discover the lie conclusively. The Young Woman and the Brigands and other elements are also all in place, being additional thralls of the HHROOUQK. The "black pool" that is said to contain the magical, protective Totem is in fact the HHROOUQK itself – an amorphous, umber sludge with little motility, but high IQ and strong magical powers.

The Cavern is used for mushroom farming by local humans – and local goblins, as well. It is rampant with mushrooms and is not without it's dangers. Generate the cavern by rolling 1d8 and employing the map section of that number. Each map section should feature one or two encounters from the Encounter chart. Thus the cavern can be as large or as small as suits your preferences and time-frame. The "Final" piece can be used in place of a roll anytime you feel appropriate.

ENCOUNTERS (1d12)

1. Five Goblins nervously observing a very near Fungal Ogre.
2. Seven resting Humans with sacks of mushrooms.
3. Six Goblins fleeing a Spore Cloud.
4. Four Goblins hiding from three Burn Beetles.
5. Four Cave Spiders driven mad by Fungal Taint.
6. Nine Goblins with Fungal Taint.
7. One Fungal Ogre, roaming.
8. Spore Cloud – Save versus Fungal Taint.
9. Five Goblins harvesting mushrooms.
10. Two Fungal Ogres hidden in Spore Cloud (does not effect them).
11. Eight injured Goblins binding wounds.
12. Crumbling Floor Trap – the upper edge of the next change in elevation is unstable and breaks away, making climbing dangerous.

FINAL. Stone Sentries (x) block the way to the Pool of the HHROOUQK.

*These **STATS** are suitable for a low-level Party. Adjust or find substitute creatures for a higher level adventure. Alternate creature stats can be found at... appendixm.blogspot.com*

Burn Beetles: AC +6, hp 7, Bite +2 (1d4+1d4 heat), Mv 30'

Cave Spiders: AC +2, hp 12, Bite +4 (1d3 + paralysis 1d3 rounds), Mv 20'

Fungal Ogre: AC +5, hp 22, Slap +6 (1d10), Mv 20'

Fungal Taint: causes irrational violence, paranoia, and increased adrenaline. Adjust AC, attacks and damage by +2.

Goblins: AC +3, hp 4, Pick +1 (1d4), Mv 20', 1d4 cp

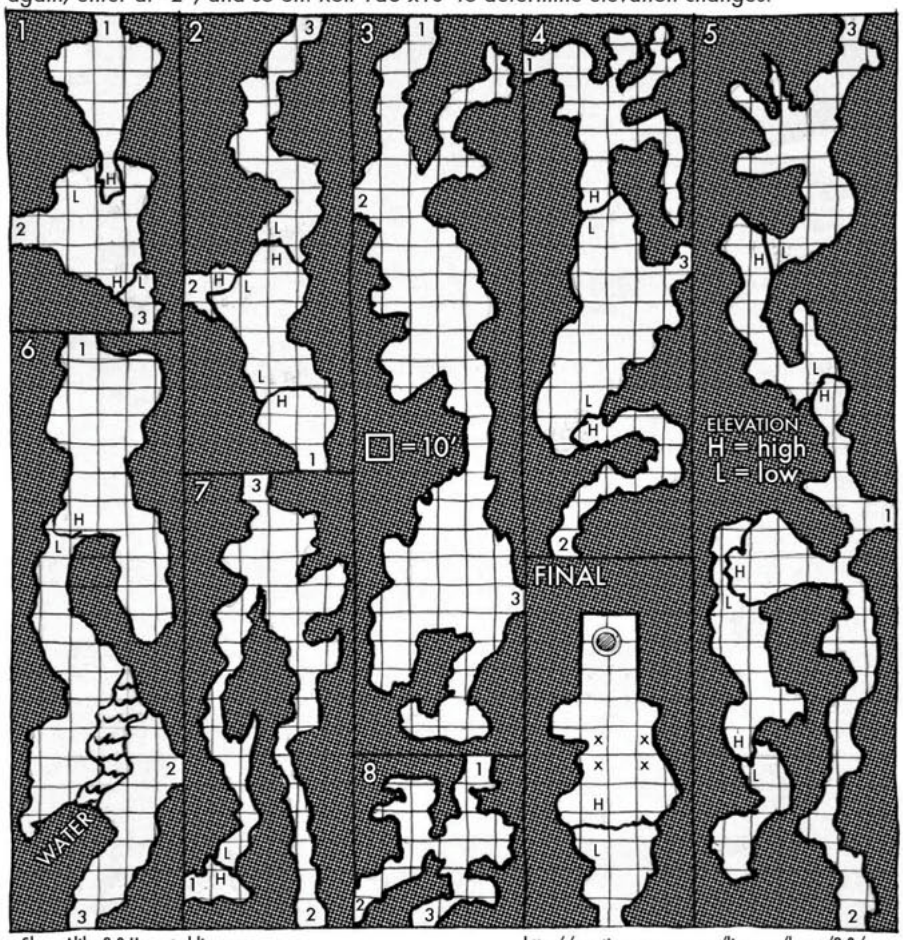
Humans: AC +5, hp 6, Shortsword +2 (1d6), Mv 30', 1d3 sp

Spore Cloud: lasts 2d12 rounds, Save at -4 (1d3), Mv 5' (when expanding to an area equivalent to 10-12 squares at 10' deep), cuts visibility as does a heavy fog.

Stone Sentries: AC +8, hp 18, Punch +6 (1d8), Javelins +4 (1d6), Mv 30'

HHROOUQK: AC +0, hp 50, choose a number of spells from your system equal to the number of Party members plus 2, including one hypnosis-type spell and one 'instant death' type spell. This ooze can use each spell once per day.

The first time a Tile is used, entry is at the space marked "1". If the same tile comes up again, enter at "2", and so on. Roll 1d6 x10' to determine elevation changes.



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The Heist

An adventure for LVL 1 characters.

Try to steal the "Golden Egg", a 10,000 gold coins masterpiece.

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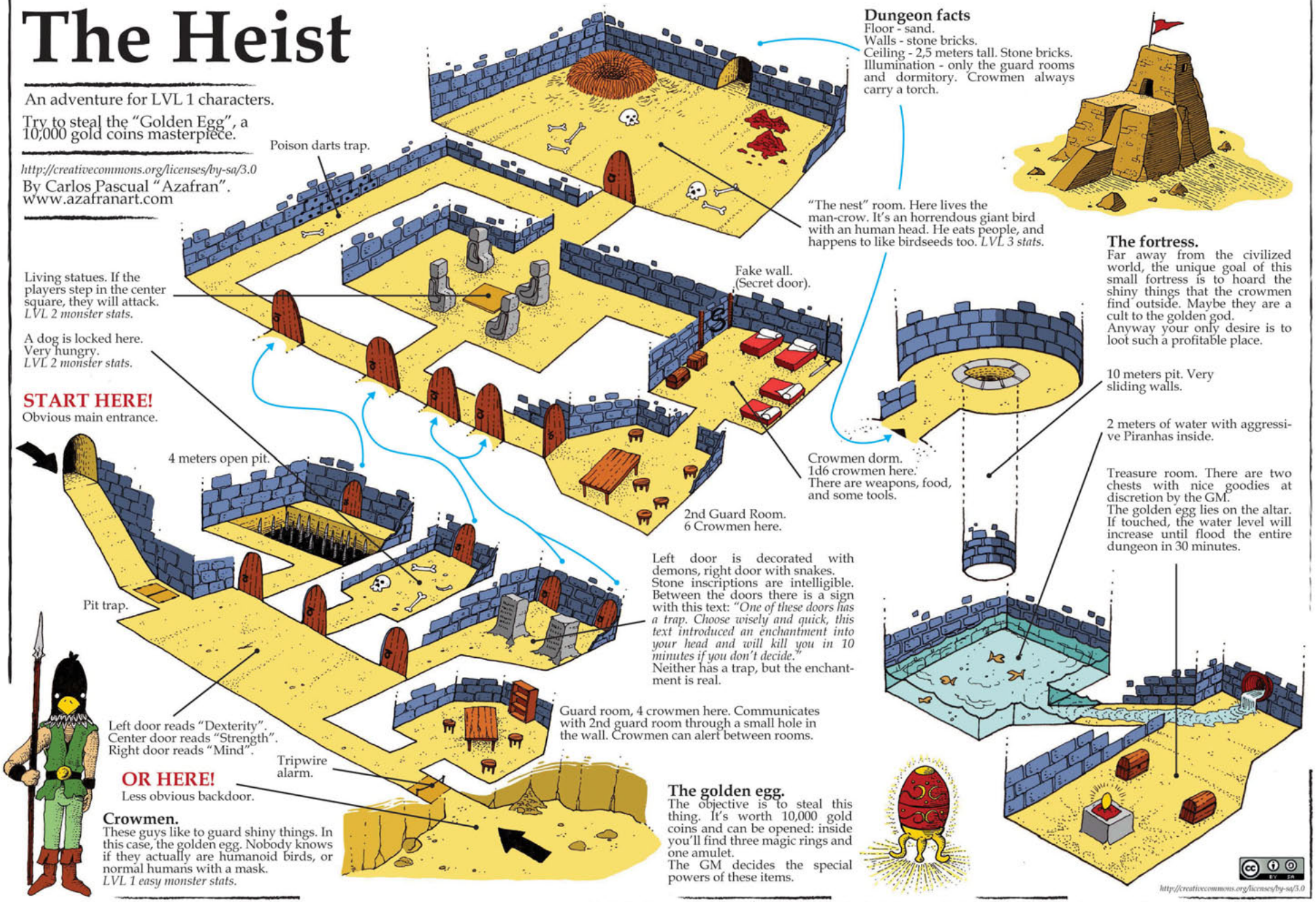
By Carlos Pascual "Azafran".
www.azafranart.com



By Carlos Pascual "Azafran". Inspired by Old School roleplaying, D&D, and Jose Carlos Domínguez minidungeon "El desafío del escudo".

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The Shifting Room (CR 5 Dungeon). It is a single room, a square of 12x12 meters (8x8 squares)

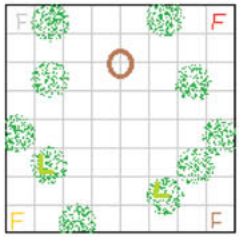
The room has eight possible configurations: Initial, **Forest**, Swamp, **Moving Walls**, **Arrow Chamber**, **Volcano**, **Emptiness**, Treasure room. When the room is shifting, characters can take a move action. Everytime the characters go through all five rooms and they're not in the correct order, the last room sends them into Emptiness instead.

The correct order is: Initial -> Forest, Swamp, Arrow Chamber, Volcano, Moving Walls -> Treasure Room.

Characters are supposed to do researches outside of the dungeon to find the correct order. I prepared two possible hints: orc notes and rhyming hint. Means of acquiring the orc notes are up to the DM, although I suggest an old man helped a dying orc (betrayed by room's creator) and got the notes. An alternative approach is the rhyming hint, maybe a song sung by a specific bard they have to find. The difference is that this one requires a first visit to be understood, the orc notes don't. Note that, by a brute force approach, this dungeon requires from 1 to 24 attempts to be solved.

Initial: There's a lever in the middle of the room. Pulling it, the room shifts to Forest. The entrance is a door, that disappears as soon as the room shifts.

Forest



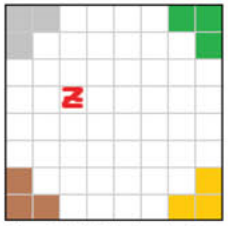
The green things are trees.

F: Four coloured flowers made of metal. Fitting the golden bee in one of them, the room shifts to the appropriate colour.

O: A brown bear. When the characters appear, the bear is busy eating from a honey jar. Upon closer inspection, the jar contains the golden bee too. The bear will defend the jar with all he's got.

L: Two hidden (Spot CD 20) assassin vines, that attack everyone who goes near their tree.

Volcano



Written on wall: LET THE STONE IDOL RETURN TO THE EARTH.

Temperature: Hot (50°C)

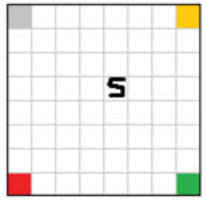
Four pools of coloured lava. It's easy to avoid falling in it while the room is shifting, but finding yourself near those threatened squares causes 2d6 fire damage (Reflex DC 15 halves). Dropping the stone idol in it, the rooms shifts to the appropriate colour.

Z: A Zezir. It spits flammable mucus and set it on fire with his breath the next round. When it dies, its body becomes the stone idol they have to drop in a lava pool.

Arrow Chamber

Written on wall: THE BEST OFFENSE IS A GOOD DEFENSE.

Four coloured stone elves with a bow are in the four corners, and follow characters with their eyes. In every bow there's a Slaying Arrow (if hit, DC 20 Fortitude or dead. Death effect). Characters can go near them, remove the arrow and do whatever they like, but if they attack the elf with any mean, the attacked elf instantly shoots. If the arrow is removed the elf becomes a statue until it is put back. Statues and arrows are indestructible. If one of the coloured arrows is sticked in the shield, the room shifts to the appropriate colour. Note that the shield disappears, too.



S: a +3 Arrow Deflection Shield (if attacked by ranged weapon, Reflex DC 20 to make that hit the shield)

Swamp

Swamp-like terrain (speed is halved).

In the four corners are four opened graves. On each of them there's an orcish inscription: "Rest in peace". Putting the orc's body (or any orc), undead or alive (or dead) in one of them makes the room shift to the appropriate colour.

T: Troglodyte zombie

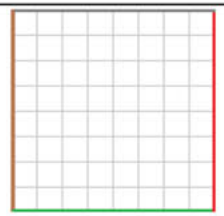
P: Human commoner zombie.

O: Orc zombie

Orc's notes

Peas-Iron-Wood-Blood-Gold
Little bee want pollen. Jump in grave. Fear arrow, no fear wall.

Moving Walls



Each of the four walls has a different colour, and a lever on it. Pulling it, the whole wall starts moving, making the room smaller. It can't be broken or stopped (DCs should just be too high), and it moves one square each round. After 7 rounds, when it's about to crush the characters, it just disappears. The room shifts to the appropriate colour or to the Treasure room if the order was correct.

Note: this is meant as a last trick to make unaware adventurers flee (for example by teleporting away), so make it scary.

Emptiness

Every character finds himself in total emptiness for 1d10 minutes, then he's back in the room (Initial status). He has to make a Will save (CD 10+number of minutes spent there); fail means he takes 1d6 Wisdom damage.

Treasure Room

There's a door that leads outside the room, and the treasure. What the treasure is made of is up to the DM and his characters' desires. Are they looking for something special? Maybe a kidnapped princess is there? Or a long lost artifact?

Rhyming hint

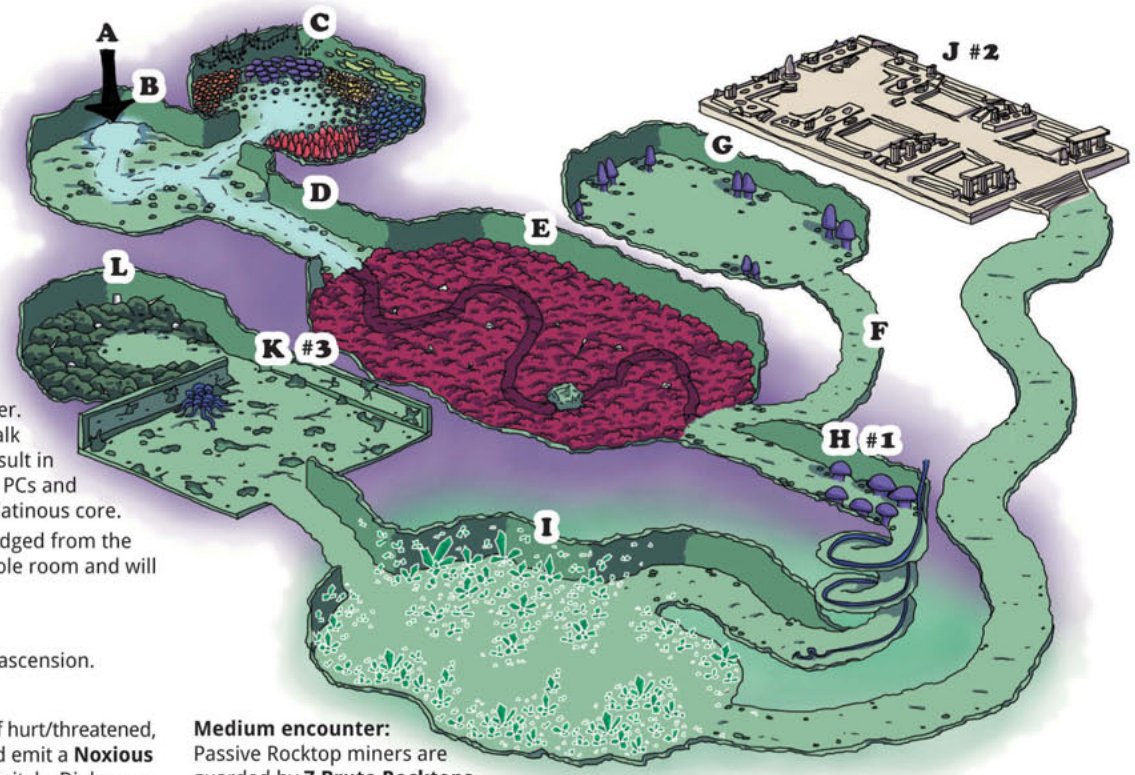
Let the metal act like nature,
put the dead thing in his grave,
remind elves never forgave,
kill the angry hot-blooded creature.
Then the stone you shall not fear
for your goal is now that near
if the order has been kept;
else nothingness you' ll get.

- Hold the Mushooms Please -

Story: Arriving at the small village "Binbibo", PCs see worried villagers. Three children may have fallen in a sinkhole, last seen by a ranger. The sinkhole is deep and strange mushrooms are growing from it. As one of the fathers descended, he was mysteriously freed from his rope, but yells back he's alright: colored lights lining the walls feathered him down into the strange alien cavern. There doesn't appear to be an immediate way up.

PCs can now float down the trans-dimensional sinkhole and help the father find the three lost children.

Here is a world of fungal wonders, where odd humanoid mushrooms with rock caps – Rocktops – dwell in a close-to civilized way. Traveled paths are firm fungi akin to dried mud fields. It is very humid. Once the PCs find the children; they still have to escape...



A - Entrance

Purple Fog is at the bottom. PCs may notice that they gain close-range telepathy while inside the fog.

B - Escape Tunnel

Upon climbing down, PCs notice low-light mushrooms on the ceiling of the first room, lighting a narrow path. Corpses littering the tunnel are overgrown with weird **Mold**. One of the corpses holds a party appropriate shiny weapon.

The **Mold** may attack any PC venturing off the lit path and slowly eat their flesh.

C - Siege Storeroom

This room is filled with all kinds of fungi/plants. A skilled PC could discern species within are edible and seem to be self-replenishing.

D - Corridor

Armed Brute Rocktops stand guard. PCs can reason with them for escort to their leader (**K**).

Easy encounter: 4 Brute Rocktops (One flees to **E** and beyond if fight starts and prevents further Brute Rocktop diplomacy), **2 Gas-Spewers** (stun spores) are hidden in the ceiling. Rocktops may flee when loss is likely (**E** and beyond, bringing reinforcements to deal with PCs). If fleeing is not an option, the guards will burrow their body into the floor, leaving only their rock tops visible. The surrender is apparent, but PCs will not get any help from the slighted creatures.

E - Jelly-Belly Hideout

The area is covered with big meaty flowers. Armor and weapons poke out here and there. Harder to see is a **Path** of purple mushrooms under the flowers, obstructed mid-way by a large piece of cave ceiling rubble. Well hidden in the ceiling is **Jelly-Belly**; a huge rock plant with a terrible gelatinous center. PCs may find that failure to walk on the mushroom path will result in **Jelly-Belly** attempting to grab PCs and insert them in its corrosive gelatinous core.

Very hard encounter: If dislodged from the ceiling, **Jelly-Belly** fills the whole room and will be fully aggressive.

F - Corridor

The **Purple Fog** dissipates on ascension.

G - Pacifist Cavern

Filled with **Passive Rocktops**. If hurt/threatened, they will burrow their body and emit a **Noxious Gas** that will fill the room indefinitely. Diplomacy leads to **Passive Rocktops** bringing various edible flora to the PCs and may even hide them from potential **Brute Rocktops**. They seem to be religious, and will not leave the room.

H - Fungi Slide

A slide leads downward, but at the top, a hidden **Child #1** may be found, afraid and crying softly under a big mushroom top. He will scamper away to **E** if spotted and not carefully lured out. Any **Rocktops** with PCs will have the Child scamper away automatically if found. At the bottom, a **Vine** can be pulled to bring one creature up at a time to the top of the slide.

I - Bad Candy

A fluorescent **Green Fog** replaces the **Purple Fog**, filling the room with a sweet smell which may affect PCs and instantly induce a sweet tooth. **Green Crystals** grow out of the walls, which is mined by **Passive Rocktop** miners. The **Green Crystal** tastes of candy: in small doses they will induce brief lethargic pacification, and sufficient amounts temporarily give trollish regeneration but is followed by hard nausea and full body muscle cramps.

Medium encounter: Passive Rocktop miners are guarded by **7 Brute Rocktops** - 4 melee and 3 spore slingers with ammunition causing one or more debilitating conditions

J - Mountainside Terrace

Ascending from **I**, all **Fog Types** dissipate. The corridor leads out to marbled remains of a forlorn greco-roman looking civilization with purple skies and bright green clouds. Stairs further away lead down into unknown lands. There appears to be **Rocktop Children** "playing" with **Child #2**. Higher in the sky floats huge amorpheous (Bacteria-looking) creatures*.

Encounter: Quick witted PCs may understand that the **Rocktop Children** are scattering away, some burrowing, from approaching **Macrovirus**. **Child#2** is drugged by **Green Crystal** consumption, and at risk of being eaten! *Remaining in this area will attract more of the **Macrovirus**.

K - The Petition Chamber

The **Purple Fog** is thicker, and stings the eyes; rendering the many floor pits hard to find. A throne grows out of the ground and **Child #3**, with a mushroom crown, holds a scepter and gorges himself on **Green Crystals**. He will order fealty from all, and make the PCs/father remain to forever entertain his every whims. Refusal is met with threats of releasing a terrible creature: **The Vine Stag**!

Hard encounter: It appears the scepter controls **The Vine Stag**. It is in fact the **Mushroom Crown**, revealed to be a screaming fungal creature that influences **Child#3** and controls **The Vine Stag** as well. The sceptre is actually a keycard to escape back to the surface by **A** (Entrance).

L - The Bed of the Vine Stag

Horrific play-pen of **the Vine Stag**. Many creatures met their end here, left to rot with their belongings, some never to have swung their mighty weapons. **The Vine Stag** doesn't eat: the **Mushroom Crown** fed it telepathically with the emotions of its host. Various items can be found here.

Created by Charles-Olivier Rocher and Myriam Demers-Olivier

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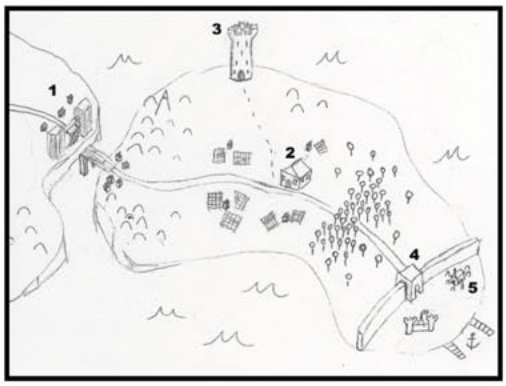
Malakai's Folly
by Chris Eck



Finally unlocking the secrets within an ancient tome, Malakai, a local necromancer, came to an amazing realization. Hidden for centuries beneath the Far Port cemetery was a powerful nexus of Necrotic energies just waiting to be tapped. After designing a ritual to focus them into physical form, Malakai decided to venture into the crypts below the graveyard. His attempt at completing the ritual was partially successful, resulting in the creation of the Orb of Shadow. However, the necromancer underestimated the amount of necrotic energy stored and was killed during the orb's materialization. Seven days ago, just after Malakai fell, the dead began rising from their graves and attacking the living. At the stroke of midnight, the victims also rise up to join in the assault against those still alive. So far the phenomenon seems restricted to just the island.

1. Shepherd's Rest is a small outpost that keeps watch over the minor trade road between Ostia and Far Port. Until the recent invasion of undead, the guards had few problems to deal with. Now, dozens of refugees huddle together in makeshift camps and the drawbridge of the outpost is raised. From the gatehouse, several zombies can be seen shuffling about the sister outpost across the river.

Torin, the Captain of the Guard, will share what little he knows. About a week ago, the dark cloud formed and now the place is overrun with undead. Most of the survivors fled the island, making their way further inland to Ostia. He'll show them a map of the area and be sure to point out the Necromancer's tower, convinced that he's behind all this. Malakai never really bothered anyone before, but it's rumored that he is a necromancer. He'll lower the drawbridge for them but only briefly. He can't risk the undead coming across the bridge and won't lower it again if there's an immediate threat.

2. Serenity Vale was once a pleasant farming village. Those that couldn't escape were killed by the undead, but a few survivors were able to barricade themselves in the Fluffy Pillow Inn. They can offer a safe place to rest but are unwilling to share their supplies.

3. The Necromancer's Tower was the home of Malakai. It is an unassuming stone tower surrounded by a tall wrought-iron fence. 10 zombies and 10 skeletons guard the gateway in silence. The undead here have orders to only attack other undead and won't harm the PC's. They are under the control of Henrietta Higgenbottom, a cheerful Gnomish Necromancer. If the PC's attack, Henrietta yells at them from a 3rd story window after 1 round of combat.

Henrietta was supposed to meet with Malakai two weeks ago but the weather kept her ship from arriving on time. When she finally made landfall, bad things were already happening. Since then, she's been researching Malakai's personal notes and realizes what must have happened. She happily explains her theories and points the heroes in the direction of the Far Port Graveyard. Henrietta can be convinced to accompany the heroes if they wish, but she requires Malakai's spellbook plus an equal share of the loot as payment. If she stays in the tower, she offers to pay them for Malakai's spellbook and will loan the PC's most of her undead servants

4. Far Port is completely overrun with undead. Hordes of zombies, skeletons, and ghouls roam the streets of this walled, port city. Deeper in the city, tendrils of dark energy can be seen rising to feed the cloud that hangs over this land. The PC's will need to get creative in order to move through town without getting swarmed. If they brought Henrietta's undead with them, they will likely lose any zombies still with them since speed will be a factor. If combat does occur in Far Port, then for each undead that they kill two more will show up on each map edge.

5. The Far Port Graveyard is mostly empty of undead. A few skeletons wander around the countless open graves, but they can be easily avoided. The main crypt stands in the center of the graveyard upon a small hill. Dark energies drift out of the open doorway like wisps of smoke. When the PC's get closer, the muddy tracks of clawed humanoids can be seen coming and going.

The corridors of the crypt are lined with sconces containing burnt down torches. An abundance of muddy tracks are present on the dust-covered floor leading deeper into the crypts. In the center of the room is a strange metal sculpture holding an inky black orb and a nearby table holds an open book. Six ghouls with obscenely distended bellies are busy devouring a corpse next to a large pile of bloody bones. The remains of Malakai, now a robed wight, stands behind the ghouls. It raises an emaciated hand in the direction of the intruding adventurers and hisses for his minions to attack. If a ghoul is hit with 8 points of slashing damage, the gorey contents of its stomach spill out making the surrounding squares difficult terrain.

The metal device in the center of the room is magically tapped into the necrotic reserves of this place. If the orb is removed or if the stand is knocked over, it causes a release of 6d6 (21) necrotic damage in a 20' radius, but still puts an end to Malakai's ritual. The device can be safely disabled with a DC 15 Arcana check. Malakai's notes in the open book on the nearby table also explain how to do this without the need for a check. Once the ritual is halted, the ominous cloud dissipates at the next dawn and the dead are no longer reanimated at midnight. However, the undead that were created prior to the ritual's end still remain.

Random Encounters Roll 2d6:	**Orb of Shadow:**
2 - Zombie horde... RUN! 3 - Ogre - 50% chance its an Ogre Zombie 4 - Family beset by skeletal guards 5 - Wild animals attack - 50% chance they are zombies 6-8 - Small group of Skeletons and/or Zombies 9 - Remains of a merchant caravan 10 - A friendly druid offers to heal the party 11 - A seemingly empty ship drifts in the ocean. 12 - Infuriatingly arrogant noble will pay the party well for his safe return.	A fist-sized orb of crystallized necrotic essence seems to swallow the surrounding light. More than just cold to the touch, it leaches the life from your hand. This magical orb can be used by a spell caster as an arcane focus. The orb can enhance any necrotic spell, but it takes a small portion of the caster's life to use this feature (-1 HP). The orb can also be used in the construction of an appropriate magic item, such as a Staff of Animate Dead. This reduces the time and cost of the item creation process by half.

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Brinewald 1631

A sandbox for first level PCs set during the 30 Years War

Christian Kessler | popularenchanting.blogspot.com
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Forest Encounters

1. thieving gremlin
2. 1d4+1 wolves
3. bear
4. 3d4 murdercrows
5. 1d4+1 bandits
6. shroom addict
7. hermit's great owl familiar
8. lake creature

•4 amphibious bipeds live in the lake. They are smart & hungry, as tough as a 5th level fighter, and they have scales as hard as chain mail.

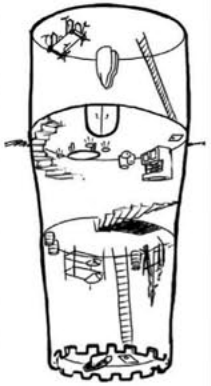
•The hermit knows a ritual to summon them. He will perform it if he learns the command ritual – or at least thinks he learns it.

•He spends most of his time producing random spell scrolls, and will trade them for giant ant eggs or other mysterious objects.

•Anytime the PCs leave the gremlin clearing in any direction, roll 1d4 to see which way they are actually headed.

•The elder tree is sentient and knows most of what's going on here, but is extremely distrustful of humans until they somehow prove themselves to be allies of the forest. It sees werewolves as champions of nature against civilization.

Watchtower



•Occupants: Sgt Konrad and 2d4+4 militiamen with pikes, muskets, crossbows, and a canon.

•Konrad only knows the bandits have been seen in the forest; he hasn't had enough men to go hunting them.

•He's authorized (by the mayor) to offer a reward, enough to advance a lvl 1 party, to anyone that brings back the bandit leader's head.

•Konrad is also authorized to offer smaller rewards (about half the price of a horse) in exchange for fresh wolf pelts.

•There's a heretic being kept in stocks in the dungeon. He's been there for a week and still hasn't confessed to witchcraft; the mayor and the priest are both getting impatient with Konrad's interrogation methods.

•The heretic knows about the hermit & the lake.

Town: Brinewald

Mayor Heinrich Hoffman
Gunsmith: Gregor Meiers
Blacksmith: Geoff Brineberger
Storekeep: Jakob Guttenberg
Church of St. Hubert (Catholic)
Father Hans Dopkenn
Weisehase (White Rabbit) Gasthaus
Inkeep: Markus Borfeld
Barmaid: Anneke Croger
Town Drunk: Arndt Berman

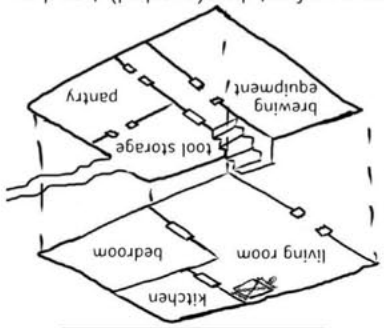
Rumors

1. No one's seen Franz Heuber lately
2. There's a reward for dealing with the bandits
3. Demon fish with legs in the lake
4. Pagan ghosts in the forest
5. I ate shrooms & saw the face of Jesus
6. FUCKING GIANT ANTS MAN HOLY SHIT
7. The local wolves have been attacking humans
8. There's a crazy old heretic living in the woods
9. An old tree near here speaks to witches
10. The Swedes are fucking unstoppable
11. Sgt. Konrad caught a heretic last week
12. Safe haven for witches in a town west of here

DM: Pick someone to be a werewolf. No one else in town knows about it. The next full moon is in 1d4+1 days (unless you already keep track).

CUTTING & FOLDING INSTRUCTIONS @ http://www.pocketmod.com/howto/

Heuber Farmhouse



•Living room: front door (smashed), trap door (chained up), Franz Heuber-sized bloodstain, reasonably valuable grandfather clock.

•Bedroom: journal of Franz the insect cultist, which describes the hive's rest cycle.

•Kitchen: Ilsabei Heuber (mad with grief & fear) with baby, barricaded door.

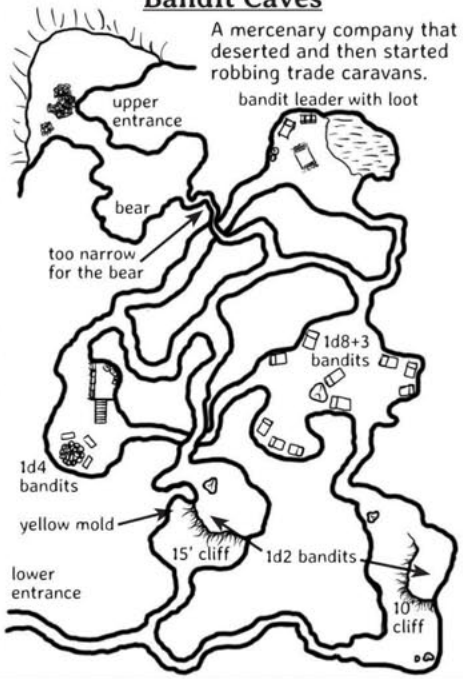
•Basement: ¼ chance of a bug encounter each round (1d4-2 ants).

•Tunnel in basement leads to giant ant colony.

•There are 3 kegs of the town's favorite beer in the basement.

Bandit Caves

A mercenary company that deserted and then started robbing trade caravans.



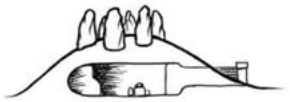
Giant Ant Colony

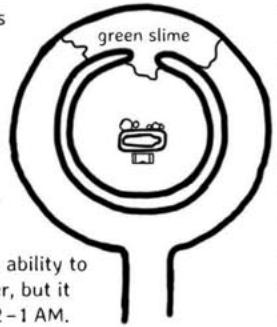
•2 rest periods per day (8:00AM and 8:00PM), 1d6×30 min. long, during which the ants are dormant but twitchy. The queen doesn't rest.

•1d12+2 ants in each unmarked chamber.

•The queen controls the ants' hive mind.

Tomb of the Nibelung





•A barbarian hero's ghost, who wants her son's remains retrieved from the bottom of the nearby lake.

•The PCs can tell they can't take her in a fight.

•She can grant the ability to breathe underwater, but it only works from 12–1 AM.

•Reward: her burial hoard (enough to advance a lvl 2 party). Also a set of three well-preserved silver weapons (dagger, spearhead, axehead).

•She's sent adventurers to the lake before, and has no idea why none of them have returned.

•She has been cooped up in here a long time & only knows about the elder tree and her son.

Karsthaven
The Hidden Temple of Vrena

Introduction
Known from legends, but long lost, the Hidden Temple of Vrena was of ancient times carved from the limestone deep in the heart of a small dome-pit high in the Snowy Mountains. Access to the Temple was through a narrow cave passage until a small earthquake filled the entrance with breakdown rocks. Recently rediscovered, the cave entrance passage has finally been cleared of the breakdown and opened, but none have dared venture in, yet.

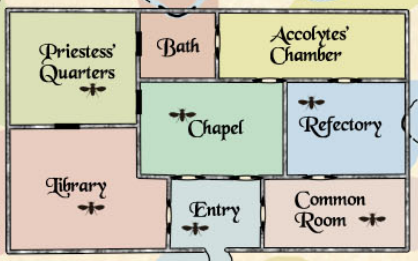
Chapel
Tables flank the south doorway of this room. Over each table is a large carved bas-relief plaque, and a third hangs from the north wall. Each table contains a pewter collection plate. Next to the carving on the north wall is a large full length mirror. The mirror reflects each person with an aura colored per their alignment. The east side of the room is dominated by a large altar standing about four feet out from the wall. On the altar are 2 large pewter candlesticks with partially burned candles, and a glittering statue of a long-haired goddess with diamond eyes. All jewels glow when their carving is touched.

Bas Relief Carvings
1. A goddess with long hair and ruby eyes, her hands on the head of a kneeling man.
2. A goddess with long hair sapphire eyes, embracing a kneeling winged horse.
3. A goddess with long hair and emerald eyes, astride a cavorting fish.

Bath
This room contains three large tubs and five ewers containing water. There is a firepit with a large metal pot in the center of the west wall, with a large pile of firewood next to it. An opening in the wall allows access to water from an underground stream. Against the north wall are two cabinets with three drawers each, and a few pegs. One peg contains some sort of robe. There is a toilet hole that appears quite deep, and has a faint disagreeable odor coming from within. A stunjelly disguised as water lurks in one of the ewers.

Accolytes' Chamber (Quarters of the Evil Mage)
The room has a Darkness, 15' radius centered 14' in from the door. The evil mage will attempt to do in the party and, failing that, to escape. The room contains three sofas, a table with candles, 1 bookshelf with dusty books, 7 beds and 7 dressers. One bed is unmade, obviously used, and the others are neat. The used bed contains a Blanket of Warmth. The mage wears a large fire opal on a chain about his neck. The bookshelves contain general magic texts and on one shelf is a large tome that looks like a spellbook. The mage knows the party is coming and is prepared to attack them when they discover him. If they are besting him, he will magically attempt to flee the scene.

Priestess Quarters
In the NW corner is a canopied bed, neat and made. Next to it on the north wall is a 3-drawer dresser with a full width mirror. Pegs on the west wall hold long robes and clothing. On the dresser lies a small piece of pumice-like rock (Pumice Stone), a holy symbol, and a small closed wooden box containing a Magic Ring.



Refectory
The refectory contains several long tables with benches. Along the east side is a kitchen area -- cooking pots, firepit, etc. The west wall contains a large fireplace with a huge soup pot sitting amongst the dead coals. Bottles and jars line one counter in the kitchen area and a large pile of firewood fills the southwest corner of the room.

Library
This room is thickly carpeted and lined with bare bookshelves. Three large tables with chairs on each side are spread through the room. The tables are also empty, but each has a deep inkwell sunken in the center. There is a fireplace against the west wall but no firewood.

Common Room
This room is thickly carpeted with some comfortable chairs in front of a fireplace. A large pile of firewood stacked nearby. Anyone with good tracking skills may notice that this room looks lived in.

Temple Entry
An entry, cloakroom and storage room. The left wall is lined with pegs for hanging things. One peg contains an old cloak. On the south is a wooden cabinet with three drawers, and two wardrobes with closed doors. Otherwise the room is bare. The wardrobes contain hanging robes and cloaks, none of any value.

Legend
- Locked door
- Unlocked door
- Blind White Cave Flies

The Pooka's Grotto
The entire cave is lit with a luminescence that seems to come from the rock ceiling. The path ends at a deep stream 6' wide flowing across the cave. The temperature is balmy and the banks of the stream are covered with luxuriant ferns dripping moisture. The same ferns hang from the walls making a verdant grotto of green and light. Several large fish swim lazily in the stream fed by a small waterfall in the rear of the grotto. The Pooka will be a fish initially. He will change to a man and emerge and talk. He will change to a winged horse to fight. The Pooka is good, magical, and strong. He can grant wishes or aid the party if they treat him with respect.

The Storage Cave
Huge piles of wooden boxes, crates and barrels fill the room. Most boxes contain long-ago spoiled meat, bread, fruit. One crate contains 50 unrotted flat wafers of waybread (heals 1 HP). Small stalactites cover the ceiling. These will drop fine sticky filaments which adhere to skin and draw blood, doing 1 HP damage every third round. They can be removed only by cold or burning. If cut, the blood merely drips from the cut end.

The Waterfall Cave
An underground stream flows briskly past you in a 6' wide channel to the falls. The rock is slippery near the stream. A few gold (pyrite) nuggets can be seen glinting under the water. The stream source is under a very low overhang from which it emerges. A wide recess opens across the river to the right. A stone bridge spans the stream at this point.

The Crypt Cave
A huge natural cavern, this room has six sarcophagi on the left, and holes holding coffins in the back end. On the right is a cabinet, a large table and two 6' diameter wooden vats, 4' deep. Left of the entrance stands a large metallic statue of a hooded figure with red crystal eyes. The red eyes are rubies and will glow when the statue is touched. No other treasure. The first sarcophagus opened will contain a zombie which will ignore the party, even if attacked, and will open the remaining sarcophagi, one per melee round, then attack. The remaining sarcophagi contain undead skeletons and zombies. The coffins contain natural skeletons. The vats are empty.

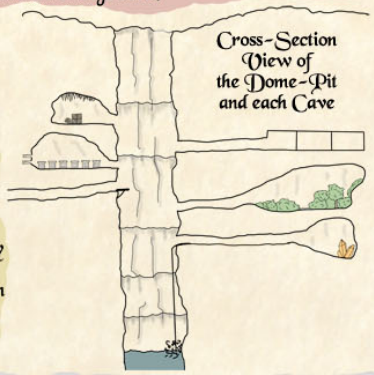
Entrance Passage
The passageway in is a bare stone dry streambed about 10' high and 8' wide. The air is very humid and warms considerably as you walk in.

The Waterfall and Mere
The underground stream plunges 100 feet to a deep mere in the bottom of the dome-pit. Falling into the lake causes 4d6 damage and potential drowning unless the character sheds all encumberances and can swim until rescued. There is no place to climb out.

The Cave of Orange Crystal
In this cave, there are several large crystals growing from the floor, walls and ceiling. Each crystal glows with an internal bright orange light, filling the alcove with a warm orange aura. The crystal will add +1 to any weapon touched to it, once per weapon. It will not affect other magical items or properties. All weapons touched will gain a permanent orange aura.

Blind White Cave Flies
In any room or cave marked any disturbance will cause blind white cave flies to buzz out and begin biting anyone in the room. Each round a person is in the room with the flies, s/he has a 70% chance of taking 1d4 bites. This should seem dangerous to the players, but at the end of the adventure, each bite will confer permanent 1% resistance to the venom of all flying insects.

The Dome-Pit
The entrance passageway ends in a sheer drop into a 300' high dome-pit. The entire thing is nicely lit by daylight which shines through a thin snow cover over part of the top of the dome. You are about halfway up the dome-pit, 150' below the partially covered dome opening and 150' above a lake that fills the bottom of the pit. There are six caves leading out of the sheer sides at varying levels around the 100' diameter circular pit. Remains of a wooden ledge and steps circling the pit, which once gave access to the caves, now appears rotted and unsafe. You can see five other cave openings, in addition to the one you are standing in. Three are at approximately your level, and the wooden walkway leads to your left past each of these caves. To your right a sizeable waterfall drops from one of the caves 50' below you down to the lake at the bottom of the pit. A wooden stairway leads down to the fourth cave and then beside the waterfall, disappearing into the cave beside it, all looking very hazardous.



Encounters
Crypt Cave: Several undead
: Blind White Cave Flies
Storage Cave: Stalactite filaments
Accolyte Quarters: The Mage
Bath: Stunjelly
Pooka Cave: The Pooka

Loot
5 Statues (jewel eyes)
Waybread
Pumice Stone
Magic Ring
Fire Opal
Spellbook
Blanket of Warmth

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WARSTONE GORGOTHRA

by DANIEL DEAN

http://basicredrpg.blogspot.com

This dungeon pairs well with sound by AMON AMARTH

THE HAMMER OF LEGEND:

GORGOTHRA the GRINDING GOD, WORLD-STEALER AND WAR-ENDER, threw down holy hammer and sank beneath the skeletal sea of his own making. Opportunists and madmen have excavated and colonized the dire instrument over the years, and in this way GORGOTHRA'S fell touch (and the lure of power and fortune) have spread wide.

THE LEGEND OF THE HAMMER: Many wished to claim WARSTONE GORGOTHRA. For their sins, IT possesses THEM.

A. For his Ignorance, Clestermore became doors of living iron. Rend him to enter, or let a servant break himself against the door, in Ignorance, and die.

B. Ancient lord of southern volcano, Forekfast's Rage lies in relief on misshapen walls. UNDERSTANDING IT makes one Forekfast, whose strike is earthquake.

C. Mage of 4 drains blood from chained Harux. Freed, Greed drives him to destroy 4 to reclaim his lost blood of centuries.

D. Pious Yrfyn is beyond forgiveness. He will heal any, but those healed will die when leaving WARSTONE GORGOTHRA.

E. For Dious' Pride he is a servant, adamant and magic, also blind. Mirrors he faces become diamond, and enrage him. He'll kill you for this.

F. Torv's dead legions are here, holding him to Oaths he forsook in Fear. He knows much.

G. Stupid Mormathin is entombed here as CANTICLE GORGOTHRA, a powerful tome filled with magic and screaming Beyond all.

H. Betrayer and Conqueror, Mad Gweyn fights himself. All here are Gweyn, even you.

I. Weak Ithon is here, spread among spikes.

J. Cruel Jemmikkoll, guarded by thick ice and frozen angels who respect no person no god none.

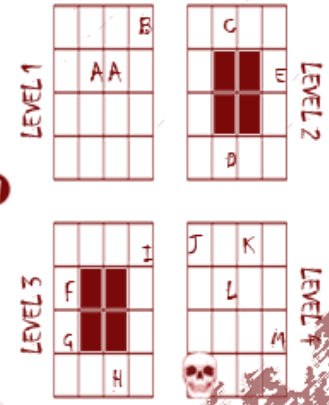
K. Petty Wazik will teach you a spell - ONE MILLION SKELETONS. If you swear to him.

L. Impatient Gorgothra, whose folly first doomed a kingdom and made a god, whispers in shadow.

M. Gaoler of gods and god himself Operius Imprex. Keeping godly TREASURES.

The valley about WARSTONE GORGOTHRA is filled with skeletons thirty feet deep. Traditional approach impossible. Gain ingress through open mouth of skull pommel. Use a glider. Beware magic cast from mountaintops, thunderbolts from above, and fierce pterosaurs always.

Humble and a fool, Peacemaker Charnelle is imprisoned here, full of god and the secret of the ring. DO NOT LET HIM ESCAPE.



1. LIBRARY OF SKIN ANGELS. BOOKS ARE BOUND IN HOLY LEATHER. FOUNTAIN OF BLOOD HERE, AS HEALING POTION, 5% OF IMMORTALITY.

2. IRON HANDS REACH FROM CRUDELY SHAPED STAIRS TO REND AND TRIP YOU. OTHERWISE RISK THE GORE-SLICK SLIDE DOWN, AVOIDING JAGGED SPIKES.

3. NOT WHOLLY HOLLOW BUT OPENINGS ROUGHLY CORRESPOND TO DIAGRAMS TOP RIGHT. RED SECTIONS REPRESENT THE LABYRINTH OF THE MOLTEN MINOTAUR WHO WAITS AT HAMMER CENTER, AN ORB OF PURE GOLD BECOMING HORNED DEATH.

4. USE A ONE PAGE DUNGEON TO MAP & STOCK TOWERS OF ANCIENT REFUGEES AND SORCEROUS SQUATTERS BUILT ON THE HAMMER'S EXPOSED PEEN SLOPES.

5. THE RING. GRASP WITH GOD IN YOUR BLOOD & BE TOWERING GORGOTHRA ANEW.

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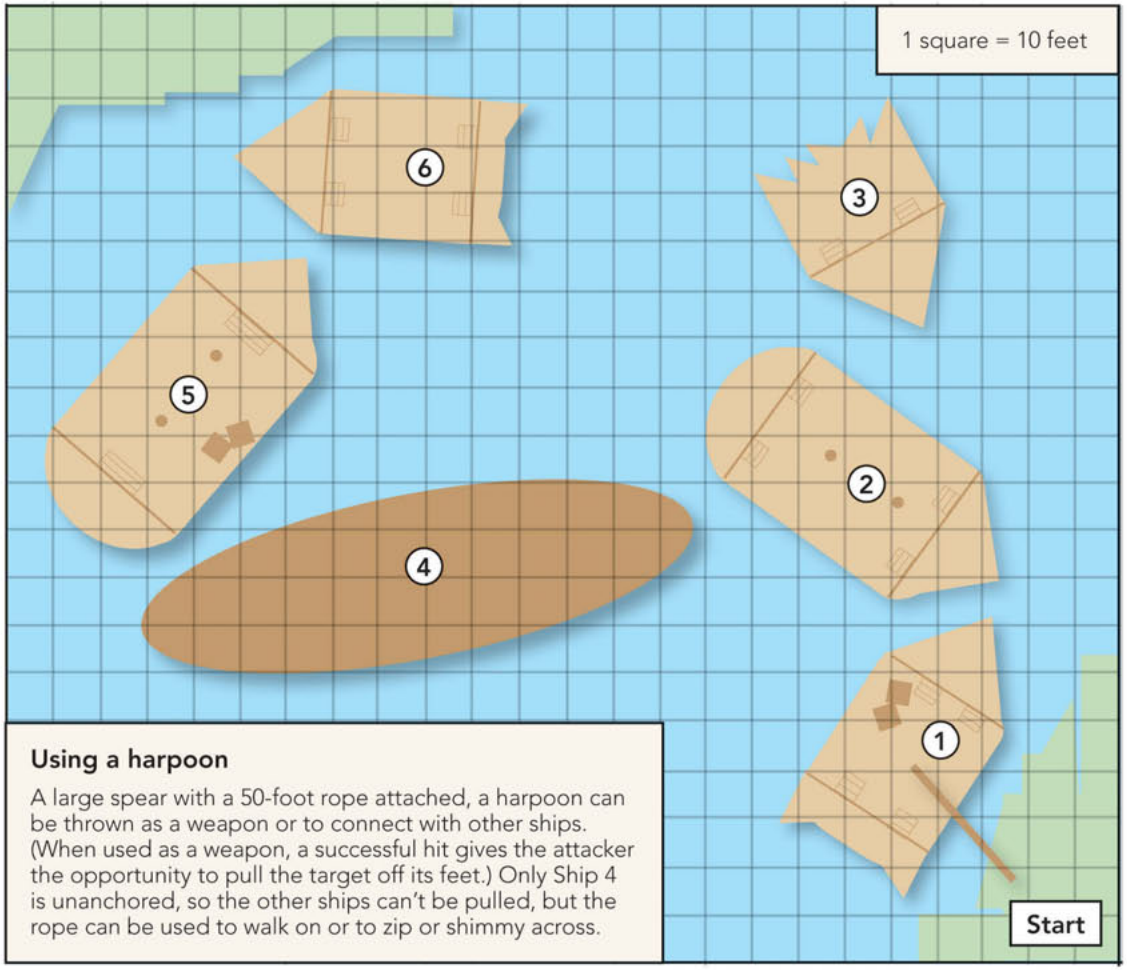
Shipwreck Channel: *A one-page "dungeon" for four 1st-level characters*



Using a harpoon

A large spear with a 50-foot rope attached, a harpoon can be thrown as a weapon or to connect with other ships. (When used as a weapon, a successful hit gives the attacker the opportunity to pull the target off its feet.) Only Ship 4 is unanchored, so the other ships can't be pulled, but the rope can be used to walk on or to zip or shimmy across.

The PCs need to cross the channel at the ruined city of Belcamp. Nearly two decades ago, when the city was threatened by the goblinoid forces of the mad wizard Sutar, pirates and sailors attempted to block the channel from invasion by sea. The enemy ships never came. Instead, a pair of white dragons bolted out of the sky and froze the channel. Land forces then rushed in, chasing off the ships' crews. Many wrecked ships now litter the now unfrozen channel, but a few still float and remain anchored here.

1. Cutter ship. PCs can walk on the broken mast (moderate Dexterity check). One of the two crates on the port side is empty, and the other holds a harpoon (see sidebar).

1a. Crew's quarters. A unlocked door leads to the home of six **giant rats.** Buried in their nest are 2 gold bracelets (25 GP each).

1b. Captain's quarters. This captain's room is locked and contains a rotting desk and bed. Under the bed is a small chest with a poison needle trap (a hard Intelligence check to detect and a moderate Dexterity check to disarm). The chest has 75 GP.

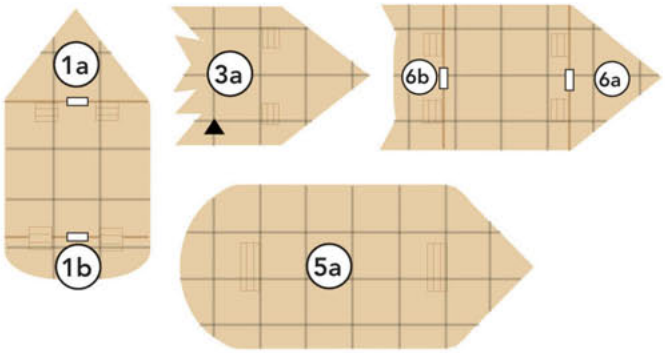
2. Brigantine. Two harpoon-wielding **sahaugin** emerge from the lower hold and attack as soon as the PCs attempt to board. The lower deck contains nothing but broken doors and furniture.

3. Wrecked ship. This ship can support no more than 2 PCs (a successful moderate Intelligence check reveals this without testing).

3a. Lower deck. Almost entirely flooded, the fore contains a small chest (a *potion of healing* and a 25 GP bloodstone). Two **reef sharks** attack when PCs enter the water to get the chest (black triangle).

4. Capsized longship. This overturned ship starts to sink if three or more PCs climb on top of it. The PCs have 10 turns to abandon ship before it goes completely under. See #5 below for what happens when the PCs board this ship.

Lower decks of the ships



5. Brigantine. After more than one PC climbs aboard #4, four **goblin archers** appear from behind cover and begin firing. When only one goblin is left, it scrambles downstairs to warn the goblins in 5a.

5a. Lower deck. A **goblin boss** and two additional **goblins** (and the fourth goblin archer, if it made it) await the PCs. Inside an empty barrel is a small sack (a *potion of healing*, a *scroll of thunderwave*, and five 10 GP obsidian gems).

6. Cutter ship. The deck is eerily silent. A hidden false-floor trap (noticed with a moderate Wisdom check) is near the two fore stairs and drops to 6a. PCs must make an easy Dexterity check to avoid falling and taking damage.

6a. Storage room. This converted crew quarters is empty except for many destroyed boxes and barrels.

6b. Captain's quarters. Unless they boarded very quietly, a **bugbear** and two **goblin archers** are ready for the PCs here. The two archers stand back and fire away, while the bugbear charges. A moderate Wisdom check reveals loose floor boards, under which are a *potion of giant strength*, a *scroll of fireball*, and a 250 GP ivory statuette.

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A Secret Place for Secret Things

A low level dungeon module that can be attached to any other for extra adventure, it is a domain of privacy for an evil Master. Unfortunately, the excavation of such a place unearthed accesses to underdark regions...

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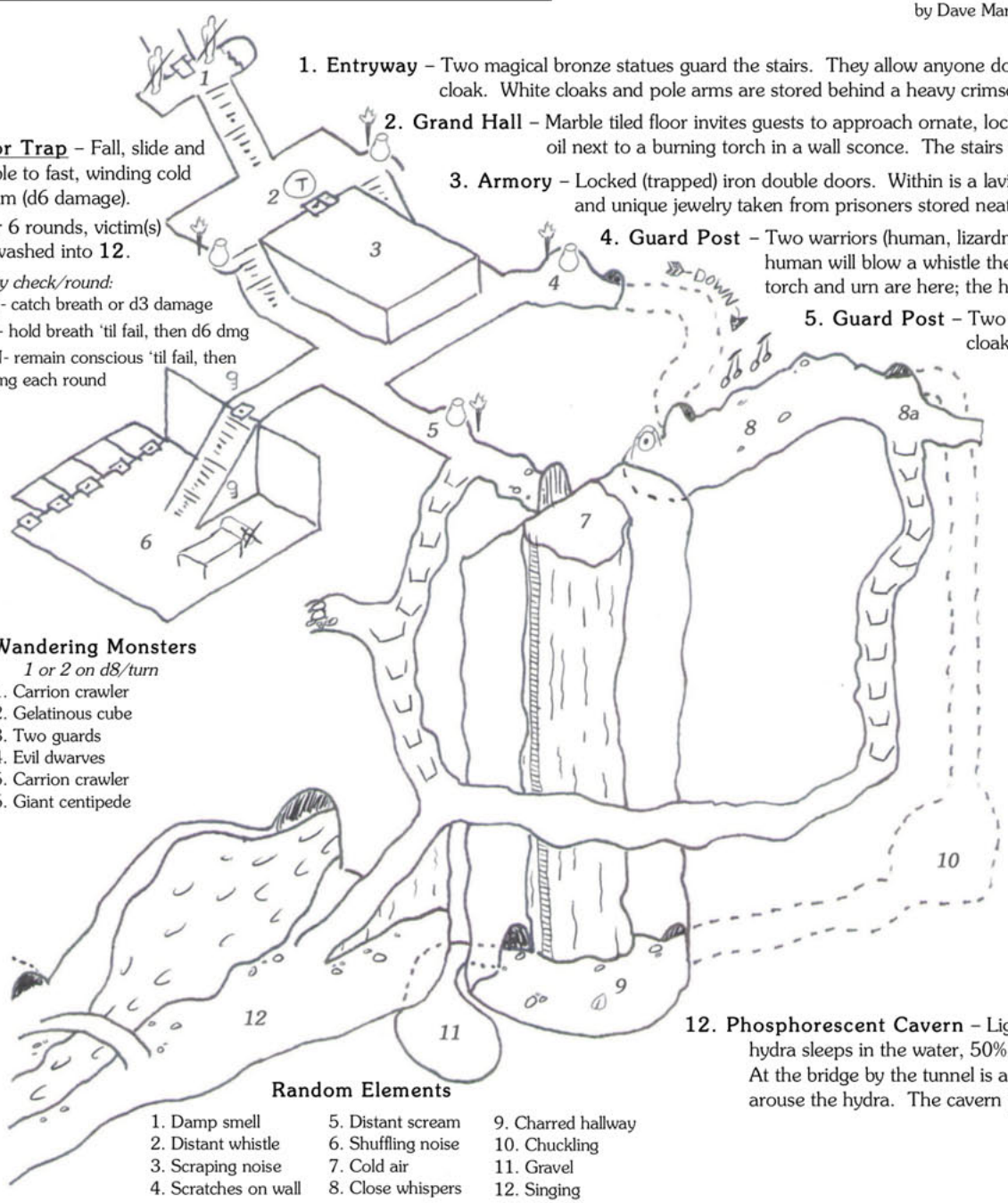

1. Entryway – Two magical bronze statues guard the stairs. They allow anyone down the stairs, but attack all who return up the stairs not wearing a white cloak. White cloaks and pole arms are stored behind a heavy crimson velvet curtain.

2. Grand Hall – Marble tiled floor invites guests to approach ornate, locked iron double doors. At either end of the hall is an urn filled with lamp oil next to a burning torch in a wall sconce. The stairs and walls are charred.

3. Armory – Locked (trapped) iron double doors. Within is a lavish sitting room furnished with masterwork weapons, armor, rich clothes and unique jewelry taken from prisoners stored neatly on display (racks and shelves).

4. Guard Post – Two warriors (human, lizardman) are on guard facing down the tunnel, each wears a white cloak. The human will blow a whistle the round after they encounter intruders. Guards from **5** will respond. A torch and urn are here; the hallway is charred.

5. Guard Post – Two human warriors are on guard in this charred hallway, each wears a white cloak. One will blow a whistle the round after they encounter intruders.

6. Dungeon – Key to locked door hangs on wall here, it also opens locked iron double doors of **3**. Key within **6** unlocks the cells. A spirit haunts the rack and will attack anyone wearing a white cloak, otherwise will weep inconsolably.

7. Chasm – Those who defy The Master get stabbed and thrown off here to hit the rocky bottom 120' down. Such a clatter attracts the attention of the carrion crawlers in **10**. A coiled rope ladder allows for safe descent.

8. Manacles – Victims are bound here for feeding to the carrion crawlers from **10**. Crawlers are summoned by ringing the gong.

8a. Chute – A shoe lies in front of the tunnel that turns downward into a steep drop that may be scaled to **10**. It is rocky enough that thieves get a +20% bonus to the climb walls check.

9. The Pit – Broken rocks and broken skeletal limbs are strewn about the floor. Crawlers from **10** arrive in d4+2 rounds.

10. Crawlers' Lair – Up to three carrion crawlers may be found here, assuming they are not wandering for food. Many gnawed humanoid bones, clothes, belts and chains litter the floor.

11. Secret Treasure Cave – Several treasure chests are found here; many coins, gems and jewelry are locked within them. These chests are too heavy to carry up the rope ladder of **7**. Crawlers from **10** arrive in d8 rounds.

12. Phosphorescent Cavern – Light purple and green glowing lichens illuminate the cavern. A four-headed hydra sleeps in the water, 50% chance it will waken via collision with those washed down from trap **2**. At the bridge by the tunnel is a group of six evil dwarves. A fight between the dwarves and PCs will arouse the hydra. The cavern proceeds to additional underground lairs and dangers.

Floor Trap – Fall, slide and tumble to fast, winding cold stream (d6 damage).

After 6 rounds, victim(s) are washed into **12**.

Ability check/round:
DEX- catch breath or d3 damage
STR- hold breath 'til fail, then d6 dmg
CON- remain conscious 'til fail, then d6 dmg each round

Wandering Monsters
1 or 2 on d8/turn
1. Carrion crawler
2. Gelatinous cube
3. Two guards
4. Evil dwarves
5. Carrion crawler
6. Giant centipede

Random Elements

1. Damp smell	5. Distant scream	9. Charred hallway
2. Distant whistle	6. Shuffling noise	10. Chuckling
3. Scraping noise	7. Cold air	11. Gravel
4. Scratches on wall	8. Close whispers	12. Singing

DEAD DWARF DOME

A sinkhole has swallowed up the local well. Still growing, the hole begins to pour a stream of parasitic nightspawn into the village. Unless stopped, the monsters and sinkhole will eat everything in a 5 mile radius.

for low & mid-lvl PCs

Hole opens 150′ above. PCs can climb down carefully.

This crystal-veined anvil is used to galvanize soulmatter into crystal or metal.

3 idols: these idols are covered in runes that detail the inner workings of this strange facility. PCs studying all 3 will cultivate enough insight to cause an overload.

Random Encounters occur on a result of 1 or 2 on a D6. Roll the D6 anytime the PCs make camp or travel to a new platform.
Roll D6: (1-2)1d4 nightspawn (as vampire spawn), (3-4)1d6 dwarf statues, (5-6)two groups fighting.

An 80′ tall obsidian dwarf holds a lucent ruby. *(500′ dim light)*

This wretched structure was built by dwarves of a long-forgotten empire once known for consorting with evil and otherworldy powers. Teeth can be removed to reveal buried canopics. *(trapped w/ sod gas.)*

Broken ledge drops down to portal. Night-spawn emerge from it during twilight.

stone golems. will not move.

trash disintegrator. will cause catastrophic overload if PCs place *Obsidian Necronomicon* inside.

12 statues. 5 are damaged. 1 holds an Obsidian Necronomicon.

Notes for Play: Sheer ledges should add an additional element during combat on platforms. Ask for saves if PCs charge. Illumination is dim throughout. It is red and murky.
Most statues (80%) will only attack if provoked. They fight with the stats of **animated statues** and are carved from obsidian in the likeness of dwarves. They speak & understand dwarven but will not help outsiders (even other dwarves) due to xenophobia.

by David Coppoletti

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Semi-Sunken Schooner Sultana – by David Gayer

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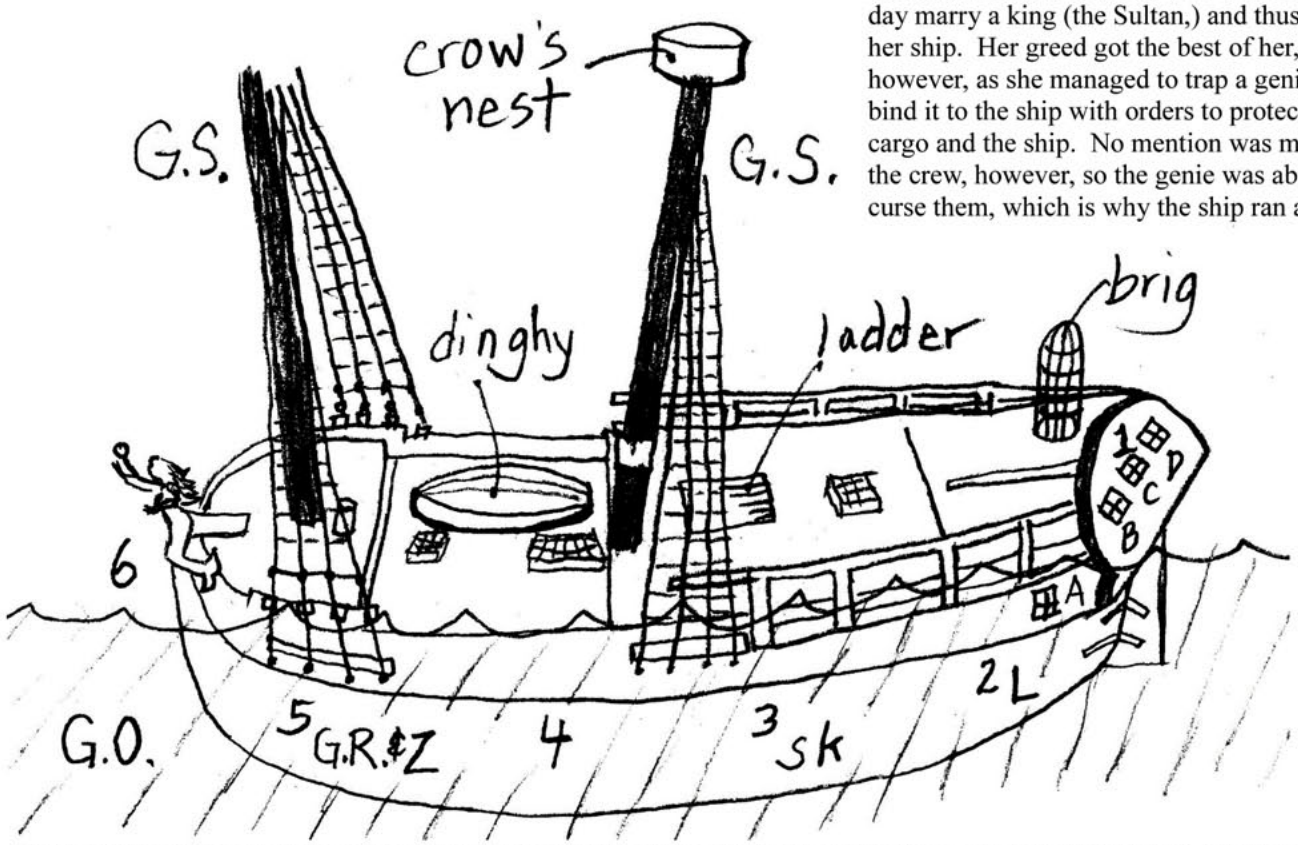
The Schooner Sultana was once owned by a wealthy merchant woman, who desired to one day marry a king (the Sultan,) and thus named her ship. Her greed got the best of her, however, as she managed to trap a genie and bind it to the ship with orders to protect the cargo and the ship. No mention was made of the crew, however, so the genie was able to curse them, which is why the ship ran aground.

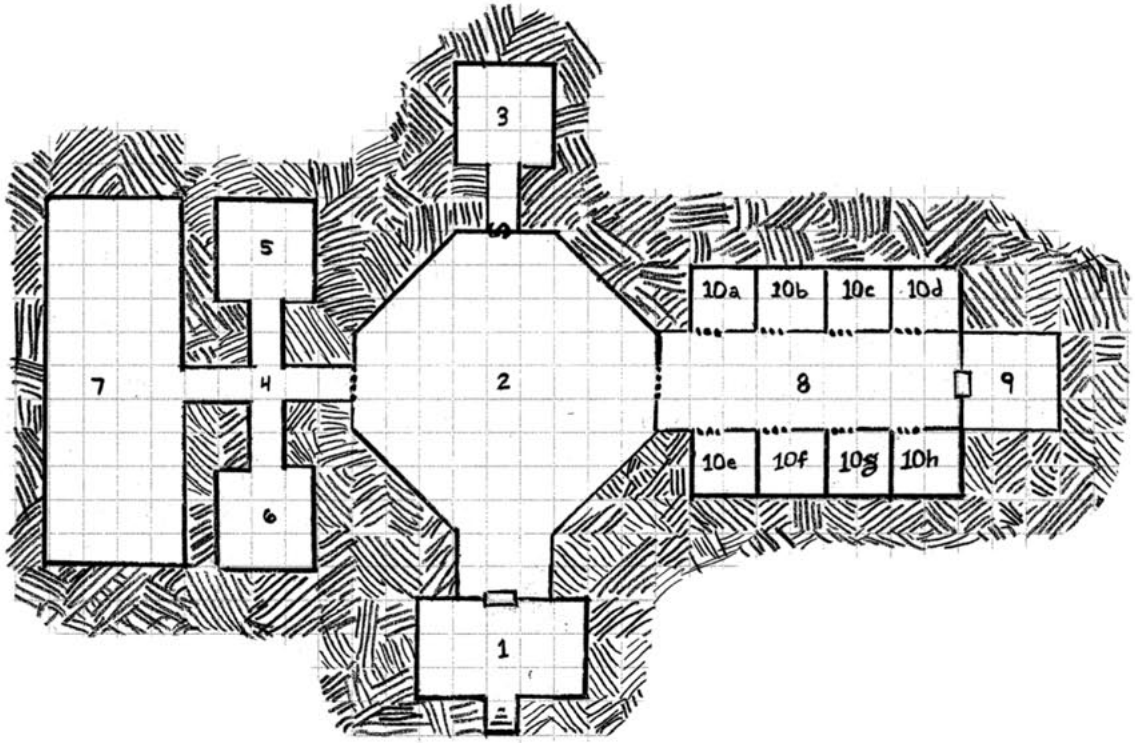


1. Ship's Stern: There are four windows at the stern of the ship, which appear to allow entry into the interior. Three of them are trapped: A. On the side, and under water, but safe.
   B. Magical trap which sends you to the brig, which is just a one-person cage near the stern of the ship.
   C. Magical trap which deposits you up in the crow's nest on the main mast.
   D. Magical trap which lands you under the dinghy, which is tied down to the deck.
2. Captain's Cabin: The captain has turned into a **Lacedon** (aquatic **Ghoul**), and will attack anyone entering the room. There is breathing space at the top of the room; furniture is anchored to the floor. A few worthwhile silver items can be found.
3. Crew's Quarters: The dozen crew were not as well nourished as the captain (or maybe he ate them!) and so have become **skeletons**, and will attack anyone entering the room. They also come up to the deck if anyone spends time & makes noise up there. There is air at the top of the room; no furniture but rotted hammocks may tangle you up. Nothing of value here.
4. Cargo hold: pristine condition – filled with Persian carpets and bottles of olive oil. A half-dozen **snakes** (asps & cobras) guard the room, and will sneakily attack given the chance. No water has entered this room, for some reason.
5. Galley: the ship's cook was not as emaciated as the other sailors, and has turned into a **zombie**. He and three **giant rats** will attack anyone in this room, and the rats will investigate anyone on deck for any length of time.
6. The Figurehead: She appears to be a carving of a beautiful mermaid, obviously stretching for the huge pearl just out of reach on a pole. She is actually a **genie**, bound to the ship until someone puts the pearl in her hand. She can't do much in her current position, but if freed, she will grant one wish to the entire party that released her. If the pearl is stolen, she curses the thief (and each subsequent owner) with a geas to return it, and a slow sickness that turns you into a zombie. A **giant octopus** has taken up residence nearby, and will attack anyone climbing near the figurehead, or swimming around the ship.

Wandering Monsters:
G.S. – Giant Spiders; come down from the rigging if anyone is on deck.
G.O. – Giant Octopus; attacks swimmers.
G.R. – Giant Rats; attacks those on deck near the bow.
Sk – Skeletons; attacks those on deck near the stern.

PENALTY OF PERDITION

Background: Lord Rom uses orcs to run his prison, a place called Perdition. The characters have been imprisoned in Perdition. Their public execution is scheduled for two days from now. The heroes are in cells 10a through 10h. Will they escape?



1. Entrance: Stairs descend to a stone chamber with an iron door, in front of which stand two orc guards. There is a 50% chance that they will be napping.
2. Common Area: This chamber contains several tables and chairs. There is a 50% chance that Skumgrim (area 5) and three orcs from area 7 are here gambling for coppers.
3. Arsenal: The walls are lined with weapons racks. The racks contains: 4 short swords, 4 small shields, and 1 great axe. There is a 50% chance that the great axe is a magical +1 great axe.
4. Hallway: The walls are bare except for an iron lever that extends from one wall, controlling the portcullis leading to area 2). There is a 50% chance that one orc from area 7 is lying in the hallway passed out.
5. Captain's Quarters: There is a large bed and a large chest. The captain is Magrot, and he is very suspicious of his two lieutenants (area 6). There is a 50% chance that Magrot will mistake one of the characters for Lord Rom's nephew and become confused. The chest contains one canine figurine made from jade, 3 opals, 1 silver dagger, 50 gp, and a map showing a valley, two trees, and an X near one of the trees.
6. Lieutenants' Quarters: There are two beds and two small chests. Two orc lieutenants, Skumgrim and Ugug, share this room. They are ambitious and aim to kill their captain Magrot, but they are also very suspicious of each other. One chest contains 25 gp and vial of poison. The other contains 22 gp and ring of invisibility that has a 50% chance of working on any given day.
7. Barracks: seven orcs are asleep here. The walls of the room are lined with piles of straws covered with filthy blankets. There is a 50% chance that the smallest orc is being tormented by the others.
8. Cell Block: two orcs stand in front of the door. The one named Gorarg is smaller but very cunning. He frequently challenges Dakaarg (area 9) about the rules of the Cell Block, e.g., when and how the prisoners are supposed to be fed. His extremely large and powerful friend, Lorgul, is very dumb but loyal to Gorarg. There is a 50% chance per hour that Lorgul will distract Gorarg with a conversation about the many slaves that Lorgul wants when they are in charge of their own band.
9. Guard Post: There is an iron lever that controls the portcullis leading to area 2. The sergeant on duty is called Dakaarg. Dakaarg frequently argues with Gorarg (area 8) but sometimes gives in to his demands. There is a 50% chance per hour that Dakaarg will go to area 8 and make a request of Gorarg. Dakaarg has keys to all of the cells.
10. Cells: all cells contain a hard bunk, a filthy blanket, a floor strewn with straw, stone walls, and an iron bar door. There is a 50% chance that one of the cell doors was left unlocked. Careful searches will reveal the following items:
    a. A shard of metal
    b. Three small stones.
    c. Graffiti and a fish hook
    d. A spot of dried blood and 1 silver coin
    e. Bits of hair and fur
    f. Pieces of broken glass
    g. Some rags
    h. A two foot length of rope

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By Edmund Racher *April 2015*

North of Garvolk: Mundane Problems, Fantastical Solutions

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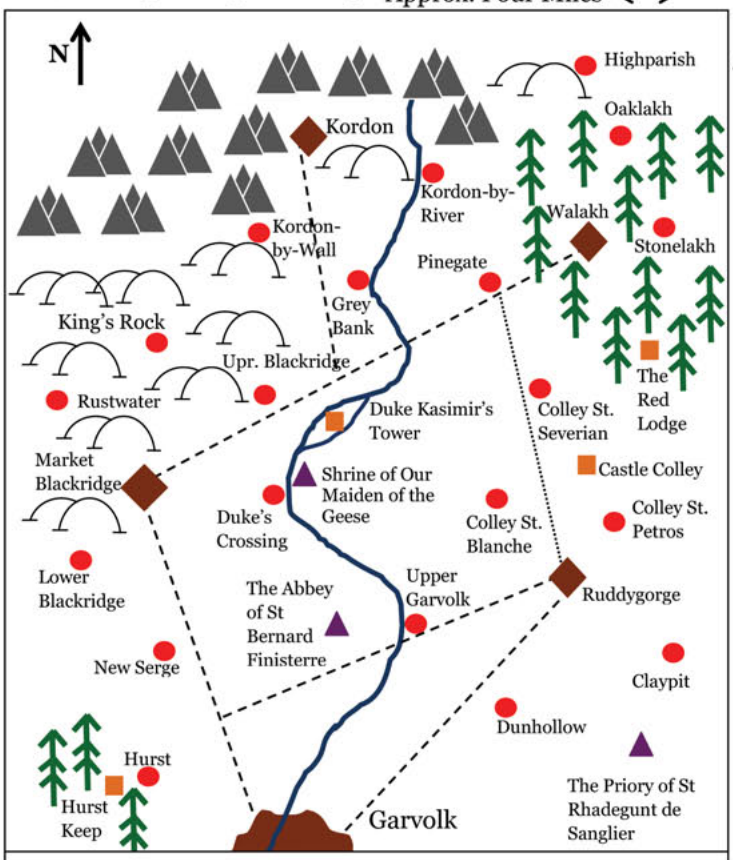
The Dukes of Garvolk have long governed this remote province of The Empire, to the north of the great plains and the river and the inland seas. The comparative autonomy of Garvolcia has led to laws restricting the practice of magic and the free movement of the magical peoples. The new Duke, schooled in the cosmopolitan atmosphere of the imperial capital has now, as one of his first edicts, relaxed these opening up a set of opportunities for your band of adventurers with its requisite complement of humanoids, hedge wizards, wandering mystics, scarred mercenaries and self-appointed paragons of virtue.....

NB – Magic is decidedly uncommon within such a setting. It may be unlikely that the antagonists of the various adventure hooks here will be mages or that problems will be magical in nature. Further, the general population may tend to look on it with suspicion and distrust, even if hostility is rare. The state of the mystical energies that power feats of wizardry may also be at an ebb, reducing the scope of sorcery.

Approx. Four Miles ⟷



Imperial Highway | Planned Highway | River
Mountains | Hills/Highland | Dense forest
Village | Town | Religious site | Castle/Stately Home

Adventures in and around....Kordon

Underground A segment of the mines around this mountain town with its miners and miner entertainment businesses is found to be full of flammable gas. You hopefully possess means of light (or vision) that won't create sparks. You would be rewarded if you managed to find a way past the gas and get a commission for any promising veins found.

A Case of Adultery Kordon-by-the-Wall has a series of silver mines that send ingots down river to the Imperial Mint. Someone has been adulterating these with lead. Find out who and the Master of the Mint's agent will reward you. Our heroes may discover that the silver is being spirited away by a conspiracy of miners from the local guild hoping to regain control of the mine (and its profits) for themselves, at which time the problem will mysteriously disappear....

Adventures in and around....Ruddygorge

The Gaggle The Bishop of Garvolk is disturbed by the emergence of a cult dedicated to a local miracle working goosegirl. You are to investigate the honking zealots for any trace of heresy or schism. The Maiden herself seems to be a pious and somewhat confused figure, but what of her spiritual advisers and her geese?

The Lord of Colley ...has the route for the imperial highway through his land, and claims he has not been properly compensated for this. He has kidnapped and accosted several of the road makers. Our heroes may be approached by the Duke's Seneschal to resolve the situation discretely without the death of the rash Lord himself, a distant cousin of the Duke.

Adventures in and around....Garvolk

High Drama A Play making mock of prominent several religious figures has been written for performance by a travelling company. This company is on its way to the city for a coming festival with numerous other itinerant entertainers. The Prioress of St Rhadegunt would like the players deterred from performing. The Count of Hurst, younger brother of the Duke eagerly anticipates the play. Both could offer rewards and discrete patronage. Perhaps a private showing at the Ducal seat of Hurst would be an agreeable compromise?

The Long Arm of the Law The murderer of a Judge's daughter has gone into hiding in the Westbank slums, from where the constables cannot fetch him. A cabal of assorted lawmen will reward you for his arrest. The bereaved father will pay you even more for his death.

The Blue Plumes ...are a political faction opposed to the new Duke and his laws. In addition to swaggering round Garvolk with (increasingly rare and expensive) feathers in their caps intimidating newcomers, they hope to assassinate the Castellan of Duke Kasimir's Tower and seize it as the first stage of a coup d'état in Garvolcia. It might be a good idea to stop them.

Adventures in and around....Market Blackridge

Sheep Mange The dales around this small market town are mainly sustained by the wool trade. A disease is spreading, killing sheep and an affliction of the skin that ruins any wool on the animals. The local landholders as well as the principle wool trader (a stranger to the region called Ferdinand Puklavec) seek a cure to this to prevent ruin. Our heroes may discover that the disease itself is spread by a parasite. The mineral springs around Rustwater will kill it, but will irretrievably stain the sheep's fleece, ensuing poverty for the year to come. It may not be wise to promise any miracle cures...

A Matter of Reputation A travelling musician has written a libellous ballad about a local prosperous merchant's wife. He would like you to track him down and extract an apology.

Adventures in and around....Walakh

Heritage The local representative from the Elven Protectorates would like you to negotiate for access to an ancient wood spirit shrine on the wooded estates of Sir Hugh Bessant at his manor in Oaklakh. The knight in question has been noted for the quality of his timber and the trenchant nature of his views.

Big Game A number of huntsmen have gone missing near The Red Lodge. There are rumours of a monstrous wolf in the vicinity. It may just be that local poachers have become that much more vicious. If the wolf exists, the Warden of the Woods would like someone to find its lair so as to give one of the visiting aristocrats a shot at killing it. If not, then finding out who or what is behind this would be good.

Furthest Farthing's Frog Pond of Existential Ennui

Trigger Warning: **Suicide**

Introduction - The very small and bucolic village of Furthest Farthing seems unassuming & unimportant enough. A handful of scattered buildings between two hills, Furthest Farthing sits on the very edge of ancient & trackless wilds. Previously the town's most economically significant export was mutton. Of late, this has shifted to bleak, lyric poetry. Poems with imagery of drowning men, black wandering planets, & empty starless voids.

Something is quite wrong here. Sensitive & artistic souls will feel an almost physical sensation of melancholy upon entering the town. Those familiar with academic magic, folk-rituals, & other mystical matters will sense the presence of a great thaumaturgical potential nearby.

What has come to pass in this wretched place?

A month or two ago, an otherworldly thing slipped into existence just above the local frog pond and crashed into the mud. As it tries to understand this world, its probing thoughts wreak emotional havoc on nearby living creatures.

Every day, there is a 10% chance that one of the residents (randomly determined) will enter into a severe depressive state. When this happens tick off a box located next to his/her description. When the last box is checked, the unfortunate soul will commit suicide unless physically prevented.

(Should the PCs be gone from Furthest Farthing for more than a week. 1 Randomly Determined NPC will have killed him/herself. If they are gone for a month longer, 1 Randomly determined NPC will be the only unhappy survivor. If they are gone for more than 3 mos., everyone will be dead, & the entire area will be abandoned & avoided.)

" ...I am tired of tears and laughter,
And men that laugh and weep;
Of what may come hereafter
For men that sow to reap:
I am weary of days and hours,

The Black Star - Appears to be a fist-sized, perfectly black orb shedding soft blue light. Currently, it lays in the mud near a giant, immobile, and very hungry frog.

Through some fluke of weird, otherworldly geometries, approaching the orb (coming within 20') causes it to begin to literally grow (up to 60' diameter), rather than bring one closer to it. Moving away from it causes one to shrink, eventually to Lilliputian sizes before breaking its radius of influence. Should the Black Star come towards you, you grow: if it moves away from you, you shrink.

The Thing of Ten Tentacles wildly attacks everything approaching the energy conduit. It cannot be killed; eventually it can be broken down into ineffective pieces.

The Black star may only be destroyed by severing the dangerous crystalline conduits on all three levels inside it.

Blown buds of barren flowers,
Desires and dreams and powers
And everything but sleep..."
"The Garden of Proserpine"
by A. C. Swinburne

Dramatis Personae ~

1. **Rose Becard** - Sturdy & frank, a successful alewife & a spinster by choice. She's full of bravado but secretly suffers manic depressive cycles. ☐
2. **Benny Heron** - Young & ruddy-cheeked blacksmith. Constantly writing poetry, now. Believes his best poetry comes from outside of him. ☐☐
3. **Tom Crane** - Dull & forcefully bumpkinish owner of the local public house. ☐☐
4. **Delilah Crane** - Longsuffering wife of Tom Crane. Writes secretly under the pseudonym Lauren Dove. She yearns to save enough to run away. ☐☐☐
5. **Susana Crane** - Moody teenage daughter of Tom & Delilah. She is secretly trysting with Grackle Smithson. ☐☐
6. **Grackle Smithson** - Moody layabout, drinks in his ill-kept garden. Owes everyone money. ☐☐
7. **Jonathon Cormorant** - Usually dirty but always smiling. Rat trapper, street sweeper, piss pot gatherer, & performer of all manner of odious tasks. ☐☐☐
8. **Widow Eleanor Bluejay** - Wife of local cooper, Jackrobbin Bluejay, first victim of the Blackstar. ☐
9. **Raven Sans** - Distrusted & melancholic foreigner staying at the Public House. He was to meet his lover Avec Corvid here weeks ago so that they could be wed against all tradition. ☐
10. **Robin Mandrake** - A very stern & practical man, he maintains the local stables & knows some veterinary folk medicine. ☐☐☐
11. **Bertrand Hardspittle** - May or May not be in town . Purchases poetry from Delilah & Benny. ☐☐☐
12. **Simple Tim** - Mute, servile fellow in the employ of Bertrand. ☐

Fin

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The Sunken Spires

by etirocke
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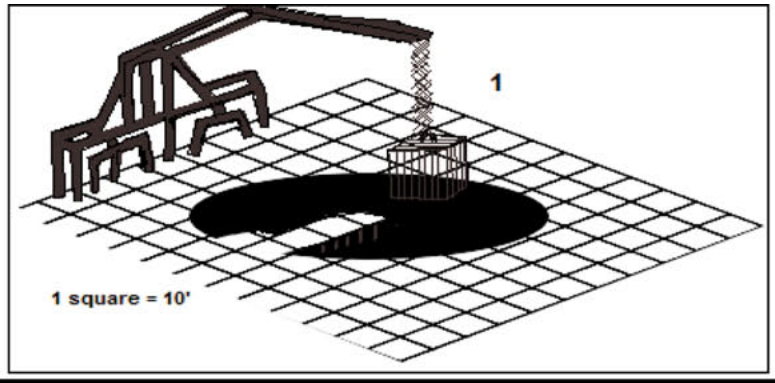

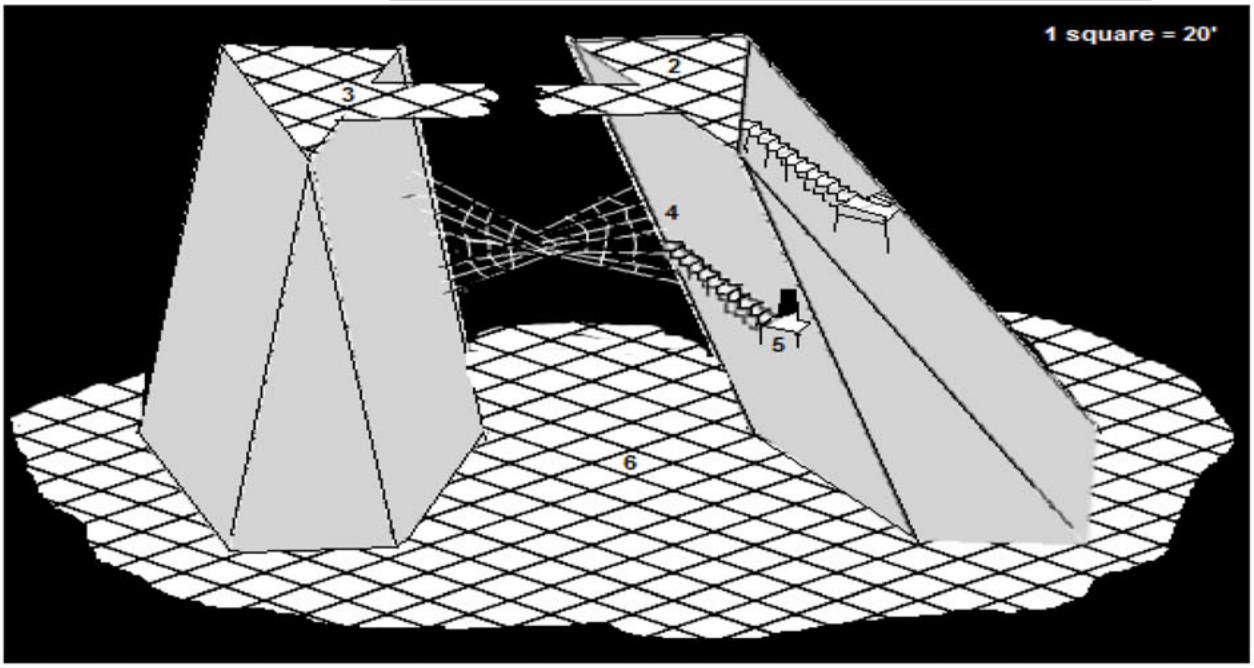

1. An ancient machine of corroded red-metal girders looms over the sinkhole. A rickety catwalk extends to an ancient, rusted cage (capacity 4 persons) suspended by chains over the yawning abyss. A conspicuous lever activates the crane, lowering/raising the cage 120' (with horrendous cacophony of wailing metal) to/from **Area 2** over 5 rounds. Each time the cage descends/ascends there is a 1 in 6 chance the locking mechanism fails, the chain rapidly unspools, and the cage crashes to the ground inflicting 3d6 bone-jarring points of damage to each occupant.

2. After 60' the shaft of the sinkhole widens drastically and the cage descends into a large subterranean cavern. Two immense spires of crystal jut from the cavern floor. **Giant carnivorous moths** (5+1HD, dmg: 1d3/1d3/1d8—pheromone: save vs. poison or –1 STR, hypnotic pattern when viewed from below cf. "Gloomwing") nest in the cracks and crevices of the cavern ceiling. They are attracted to any light and 1d3 will flutter down to investigate the source of the illumination. Smooth stairs wend downward to **Area 5.** A crystalline bridge, now shattered (and razor sharp), once spanned the gulf to **Area 3**. Anyone falling from the bridge must save (as Web spell) or land in the web at **Area 4**. Otherwise plummet 200' to the cavern below **(Area 6)**.

3. A pentagram is etched into the crystal spire and an **invisible demon** (8HD, dmg: 4-16, MR: 30%, surprise 1-5, always invisible, cf. Invisible Stalker) rages within.

4. Thick webs obstruct the stairs as they wind around the Spire. Treat as Web spell— cocooned within are the remains of an adventuring Halfling with a shortsword +1/+3 vs. goblinkind and a cursed* ring of invisibility on a chain around his neck.(*wearer is visible to undead, who are enraged at the sight) (4) **Giant spiders** (4+4HD, dmg: 2d4 + deadly poison) lair here.

5. A small chamber hewn from the crystal spire, refracts light wildly into amazing kaleidoscopic patterns. Anyone studying these rainbow patterns for long enough will be able to decipher the secret name of the invisible demon in **Area 3**, but must save vs. spell or go insane.

6. Rare underworld fungi bloom in the depths of the sinkhole. The shattered remnants of the crystal bridge litter the cavern floor. Anyone investigating runs the risk of encountering a **Giant Spider** from **Area 4**.

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The Wretched Hive

The wretched Chaos lord Xalavor and his minions have conquered a temple of the Queen Bee, the ancient lawful goddess of Life, in order to summon, imprison and warp an avatar of the Queen. They used her power to create a fearsome hive fortress over the marble ruins of the old temple, and an army of half-human, half-insect soldiers. Now hybrid creatures roam the countryside capturing riches and people for dark purposes.

The sacred forest surrounding the temple is now home to the wandering fugitive priestesses of the Queen. If treated with due respect, they may say: **1.** Do not hurt the avatar of our Queen! **2.** There are hidden amulets in the temple. **3.** The hybrids have a spark of divinity, but may be hostile. **4.** The Queens's honey cures wounds. **5.** Bees work in the fields during the day. **6.** We will send one of us with you!

Approaching the Hive during the daytime may trigger an encounter (1-in-6 chance). Roll once more if the Hive is approached near dusk or dawn, and for every half hour the adventures spend in the surroundings.

The hexes are 50 feet wide and 25 feet high, and reasonably well-lit during the day. They are made of wax and may collapse if hit by a fireball or similar attack. Red hexes are darker and fouler than others, with walls made mostly of stone and metal. Yellow hexes are cleaner and emptier. Blue hexes are littered with ruins of the old temple. Doors leading from white to red or yellow areas are harder to open.

Bee-people, with near-human bodies and bee-like heads and wings, can fly but cannot talk. If they lose more than half HP, they will attack with a stinger, causing double damage and then dying. **Soldiers (2HD)** will attack on sight, with spears. **Workers (1 HD)** are unarmed - they will go about their businesses and won't attack unless attacked first. Each has a 1-in-6 chance of carrying honey (heals 1d6 HP, once per day).

The wretched are the evil, sadistic demons that follow Xalavor. They might be willing to negotiate at least half the time. **Imps (1HD)** are small, ugly, goblin-like creatures. **Ogres (3HD)** are stupid, demonic brutes with clubs. **Biomancers (2HD)** are cunning magic-users that create hybrids.

The groups dislike each other, but Xalavor has been able to keep the peace so far (up to a point).

Random encounters have a 1-in-6 chance of taking place for each hex crossed (or additional 10 minutes spent in it), empty or not - climbing a floor from the outside and walking on roofs count as crossing an hex. Roll 1d0. In the red area, roll 2d10 and pick highest. In the yellow and blue areas, roll 2d10 and pick lowest. At night, re-roll 1s when counting creatures.

1,2. 1d4 Soldiers. **3,4,5.** 1d6 Workers. **6,7,8.** 1d6 imps. **9.** 1 biomancer. **10.** 1d3 ogres.

MAP

Towers 1 though 3 are bee-people watchtowers. They have 1d6 soldiers per level and doors to the outside. The ground levels have holes to the underground (no stairs). All towers have a number of levels equal to its identifying number.

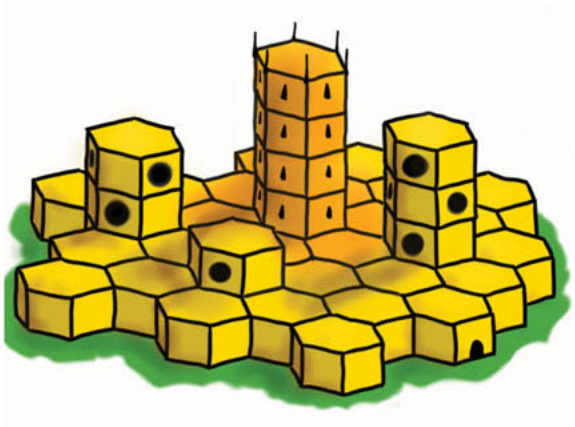
Tower 4 is home to Xalavor (8HD), that can always be found in the highest floor. There are **three archfiends (3HD)** with fiery weapons in the third floor.

A. Entrance. 2d6 imps and an ogre will question visitors.

B. Arsenal with many crude spears and machetes.

(C). Entrance. 2d6 soldiers.

D. An **alien mass of putrid flesh and tentacles (5 HD)** is trapped here. The doors are sealed from the outside.



[E] Barracks. 3d6 imps, half are sleeping.

[F] Mess hall. 2d6 imps.

G. Granary and treasury.

H. A biomancer with 4 mechanical assistants (1HD) keeps an alchemy lab in this hex.

[I] Beautiful artificial flowers in the middle of the room are the trigger to a fire trap that causes 2d6 damage to everyone that cannot duck fast enough.

[J]. Prison with 4d6 human captives.

K. Empty passage.

(L) A chest full of treasure, heavy but somewhat valuable, triggers spears coming from the ground, causing 2d4 damage to anyone standing in the hex.

(M). Empty passage.

[N] **Downward spiral stairs** lead to the underground.

[O] The arena where the wretched fight captured humans and bee-people. The 4d6 wretched in the audience, will not notice invaders unless attacked.

<P> 6 soldiers protect a fountain of honey. Will not let humans or wretched get near, but won't attack otherwise.

(Q) 1d6+1 mummified animals (wolves, boars, etc), imprisoned by a insane hunter-bee (3HD). One is still alive and can show gratitude if released.

(R) The Queen Avatar (7HD) is a giant bee, entranced by the sorcery of Xalavor, can barely move but is able to defend herself with paws and stinger (her sting causes immediate death).

S. Empty passage.

<T> A telepathic drone-man (2HD) hidden in this hex can communicate with human and bee. He will offer his services for protection (many bees want him dead).

<U> A statue of a maiden surrounded by flowers will heal any sincere allies of the Queen if they pray or ask for help (1d6 HP, once per day).

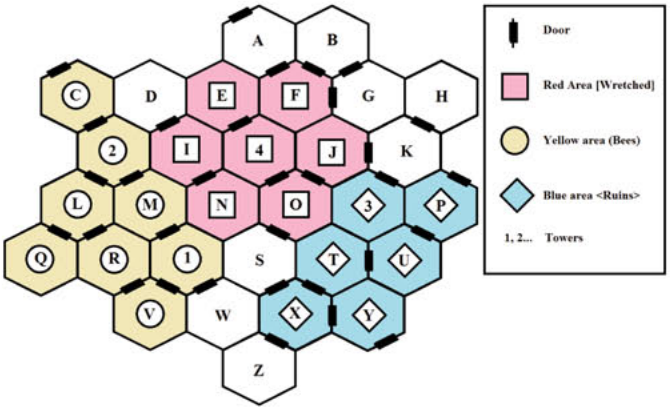
(V) Floor will collapse if more than 8 creatures are in the hex in the same time (bee-people don't count).

W. 2d6 soldiers guard this room.

<X> Hidden treasure under a secret door in the marbled floor (4 golden amulets, valuable and sacred).

<Y> Beautiful **silk tapestries.**

Z. A two-headed twelve-armed mutant troll-bee (5HD) sleeps here most of the time. If awaken, it will go on an unstoppable rampage.



The underground is dark and full of demons, biomancers, and breeding pits with larvae and royal jelly. Adventures beware. If the GM prefers the whole dungeon to be underground, just **flip the map**, transforming towers into pits.

If Xalavor is slain, the bee-people will destroy the remaining wretched. The Queen (now free from mental slavery) will telepathically ask the adventures for death, but she will resurrect (as an ordinary bee) in less than one minute and fly away. The fortress will collapse within 1d6+6 days.

If the Queen dies, bee-people will disperse immediately. It will take Xalavor 3d6 days to summon another avatar or come up with a new use for his fortress.

Dungeon by Eric Diaz (http://methodsetmadness.blogspot.com.br/).
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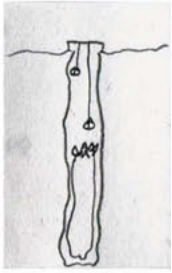
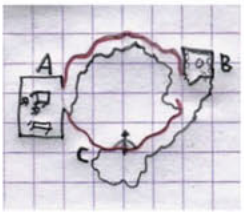
Long ago, the land was infested with goliath-sized worms. Stretching across miles of mud flats in the kingdom of Sujihistan are enormous worm tunnels. Rumor has it that the goblin king has taken up residence in one of these, mining the ground for all it's worth. It is also said that a dark wizard of unimaginable power dwells here. Recently villagers from a nearby town have been disappearing, supposedly kidnapped by the wizard.

The pit, shown in side view to the right, is made up of 15 stacked levels, accessed by a pulley system with 2 circular platforms, counterbalancing each other. When the party goes past level 7 they will meet the other platform ascending full of goblins impatient at their delay! The 2nd platform has a rotted patch in the center the goblins avoid; PCs stepping there must save or fall.

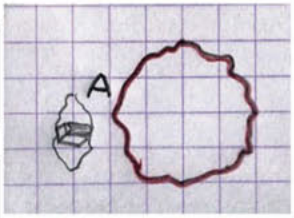


Level 1



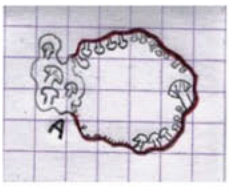
(A) Goblin Guardroom: 3 goblins sit around table gambling. **(B) Armory: (C)** ballista mounted on wall.

Level 2



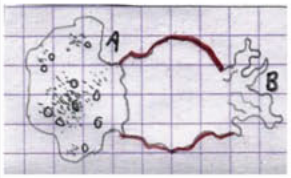
(A) Buried chest contains 75000 gp.

Level 3



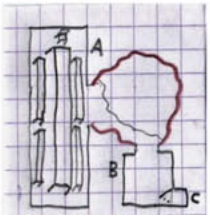
(A) All kinds of mushrooms line shaft—alchemy heaven! If all are harvested, an alchemist would pay 300gp.

Level 4



(A) Dragon Lair: Snake the black dragon just moved in. He is still young but has treasure. Goblins hate & fear him. **(B)** Snake is making a new room with his acid.

Level 5



(A) Dining Hall :a large feasting hall "more like it" **(B) kitchen: (C) food pantry:**

(A) Sleeping Quarters: each has 5d4 goblins sleeping & 1d4 awake, who will awaken sleepers & attack. **(B)** 4 goblins gambling, 1d4 drinking.

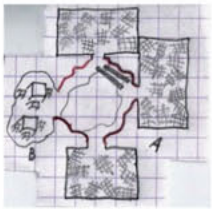
(A) Master Bedroom: the leader of goblins & 4 guards. If guards are killed, Grizzetooth (leader) will try to get PCs to kill dragon. Cot stuffed with gold & gems.**(B) Hall:** passage from lift 2.

(A) Shrine: columns covered with eyes that follow you. Two slabs hold beheaded bodies. Dais holds 2 braziers & bas-relief face of Gruumsh, mouth leads to ***(C)***. **(B) Bedroom: (C)** all kinds of offerings (gems, trinkets, etc.) are here.

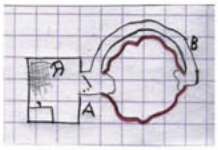
(A) Mine: same as level 10. **(B) Vault:** guarded by 2d4 goblins & 2 stone giants. Same as 10

(A) Mine: 10d4 goblins mining. **(B) Vault :** guarded by 2d4 goblins & 3 hellhounds. Goblins are depositing gems and precious metals.

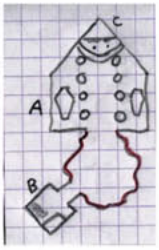
Level 6



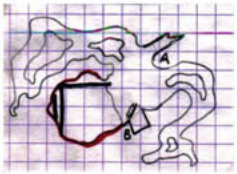
Level 7



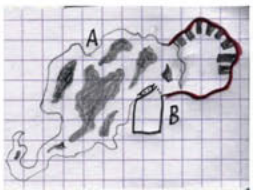
Level 8



Level 9



Level 10



(A) Catacombs:

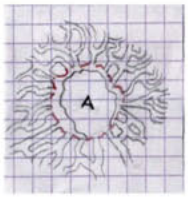
(A) Mine supports collapse when floorboards at A are trod (2-12 damage & trapped by rubble). **(B) Xorn Lair:** floor has collapsed into 20' deep chasm inhabited by xorn.

(A) Storeroom: iron doors with fireball trap, password is "Fire." All the wizard's magic items and trophies are in these rooms. **(B) Prison:** many tortured prisoners are in cells.

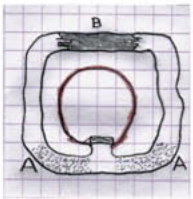
(A) Bedroom: a gem the size of an olive sits on bedside table. Secret cubby holds 500gp. **(A) Workroom:** wizard (Ringhand: human, hp 38, AC 0/20, has all the rings in the DMG) is here. Is pouring over book, does not notice PCs.

(A) Bottom: fossilized rock worm has sat here for 75 million blood moons.

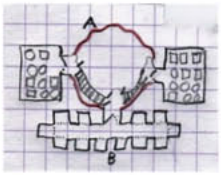
Level 11



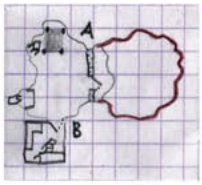
Level 12



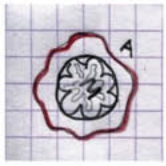
Level 13



Level 14



Level 15



VENGEANCE OF THE MINOTAUR

BY FRANK SCHMIDT

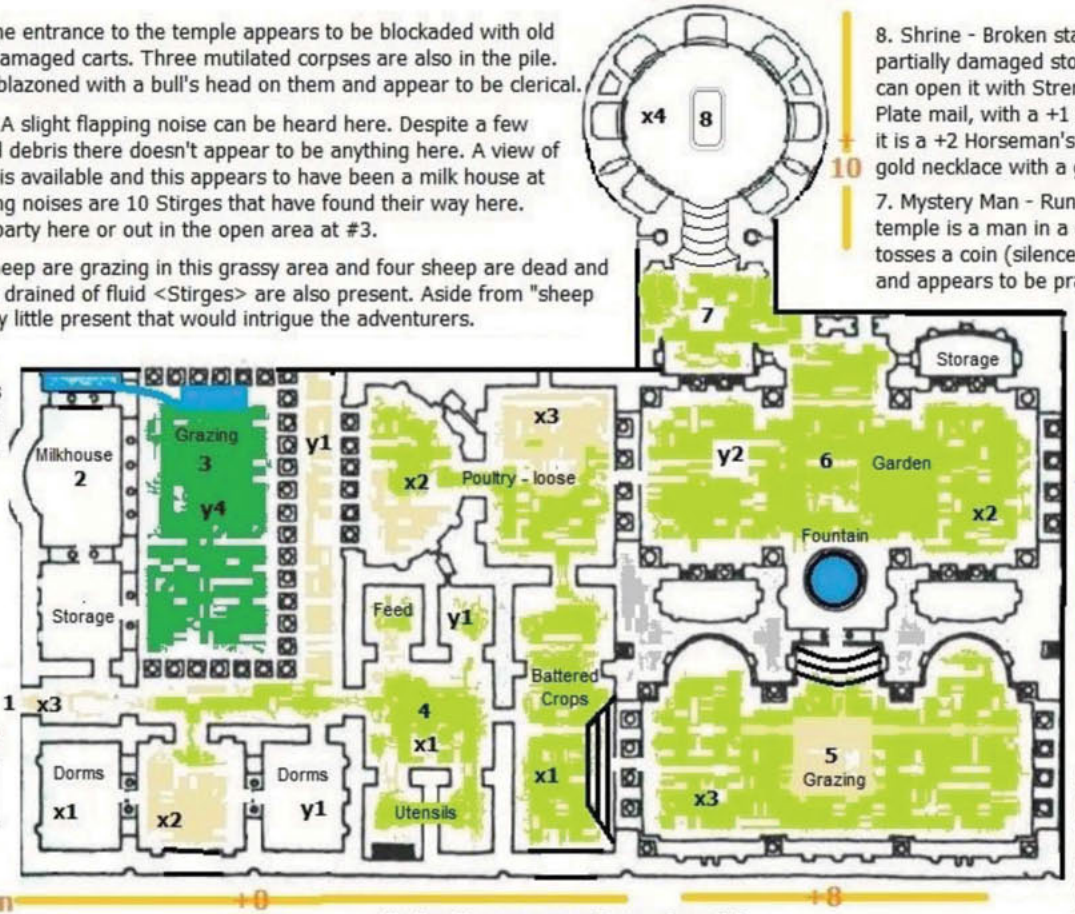
While in the nearby village of Agust you and your party have learned of a nearby temple that is the home of a Bull Cult. While friendly and beneficial to the village some citizens have reported that a mysterious stranger was in Agust several days ago inquiring about the temple. While specifics are lacking in why the citizens felt uneasy about the visitor they have reported that no word has been received from the temple since the stranger was in town. The cultists were scheduled to pickup supplies yesterday from the local merchant and did not which is very unusual for them. If asked the citizens will report that the Bull Cult is strange but has never caused any problems within the community and do purchase a variety of goods and some services from the people of Agust and seem to be "nice" unlike the peculiar stranger....

1. Main Entrance - The entrance to the temple appears to be blockaded with old furniture and a few damaged carts. Three mutilated corpses are also in the pile. They wear robes emblazoned with a bull's head on them and appear to be clerical.

2. Debris Chamber - A slight flapping noise can be heard here. Despite a few additional bodies and debris there doesn't appear to be anything here. A view of a sheep pen outside is available and this appears to have been a milk house at one time. The flapping noises are 10 Stirges that have found their way here. They will attack the party here or out in the open area at #3.

3. Sheep Pen - 14 sheep are grazing in this grassy area and four sheep are dead and appear to have been drained of fluid <Stirges> are also present. Aside from "sheep pebbles" there is very little present that would intrigue the adventurers.

4. Young Minotaur - Ahead of the party is a bull consuming the remains of a body in dirty clerical robes. As they look further into this scene they notice that the bull rises on two feet and is actually a Minotaur. This is a smaller version of the one in area #6.



x - Dead clerics
y - Dead sheep

8. Shrine - Broken statues fill the alcoves of this area and a partially damaged stone coffin sits in the center. The party can open it with Strength >26 pts. Inside are remains in +1 Plate mail, with a +1 Shield of the Bull on its chest. Next to it is a +2 Horseman's mace and around the neck area is a gold necklace with a garnet for a total value of 350gp.

7. Mystery Man - Running down the stairs from the upper temple is a man in a dark robe. Upon seeing the party he tosses a coin (silence 15' r) at them, readies his weapon and appears to be praying under his breath for a spell!

6. Main Garden - An array of trails move about through beautiful bunkers filled with flowers. As the party gets to this level they observe a larger Minotaur consuming two dead sheep. The minotaur attacks!

5. Open Pasture - This lare area appears to be a holding pen for fremale cows who appear to be in need of milking.

Stirges - AC8 HP 7 D 1-3 +d4/blood

Minotaur(s) - AC6 HP 45, 32 D 3-9 or 2-8. 2 points over what is needed to hit is a knock down and PC unable to attack for 1-2 rounds (save vs. Dex)

Stranger - Cleric 5th Level -- AC3 HP37 D 4-7 (+2 Flail), Wears +2 Chain and has 2 healing potions. Spells: Cause lt. wounds x2, Prot. from good, Hold Person, Chant, Silence 15'r and Speak with the Dead (was the goal)

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Treasure table:

Roll 6-sided die each time when you succeed in the Trial

1 - You gain rags and garbage. It'll not help you.

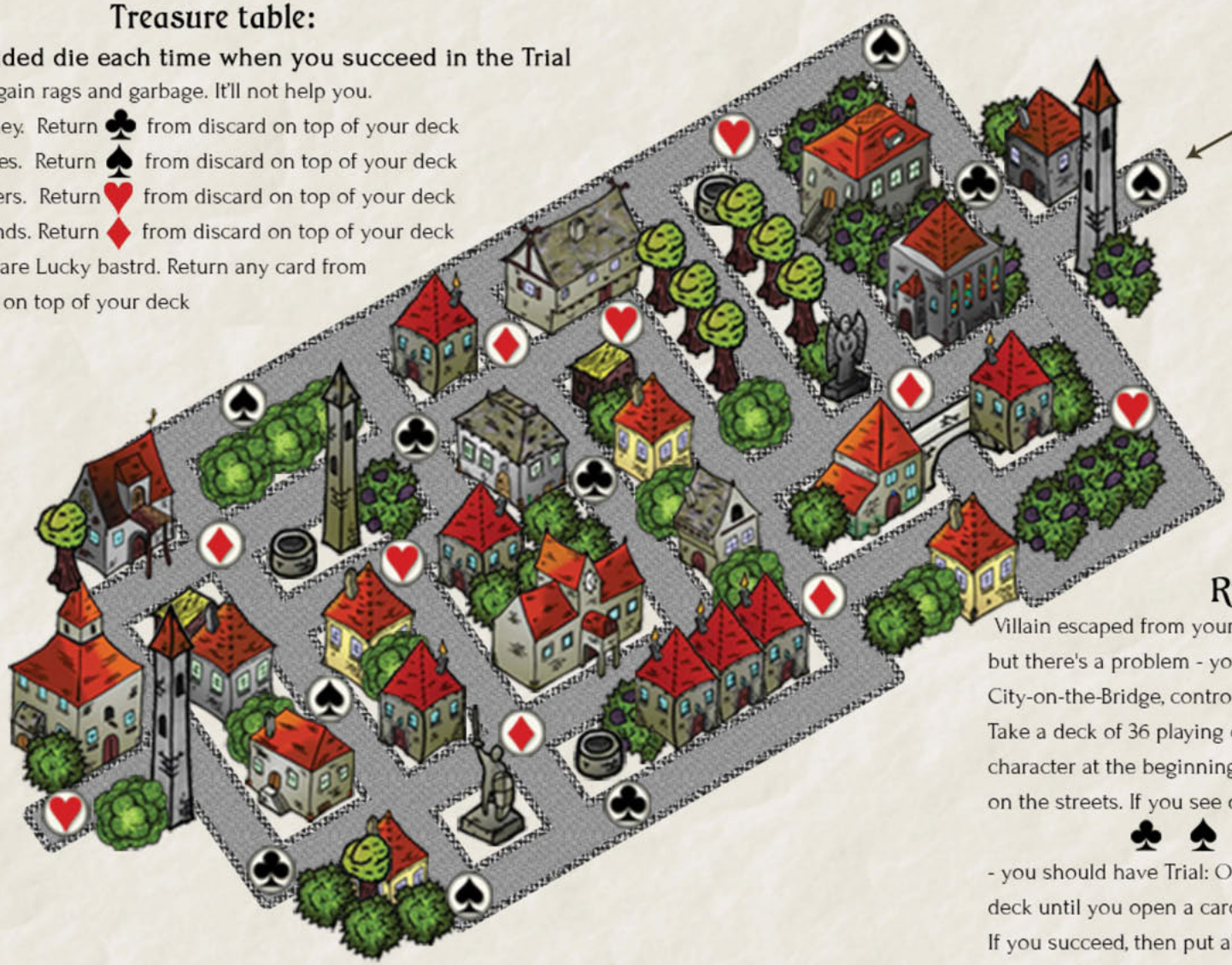
2 - Money. Return ♣ from discard on top of your deck

3 - Blades. Return ♠ from discard on top of your deck

4 - Letters. Return ♥ from discard on top of your deck

5 - Friends. Return ♦ from discard on top of your deck

6 - You are Lucky bastrd. Return any card from discard on top of your deck



You start Here!

Rules:

Villain escaped from your justice! You set off in pursuit, but there's a problem - your way lying through the City-on-the-Bridge, controlled by local Thieves' guild. Take a deck of 36 playing cards. Place the figure of the character at the beginning of the Path Move the figure on the streets. If you see one of this icons on your way

♣ ♠ ♥ ♦

- you should have Trial: Open cards from the top of the deck until you open a card of the same suit or retreat. If you succeed, then put all cards that you open in the discard pile and make a throw on the Treasure table. Then move to the next point. If you get to the Finish and you still have some cards in your deck - you make it! If you haven't any cards in your deck and you still on your way - you lose.

"City-on-the-Bridge"

Autor: Gleb "Rigval" Lysakov
Icons: Darth Asparagus (http://darthasparagus.deviantart.com/)
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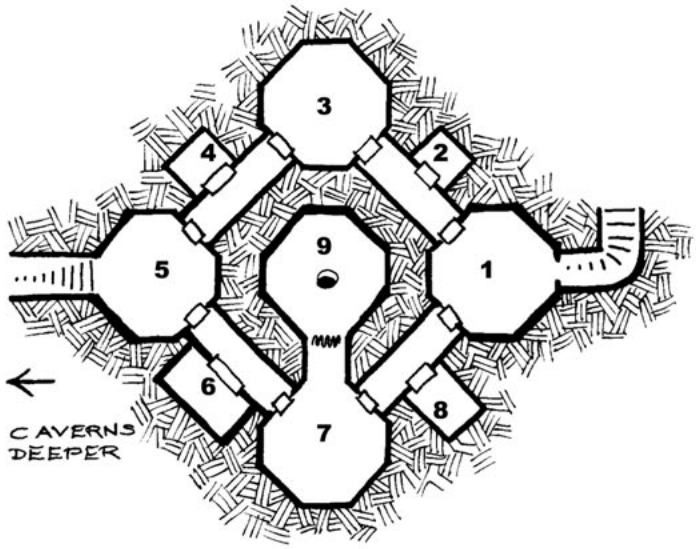
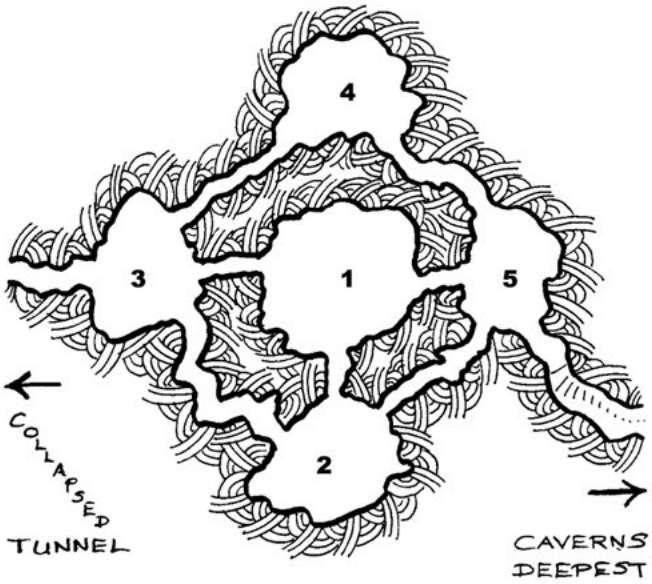
Goblin Shrine of the Spidergods

Four young couples, out for a moonlight stroll, have disappeared, and the town elders have offered a reward for their return. These are not the first to go missing, and it is feared that if they are not found soon, they never will be. The only clues are tracks leading to the mouth of an unexplored cave…





Not long ago, the Deep Goblins tunnelled accidentally into a giant spider-infested cavern. Sealing the tunnel, they built a shrine above it. Now they raid the surface by night to procure sacrifices for their new spidergods. Once the rescue mission begins, one captive will be thrown down the chute in the Chamber of Sacrifice every hour. Down in the cavern of the spidergods, the victims will be hunted, paralyzed, and stored for later devouring.

LEVEL 1

1. Den. There are 2-8 **dire wolves** predisposed to attack, but will obey basic commands issued in Goblinish. There is a scrap of torn fabric from a dress on the west wall.
2. Barracks. There are 2-8 **goblins** playing dice. There are spears, clubs, and shields on a rack. 14 g.p. on table.

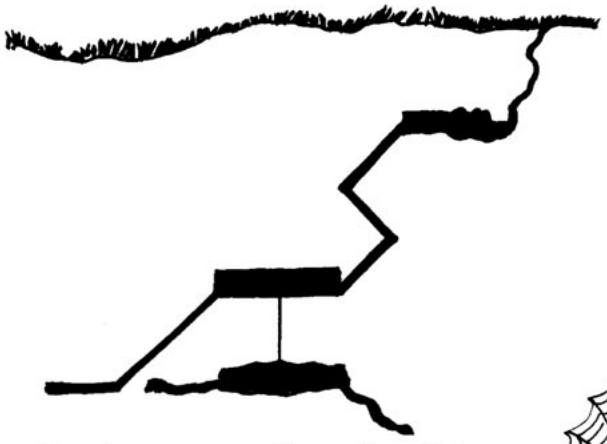
LEVEL 2

1. Reception Chamber. There are 2 **goblins** on guard, armed with spears and each carrying a key to one of the two locked doors. They will try to alert the guards in room 2 if intruders are noticed.
2. Barracks. There are 3-12 **goblins** sleeping, drinking, or gambling at knife-throwing. 23 s.p. on table.
3. Refectory & Kitchen. There are 2-5 **goblins** cooking.
4. Priestly Quarters. There are 1-4 **goblin shamans** sleeping or studying. A scroll with 2 spells is hidden in a pillowcase.
5. Chamber of Reflection. There are 1-4 **goblin shamans** engaged in ritualistic eye-jabbing, ear-boxing, and shoving.
6. Store Room. Foodstuffs, religious items, 27 vials of giant spider anti-venom (good for all forms of arachnid venom).
7. Chamber of Anointment. Four hollow idols burning a foul incense. Basin of unholy oil. Four **goblin guards** (maximum strength).
8. Holding Cells. One or more captives.
9. Chamber of Sacrifice. Four **goblin shamans** (maximum level). Each wears an amulet worth 200 g.p. and a spider mask. One of the newly anointed sacrifices is being escorted by 2 **goblin guards** (max. strength) to the hole, which leads to room 1 on level 3.

LEVEL 3

1. Unholy Abode. **Giant spider** (max. strength). One or more captives. *Diadem of Telepathy* on floor.

2-5 Unholy Chambers. 1-4 **giant spiders** each.



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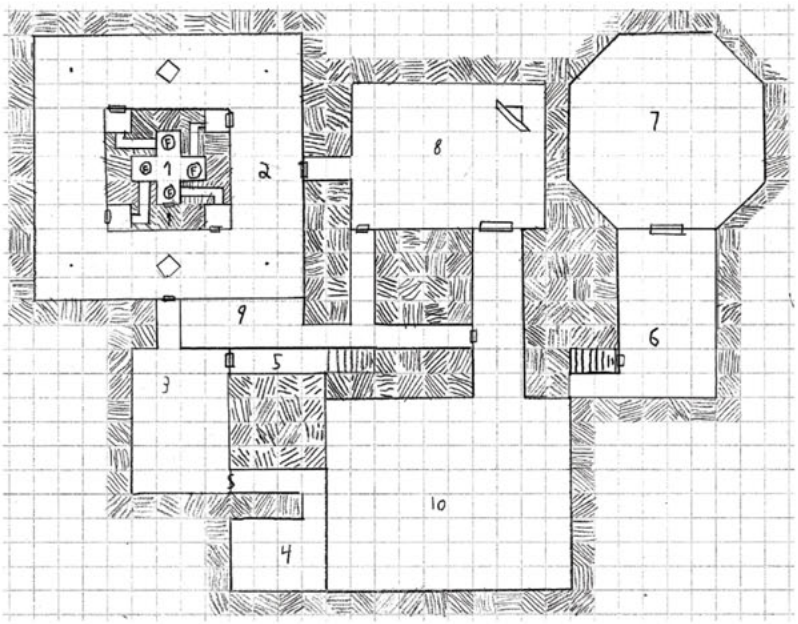
The Forsaken Wizard's Tomb



Background: The adventures were traveling to protect an archeologist by the name of Elten (el-ter-en) a young human when he finds a stone about the size of a high elf that seems to be cut out of a stone wall. [A player name] moves the rock to the left with relative ease, behind the rock is a room (Room one)

1. Entrance: You come into a plus shaped room with a 10 ft high ceiling. [Dm if players stand at the 4 corners of the room the entire floor collapses and every person including Elten falls into one of the four rooms.
2. Curved Carnage: You slide down a hole and find a door way with no door and see no players that did not come down your tunnel but (1st player) you are staring at a large grim lock who seems to be turning toward you. (2nd Player)An empty corridor with two very tall figures are standing about 15 feet in front of you. (Player 2) the figures appear to be stone one grim lock one elf. .(If examined) The elf is a wood elf but seems to have a dark aura. (3rd and 4th Player)Lights bring the hall to life. You see rats strewn about the area 1d6 of them the room has 2 doors, one locked, one open (3)
3. Dining hall: There are 3 tables fit in a line each seems to have a different color to it. There are also bookshelves (one was moved recently) (Dm) Table one: This has some kind of gooey slobber on it that's whitish blue. Table 2: This one is cleaner but dustier. It has claw marks in it quite large ones in fact. Table 3: this one looks like it was very nice with golden tassels on the edges of the table but has blood and meat strewn over it.
4. Secret fallen room: (Dm to find this room they have to look at the half-broken. bookshelf)The room has broken glass everywhere and daggers shoved into the rock walls randomly. There is a broken bed and 1 broken small table.(There is a faint light coming from some of the daggers on one wall) (10 gp broken in many pieces you manage to save 3gp)(If you stay in for too long a skeleton comes from the ruble and trips a player)
5. Hallway: This is a very narrow hallway. After fifteen feet you can see stairs down(This is a very narrow hallway)
6. Broken Dak hall: You come into a Trophy room about 7 by 20 feet with a small silver statue of a wolf held between 2 stone pillars. It looks loose. Broken artifacts are everywhere and stone from the ceiling covers the ground. One stone golem stands still with 5 eyes that seem to all watch something different, one at you.(The golem comes alive if you try to touch the silver statue or if you try to pass him (non-magic dmg attacks do nothing to the golem while not active)) (Golem is Dire wolf sized and shaped)
7. Dak Born Dak Death: You come in to a bright room with a stone case on one side and a stone bed on the other. In front of you there is a Dire wolf, alive but sleeping after a moment awakes: In a Load voice he calls; Take this (gestures to the rock (a medallion)) to my Master so I may finally die in peace. If you don't I will eat you and live many more years off your souls.
8. Empty Mirror: [In this room everything happens backwards for instance right is left]You scan the room and see a mirror and 4 wolfs standing next to it going in circles and two other doors on one wall. (In this room everything needs to be said backwards only people with 3+ languages know how to speak backwards.) (You have to destroy the mirror to get out(if you try to touch a door you find you can only go in the mirrors line of sight the door its 2d like a picture))
9. Small room: You are in a small room with 2 corridors one in the room and one in a place where there's a door, in the room there's a bed and some storage creates with food in them.
10. (if from Mirror room)You see a big room 40x50 past a long hallway the room has pillars and 7 strange carvings on the roof,a pedestal with a skeleton of a wood elf, and have a medallion in a crevice (put a your half in) Six Dire wolfs and a Wizard "Saying Good boy Dak" (The exit is sealed but you can get out if you break a wall into a secret room leading to the dining hall)
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Fallen Throne

The Throne fell in the night, cast down by unfathomable immortal means, for incomprehensible immortal reasons; a silver star streaking the night sky. In the thunder of landing a third of the town was destroyed, but when the dust and fire waned, the Grand Basilica was crushed, and The Throne stood, a monument of celestial beauty, unsullied by its transit from the heavens.

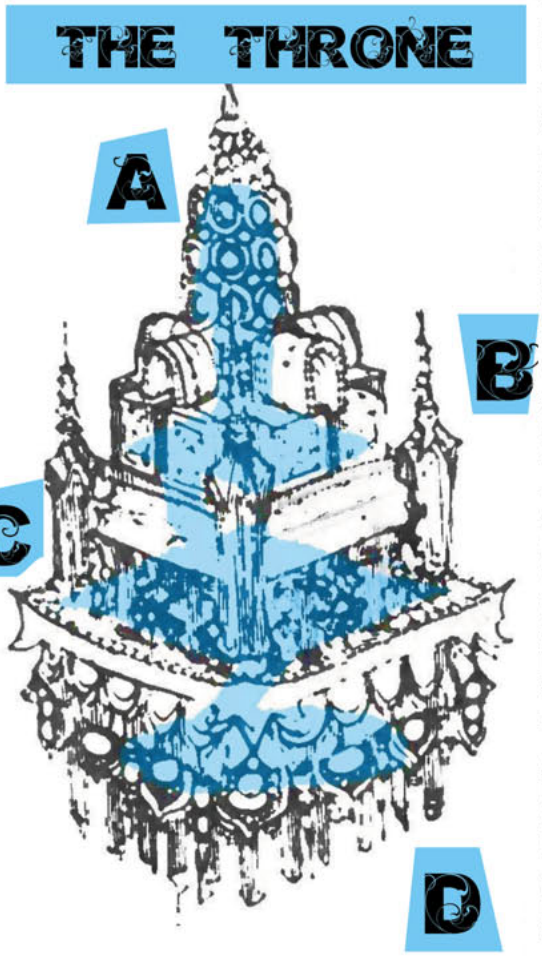
The next day the terrors began with the chime of perfect bells and chants of sublime beauty. The Celestials crept from the Throne, greeted by the devout, the curious and venal seekers of miracle alike. These mortals learned the horrible truth of the Celestial Throne's searing beauty, and suffered because that beauty allows no rival. The touch of the Celestials tore the voices of singers from their throats, ripped the eyes of artists leaving only puddles of scabbed flesh, and the twisted the winsome into horrible ungainly shapes. Now only these broken souls remain in the deserted town, driven violently mad.

The Throne still sits in the ruins of the Grand Basilica white stone steaming with dew. Thousands of citizens have lost any fragment of splendor or glory they once were to the Celestials, and clump in small gangs (1D6 each – as *ghouls*) about the Throne, but will coalesce around any commotion at a rate of 1D4 per round. Barely human now, starving, mad and horrible, the touch of these **Broken** is so revolting it stuns, these men and women are dangerous now and may attack on a whim. Careful observers of the Throne have a cumulative 1 in 10 chance each hour of witnerssing either 2D4 Choir or 1 **Ophanim** exit the Throne to search the town for objects of beauty.

Celestials – A species of outsider devoted to order and harmony above all, making them contemptuous and hateful to the disorderly mortal world. Despite their strange variety of forms, all celestials are achingly beautiful and to attack one requires rare will (WIS check per attack). Like most outsiders, Celestials are also immune to: poison, mind altering spells, lightning and cold, but take ½ damage from fire. Celestials also drain beauty (grace, comeliness or wit) doing 1D6/2 points of CHR damage per attack. This loss is permanent until the Celestial attacker dies and a *remove curse* is cast on the victim. At 2 or les CHR the character will become a hideous, stupid, unpredictable mockery of humanity – one of the **Broken**.

A) The Crystal Gate – A columned maze at the Throne's base, ornate carvings in strange shapes casting odd shadows on the blasted ground. At the center of the maze is a circular walled chamber, carved to mimic thousands of tiny feathers and containing a stair of glass leading upward to AREA B. Incautious mortals walking within the maze (stealth or other precautions will prevent attack) will be stalked by the four **Ophanim** that patrol the maze. Each is a huge marble wheel within a larger golden treaded wheel (2,000 GP each) will burst from one of the stair chamber's many openings to crush invaders beneath their wheel or petrify them with the sweet smelling light that emanates from their spinning hub (As *Gorgons*).

B) Choral Hall – A vaulted hall, stepped along its sides are tiers of white marble to accommodate the **Gracious Choir** in **Area C**. Along the steps are forty ornate silver choral stands, short lecterns of wire and tube that provide the **Choir** dignity while singing the glories of the Throne (250 GP each). At the end of the hall a 20' shaft of smooth stone leads upward to **AREA C**. The Hall is filled with a sublime melody, the song that two members of the **Choir** sing constantly, amplified through special pipes. Mortals in in the chamber who can hear the **Choir's** song must save vs. spells every turn while in the chamber or collapse weeping and transfixed.



C) Cells of the Gracious – A hive of tiny round 8'x8' cells around a central stair are home to the **Gracious Choir**. Two members of the **Choir** stand singing into a strange brass apparatus studded with pearls and jade (4,000 GP worth) that pipes their song below. The two **Choir** will continue singing, but if the party attacks them, disturbs the machine, or lingers in area they will cry out and 2D6 **Choir** (As *Harpies*) will pour from their cells each round until all 40 are in combat. The **Choir** all sport delicate crystal wings, but are otherwise motley – many resemble opal eyed infants, but others are lizards, dolls, rabbits or flurries of fur and light.

In the **Choir's** cells of porcelain the imps have collected items of beauty from the ruined town: paintings, icons, jewelry and the flayed faces of the comely worth 2D6x10 GP rest on the floor of each cell.

D) The Throne of Dancing Echoes – Up the narrow twisting stair of translucent alabaster (1,000 GP if disassembled) is a vaulted chamber, pierced with numerous round windows, each centered with flickering animated eye of rippling glass. In the center of the room is the **Throne of Dancing Echoes**, a serpentine celestial over 40' long (As *Very Old Blue Dragon – automatically casts mirror image each round of combat*) and seemingly made of gold veined white marble. It winds statue still around a white marble column at the center of the room, watching the vileness of the terrestrial world through the windows' eyes. When this **Throne** is destroyed the edifice of its home will start to crumble into fine dust, dissipating in 2d12 turns.

The **Throne** is open to negotiation as alone among the Celestials, it can restrain its disgust. In return for aid in return the **Throne** to the heavens it is willing to trade blessings (statistic bonuses), boons (magical equipment) and wealth (it can magically create gems). It seeks large amounts of beautiful artifacts, the hearts of devils, or especially talented or beautiful mortals.

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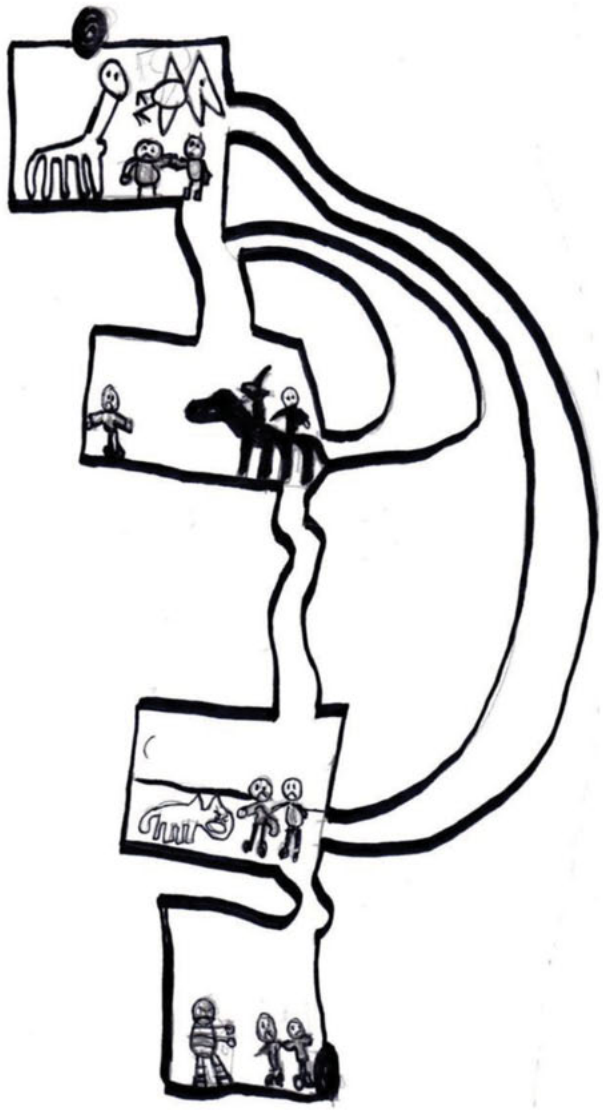
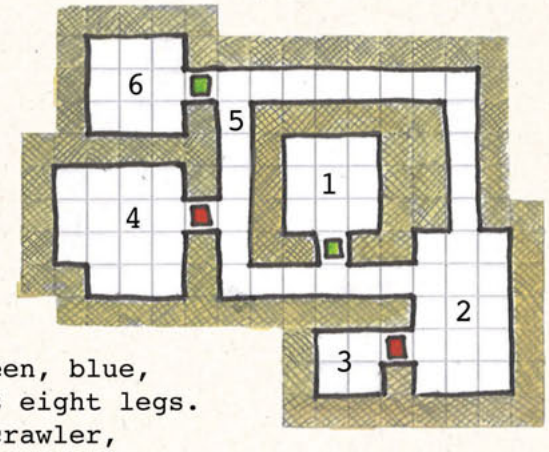
The Time Travel Mystery

The Tiny Tyrant, Age 7, offers up her entry into the 2015 One Page Dungeon Contest. Herewith presented with commentary, as a reflection upon the state of the RPG industry, as well as an instructive glimpse into the mental landscape of our nation's youth.



"There is a sewer with a glowing drain. If they decide to go into a sewer drain because it was glowing, they end up in a Time Travel Mystery Dungeon."	The Tiny Tyrant begins with visual scene-setting. A glowing portal…a classic MacGuffin. Note that she confidently provides players the option of ***not*** taking the bait, confidently resisting the urge to railroad them through the subsequent narrative.
"They go in and find out that it has two dinosaurs. What is that one with a really long neck and a really long tail? And a flying one."	Dinosaurs here represent the deep psyche of this classic Heroic Narrative. Also that dinosaurs are cool.
"When they get away, there is a secret tunnel and they can skip most of the dungeon. If they found out that out later, I bet they would be mad."	Psychologically, this may be the crux of the piece. See how the Tiny Tyrant anticipates the players' reactions? Their torment? What you can't hear is how fiendishly gleeful she is about it.
"But then they went into the next one. They accidentally went through, and when one of them can slide onto the horse of the knight, then they are able to defeat the knight and they get away."	Note the switch from the subjunctive "if they…" to the declarative "they went…." This is the superego ascendant. C.F. Michel Foucault, *Discipline & Punish.*
"Then they see a sabretooth out of the corner of their eye. If they are able to fight it they can get away."	With the return to "if," the Tyrant, having demonstrated her mastery of the situation, negotiates the distributed authorial functionality central to the RPG experience.
"A humongous mummy. They can get away through a door they can see out."	"Humongous." This is a child with a large, dare I say humongous, vocabulary. This type of scene painting is essential to what Coleridge termed the "suspension of disbelief." The return to visual cues ("they can see") here denotes a return to hope after severe trials, in the tradition of Campbell's 'Hero's Journey.'
By Gwen Potter	http://creativecommons.org/licenses/by-sa/3.0

Dungeon for Lina and Hendrik / Level 2



1 square = 1 m x 1 m

1 You went down a ladder to level 2 of the cellar beneath the royal kitchen. The cook sent you to look for Alex, the kitchen boy. In another room somebody is playing „Soura ke mastoura" on a bouzouki.

2 This room is filled with amphorae in all sizes. Some carry a sweet strong wine. A strange animal is crawling on the floor. It is yellow, green, blue, pink and red, about 13 inch long and has eight legs. Although it looks a bit like a carrion crawler, it's harmless. It even smiles at you. If you are easily scared, you need to make a fright check now.

3 The door to this room is locked. Alex, the kitchen boy, practices playing bouzouki, a Greek guitar. He tells you that two large mouse-like creatures locked him in and ran away with the keys. If you find the keys in level 3 of the dungeon and free Alex, he will tell you that the cook is beating him regularly. He will try to persuade you to flee with him in a small boat. He will invent a treasure island to persuade you.

4 The door to this room is locked but not too difficult to open. There are many amphorae scattered on the floor, most of them broken. Three skeletons equipped with swords and shields will attack you. They have been waiting to do so for 100 years.

5 random monsters:

1 A giant olive on legs, wearing sneakers.
2 A couple of bugs that glow in the dark.
3 A group of goblins. They say your grandmother is fat and poor. They can count up to 100 and will ridicule you in every possible way, otherwise they are harmless.
4-6 Nothing.

6 A 3m x 3m room with a hole in the floor. A ladder leads to level 3 of the dungeon. In level 3 you encounter two dire mice with the keys to room 3. You also find a boat.

Herr Zinnling, April 2015
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The Dark Coven by Isaac Gomez

Take a journey deep into the old forest where ancient elven ruins sit hidden from the world. These ruins are rumored to hold riches beyond measure and magical artifacts of great power. Many adventurers have been lost to the lure of these treasures. Unbeknownst to those who venture here; the forest is plagued by the decay brought by the dark coven that calls this forest their home. Three hags have transformed the ruins and the surrounding forest into a twisted and cruel tangle of death and torment, an image of their dark hearts.

Denizens of the Ruins

Dire Wolves

A vicious pack of dire wolves have made the ruins their home and hunt the area for prey. These dire wolves have been touched with madness and are extremely violent. They will attack in groups of three or four and often drag wounded victims to the coven's lair.

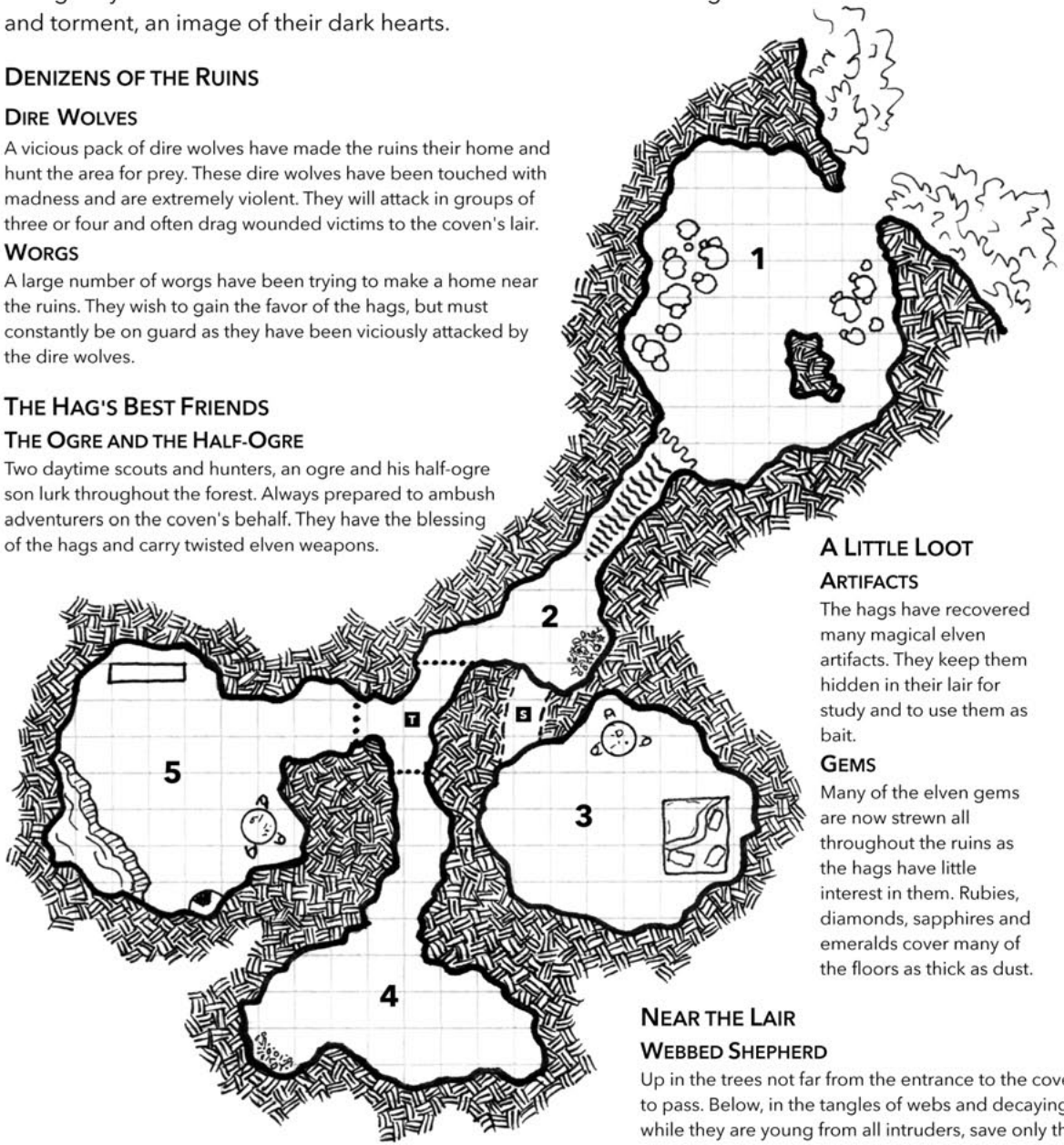
Worgs

A large number of worgs have been trying to make a home near the ruins. They wish to gain the favor of the hags, but must constantly be on guard as they have been viciously attacked by the dire wolves.

The Hag's Best Friends

The Ogre and the Half-Ogre

Two daytime scouts and hunters, an ogre and his half-ogre son lurk throughout the forest. Always prepared to ambush adventurers on the coven's behalf. They have the blessing of the hags and carry twisted elven weapons.



A Little Loot

Artifacts

The hags have recovered many magical elven artifacts. They keep them hidden in their lair for study and to use them as bait.

Gems

Many of the elven gems are now strewn all throughout the ruins as the hags have little interest in them. Rubies, diamonds, sapphires and emeralds cover many of the floors as thick as dust.

The Coven's Lair

Near the ruins, nestled in a deep tangle of thorn covered bushes sits the entrance to the coven's lair. From here the three hags; two sisters and one daughter rule over this area and all its inhabitants.

1) The Entry to the coven's lair is a cavern that reeks of death and decay. The floor and walls seem to be rotting away as if they were flesh. Poisonous mushrooms grow throughout here, waiting to release their deadly toxins.

2) A Small cavern with a pile of rubbish and bones in the corner awaits adventurers that have crossed through the tattered curtain in the entry.

S) A Secret passage leading to the sleeping chamber of the hags sits here awaiting their touch to open.

3) The Sleeping chamber of the coven is a dark and foreboding room. Many incantations have filled it with unholy darkness and evil.

T) Traps are triggered here by a stone located in the center of the floor. Stepping on the trigger drops three sets of wooden spikes from the ceiling to the floor. These are not meant to hold captives for long. The hags will be here soon!

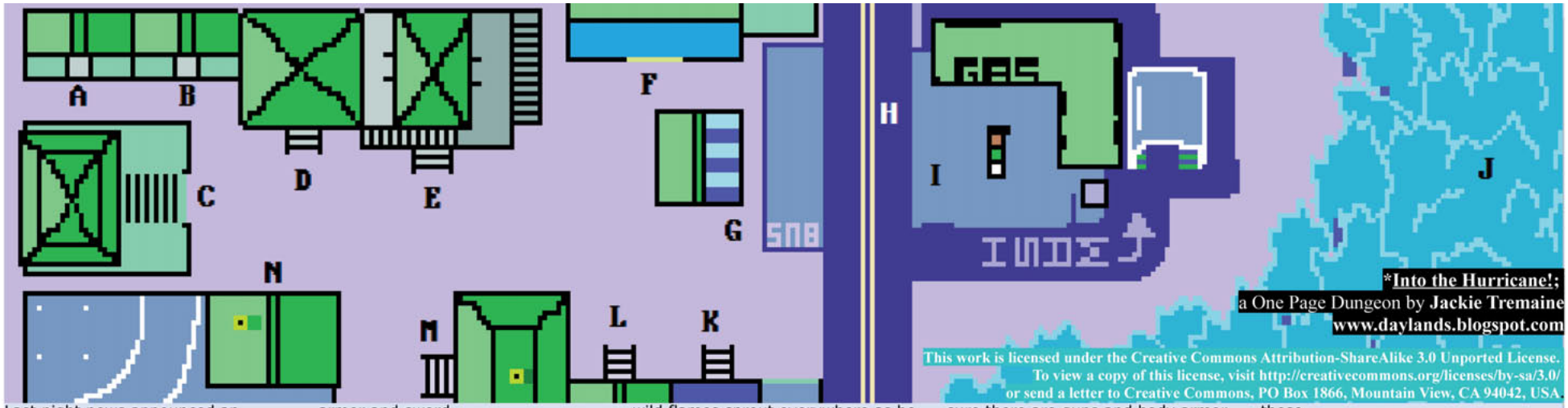
4) An Empty cavern seems to have been recently used for some bloody ritual. The remains of an unknown creature are piled up in the far corner.

5) The Coven's workroom and study. The heart of the coven's dark experiments and magical artifacts. Here they keep their documents, journals, books and material ingredients. At the far end of this room is a large pit in the floor which seems to be filled with a bubbly putrid sludge. Next to it is a small furnace.

Near the Lair

Webbed Shepherd

Up in the trees not far from the entrance to the coven's lair, an ettercap has made its home. From above he waits for his next meal to pass. Below, in the tangles of webs and decaying undergrowth live giant spiders. The spiders are protected by the ettercap while they are young from all intruders, save only the hags who use them in their dark concoctions.



*Into the Hurricane!;

a One Page Dungeon by **Jackie Tremaine**
www.daylands.blogspot.com

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Last night news announced an unexpected hurricane over the little town of Uminomichi. The townsfolk spents the morning preparing their houses for the upcoming storm.

Are the PCs visitors? Inhabitants? maybe monks from the local temple?

Some rumors circling around (1d6):

1-The major's daughter dissapeared in the last storm.

2-Typhoons and hurricanes are not meterorologic happenings, but banks of kamis (spirits) that gather together for their raids.

3-Beware of the blind man who carries a lantern.

4-Tengu warriors always help the worthy fighters.

5-The comissar often forgets the police station keys inside; so his friend the barman keeps a copy in case of need.

6-The sutras of buddha can harm some spirits as the best sword; if spoken with true understanding.

The first wave:

Winds, mist, rain and thunder fill the city. Strange beings will appear amongst them; to storm the houses trying to reach their dwellers; and to attack the population who dares to walk outside. Roll 1d6 when appropiate to pick an encounter:

1-An undead samurai, with rusty armor and sword.

2-A lady in a soaked dress who will transform into a horrid monster when approached.

3-A villager, asking for any kind of help.

4-A shapeshifter appearing as a villager; a close inspection will reveal a fox-like tail.

5-A warrior's ghost; its hits drain PCs' resolve. Will banish when hit enough.

6-A masked witch, able to manipulate a mind during a span of ten seconds.

As the game goes by, spread some villagers' corpses around as you see fit; most of them half eaten. When the PCs arrive to each place, they can find some special things there:

A: An old woman is praying on the family altar; built around a funeral urn and a WWII katana. She won't leave her house by any means.

B: The commissar and his daughters will shoot all who trespass into their garden; while cursing some "shifters"

C: Many people has sought refuge into this temple. Some monks are still meditating despite the storm, as an exercise; while others try to protect the sacred texts from the water and to shelter the wounded.

D: As the PCs climb this block's stairs; they meet a black cat. Though friendly, wild flames sprout everywhere as he walks behind them. In one of the houses of this block, there is a library that can help the PCs to answer any question they have.

E: At the top of the stairs there is a meditating warrior; with red skin, bird wings and long nose. Will attack disturbers. If defeated, he will later aid the PCs once as a matter of respect.

F: The town shop is being raided by some teen kids; which are stealing stuff from it.

G: If someone ever gets behind the counter of this open air bar; an undead will appear and order some sake. If you serve him, more undead will appear to ask for drinks. When there is no sake left, they'll get angry. You can find the key to the police station under the coffee machine.

H: A shapeless spirit will follow the first PC who crosses the road. It's harmless, but makes a loud noise with its wooden shoes.

I: A demon is licking the gas station toilet with a long tongue; beware its strangling attack.

J: A blind *man* carrying a lantern walks through the woods. He won't answer to any questions. If followed, will take the PCs to the bath house (see below)

K: The police station is closed. You're sure there are guns and body armor inside. A common dog is locked in the only cell; probably mistaken for a kami too.

L: The major is not at home.

M: Some neighbours are locked inside this block. A young girl is arguing with them to get inside. The man at the top floor has got a watercraft.

N: Some little ghosts with little umbrella hats are playing baseball in the school; between echoing giggles.

The Eye of the Storm (The Bath House)

The kami are raiding the town searching for food (the dead villagers) and slaves for their traveling bath house: butlers, masseurs, cleaners, guards. Any PC or NPC who died in combat can be found fully healed working here... with no trace of his/her former identity. All the slaves have new names, and can't recall anything from their past lifes.

Roll 1d6 for each room the PCs move into the Bath House:

1-Hot baths; filled with relaxing kamis. They won't attack PCs if you act like a butler and fulfill their requests.

2-A tavern. Some kamis are drinking here. The barmaid looks like the dissapeared daughter of the major.

3-A personal kami's room; there is always an amazing/magical treasure in those.

4-A supplies room. There is a 1/3 chance for any object (kimonos, umbrellas, sweepers) to be awakened and able to move on its own.

5-A butler's room. A scratch on the wall says "...it can be reverted by forcing the forgetful slaves to write their real name anywhere. AIKO TACHIBANA, citizen of Nakatsu"

6-The sorceress halls. She will summon 1d6 undead samurai to protect her; if the PCs fail, she will render them slaves.

The second wave (back in town):

Just like the first one, but now the town is flooded; some houses have collapsed. These encounters replace their numbers on the first table:

2-A ghost whale swimming as if the shallow water was sea-deep.

4,5-Dead men hands catching the PCs from the water, trying to drown them or taking their gear.

6-A masked demon wielding a halberd, and riding a giant goat. He can summon lighting. Once this kami is defeated, the storm will start to fade as the tatters of a bad dream.

"you are like a hurricane
there's calm in your eye..."
-Neil Young

Last One There Is A ... by James Hirst

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One Page Dungeon Contest 2015 http://www.onepagedungeon.info/

1 square = 5 feet

It was a dark and story night. Weary and wet, your group sees a small cabin on a hill; warm light glows from a small window in the door. Upon entering, the party sees a table set with food and drink enough for all. Each wall has a door that can be barred from the inside. The food is good and clean and magically replenished. The cabin is a safe place to rest.

A small note on the table reads, "Syrinx scryed. Meet at 2112. Hurry! ~Trixie."

When the party tries to leave, all doors open into an underground labyrinth (➡). Once closed, the doors are magically sealed until the party solves the mystery of the labyrinth.

Note: The labyrinth is set with unavoidable, non-damage pranks—NOT traps! (A vital distinction.) A successful Reflex/Dexterity/Agility check evades all but the last prank (◆).

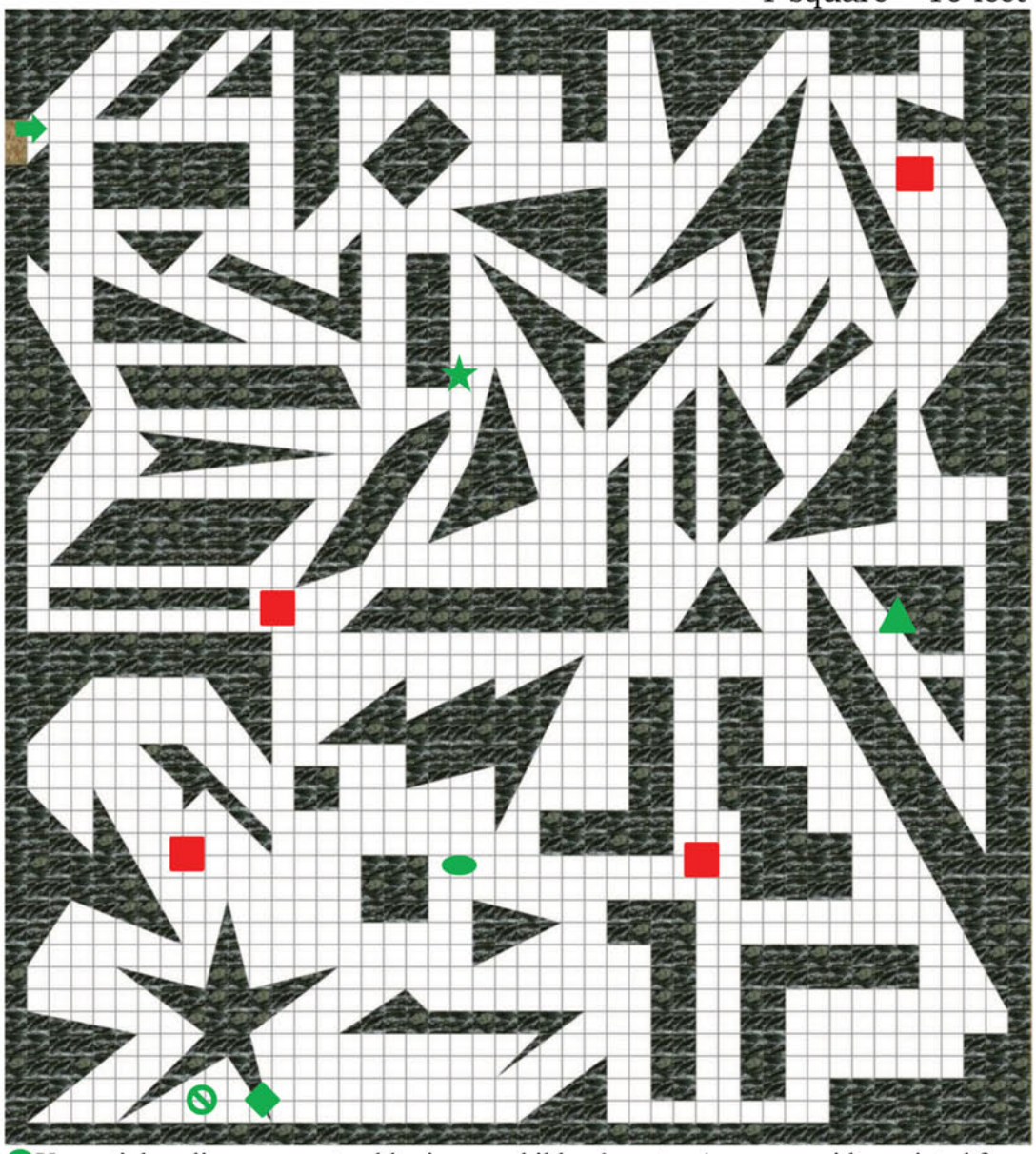
★ A note sits on the ground: "Waited as long as I could. 2112." Once read out loud, the note ignites and burns up. A silver disc with grooves appears out of the flames and the first prank triggers. Everyone within a 20-foot radius is doused with flour.

▲ A circle is carved in the wall; a message glows; "You're late! Forget your key? 2112!" When the silver disc is inserted, a stone block 1'x1'x1' (175 lbs.) pops out of the wall—along with a 20-foot radius blast of carrot puree. "Key" glows on every side of the block.

⬬ A square pit is carved in the floor. When the block is dropped in a stink bomb detonates and fills a 20-foot radius. As the smoke clears, a 6'x4' mirror appears with the message, "This is a door, knob!" A bright light appears in the distance…

◆ A large rectangle of light glows on the wall and when the mirror is set against the light, the wall clicks open. When looking in the mirror, all group members have bright, white, 12" bunny ears.

1 square = 10 feet

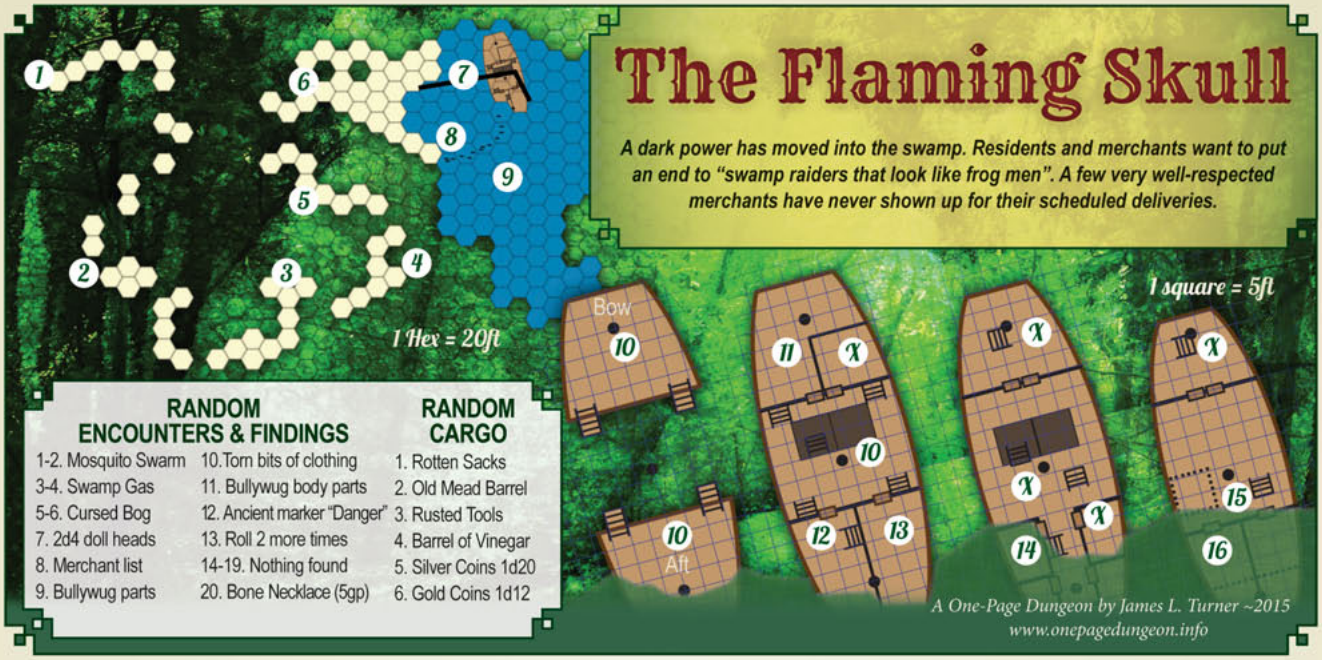


⊘ Your stinky, slimy group stumbles in on a children's party. A woman with a painted face, talking about a petting zoo, looks at you and says, "Silly rabbits…Trix is for Kids!" She waves her hand and teleports you outside. The cabin has disappeared and it is still raining.

■ Encounters: 1d4 Large Stag Beetles, 1d6 Medium Lizards, 2d4 Large Toads, 2d6 Medium Rabbits

The Flaming Skull

A dark power has moved into the swamp. Residents and merchants want to put an end to "swamp raiders that look like frog men". A few very well-respected merchants have never shown up for their scheduled deliveries.



RANDOM ENCOUNTERS & FINDINGS		RANDOM CARGO
1-2. Mosquito Swarm	10.Torn bits of clothing	1. Rotten Sacks
3-4. Swamp Gas	11. Bullywug body parts	2. Old Mead Barrel
5-6. Cursed Bog	12. Ancient marker "Danger"	3. Rusted Tools
7. 2d4 doll heads	13. Roll 2 more times	4. Barrel of Vinegar
8. Merchant list	14-19. Nothing found	5. Silver Coins 1d20
9. Bullywug parts	20. Bone Necklace (5gp)	6. Gold Coins 1d12

BULLYWUG RAIDERS

1*. Net Traps** - A terrorized Bullywug tribe is forced to bring weekly tributes to a swamp hag named Auntie Wuggy. ***Bullywugs ensnare travelers with nets, quickly steal valuables, runaway and drop the loot off at location #2. The raid leader attempts to escape on a giant frog, Bullywugs may surrender information on the general location of "Captain" Auntie Wuggy. Number of Bullywugs in raid = 2x # of PCs;

THE SWAMP ENVIRONMENT

A rough path winds through the swamp to a century old merchant shipwreck. Make occasional Wisdom checks to stay on the trail [DC10]. Tall trees and vines block out most sunlight. This area is filled with bubbling swamp pools, buzzing insects and a greenish fog. When adventurers drift off the path, roll 1d20; consult Random Encounters & Findings table.

Giant Mosquito Swarms - the entire area is infested with mosquitoes the size of your hand. Every hour a random character takes 1d4 dmg.

Poisonous Swamp Gases - 50% chance open flames explode - 1d6 dmg 10ft radius; Also make a poison saving throw or take 1-2 dmg.

Cursed Bog of Lost Hope and Boots - PCs who stray from the path risk wading into a curse infused bog. Wilderness check to avoid [DC12]; The curse affects one's wisdom (1 point per turn); Those who lose all wisdom become hopelessly lost and easy targets for Auntie Wuggy's patrolling guards; Strength check to escape the sticky, muddy bog [DC15]; 20% chance of losing boots in the mud. Lost Wisdom returns at a rate of 1 point per hour.

THE PATH

***2*. Bullywug Gift Drop-off** - an empty iron cage is hidden near the path. Above the cage, a large rusty ship anchor hangs 50' overhead in a tree.

3*. Rotten Rowboat -** perception check to find a rotten, overturned rowboat. Under the rowboat: ***Carrion Crawler, skeleton and a small treasure chest (50 gp, 10 white pearls worth 15gp ea.)

4*. Lantern Lights -** ***Will-O-Wisps first lure PCs to a merchant's scroll case, then to a cursed bog.

5*. Elven Merchant Prisoner** - "Marhana Kittenztouch" was captured by Bullywugs; No way to open the magic cage without the captain's keys; Marhana is actually Wuggy, a ***Swamp Hag in an illusory disguise. She'd be happy to see the PCs eliminate the ship's guardian or die trying.

6*. Guards -** ***1d4+2 Undead Bullywugs patrol the pool area; These guards may be equipped with the adventurers stolen items.

***7*. Slimy Log -** leads to the main deck of the ship; Pass 2 dex checks [DC14] or fall into pool.

***8*. 13 Stepping Stones** - leads to the ship's aft [DC2 per stone] dex check; The even numbered stones and the 13th stone are unstable [DC7].

9*. Bubbling Swamp Pool** - splashing water attracts a ***Giant Constrictor Snake. The snake contains bullywugs and 50gp in random items in its gut.

10*. Forecastle, Aftcastle & Main Deck -** skeletons tangled in vines; ***2d6 Strangle Vines; 3d4 Stirges fly out of cargo hold if disturbed.

THE FLAMING SKULL SHIPWRECK

Surrounded and wedged in the sludge of the dark swamp is a ship. The bow points upwards and the aft is rooted in mud. Tangled trees and vines solidified its final resting place. Moving through the tilted ship requires climbing and dexterity. Doors are now on the floor and ceiling.

***X*. Destroyed, Rotten Cargo -** most cargo is ruined, a thorough search may uncover some lesser valuables. See Random Cargo table.

***11*. Auntie Wuggy's storage -** merchant's stolen supplies, jarred Bullywug parts, Auntie Wuggy's Mosquito Repellent™, 100gp, 2d6 jewelry pieces worth 25-250gp ea; Cryptic notes [DC11] - Wuggy wants the entire ship to herself.

***12*. Galley and Stairs to Lower Deck -** swamp sludge fills the bottom parts of the cabin, a 15ft. long table still bolted in place, in the sludge dining ware can be found (2d10gp value);

13*. Captain's Quarters -** destroyed bunk and crusty footlocker with moldy rotten belongings; A ***Flameskull (undead guardian) rests on the sideways desk. The desk contains a set of keys and a cargo manifest listing all valuables.

14*. Slimy door -** an ***Ochre Jelly seeps through;

15*. Sludge Waders** - ***6 Skeletons, with slime coated spears for an extra 1d4 damage; Cage vault contains rusted armor and a +1 shield.

16*. Lower Submerged Holds -** burrowing in sludge ***2d4 Bog Grubs. In the lower vaults is a chest wth 900gp; Ivory Necklace (10GP); Silver Pendant (20GP); Marble Statuette (1500GP);

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The Meat Locker

By Jason C. Hall

The Set Up: The barbarian tribes have finally ended their years of bloodshed between them and are ready to celebrate.

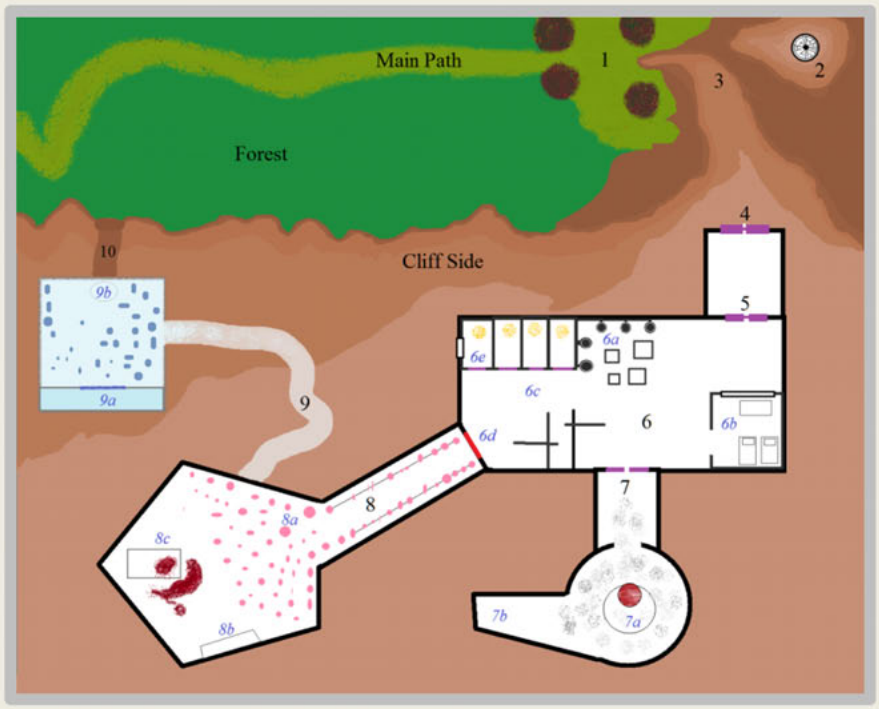
The party must, as loyal servants to one of the warlords bargaining the truce, get meat for the ceremonial feast from the hilltop butchery stronghold, called the Meat Locker. And not just any meat will do. You must obtain a rack of ribs that has been aged and tenderized for half a century waiting for this day. Unfortunately the orc tribe that runs the stronghold has no interest in peace or giving up their sweet magical side of ribs.

Without this choice cut, the ceremonial feast is doomed to failure and peace with it!

Main Path: The journey in is *fairly* easy going, birds are singing, the sun is bright. It is great day for adventuring.

Forest: The forest is *dense, dark and bit dangerous.* There is a good chance that *average* Wolves may patrol the area. They are *loyal pets* to the orcs, attacking with their *sharp teeth.*

Cliff Side: This is *very hard* to climb and will require equipment.



Zone 1: This is a small clearing surrounded by berry trees that are turning brown. The berries can be gathered and used for food (*can heal minor injuries*) or for distractions.

Zone 2: Watching the area is a small guard tower, with single *average* orc *sharpshooter with a bow.* It is on small rise that is a *hard* climb up. If you take him out without killing him, he has a key for the main door (area 4).

Zone 3: A *hard rocky path* leads up the hill with *a long steep fall* off it as you get to the top. Loose rocks may cause climbers *to slide back down the hill* as well.

Zone 4: If you took out the orc in area 2 without killing him, he will have a key for this huge door. Otherwise it is a hard task to both pick the lock and get the door moving. Teamwork is required.

Zone 5: If you enter using the area 2 orc's key, there is a *really surprised fair* orc warrior inside. If you broke into the main door, the orc is *ready to attack you,* with his *really big spiked club.* The second set of doors is not locked.

Zone 6: This is the livestock room. Bird cages and chicken coops (6a) lie in one corner, getting too close will make *them awaken everyone with their squawking.* The guard room (6b) has a small window facing the entrance, and two *average* orcs are *lightly sleeping* inside. Hitching posts (6c) are currently free of animals. A tightly closed door (6d) with no signs of a way to open it lies on the south east side. Stables are on the north wall. There is a *fair* orc guard cleaning up a stable (6e), which has the *only escape to the outside through a small window.*

Zone 7: This is a kiln room for smoking meat. The area is *really smoky* and a fiery oven (7a) sits in the middle with a *fair* orc cook attending it. If attacked he will try to *push a party member in the oven* or *light them on fire with a nearby torch.* A nook (7b) has racks of *sharp knives and cleavers* with a switch hidden behind them to open door 6d.

Zone 8: This is the meat hanging room and as you enter you see a line of *unsettling slabs of meat hanging from the ceiling* (8b, the pink dots), that is maze-like to get through. Another tool table (8b) lies to the south, with a big (*good ranked*) Ogre Butcher armed with *a hefty meat hanging hook* preparing some items. He does not take kindly to people interrupting his work.

A killing table surrounded with a pool of gore (8c) hides a hidden passageway to area 9, which is *hard* to find without an orc's assistance, who may also spill info of the ice room (area 9) where the ribs can be found.

Zone 9: A long passageway down starts becoming *slick with ice and quite cold* the further down you go. Another hanging room lies at the bottom which is *very cold.* It is *fairly* difficult to navigate through the hanging meat (blue dots) and if you touch one, you will become *frozen and stuck to a slab of meat.* There is a freezer room (9a), with a *very hard* wall of ice to break to get in it. Once you do, you will get the *mystical side of ribs* you have been looking for. A secret passage (9b) is revealed if you are able bluff or intimidate any fair or better orc you may have kept as prisoner to this point.

Zone 10: A one way secret passage (from 9b) out to the bottom of the cliff gets you to the path back home without going back through the Meat Locker. If you didn't find this door you will have to make your way back through at least 3 *average* orc warriors who are really angry.

Conclusion: If you are successful in the mission you are met as "heroes of the rib" upon your return. You are first to part-take in the mystical ribs (possibility unlocking greater powers within you) in a night of rowdy celebration for peace. Good Job Heroes!

Notes: There are some suggested *aspects/complications/ratings* for Fate in the text, but it can be adapted to any system.

Optional play: Instead of retrieving the meat, you must return it back to its place in the locker. Its irresistible taste and smell are on the verge of causing all-out war. Instead of a meat oriented adventure, one could go vegan, with a group of crazed elves hording a special spice or a magical vegetable.

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Lost Blacklock Mine

by Jaxilon@gmail.com

Legend says the Blacklock Order built a mine making them rich in gold and gems before they mysteriously vanished. A hunter delusional with fever, stumbled from the badlands babbling about purple flames, earthquakes and shadows devouring men whole. He died an hour later.

The wilds are filled with bones of those who have sought this mine.

Ⓐ - Giant Scorpions (1d6)
Ⓑ - Giant Spiders (2d6)
Ⓒ - Giant Boars (1d6)
Ⓓ - Bandit ambush (1d6+#PCs)
Ⓔ - Skeletal remains (1d6) w/ picks & shovels
Ⓕ - Dire Wolves (3d6+3)

Daily Weather Table [1d6]
1 - Hot & Sunny
2,3 - Sun w/Scattered clouds
4 - Light Rain
5 - Rain (50% chance of flash flood)
6 - Thunderstorm (flash flood)

l Loading area - Cart tracks run below the chute from above. The remains of a cart lie smashed beneath ore and a splayed skeleton.

k The Chute - An unfinished area with veins of gold and gems. A hole in the floor leads to the room below where miners once dumped ore for loading.

j Upper Level - These unfinished rooms have a good vein along one wall. [GM: This area is free of gas, and all effects including the purple glow.]

i Unfinished Mine - leads into darkness and a dead end.

h Control Room - Machinery, a table and an old wooden ladder up one corner. An exit leads to another mine shaft. (GM: Fiddling with machinery activates statue in Meeting room (d). It is a steam Golem and mine guardian. It will then hunt and attack any intruders.

g Mid Chamber - Cart tracks pass through and continue into darkness. A lamp burns purple in one corner illuminating a doorway and 2 skeletons. Oddly they look as if their hands are wrapped around each others throat.

f Unfinished Mine - Rough tunnels lead off in various directions.

GM: 1 Mile

The Blacklocks dug too deeply, tapping into a chamber of odorless hallucinogenic gas. Its interaction with the burning lamp fuel creates an eerie purple glow. It also causes those who fail a poison check to hear noises and view anyone not currently in their field of vision as an enemy (GM choice). Roll a mental check after any damage given or received to see if they recover. Check for poison exposure every 5 minutes.

trap

Golem

□ - 5 feet

e Unloading area - At the bottom of the stairs to this chamber a skeleton lies propped against the wall. Three wooden reinforced exits lead into the mine. One of them has cart tracks and a cart partially filled with ore. A furnace along one wall rests cold and dark.

d Meeting Room - Stone reinforced walls climb to a vaulted ceiling. An immense statue relfects darkly from 3 burning braziers at one end with chests of gold and gems arrayed before it. Was this some kind of god to them?

c Hall of Fathers - Reinforced stone walls with vertical sarcophagi on either side line this hall. Evidently the Blacklocks revered the founders? A few are broken and bones spill out on the floor. [GM: Poison dart trap "t" =1d6-2 + Poisoned]

b Inner Entrance - Gas lamps burn with an eerie purple glow. Amidst the stalagmites lies a skeleton.

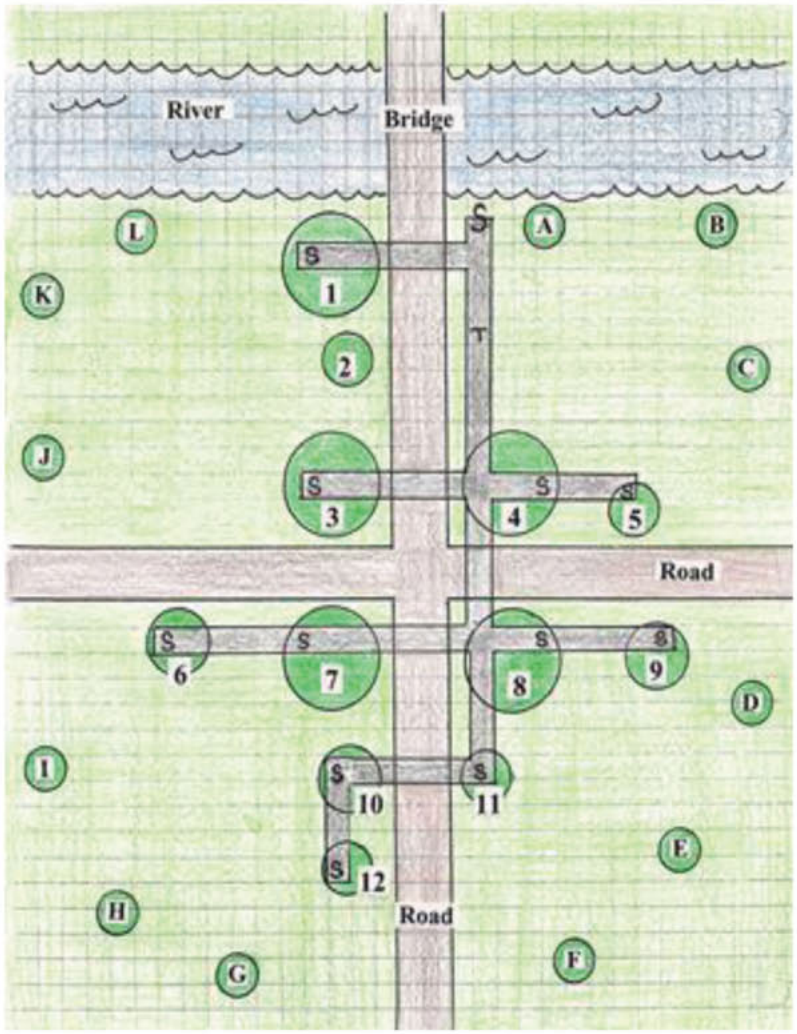
a Outer Entrance - Caved in rubble will take a day to clear. What caused this?

Random Encounters (2 x per day)
1 - Wolves (1d6)
2 - Venomous Snake (alertness check)
3 - Giant Spiders (1d6 + 1)
4 - Giant Scorpions (1d6/2)
5 - Skeletal remains (random gear)
6 - Ambush (2d6 common fodder)

www.rivengard.com

Halfling Hunt by Jeff McKelley. A 2015 One Page Dungeon in the spirit of Monsters! Monsters! A contest-type adventure for evil PCs, preferably orc/half-orc fighters or other DM-approved monster.

For years, they have invaded our dungeons, lairs and temples. They have killed our families and friends and stolen our treasures. They have even destroyed our Precious circular object. Now, it is payback time.



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Mission: Lay waste to a Halfling village, killing as many Halflings and dogs as possible. Players score two points for each Halfling they kill and one point for each dog they kill. The surviving Player with the most points at the end of the adventure wins the contest.

Bonus points: Halflings are known to possess magical rings. For each magic ring a Player collects, they earn five bonus points. At the DM's discretion, 10 bonus points may be awarded to a Player that kills another Player. They are evil after all.

Map: .The gray-shaded passages connecting areas 1-12 are Halfling-sized escape tunnels underneath the village. The tunnels lead to boats on the river near the bridge.

S–Secret Door leading to escape tunnels **T**-Tunnel Trap-Stones fall, block tunnel

Halfling Homes, A-L: Each home has essentially the same layout. Homes are inhabited as below, roll d6. All Halflings will either have a weapon or be able to improvise a weapon. If the alarm has been raised, the Halflings will attempt to flee to the river and escape by boat.

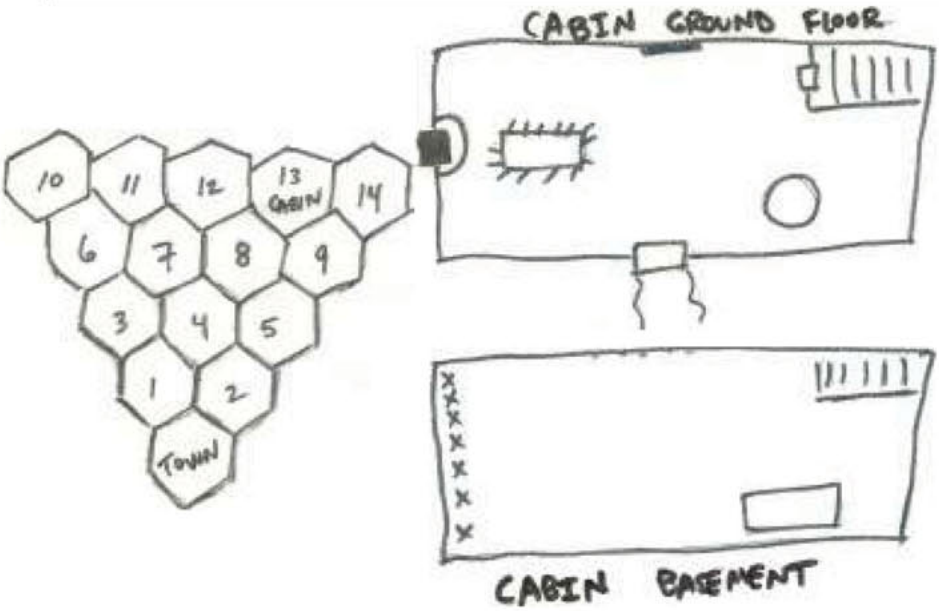
1-2 Halflings, 2 dog	**2**-4 Halflings	**3**- 4 Halflings, 2 dogs
4-3 Halflings, 3 dogs	**5**-2 Halflings, 4 dogs	**6**- Empty

Halfling Village, areas 1-12. Areas are inhabited as below, roll d6. As before, all Halflings will either have a weapon or be able to improvise a weapon. If the alarm has been raised, the Halflings will attempt to flee through the secret tunnels to the river and escape by boat.

1-6 Halflings	**2**-5 Halflings, 2 dogs	**3**- 6 Halflings, 4 dogs
4-8 Halflings	**5**-4 Halflings, 4 dogs	**6**- Empty

1. **Mill/Brewer**: No ring here.
2. **Bakery:** The baker possesses the Bun Ring, which can be used to cast Create Food and Water once per day.
3. **General Store**: The store owner possesses the Won Ring, which has a 1 in 3 chance to act as a Stone of Good Luck during the day for the wearer; roll once for entire day.
4. **Village Hall**: The alarm is in the Village Hall.
5. **Jeweler**: The jeweler possesses the Fun Ring, which can be used as a Wand of Wonder twice per week.
6. **Blacksmith**: The blacksmith possesses the Ton Ring, which can be used to give the wearer Hill Giant strength once per day as if they drank a potion.
7. **Tavern and Stables**: The tavern/stable owner possesses the Run Ring, which can be used to give the wearer double Speed once per day as if they drank a potion (no aging effects).
8. **School/Library**: The librarian possesses the Wan Ring, which is Cursed, lowering strength and constitution of wearer by 2 and slowing the wearer to a movement rate of ½ normal rate.
9. **Church**: The village priest possesses the Sun Ring, which can be used to cast Light and Pyrotechnics once each per day.
10. **Carpenter**: The carpenter possesses the Pun Ring, which is Cursed, lowering charisma and intelligence of wearer by 2 and incurring the wearer with an armor class penalty of 2.
11. **Weaver/Tailor**: The weaver possesses the Spun Ring, which can be used to cast Web and Spider Climb once each per day.
12: **Mage/Herbalist**: The mage/herbalist possesses the Stun Ring, which can be used to cast Shocking Grasp once per day Lightning Bolt once per week.

Swamp Cabin of the Child-Eater, by Jeremy "frothsof" Smith



Multiple children from the small town of Bibbin have been abducted. Evidence suggests they were taken somewhere into the swamp just outside the tiny thorpe. A rescue party has not returned, and the desperate folk have offered a reward of 500gp, practically all they have, for safe return of their children.

Running this adventure: Provide rumors to the PCs. Use the Hex Encounter Table and Hex Key as they explore the swamp. Move to The Cabin section when they discover it.

Rumor Table T/F (Roll Twice)

1. Lizardmen roam the swamp (F)
2. A hunter claimed to have seen a ghostly child in the swamps (T)
3. Quicksand is common in the swamp (T)
4. A few months ago a ball of fire fell out of the sky into the swamp (F)
5. The remains of a once-great abbey can be found deep in the swamp (F)
6. Blood-sucking bats thrive in the swamp (T)

Hex Encounter Table; 1 in 6 encounter chance, 1 in 4 in hexes adjacent to cabin hex. Roll once per hex. Roll again if you get the same result twice.

1. Quicksand; first two PCs in marching order roll under Dex or are pulled under in 1 round
2. 20 blood-sucking bats (use stirges)
3. 2d6 dire wolves
4. Giant sundew hidden in filth (5 in 6 chance of surprise)
5. 2d4 crocodiles
6. 2d4+2 child ghouls
7. 1d3 shambling mounds
8. 1d2 ghosts of dead children
9. 1d6+1 giant owls
10. 2d6 diseased wild boars (5% chance gore or bite causes dementia in 1d4 weeks)

Hex Key; each hex is 1/2 mile across; a severe thunderstorm begins when party enters first hex

1. Town graveyard
2. Lightning strikes nearby tree; all PCs roll under Dex or take 4d4 damage from falling limb
3. Wolves howl
4. Belt pouch containing 3d6 sp, 1d8 gp, and a pearl worth 50 gp found on ground
5. Animal carcasses; ripped to pieces but not eaten
6. Child's doll with head removed
7. Check twice for encounter in this hex
8. Mutilated remains of rescue party
9. Small footprints appear and walk next to the party for a few paces then disappear
10. Bizarre standing stones
11. Faint screaming in distance
12. Crude wooden figurines resembling the adventuring party hanging from tree
13. Hag Cabin
14. Deep water; 2d4 crocodiles will always be encountered in this hex even if they have already been encountered elsewhere

The Cabin

The main room of the cabin is sparsely furnished. There is a *crystal ball* sitting on a table that the hag uses to spot anyone approaching the cabin. It has a skrying range of 1 mile. On the wall is a surreal painting. The painting causes *confusion* as per the spell to anyone viewing it who fails a save vs spells. In the fireplace is a bubbling cauldron; floating in it are tiny arms and feet, along with an ample portion of eyeballs. There is a straw mat on the floor; hidden underneath it is the hag's spellbook. The hag (Level 8 MU, 28 hp, AC 5 due to *+3 ring of protection* and Dex bonus), is hiding inside the chimney and has already cast *invisibility* and *protection from good* on herself prior to the PCs arrival. She also wears a *ring of fire protection* and a medallion which allows her to *control undead*. She will stay hidden until the PCs make their way to the basement. A few rounds after combat starts she will appear on the stairs. She will cast *hold person* every round (2 uses) unless the PCs gain the advantage, at which point she will cast *fireball* in the hopes that she will not only kill PCs but set the cabin ablaze. She will then flee if possible, or die cackling.

The door to the basement is locked and trapped with a poison needle (save or die). PCs will hear children whimpering and crying from beyond it. The basement contains a gore-strewn table used to butcher the village youngsters. The hag only takes choice bits, allowing the dead to become her ghoul slaves. There are several saws and knives hanging on the wall. There are 10 child ghouls in the room tormenting 7 children who are bound in manacles to the far wall. The ghouls will attack the PCs on sight.

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sepulchre of the abyss

This religious site is on the abyssal plain at the bottom of the sea and is rumoured to store vast wealth and secrets.

Especially devout cultists once went there to prepare themselves for the transition to their deity's watery domain… through ritual self-mummification.

Treasure hunters can enter this place by stepping through a stone portal likely found in a remote coastal cave or an abandoned beach cabin. Such a gate only functions on specific nights, such as under a New Moon.

Environmental Description

The magically carved walls are made of black marble. The only dim light source comes from glowing spongy algae that cover the floor (and produces fresh air). Everything is perpetually wet, cold, & smells like the sea. There is a constant sound of trickling water & ghostly chanting. The outside ocean is extremely cold & the pressure is lethal.

Once for each room, roll to determine its terrain, amount of flooding, & a random monster:

Terrain (1d3)

1. **Flat, mosaic floor:** inspecting the pattern causes nausea & sickness on a failed save vs enchantment.
2. **Uneven and rocky:** moderately difficulty terrain.
3. **Jagged and broken:** very difficult terrain.

Flooding* (1d3)

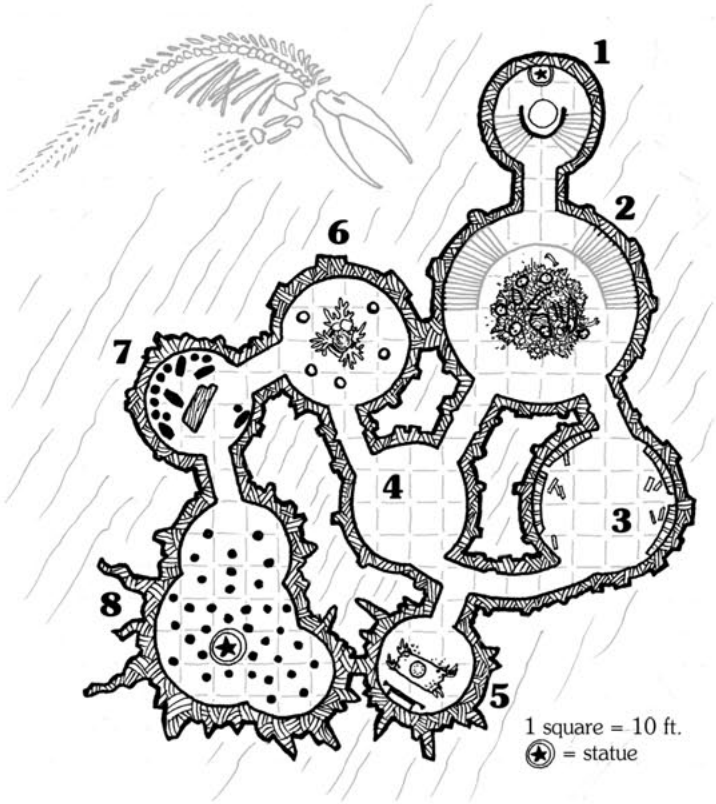
* Changes every time a room is entered.

1. **None:** no effect.
2. **Low:** movement is noisy, +1 extra monster
3. **High:** movement is sluggish, +2 extra monsters

Monster (1d6)

These strange, vicious creatures are translucent & dotted in bioluminescent blues & greens. They are all hungry.

1. **Deep Ghoul** (hides easily; always surprises)
2. **Terror Eel** (strong & fast; automatically grapples)
3. **Blood Worm** (lightning fast paralyzing bite)
4. **Black Star** (acidic & poisonous tentacle attack)
5. **Vampire Squid** (envelops & drains endurance)
6. **Hell Shrimp** (Vorpal pincer strike; armour piercing)



Treasures

Each room has a chance in 6 of containing one of these fabulous and weird items (e.g. T:1/6 means that there's a 1 in 6 chance of finding a treasure):

1. **Amphora** – this potion restores all lost hit points but has a permanent side effect (can reverse with sorcery)
   1. Become 7 or 2d6 years older
   2. Become 7 or 2d6 years younger
   3. A body part (e.g.: hand, eye, leg etc.) becomes scaly (player's choice)
   4. Same as 3, but GM's choice
2. **Giant Clam** – Force open to find a weird jewel pendant (minor value). The wearer is initially perceived as friendly by all aquatic humanoids.
3. **Coral Mask** – while worn you can breathe underwater; vision is poor
4. **Strange Incense** – inhaling the smoke counters poison & paralysis.
5. **Ancient Gold Idol** – offering it at a shrine will earn a deity's good favour for 7 days & 7 nights. Highly valuable to temples & clerics.
6. **Sea Lotus petals** – ingesting these removes a curse or a disease but causes vivid hallucinations.

2015 One Page Dungeon designed by **Joel Bethell** http://www.nemoslounge.com
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Rooms

1. **Entry portal:** T:0/6. PCs appear here on a circular dais that faces eerie statue of a four-faced humanoid goddess. Good beings will feel intense cold & dread. Two small staircases descend on either side.
2. **Antechamber:** T:3/6. Two semi-circular stairs descend to a huge pile of bones (mix of human & fish).
3. **Library:** T:2/6. 100s of waterproof scrolls line the walls; a successful search finds one that accurately answers 1d3 specific questions about its topic:
   1. Aquatic flora & fauna
   2. Sea gods & demigods
   3. Sunken ruins
   4. Ghost ships & curses
   5. Oceanic monsters
   6. Ports & harbours
4. **Gallery:** T:1/6. The floor is at a disorienting angle: only slow, careful movement is possible. Taking time to study the detailed mural on the wall gives a PC +1 to their Wisdom score but also a random insanity.
5. **Shrine:** T:4/6. On an altar made of coral is a bowl with the words: "blood & flesh for insight". Filling it with either will reward a vision that reveals a major secret or hidden truth in the campaign. The grim banner on the wall behind it causes magical fear.
6. **Meditation Chamber:** T:3/6). Five platforms surround a well overflowing with live coral. There is a mummy sitting on one of the platforms: it should be described ominously as if it's about to move at any moment (but it won't: it's harmless… or is it?).
7. **Embalming Room:** T:4/6. Dozens of large, empty funerary Urns & a table made of petrified wood. Beneath the table are 3 desiccated "failed" mummies.
8. **Urn Chamber:** T:0/6. There is a huge statue of a goddess with eels for limbs; her eyes seem to follow any intruders. There are 35 sealed Urns all around the room; each one contains one of the following:
   1. Mummy (harmless)
   2. Tome (see Library)
   3. Random Treasure
   4. Mummy (lethal)
   5. Random Monster
   6. Acid Trap

   If an urn is opened (which can only be done by breaking it), it begins to "sweat" a dark green slime. Once 15 are opened, all the other rooms flood to a high level & the entire structure shakes with regular tremors, like a vast heartbeat. All rooms spawn new monsters. Good luck!

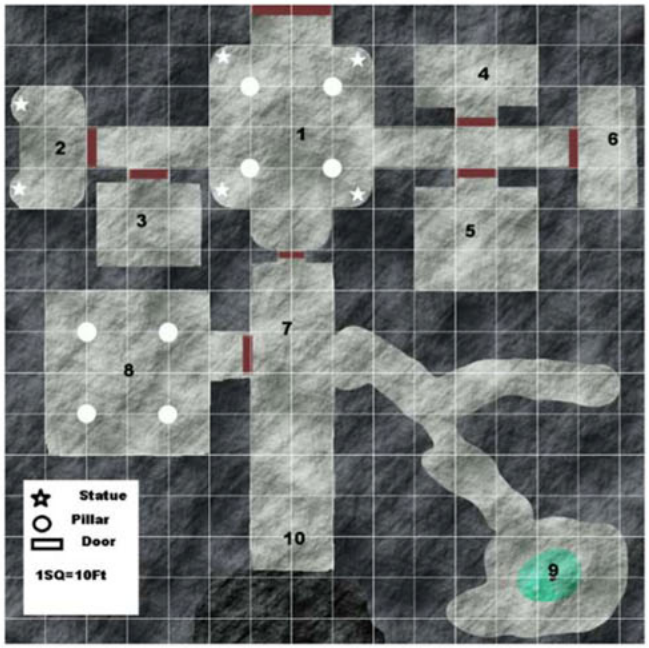
Lord Orchaos' Lair

By John (jabawalky) Belmonte

Intro Orchoas the Orc leader of savage Dark Hill Clan has been taken control of by a parasite (created by the chaotic gods) that enter his month in a drink drawn from the water in his new lair (Once a Dwarven Outpost they feel to the parasite and claimed by Orchoas when he found it). The parasite laches on to his tongue it releases a venom that numbs the tongue slowly drains the blood and replaces the dead tongue as it grows once merged with the body it begins to influence the host till it becomes the dominate force and cause as much chaos as it can. This has driven Orchaos insane as the parasite tries to take over and he is acting more fierce and reckless then an average orc.

The walls and floors of these rooms are well crafted carved stone of dwarven craftsmanship Except the hall to and area 9 these are what's left of the original cave system the dwarfs didn't finish this area before the problem. This is what the orc are using for drinking water .All doors except room 6 are wooden

1. Great hall 4 statues of Dwarven warriors are in the corners of this room with 4 large pillars in the center. The statues are headless now (the heads are at the bottom of the pit in area 10) 4 Orcs are in the center of the room guarding the area. a heavy wooden door leads to area 7
2. Chapel of Dwarven god the statues here are broken and over them hang 2 banners (top banner the god of chaos bottom one the orc war banner)
3. This room is now the residence of the Orc Shaman if a fight takes place in area 1 he has a 50% chance of over hearing it and will join the battle. This room contains 1d4 potions.
4. The orc use this room to store supplies (rotten food) and some rope and other basic items can be found here
5. Orc barracks 6 male orc are sleeping here if alerted by one of the orc in room 3 they will grab there weapons and join the fight they are to tired and wont here the battle otherwise.
6. Dwarven trouser room. This the room has a Heavy iron door and a complicated lock the orc have been trying to break it and have caused it to become stuck (if it is unlocked it will require some tools such as a crowbar and levers to move it. (add loot fitting your campaign here and any special items
7. This large hall was leads to the rough caves (9) and the (10) where the females and young are. 3 orcs patrol this area
8. This large room once the dwarven feasting hall now is home to Orchoas and the 8 orc females and 10 young this is also where meals are prepared there is a small cooking area in the bottom left with a smoke stack carved into the ceiling. There is a chest here containing 50 silver
9. Orchoas is near the pool at area 9 the parasite is controlling his body while he sleeps it is getting ready to lay it eggs in the water. Treat Orchoas as an orc chief and if he becomes low on health the parasite will force control of him and try to kiss the nearest PC and lay its eggs in their mouth. He carries a +2 weapon and a +1 shield
10. This is a large cavenes hole that drops over 75 feet the orcs have not gone down to check it . The dwarfs once had a rope system leading down traces of the anchors can be seen by a pc checking over the side



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The Adventuring Party is DEAD?

Now what do we do?

HIRELINGS & HENCHMEN
VS
THE WULFWOODS

By Johnnie Zolman

THE STORY:

The Adventuring Party of Wizards, Paladins, Fighters etc. is dead! Now a bunch of hirelings and henchmen must take the dangerous journey thru the Wulfwoods in order to warn their home town of Lasthome that a goblin horde is on its way. Unless they can make it thru alive, the town militia won't be aroused and Lasthome will be destroyed.

History and Danger of the Wulfwoods:

Many years ago, a druid of enormous power loved wolves but hated people. She took this valley pass and stocked it with magically enlarged edible game such as deer the size of horses, fruit-laden trees and placed within it in many beautiful …and deadly…wolves. Moreover, she put a blessing (men call it a curse) on the valley that the alpha male in each wolf pack shall be gifted with intelligence on par with that of men. Whenever an old alpha would die, another wolf would receive the gift under the next full moon. Unfortunately, while the alpha was smarter than other wolves the "gift" came with the same hatred for humanoids the Druid possessed. The pass being the only route to the unknown lands it has received many travelers thru the age, but few who ever left. Over time Dire wolves and even a werewolf or two have come to live in the Wulfwood with their "brethren" Only the most bold or most desperate try pass thru the Wulfwood. It was so dangerous the Wizard had teleported everyone past it on the way out. But the men of Lasthome are desperate to get home and have no high level wizard and so they must face the Wulfwood.

Notes on map: There is no actual scale to the map: this can take as long as the GM feels it needs to be. The sides of the map are unclimbable canyon walls. The roads are ancient stone but the open hexes are flat plains with tall grass but almost as easy to walk as the road.

Creating characters:

Remember, these are the other guys—the ones who cook meals, take care of horses, blacksmithing, and do the occasional sentry duty. So follow the following guidelines depending on your game system of choice.

Everyone has a spear, two daggers, a light crossbow, and a chain shirt, and are proficient with them thanks to their militia training. They can also retrieve a few magic items off the deceased adventuring party.

They have only enough food for 1 meal, no fresh water and will need to hunt.

Races are Human, Dwarf, or Elf only.

Making Characters By System:

***Pathfinder / 3.5 OGL/ 3rd Ed D&D*:**

2nd level but only NPC classes. Can only be Expert or Adept and no more than one adept. One of the skills should be Use magi Item. Every gets the maximum number of hit points for both levels.

GURPS:

Make as 75 pt characters with up to 50pts of disadvantages.

Savage Worlds:

Make a novice but either no Arcane Backgrounds or one with severe drawbacks.

***Old School / Osiris / Basic Fantasy / aka retro clones*:**

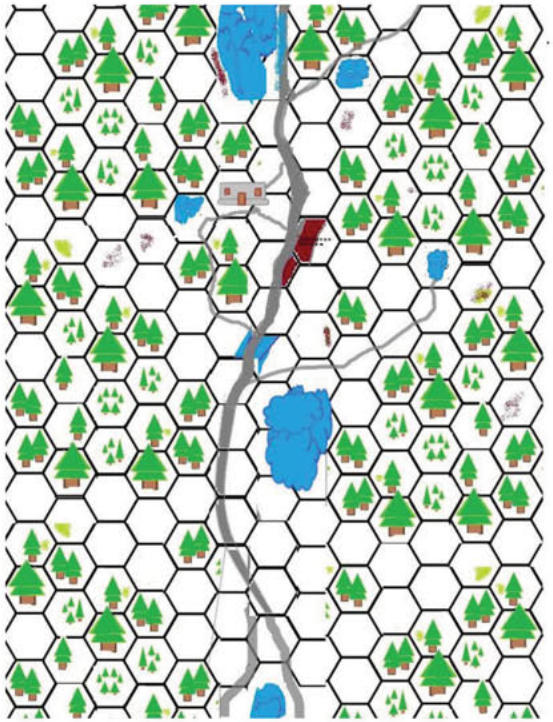
Build as 3rd level thieves but replace lockpicking and pickpocketing style skills with blacksmithing, cooking, etc. as befitting a hireling or henchman. They have the skills at the same percentile. You can have a single 2nd level magic user but no clerics. Maximum hit points for each level.

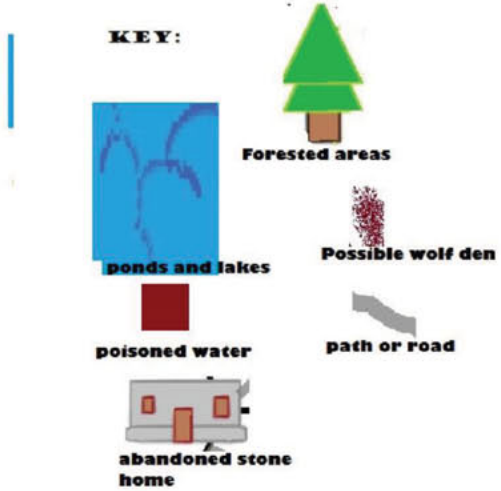
Creating the Threats:

Use standard wolves for your system but have the pack leader as smart as a human: Packs will run with 6 to 12 wolves total. There is no set place to put them, they roam the breadth of the Wulfwood and only worry about territory in terms of their dens. If an Alpha male is killed, then the pack disperses for 3 days till a new male is enchanted into a new Alpha.

For added danger: If you give the characters some potent magic items (especially a lot of healing potions) then you may want to up the danger:

a) Add a solitary Dire Wolf or two.
b) There's an "abandoned stone cabin" on the map meant to be a resting spot; instead have them find werewolf living in the abandoned cabin pretending to be a normal human hiding from the wolves but actually waiting for victims.





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Maro Tanesh

Maro Tanesh is an ancient trade center, huddled between the burning deserts of the east and the endlessly winding tributaries of the Thra river delta to the west. Currently, it is embroiled in a grinding trade war between the two largest guilds in the city - The Silk Hand, who control the desert trade routes, and The River Pilots, who control the trade barges that ply the delta. While The Silk Hand enlists the aid of the denizens of The Anvil, and The River Pilots engage the alchemists and engineers of Crown's Academy, the city's governing forces attempt to maintain control over everyone from the lofty perch of the Red Palace.

The Anvil

While the Red Palace houses the official governing body of Maro Tanesh, the quarter known as "The Anvil" has become home to the warlocks, brawlers and theives who maintain the "true" order of things, both inside and outside of the city walls. These groups are not generally allies, but have temporarily put aside their differences in order to strengthen the claims of the Silk Hand and maintain their own tenuous position within the city heirarchy.

1. Library The city library was once a repository for official government law and correspondance. Now it is decayed and has been appropriated by the warlocks who reside in this quarter.

2. Market This courtyard was once lined with eucalyptus trees, threaded amongst the marble columns that surround the Prince's Fountains. The trees have long since been cut down for firewood by the many merchants who ply their strange wares here.

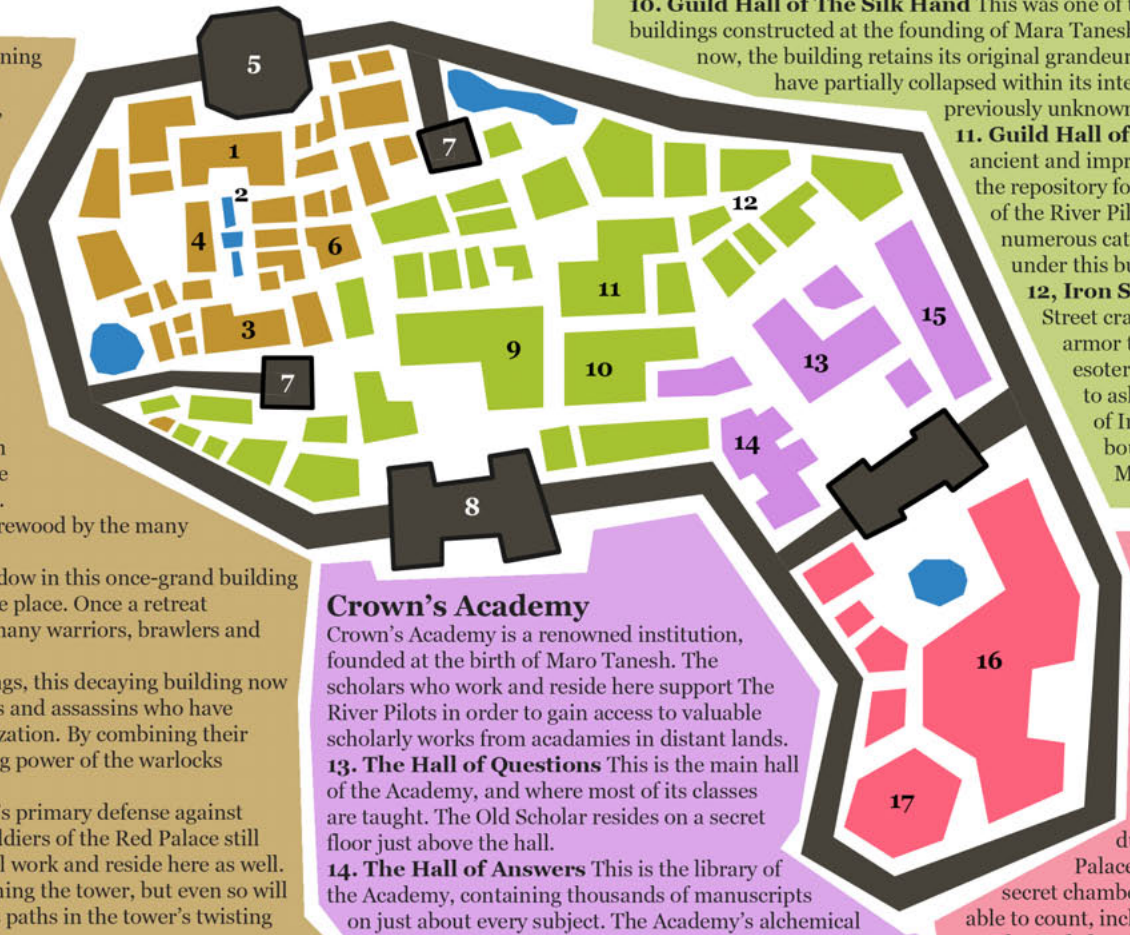
3. Hall of Windows The fact that every window in this once-grand building has been smashed belies the true nature of the place. Once a retreat for city officials, it is now a sanctuary for the many warriors, brawlers and bodyguards who call The Anvil their home.

4. The Old Palace Once the residence of Kings, this decaying building now shelters a growing number of freelance theives and assassins who have begun to band together to form a loose organization. By combining their forces, this group hopes to counter the growing power of the warlocks and warriors who are based close by.

5. The Broken Tower This tower is the city's primary defense against the warring tribes to the north. Though the soldiers of the Red Palace still inhabit parts of it, many residents of The Anvil work and reside here as well. Both groups have a vested interest in maintaining the tower, but even so will battle each other when they occasionally cross paths in the tower's twisting rooms and hallways.

6. The Drunken Alchemist A very large tavern and inn favored by certain travellers due to its close proximity to both The Anvil and The Trade Quarter.

7. The Watchtowers The Red Palace has stationed garrisons in each of The Watchtowers in an attempt to exert control over the denizens of The Anvil. Red Palace soldiers have been know to get drunk and shoot arrows at city dwellers wandering through the alleys below.



The Trade Quarter

The Trade Quarter is home to the city's fabled craftsmen and women, as well as the location of the guild halls for both The Silk Hand and The River Pilots.

8. The Caravan Gate The Caravan Gate is in fact the only gate in the exterior city walls, and is the only (widely) known way in or out of the city. Its name is an indication of the importance of trade to Maro Tanesh.

9. Customs House All traders must report here upon arrival to the city, and the courtyard outside this building is usually teeming with merchants, soldiers and caravan animals. The Customs bureaucracy has gained a great amount of importance in light of the current guild war, and has begun to act in a haughty and independent fashion, much to the consternation of the Red Palace.

10. Guild Hall of The Silk Hand This was one of the first and finest buildings constructed at the founding of Mara Tanesh, many years ago. Even now, the building retains its original grandeur, though it is rumored to have partially collapsed within its interior, revealing a series of previously unknown underground chambers.

11. Guild Hall of The River Pilots Also an ancient and impressive building, this Hall is the repository for all of the navigation charts of the River Pilots. There are said to exist numerous catacombs and secret passages under this building as well.

12, Iron Street The blacksmiths of Iron Street craft a variety of goods, from armor to weapons and slightly more esoteric items if one knows how to ask properly. The denizens of Iron Street are loosely bound together into the Metalsmith Consortium.

Crown's Academy

Crown's Academy is a renowned institution, founded at the birth of Maro Tanesh. The scholars who work and reside here support The River Pilots in order to gain access to valuable scholarly works from acadamies in distant lands.

13. The Hall of Questions This is the main hall of the Academy, and where most of its classes are taught. The Old Scholar resides on a secret floor just above the hall.

14. The Hall of Answers This is the library of the Academy, containing thousands of manuscripts on just about every subject. The Academy's alchemical and engineering laboratories are located in this building.

15. The Dormitory This building houses the student body of the Academy. Explosions often pierce the night here, as young apprentice alchemists learn their craft.

The Red Palace

The seat of the current government, the Red Palace is currently engaged in a power struggle with other factions within the city.

16. The Red Palace This is the ancient home of the ruler of Maro Tanesh. Today, the City Magistrate lives here and guides the young Prince Tala during his regency. The Red Palace contains more rooms and secret chambers than anyone has ever been able to count, including passages out of the city.

17. The Sulphur Tower The Red Palace employs numerous magic and alchemical agents in its quest to consolidate power. The workshops within the Tower are a source of many arcane and wonderful inventions.

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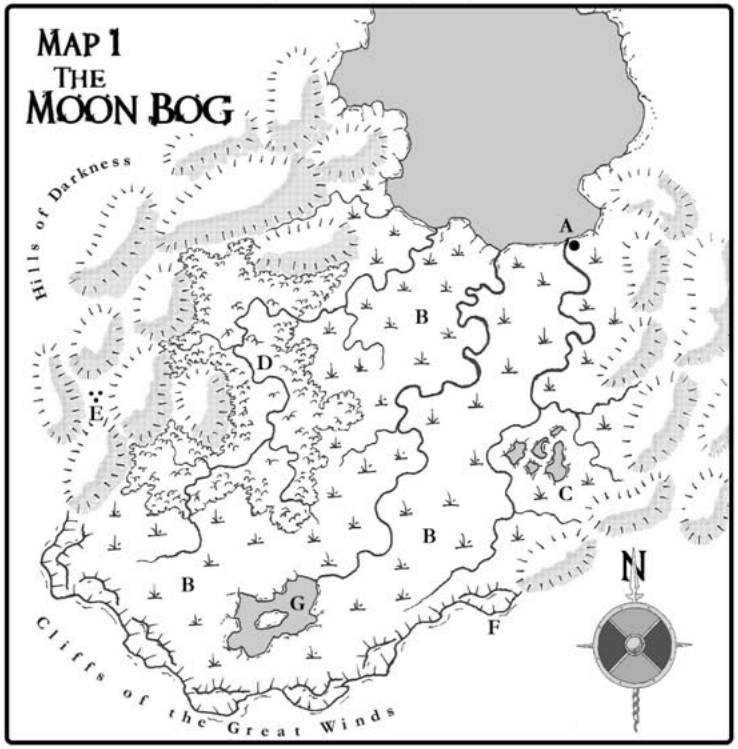
In the Moon Bog

Writing & Cartography by Joseph Salvador

Some time ago, the Screeching Comet shattered the night skies and crashed into the Moon Bog. Since then, a creeping doom has slowy warped the flora and fauna of the area. Those spending too much time in the bog are overcome by an alien sickness. Recently, mutant man-frogs have been encountered and villagers have gone missing. What horror resides in the Moon Bog!

Background: The "comet" was in fact a disabled spacecraft piloted by the cyclopoid scientist, Zark. The ship's reactor is cracked and has poisoned the bog, mutating some of the local species – especially frogs, which have evolved into man-frogs. These serve Zark as if he were a god and assist the cyclopoid by collecting lead to patch the reactor breach, iron to seal the hull ruptures and gold to repair electrical components. Meanwhile, Zark has taken to performing strange experiments, collecting interesting specimens and exploring the locale.



Map 1 — The Moon Bog

A: Village of Stillwater. A collection of ramshackle, stilted huts connected by rickety walkways. The flabby, weird-eyed inhabitants worship a fish god, but also make periodic offerings the Ghost Turtle. They trade fish, swamp herbs, peat, rare moon-snake skins and poison extracted from those serpents.

B: Moon Bog. A marshland of high reeds, stunted trees, deep pools and sucking mud.

C: Pools of the Ghost Turtle. This collection of deep ponds is the haunt of the **Ghost Turtle**, a massive snapping turtle with algae and plants growing from its back. The mutated beast breathes a poisonous gas and exhibits a phosphorescent glow at night.

D: Flooded Forest. Dank swamp of deformed mangroves, infested with biting insects, predatory plants and mutated reptiles of unusual size. A **swamp witch** is rumored to keep a magical cottage somewhere within the wood.

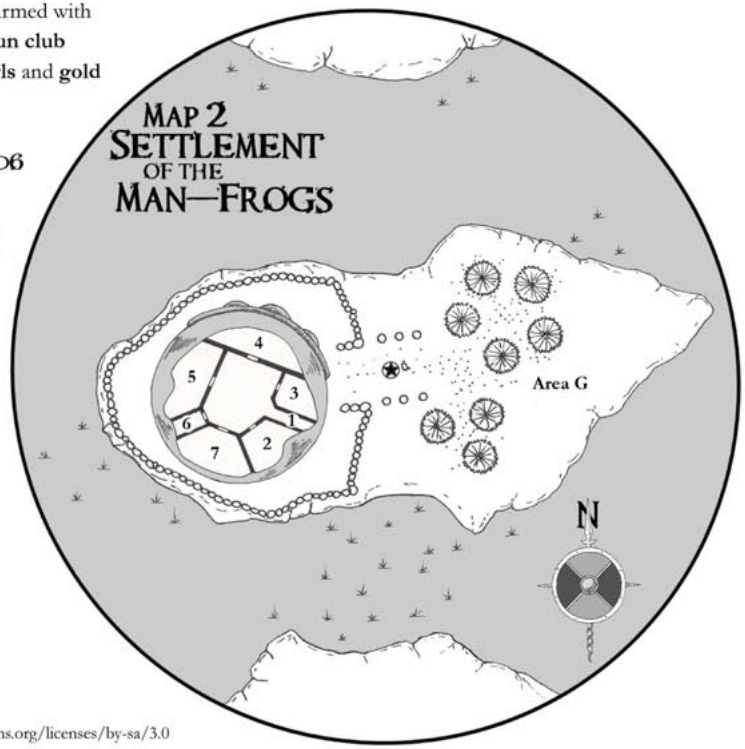
E: Ruined Shrine of the Nameless God. Standing stones, an ancient oak, and a crumbling edifice - what horrors might lurk here?

F: Aerie of the Bird-Men. High on the cliff is a small cave complex where roost **15 bird-men**. They hate the man-frogs. Fight with spears and short bows. They have collected many **gold nuggets**.

G: Man-Frog Settlement. A handful of thatched, mud huts, six totem poles with grisly decor, and a rude clay effigy of Zark. A low wooden palisade conceals the flying saucer. **18 man-frogs** are present in the village, others reside elsewhere in the bog. Armed with spears and axes of stone. **Chief** carries a **stun club** (bludgeon and electricity dmg). **Marsh pearls** and **gold nuggets** collected in huts.

Wilderness Encounters roll 1d6

(1) Quicksand, (2) Man-frog Ambush, (3) Radioactive Giant Boar, (4) Acidic Pool, (5) Giant Mosquitoes, (6) Man-eating Algae



Map 2 — Settlement of the Man—Frogs

1: Entrance. A ramp extends from under the saucer. Two hoses come from inside and run to the pond.

2: Living Quarters. A bed, shower, table, chairs, wardrobe and three spacesuits. A box is filled with **crystalline coinage**.

3: Galley. A long table, stools and cooking area.

4: Engine Room. Hoses from #1 plug into the exterior wall of this room. Pump inside draws water to flush the reactor, bad water drains out of the craft. Radioactivity poisons characters and causes sickness or worse, unless they are protected by spacesuits and helmets.

5: Laboratory. Weird equipment, animals and plants in jars, and a sedated captive human found here. A coil of gold wire worth **60 gp**. A large **science robot** is present and attacks with pinchers, laser scalpel and cutting saw.

6: Storage. Shelves and boxes with a variety of goods, notably 18 lead bars, a pile of iron scrap, **310 gp**, **6 ray gun batteries**, and three space suit helmets.

7: Cockpit. Two chairs and hundreds of controls. Long windows allow view to exterior, but are not visible from outside. **Zark** is here if not already encountered. He is 8-feet tall, one-eyed and hairy, clothed in spacesuit. Carries a space helmet, a **starmetal longsword +1** and a **ray gun**.

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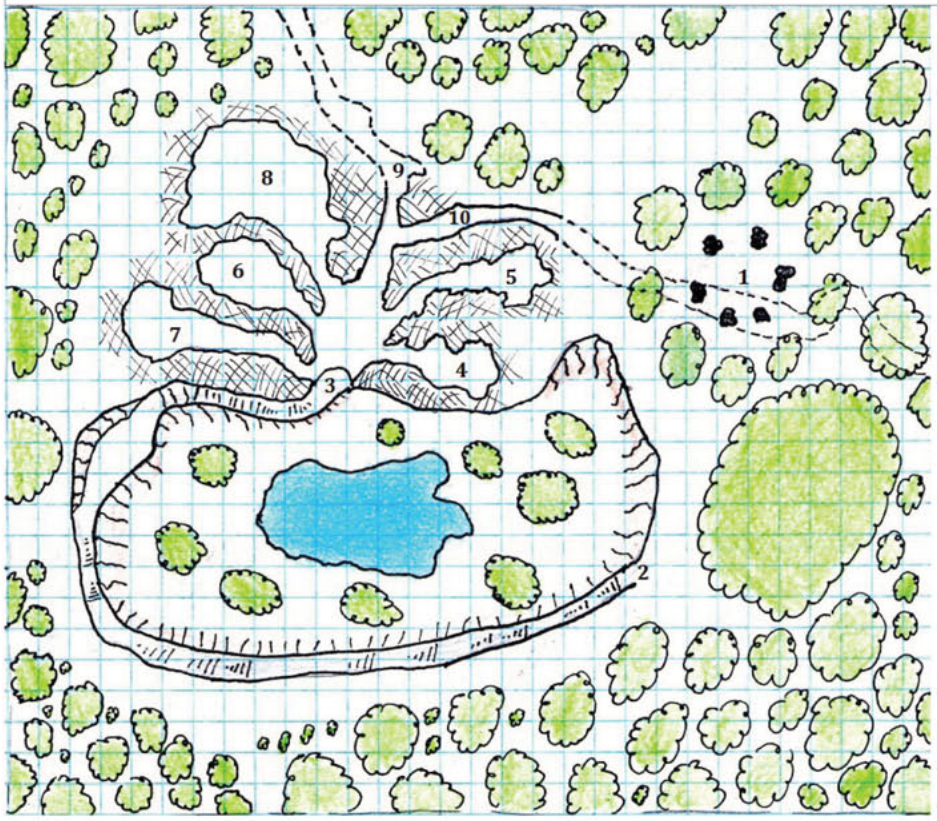
The Dire Druids of Delver's Deep



Wandering Monsters above the Deep
1d6
1. Young couple running away to get married with a bag of supplies for druids.
2. Young couple seeking information about getting married.
3. Another group of adventurers.
4. Villager with a club looking for his daughter.
5. Villager with a rolling pin looking for her son.
6. Giant porcupine.

Wandering Monsters in The Deep
1d6
1. Druid: One of level 1-6.
2. Goblins: 3d10
3. Spiders, large:1d6
4. Piercers: 1d6
5. Bats: 2d10
6. Troglodytes: 3d10

NOTES:
The map of the cavern and passages is a below the land and trees above.

Room Key
1. **Clearing in the Woods:** A stone circle for druids to worship/commune with nature, and perform wedding ceremonies.
2. **Trail: W**ell worn steps wind down and around the The Deep to the cavern mouth below.
3. **Entrance to the deep:** 50% chance a first level druid is keeping watch.
4. **Wight cavern:** Strands of silver coins pierced with wire and hung from the ceiling, and silver coins and items piled on the floor keep a wight contained and away from the druids. The druids have placed fire traps in case the wight gets past the silver. The druids will gladly let any adventurer who slays the wight keep all the silver and other treasure back in there.
5. **Bat Lair:** This cavern houses a large number of normal bats. 3D100 bats in daytime.
6. **Spider Lair:** This cave houses several large spiders that eat the bats, rats, and other things they catch in their webs. They leave the druids alone. 2D12
7. **Piercer Lair:** A family of 12 piercers is here. The druids manage to keep them away and invite them to go after any stray goblins or troglodytes. 2d6
8. **Basilisk Lair/Druid Base:** The now statue like basilisk's former lair, now home to Sara Silverthorn, 6th level druid, both slayer and victim of the basilisk. There are many victims of the basilisk in a variety of poses. Some have been knocked over and shattered, or lost limbs.
9. **Entrance to Goblin Lair:** Passage to the goblin lair. The druids use stone shape and fire trap to block this off, but the goblins keep breaking through.
10. **Entrance to the Troglodyte Lair:** Steep sloping and winding passage to the troglodyte lair. Also blocked with stone shape and fire trap

Delver's Deep is a well known adventure location. In recent months, some mysterious druids have occupied The Deep, as it is known to locals. This order of druids wear black robes, and their tight lips have led to rumors and gossip about their real nature and purpose. It is "common knowledge" that they are an evil cult practicing human sacrifice. Like most villagers, they mind their business, hoping that is enough to protect them; yet are glad to take the coins from selling supplies to the druids.

However, the druids have crossed the line, and word has gone out that "something" must be done about them. Young men and women have gone missing, and it must be the druid's doing - something foul and sinister has befallen the missing youths.

While the druids do have a connection to the missing young people, it is nothing evil. Young people who can't get their parent's support to marry have been running off and seeking the druids to perform the ceremony. The druids, being outsiders, don't have the restrictions of the village clerics. The clerics agree with their flocks to not marry youths in secret. All the druids ask in payment are supplies of food and other consumables. A typical generation gap.

Far from being evil, they are here to help one of their own, Sara Silverthorn. Sara was with a band of adventurers who visited The Deep and encountered a basilisk. Her unfortunate companions met its gaze. She turned a mirror in its direction, but managed to catch its gaze at just the right moment. Through some awkward twist of fate, only Sara's legs were turned to stone.

Sara managed to get various animals to carry word of her plight to other druids. Once other druids found her, they gathered in force to protect her until a way to free her could be found. The Great Druid, upon hearing of her problem, tasked those druids helping her to do all they could for her.

The Great Druid contacted a powerful wizard who can free Sara and the other victims of the basilisk; but his price is a famed magic jewel known to be in an ancient abandoned city far away. So while a group of druids and other adventurers seek this jewel, Sara is guarded and the surrounding wood is expanding. The rapid expansion of the wood around the rim of The Deep adds to the rumors of evil doings.

Created by Larry Hamilton (followmeanddie1@gmail.com) of Follow Me, And Die! http://followmeanddie.com/
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Adventure Map Creator

Cut out the vulcano moutains and roll both a d20 and d12. Place the vulcano mountains on a tile where the numbers cross. Use some glue to keep the tile in place.

Cut out the forest and roll d20 & d12 to place it on the map. If that tile is already occupied, roll again.

Cut out the lake and roll d20 & d12. Cut out the river bits and place them so the river flows from the vulcano mountains to the lake. Place it any way you like but avoid any occupied locations. Use one of these tiles to connect the river to the lake.

Continue to place all the other tiles. Roll again if the location is already occupied.

Draw with a pencil two roads from the castle to the town and village any way you like but avoid any occupied locations. You can use the bridge tiles to cross the river if necessary.

Scenario

The king, old and feeble, offers a great reward to anyone that can bring him the three Sacred Crystals. Legend has it that these crystals are the key to immortality.

The crystals, when combined, emit a dim light that points towards a shipwreck at the bottom of the lake. Heroes can also give the crystals to the king and earn a reward, ending the quest.

Dagger of Immortality

Heroes have to find a way to get to the bottom of the lake and defeat or distract the Giant Squid that guards the shipwreck. Inside lies a small chest containing the Dagger of Immortality. A person killed by this dagger will turn immortal. However, the new immortal knows that he can never sleep. If he does he will die for good.

1) Skeletons
2) Rotten Floor and Rats
3) Poltergeist guarding Sacred Crystal
4) Mushroom Guards and Workers
5) Fungus Vines release spores when touched
6) Fungus Brain sitting on top of Sacred Crystal
7) Obsidian Rockman
8) Rockmen
9) King of the Mountain bathing in boiling water
10) Sacred Crystal hidden in crystal cave
11) Giant Squid and smack of Black Jellyfish

Encounter Table (2d6)

2	1d2	Beastmen
3	1d6	Lost Souls
4	2d6	Giant Hornets
5-9		Nothing
10	1d3	Mountain Jackals
11	2d3	Bandits
12		Old Pedlar Joe

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The Tower of Whispers

His new bride stolen away by the evil necromancer Marsal, the paladin Ketan sought to rescue his beloved from the Tower of Whispers. Despite being confronted by Marsal's seemingly endless army of horrors, the paladin was victorious in defeating his foe but in the end paid a terrible price. His men slain and his wife Tira driven mad, Ketan decided they could be happy once again in the afterlife. Too late the paladin realised he had underestimated the power of the dark energies awakened by Marsal. Along with the condemned souls of the slain, the new death knight and his banshee bride find their souls bound to this place in eternal servitude.

The Charnel Chambers

Here the dead lie but find no rest. Many an unprepared interloper has faced the fallen souls within before being welcomed themselves into the arms of cruel fate. At night, the zombies and ghouls of the Charnel Chambers leave the tower in search of fresh prey.

Ketan's Failure

Even in undeath, Ketan's soldiers patrol the halls still. Contorted by dark magick, the armored skeletal remains of those forever loyal to the paladin are bound to guard the very place that damned them for eternity.

Marsal's Menagerie

Once the laboratory of Marsal himself, his experiments have gone long neglected. Denied the solace of final death, the creations have become even more mutated and twisted over time. It will take a stout heart and a strong stomach to prevail here.

Tira's Madness

Enamoured with his prize, Marsal sought to make Tira forget her husband by placing confusion traps randomly throughout her floor. Her love proved to be far too great for his magick, however. His traps backfired, instead casting her into the abyss of insanity.

The Desecrated Temple

Ketan struck down the necromancer, only to find his wife completely lost to him. In a last desperate act, Ketan took the life of both Tira and himself, confident that they could be together in peace in the afterlife. Sadly, in this dark temple the dark powers are at their greatest, and both found that 'til death do us part holds an unexpected meaning here

Created by Laurie Eck

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www.DaFont.com

The Owl Mage's Lair

By Lee Mohnkern – tenduril@gmail.com

Unbeknownst to the world, the wizard responsible for the creation of owlbears is still alive. Brius Obelthork was once a benevolent mage, helping the peasants of the little village through drougt, plague, and poverty. So when the king's raiders burned the village to the ground, he swore vengeance upon them.

He used his trapping skills to catch owls and bears. He began to blend them with magic. The first few creatures were abysmal failures, but, after a month of work, he had created the perfect blend of brute and hunter.

Confident in his creation, Brius could barely wait to unleash his new weapon on the king's men, for vengeance. But one night, as he prepared to transform more of the creatures, the king's men raided his cabin, interrupting his delicate work. His spell backfired, partly transforming him into one of his own creations.

Now, years later, Brius still hides in the forest, in an old underground smuggling hold, ambushing the king's soldiers whenever they come by.

Adventure Hooks

There are many ways the characters might find themselves heading to Brius' lair:

- They are enemies of the kingdom, have heard rumors of Brius, and hope to recruit him as an ally.
- They have been hired by the king's army to track down the source of the raids on military caravans.
- The party is set upon by Brius' owlbears while passing through his territory.
- Errant owlbears have been attacking a small village nearby, and the villagers have cobbled up a bit of money to pay the characters to find the source.

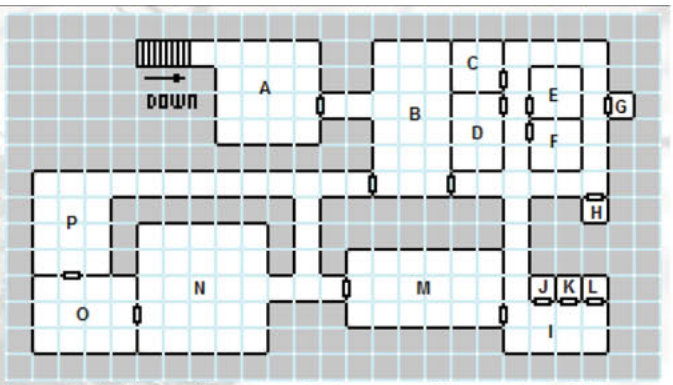
The Smuggling Hold

This smuggling hold could have been used to smuggle slaves, illegal substances, or stolen goods. However it was used, it was long ago abandoned, and now sits about a mile off a road leading to the village Brius had once cared for, deep in the forest.

A ranger can track the owlbear prints that lead between various parts of the road, and the smuggling hold.

Above the hold, is a small glade containing eight owlbear nests. The area also includes 1d8 owlbears. Any owlbears not here, are out hunting, and will return in groups of 1-4 by sundown.

There are bowls of food and water around the nests, as well as booted footprints, making it clear that someone is taking care of the creatures. It is easy to follow the tracks to the entrance to the smuggling hold, about fifty feet from the glade, built into a hill in the forest.



Area A – This small room at the bottom of the stairs is lit by a permanent light spell, cast on a glass orb. It is removable. There are a few barrels of water here, and some spears, but little else.
Area B – Brius' skill at trapping is not limited to catching bears. As he lives alone, he has placed many booby traps around the hold, in paranoid preparation for some unknown intruder. A character entering area B must pull the door open, standing out of the way, to allow an arrow to fire down the hallway. Standing in front of the door while opening it, will likely result in being his by the arrow. The rest of the room is bare.
Area C – This room is Brius' quarters. The room is full of alchemical items of many types, and 500 gold pieces of treasure.
Area D – This room is where Brius keeps owls. There are eight owls in cages here, with bags of feed and barrels of water.
Area E – This room is a larder, filled with fresh fruits and vegetables, as well as salted venison and pork. Some of the crates of food are stamped with the king's seal.
Area F – This room contains a small armory, with many spears, halberds, longswords, and shields, mostly taken from the king's soldiers. It is guarded by a medium air elemental.
Area G – This room is a privy.
Area H – This room is a closet. There is a dire rat inside, as well as some brooms, pitchforks, animal training poles, and scythes.
Area I – This room is guarded by a pair of animated statuettes that Brius enchanted to guard the area.
Area J – A closet full of trapmaking tools, including gears, pulleys, string, rope, steel wire, and various spears and axes.
Area K – This closet contains a pile of bones, about 3 feet high, all from humans. Bits of chainmail and leather armor can also be found among the pile, as well as three intact chainmail shirts.
Area L – This closet contains a partially-assembled golem of some kind, about the size of a human. It is covered in cobwebs, and appears to have been a long-ago-abandoned project of Brius'. It functions, however, and attacks the characters as a medium animated object if touched.
Area M – This room is mostly empty, though blood and feathers covers the floor. The walls are covered with drawings of bears, owls, and various hybrids between them. There is a cauldron in the corner filled an unknown, blackish-red, foul-smelling liquid.
Area N – Brius himself is in this room. He is a 7th level wizard. He appears to be half-owl, half-man, with large claws he uses in melee combat. He may try to talk to the characters, to convert them to his cause. If he is losing in combat, he flees to room O.
Area O – This room is guarded by four animated statuettes. They will fight to the death to protect the room. If Brius flees in here from Area N, they will do their best to protect him.
Area P – This room is full of feathers and small twig nests and appears to have once belonged to Brius' nascent owl-bear hybrids, before he perfected his creation.

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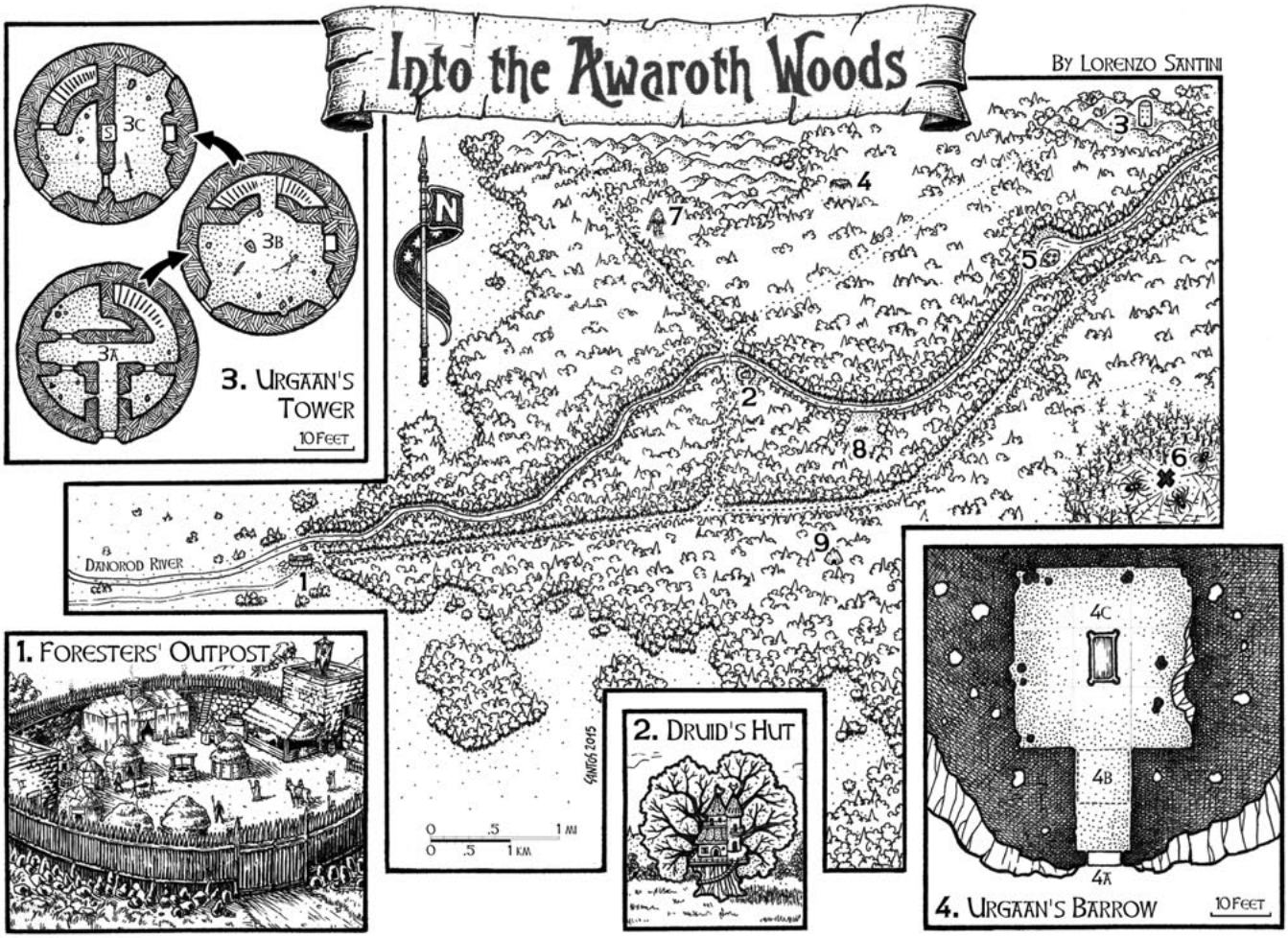
Into the Awaroth Woods

By Lorenzo Santini



Wilderness mini campaign for apprentice adventurers

Lured by a scroll where the long dead sorcerer Urgaan boasts about treasures hidden in his tower, the PCs arrive at the outpost near the Awaroth Woods.

1. Foresters' Outpost. The fort is a base camp for Foresters who watch the forest border and a shelter to hunters and travellers. Thatched huts host travellers and hunters. The large pavilion is a mess hall and tavern. Rumours true and false can be collected here: Hareven the local druid has disappeared; a party of hunters have been slaughtered in the woods by a fierce beast and others have thereafter disappeared; the huge bear Hareven was always seen with, is blamed for both the previous rumours; an invincible guardian protects the sorcerer's tower; a giant lives near the hills; the sorcerer's tomb is somewhere in the forest.

10 Foresters (Hum, Ranger 1-2), their overseer **Baran** (M, Hum, Ranger 5) and a small team of workers run the outpost.

8 hunters sleep here at the moment.

Uskz (M, ½Orc, Barbarian 5) and **Oanga** (F, Hum, Fighter 4) are the survivors of a party of hunters ambushed by (so they say) a huge bear-beast. They escaped by diving into the river. In truth, they were hunting the beast (Bregor) to earn a prestigious trophy (see location 8) and fought him and the druid. They won't confess unless forced to.

2. Druid's Hut. Built upon an ancient oak's branches, it looks abandoned. **Hareven** (F, ½Elf, Druid 6) lived here with her husband Bregor (see loc. 8). Inside the hut in a desk's drawer trapped with *paralyzing gas* the PCs can find: **a)** *Bone Key* wrapped in a copy of Urgaan's scroll, on which Hareven has scribbled: "The fool has taken the secret to his grave. The tower must be stopped. 3L, 2R to open"; **b)** *Owl Crown*, a wooden crown with owl carvings.

3. Urgaan's Tower. 3a: 1st floor, empty; **3b:** human bones and objects are scattered here; fear paralyzes PCs if they fail a saving throw; **3c:** more human remains; a stone 2 feet square juts out a little from the dividing wall. If the PCs try to pull the stone, anyone in the room who fails a saving throw will be incapacitated by nausea. The tower comes to life, it bends and bulges trying to crush anyone inside or outside (20' range) with stony blows (3 attacks per round, 1d10 damage each). A very difficult *strength check* or saying the *Command Word* removes the jutting stone revealing the tower's 'mind': 12 *gemstones* (total value 15.000 gp) arranged in a magical pattern in a metallic black liquid. If the right gemstone is removed first (1 on 1d12, or using the *diagram*) all the gems can be taken; the tower fights as if blinded for 1d6 more rounds, then collapses.

4. Urgaan's Barrow. The land around it is barren and blighted. **4a:** Stone door. A tiny keyhole is hidden in what looks like a crack. If the *Bone Key* is turned 3 times to the left and twice to the right, the door opens and the trap is deactivated. If the door is forced open or the key turned normally, the trap will still work. **4b:** Trapdoor. 30' deep with spikes (1d10 damage) on the bottom. **4c:** Sarcophagus. When approached, a *Wraith* (Urgaan) appears and attacks. The corpse holds a cylinder with a map inside, an "X" marking a place in the depths of the Spider Woods.

5. Circle of Dreams. The biggest stone in the circle has an engraving of an owl. Anyone who sleeps here wearing the *Owl Crown* will dream the answer to one question. Only 1 question per person can be answered, and just once.

6. Spider Woods. This dead tree zone is home to 60 *Giant Spiders* living in groups of 1d6 individuals. Use them and their cobweb nests as the only random encounter here. Buried beneath the "**X**" lies a coffer containing a scroll with the *Command Word* for location **3c** and a *diagram* showing how to dismantle the gemstones' pattern.

7. Giant's Cave. A *Hill Giant* lives here. He's always hungry but also stupid and gullible.

8. Fairy Circle. When near, the PCs hear screams and growls coming from this glade. A burial place decorated with fresh flowers lies near the river, protected by a group of 8 *Sprites*. 5 *Worgs* are attacking them. **Bregor** (a huge *Werebear*) arrives and helps shortly after. At the end of the fight, if the PCs helped he will be friendly and will explain that he buried his wife Hareven here. She was killed fighting the hunters who were after Bregor. He and the druid killed some hunters to defend themselves, but the Worgs (location 9) are probably to blame for other disappearances. Bregor wants the surviving murderers (Uskz and Oanga) to be brought to justice. If the PCs agree to help, he'll aid them with his knowledge of every location in the forest.

9. Worgs' Den. Recently, a pack of 20 *Worgs* have set up home here, causing trouble in the forest. Subtract the ones killed by the PCs in other locations to find out how many will be here.

Random encounters (1d20)

1-3: Brown Bears (1d2)
4: Centaurs (1d2), angry about the druid
5-7: Giant Boars (1d2)
8-9: Giant Spiders (1d4)
10-11: Harpies (1d6)
12: Owlbear
13: Shambling Mound
14-15: Stirge (1d10)
16: Treant, angry about the druid
17: Troll
18-19: Wolves (2d4)
20: Worgs (1d4+1)

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The Woldcore Caves

Long ago the dwarves accidentally tunnelled into goblin-mines while searching for precious metals, and now they are locked in perpetual warfare – both are well defended and neither can gain the upper hand. The players join the dwarves and must learn to understand underground warfare, travelling through hundreds of miles of treacherous caverns. Each side has bases and scouts around the outside. They attack by attempting to get past a scout group without the other side managing to get a warning signal back, then attack the enemy unprepared in their homes.

Standard Areas

C: This goblin camp has ten to twenty goblins – generally the more uppity combatants who were sent here as a punishment.

C1: This camp is joined by a troll, trained to fight with the goblins so long as it's kept well-fed (and it eats almost continuously). While expensive, all the dwarves fear such a gargantuan creature.

C2: Spiked, wooden barricades lined with bells litter this hallway. Anyone entering will have a hard time not setting them off, and the goblins behind those barricades have javelins and bows to throw at incomers.

C3: The slope in this tunnel makes it perfect for rolling massive boulders downhill towards enemies.

C4: The goblins in this camp keep a super-troll in a jar. It cannot be killed, no matter how damaged, it regenerates eventually. At the moment, the troll's heart and what It can regrow of its eyeballs are in the clay jar. If attacked, the goblins will throw the jar at enemies. The troll will take five minutes to fully form, and during that time will appear as a lump of uninteresting gloop. It cannot be killed but can be trapped.

D: This dwarven settlement comes complete with a fungal garden supplied by a stream, cavernous rooms for hundreds of dwarf families, smithies, and all the usual items of a dwarf-town. Dwarven men outnumber the women 12:1, and as a result the species has become entirely matriarchical; the men fight, raise children and forge weapons while the women rule the roost, selecting mates on the basis of their craft with metals.

E: Exit to a sunlit forest.

G: These caverns make up a goblin tribe, with little chambers stuck off to the side. The base of the tunnels are covered in faeces. Natural fungus-filled chambers, feed off a mixture of goblin faeces and the nearby river. The goblins are armed and dangerous, except during their feasting hours when they are drunk.

J: Green slime, ochre jellies and a few fungal creatures dot this part of the underdark, feeding from little water currents from the nearby stream and the waste of the nearby settlement. Dwarves and goblins occasionally hunt them and turn them into prized food, but the expedition is dangerous.

O: This dwarven outpost has basic rations dragged up every couple of days for its ten warriors. Some outposts have traps facing the goblin-tunnels.

O1: These dwarves keep a pre-made fire at the ready with large fans. The fire's smoke blows uphill, obscuring vision and choking the enemy.

O2: These dwarves keep the C-machine ready at all times. It can fire a volley of 100 crossbow bolts at once, destroying any incoming force instantly. They are loathe to waste it on smaller groups but will if they think they cannot defeat the enemy.

S: Small tunnels – the tunnel constricts in places so people may only pass single-file. War machines and heavily armoured people cannot pass through.

T: This treacherous ground requires serious climbing equipment to navigate – crumbling rock-faces, slippery slopes and sudden drops!

U: Exit to the greater Underdark.

Special Areas

1. The 5' tall jewel of death animates all dead bodies nearby as zombies and summons their spirit as a ghost. Some stay, others leave, and the zombies which leave always have their ghosts follow to protect their bodies – even if those bodies enjoy feeding on flesh. The stone is surrounded by different zombie types, but mainly ex-goblins and ex-dwarves who fought here.
2. This dragon, known only as 'Gheepdod' to the goblins, is occasionally given sacrifices of the less worthy goblins or stronger prisoners. She sits atop a massive horde of bones and sleeps most of her life. If ever the tributes stop, she will become hungry and decimate the goblin hordes.
3. The path breaks, revealing a massive gorge. A narrow path runs around the right hand side, but on both sides of the 100 yard gap an encampment lies:10 dwarves vs 20 goblins, all with short-range projectile weapons.
4. Drow make camp here, occasionally trading for food with the goblins, to scope out the situation. If they feel the goblins are weak enough, they will summon more drow, enslave the goblins and then consolidate their forces over the next century, waiting to take over the dwarves.

Major Characters

Braoskinger is the fat and loud goblin-sorcerer who rules the Sorthnord tribe.

Clipleft, mother of dwarves, rules the Bestweird dwarves of the Western settlement with an iron fist, always demanding more.produce and jelly-treats.

Lajikmord, dwarven rune-master. He still has Braoskinger's magical ring of regeneration, stolen in a battle some time ago.

Mimeslaster, the gnomish illusionist has an uncanny kinship with the slimes and oozes of the dungeons. They never attack him, and in fact he can herd them with a little coaxing. He occasionally sets up illusion-traps for those who would hunt his precious slime-gardens. He is currently legend and neither faction are sure that he really exists.

Slockringer, goblin war-leader who wields a sword which paralyses people on the spot, from afar. He has a vendetta against Lajikmord, who took his eye out, and constantly encourages the goblins to form ever larger war parties to raid the dwarven outposts.

Meeldshaiden, the drow highpriestess and warrior-poet is at the back of any battle, with a staff capable of plunging any area into choking darkness. She places the sickening fog before her enemies while the drow retreat and fire their crossbows blindly at the enemy.

Nightly Encounters (2D6)

(**2**) 1-10 wraiths, (**3**) 2-12 drow scouts, (**4**) 1-6 mix of dwarf and goblin zombies, accompanied by their former ghosts, (**5**) an ochre jelly, (**6-8**) Nothing, (**9**) A spiked pit-trap, (**10**) Recheck twice – combine the encounters! (**11**) 2D10 appropriate scouts to the area (dwarf or goblin), (**12**) A raiding party of 2D10+10 enemies to the area.

Missions

- Deliver water to a dwarven outpost! When the characters arrive it seems the scouts have gone further into the tunnels. Bloodtrails eventually lead the party to find that they were chasing a gold-covered goblin-priest.
- The party must find and defeat the drow party to dissuade the drow from enslaving the goblins – and later the dwarves. Once they arrive they find the goblins are already good friends – they might slay them all or convince the goblins that the drow are up to no good.
- Gheepdod has allowed the goblins to pour barrels of poison into the top of the river – the goblins have already stored enough drinking water to last a week and now the dwarves must go thirsty unless the PCs can stop the goblins. They must find out who this 'Gheepdod' person is and stop her... or possibly just destroy the goblins' water stores.
- The PCs have enough explosives to level a full tunnel and one hundred dwarves to command – it's time to end those goblins!

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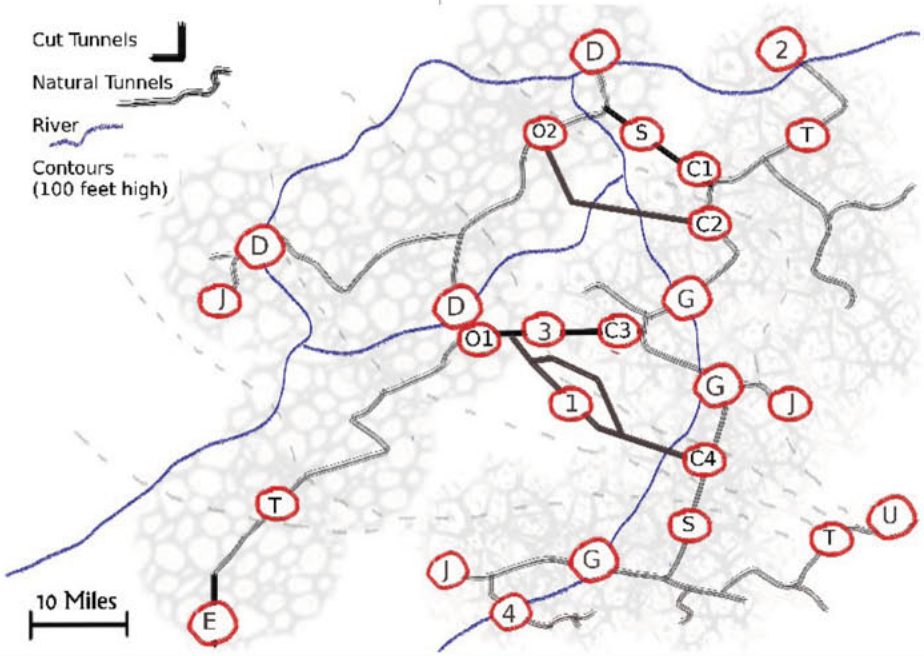

SLUMBERING MU SPORE

MARK GRIFFIN

THE STORY

Two Demon Lords have trapped and subdued a giant Mu Spore deep in the great forest. While the Drow minions of Haagenti, Demon Lord of Alchemy, keep the monster alive but asleep, the minions of Zrl'Zug, Demon Lord of Fungus, work to complete a ritual to convert the creature into a half-fiend fungal war machine. The conversion will be complete in three days, at which point the Drow and fungal creatures will have a sentient, flying siege weapon to crush the Elves of the forest.

CHOKING ROADS

Cramped passages exist connecting all of the Mu Spore's organs. To travel the choking roads roll a d6

1-2 You encounter a pocket of noxious fumes, make a constitution save or be poisoned. Exit to a random location.
3 You get lost and wander for hours. Exit to a random location.
4 You encounter an Ascomoid. Exit to a random location.
5 You encounter a patrol of Mushroom Men. Exit to a random location.
6 If you had a destination in mind exit there, otherwise exit to a random location.

THE GAPING MAW

The lightly guarded entrance to the belly of the beast. Hundreds of irregularly spaced, dog-sized, razor-sharp teeth make this path treacherous.

FIENDISH RITUAL CHAMBER

A small building made of demonic looking fungus is surrounded by dozens of prostrated, wailing Vegepygmies. Inside three Vegepygmy oracles pray to the Demon Lord of Fungus to convert the Mu Spore to a half-fiend.

SPORE BUDDING CHAMBER

The air here is thick with irritating spores that burrow into flesh. If spore production isn't stopped here they will plague the adventurers throughout the dungeon

VEGEPYGMY HOVELS

Countless Vegepygmies live in these hovels and more arrive every day summoned by the Fungus Queen. They patrol the area, but stay far away from the Drow.

CENTRAL GANGLIA

Lightning sporadically arcs between large nerve cells as the massive creature dreams. Quasits fly around large spikes that slowly spread demonic taint.

DROW ENCAMPMENT

A contingent of Drow rangers serve the High Alchemist. Unbeknownst to them the tentacles they built their barracks between can be brought to destructive life with application of electricity to their nerve clusters.

SPORE MIXING CHAMBER

Ever-belching steam vents make this room unbearably wet and hot. Clouds of swirling water vapor drastically reduce visibility and the laughter of Steam Mephits can be heard.

KEY

GRASPING CILIA
RUSSET MOLD
STEAM VENT
ACID
TENTACLE NERVE CLUSTERS
TREES
CHOKING ROADS
1 SQUARE = 10 FEET

LAIR OF THE FUNGUS QUEEN

Surrounded by Vegepygmies, a demonic Fungus Queen resides in this chamber tending a patch of vibrant red mold. The corpses of a dozen elves in various states of decay act as fertilizer. The death of the queen will cause the fungoid creatures in the vicinity to disperse.

ACID PITS

A cowardly Black Dragon Wyrmling kept as a pet by the Fungus Queen hides at the bottom of a pool of acid. He will try to warn his mistress if he thinks he can escape unnoticed.

THE CHURN

Crossing this chamber is dangerous as the floors and walls convulse violently. Pressing on a conspicuously thick knot of muscle will make the shaking stop momentarily.

CRUCIBLE OF HAAGENTI

High Alchemist Fexena Cormanrath and her assistants use this lab to siphon off the Mu Spores secretions for their darks master while simultaneously pumping in the concoction that keeps the creature dormant. Disrupting this facility will cause the Mu Spore to wake up shortly after the ritual is complete.

ELVEN WATCHPOST

A group of Elven druids are waiting here for reinforcements that will arrive too late. If they can be befriended, an elder druid may inform the PCs of the location of the tentacle nerve clusters.

THE GRASPING TUNNEL

This winding, claustrophobic tunnel is lined with countless cilia. At irregular intervals giant, semi-intelligent cilia will strangle live prey that occasionally make it this far.

RELEASED UNDER

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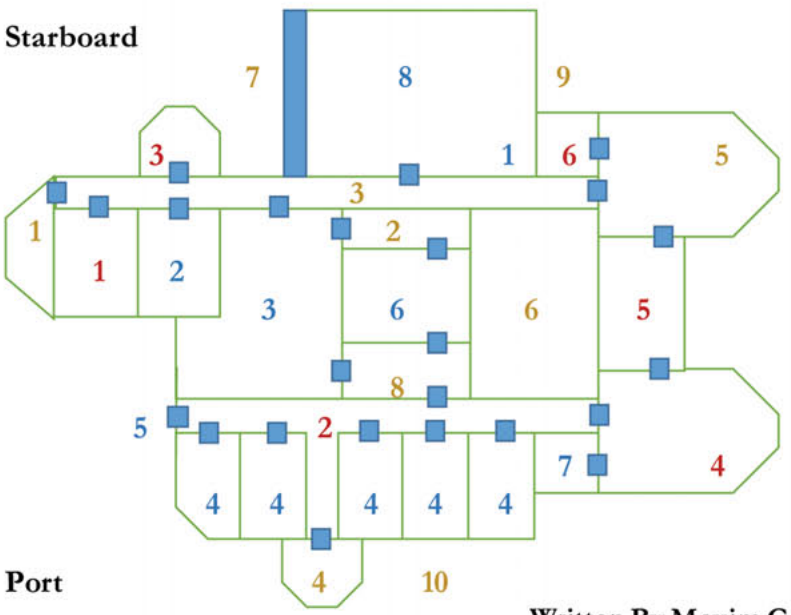
THE RE-ENTRY RAGTIME

The players have booked passage on God's Salad Fork, mostly because it was incredibly cheap. Now they wake up on the floor, in a puddle of cryopod fluid, with klaxons going off. A robotic voice comes over the intercom and instructs them "PLEASE HEAD TO THE AI CORE." Here the AI reveals that the ship was just attacked. It is in high orbit around an unknown planet, but falling rapidly. If the ship isn't repaired within ONE REAL WORLD HOUR, it's going to tear itself apart in re-entry. Make sure to start a stopwatch, put it where everyone can see, and then read off the following problems. Roll for 2 Red Problems and 5 Yellow Problems. For every room, roll a d6: on a six there is no oxygen here.

PLEASE HURRY. I DON'T WANT TO DIE.

# Regular Rooms	Contents
1 Cryopods	Cables, Cryofluid, Hand Lotion, Mop
2 Captain's Room	Letter Knife, Personal Letters, Ant-Virus Chip
3 Common Area	Laptop (Can be plugged into the console to fly-by-wire).
4 Crew Quarters	Shockstick, Gas Mask, Spray Paint, Clothes, Personal Effects
5 Airlock	Five Spacesuits, with Mag Boots
6 Water Cycling	Pipe, Wrench, Crowbar, Axe, Fire Extinguisher
7 Tool Room	Laser Saw, Sealant, Duct tape, Broken Repair Robot
8 Cargo Bay	Metal Sheets, Deluxe Prosthetic Limbs, 1d4 convenient things



Written By Maxim Golubchik

The Damage (Read this out loud)	The Fix (Let 'em think)
1 AI CORE: A VIRUS HAS OVERTAKEN MY DOOR CONTROLS. UNTIL YOU PURGE IT, THE DOORS WILL TRY TO KILL YOU.	Make a hard computer's check to purge the virus. Or just shut the AI down: if so, remove the timer from the table.
2 PORT HALLWAY: A HUNTER KILLER DROID IS ROAMING THE HALLS.	Kill it or space it!
3 STARBOARD TURRET: TARGETING SHOWS A SINGLE MISSILE IS STILL INBOUND. ETA IS 10 MINUTES.	There are three shots left in the Turret B. Make an average shot to hit it.
4 PORT ENIGINE: IT IS FLOODED WITH FUEL. IT WILL ATTEMPT TO RE-IGNITE IN 10 MINUTES, ONLY TO EXPLODE.	Drain it. A hard computers check will stop it, an average mechanics check will turn it off.
5 POWER PLANT: I AM RUNNING ON EMERGENCY POWER. THE SHIP WILL SHUT DOWN IN 20 MINUTES IF YOU DO NOT RESTART THE POWER PLANT.	Fix the power plant with an average mechanics check, then turn it on.
6 AIR CYCLER: IT HAS BEEN OFF FOR SOME TIME. UNLESS YOU FIX IT, YOU WILL ALL FAINT IN 20 MINUTES.	The power cable has been severed: find something to replace it.

The Damage (Read this out loud)	The Fix (Let 'em think)
1 COCKPIT: THE FLIGHT CONSOLE HAS EXPLODED. THE CONTROLS ARE INOPERABLE.	Get the laptop and fly the ship by wire. Get a droid to jack in directly.
2 BATHROOM & SHOWER: I AM DETECTING A FOREIGN OBJECT INSIDE.	A mine droid that's crawled into the sink.
3 STARBOARD HALLWAY: THERE IS A LARGE HOLE IN THE SIDE OF THE SHIP. IT WILL SPLIT THE SHIP UPON RE-ENTRY.	Weld this thing shut, shore it up.
4 PORT TURRET: THE MISSILE RACK IS EXPOSED. THE HEAT OF RE-ENTRY WILL DETONATE THE MISSILES.	Cut it off. Bring them inside.
5 STARBOARD ENGINE: IT IS NON RESPONSIVE. I CAN'T DETERMINE WHY.	A wire popped out: plug it in to reconnect it.
6 FUEL TANK: IT IS LEAKING. THE ENGINE ROOM IS ANKLE DEEP IN FUEL.	Drain it. Replace or fix the leaking fuel pipe.
7 CARGO BAY AIRLOCK: NOT PROPERLY CLOSED. FLAMES WILL ENTER AND GUT THE SHIP UPON RE-ENTRY.	It's stuck on a laser pistol. Remove it and hit the door close button.
8 KITCHEN: UNDERNEATH THE FLOOR IS THE HEAT SINK. IT ISN'T CONNECTED.	Get a man to crawl into the trap door and connect wires.
9 OUTSIDE: A MINE DROID HAS LATCHED UNTO THE SHIP.	Cut it off!
10 OUTSIDE: FUEL IS LEAKING FROM THE PORT FUEL SCOOP. IT WILL IGNITE IN RENTRY.	Hard computer check on the console to close it. Or grab a wrench and close it manually.

VESNA'S REFUGE

For decades, Vesna's Refuge was a peaceful island sanctuary, home to verdant greenery and abundant wildlife. Tended by a quintet of druids - Fyodor, Mokosh, Koledo, Veles, and Ivan - the great oak Vesna spread its roots across the isle, infusing the land with potent, primal magic.

Over time, Fyodor began to resent the power of Vesna, desiring her wild energies for his own. On the vernal equinox, he finally acted on his ambitions: transforming into a powerful earth elemental, slaughtering his fellow druids, and tapping into Vesna's power from her very core.

However, the primal energies proved too much for Fyodor to handle, cursing him and sundering the great oak's upper branches. Permanently stuck in his earth elemental form and unable to leave the tree, he spends his days pacing and muttering to himself incoherently.

Six months later, the island is a much different place. Fyodor's desecration of Vesna has corrupted the wildlife, petrified the forest, and gnarled the tree's mighty roots. This blight has not gone unnoticed ashore, and a small druid's grove has sent forth a party of adventurers to investigate the refuge.

Written and Illustrated by Michael and Mathew Iantorno (http://www.theworldissquare.com)
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The Island

A) Once a verdant pine forest, the Straywood has been petrified as a result of Vesna's corruption. A large treant named Falstaff serves as the forest's guardian, but the blight has rattled his mind and clouded his perception.

Although quick to anger, diplomatic PCs can coax Falstaff into providing scraps of information about Fyodor and his schemes. If properly motivated, he may even carry the party across the lake to Vesna herself.

B) Named for the brittle rocks that make up the range, the Cobblestone Mountains have been rendered impassable due to constant rockslides.

C) Once the home of the druids who served as Vesna's wardens, this tiny village is now ghostly quiet. Three abandoned longhouses surround a long burned-out campfire, hinting at the simple lives they once cultivated there. Searching the dwellings will reveal the journal of Mokosh, who shares his suspicions that Fyodor is plotting something nefarious.

Stalking the area is Gustav, a large silverback gorilla, who was formerly Koledo's animal companion. Gustav is frightened and hungry, but can be made friendly through offerings of food or affection. Particularly disagreeable PCs may raise Gustav's ire, throwing him into a vicious rage.

D) This great henge marks where several ley lines intersect. Those attuned to magic can faintly hear voices whispering the name "Fyodor" in fear. A statue of a wizened sage with antlers stands here, holding a wooden bowl. PCs who offer the statue food or other natural items are blessed for 24 hours; those who offer coins or other man-made items are instead cursed.

E) Vesna's roots gnarled at the hand of Fyodor, exposing the island's underground tunnels. PCs may enter these passages through small caves dotting the Root Barrows, and within the lower floors of Vesna herself.

Residing in the passages is Ashfang, a cunning albino ettercap, who has set various traps to catch passing animals. If encountered, Ashfang will fight viciously with fang, claw, and poison, but exhibits a strong aversion to bright lights and open flames.

F) This central basin is home to the great tree Vesna, which stands upon a rocky island in the centre of the lake. The stagnant waters are littered with debris, and giant water beetles skate across the surface. Attracted to ripples in the water, the insects are quick anger and attack in swarms.

The Great Tree Vesna

-1) The basement is a crude cavern entwined by the roots of the tree. Once a storage cellar for the druids, it has become a midden of rotting food and bones. The bodies of three acolytes crushed by falling stones have risen as spiteful vine-covered skeletons. Capable of gliding through the earth, these fiends hide in the rubble and attempt to grapple any PCs who enter.

G) A great stone archway marks the entrance to the anteroom. Once adorned with intricate murals, the battered walls are now shrouded by thick strands of silvery webbing. A giant zombified spider has taken up residence on this floor, ambushing and devouring any trespassers. Searching the room reveals the corpses of the spider's previous victims - a party of adventurers, one of which holds a holy spear.

2) Four large sconces illuminate this room with eldritch blue light. Bookshelves border the walls of the room, cluttered with ancient druidic tomes and three healing scrolls. When approached, the sconces flare up and form the faces of the four slaughtered druids. Each repeats a single line: "forever alive, forever dead"; "he has rooted himself in the earth"; "it is not our place to drink the sap"; "he was our brother, the best of us."

3) This alchemical lab has been ransacked. The west wall opens up to colossal branch, forming a balcony of sorts. Once boasting a hanging garden, the branch now houses a ramshackle nest holding six potions, chosen randomly by the game master. A flock of blighted ravens roosts here, remaining docile unless the party attempts to pilfer their treasures. Engaging the ravens risks attracting the attention of Mother Vor, who will pluck players off the branch.

4) This once lavish meeting hall has been reduced to unrecognizable ruin by the razing of the tree and is now open to the sky. The cursed druid Fyodor lurks here, attacking anyone who enters. Although manic, he combines the brute force of his elemental form with his powerful spellcasting abilities to deadly effect. He fights to the death and uses his power to shape and pass through earth to prevent the party from escaping.

Defeating Fyodor brings peace to the restless tree. The ghosts of the slain druids appear, entrusting the players with a seed for a new master tree and requesting that it be planted somewhere on the island. They also gift them a powerful arch-druid's staff in thanks.

THE LANTERN OF WYV

AN ADVENTURE LOCATION BY MICHAEL PRESCOTT

THE SITUATION

The wizard Ridomenus placed her tomb in the sky as a testament to Seree power. Upon her death, a magical barge carried her to her final resting place high in the air.

This was long ago, and few still know the meaning of the "black lantern" that hangs in the sky over the bay - not least because the entire land of Wyv has fallen to the flying serpents.

Those who dare its shores, however, might spot a black speck racing along the waterline, for Radomenus' funeral barge never stopped, endlessly making its final tour.

RUMORS FOR NEARBY SETTLEMENTS

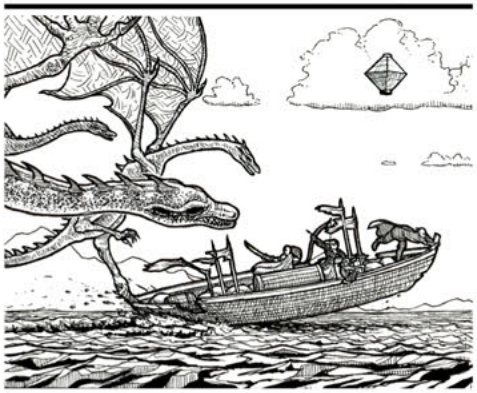
In this case, not that near, for Wyv is uninhabited!

- A black lantern hangs over a bay in Wyv, big as the moon, been there forever
- Wyverns mean boating is unsafe within miles of the coast
- A curious wyvern always attracts more
- Traddle' pearls actually come from a secret people still living among the Wyv forests
- The birds of Wyv know more'n they let on

LANTERN BAY

The uninhabited coast of Wyv is dotted with mile-wide copses, separated by long aisles. Wyverns make it so, or so it's said. Nervous deer chew saplings in the gloom, until every soft growing thing is eaten, then they must brave the gaps and risk being snatched up from above.

Lantern Bay is a broad inlet, running ten miles inland. Over the center of the bay hangs the Lantern, a mammoth construction of white-flecked stone, half a mile above the water.



FUNERAL BARGE OF RADOMENUS

The barge makes an endless tour of the bay, cycling once every hour, visiting a sequence of ruins that at one point represented the highlights of Radomenus' holdings.

It flies at 15 knots, for most of its circuit about 5' above the water.

The barge is encrusted with gull droppings, fish bones, twigs and leaves.

Its funeral pennants have rotted to nothing, and the wood is sun-bleached and soft.

It can be easily damaged, but any pieces not forcefully dislodged from their position continue to fly in formation.

THE TOWER

The first stop is Radomenus' tower. The barge stops where its top once was, now 25' above the ruined stump. After a 20 minute wait, it flies off.

THE FOREST

It darts at breakneck speed over Radomenus' farmlands, long grown up into mature forest. The barge plunges through a boat-shaped hole in the canopy, cutting out any new growth.

Within the forest lives the Jarret clan, some 45 strong. They hunt deer and dive for oysters in the bay. Their shaman can read Seree, knows the history of the Lantern, and wants it secrets.

The Jarret use the barge to tell time, and will notice occupants. They have not yet dared, but they will board the boat by dropping in from branches when it returns.

THE COASTAL TOUR

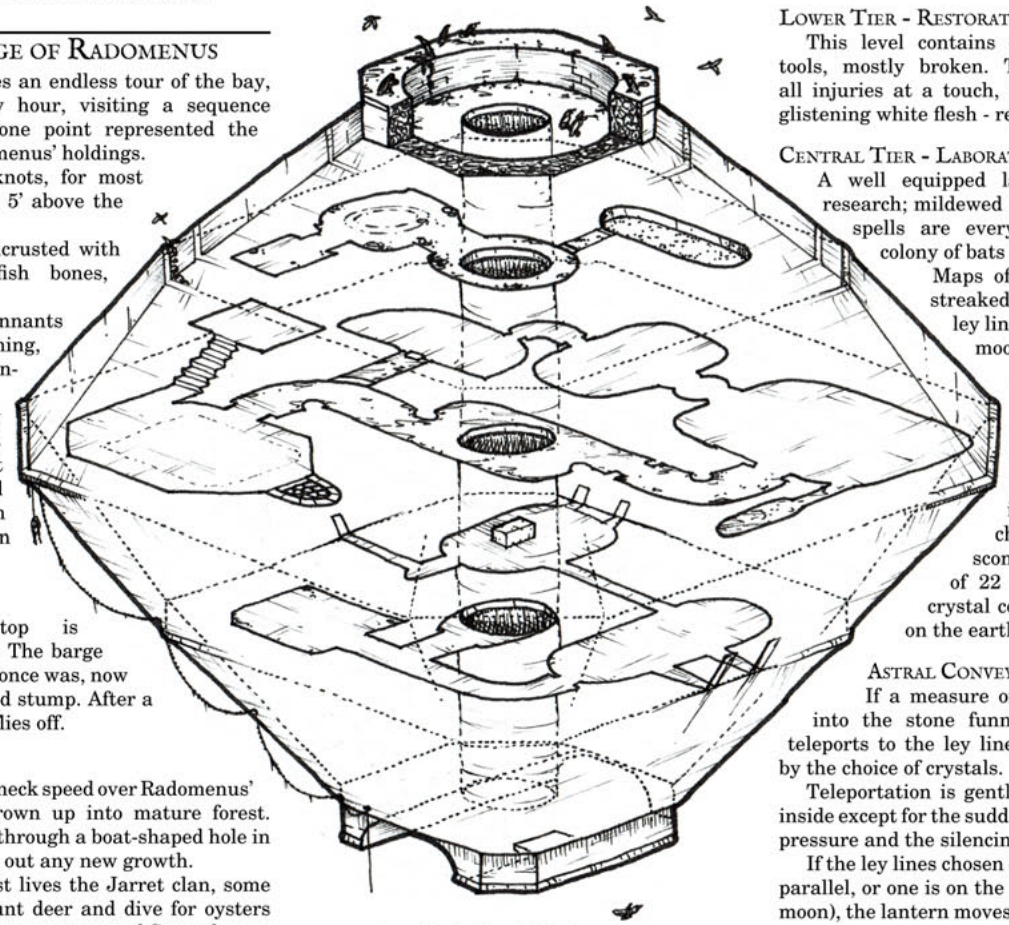
The barge makes a lazy, half-hour loop around the bay. Visible occupants are guaranteed to attract a patrolling wyvern.

THE ASCENT

After this, the barge heads to the lantern, rising steadily. It 'docks' at the underside; a small stone ledge projects under a central shaft.

The shaft is 20' wide, 200' tall, and made of smooth stone. Adventurers will require some means to climb (or fly) to gain access - the shaft was once filled with buoyant levitation enchantments, but no longer.

The barge waits for ten minutes, then flies to the ruined tower.



INSIDE THE LANTERN

Above the 'dock', the lantern has three interior levels. The scrawing of nesting sea birds from the 'crown' fills the entire structure.

Every surface is engraved with polite speculations by Radomenus' masons, apprentices and glyph-wardens as to the one true purpose of *the stone* (as they name it):

Their guesses: a tomb, a chamber of eternal ressurrection, an unparalleled magical labatory, an astral conveyance. In fact, it is all four.

LOWER TIER - RESTORATORIUM

This level contains ceremonial embalming tools, mostly broken. The *black table* heals all injuries at a touch, replacing wounds with glistening white flesh - repulsive but functional.

CENTRAL TIER - LABORATORIUM

A well equipped laboratory for magical research; mildewed scrolls and half-written spells are everywhere, along with a colony of bats in the forge room.

Maps of the known world are streaked with 16 color-keyed ley lines. A similar map of the moon is marked with six.

UPPER TIER - HELM

One chamber holds *white sand* (tiny uranium beads, warm and deadly), the other is the lantern's control chamber: two great stone sconces can hold any pair of 22 colored crystals. Each crystal corresponds to a ley line on the earth, or the moon.

ASTRAL CONVEYANCE

If a measure of *white sand* is poured into the stone funnel, the entire lantern teleports to the ley line intersection indicated by the choice of crystals.

Teleportation is gentle, not obvious to those inside except for the sudden change in barometric pressure and the silencing of the birds.

If the ley lines chosen don't intersect (they are parallel, or one is on the earth and the other the moon), the lantern moves into the luminous void.

RADOMENUS

Constant exposure to the white sand and the black table have reduced Radomenus to a 200lb mass of white, gelatinous flesh.

She can no longer operate the lantern, but hates intrusion. She is slow but devious, can crawl along walls and ceilings, hurl lightning 4x daily, and can summon and control wyverns with the force of her mind. She will not give in easily.

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The Kingdom of the Pale Giants, Michael Raston.

The city's sewage system always collects and funnels towards a great underground river. When the moulding stone and rotting iron of the sewers fade away, the river is housed within a looming whitestone caverns. Within these caverns the Pale giants live. Here they have hewn the whitestone to construct a vast fortress, embedded in the earth. In the darkness, the polluted river warping and maddening them, the abhorrence of their civilization grows. **Rumors of naked, pale giants stalking the sewers, missing women throughout the city and panicked pygmies appearing from nowhere and gibbering of an evil kingdom beneath the ground may spark adventurer's interest in venturing here.**

Light Sources: See map for locations and illumination area. Assume darkness elsewhere.

Clean clear light. Magical fungi inside a white stone lantern. Suspended from chain.

Flickering red light. Bonfire. Poor quality wood. Tended by any nearby denizens.

Weak shadowy light. Smelly candle burning in a chain suspended skull.

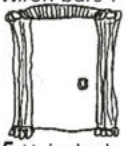
Doors: All aprox. 14' high.

D1: White stone pillar doorway.

D2: Crumbling masonry, ruined leather flap.

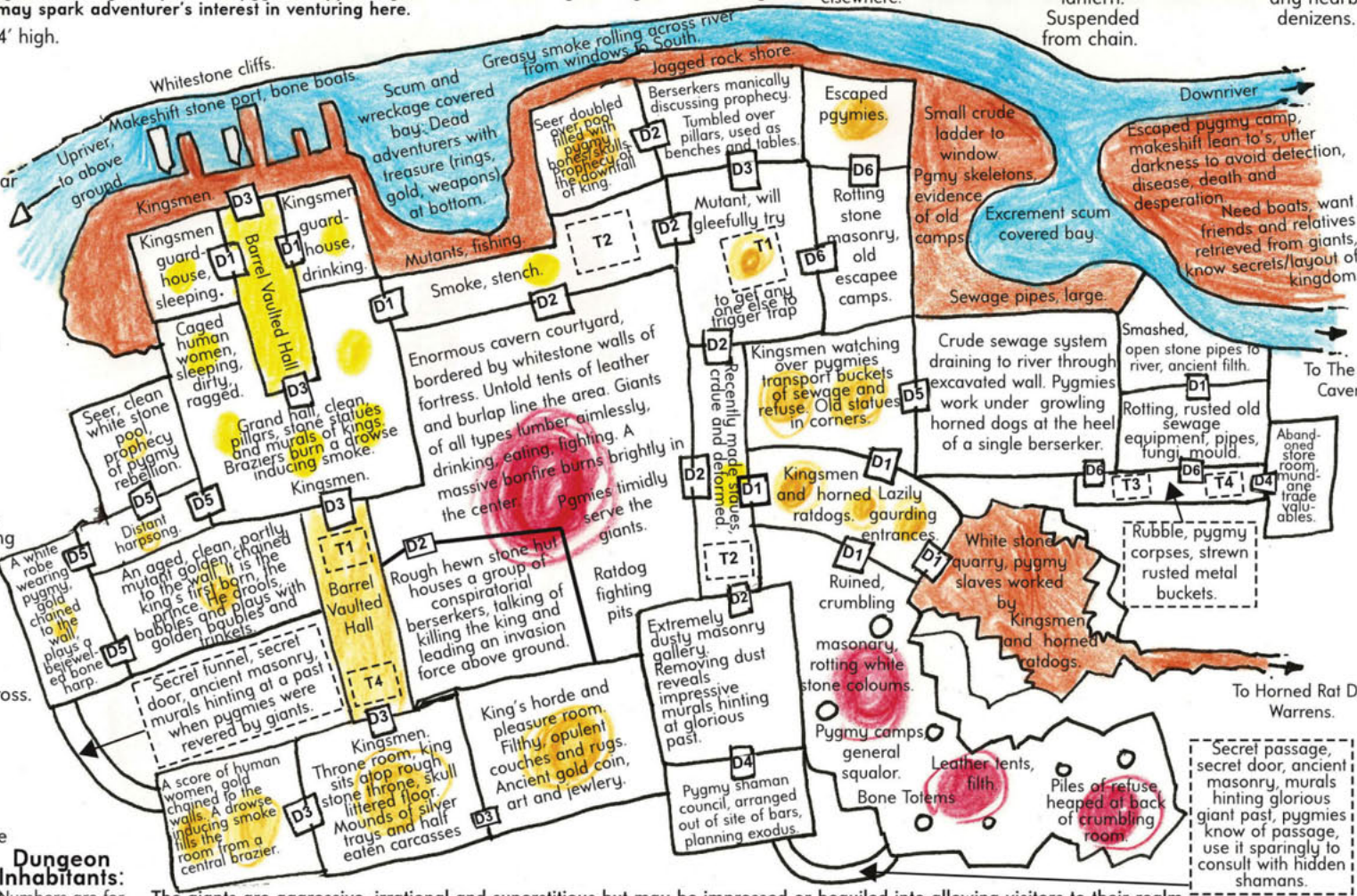
D3: Closed white stone double door, 50% chance of being locked.

D4: Iron bars 1' across.



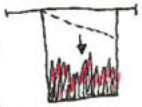
D5: Unlocked white stone door.

D6: Collapsed white stone masonary doorway, small gaps in rubble.

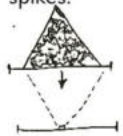


Traps: See map for locations. Description starts with visual "clue" - then description. Buttons indicate "trigger".

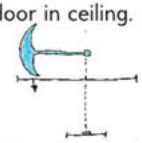
T1: Scorchmarks - hidden grate, explosion of flame.



T2: Odd grooves in floor - Trap door, 10' fall onto metallic spikes.



T3: Conspicuous rubble, dents - rocks fall from hidden trap door in ceiling.

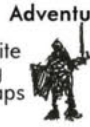


T4: Deep gouges in masonry - Scythe pendulum hidden in slits.

Dungeon Inhabitants: Numbers are for d8 random encounter table.

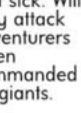
The giants are aggressive, irrational and superstitious but may be impressed or beguiled into allowing visitors to their realm.

Generic Adventurer:



1: Pygmy Slave: Diffident, scared, mopey, ragged and sick. Will only attack adventurers when commanded to by giants.

2: Pygmy Shaman: Leader of other pygmies when giants absent, burlap cloaked, crude felishes and effigies, minor healing and divination magic, strong willed and crafty.



3: Horned Rat Dog: Pink and hairless, red eyed, curved horns, some quills and spines, slavering, foul tempered, rabid.

4: Mutant: 2 headed, one head dead/mad/diseased, gnarled clubs and rocks, rotting body, boils, claw handed, limping, crazed, cowed by other giants, intense stupidity, inbred.

5: Kingsman: Grim, grunting, stone/bone shields and spears, well muscled, neat loin cloth, milky pale eyed, roar prone, undying loyalty to king.

6: Berserker: Wild eyed, tattooed and scarification, naked, bone swords and axes, boiling with animosity.

7: Seer: Female, blind, claw handed and footed, decorative and elaborate bone dressings, skin cloak, horns, intense powers of divination, distracted by visions, signs omens.

8: King: Horn crown, corpulent, ever seated, naked, beclaw handed, spike fingered, droop eyed, slobbering, ever eating.

CYPRESS TOWER GAZETTEER

(A) Bog Wights, once apprentices to the Bog Witch now serve as powerful undead guardians. Any who approach the Cypress Tower without permission is attacked by all 3 fast swimming monsters.

(B) A waterside pier 8 feet wide is 60 ft long with an 18 ft extension. 2 pirate ship's boats that hold 6 crew each are tied to the pier.

(C) Pirate's bunkhouse is 20 ft by 30 housing 6 bunkbeds, a long table and a cooking stove. Valuables include weapons and stolen gold coins.

(D) Upper deck of the pier sits 12 ft, above the waterline, with 1 guard on duty at all times. The Cypress Tower drawbridge connects here.

(E) A great hollow cypress tree with a part still living to its south, is 50 ft in diameter. This lower level has 2 guards, and a 10 x10 hostage cage.

(F) This raised section of the tower is 5 ft. above the lower tier, with a magic circle for summoning and a table for the witch's conjurations.

(G) The witch's private chamber sits on the highest tier within the hollow cypress. Aside from her bed and fireplace, the witch's most prized possessions, magic items and treasures are kept in a magically locked chest at bedside.

River pirates have captured a nobleman's daughter during a raid and have handed her over to the Bog Witch at the Cypress Tower. She is held in a cage inside, while a dozen pirates guard the girl. If she is not rescued soon, her fate can only be dire.

Aside from the pirate guards and the 3 bog wights, the witch's familiar, a powerful imp hides in the treetop of the Cypress Tower keeping a watchful eye on the surroundings. Plague spreading biting flies and mosquitos are least of the wildlife threats here.

THE STAR PIT

LEGENDS TELL OF A GREAT STAR FALLING FROM THE SKY WHEN THE EMPIRE WAS YOUNG. GREAT FIRES SWEPT ACROSS THE LANDS IN A RIGHT, SCORCHING FIELDS AND BURNING FORESTS. IN THE CENTURIES SINCE, THOSE FIRES WERE ALL BUT FORGOTTEN, THE VALE IN THE EARTH BECAME A BLOOM TO ADVENTURERS AND EXPLORERS WHO CLAIM THE LEGENDARY RICHES SAID TO EXIST IN THE FALLEN STAR AT THE BOTTOM OF THE PIT. BUT IT HAS ALSO BECOME A BELOW TO DEPRIVERS OF HARDSHIPS WHO REVERE THE SITE AS SACRED (FEEL FREE TO EXCHANGE HARDSHIPS WITH YOUR FAVORITED WINGED MENACE). OVER TIME, THREE SETTLEMENTS HAVE APPEARED IN THE PIT, GATHERING TO THE PIT EXPLORERS AND OFFERING SAFE HAVEN AGAINST THE WINGED CREATURES WHO PREY ON THOSE WHO DARE TO RAID THE FALLEN STAR.

SMALL UPPER SETTLEMENT – WALKER'S REST (DEPICTED BY A SINGLE BUILDING)

THE PROPRIETOR OF THIS ESTABLISHMENT STOCKS A RANGE OF FOODSTUFFS AS WELL AS WATER-SKINS CONTAINING AN ASSORTMENT OF DRINKS. SHE PAYS LOW RATES FOR ANY TRINKETS PICKED UP IN THE CAVES (50% OF COST PRICE) AND OFTEN FINES HONEST EMPLOYMENT BEFORE ON-SELLING IT TO ADVENTURERS PLANNING TO NEED DRIVE FURTHER INTO THE PIT. SHE ALSO OFFERS LODGINGS FOR A NIGHT AT A REASONABLE PRICE.

LARGE SETTLEMENT – THE VALEPIT (DEPICTED BY A PAIR OF BUILDINGS)

THE ADVENTURERS WHO SETTLED HERE MAKE A LUCRATIVE TRADE WITH THE EXPLORERS WHO REGULARLY TRAVEL UP AND DOWN THE PIT. FOOD AND DRINK ARE AVAILABLE HERE AT TWICE THE NORMAL COSTS, AS ARE LODGINGS (AT A MORE REASONABLE RATE). THERE IS A 50% CHANCE OF ANOTHER ADVENTURING PARTY, OR A VISITING DEALER WHO MIGHT OFFER THEIR SERVICES FOR A PRICE. A RANGE OF VARIOUS EMPLOYMENT CAN BE FOUND FOR SALE (ROUGHLY WHAT YOU'D FIND IN A SMALL TOWN MARKET, WITH THE OCCASIONAL RARE ITEM). PRICES HERE ARE ABOUT 50% MORE THAN YOU'D EXPECT ELSEWHERE.

SMALL LOWER SETTLEMENT – PILGRIMS (DEPICTED BY A SINGLE BUILDING)

AN OLD MYSTIC SITS IN A HALF DECAYED STRUCTURE THAT LOOKS LIKE ONE OF THE OLD BURNED TEMPLES SCATTERED THROUGHOUT THE KINGDOM CORNERS OF THE WORLD. EVERY 2 HOURS, THERE IS A 75% CHANCE HE'LL BE PERMITTING IN A MYSTIC TRANCE TO MAINTAIN THE SACRED BARRIER THAT PREVENTS UNTOLD HORRORS FROM EMERGING THROUGH THE ROLLING CLOUDS BELOW. IF HE IS AWAKE, HE WILL FULLY HEAL AND REJUVENATE (REMOVE DAMAGE OR THIRST) ANYONE WHO ASKS FOR HIS ASSISTANCE. HE HAS NOTHING TO SELL, BUT ANYONE MAY MAKE CAMP HERE AT NO COST.

1 Cut Map

2 Wrap Cylinder

3 Tape Cylinder Edge

PIT WALL EXPLORATION

FOLLOWING ONE LOOP OF THE PIT IS TREACHEROUS AND SLOW WORK THAT TAKES TWO HOURS. ROLL A DIE FOR EACH 2 HOUR PERIOD OF EXPLORATION (OR PART THEREOF).

BELOW 1	A NUMBER OF HARPIES EQUAL TO HALF THE CURRENT PIT LEVEL ATTACK.
1	A HARPY ATTACKS.
2	SLIPPERY SLOPE (MARK THIS ON THE MAP). SUCCEED IN A DEXTERITY, NIMBLENESS CHECK, OR SUFFER INJURY WHEN YOU DROP 10 METRES, 30FT TO THE NEXT PIT PATH.
3	SLOW GROUND (MARK THIS ON THE MAP). THIS GROUND IS ROUGH AND TAKES TWICE AS LONG TO PASS.
4-5	HAUNTING RAPTORS.
6	YOU FIND A SHELTERED SPACE SUITABLE FOR CAMPING (MARK THIS ON MAP).

FOR EVERY 12 HOURS OF EXPLORATION USE A RATION OF FOOD AND WATER.

IF YOU PASS THROUGH A DESIGNATED DANGER ZONE, SUBTRACT THE INDICATED VALUE FROM YOUR ROLL.

CAVE EXPLORATION

WHEN YOU REACH AN UNMARKED CAVE ENTRANCE, WRITE A LETTER ON IT (STARTING WITH A,B,C, ETC.). IT IS NOW CONSIDERED MARKED. INDICATE THE DIRECTION YOU WANT TO GO (UP OR DOWN). THEN MAKE A RAVENTURING SPELUNKING ROLL (IF YOUR GAME USES SUCH THINGS, OTHERWISE SAME KIND OF INTELLIGENCE ROLL). EXPLORING A CAVE TAKES AN HOUR UNLESS OTHERWISE INDICATED. THEN ROLL 1D6...

IF THE PLAYER SUCCEEDED, THEY MAY CHOOSE 3 DICE AND ALLOCATE THEM. IF THE PLAYER FAILED, THE GM MAY CHOOSE 3 DICE AND ALLOCATE THEM.

DIE	MOVEMENT	DANGERS	TREASURES
1	EMERGE THREE LEVELS IN THE WRONG DIRECTION, FROM THE NEAREST UNMARKED CAVE ENTRANCE.	LETHAL DANGER – A NUMBER OF DESPERATE AND MOTIVATED ADVENTURERS (WITH TOTAL HIT DICE ROUGHLY TWICE THE PIT LEVEL EMERGED FROM)	NO TREASURE
2	EMERGE A LEVEL IN THE WRONG DIRECTION, FROM THE NEAREST UNMARKED CAVE ENTRANCE.	MAJOR DANGER – A VETERAN PARTY OF RIVAL EXPLORERS (WITH TOTAL HIT DICE ROUGHLY EQUAL TO THE PIT LEVEL EMERGED FROM)	COMMON TREASURE – A FEW BITS OF DAMAGED ADVENTURING GEAR (WORTH A NUMBER OF GOLDS ROUGHLY EQUAL TO HALF THE PIT LEVEL EMERGED FROM)
3	EMERGE FROM THE NEAREST UNMARKED CAVE ENTRANCE IN THE WRONG DIRECTION.	MAJOR INCONVENIENCE – THIS CAVE LOOKS AND TASTES PARTY (SPIN), AND IS STREWN WITH USE UP A FOOD AND A WATER RATION PER PARTY MEMBER.	TRADABLE TREASURE – SOME PIECES OF WORKING ADVENTURING GEAR (WORTH A NUMBER OF GOLDS ROUGHLY EQUAL TO THE PIT LEVEL EMERGED FROM)
4	EMERGE FROM THE NEAREST UNMARKED CAVE ENTRANCE IN THE RIGHT DIRECTION.	MINOR DANGER – A COMPETITIVE BUT INEXPERIENCED GROUP OF RIVAL ADVENTURERS (WITH TOTAL HIT DICE ROUGHLY HALF THAT OF THE PIT LEVEL EMERGED FROM)	USEFUL TREASURE – A FEW PIECES OF WORKING ADVENTURING GEAR (WORTH A NUMBER OF GOLDS ROUGHLY EQUAL TO TWICE THE PIT LEVEL EMERGED FROM)
5	EMERGE TWO LEVELS IN THE RIGHT DIRECTION, AND FIND THE NEAREST UNMARKED CAVE ENTRANCE.	MINOR INCONVENIENCE – THIS CAVE TASTES A FEW HOURS (2D4), AND IS STREWN WITH USE UP A FOOD AND A WATER RATION PER PARTY MEMBER.	VALUABLE TREASURE – ANTIQUE ITEMS THAT MAY BE USEFUL BUT ARE MORE VALUABLE TO COLLECTORS (WORTH A NUMBER OF GOLDS ROUGHLY EQUAL TO FIVE TIMES THE PIT LEVEL EMERGED FROM)
6	EMERGE FOUR LEVELS IN THE RIGHT DIRECTION, AND FIND THE NEAREST UNMARKED CAVE ENTRANCE.	NO DANGERS	RARE TREASURE – AN ASSORTMENT OF LESSER GOODS, AND ONE RARE ROUGHLY SOUGHT PIECE (WORTH A NUMBER OF GOLDS ROUGHLY EQUAL TO TEN TIMES THE PIT LEVEL EMERGED FROM)

ON EMERGING, MARK THE CAVE ENTRANCE YOU EMERGE FROM WITH THE SAME LETTER AS THE CAVE ENTRANCE YOU ENTERED.

EXAMPLE: CHARACTERS WITH THE ROLL, THEY START ON THE TENTH LEVEL OF THE PIT. THE ROLL IS 2,3,5,6. 5 IS ALLOCATED TO MOVEMENT (EMERGE ON LEVEL 12), 3 TO DANGERS (ROLL OF 3D6 SAYS IT TAKES 11 HOURS), AND 6 TO TREASURES (THE PARTY FINDS TREASURES WORTH 10 TIMES THE EMERGED LEVEL OF 12, OR 120 GOLDS).

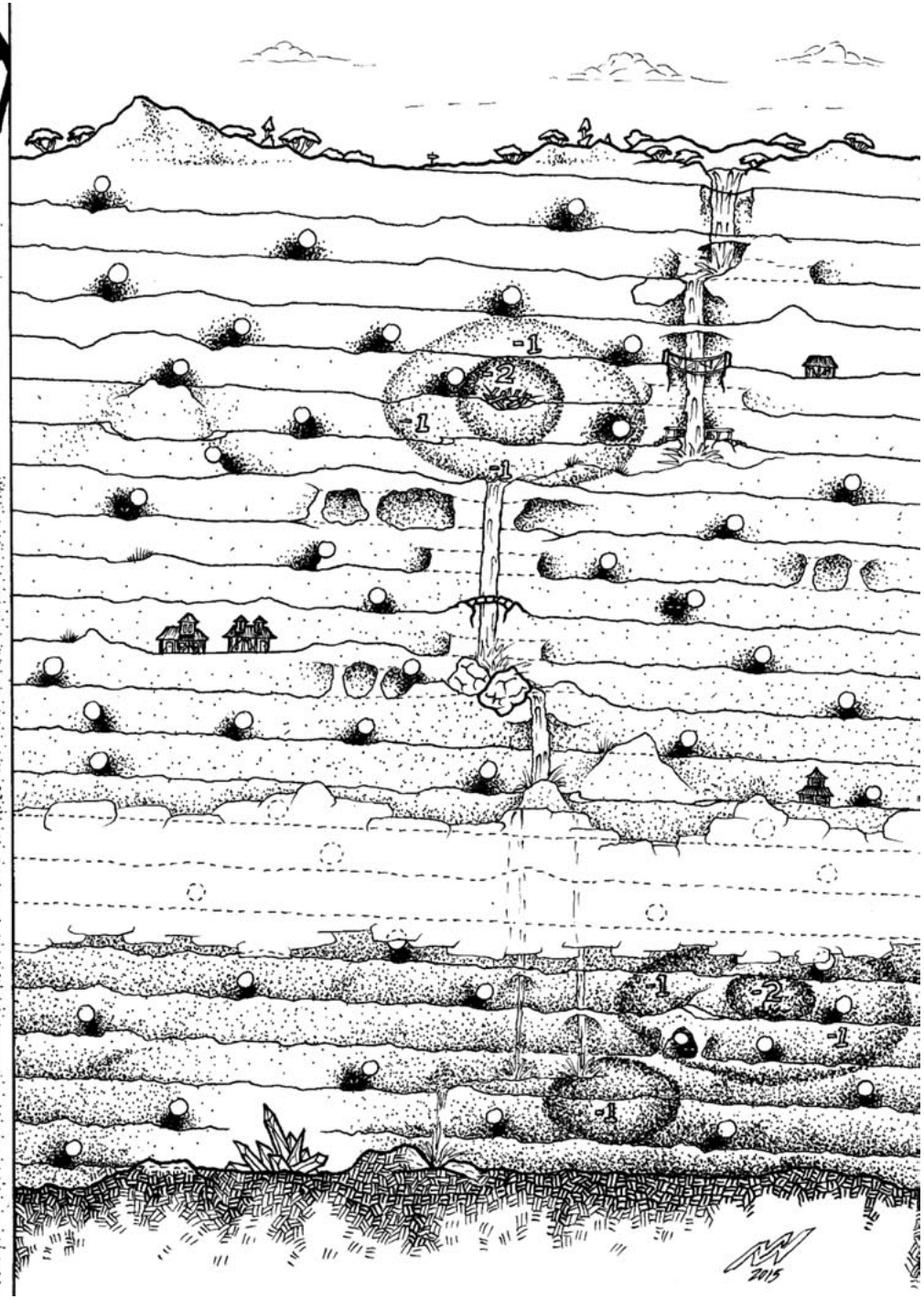
IF YOU ROLL MULTIPLE DICE WITH THE SAME NUMBER, A SPECIAL EVENT OCCURS (REGARDLESS OF WHETHER THESE DICE ARE CHOSEN)

DOUBLES
(IF THERE ARE TWO SETS OF DOUBLES, BOTH OCCUR)

11	THE CAVE PASSAGE IS A DEAD END.
22	AS WELL AS ANYTHING ELSE, THE CAVE PASSAGE IS FILLED WITH TOXIC GASES (UNSUCCESSFUL SAVE CAUSES VICTIM TO PASS OUT).
33	THE CAVE INTERSECTS AN UNMARKED RIVER. ANY WATER-SKINS OR BOTTLES MAY BE REFILLED HERE.
44	LOST EXPLORERS WANDER THESE PARTS OF THE CAVE. THEY ARE INJURED, HUNGRY AND THIRSTY.
55	THE CAVE PASSAGE IS FILLED WITH ANCIENT PARAPHERNALIA THAT FORM A VAGUE MAP OF THE PIT. YOU MAY CHOOSE TO REROLL THE EXPLORATION DICE ON YOU NEXT TURN.
66	THE CAVE PASSAGE LEADS TO THE CLOSEST UNMARKED ENTRANCE TO THE NEAREST SETTLEMENT.

TRIPLES

111	THIS CAVE BEARS ALL THE SIGNS OF BEING WARDED OR CURSED BY AN ANCIENT SHAMAN. WERE THEY KEEPING SOMETHING IN, OR SOMETHING OUT?
222	THIS CAVE IS AN UNMARKED HARPY NEST (IT CONTAINS A NUMBER OF HARPIES EQUAL TO THE PIT LEVEL EMERGED FROM)
333	IN THE DEPTHS OF THIS CAVE IS A CHAMBER FILLED WITH EDIBLE MUSHROOMS. EACH PARTY MEMBER MAY RESTOCK WITH 1D6 FOOD RATIONS (ONCE ONLY).
444	THIS CAVE HAS RECENTLY BEEN USED AS AN ENCAMPMENT LOCATION FOR ANOTHER BAND OF EXPLORERS.
555	THE CAVE HAS OBVIOUSLY BEEN WORKED BY MINERS IN THE RECENT PAST. THERE ARE 1D6 UNCUT GEMSTONES LYING SCATTERED ACROSS THE FLOOR.
666	THIS CAVE HAS BEEN DAUBED WITH CULT SYMBOLS. SUCCESSFULLY DECIPHERING THESE WARDS ANY DANGERS THE NEXT TIME A CAVE IS EXPLORED.



The Demonic Menagerie of Pazuzu by M. F. Getridge

A mysterious portal has appeared in an inhabited area. Its arrival has eradicated a large village. The local government is looking for adventurers to investigate. A huge mound of earth sits where a large village once stood. A strange black portal stands quiet ominously flanked by two huge stone reliefs of incredible horror. The portal emanates an aura of elemental and planar magic. Swallowing anyone that enters, the exit disappears; there is no light source. Inside is a long corridor. The floors are smooth polished stone the walls rough and jagged pocked by hundreds of small tunnels.

On the far side of the hexagonal corridor is another black portal. Above it a magic mouth speaks, "Those that enter without the knowledge of True Names will be doomed to the belly of the Beast."

This structure was created by a powerful servant of Pazuzu. It is designed to allow Pazuzu to travel to the Prime Material Plane. It is made from a piece of the Elemental Plane of Earth; within are seven chambers. There are five magic circles in each chamber and are active and apply to anyone inside the circle. Each room is a giant hemisphere with a 40' radius. The only light source is from the five magical circles. The fifth circle in every room is the "keystone circle" tying the rest together to work in unison. A powerful circle master can utilize the powers of all the circles no matter where they stand. Each room has three portals evenly placed in the walls.

A single word in Infernal script is above each portal. Two of the words are locations and the third is the true name of the demon occupying the room. This portal will allow the user to pass into a corridor that leads to the next chamber. Captive demons/devils cannot see portals or script. Using a portal with a location name will transport user to locations in the description of each demon and a relevant saving throw is required.

Derroes use portions of the earth element is a lair. These corrupted half-dwarfs travel through a honeycomb of makeshift passages in search of food and sacrifices. They do not have access to the chambers, using the corridors to ambush victims. The outer corridor has traps used isolate victims. With various magical items they are able to distinguish between good/evil heroes, dragging them away through the tunnels in the walls. Evil heroes are prepared to be eaten. Good aligned heroes are sacrificed to Pazuzu.

Pazuzu is in search of heroic adventurers to corrupt and use them as agents of chaos. This structure is used to travel and find the strongest hero and bend them to his will. Pazuzu is not the typical demon prince, he has a sense of humor and has been known to reward cleverness. He does this by doing favors and expecting payment through actions typically causing some unrest or problems elsewhere. Captured heroes may be given the option to be eaten or perform a quest for Pazuzu.*

A. Nybbas is high ranking demon; imprisoned for blasphemy. In the circle of demons he is regarded as a buffoon and charlatan, but not to be underestimated.
AC: 22 **HD:** 13+14 **Dmg/Att:** 1-8+3/1-8+3 **Class/Lvl:** Ftr: 13 Thf: 20 MU/Illu: 20/25 **Weakness:** Essentialism: Dragon Skull, Delusional, Insane, Greedy **SpAb:** Illusion Master, Circle Novice
Major Circle: Passion:
Minor Circles: Protection from Magic (Simple); Control Gravity; Command
Locations: Nearest Jungle save vs. polymorph, or turn into a poisonous tree snake. Nearest swamp, save vs. death ray or turn into a giant toad.

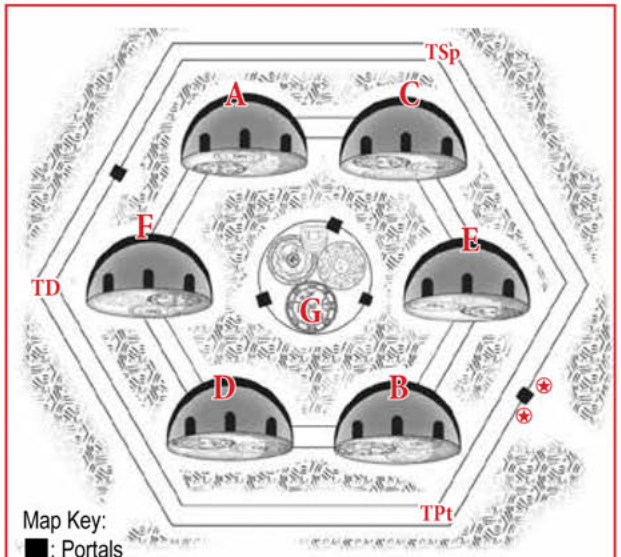
B. Rahovart is the paymaster of Hell. He shorted Pazuzu in the last war with the remaining obyrith. Rahovart carries a basket that contains the souls of the curmudgeon's victims in death.
AC: 26 **HD:** 16 **Dmg/Att:** 4-15 **Class/Lvl:** Ftr: 20 Thf:15 Clr/Drd: 15/25
Weakness: Greedy, Lecherous, Habit: Smokes
SpAb: Steal Soul: Gathers souls in his basket; Huge 20' tall; Critical Hits automatically steals from victim.
Major Circle: Illusion (Filled with treasures unable to gather)
Minor Circles: Enfeeblement; Power; Insanity
Locations: Nearest Bazaar save vs. Wands, or turn into a mannequin. Nearest agricultural development, save vs. Rods or become a basket.

C. Lamolon is a servant of Beelzebub. She is imprisoned on orders of the Queen. She appears as an angelic figure with golden skin and eyes glowing so bright blocking her face. She is associated with pestilence and kills any plant she trods over.
AC: 26 **HD:** 13 **Dmg/Att:** 1-8+3/1-8+3 **Class/Lvl:** Ftr: 16 MU/Clr: 15/13
Weakness: Arrogant, Narcissist SpAb: Big 10' tall, Fly /12", Create illusion (Level 12), Circle Initiate
Major Circle: Create illusion
Minor Circles: Power Leech; Summon Plant; Protection from Illusions
Location: Densely populated hamlet, save vs. Spells, or become a flea infested dog. Nearest densely populated city, save vs. spells, or become a disease infected flea.

D. Ukobach: is of the lesser order of demons and is being tortured by Pazuzu for sheer entertainment. Normally he is used to feed oil into the furnaces of hell to continue their fiery wrath.
AC: 24 **HD:** 10 **Dmg/Att:** 4-7/4-7 or 2 Oil Attacks **Class/Lvl:** Ftr: 12 Thf: 10 MU/Clr: 8/5 **Weakness:** Spastic; Cold; Claustrophobic **SpAb:** Impervious to fire; Create fire; Create Oil; Burning oil Range 3 Dmg 1-6 ongoing
Major Circle: Control Temperature (Cold)
Minor Circles: Protection from Cold; Illusion (Furnace); Sedate
Location: Nearest magma flow, save vs. petrify, or become a rodent. Nearest volcano, save vs. petrify or become an onyx statue.

E. Lix Tetrax is a demon of the winds. Pazuzu has her held for use in the future. She is a powerful demon with the power over the winds and healing. If anyone invokes the three names 'Baltala, Thallal, Melchal,' she will be compelled to heal them.
AC: 28 **HD:** 10 **Dmg/Att:** 4-15 **Class/Lvl:** Ftr: 12 Thf: 8 MU/Clr: 15/25
Weakness: Berserk; Delusional; Clueless **SpAb:** Control Wind, All wind elemental spells, all healing/necrotic spells
Major Circle: Protection from Element Air
Minor Circles: Control Wind; Force Barrier; Passion
Location: Nearest arid landscape save vs. polymorph, or turn into a owl. Nearest mountain peak, save vs. Paralyze or become a condor.

F. Mastema is the tempter of the good. Pazuzu has imprisoned Mastema for destroying a prized servant. Though he is a descendent of the ancient fallen angels he still maintains great powers. He is likely to offer some temptation (sinful) to heroes in order to turn them in as accused to their respective gods.
AC: 30 **HD:** 20 **Dmg/Att:** 13-18/3-18/1-12 **Class/Lvl:** Ftr: 20 MU/Clr: 20/20 **Weakness:** Arrogant, Melancholic **SpAb:** Immune to Charm/Suggestion-type spells, Huge 18', Bite Attack, Tail Attack, Breath Weapon: Fire (3-18), Circle Knowledge
Major Circle: Protection from Element Fire
Minor Circles: Pain; Power Leech; Strength
Location: Nearest sun-scorched badlands save vs. Polymorph, or become a lizard. Nearest frozen tundra, save vs. Petrify or become an ice sculpture.



Map Key:
■: Portals
❀ : Stone Statues
TD: Deadfall Trap (sprung, derroes are resetting)
TPt: Trap Portcullis, falls in middle of group blocking path
TSp: Spear trap spears fire from walls blocking path

Random Encounter: 1 in 6
Derro #Appr: 2d10+10 **AC:** (Var. based on def. magic items) 16-24
HD: *Savant*: 8 *Student*: 7 *Warrior*: 4
Dmg/Att: Hook-fauchard 1d4+2 (25% of pulling Man-sized or smaller opponents down) **Weakness:** Small, Sunlight **SpAb:** Savants and students can cast spells as 8th level spell caster **Equipment:** Various miscellaneous magic items rings of protection, brooch of shielding, amulets know alignment, cloaks of protection, etc... magic bonuses of up to +3.

Additional Notes:
- Use standard demon abilities from preferred system in addition to these powers: **Gate; Teleport** (No Error); **Darkness; Infravision**
- All circles created by 25th level circle master
- Between each chamber is a corridor (roll for random encounter) ending in a portal to the next chamber.

Additional Information: http://www.deliriumsrealm.com/demons/

G. Pazuzu: Demon Prince uses device to travel freely to Prime Material Plane; helps to locate potential servants to corrupt.
AC: 29 **HD:** 25 **Dmg/Att:** +8 Dmg to Weapon Type **Class/Lvl:** Ftr: 20 MU/Clr: 25/17 Thf: 15 **Weakness:** Curious; Dealer **SpAb:** Breath Weapon: Fire (Causes disease, poison or parasites), Persuasion (Int. vs. victim), Circle Master, Immune to all psionics
Major Circle: Domination/Control (both invaders and artifact)
Minor Circles: Divine Scry; Force Barrier; Healing
Locations: These portals can be used to transport user to any of the various locations from other rooms safely.

***The quests will be to spread chaos in some way. The three portals in the room can be used to teleport individual to any location listed in the previous rooms without having to make a saving throw.**

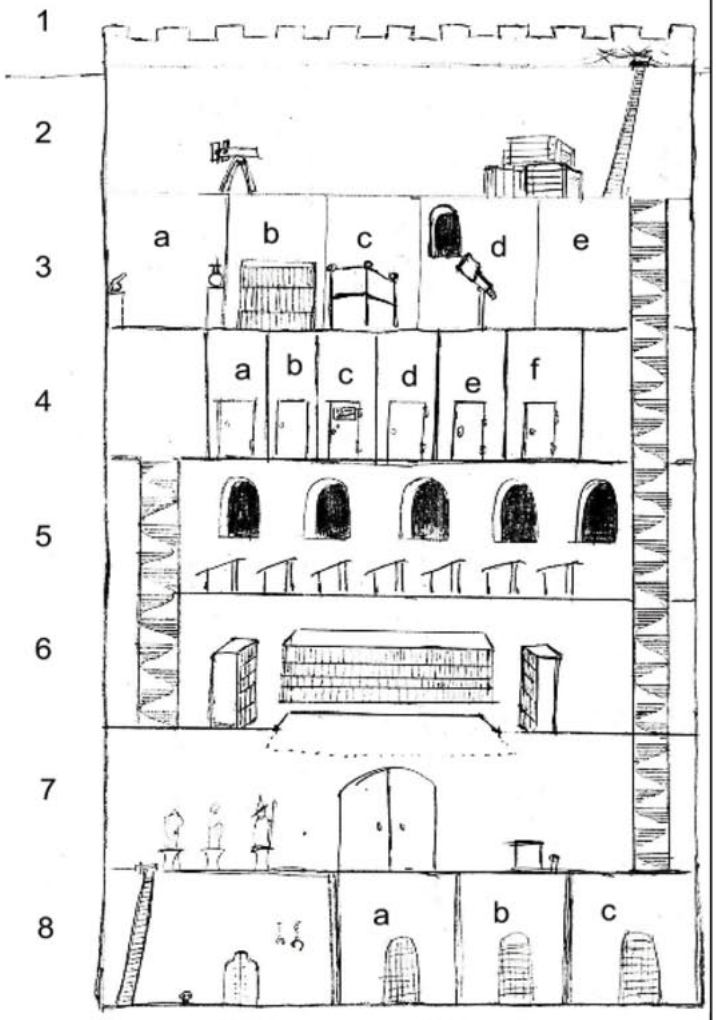
HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-SA/3.0

The scriptorium was once the tower of a wizard who disappeared long ago. It was then briefly used as a military outpost, but as the territory became more settled it was sold to a sage who used it as a scriptorium, employing scribes to copy rare books. The tower's foundations were undermined by the tunnels of purple worms, and eventually the whole edifice sank into the ground. Now it is a haunted ruin. Some quest item -- a book or statue -- is here.

All the windows and arrow slits open to banks of dirt, clay, or bedrock, and on the upper levels of the tower some soil has fallen in through them. On the attic level, small tunnels have been dug out by the gremlins who inhabit the tower. The gremlins avoid the scriptorium level because of the shadows there, and have left the dormitory rooms and dungeon cells undisturbed.

The tower has a square cross section, 60' x 60'. Two spiral stairways are located at opposite corners: the short stairway connecting floors 4,5, and 6 is in the northwest corner, the longer one connecting 2-7 is in the southeast. Gremlins continually use the stairs to move from level to level on various errands, and will normally be using their stealth. The first gremlins to spot PCs in the tower will sneak off to warn the others of their tribe. Once warned, the tribes will begin to send parties of 1-3 gremlins to steal from the PCs (see below for fuller details on the tribes). Any floor except #5 will have d6 gremlins sneaking about somewhere on it. A previous expedition made the mistake of disturbing the demilich in 4.c., and though it is now quiescent again, it slew an overly brave monk which now roams the tower as a wight (**Cedric**, a normal wight, except that he moves slightly faster than an unencumbered man and is wearing Boots of the North). Cedric the monk-wight will start on floor (d6+1) and investigate any loud noises or other signs of life. He ignores the gremlins, which give him a wide berth.

The Sunken Scriptorium



One Page Dungeon 2015
by Mike Monaco
Swords & Dorkery: http://mikemonaco.wordpress.com
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1. Battlements. By all appearances this is a low-walled, paved courtyard filled with debris and overgrown with vines. A pair of **owlbears** use the area as a lair. Beneath their nest is a trapdoor leading to a rickety ladder to the attic floor.
2. Attic. There are four partly dismantled ballistae on this level, each positioned before an arrow slit on one of the walls. Many crates are haphazardly stacked about. The crates once held various supplies, but most have been emptied by the gremlins. The remaining supplies are too decayed to be of any use.
3. Sage's quarters
3.a. Lab. Lots of specimen jars, and a box-like machine with several levers and knobs. Pulling them produces random effects: (d6) 1. shock for 2d6; 2. lose voice for 24 hrs; 3. change color to red, green, or blue; 4. all hair falls out, save vs poison or die; 5. weak shock (d4 damage) and learn random language; 6. need no air or water for 1 week
3.b. Personal library. dozens of odd or rare books and d6 scrolls of level
3.c. Sleeping chamber. Ruined bed, etc., and d6 **Green gremlins**
3.d. Observatory. Dominated by a telescope. Though the windows are blocked by soil, looking at them will show (d4): 1. Events of the past century; 2. an extreme close-up of a medusa's eye (save); 3. the location of a lost object; 4. an alien landscape, enchantingly beautiful (save or be entranced).
3.e. Foyer. 2 giant snakes lair here; there is also d4 pieces of jewelry
4. Dormitory. Each room has a bunk bed, two small chests, two stools, and table. These were the spartan chambers of the scribes.
4.a. 4 pieces of jewelry in secret compartment
4.b. 4 **tentacles** spring out of floor when door is opened
4.c. Sign on door says: "Danger: lich at work." A **Demilich** lairs here.
4.d. Portal to the Astral plane
4.e. Portal to the void of space, any who enter are lost
4.f. six drunken **Red gremlins**
5. Scriptorium. A dozen scribing stands with ink wells and stools. Moths swarm and extinguish any open flames. This room is haunted by eight **Shadows** and one **Shadow Hound**
6. Library. This level has a large square opening in the middle of the floor, overlooking the floor below. A bannister once ran around it, but is mostly gone. Bookshelves frame the opening and line the walls. The bookshelves conceal four **mutant bookworms**, which will surprise anyone investigating the books (4 in 6 chance) and attack. Their percussive thrusts can knock the target backward, possibly through the hole in the floor.
7. Foyer. Several valuable statues are here, each worth thousands, but too large to fit up stairs. Front desk littered with papers, spilled ink. A hidden trap door opens to the basement dungeon.
8. Dungeon.Accessed by a ladder, the main room is a dank torture chamber with the usual furnishings. Three cells hold their prisoners in a stasis until the door is opened. The cell doors have small windows but these are opaque due to mildew on both sides.
8.a. Cell 1: M**ind flayer** which will try to escape
8.b. Cell 2: **Umber hulk**, which will immediately attack
8.c. Cell 3. **Shedu**, which will reward the party for freeing it

Gremlins: Move twice as fast as a man, HD1, dmg d3 or special, AC as Mail + shield. Tiny goblinoids. All gremlins are thieves, and surprise on a 3 in 6. Each round, up to six gremlins may attempt to pilfer from a PC. The target must save vs. paralyzation or lose one random item -- the different colors of gremlin steal different things. **Red gremlins** steal liquids (including holy water, oil, and potions -- any of which they will drink as soon as possible. **Green** steal one day's rations each time they steal, and likewise will eat them immediately. **Yellow** steal anything BUT food or liquids, and are so deft they can steal an item right out of the PC's hands. Gremlins are mischievous and prefer to steal and flee; they can hide indoors as if invisible on a 1-5 on a d6. Gremlins hate gremlins of different colors intensely.
Mutant bookworms: Move freely through books or crawl as fast as fully encumbered man, HD2, dmg d4 + save or be knocked back 10', AC as leather + shield, surprise on a 4 in 6.
Shadow hound: as a **Shadow** but double HD, and it can bark every other round as a Fear spell.
Tentacles: Motile, 3 HD, grab for d6 dmg and squeeze for same each round, AC as unarmored man; they just attack until everything in reach is dead.

Escape the Oubliette

Escape the Oubliette is for 4 players of level 3.

Firstly, I confess to have absolutely no idea how you actually Escape the Oubliette. This is a test of player ingenuity and improvisation. Items in *italics* are objects that could be utilised by the players to aid their escape.

Secondly, there is a game-world timer of 12 hours which starts once you begin. On expiration of the timer, a nearby river which has burst it's banks, sends water cascading down the entrance and gradually works it way to area 1. Read up drowning rules. If the players are out of area 1/2, then they may be able to 'ride' the rising water levels up to area 6 before the flood waters recede.

The dungeon is made of two layers of stonework blocks 3ft long x 2ft high x 1ft deep. Behind that is generally clay ground. All ceilings are 10ft high (unless noted otherwise). No doors, just archways.

1 Oubliette - The players start here. They are naked and with no equipment at all. It's pitch black, cold, dank, putrid and deathly quiet. This roughly hewn cavern contains only *bones*, *cadavers*, *rocks* and *stones*.

2 Tunnel - This crawlway is 3ft in diameter, and goes straight up, across, down, across and back up again. It's slippy and the hand holds are not great (DC15). The tunnel ends in a *padlocked iron grate* (DC20). The padlock is on the area 3 side.

3 Dungeon - 15x15ft. A solitary *burning torch* sits on the far wall. It will last 12 hours from the start of the adventure, then extinguish. It sheds a dim light.

4 Guardroom - 15x15ft. This room contains two CARYATID COLUMNS that will attack anyone leaving area 3 without carrying aloft a holy symbol. They crumble to *stone chunks* once defeated.

5 Long Chamber - 75x30ft. This chamber contains a large pool of dark water. The bottom cannot be seen but it's 20ft deep. A medium WATER ELEMENTAL resides in the pool. At the murky, silty bottom of the pool can be found *28 gold coins*, *3 rusty metal rods 2" diameter and 3 feet long*, *a small buckler*, and a *potion of cure moderate wounds (CL3)*.

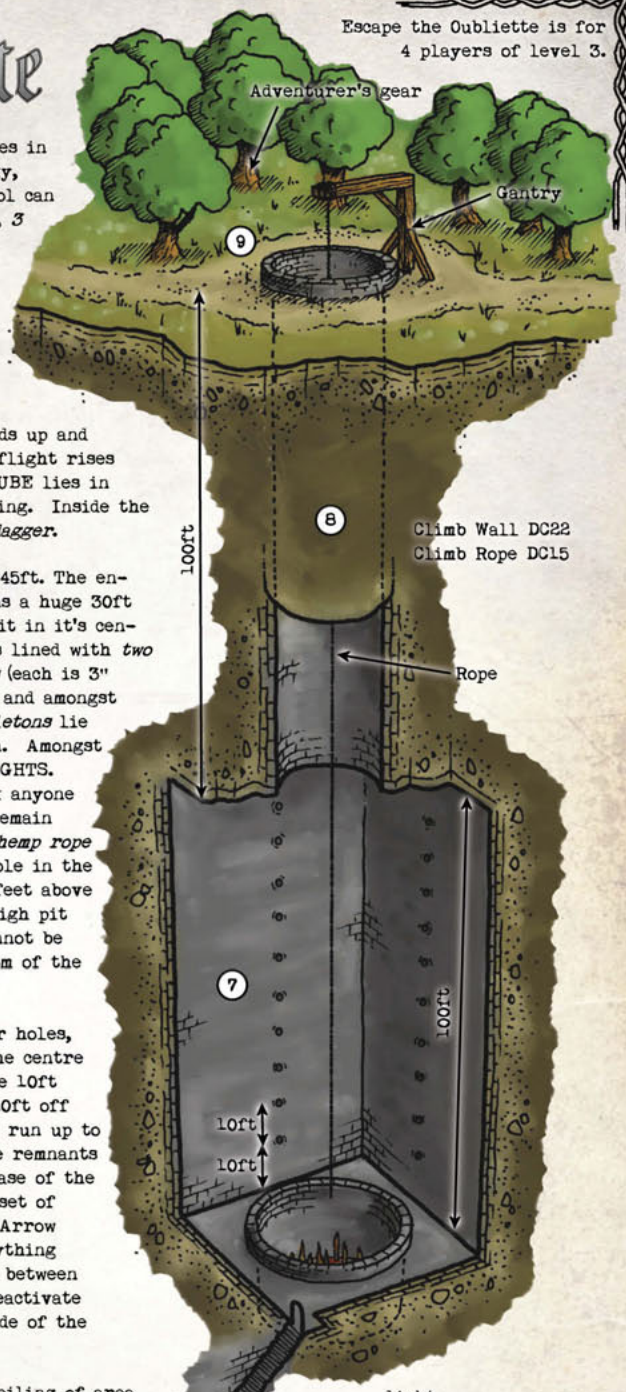
6 Stairway - A well-trodden stairway ascends up and out of the room. Each flight rises 20ft. A GELATINOUS CUBE lies in wait on the stair landing. Inside the cube is a *masterwork dagger*.

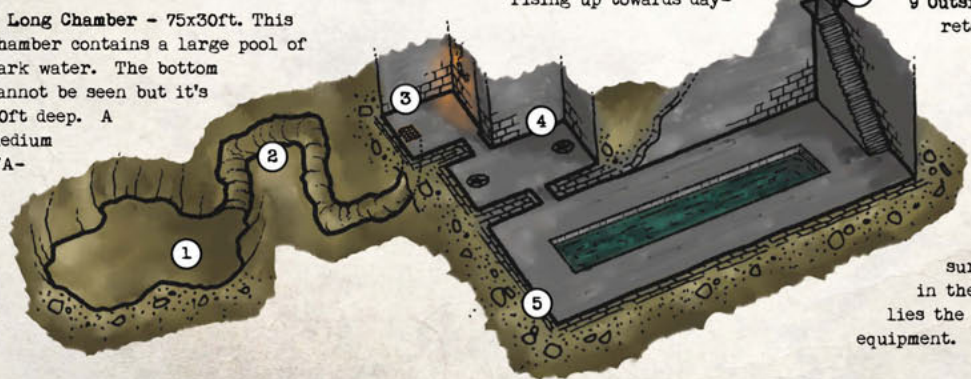
7 Entry Chamber - 45x45ft. The entrance chamber contains a huge 30ft diameter x 15ft deep pit in it's centre. The pit bottom is lined with *two dozen sharp oak spikes* (each is 3" diameter and 4ft long) and amongst them *cadavers* and *skeletons* lie impaled and half-eaten. Amongst the corpses are two WIGHTS. The Wights will attack anyone entering the pit but remain silent until then. A *hemp rope* dangles down from a hole in the ceiling and stops two feet above the level of the 3ft high pit retaining wall. It cannot be reached from the bottom of the pit or from the room.

A series of 6" diameter holes, each 6" deep, run up the centre of each wall. They are 10ft apart and start from 10ft off the chamber floor, and run up to the ceiling. These are remnants of the construction phase of the dungeon. The topmost set of holes are actually 4x Arrow Traps triggered by anything blocking line of sight between opposing holes. The deactivate mechanism is on the side of the gentry in area 9.

8 Entry Shaft - The ceiling of area 7 has a huge 20ft diameter opening rising up towards daylight.

9 Outside - A circular retaining wall 3ft high surrounds the 20ft diameter opening. A massive wooden gantry overhangs the shaft opening, with a rope tied around it an hanging down the centre of the shaft. The area is surrounded by woods, and in the bole of a large oak lies the adventurers gear and equipment. End.





One Page Dungeon Contest - Title: Escape the Oubliette - Author: Glynn Seal (http://www.monkeyblooddesign.co.uk)
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ERINA'S TOWER

By Leonard Cantrell

A great evil has taken over the land of Barnabus A necromancer by the name of Erina has begun raising undead hoards to raid every town with a graveyard. Every town destroyed leads to their numbers growing. Adventurers learn that they regroup at an old decaying tower in the heart of Korsland amidst a dark forest filled with sentries and creatures ready for another meal. Finding the tower isn't difficult but getting to it is another story. After fighting giant spiders and mob after mob of the undead, the party arrives. The tower has only one door and it doesn't appear to be locked. Will the adventurers smash their way through the tower or try a different approach?

4. BOSS BATTLE. Adept in magic. Summons an undead gang from an adjoining room. If given the opportunity she escapes to the root where another gang of undead wait.

3a. Labratory. Viles and tubes fill this room weaving atop bunsen burners. Poisonous powder's and plants fill dishes and jars. Highly toxic gas fills the room if not careful.

3b. Vault. Behind an iron door stands a small room containing a large metal box. Extremely difficult to open but not impossible. Inside the vault are sacks filled with various secured by the undead raids. On the top shelf sits a chest Magically trapped and locked, Inside is a ring blessed to aid in the fight against the undead.

2a. Living Room. Rotting furniture adorns the dusty room. Looks extremely unused. Ominous pictures and sculptures decorate the room. In the corners are giant spiders.

2b. Library. The library is surprisingly clean and filled from wall to wall floor to ceiling with every book imaginable. walking around the room is a re-animated corpse dusting with great attention to detail.

1a. Foyer. As the party enters the grand entrance of the tower they are surrounded by sconces illuminated with enchanting blue flames. To the right is a doorway and on the left is an ominous decaying spiral staircase.

1b. Dining Room. Among a table you see 4 decaying bodies eating a lavish meal. If startled they attack, otherwise they keep on eating. Behind the table is a door.

1c. Kitchen. The Kitchen is fully furnished and contains a large stock of a wide variety of foods.

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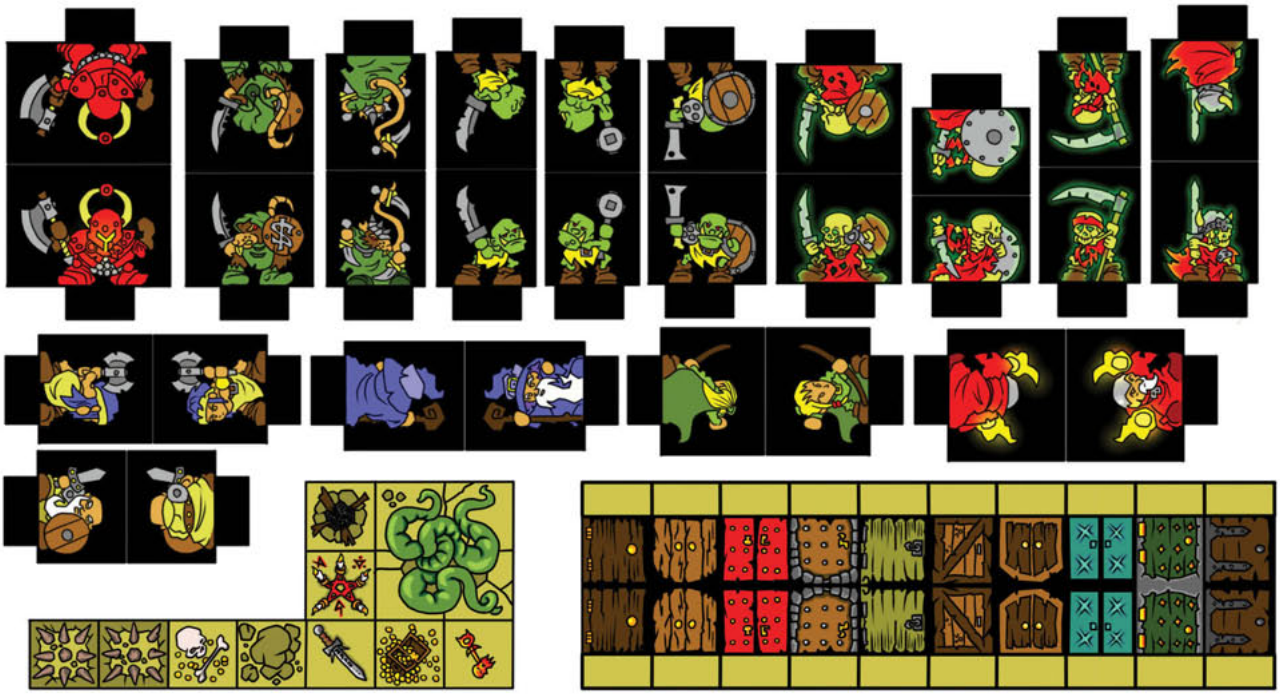

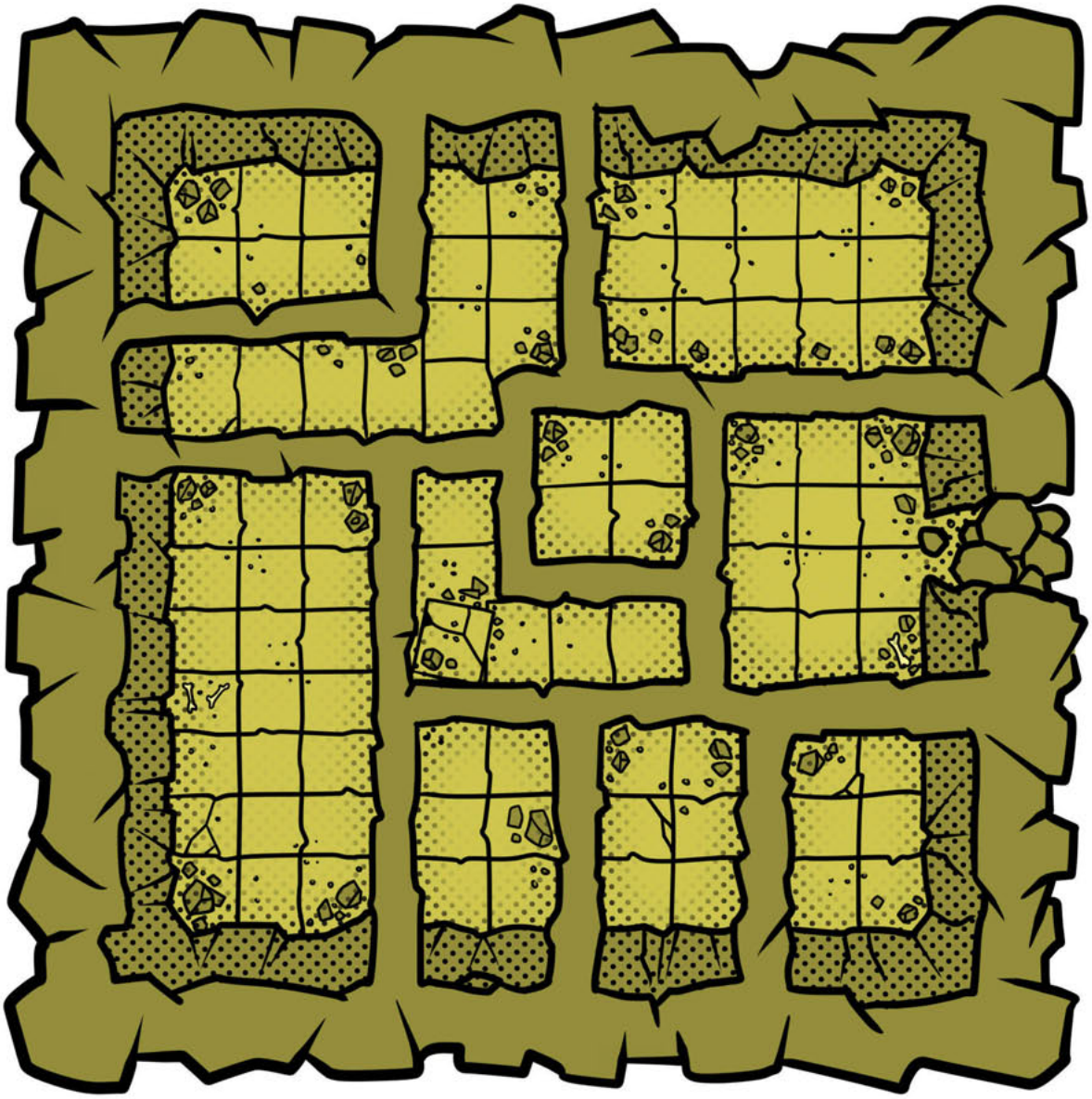

Super Small Dungeon Set

Peter Mackenzie 8RadGames

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P. Aaron Potter

~ A Stolen Song ~

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The astronomer monks of Farsky failed for decades to tell the future by the stars. Desperate, they found a promising seer, and passed off her predictions as their own…until deadly illness struck. Unable to give up their lucrative scam, they trapped her spirit, which became a thing of evil: a banshee, whose howls foretold their doom. The party have heard rumors of a ruin, where once sages could answer any question…

A. On the left stone door, a harp, on the right, a drum. They can only be opened by playing music (players whistling counts). A **dryad** nearby, muted by exposure to the silence spell, offers hints through gesture.

B. Stone hands line the walls, securely holding anything placed in their grips, returning items only to the owners. Some clutch rotten robes and rusted weapons. At far east, one holds a Serpent Staff, released if touched by the dead hand of the Chief Astronomer.

The Chief Astronomer and his minions kept their captive banshee seer under control with a focused cone of silence, controlled from the main observatory (**G**). Every time PCs enter a new room, roll 1d6 to determine the zone which is silenced (until repaired per rooms (**F**) and (**I**) after which players may determine which zone is silenced). Players in silenced rooms are immune to sound-based attacks, but can't cast oral spells, issue commands, or communicate with other players except by gestures.

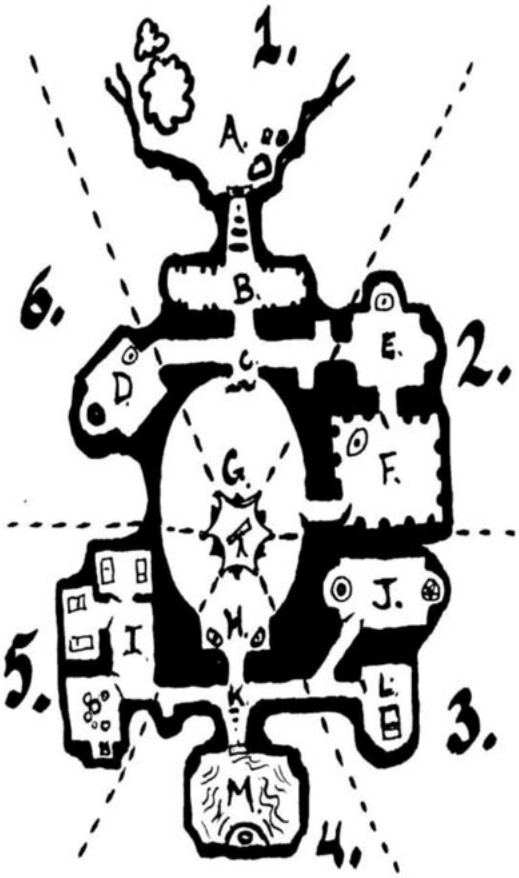
C. Passing through this rotting green tapestry invites a host of **rot worms** to embed in the PC's clothing, hair…and skin

D. A well for pilgrims' ritual cleansing. The monks' old guardian **Golem** still lingers here, searching for his heart (a great ruby, lost in the well). It could be commanded (by name) to retreat, but will otherwise attack intruders…

G. The observatory is a mess of brass rods and mirrors suspended in twisted, knotted silver chains. In the center, the Great Telescope, 12 feet long, spins restlessly. A crystal bell embedded in its far end casts an eternal cone of silence in random directions until it can be repaired with the equipment at **J**.

I. The monk's quarters, including the kitchen overgrown with **Shrieking Mushrooms** which paralyze, or drive insane, any who enter. The pantry behind them hides a valuable silver tea service.

K. The soundproofed doors to the secret crypt are of heavy bronze. The silver lock resembles a screaming mouth. Nearby, shattered slates and chalk show how the monks communicated in the silenced chamber beyond…



M. The vast crypt's floor is covered with water, dripped from the cracked roof far above. Atop a stone dias, the **Banshee** spirit of the Academy's seer is still chained. If the party attempt to cross, three **Wraiths**, guilty phantoms of the dead monks, will attack, attempting to drown them. Their bodies, weighed down with their stolen golden jewelry, lie beneath the water.

E. Meditation chamber, strewn with rotten pillows (under one, an Amulet of Tongues, wearer can speak any language). The desiccated **Mummy** of the Head Librarian, his eyes sewn shut, will attack any who make noise.

F. The Scriptorium's walls are pierced by hundreds of niches and cubbies. A **Winged Statue** will retrieve any text named or specifically described. Most are moldy and illegible, but there is a manual of golem manufacture which names the guardian at (**D**), a guide to repairing the telescope at (**G**), and several valuable texts on astronomy.

H. Entrance into the private part of the Academy is blocked by twin **Gargoyles**, which must be asked politely for passage in an ancient tongue, or smite would-be trespassers.

J. Three **Wights** in tattered robes, the guilty monks, wield cleavers in in defense of this tool room which holds the rods and chains necessary to regain control of the observatory. One also bears a ring which can summon a **Siren**.

L. The Chief Astronomer is laid in state on his rotting canopy bed. Clutched in his hands is his diary, which details the monks' wretched scam and their ultimate doom, begging the gods' forgiveness. The bookmark is a heavy key in the shape of a "shushing" finger, to open the crypt doors at (**K**).

If not silenced, the Banshee will howl insanely at approaching PCs, attempting to drain their souls. If silenced, she will quiver in rage until her bonds, thin silver cords, are snapped. If so freed, she flies to the observatory and smashes the observatory at (8) to pieces…she will then answer ONE question asked by the PCs, with perfect foresight and accuracy, before departing forever...

ABERNATHY MANOR

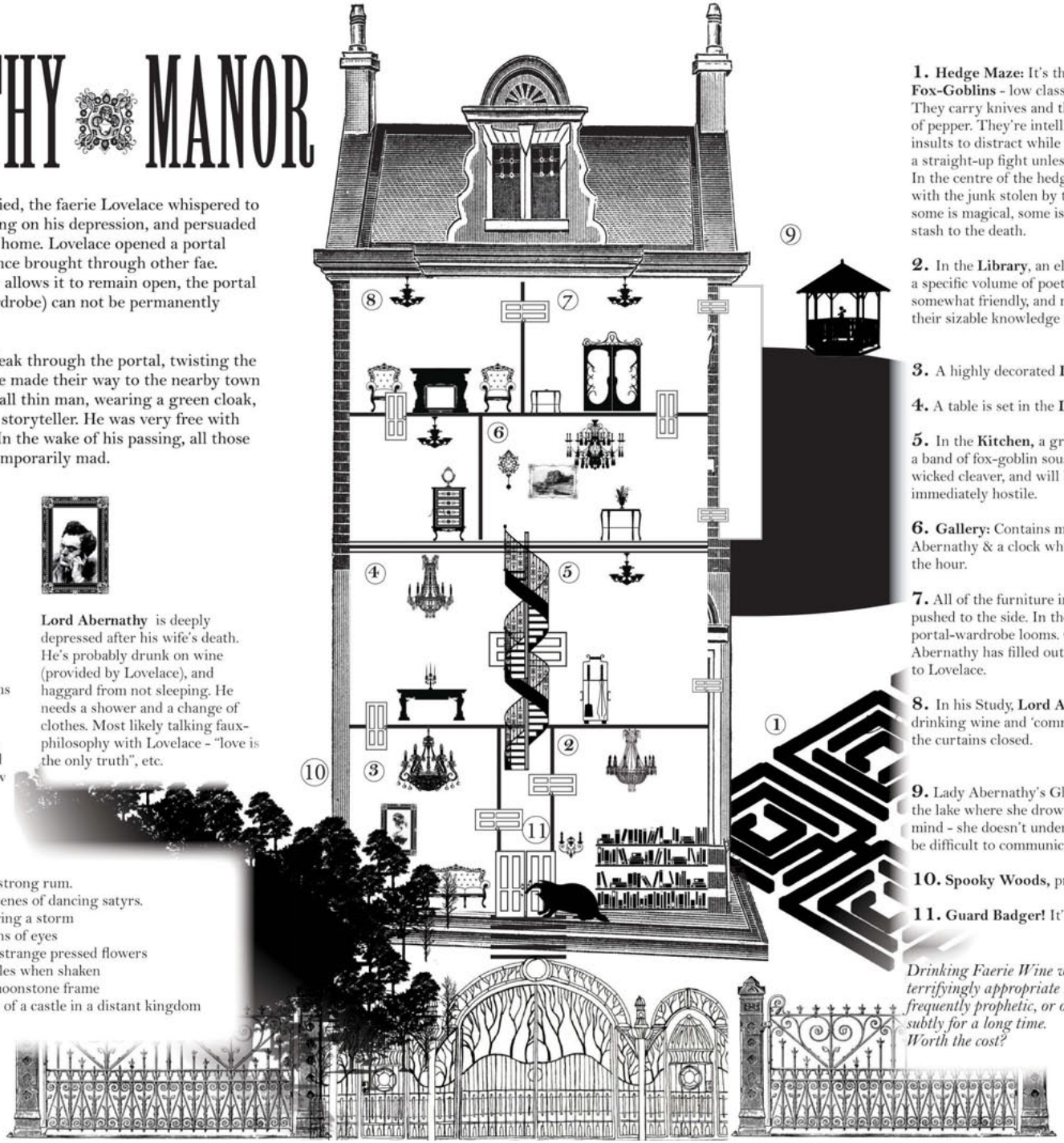
After Lord Abernathy's wife died, the faerie Lovelace whispered to him from across the veil, playing on his depression, and persuaded him to allow Lovelace into his home. Lovelace opened a portal between the planes, and has since brought through other fae. While the owner of the manor allows it to remain open, the portal (which takes the form of a wardrobe) can not be permanently closed.

Fae magic and creatures now leak through the portal, twisting the manor and grounds. Some have made their way to the nearby town of Ashmere - most notably, a tall thin man, wearing a green cloak, who claimed to be a travelling storyteller. He was very free with his large supply of fruit wine. In the wake of his passing, all those who drank of the wine went temporarily mad.

Lovelace, faerie aristocrat. Tall, thin, well dressed, and snobbish. Wields both fae magic and his ornate rapier with skill, though prefers words to weapons.. He aims to keep Abernathy depressed, so that Abernathy will allow him to leave the portal open. If Lovelace is killed before the portal is closed he will re-enter through it in a few moments (probably adjusting his tie.)

Lord Abernathy is deeply depressed after his wife's death. He's probably drunk on wine (provided by Lovelace), and haggard from not sleeping. He needs a shower and a change of clothes. Most likely talking faux-philosophy with Lovelace - "love is the only truth", etc.

Itms you might find:
A bronze hip flask, full of sweet, strong rum.
A dozen silver coins, depicting scenes of dancing satyrs.
A dragon's fang which glows during a storm
A small mirror etched with dozens of eyes
A loosely-bound folio filled with strange pressed flowers
An empty pewter box which jingles when shaken
A steel mirror set in a crescent moonstone frame
A steel mirror etched with a map of a castle in a distant kingdom



1. Hedge Maze: It's thick and thorny, and full of **Fox-Goblins** - low class thieves from the Other Realm. They carry knives and throw rotten fruit or handfuls of pepper. They're intelligent and cheeky, often using insults to distract while others pickpocket. They'll avoid a straight-up fight unless cornered.
In the centre of the hedge maze is a fountain, now filled with the junk stolen by the fox-goblins. Some is valuable, some is magical, some is just shiny. They'll defend their stash to the death.

2. In the **Library**, an elderly **Fae Archivist** searches for a specific volume of poetry. They are absentminded and somewhat friendly, and may be willing to trade some of their sizable knowledge for help searching.

3. A highly decorated **Drawing Room.**

4. A table is set in the **Dining Room.**

5. In the **Kitchen,** a grumpy Fae Chef orders around a band of fox-goblin sous chefs. The chef carries a wicked cleaver, and will be suspicious of visitors but not immediately hostile.

6. Gallery: Contains many portraits of Lord and Lady Abernathy & a clock which chimes character's secrets on the hour.

7. All of the furniture in this room has been removed or pushed to the side. In the centre of the room, Lovelace's portal-wardrobe looms. On a desk in one corner, Abernathy has filled out a will. He's leaving the manor to Lovelace.

8. In his Study, **Lord Abernathy** sits with **Lovelace**, drinking wine and 'commiserating'. The fire is lit, and the curtains closed.

9. Lady Abernathy's Ghost lingers on in a pagoda by the lake where she drowned, but death has scattered her mind - she doesn't understand what's going on, and will be difficult to communicate with.

10. Spooky Woods, probably haunted.

11. Guard Badger! It's big but sounds like it's snoring.

Drinking Faerie Wine will cause strange, often terrifyingly appropriate hallucinations. They are frequently prophetic, or otherwise helpful, but linger subtly for a long time.
Worth the cost?

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Welcome to the

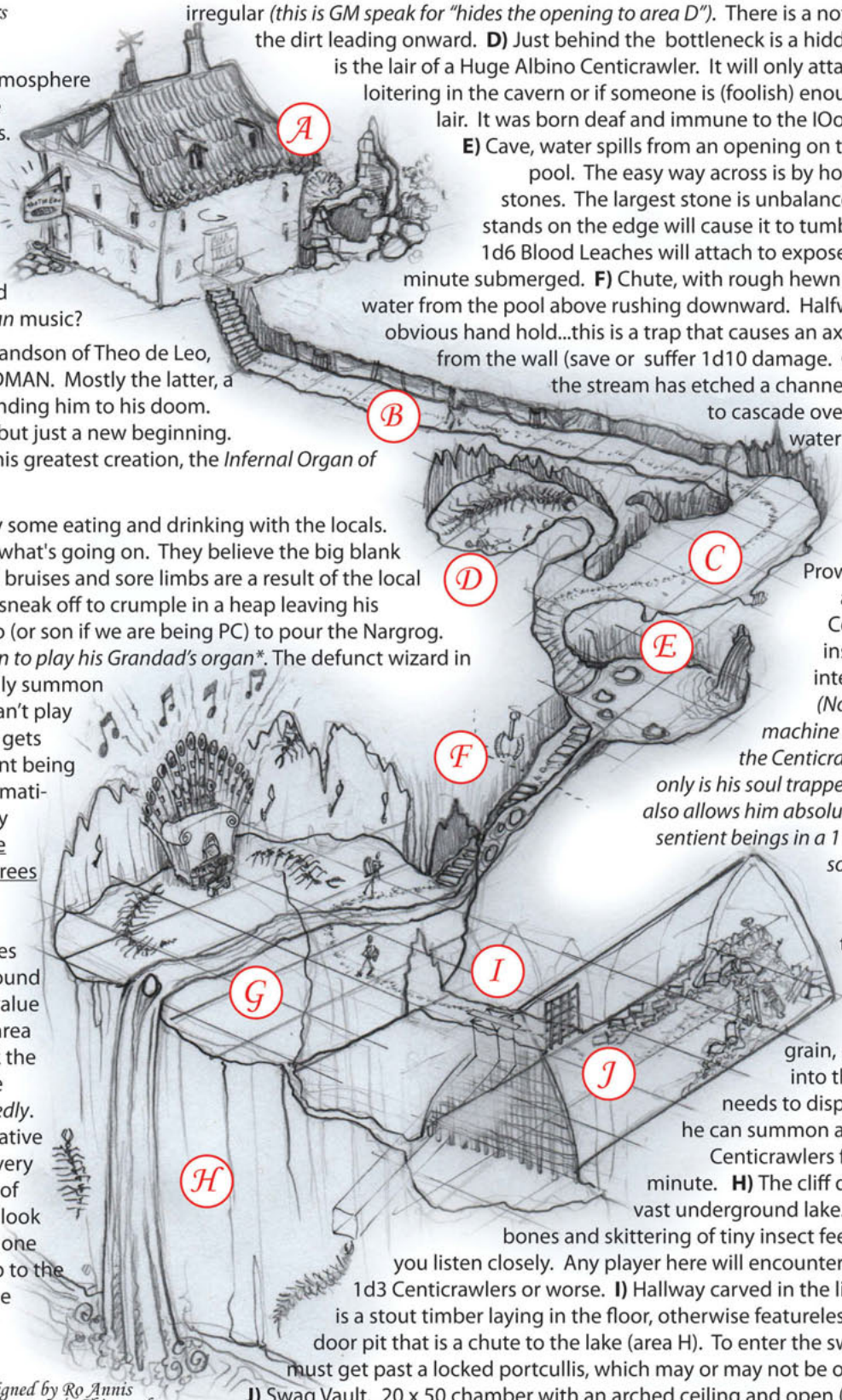
Tin Ear

For low to mid level players
by Ro Annis

Rest easy in the cozy atmosphere AND pay no mind to the whisperings of the locals. Oh here's Leo, (the owner of this fine establishment) serving up free beetle cakes and Nargrog! There.. nothing to be concerned about.....wait is that *organ* music?

Backstory: Leo is the grandson of Theo de Leo, Mage, Tinkerer and MADMAN. Mostly the latter, a mob razed the tower sending him to his doom. Death was not the end, but just a new beginning. His soul lives on within his greatest creation, the *Infernal Organ of Madness*.

The Timeline: Role play some eating and drinking with the locals. They have no clue as to what's going on. They believe the big blank spots in their memories, bruises and sore limbs are a result of the local brew, Nargrog. Leo will sneak off to crumple in a heap leaving his attractive daughter, Cleo (or son if we are being PC) to pour the Nargrog. *Leo has in fact slunk down to play his Grandad's organ**. The defunct wizard in the machine can mentally summon Leo to play (the organ can't play itself). Once this artifact gets cranked up every sentient being in a 1 mile radius is automatically *CHARMED*. The only being not affected is the player who everyone agrees has the poorest musical taste. Everyone else becomes unwitting slaves and slowly shambles around gathering up things of value to schlep it all down to area J. The only way to break the charm is by slapping the thrall in the face, *repeatedly*. Every strike has a cumulative 1% to free the victim. Every ten slaps inflicts 1 point of damage. Theo can only look through the eyes of any one slave at a time, so it is up to the Crypt Lord to decide if he notices. If so, he will act appropriately.



A) The inn is built on the ruins of the wrecked tower. The 3 story cottage is unremarkable. A rotating bookcase in the inn master's office hides the entrance to the caves below. There are scuffs on the floor. **B)** Earthen torch lit tunnel slants 120 feet gently downward. **C)** When entering this natural cave the swishing of the pool from E can be heard. The walls are very irregular *(this is GM speak for "hides the opening to area D")*. There is a noticeable traffic in the dirt leading onward. **D)** Just behind the bottleneck is a hidden opening that is the lair of a Huge Albino Centicrawler. It will only attack a lone person loitering in the cavern or if someone is (foolish) enough to intrude its lair. It was born deaf and immune to the IOofM charm effect. **E)** Cave, water spills from an opening on the far side into a pool. The easy way across is by hopping on 3 large stones. The largest stone is unbalanced, A player who stands on the edge will cause it to tumble into the pool. 1d6 Blood Leaches will attach to exposed flesh for every minute submerged. **F)** Chute, with rough hewn steps. Note also water from the pool above rushing downward. Halfway down is very obvious hand hold...this is a trap that causes an axe blade to swing from the wall (save or suffer 1d10 damage. **G)** A vast cavern, the stream has etched a channel across the floor to cascade over the edge into a water filled abyss. Leo sits playing the Infernal Organ and the notes are deafening. Prowling around Leo are 3 "watchdog" Centicrawlers that insure nothing will interrupt the music. *(Note: Theo built the machine originally to keep the Centicrawlers at bay. Not only is his soul trapped in the artifact it also allows him absolute control over all sentient beings in a 1 mile radius when some one plays the keys)*. When the players arrive there will also be 1d6 townsfolk carrying various treasures (rugs, grain, pickles, etcetera) into the area J. If Theo needs to dispatch the players, he can summon an additional 1d3 Centicrawlers from area H each minute. **H)** The cliff drops 80 feet to a vast underground lake. The chewing of bones and skittering of tiny insect feet can be heard if you listen closely. Any player here will encounter 10% per minute 1d3 Centicrawlers or worse. **I)** Hallway carved in the living rock. There is a stout timber laying in the floor, otherwise featureless. There is a trap door pit that is a chute to the lake (area H). To enter the swag vault players must get past a locked portcullis, which may or may not be open, depending. **J)** Swag Vault. 20 x 50 chamber with an arched ceiling and open (with bars) to the underground lake. The townsfolk have been bringing their tapestries, ornate furniture, pocket watches, snuff boxes and other bric a brac into this hoarder's paradise for generations. OMG, the smell. Careful searching will yield 8,984 Gp in coins and gems, 2 random Magic items and a Deck of Many Things.

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** No "organ" jokes, allowed*

WIZARD'S TOWER

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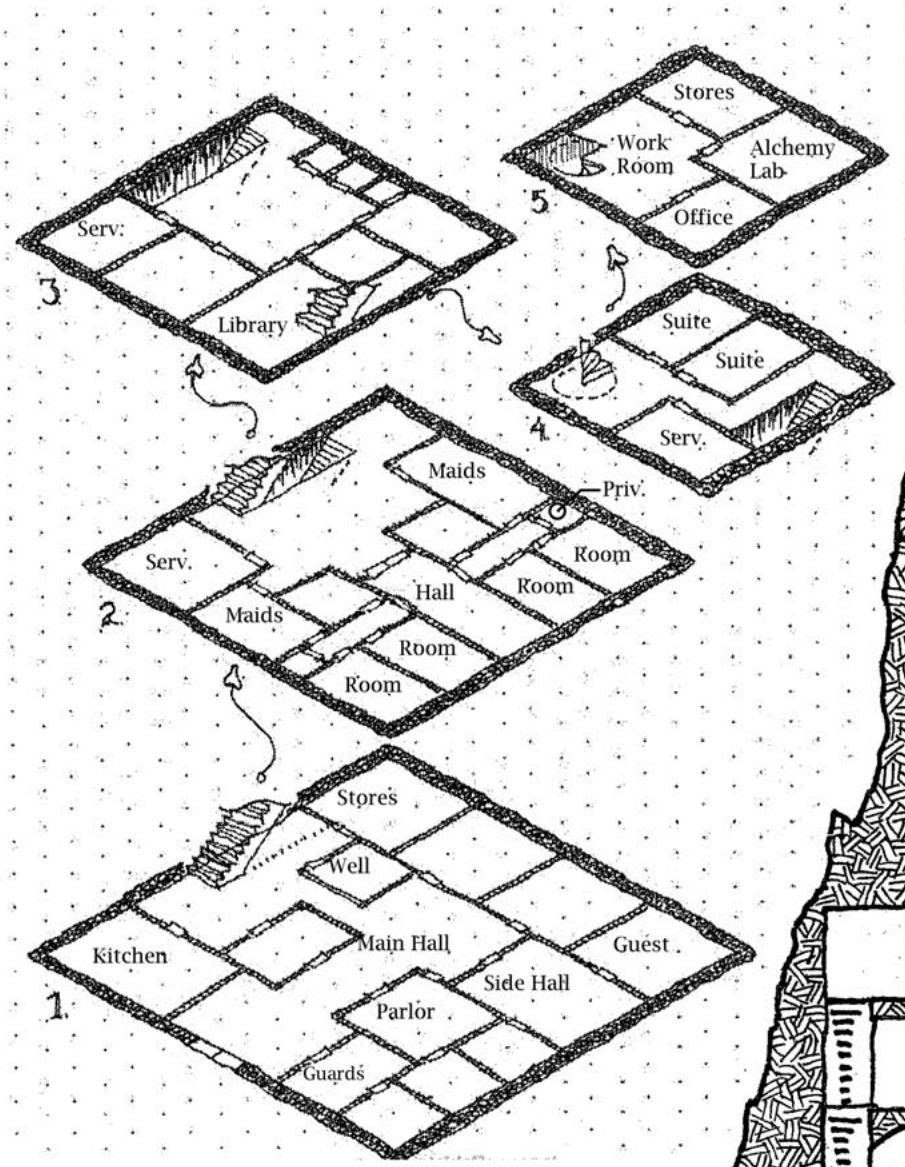


{This adventure can be used in either of two ways:

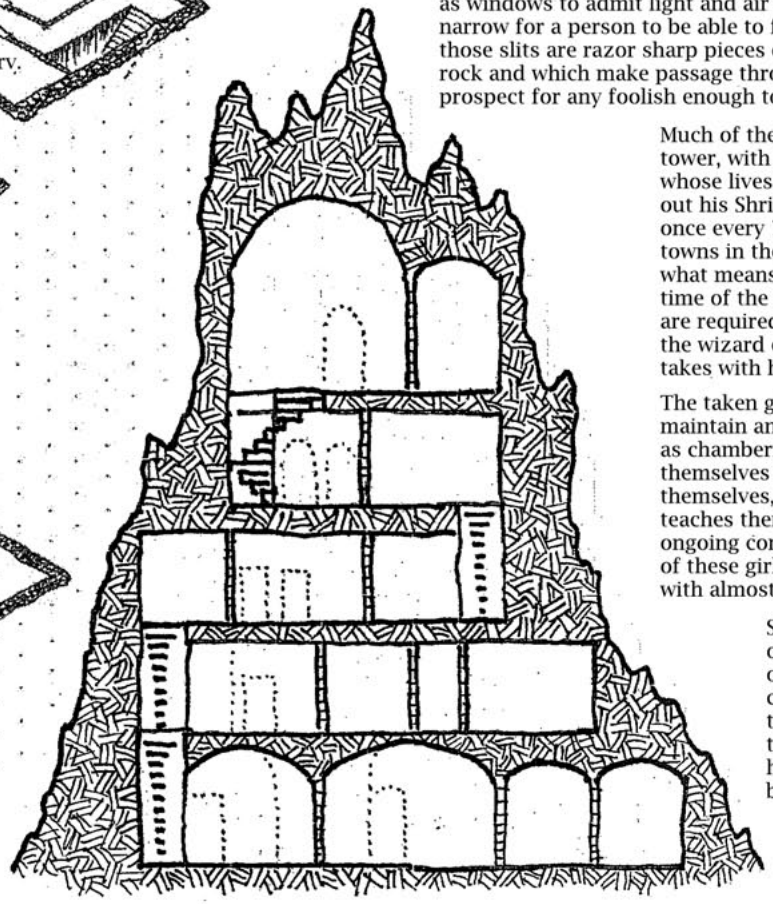
One option is that the wizard has died some years ago, and the tower has slowly moldered in the intervening time, largely untouched by the locals who still fear the presence of the once powerful overlord whose tyranny plagued this area for so long. The adventurers may find the tower to be largely uninhabited, although some new creatures may have settled into some of the spaces inside, offering new and unexpected perils for those who venture to explore inside. In this case, the story of the wizard's activities and of how the tower was populated will serve to indicate how the place had been previously used.

Perhaps villagers from a nearby settlement will seek a group of adventurers who will go into the tower to confirm that the wizard is dead, so that they can go about with their lives with less fear, or they may wish to have a relic or some other item recovered from the tower which the wizard had taken from them in order to strengthen his own position and to help keep them in line.

The other option is that the wizard is still alive and active, and his dominion over the area is current. If this is the case, then the adventurers may have been contacted for a mission to recover an important item from the wizard's control or even to confront the wizard himself to break his hold over the townsfolk and peasants in this land.}

The wizard's tower has been a feature on the land for longer than anyone alive can remember, and even the elders of the oldest inhabitants spoke of the wizard and his tower being the center of the wizard's dominion over the land. The tower is a menacing jumble of spires and rock that look like melted rock, rather than anything natural or anything built by men.

Several craggy, sharp slits can be seen in the sides of the tower, which serve as windows to admit light and air into the rooms inside, but they are too narrow for a person to be able to fit through. Some of the edges within those slits are razor sharp pieces of obsidian which are fused to the tower rock and which make passage through those spaces a painful and perilous prospect for any foolish enough to try.



Much of the time, the wizard stays isolated in his tower, with little interaction with the peasants whose lives he controls, save for when he sends out his Shrikes to collect taxes and tributes. And, once every 7 years there is a Selection. One of the towns in the land is selected (no one knows by what means) and all the girls who were alive at the time of the last Selection (so at least 7 years old) are required to come to the town's square. There, the wizard evaluates them and selects one who he takes with him, and she is never seen again.

The taken girl's youth is used by the wizard to maintain and extend his own life. First they serve as chambermaids to his concubines, then, they themselves are promoted to become concubines themselves, and then, as they age, the wizard teaches them magic to be able to carry out his ongoing control of his realm. In the process, each of these girls becomes a Shrike, a wraith-like being with almost no memory of her former life.

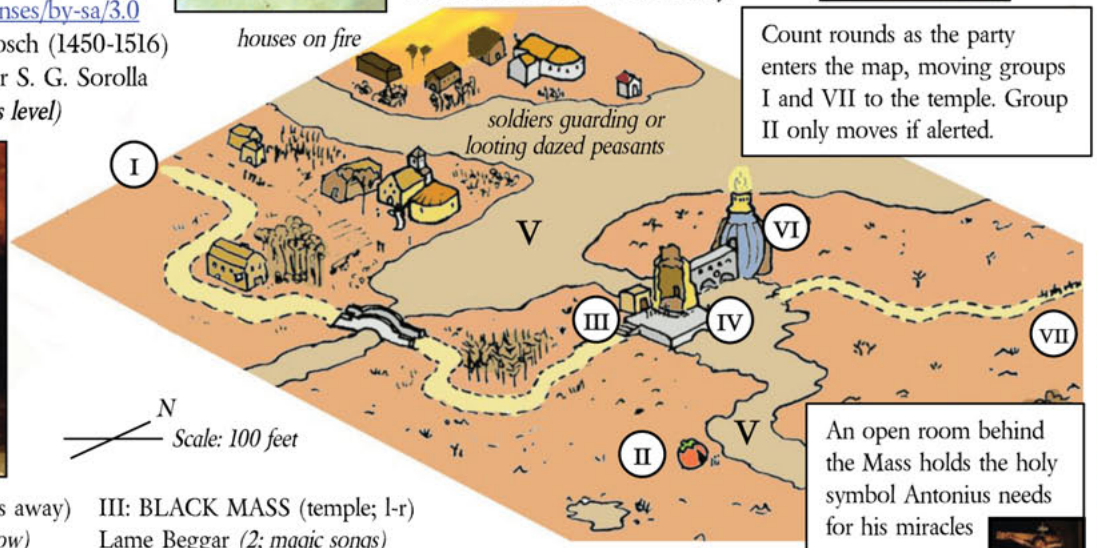
Shrikes are cruel and enjoy inflicting pain on those peasants who cannot meet the obligations required of them at the collection times. They are very (over 8') tall and have extremely long-claws on their hands. They typically are clad in heavy, cowled robes which hide their beaked faces and barbed, poisonous tails.

Antonius Abducted

European fantasy adventure (14th-17th C., level 5-7)
Released under Creative Commons license:
http://creativecommons.org/licenses/by-sa/3.0
Setting and art: Hieronymus Bosch (1450-1516)
Writing, map and layout: Roger S. G. Sorolla
*Creatures listed with (**hit dice/class level**)*

Flying horrors took the holy hermit Antonius to a ruined temple near the overrun town of Den Bos, where darkness blots the western sky.

Evil pilgrims converge on the temple; Hertog Jan has lent you his flying crane-boat (5, 150'/round), but it won't set down on land or water within 50' of an enemy.



Count rounds as the party enters the map, moving groups I and VII to the temple. Group II only moves if alerted.

VI: BULB TOWER: houses 13 debauched nuns and monks (*priests 1-3*), 3 cat-mouthed demons (*3*), and an 8000 gp treasure room.

I: WEST PILGRIMS (12 rounds away)
Tree Man Archer *(4; bark skin; bow)*
Catfish Unicorn *(2; impales; fast)*
Armored Hounds *(1; small, vicious)*
Ape Man *(1; cowardly; wheel on pole)*
Arm Knight *(3; armor; 3rd arm on head)*

II: PERSIMMON MOB (4 rounds away)
2 demonets *(2; itching poison, ambush)*
Giant Finch (*1*); Deer x2 (*2*)
Basket Homonculus *(1; sword, berserk)*
Skull Harper *(6; armor,magic songs)*
Nude Goose *(2, slow)*; Water Rat (*1*)
Hat Man (*3, mountebank, lamed*)

III: BLACK MASS (temple; l-r)
Lame Beggar *(2; magic songs)*
Swine Bard *(5; magic songs, owl familiar, pet piglet)*
Nubian Acolyte (*1; evil priest*)
Egg Homonculus *(½; egg of flammable stink gas)*
Pale Lady *(9; necromancer)*
Snake Tiara *(7; evil priest)*
Pipe Demon *(4; choking gas)*
Rose Lady *(5; enchantress)*
Antonius *(11; good priest)*
Gryllus *(2; bites shins, disease)*
Vile Nun *(3; evil priest)*

An open room behind the Mass holds the holy symbol Antonius needs for his miracles

VII: EAST PILGRIMS (6 rounds away; l-r)
Thistle Knight *(5; armor; spiked mace)*
Shield Squire *(0; holds pink magic shield)*
Tree Woman *(4; druid; bark skin; demon baby)*
Rat Steed *(3)*; Jug Steed *(3, fragile)*
Bronze Man *(4; metal skin; scimitar)*
Water Infant *(0; curse if you spill his bowl)*
Spike Knight *(3; armor; rams head spike)*

V: RIVER PATROL: roll d6 for encounter on water and every 10 rounds after: *1-3: nothing, 4: Iron Fish (5, armor) 5: Duck Boat with captive magic singer (3), demon boater (2), 6: Boat Homonculus (½) scout and spy*

IV: Swine Priest *(4; evil priest of disease; book of curses)* and Funnel Goblin (*1*) hide under temple if battle goes badly.

Antonius endures the Black Mass and the lewd whispers of the Rose Lady, but they outpower him, and he'll be glad of the party's help. He knows that if the Tree Woman's baby is baptized at the Black Mass, he will grow in a year into an Antichrist and lead demon armies to destroy the whole kingdom – so Antonius will urge the party to stop that happening.

Jheronimus bosch

The Vault of the Pole

CC BY SA

by Roland "AlHazred" Volz, with apologies to Daniel "Toxoplasma" Gorringe, David J Prokopetz, neutrondecay, and the other contributors to FrivYeti's "Ten Foot Poles: How Do They Work?" thread on RPG.net. ***IT'S ALL YOUR FAULT!***

Occupying an odd place among the trades' guilds of the city is the **Most Ancient and Worshipful Order of Roodsmen and Pole-Tenders** (called by some wags the **Ten-Foot Guild**). While other guilds focus on economic and mercantile concerns, the Ten-Foot Guild focuses on the concerns of adventurers. While the guild's monopoly is on the sale and distribution of 10' poles, it has developed into an organization of expert hirelings, skilled in a wide variety of abilities useful to delvers.

The Ten-Foot Guild recruits some children from among the poor and middle classes, but many are the orphaned or forgotten children of adventurers. Apprentices (termed "Pole-Tenders" or simply *tenders* in Guild parlance) serve for many years in Guild workshops making and measuring 10' poles, or accompanying journeymen (termed *roodsmen*) as they travel the marketplaces measuring and certifying the lengths of poles for sale. Spare time is spent training in a variety of skills considered essential to the trade – they develop keen hearing and sense of touch, train for arm and leg strength, spar with poles against other tenders in the practice yard, and otherwise fulfill the regimen of the Guild.

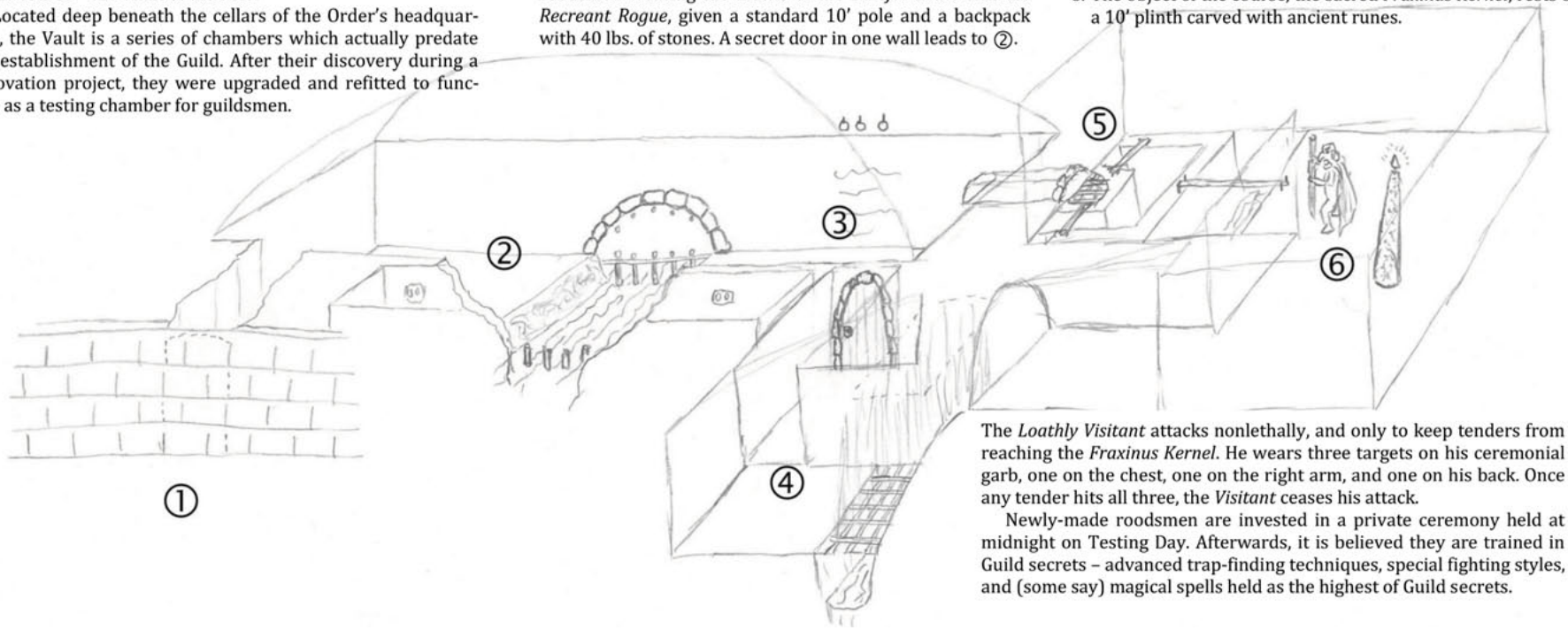
After years of training, many tenders attempt the difficult task of becoming a roodsman. While most tenders eventually achieve the rank, many fail several attempts. The key element of elevation to journeyman status is the completion of an obstacle course – the Vault of the Pole.

Located deep beneath the cellars of the Order's headquarters, the Vault is a series of chambers which actually predate the establishment of the Guild. After their discovery during a renovation project, they were upgraded and refitted to function as a testing chamber for guildsmen.

On Testing Day (held a week after the first thaw every year), guild members arrive at dawn to honor and comment on the tenders preparing to test themselves. Tenders spar with the Warden, who wears a fright mask depicting the *Loathly Visitant* representing Death; each tender is given the traditional "Three Good Whacks" before the match is called and the Warden moves on to the next. Speeches are given by the Warden, the Guardian, and the Master of the Guild, with the past Masters provided seats of honor on a dais elevated slightly above the practice yard. Members of affiliated guilds (such as the Unfailing Brethren of the Eternal Link and the Porters' Guild) are also invited to the public portions of Testing Day, and something of a festive atmosphere suffuses the guildhall.

At dusk, guests are ceremonially expelled (traditionally with gifts of wine and sweetmeats for their support) and the Guild members enter the guildhall. The journeymen don ceremonial robes and masks, while the tenders are escorted to a normally-restricted part of the cellar. One-by-one, each enters the Vault of the Pole and is given "Ten Bells" to complete the obstacle course. Journeymen monitor tenders' progress through peepholes on either side of the Vault. Apprentices who do not complete the course suffer no further indignity, and are encouraged to try again in a year or two.

1. Tenders are escorted to a 20' × 20' chamber by two roodsmen wearing the masks of the *Baleful Brute* and the *Recreant Rogue*, given a standard 10' pole and a backpack with 40 lbs. of stones. A secret door in one wall leads to ②.
2. A 20' landing is separated from the rest of the room by a 10'-wide culvert with swiftly-flowing water. A grill at either end prevents people from being swept away. The sloped sides of the culvert are cushioned by growths of soft moss and fungus.
3. A 20' landing bears a riddle inscribed opposite a stout and locked wooden door. Twelve feet above the floor, three rings are attached to three different keys embedded in the wall. The gold key ring has a charm in the shape of a flame, the silver key a heart, and the lead key an eye. The riddle changes every year, but a typical one is, "Always hungry, must be fed; fingers licked soon turn red." If the wrong key is removed from its place, the door seals and metal panels close the downstream side of the culvert; the room fills with water in four minutes, draining through a chute to ⑤.
4. A steady rain of water drains through a grate at the bottom of a steep 10' slope to ⑥.
5. A 5' × 5' landing is connected to a 3' wide walkway by 1' wide planks. The walkway connects to ⑥ by a 10' pole, kept from rolling via two pegs at each end. The Warden waits here, still as the *Loathly Visitant*, and uses a 10' pole to try to knock tenders into the water 10' below. The mask makes it difficult to hear anyone climb the slope from ④.
6. The object of the course, the sacred *Fraxinus Kernel*, rests on a 10' plinth carved with ancient runes.



The *Loathly Visitant* attacks nonlethally, and only to keep tenders from reaching the *Fraxinus Kernel*. He wears three targets on his ceremonial garb, one on the chest, one on the right arm, and one on his back. Once any tender hits all three, the *Visitant* ceases his attack.

Newly-made roodsmen are invested in a private ceremony held at midnight on Testing Day. Afterwards, it is believed they are trained in Guild secrets – advanced trap-finding techniques, special fighting styles, and (some say) magical spells held as the highest of Guild secrets.

by Sadhbh Brennan, age 9

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The Bog Hag -- A One-Page Dungeon

An important trade village lies along a river. A few miles away lies the Hagsbog, a forbidding swamp. The villagers generally avoid this maze of vine-choked waterways, algae-covered pools, moss-draped trees, tangled briars, and muddy marshes. Various creatures inhabit the bog, under the thrall of the evil green hag, Mamawaldi.

When the local lord built a keep tower at the swamp's edge to watch over the area, the hag mustered her minions and destroyed the outpost. The PCs have been dispatched to find Mamawaldi and put an end to her.

Swamp Features

Each hex is a half-mile across. The main channels are 50-100 yards wide and 10-15 ft. deep. The narrows are 10-30 yards wide and 1-10 ft. deep. Sinkholes are common, so a long pole to probe ahead is recommended when wading across shallow channels.

On the water, a rowboat or barge can cross two hexes (one mile) per hour. On land, the PCs must contend with thick mud, dense foliage, and thorny brambles. At best, a well-equipped party can manage one marshy hex per hour. Flooded forest and hilly hexes take two hours to cross.

Encounter Areas

A -- Keep Ruins: The stone and timber tower is mostly rubble now, but the area is infested with zombi soldiers (each carries 3d3 coins). A decrepit pole barge is found at the water's edge.

B -- Hungry Hippos: Giant marsh pigs wallow in the muddy banks here. They are comical-looking but mean, and may bum-rush any boats that get too close.

C -- Ogre's Flash: A filthy ogre called Stumpfist lives here in a pool of fetid muck . Stuffed in a hollow tree nearby is a sack with 50 coins, a bear skull worth 5 coins, and a +1 dagger.

D -- Thorn Sprites: These annoying plant elementals hide in the trees and fling their arrow-like quills at passers-by. They hate the bog hag, but can't resist her beguiling spells. Their queen is Yolay, a wood nymph who dwells in a hidden faerie mound north of the channel. If the PCs befriend her, she gives them a potion that makes them immune to Mamawaldi's poisons for one hour.

E -- Weeping Cave: Emereldaz, a distraught young-adult green dragon, sulks in a cave at the forest's edge. Her sobs fill the area with wandering clouds of poison gas. Someone has stolen her first egg and she doesn't know what to do. She suspects the human villagers, and is considering destroying them. She is not particularly evil, but happily eats back-talkers and wiseacres. She will give a magnificent treasure to those who return her egg.

F -- Snapping Jaws of Doom: A gigantic alligator roams this area, patrolling the waterways or sunning on the shore. If encountered on the water, there is a 50% chance it tries to capsize the boat and eat whatever falls in. If gravely wounded, it retreats under a log at the bottom of the main pool. Scattered there are bones and treasure: 150 coins, chain mail, a long sword, a +1 shield, and a scroll of protection vs. evil. These are the remains of a comrade of the druid at area I.

G -- Fire Fen: The ground here is spongy and the air smells of sulfur. Walking through this area can occasionally trigger explosive gouts of flame. In the center of the fen stands a rune-carved stone, half-sunk in the mud. Disturbing the stone summons a vengeful fire elemental.

Random Encounters

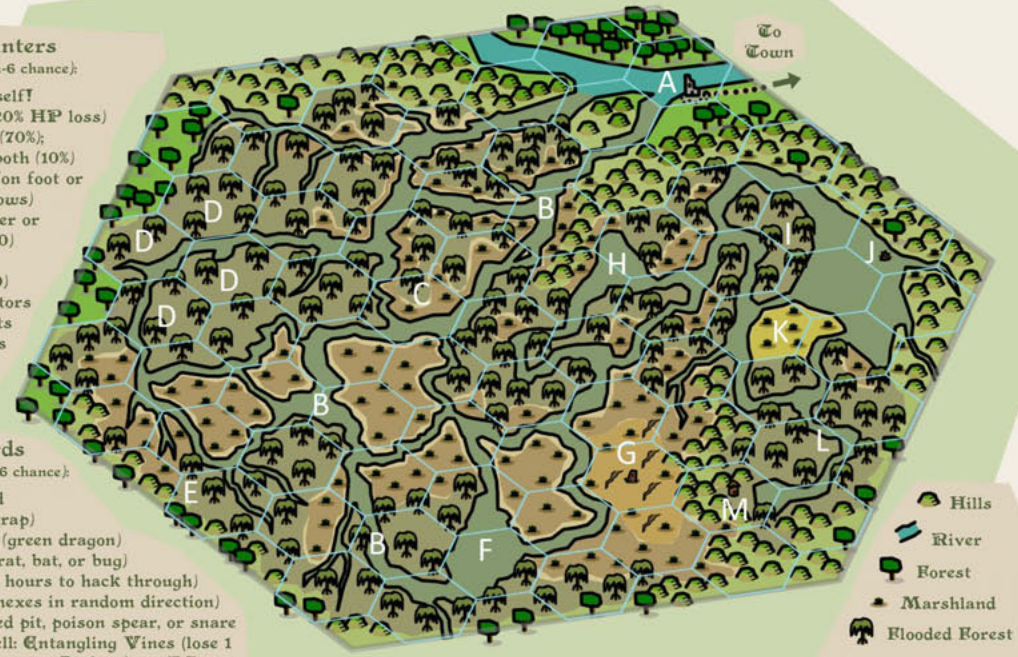
Roll once per hour (1-in-6 chance):

1) Mamawaldi herself! (she retreats at 20% HP loss)
2) Undead: zombis (70%); ghouls (20%); or both (10%)
3) Swamp goblins (on foot or in canoes with bows)
4) Giant snake, viper or constrictor (50/50)
5) Lizard-men or bullywugs (50/50)
6) Ravenous alligators
7) Giant swamp rats
8) Giant marsh pigs
9) Flock of stirges
10) Giant toads

Random Hazards

Roll once per hex (1-in-6 chance):

1) Pool of quicksand
2) Sinkhole (as pit trap)
3) Poison gas cloud (green dragon)
4) Vermin swarm (rat, bat, or bug)
5) Thick brush (1d3 hours to hack through)
6) Lost (travel 1d3 hexes in random direction)
7) Goblin trap: spiked pit, poison spear, or snare
8) Mamawaldi's spell: Entangling Vines (lose 1 hour of travel), Dancing Lights (lure PCs to an automatic encounter), or Curse



H -- Swamp Thingy: These muddy shallows are the lair of a large shambling mound that attacks any boats moving by. It will also emerge to attack those walking on the shore. Visible just below the shallow water's surface in the middle is a drowned dwarf wearing dwarven mail, with a +1 axe, 250 coins, and 5 gems. He is a dead comrade of the elf druid at area I.

I -- Spider Nest: Giant spiders and their bloated matriarch infest this web-filled grove. An elf druid named Selwyn is webbed up here. She was part of an adventuring group that got separated during a nighttime ambush. Too weak to accompany the PCs, she tells them the general location of Mamawaldi's hut. Before returning to the village, she gives them a magic bracelet of nature resistance to help in their fight against the hag. If the PCs tell her the location of any of her dead comrades, she also gives them 100 coins.

J -- Curious Mound: Just offshore is a mound of mud and logs, an obvious construction with no visible entrance (it's below water). It is home to a tribe of lizard-men who live primitively and have no loot. They quarrel with the bullywugs across the lake, and are agitated because their revered shaman, Sisha, has gone missing. They believe he was captured by the bullywugs. Hidden deep within the mound is a green dragon's egg, which the lizard-men will give to the PCs if they find and rescue their shaman.

K -- Frog Marsh: A group of bullywugs live in crude huts hidden in the reeds on this isle. The frog-men are primitive and have no loot. They fight with the lizard-men for dominion of the lake, particularly over their favorite food source, the giant spiders (area I). Their leader, Blorp, is under Mamawaldi's magical control.

L -- Rickety Village: A clan of wretched swamp goblins who fearfully serve Mamawaldi lives here in a cluster of stilted shacks. A number of small canoes are beached on the muddy shore. Each goblin has 1d6 coins, and some have smeared their crude weapons with the hag's poison. Their leader, Ratbreath, is cowardly but vicious; he uses a dagger and a barbed whip. Per the hag's orders, the goblins will try to capture interlopers.

M -- Mamawaldi's Hut: At the end of this dreary channel is the green hag's gloomy dwelling. The area surrounding the mud and straw hut is protected by swamp goblins and goblin zombis, a pair of ghouls, and several enthralled thorn sprites.

Mamawaldi is a hideous, shriveled old crone with matted and twisted hair. She is murderously insane and full of malevolent fury. She revels in torturing her victims, however, so there might be time to rescue a captured PC. In addition to her spells of evil and nature, she has a +1 earring of protection and a wand of polymorph: frog.

Among the many bones inside her hut is a large trapped chest (500 coins, a gem of healing with (6) charges, and a sending stone keyed to her spy in the trade village) and her magic cauldron, which creates 1 dram of poison each day (1d4): 1 = sleep (purple); 2 = damage (red); 3 = sickness (green); or 4 = paralysis (yellow). Her hostage, the lizard man shaman, is kept paralyzed in a cage.

The hag's special zombi powder does 1d6 damage for 3 rounds if touched or inhaled. It kills instantly if consumed, but its foul odor is easy to detect. Anyone who dies from it rises in 1d4 days as a zombi (80%) or ghoul (20%) under her control.

Scott Marcley -- 2015 One-Page Dungeon Contest Submission

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LAIR OF THE LEECH LICH

A Dungeon by Sean Fager

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REWARD OFFERED

Viscount Sinclair hereby offers unto any interested parties a reward of eight hundred golden coins, that some brave souls enter the Bog of Greynoon and return with Sir Pioty, High Swordarm of the King's Temple.

Bog Travel :

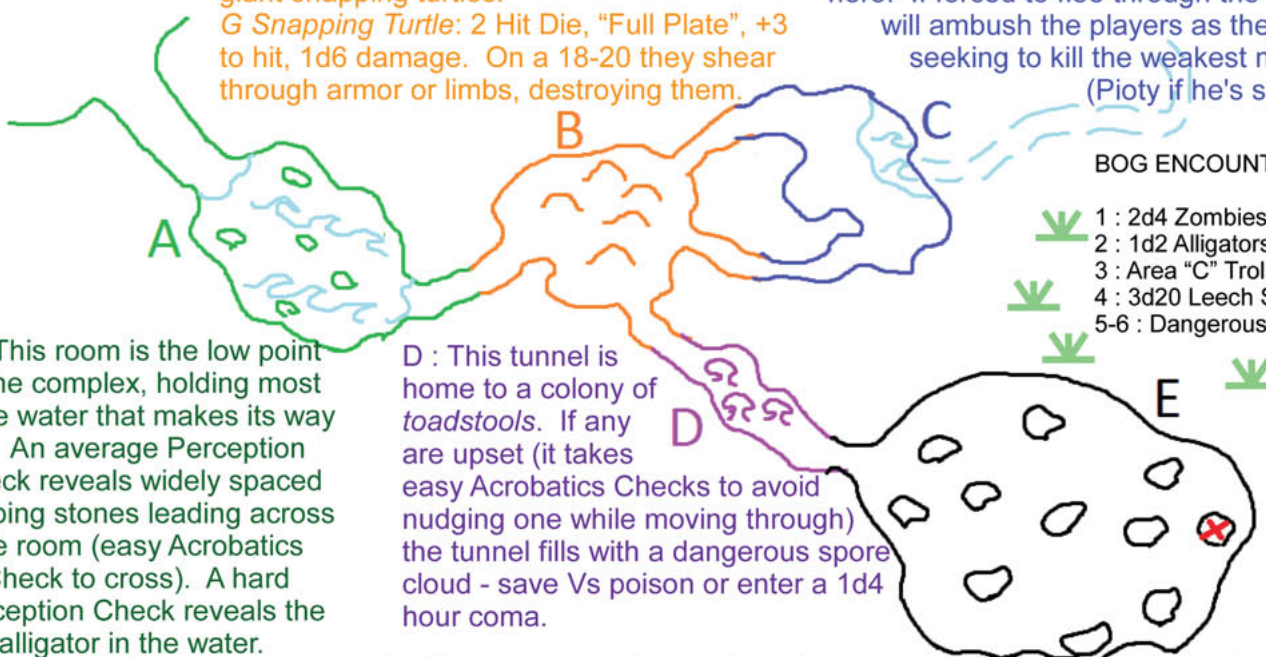
Signs surround the bog, reading "Use or Possession of Magical Energies within Greynoon is restricted by Royal Order."
*Colored lights (**Will-O'-Wisps**) follow the group and dance through the trees, singing children's songs (example below) and using illusions to tempt the foolhardy towards ruin at the hands of the swamp. Anyone who follows their coaxing either falls into a mire (a restraining and suffocating trap) or is lead into ambush (roll on Encounter table)*
Moving faster than quarter speed requires an Average Perception check to avoid stepping off of firm ground into the hungry mire.
Every six hours of travel the pathfinder makes an Average Nature or Hard Perception check. On a success they discover The Lair or find their way out of the swamp, at the pathfinder's discretion.
Every six hours roll on the Encounter Table.
The singing of the Wil-O'-Wisps makes peaceful rest, Prayer, and Spell Refreshing require an average Concentration Check.

Flames of earth, not of heaven,
Wood and steel and bread unleavened
Don't get touched and don't reach *Out*
Magic Mirror, all reflout.

The Lair : A stone archway leads into a small earthen embankment deep within the bog, descending into the earth at a steep angle. Everything within is coated in slime, moss, or a trickle of water. Anyone moving at over half speed requires an acrobatics check to avoid falling prone. Torches which touch the ground are extinguished.

B : Hemispherical protrusions sit throughout the room. If any are poked, prodded, or sat on, several reveal themselves to be 2d3 giant snapping turtles.
G Snapping Turtle: 2 Hit Die, "Full Plate", +3 to hit, 1d6 damage. On a 18-20 they shear through armor or limbs, destroying them.

C : A pool rests on the edge of this room. A submerged water-filled tunnel leads to a secret exit, but requires an average Endurance Check to avoid suffocating. *A Young Troll* (4 Hit Die, +4 to hit, 1d8+2 damage ,regenerates) has made his home here. If forced to flee through the tunnel it will ambush the players as they leave, seeking to kill the weakest member (Pioty if he's still alive)



BOG ENCOUNTERS

1 : 2d4 Zombies
2 : 1d2 Alligators
3 : Area "C" Troll
4 : 3d20 Leech Swarm
5-6 : Dangerous Terrain

A : This room is the low point of the complex, holding most of the water that makes its way in. An average Perception Check reveals widely spaced stepping stones leading across the room (easy Acrobatics Check to cross). A hard Perception Check reveals the alligator in the water.
Alligator: 2 Hit Die, "Scalemail" Bite (+5 to hit, 1d8 damage, auto-grapple) or Thrash (Auto-hits grappled target, deals 2d6 damage and knocks prone) 1d4 *Leeches* attach to each body in the water every round, dealing 1 damage each per round until removed (plucked off 1 per turn, or exposed to damaging amounts of fire)

D : This tunnel is home to a colony of *toadstools*. If any are upset (it takes easy Acrobatics Checks to avoid nudging one while moving through) the tunnel fills with a dangerous spore cloud - save Vs poison or enter a 1d4 hour coma.

E : This chamber is filled with natural pillars. *Pioty* (4 HD Paladin, 4 Hit Points remaining, Bound, Disarmed) is tied fifteen feet up on one at the far end of the room. If he sees the party he will desperately plead for them to kill him, and quickly. (If he dies the Leech and Warrior lose all his powers) *The Leech "Lich"* (2 HD, +4 life stealing 1d8 bite, Climbs at full speed, hides, cunning and intelligent) knows every spell Pioty did, and any cast within the Lair in the last 24 hours. It is man-height, a planar traveler chaotic and evil but not actually undead. His attacks heal himself and The Phantom Warrior. *The Phantom Warrior* (4 HD, +6 to hit) is armed with Pioty's gear (masterwork non-magical) and functional phantom versions of any magical items the party brought with them. He can cast any spell the Leech can.

BARROW of the NANOLICH

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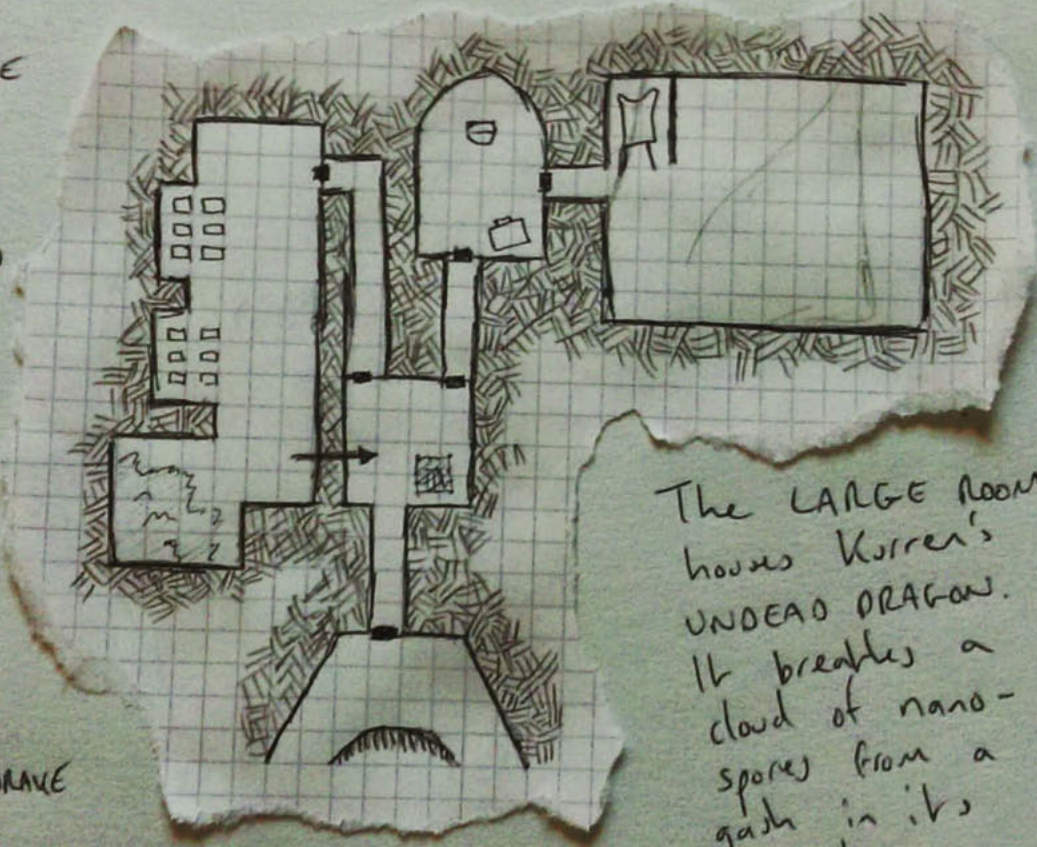
THE GNOMAD NANOLICH, KURREN, IS HOLED UP BENEATH THE LACONA RIDGE. HE'S BEEN TERRORISING THE LOCAL AREA WITH HIS UNDEAD DRAGON. TAKE HIM OUT.



The ODD ROOM has several hives with ZOMBEES. The queens are dead, the bees construct nanites from the raw material (sand) at the bottom of the room.

A hulking ECHIDRAKE (gecko-man) is also here. He will burst through the wall into the square room unless players are quiet.

The ENTRANCE has two GOBLINS protecting this area until their undeath.

The LARGE ROOM houses Kurren's UNDEAD DRAGON. It breathes a cloud of nano-spores from a gash in its throat.

KURREN sleeps in his IRON MAIDEN in the ARCH ROOM.

NANOSPORES control the nervous system of their host. This must be sundered to kill the host - the spores will try to infect local life.

Infected? A mental save will prevent it controlling your body.

All creatures within are infected, bar Kurren.

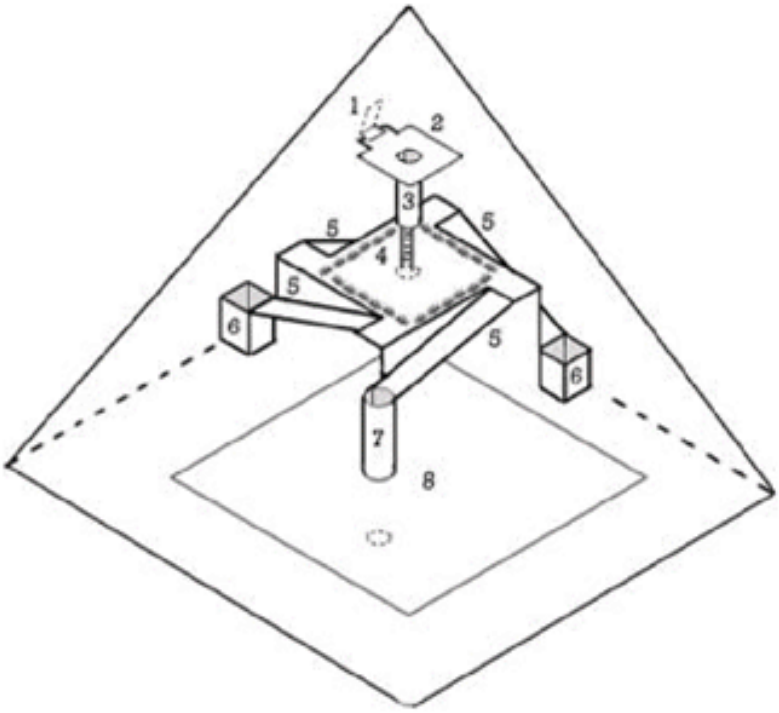
@seanfsmith

Forbidden Archaeology: The Sunken Pyramid of Im-Râ-Dis
A One-Page Dungeon by: Sébastien Vallée

When Im-Râ-Dis, Nomarch of the XIIth Dynasty senses that the end was near, he ordered construction of a impenetrable tomb to hold his remains and his most precious possession: The fabled Cross of Osiris, a powerful artefact reputedly capable of returning one's soul to life! Would you risk your own to get it?

Δ The Pyramid: Built in the Western Desert, at the edge of a quicksand in which it later slides (now somewhat buoyant therein.)

Pitch dark, hard to breath (with 8 game-hour oxygen left inside) and unstable (rocked back and forth about twice per hours by quicksand "currents.")



1- Thigh-sealed one-way stone slab.
2- The Antechamber.
3- Well with ladder.
4- Deadly Treasures.
5- Chutes with razor-sharp obsidian.
6- Stake-lined pits.
7- Access well to the tomb.
8- Im-Râ-Dis Tomb.

Δ The Antechamber: Paint-covering walls. Release sleep-inducing fumes (1d6x10 minutes) if exposed to heat sources.
Δ The Treasury: Rows of burlap bags lining the walls from floor to ceiling; effectively concealing the chutes (5.) Tears when tampered with; releasing clouds of extremely fine gold powder that will blind and / or choke those within.
Δ The Chutes: Three leads to stake-lined pits (6.) The last one, with a "Ka" (soul) symbol over it, leads to the well (7.)
Δ Im-Râ-Dis Tomb: 50 wheel-mounted sarcophagi with ram-like "heads" at either side. Haphazardly strewn in room. Stampede around, ramming into PCs and / or walls whenever the pyramid moves.

All has mummies inside. 49 are servants or soldiers who volunteered to accompany the Nomarch in the Fields of Ialou. The last one is Im-Râ-Dis himself; although it's impossible to distinguish him from the other unless the gold-laced bandages are removed firsts (takes about 15 minutes per mummy), revealing the Osiris Cross.

Δ The Cross of Osiris: This plain, golden ankh, have the power to returns one's soul from the realm of the dead to inhabit again his or her body (provided said body had been properly mummified or otherwise preserved.) This power is usable only once per individual and require a very long and very demanding ritual involving the fabled Book of the Dead (which might, perhaps, be found in another one-page dungeon...)

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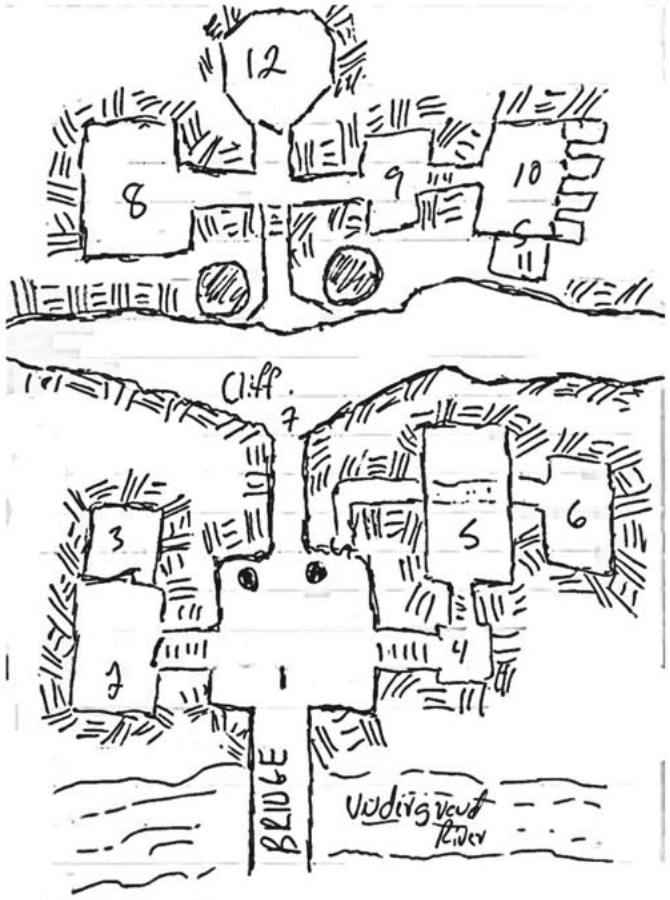
One Page Dungeon Contest 2015 The Lair Of Random Silliness



Long ago a rather eccentric possible genius, definitely mad wizard created a very strange stronghold deep in the underworld. Rumors have existed of the place for years however no one found the place. Until now….. A the body of a dead orc you find a map to the lair.

1. On the other side of a stone bridge over slightly troubled waters you find a large room made of marble. There are 2 large statues to the north and a exit. To the east and west there are stairs leading down. *If the PC's search the room they will find a secret door behind one of the statues it is trapped with a poison dart 1D4 damage, save vs poison or die. One of the statues is a Golem 4HD*

2. This entire room is upside down, as soon as the PC's enter they find themselves on what appears to be the floor, above them on the ceiling is furnishings, a table, chairs, a candle burning and a bookshelf. There is a door to the North which is locked. *There is nothing of value in the room.*

3. The moment the PC's go into this room they are turned extremely small (SAVE vs). Everything in the room is regular human sized, however there are 2 Giant Rats! 2HD – 3 Penalty to attack.

4. This room contains a magical pool, if they drink from the pool - roll 1D6. On a roll of 1 -2 the PC's are poisoned (save vs poison or die), on a roll of 4 -6 they regain all lost Hit Points.

5. This room is very silly, so much so there is a GIANT wooden horse in the room. Inside the horse are 4 very confused and miffed looking Trojans. 1HD each.

6. This is a secret room, not a lot of people know about it, inside the room is colored very brightly in rainbows actually. There is what appears to be 500 GP's on the floor. *(The gold is an illusion,* SAVE vs*)*

7. At the end of the tunnel appears to be an in surmountable cliff face, deep below is a cavern, you can't see the bottom. *There is an invisible bridge to the other side, SAVE vs. Or fall to your death.*

8. This is the Lair of the very strange eccentric wizard, he sits humbly drinking tea while fairies dance around him. The wizard wears a pink goat costume. *Wizard 3HD A few spells, 4 Fairies 2HDs. One interesting wand and a spell book with 3 spells in it as well 500 GP's are in the room.*

9. This room is totally empty, why you may ask, because that is also fairly silly, if any PC's decides to sleep here, a bed will magically appear, however in the middle of the night they will be infested with rats and loose mucho sleep. – 2 HPs bad rest.

10. This room has four smaller dungeons inside, in each are the following, 1 Skeleton 2HD, 1 Large Wombat 1HD, a pair of purple socks and a black spot in the floor.

11. *There is also a secret room inside is a small hoard of treasure, 100 GP's, the secret room is trapped with a crossbow 1D6*

12. This octagonal room contains nothing but a strange message written on the wall "Those responsible for sacking the people who have just been sacked have been sacked". The walls close in 3 rounds and the door locks, certain death.

Written By Shane Ward – 3toadstools.blogspot.ca

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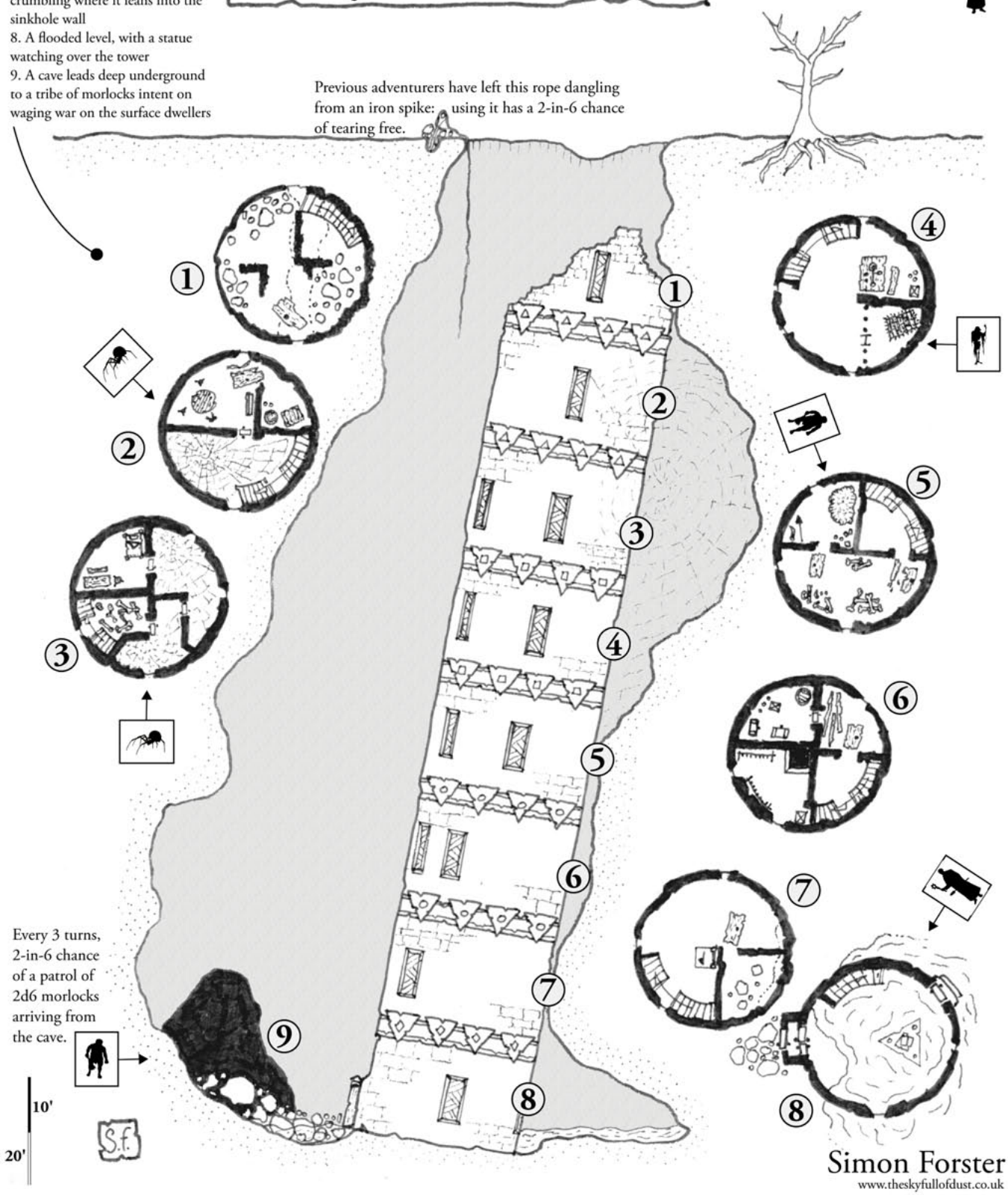
1. Upper floor is partially crumbled.
2. A giant spider lairs here
3. A pair of giant spiders lair here
4. A cell holds a walking corpse, and a laboratory next door
5. An exiled morlock has taken up residence here
6. A barrricaded room holds treasure
7. An empty floor, damp and crumbling where it leans into the sinkhole wall
8. A flooded level, with a statue watching over the tower
9. A cave leads deep underground to a tribe of morlocks intent on waging war on the surface dwellers

A sinkhole gobbled up a tower that was once home to a wizard

The Sunken Tower

Monsters
Giant Spiders (3)
Exiled Morlock (1)
Walking Corpse (1)
Animated Statue (1)



The Secret of Montmajour by Simone Biagini

The **Abbey of Montmajour**, located on a rocky island and surrounded by swamps, has been abandoned after a big fire. The bodies of the abbot and many monks were never found and the area is considered haunted. Someone sighted a winged beast flying over the ruins, others think that vicious bandits use the ruins as hideout.

PCs are called to investigate the haunting, recover a lost relic, solve the bandits problem or hunt the marauding beast that is hiding on the top of the abbey tower.

1 - The crypt: Almost completely carved into the rock and full of rubbles. *The body of the abbot is here*, under a pile of debris surrounded by vermins.

2 - The church: Part of the floor collapsed into the crypts below.

3 - Church nave: When the light of the moon filter through the stained glass windows the abbot's ghost can be seen near the altar.

4 - Chapel of Notre-Dame-la-Blanche (Our white lady): Two arcosolia on the north side host the tombs of past abbots of the abbey. *The "Holy hand"* can be found here

5 - The Sacristy: Rotten furnitures and clothes

6 - The archives: Book are ruined by the humidity of the swamps. Holy texts (or forbidden rituals) could be found after a long search. *The archivist haunts this place.*

7 - Cloister north gallery: Many arcosolia holding bodies of important members of the order.

8 - Cloister east gallery: Tombs of important donors of the abbey. Buried with their treasures.

9 - Chapter house: Used for meetings. Ghostly lamentations and screams can be heard from here during anniversaries of important events.

10 - Cloister south gallery: The roof is unsafe. Strong rumours or explosions will cause it to collapse.

11 - Refectory: A spiral staircase connects to the dormitories above (full of debris)

12 - Cloister west gallery: Once contained the votive of the knights. Now only rubbles.

13 - The monastery: The fire started here. The roof collapsed and the stones are covered in soot. The floor is covered with dead leaves and mud.

14 - Courtyard: Sometimes bandits are on guard here. They fear the beast in the tower and will not go further.

Ghosts

Abbot Vallet - killed Stephen, started the fire to cover the murder. *(Why has he done such a thing? Love affair, accident, offer to the dark lord? DM can choose)*. Wants to be buried in holy ground and get forgiveness from the church. Will try to stop the PCs from "stealing" the bones of his precious novice or the Holy Relic.

Stephen de Fontrefroid - recalcitrant novice. The minor son of an important family. Wants to be buried far from the abbey. Can be seen wandering the ruins under the moonlight.

The archivist - even he doesn't remember his name. A rancorous poltergeist blocked in the archives. Will try to prevent intruders from reading the books throwing them the precious tomes. Can be put to rest if his bones are burned and blessed.

The Beast

A senile griffin. It's near blind and will attack PCs wearing metal/scale armor mistaking them for big fishes or snakes. Bandits wear leather armors so are safe. Maybe it could have eaten one or two wandering scoundrels getting too near the tower.
(Also a Manticore or a Gargoyle could be interesting enemies - DM can choose)

15 - Main entrance: Bandits on guard sometimes sleep in the remains of the building.

16 - Tower: A nasty flying beast has its lair on the top of the tower. The interior is full of rubbles, guano, remains of food (maybe corpses) and possibly hatchlings.

17 - The old chapel: It's the oldest building of the abbey. The original church was built here. It's sinking in the swamp and only vermins inhabit it now. Sometimes during the night *Will o'-the wisps are* visible here.

18 - The tombs in the rock: The monks cemetery. All graves are digged into the rock, not in earth. Near all have been opened and the bodies stolen by swamp predators.

19 - Chapel of the Holy: 500 mts to the est of the abbey. The little chapel was used by pilgrims. Around it a cemetery used for lay people. The bandits use this building as hideout. *Their loot is hidden under a moving stone near the altar.*

20 - Secret entrance to the crypt: The entrance is hidden. The correct stone must be pressed to enter. A trap was set here, but the time has made it harmless.

21 - Basement of the Monastery: *The skeleton of Stephen is here.* The air around it is icy cold.

Bandits

Les Yeux Rouges (Red Eyes) - **Bandit Leader** *(Why the red eyes ? werewolf, half vampire, a curse ? DM can choose)*

Etienne Arc Long (Etienne Long Bow) - Second in command, archer

Jean and Adrienne - Twins - Can speak telepathically between themselves, if one dies the other follows. Scared by the ruins. *(Add more bandits if needed)*

The Holy Hand

The mummified hand of the founder of the abbey, a holy man that performed many miracles. Legends tell that the hand has thaumaturgical powers and can, if the correct ritual is performed, bring back the deads from beyond the Black Gates.

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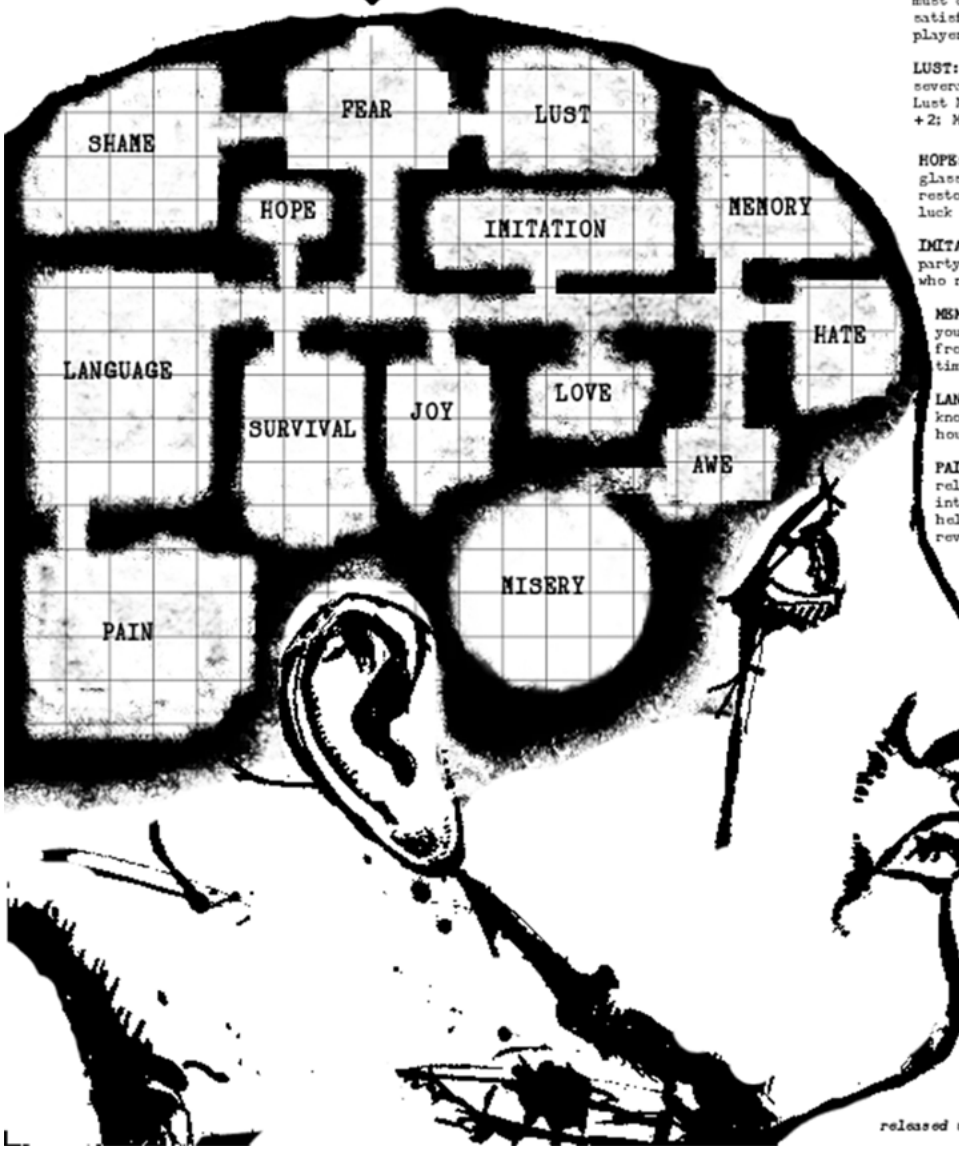
Based on the real Montmajour Abbey flyier - map hand drawn - http://en.wikipedia.org/wiki/Montmajour_Abbey

A rather affluent member of the upper echelon of society has a dark secret. His firstborn son and only heir has wholly succumbed to a peculiar form of madness and is now hidden away at a country estate, bedridden. A substantial reward has been offered to any person or persons who may be able to cure the son's maladies, if only they are willing to enter...

"A TROUBLED MIND"

Created by Taylor Frank, 2015

To enter the mind, trepanation of the skull is necessary. This requires the use of a HAND-DRILL. Restraints are most helpful during this process. Anesthesia is not required.



INSIDE THE MIND: The interiors of the mind are haunted by an ever-present fog that seems to be alive. The fog may change colors and often obscures areas that are distant. The walls and ceilings of most chambers seem to be made out of a soft, gray fleshy substance. This material is difficult to climb and may cause the entire area to rumble and quake if it is damaged in any way. The floor appears to be made of similar stuff, although it seems to be rotted away and may be dug into in the same manner as soil.Any member of the party that fails a challenge or is brought to 0 hp while exploring the mind will suffer a cumulitive -1 to all die rolls for each failure. Anyone who is slain while inside the mind simply returns to the physical realm at 1 hp.

FEAR: This area of the mind contains a gray wall that seems to go on forever in every direction. It is infinitely tall, long, deep, and wide. The only way to pass through the wall is to run at it using a full sprint. At the moment of impact the wall will become immaterial allowing the runner to pass through unharmed. A party that spends a great deal of time trying to pass through the wall will cause a group of wandering monsters to wait for the party on the other side.

SHAME: This area reveals the most embarrassing moment in the life of all who enter. Each player character must creatively explain this moment to the judge, role-playing to the best of their ability. If the judge is satisfied with the explanations the party may leave the area safely. If the judge is not satisfied, the players must accept a failure or face a wandering monster.

LUST: This area contains unbridled lust in its most disgusting form. It appears to be an amalgamation of several naked beings with large, lashing tentacles. It will immediately attack any who enter.
Lust Monster: Init +2; Atk penetrate +4 (dmg 1d8) or tentacle lash +2 (ranged 80', dmg 1d6); AC 14; HD 2d10 +2; Mv 40'; Act 2d20; Fort +5, Reflex +5, Will +0; AL C

HOPE: This area contains a single small table. Upon the table is a single seedling in a pot and a large glass of water. Consuming a sip of the water will heal 1 hd, and consuming the entire glass will fully restore all damage. Pouring the entire glass on the plant will cause all party members to receive a +1 luck bonus or a +1 to all die rolls while inside the mind.

IMITATION: This area contains dark, twisted physical reflections of the party. They will imitate the party, attacking only if attacked. Any spells or attacks are reflected back at the party.Any party member who recieves damage in this manner will also recieve a failure.

MEMORY: This area appears as a great library, with each volume containing the memories of the troubled youth. Each book may be read and the memory within should be described by the judge. Taking any books from the room would be like stealing memories, and will cause a failure. A party that spends too much time reading through memories may face wandering monsters from within the books.

LANGUAGE: This area contains the minds center for languages. All who enter will temporarily forget all known language, and each character will only be able to speak a randomly determined language for 1d3 hours. Players that forget their loss of a language may suffer a failure.

PAIN: This area appears at first to be a comfortable lounge. Any party member that chooses to rest or relax here must pass a DC 20 willpower save or they will be knocked prone and receive 1d6 damage from intense pain. Attempting to help a party member off the ground will cause the pain to transfer to the helper and they must pass the save or suffer the same fate. If all players are knocked prone, the room reverts back to an empty space and will no longer cause pain to the players.

SURVIVAL: This area will cause any who enter it to be lost in a vast desert during sunrise. The door will dissapear behind any who enter. Surviving the harsh desert and its hungry sandworms until the sun sets will cause the door to re-appear.
Sandworm: Init +3; Atk Bite +3 (dmg 1d12); AC 16; HD 3d12; Mv 120'; Act 1d20; Fort +3, Reflex +6, Will +0; AL N

JOY: This area also appears to be a comfortable lounge, but this one is safe to rest within. It contains a banquet complete with many delicacies that are magically replenished every hour.

LOVE: This area is completely empty save for a small painting of a woman that may be the troubled youth's mother. Any attempt to damge or remove the painting will cause a failure. Enlarging or otherwise enhancing the painting will cause the party to recieve a luck bonus or +1 to all die rolls while inside the mind.

HATE: This area has several paintings on display, similar to a gallery. The paintings have all been slashed, burned, or otherwise defaced. Close examination reveals that the paintings are all depictions of your wealthy benefactor.

AWE: This room opens up to a stunning and beautiful vista. The air is warm and pleasant. An open grave can be seen at the bottom of a 60' cliff. After a short period of time, a magical doorway will appear next to the party, allowing them to leave the troubled mind if they so choose.

MISERY: This area is entered by descending a stairway within the open grave at the bottom of the cliff. Beneath the grave is a crypt-like chamber where a manifestation of the troubled youth's father, and your wealthy benefactor, awaits. The dark father wields a tainted longsword and may cast Paralyze.
Dark Father: Init +6; Atk tainted sword +4 (dmg 1d8, may cause Poison); AC 15; HD 4d10+3; Mv 30'; Act 2d20; Fort +4, Reflex +3, Will +6; AL C

CONCLUSION: The only way to truly cure the troubled youth is to defeat the Dark Father, at which point the son will awaken and reconcile with the father who will handsomely reward the party. Otherwise, the judge must decide if the party improved or worsened the youth's condition and reward or punish the partry accordingly.

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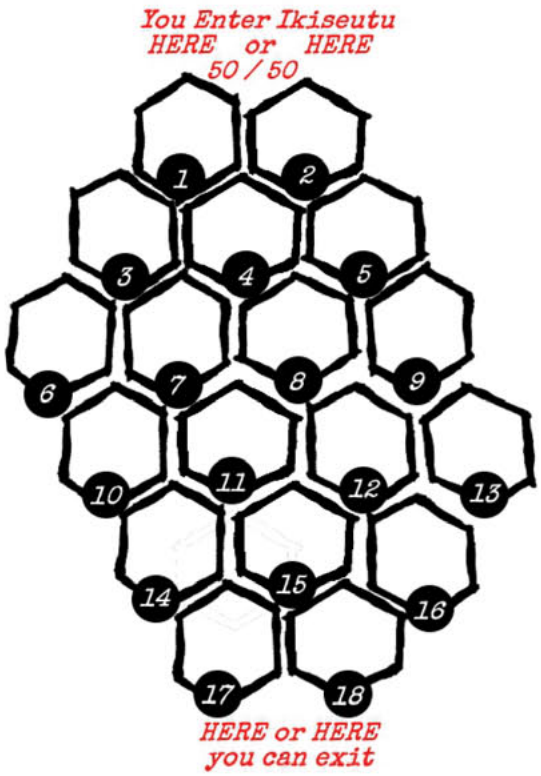
IKISEUTU – THE POCKET-DIMENSION IN BETWEEN

"One hex forward, two hexes back and you enter IKISEUTU." To find your way back you must travel through this pocket-dimension.

Surrounding IKISEUTU there is absolute and forever fog. You cannot get past it, ever.

Every time a hex is entered, there is ONE-in-FOUR change that the hex is nightmarish affecting your very soul.

One hex is around 6 miles or so.



1.A POOL that nourishes travelers. Looks murky, though. White intelligent frogs sing beautiful serenade in the moonlight.
2. RUINS of forgotten and alien civilization. Dungeons go deep. shrieks underground chill spine.
3. UNDERGROUND RIVER leads into the pool at *hex 1*. Small vicious fish are nibbling the corpses of fallen soldiers. Disgusting fluids from the corpses flow into the pool in *hex 1*.
4. A ROCK WITH OCCULT SCRIPTURES. When read, sanity is lost, but a power to attack enemies with the power of mind (dealing damage as longsword) is gained.
5. ELDRICH, CUNNING SNAKE-MAN prisoned in a cage. Takes an oath of loyalty for his liberator - for now. Secretly tries to sacrifice blonde men for dark gods.
6. CORPSES OF FALLEN SOLDIERS in big piles. Speechless blind creatures drag them to *hex 3*. Many wander here to pile from *hex 16*.
7. WASTED LAND where nothing else but poisonous flora and fauna wail deadly.
8. GILDED GNOME sells items of weird purpose and magical quality in her tower-ish hut.
9. A GATE OF MIST. The plate reads: *Enter the fog*. Who enters the absolute and forever fog from here (to the north-west or west) can travel to random (roll 1d16) hex.
10. A WALL AND A STRONGHOLD rotting and crumbling. Caution, falling rocks and other dangers!
11. WHITE FLOWERS make you remember the best of your childhood giving inspiration for the rest of the day.
12. DEAD SOLDIERS, who are not quite dead yet, from *hex 16*, want answers which can never satisfy them. Frustrated and aggressive they attack.
13. AN OLD ALIEN CANNON shooting energy up the skies. Space pods are falling down every hour to *hex 16*.
14. A GIANT DWARF who lost his inspiration is now waiting to wither away. Doesn't want to maintain his wall and stronghold at *hex 10* anymore. *HINT: Hex 11!*
15. AN ANCIENT WYRM'S EGG soon about to hatch. The baby wyrm becomes attached to anyone it first sees. Will slowly die if carried away from IKISEUTU.
16. HULKS OF SPACE PODS shot down. Within dead soldiers crawl out. Confused, they attack whoever they see, as a thread. They start their travel to *hex 6* in a hypnosis if no one is around.
17. A POWERFUL GUARDIAN of occult metal and unholy steel will try to prevent anyone from leaving IKISEUTU.
18. A RIFT where small imps (1d4 per turn) crawl out and exit IKISEUTU to roam the realms.

BY: THAUMIEL NERUB (2015)
http://cryptofrabies.blogspot.com

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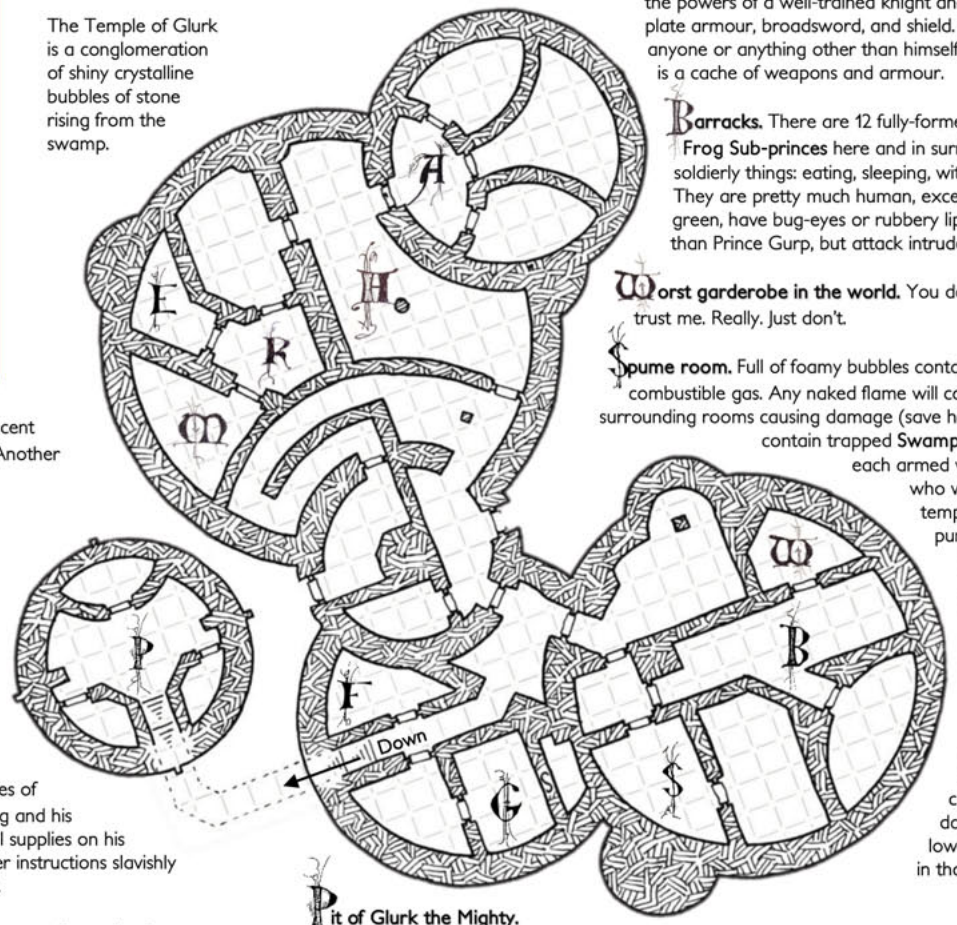
The Princess and the Frog – by Tom Walker (G+TomWalkerUK)

(Cartography by Dyson Logos has been modified.)

Once upon a time, Allandrea, fifth daughter of King Alofell, faced with being married off to some minor baronet, appealed to her Fairy Godmother to improve her lot. Eager to help in the traditional manner the Fairy Godmother granted the power to convert a frog to a prince with a kiss. So far so fairy-tale. Complications arose when Allandrea realized a prince without a princedom was not really what she desired. She also realised her magical power was not limited to a single use...
Absconding, she has located the neglected temple of a Frog-God where she endeavours to create an army of Frog Princes sufficient to seize control of the kingdom.

The Temple of Glurk is a conglomeration of shiny crystalline bubbles of stone rising from the swamp.



Honking iguanas 5' long, harmless and defenceless, but will scatter into all adjacent rooms if there is any commotion. Allandrea's favourite wears a gold necklace. Another one has swallowed a large and valuable ruby. Common frogs and toads laze peacefully in this and most other rooms. They pose no danger but crunch disconcertingly if stood on.

Allandrea's state rooms. Well-furnished and quite nice, considering she lives in a swamp. There are a few valuable princessly personal items. Her locked diary explains the whole set-up in an endearing stream-of-consciousness prose. If not pre-alerted to intruders Allandrea will be here. She is not combat skilled, but she is charismatic and convincing. Given the chance she will back-stab the most powerful magic user in the party with her stiletto dagger (which is coated in contact paralysis poison) before running for aid. She has a potion of invisibility on her necklace.

Rayner the chirurgeon. Allandrea has him magically charmed (with regular doses of potion) to aid her with the experimentations. He is skilled in non-magical healing and his chambers contain many potions of all types which he purchases along with general supplies on his trips into town. Even without the potion effect he still loves Allandrea, will follow her instructions slavishly and will protest and prevent any intended harm to her unless convinced otherwise.

Mistakes. Unfortunately Allandrea's power is not consistent, and sometimes the transformation from frog to prince is not complete. This is exhibited in the 7 **Failed Man-frogs**, hideously deformed hybrids found quietly ribbitting and weeping at the periphery of this room. They are angry at everything and will viciously attack anyone with talons and makeshift clubs until everyone in the temple is in as much pain as they are.

Experimental subjects cell. 3 male prisoners shackled to the walls. Judging by the seared stump, one has recently lost his lower arm. One is unconscious with an amphibian leg crudely grafted on instead of his own. If Allandrea gets wind of unexpected guests she will quickly execute the three prisoners and set herself up here posing as an innocent and terrified hostage; she is a great actress.

Gurp the First Prince - and most disappointing to Allandrea – lounges lazily, scoffing large crunchy insects. However indolent, he is a prime physical specimen of a true prince and will defend himself robustly. He has the powers of a well-trained knight and is armed with magical fine plate armour, broadsword, and shield. He doesn't really care for anyone or anything other than himself. The adjoining secret room is a cache of weapons and armour.

Barracks. There are 12 fully-formed, armed and armoured **Frog Sub-princes** here and in surrounding rooms, doing soldierly things: eating, sleeping, with a bit of drilling thrown in. They are pretty much human, except that some are unusually green, have bug-eyes or rubbery lips. They are less powerful than Prince Gurp, but attack intruders on sight.

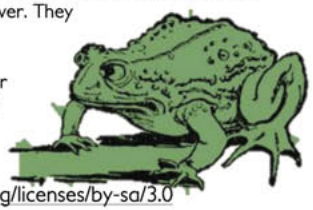
Worst garderobe in the world. You do not want to go in here, trust me. Really. Just don't.

Spume room. Full of foamy bubbles containing smelly and highly combustible gas. Any naked flame will cause an explosion in this and surrounding rooms causing damage (save halves). 11 of the bubbles contain trapped **Swamp Sprites**, small flying fairies each armed with a nasty wit and a rapier who will fight their way out of the temple leaving hurt feelings and puncture wounds in their wake.

Frogspawn. Waist high full of Glurk's melon-sized spawn. Upon plopping onto the floor they burst, each releasing a skittering forearm-sized tadpole with black pin-like teeth. Any that manage to slither down into Glurk's pit cause continuous minor biting damage to the unarmoured lower limbs of anyone standing in that water.

Pit of Glurk the Mighty.
The room is waist deep in foul, stagnant water. Ancient but resurgent, Glurk waits. He is huge, hideous and almost frog-like but, following many experimentation attempts with Allandrea, has patches of human flesh scattered across his rough wet hide and a few extra human limbs at disturbing angles. He attempts to grab any unfamiliar creature or object with his sticky tongue and then will attempt to swallow it. He is also able to cast at will from a random selection of mid-level Druidic spells. His three brides will enter from the adjoining rooms. They are even larger than Glurk but without magical power. They will defend him to the death.

Dénouement. Allandrea will take suicidal action to prevent return to her father. Once in his presence she will convincingly lie, casting blame on her abductors. Only hard proof will suffice to prevent imprisonment and receive a just reward.



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TICKET TO HELL

A morbid adventure about temptation and redemption

Intro

An industrial revolution transformed Hell into a ruthless corporation. Trains ship souls to various places of torment and suffering. Hell's minions put on uniforms and exchanged pitchfoks for stun batons.

Adventurers who are sentenced to Hell along with other damned souls travel by train and visit locations each embodying one of the 7 deadly sins. Players face challenges which tempt them to commit sins punishable by loss of body parts. Only if they resist temptation, atone for their dark past and embrace divine virtues, they earn their salvation.

Random crimes

1	Murder
2	Treason
3	Rape
4	Arson
5	Piracy
6	Slavery

1st stop – Glutton Hall

Temptation: Gluttony
Redemption: Sharing with the less fortunate

"This is the last meal you will ever have. Here, you don't die from hunger, you wither for all eternity. To remember the taste of food, you feast today. Tomorrow you suffer."

Adventurers will fight against other damned souls for the chance to eat from a table full of delicious food while weaker souls watch from afar. After all food is eaten, the devils weigh everybody and cut from each damned soul's body the weight of the food eaten in flesh.

If adventures share their food with someone who is unable to get some by himself, they don't have to pay the price.

For rest of the journey all souls suffer from terrible hunger, but never die from it, unless they find food which should be extremely rare.

2nd stop – Lustful Palace

Temptation: Lust
Redemption: Contience/Modesty

"I have good news and bad news. You are about to meet some very sexy ladies and gentlemen in this palace. The bad news is, we are going to remove your privates afterwards. Enjoy your last night of passion, perverts."

Adventurers can satisfy their carnal urges using a number of alluring chained male and female prostitutes charmed by devils to fulfill all their wishes. Symptoms of various sexually transmitted diseases will manifest the next morning.

Adventurers can eavesdrop on devils talking about a hidden library. Powerful spells are said to be stored within. It is protected by an old devil and an intricate magical ward. What players don't know, all the treasure is long gone.

A crystal in one of the chandeliers is rumored to implant thoughts into someones mind. Adventurers may try to steal it only to learn it's just a worthless piece of glass.

If they don't try to exploit the prostitutes, break into the library or steal the crystal, damned souls may keep their genitals.

3rd stop – Valley of Sloth

Temptation: Sloth
Redemption: Hard work

"The tracks won't clear themselves. Don't make me use my whip you lousy lot!"

The train tracks in the valley are buried under tons of rock after a recent landslide. Devils command all damned souls to clear them. Valley wall is unstable and more rocks fall on the tracks. The effort seems futile.

Adventurers can try to further their own agenda in the meantime while others work on clearing the tracks. Devils confront all the lazy souls and punish them severely.

Not until everybody puts their back into the work are they able to proceed.

4th stop – Trials of Wrath

Temptation: Wrath/Vengeance
Redemption: Mercy

"Another train awaits you on the other side, I wouldn't stay here if I were you."

Damned souls are forced to cross a series of rooms filled with traps. The traps however never target the person who sets them off. The real challenge is to survive the wrath of those who you hurt and forgive ones that hurt you.

5th stop – The Greedy Wheel Casino

Temptation: Greed
Redemption: Self-control

"Before we stop at Devil's Envy Market, you might want to take a shot with The Greedy Wheel. I would wish you luck, but you wouldn't buy it anyway."

Adventurers can play a number of classic casino games like blackjack. They bet bodyparts and win gold that can be spent later on the market. Devils are encouraged to cheat if they can get away with it. Some of the other damned souls win big while some loose everything.

6th stop – Devil's Envy Market

Temptation: Envy
Redemption: Charity

"Here you can spend your hard earned money. Choose wisely, you will not get another chance for a long long time."

Some of the big winners will acquire luxury beyond belief. Adventurers may try to steal or take it from them by force. That should turn out to be rather costly.

A lot of less fortunate souls will try to steal from adventurers. If heroes show mercy and share their gold, their wounds will heal and limbs regrow.

7th stop – Hell's Pride

Temptation: Pride
Redemption: Humility

"We will be passing Hell's Pride. This is actually an only way to get out of hell, so you undestand we have it well guarded."

Adventurers get a chance to fight their way out of Hell. The guardian is too strong for them to defeat. All eventually fall and are restored days later with limb damage.

To think you are better than someone else, that is the ultimate sin; pride. Adventurers can try again, but fail over and over, getting weaker and weaker until they give up and head back to the Glutton Hall. To their surprise, the way leads to salvation.

Random events

1) Hell is freezing over (frostbites, enhanced water magic, weakened fire magic)
2) Nearby volcano erupted (lava rivers, falling ash, enhanced fire magic, weakened water magic)
3) It's raining acid (danger of poisoning, enhanced earth magic, weakened air magic)
4) Thunderstorm sweeps Hell (lightning strikes, enhanced air magic, weakened earth magic)
5) Everybody is on edge and easily turn to violence
6) An invisible creature spies on the passengers and tell on them to the devils
7) Adventurers witness a devil ruthlessly beating the hell out of one of the passengers
8) A number of souls got suddenly crazy
9) Someone tries to steal from you
10) There is an infestation on the train
11) You meet a passenger you wronged during your life
12) Every other person sprouted an extra random limb
13) A devil offers you a bet
14) A devil offers a valuable item in exchange for someone else's body part
15) Adventurers make a friend with a weaker soul
16) Adventurers meet a trader with a selection of usefull items
17) You learn a detail about one of the devils that can help you get on his good side. If there is any
18) You found some food
19) You get a chance to make a good deed that heals you or makes your lost limb regrow
20) You found an interesting item

Bearded Devil Security Guard — Contract Devil Lawyer — Horned Devil Chief Operations Officer

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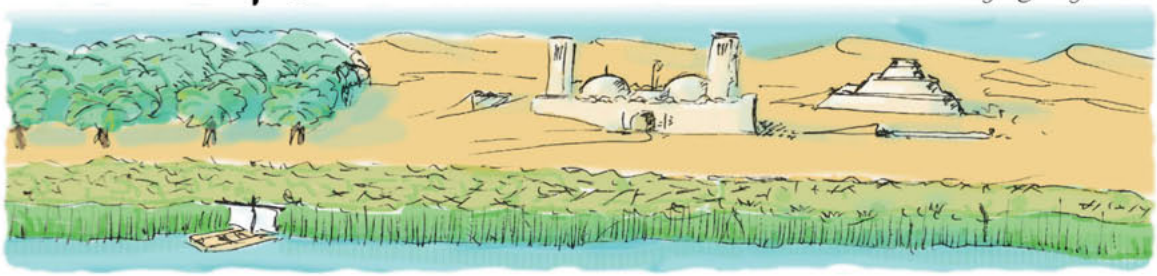
The Papyrus Elves of a Central Nome

By Big-Troy Tucker



As the party is heading up river in a returning old quarry barge they hear the shouts of a child's voice screaming for help. The captain of the boat pulls over to the bank of great papyrus stalks and discovers … it's a trap. Immediately they are attacked by 3 papyrus elves. (see end notes.)

Level 1 The Papyrus Maze.

On the shore of the Great River, giant stalks of papyrus grow over 20 feet high. There are small paths though the tall stalks giving it a dungeon like feel. This area was once part of a paper farm but it has now overgrown and is inhabited by Papyrus elves (pelves).

Areas 1 – 7 There is a coven of 1d6 pelves in each of these areas. Nothing of great value found him these areas but there are random weapons and oddities taken from dismantled ships that have stopped here in the past.

Level 2 Date Plantation.

If the elves start to feel as if they might be overrun by the characters they will try to lure them up to the old date plantation. Here they have laid many rudimentary traps which are easy to spot (dc5) yet deadly (1d6 damage) if activated. Most of these involve snares and pits.

Section 3 The Sand Palace

Time has taken its toll on the small palace. Most of the rooms have been covered in 2-12 inches of sand. If characters dig around in the sand they will discover some carpets. The carpets run 10 to 100 sq feet in size. Also each room contains a few odds and ends which turn out to be cheap little art pieces, such as; brass lamps, ornate perfume bottles, elaborate coffee and tea pots… each worth a handful of gold.

The wind-towers (6) are the homes of 2 large Dire vultures that love to fly in devour the corpses after the pelves are done with them. They have attacked the pelves in the past and they aren't interested in eating them. They are hungry now so any visitors who fall in combat in the sandy areas will be attacked and eaten by the vultures. If "competition" for the bodies gets too severe, they will take it up to a wind-tower and eat it there later.

Section 4 The Tomb of Azurhotep

In his arrogance, Azurehotep the King of Dates built himself an earthen step pyramid. Now the glutinous albino, Akbass, King of the Pelves holds court in the shadow of the crumbling ruins and seeks the treasure below. While the pelves worship him as a god, and give him blood tributes, the energy that sustains him is the necrotic magic from below. Akbass is 13 feet tall, white, and very rotund pelf. He is always attended by at least 12 pelves of various shapes and sizes

AC 12, HP 45, ATT Punch x2 +4, 2d4

Under the decaying earth pyramid is the final resting place of Azurhotep. The chamber itself is flooded in a a few inches of water.

Azurhotep sturs in his burial chamber wanting release, however, he can not get wet or be destroyed.

For combat purposes he is treated as a zombie.

Papyrus Elves

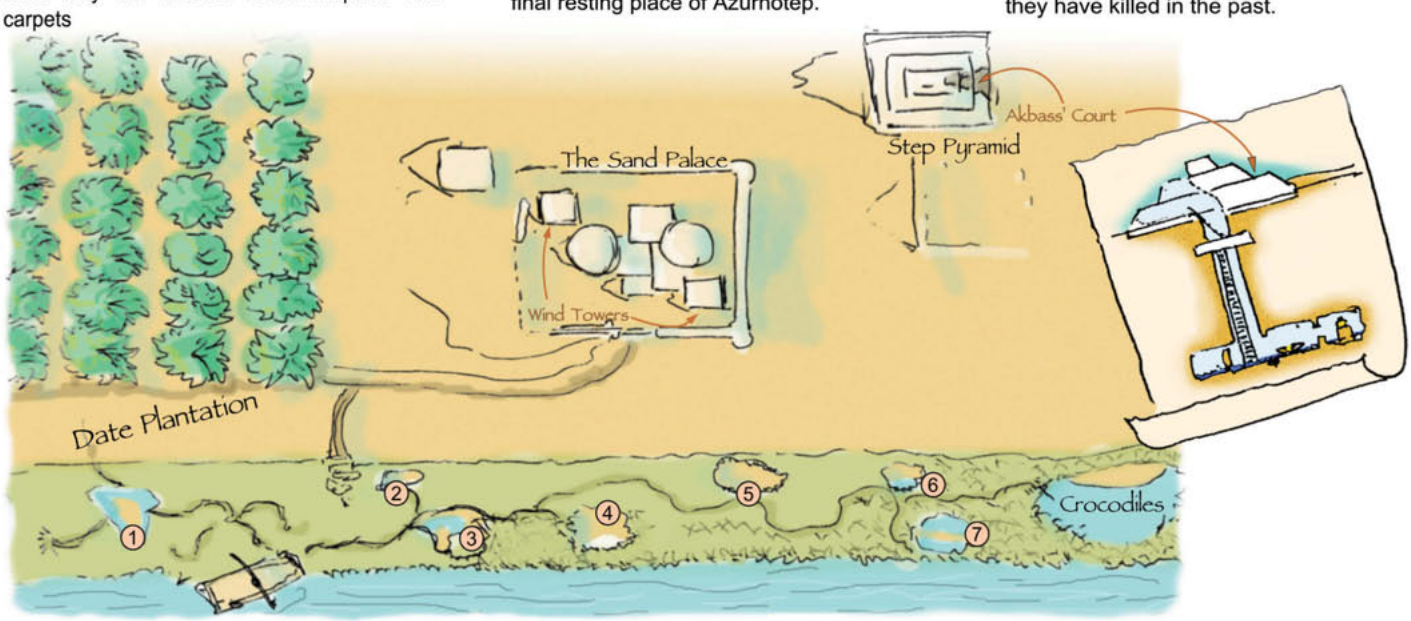
When the goddess of magic wept after learning of the death of her husband, her tears mixed with the river and settled in the shallow pools of the marshes where papyrus grows. And from these tears grew the pelves.

Innate abilities include the spell Prestidigitation 1 in 6 knows another cantrip or a first level spell.

Most pelves live only up to 6 years, but if they drink the blood of a warm blooded creature, they can extend their life by one year. Each year of life gives them one more hit point and another foot in height. Most pelves are 3' tall and have but one hit point. But many grow much bigger. When encountered roll a d12 for its hit points. it's height is equal to 2+hp in feet.

Stats. AC 10, 1-12 hp,

Attacks, most attack with their hands, 1pt damage or use a rock , 1d3damage. a few larger ones will use weapons they have taken from those they have killed in the past.



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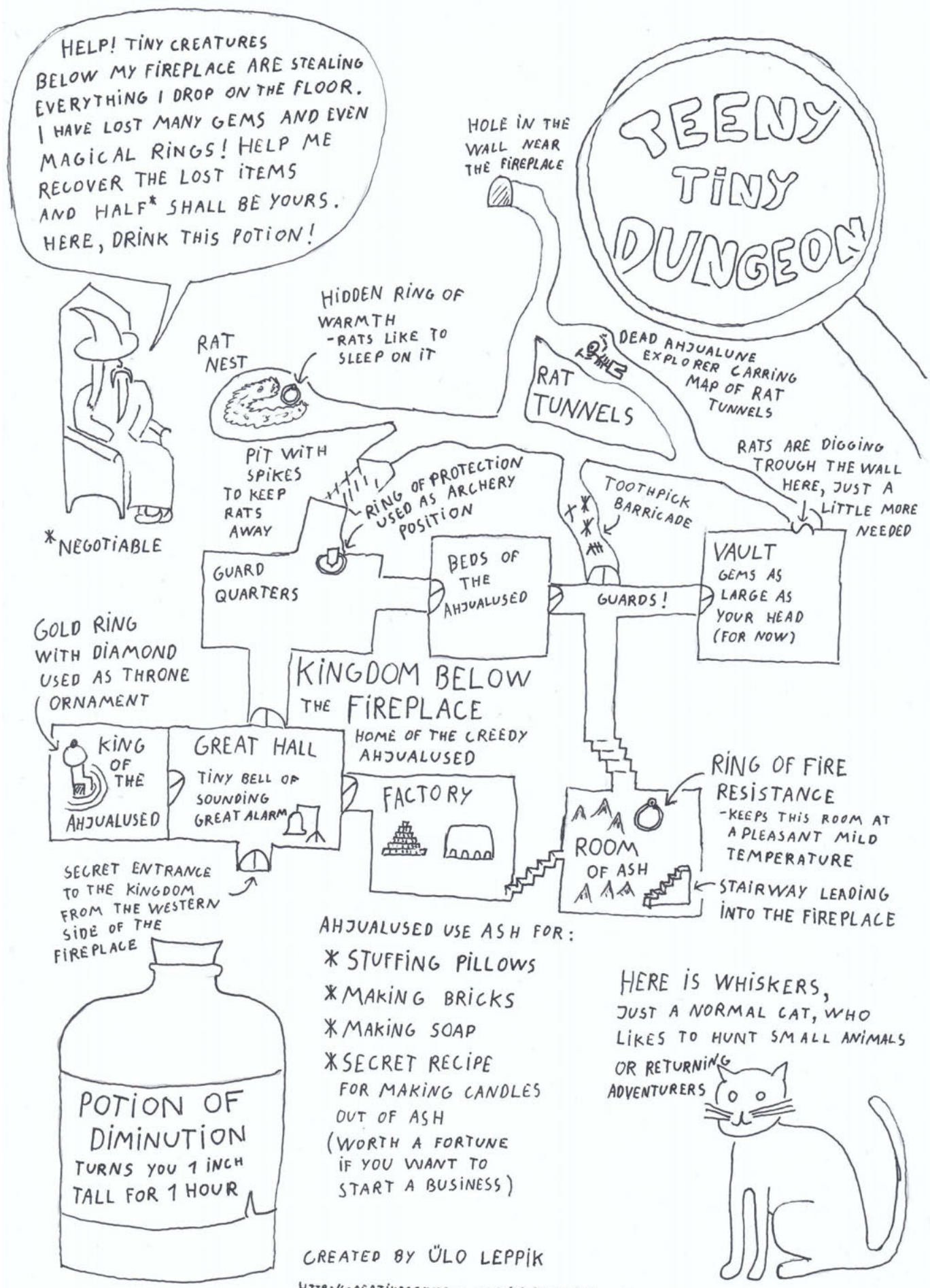
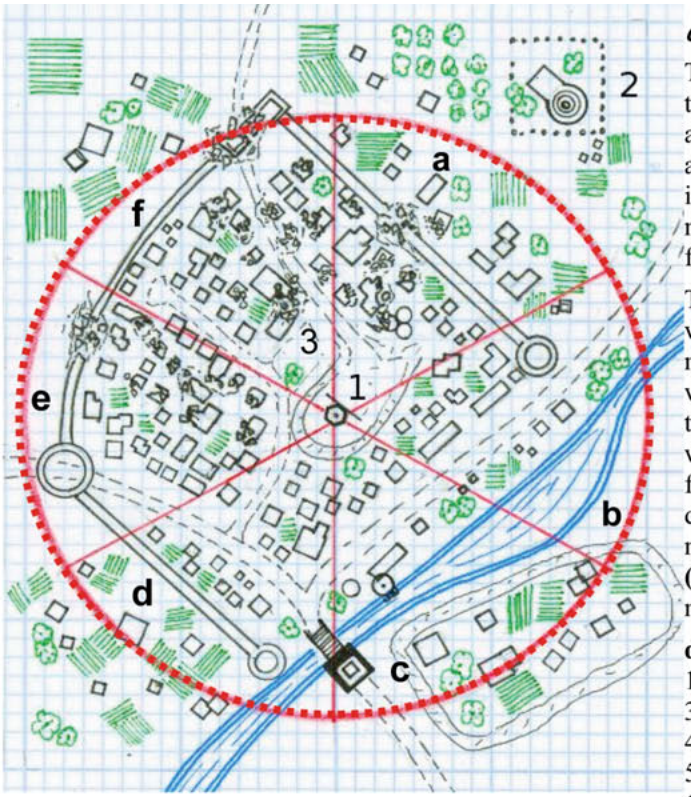

HELP! TINY CREATURES BELOW MY FIREPLACE ARE STEALING EVERYTHING I DROP ON THE FLOOR. I HAVE LOST MANY GEMS AND EVEN MAGICAL RINGS! HELP ME RECOVER THE LOST ITEMS AND HALF* SHALL BE YOURS. HERE, DRINK THIS POTION!
*NEGOTIABLE
TEENY TINY DUNGEON
HOLE IN THE WALL NEAR THE FIREPLACE
HIDDEN RING OF WARMTH -RATS LIKE TO SLEEP ON IT
RAT NEST
RAT TUNNELS
DEAD AHJUALUNE EXPLORER CARRING MAP OF RAT TUNNELS
PIT WITH SPIKES TO KEEP RATS AWAY
RING OF PROTECTION USED AS ARCHERY POSITION
TOOTHPICK BARRICADE
RATS ARE DIGGING TROUGH THE WALL HERE, JUST A LITTLE MORE NEEDED
GUARD QUARTERS
BEDS OF THE AHJUALUSED
GUARDS!
VAULT GEMS AS LARGE AS YOUR HEAD (FOR NOW)
GOLD RING WITH DIAMOND USED AS THRONE ORNAMENT
KINGDOM BELOW THE FIREPLACE
HOME OF THE CREEDY AHJUALUSED
KING OF THE AHJUALUSED
GREAT HALL
TINY BELL OF SOUNDING GREAT ALARM
FACTORY
RING OF FIRE RESISTANCE -KEEPS THIS ROOM AT A PLEASANT MILD TEMPERATURE
ROOM OF ASH
STAIRWAY LEADING INTO THE FIREPLACE
SECRET ENTRANCE TO THE KINGDOM FROM THE WESTERN SIDE OF THE FIREPLACE
AHJUALUSED USE ASH FOR:
* STUFFING PILLOWS
* MAKING BRICKS
* MAKING SOAP
* SECRET RECIPE FOR MAKING CANDLES OUT OF ASH (WORTH A FORTUNE IF YOU WANT TO START A BUSINESS)
POTION OF DIMINUTION
TURNS YOU 1 INCH TALL FOR 1 HOUR
HERE IS WHISKERS, JUST A NORMAL CAT, WHO LIKES TO HUNT SMALL ANIMALS OR RETURNING ADVENTURERS
CREATED BY ÜLO LEPPIK
HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-SA/3.0



Grist for the Mill, by Vance Atkins

The old **post-mill (1)** lay idle for years, its runner stone cracked, and the windmill replaced by a new water mill. A month ago, Atin Shaban arrived with a 'new' stone and said he would set the mill grinding again. He repaired the mill-works and winched the new runner stone into place. Passersby noted that the millstone appeared odd – black, not of usual buhrstone, with intricate carvings where the lands and furrows should have been.

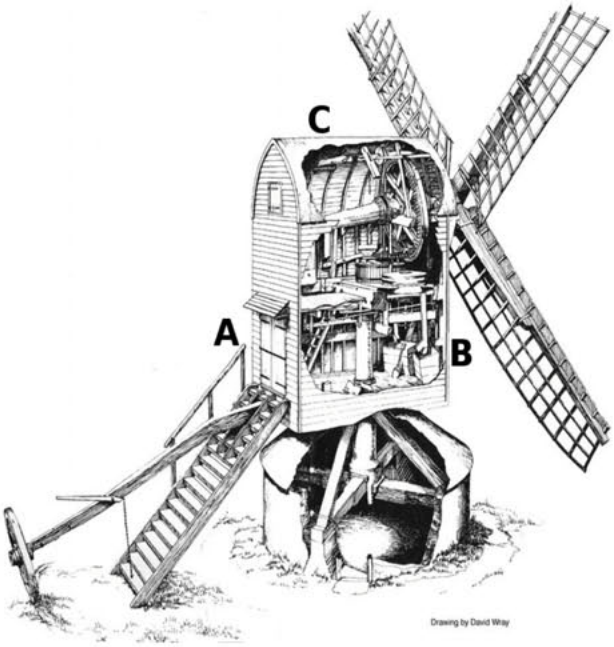
The post-mill turned into the wind and the nightmare began. The town was racked by earthquakes. Walls and buildings collapsed. Monsters, many not of this plane, appeared and disappeared. Townsfolk fled, or went mad. The town burgher fled when his servants turned on him and tried to eat his face. He retreated to the **abbey (2)** outside the city walls as the madness crept outward. The abbey is outside the radius for now, but with each day the chaos grows nearer. The burgher is desperate – the town coffers are open to anyone who can cease the madness (although the cashbox is buried under the collapsed **city hall (3)**). Approaching the mill requires negotiating the damaged town, magical effects, and possible invasive creatures.

d12 Millstone Effects (Shifts hourly within each of the 6 sectors):

1-2. No effect
3. Magic doesn't work
4. Magic 2x effects
5. Magic effects reversed or affect random target
6. Insanity – save vs WIS score
7. Increased gravity – all movement halved, all missiles ½ range, melee -2 to strike
8. Earthquakes, 1d4/turn building or debris-fall – 2d8 dmg within 15' radius of building
9. Light warped - vertigo, melee at -4
10. *Hallucinatory terrain* - alien landscape (per spell)
11. *Darkness* (per spell)
12. Roll twice, ignore 1 or 2

d12 Wanderers (1d6 chance of encounter per exploration turn):

1. Townsfolk (cowering in fear, looting, or gone mad)
2. Town guards, in shock, retreating from attempt to approach mill
3. Imps (2-4), causing havoc
4. Misc. Undead (d10: 1-3:<1HD, 4-6:1HD, 7-8:2HD, 9-10:3HD)
5. Small elemental (4HD)
6. 2-12 Chaotic Humanoids, attracted by the mill's aura
7. Dinosaur, confused (d6: 1-4:herbivore, 5-6:carnivore)
8. All plants become ambulatory, carnivorous
9. Displacer beast (1d4 chance of fighting blink dogs)
10. Giant wedge of alien cheese, tasty (roll-under CON & permanently gain 1d3 pts to random attribute, otherwise lose 1d3 pts).
11. 1-4 Horned worms burst from ground (HD4, AC6/13, lamprey-like jaws, 1d8, attaches on target)
12. Fire salamander, extra grumpy



Post-Mill – The mill's floors are 15x25', with two levels. The varied stone effects within the cramped space make for complex logistics. **A) Door** - secured with *Wizard lock* unless null magic in effect; **B) Meal Floor** - Dis-articulated bodies of Atin Shaban's assistants are strewn here, torn apart by the stone's forces; **C) Milling Floor** - The **Ageaul'i Stone** was intended to access a parallel world, but was incorrectly activated, instead grinding time and reality, and leaking elemental and abyssal planes. Atin Shaban spins in agony, half bound into the stone as it slowly turns on the bedstone. Insane and partially incorporeal, Shaban is imprisoned by the alien black stone he intended to control. In lucid moments he cries, 'Kill me!', 'Free me!' or 'Hang the stone!' between guttural screams and alien words (MU9, HP 21, AC8/11, incorporeal - magic weapon to hit). Touching him (or the stone) causes 2d8 electrical damage + 1d6 chance of being bound into the stone. Shaban may be removed by magical means (*levitation, dimension door, etc.*). Removing him from the stone has a 75% chance to kill him from shock. Killing him has no effect on the stone. Wedging the stone in place or damaging the mill works will 'freeze' the effects but not stop them. Suspending the stone (700 lbs), by physical (non-metallic) or magic means, will disconnect it from the bedstone (and by association, this plane), until a means to break or secure it may be found. ...and therein begins a further adventure...

http://leicestersramble.blogspot.com/

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The Brass Canon's Plunder

By Warren Abox

Getting Ashore
1. Moor at the Old Pilings
2. Risk the gap in the cove's teeth
3. Set a dinghy ashore in the marsh

Directions to the plunder:

Stand on the upper jaw and face the midnight sun,
Set yer bearing for the lefthand gap and steer dead ahead,
At the foot of the father bear we planted three small pineys.
Dig down half a man and half a man again.

In which the players recover an old pirate's journal, that of the priest turned brigand who went to a watery grave leaving a trunk full of plunder buried on an isle.

The Lighthouse

The steps are old - 1 in 6 chance one crumbles into the sea (DEX check to avoid).

Owlbears

AC 5, 22 hp, 2 claw 1 bite, 1d8 each

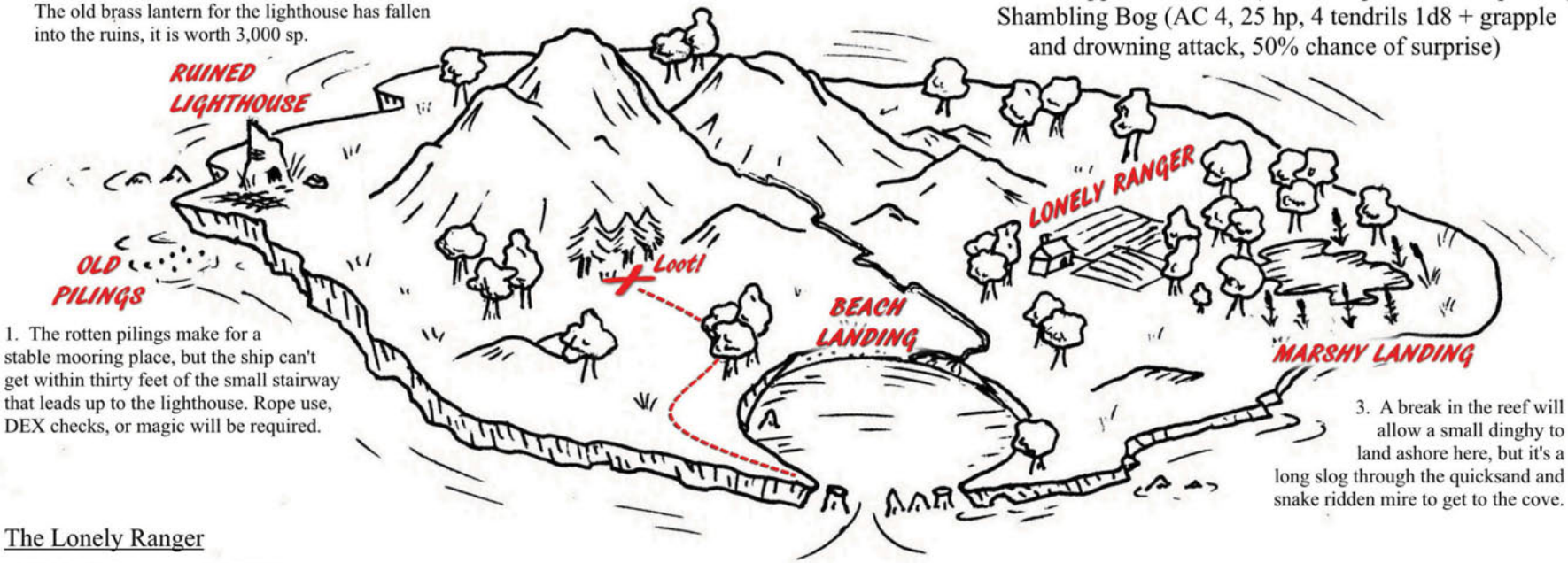
The old brass lantern for the lighthouse has fallen into the ruins, it is worth 3,000 sp.

Marshy Landing

Quicksand - WIS to avoid, STR to rescue

Black copperhead snake (AC 5, 4 hp, bite 1d4 + poison)

Shambling Bog (AC 4, 25 hp, 4 tendrils 1d8 + grapple and drowning attack, 50% chance of surprise)



1. The rotten pilings make for a stable mooring place, but the ship can't get within thirty feet of the small stairway that leads up to the lighthouse. Rope use, DEX checks, or magic will be required.

3. A break in the reef will allow a small dinghy to land ashore here, but it's a long slog through the quicksand and snake ridden mire to get to the cove.

3. The Captain's secret entrance is partially blocked by the mast of the Godshank, which sits just below the waves in the gap. If the PC's don't realize it is there, the hull will be pierced, and the repairs will force them to tay on the island for a week longer than expected.

The Lonely Ranger

AC 5, 25 hp, sword 1d6+1

Spells

Snake charm, plant growth

This cantankerous old ranger was enjoying his solitude until the party showed up. He is friend to all the animals on the island, and will coordinate attacks with anything handy. Rattlesnakes live in the hills, and a cougar or two will come to aid him as well. He is even friends with the shambling bog thing. If the party moves carefully about the island, he may help them find the loot. He may require they clear out the owlbears who have been poaching his flock of goats on the high hills first, though.

Cougar (AC 6, 17 hp, 2 claw 1 bite for 1d4 or 1d8)

The Plunder

Two bottles of vintage wine, one turned sour (worthless) and one still good (150gp)
Two large pieces of ivory weighing 10 pound each (worth 100gp each)
Two small barbarian idols carved from whale ivory (worth 500gp each)
Two sacks of gold dubloons (500gp each) and 2,000 loose gold coins
Silver chalice set with green spinel gems (2,000gp)
In a velvet pouch, a delicate silver necklace set with blue spinel (3,000gp)
A +1 cutlass, tempered steel blade with an ivory handle set with a small ruby

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warinabox.blogspot.com

Before the oracle weeps...

Bastien 'Acritarche' Wauthoz
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FOR USE WITH DW DUNGEON WORLD

Designed by Bastien Acritarche Wauthoz

Horrible hallucinations, sometimes deadly, always threatening have appeared outside Caer Kalder. A mystery to solve.

Nightmare spirits aka hallucinations

To terrorize to death

- Materialize out of thin air
- Chase the afraid
- Grow on the fear

District of the distillers of dream

The glass caves, lair of the fire sap smugglers

The altar of outsider spirits

- Summon a nightmare spirit
- Resist magic
- Consume fire sap

CAER KALDER, royal stronghold and troubled city

- Talk about the coming of the oracle
- Deal vials of fire sap dream
- Show the lewdness of the noble class

The obsidian kingdom

TIME ticking away

Day 1

Day 2

Day 3

The mirror-face assassins of CAER MIRETNA

To act incognito

8 | 1 | d6 — Sneaky weapon reach, close

Group, Intelligent, Stealth

- Take the form of someone else
- Disappear in the crowd
- Sneak attack

VESETNA, leader of the Mirror-faces

The duchesse SEMITANIS

To show her superiority

12 | 1 | d8 — Fire gauntlet close, messy

Solitary, Intelligent, Organized

- Follow the etiquette
- Lead Mirror-faces
- Dictate her will

Corrupting the oracle

To destabilize the kingdom

- Huge barrels of fire sap are smuggled into town day and night
- A Mirror-face denounces the city lewdness and kills the king's daughter
- Semitanis pleads her cause before the oracle and keeps out competition

Hallucinations randomly attack outside the city wall

The oracle appears and weeps for the kingdom before removing the king

The kingdoms comes under the Mirror-face's rule and they take revenge for centuries of oppression

AAR-DERNABIS, lewd king and drug addict

Miretnian technosorcery

CC BY SA

SHAMBLING THRONE OF THE DEATH CULT KING

CARRIED BY AN UNDEAD HORDE, THE DEATH KING NULGARBAD PAVES A TRAIL OF DESTRUCTION ACROSS THE LAND. DARE YOU INFILTRATE HIS SHAMBLING THRONE?

HANDLING CLERICS, PALADINS AND TURN UNDEAD

THE HORDE'S OVERWHELMING NECROMANTIC ENERGY STUNS CASTERS WHO ATTEMPT TO TURN UNDEAD. DIVINE SPELLCASTERS MUST HIDE THEIR SPELLS LEST THE HORDE RISES AGAINST THEM.

1: ZOMBIE GIANT DRUDGES

THESE ROTTEN GIANTS HAUL THE CULT HEAD-QUARTERS ONWARDS ON ITS ENDLESS SHAMBLE. THEY ARE MINDLESS.

2: ORGAN OF THE DAMNED

A MAD CULTIST PLAYS A CRAZED CONCERTO THAT KEEPS THE HORDE SHAMBLING FORWARD. IF SLAIN, A NEW CULTIST TAKES HIS PLACE IN SHORTORDER

3: NORTHMAN DEATH BARGE

THESE NORTHMEN ARE EAGER TO CARRY ON RAIDING – EVEN IN UNDEATH! THEIR VESSEL CARRIES A VAST STORE OF ALE.

EXPLORING THE SHAMBLING THRONE

THE CULTISTS' SETTLEMENT IS SHACKLED TO THE SHOULDERS OF THE DEAD. THE HORDE IGNORES ANYONE WEARING A CULT MEDALLION (A SEVERED HAND FROM ONE OF THE ZOMBIES) UNLESS THEY GET TOO CLOSE! THE PATRICIANS WHO HIRED THE ADVENTURERS TO STOP THE DEATH KING PROVIDE ONE OF THESE MEDALLIONS TO EACH P.C.

11: DEATH CULT KING

THE DEATH KING'S ROTTING GAZE STRIKES DOWN ANY INTERLOPERS WHO DEFY HIM. ONLY AN ADVENTURER WHO WEARS THE HIGH PRIEST'S PLAGUE MASK CAN WITHSTAND IT.

10: VAMPIRE COFFINS

A CABAL OF VAMPIRIC JESTERS EMERGES FROM THESE COFFINS EACH NIGHT TO ENTERTAIN THEIR KING. DON'T LAUGH – THESE FOOLS CAN BE DEAD SERIOUS TOO!

4: CAPTURED GIANT JARL

JARL PONTUS IS ENRAGED AT HIS CAPTURE BY THE DRACOLICH, AND CRAVES REVENGE. HE IS WEAK, BUT PERHAPS SOME ALE COULD REVIVE HIM?

5: DRACOLICH LAIR

MALKLATAMIR THE DRACOLICH LAIRS HERE ON A PILE OF TALKING SKULLS – HIS OWN NECROMANTIC HOARD! THE DRACOLICH IS LOYAL TO HIS KING AND FLIES TO HIS AID IF CALLED.

6: SACRIFICIAL PLATFORM

WILLING (AND UNWILLING) VICTIMS ARE SACRIFICED HERE AND TURNED INTO ZOMBIES. SOMETIMES VILLAGERS LEAVE THEIR DEAD IN THE HORDE'S PATH AS TRIBUTE... A WAY IN, PERHAPS?

7: BONE CATAPULT

USED TO CRACK OPEN CASTLES IN THE HORDE'S PATH, THIS CATAPULT COULD BE TURNED AGAINST THE DEATH KING'S THRONE. – BUT YOU'D ONLY GET ONE SHOT!

8: CULT QUARTERS

THE DEATH CULTISTS REST HERE WHEN THEY'RE NOT OUT IDOLISING THEIR ROTTEN KING. AT ALL OTHER TIMES, IT IS BARELY GUARDED...

9: TEMPLE OF DEATH

THE DEATH KING'S HIGH PRIEST CONDUCTS BLACK MAGIC RITES ON THIS PLATFORM. HE WEARS A MAGIC MASK THAT PROTECTS HIM FROM THE STENCH – AND HIS KING'S GAZE

THIS MAP WAS CREATED BY WILL DOYLE & STACEY ALLAN UNDER A CREATIVE COMMON ATTRIBUTION – SHARE ALIKE 3.0 LICENSE: CREATIVECOMMONS.ORG/LICENSE/BY-SA/3.0

Bonus Dungeons

From the Original
2009 One Page Dungeon Contest

Winners

Heron Prior
Cry of the Gravegod
Best Old School Dungeon

Andrew Gale
Valley of the Necromancer Kings
Best New School Dungeon

Simon Bull
Secrets of the Old City
Best Overall One Page Dungeon

Cry of the Gravegod – A One-Page Dungeon

written by Heron Prior (h.prior@comcast.net)

Vekkoru, God of the Ghostly Pathways

□ekkoru was a legendary hero of a people now lost from memory. When at last he was slain, his Gods were heartbroken. Rather than allowing him to pass into the Heavens, they bestowed upon him a place in death - to guide and protect the spirits of the dead on their long journey to the afterlife. His tomb became a shrine, and his killer - the Night Hag, Greva - was sentenced to guard over his remains for all time.

Now, his people have vanished, and their Gods have faded. Only Vekkoru remains. As the pantheon died, so did the pathways to its afterlife. The spirits of the last of Vekkoru's people gathered around his barrow, but he could deliver them no longer. He remained trapped in this plane, tied to his tomb by the same magic which had bound his killer.

The hill above his shrine became a haunted place, its rocky crags thick with the ghosts of the fallen. To free Vekkoru and the tortured souls who surround him, his guardian must be destroyed and the ritual of binding undone.

Random Encounters

- Ghostly Procession (a line of wailing figures, groping and stumbling along as if in darkness)

- Phantom (touch causes glimpse of spirit's final moments of life. 50% chance of uncontrollable panic)

- Spectre (a visitor to the shrine, attracted by the spiritual upheaval)

- Wraith (same as Spectre)

General Note: Undead native to the Shrine cannot be turned

1. Vestibule. A steep-walled sinkhole, 20 –30' deep, open to the sky and full of leaves and tumbled stones. (A) Small stone door, concealed by ivy and wedged ajar. Within are 2 charred skeletons. Carved in the floor before doorway to 2. is a bas-relief of a bear, wreathed in flame. Inscription above doorway, in forgotten tongue. (if deciphered: "Who shall lead us on the final path?") Speaking Vekkoru's name allows passage. Otherwise, touching door summons a Huge, bear-shaped Fire Elemental.

2. The Dead Shrines. Lit by eternal torches. Signs of combat in main hall…many green stone shards and splintered bone. Shrines A & B are darkened, no longer holy. (A) shrine of Zan, Lord of the Skies. Statue has gold inlay, some missing. (B) Minah, Goddess of the Hearth. Statue has jade details. (C) Vekkoru's Shrine. Statue has pearl eyes. West wall is lined with hundreds of eternal candles in many colors. A carving on the South wall shows a line of wretched souls moving through a burning wilderness. Above, the three gods of the shrines look down. Below each god is a small alcove. Placing candles of the correct color in each alcove (A – gold, B – green, C- white) opens a secret door to area 3. Placing the wrong candles or damaging the statues triggers a trap - a horde of Petrified Skeletons begins to stream from hidden room (D.). (99 skeletons total. Covered in greenish mineral deposits. Treat as sturdier, double-strength Skeletons with stone clubs) The skeletons pursue only as far as the Vestibule.

3. Deserted Chambers. Abandoned rooms once used by caretaker priests. One holds 3 Phase Spiders and a desiccated corpse. A milky blue *Etherweb Stone* is hidden in the dust. Functions as a minor Ioun Stone, but cursed. Creates disturbances in the Ether. 20% chance per day of attracting 1-3 Phase Spiders at a random hour, day or night.(!)

4. The Graven wood. Lit by magic starlight. Elaborate stonework, carved to resemble a forest in exquisite detail. An illusion of a real forest shifts in and out of vision. This is the dream-realm of Daughter of the Leaves, a sylvan spirit allied with Vekkoru. Her domain has been invaded by a Spirit Naga - a servant of Greva's mother. The power of its will corrupts the dream realm, and DotL cannot drive it out. …When the party enters, ghostly forest animals attempt to lead them to DotL at her Stone Oak (A.). She begs them to kill her enemy, but cannot answer questions about rest of shrine. If Naga is destroyed, she rewards with healing, several useful scrolls, and by revealing the door to the Hall of Brides. If attacked, she disappears.

…The northern half of the wood is corrupted, its stone crumbling and dripping with slime. Wandering are 3-6 corrupted ghostly wolves. (Incorporeal Dire wolves) The Naga is at (B), coiled high in the branches. Below it sit two Yeth Hound servants and the withered corpse of a charmed warrior who starved to death. The Naga wears a valuable collar of gold and jade, and a rune-etched false tooth functions as a brooch of shielding. Warrior's corpse has adventuring gear and a magic shield.

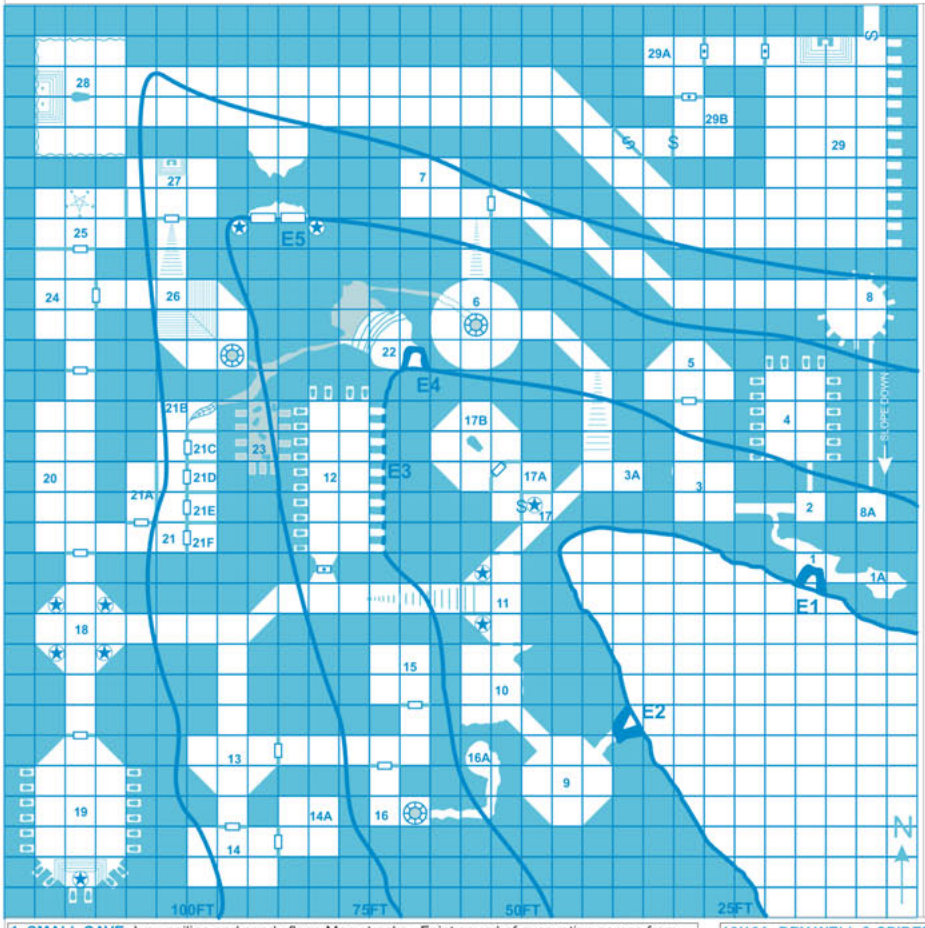
5. Hall of the Brides. Lit by eternal candles. Alcoves hold sarcophagi, depicting Vekkoru's earthly brides. Damaging a sarcophagus causes the bride within to emerge as a Wight. A faceless, 7' "fertility figure" statue blocks the door to 6. If examined, her surface is crudely chiseled, but lips are smooth and polished. A watery basin at her feet holds semi-precious stones, small bits of jewelry, and odd coins. Stealing from basin animates statue as Clay Golem. Returning stolen items halts attack. Retreating to Graven Wood resets the golem. …Placing a gift of 100+ gold value in the basin causes the statue to kneel and hold open its arms. Kissing the statue on the lips causes her to step aside and allow passage.

6. The Well of Sorrows. Ringed by a descending stair. A stench rises from below. In the center, hundreds of moaning spirits swirl like a spiraling pillar, giving off a faint blue glow. Anyone touching the beam will be rended as if by a Blade Barrier. Each minute, 25% chance a spirit splits off from the spiral to approach the party. (treat as Phantom or Shadow, as desired)

7. Greva's Prison. The night hag, Greva, (Night Hag, mid-level Cleric/Sorceress) riding an Abyssal goat (treat as Nightmare) and carrying a magic, acid-tipped spear. She is aware of any intruders and will be waiting. Eager for knowledge, she pretends to parley, but will kill all regardless. If killed, she dissolves in a mist. (A) Three former victims, impaled on stone spikes, can animate at Greva's command. [Treat as Mummies] In North corner is a plain stone chair where Greva spends eternity. Tucked below is a box made from a mummified head, (holds gems) and a valuable magic tome. Greva has etched elaborate images on the walls with her spear. These are crude but truly disturbing artworks. Examining for too long may bring nightmares in days to come, and a chance of attracting the attention of one of Greva's sisters.

8. Tomb of the Gravegod. Room is interior of massive red crystal geode, formed from Vekkoru's heart's blood. Floor of crushed shells. Sound of a slow heartbeat reverberates. In center, a large, pulsing heart made of ghostly fire hovers above a single candle. Items of gold and silver are heaped below. An impenetrable wall of spirits swirls around all of it. …Greva's skeleton lies on a raised slab near entrance, staked through chest with a crystal spear. A rune-covered jar holds her withered organs, and allows Greva to resurrect after seven days. The Spear binds her to the shrine. Destroying both spear and jar causes spirits to draw back. Snuffing the candle releases Vekkoru's spirit with a grateful, echoing sigh. At this point, the entire shrine begins to creak and collapse. The party has 30 minutes to get out – be sure escape feels urgent! If they are quick, they can grab whatever portable valuables the referee deems appropriate, as well as a magic bow, mace and talisman used by Vekkoru in life.

VALLEY OF THE NECROMANCER KINGS



BACKGROUND:
Seeking to evade capture for his atrocities, **Ungoth,** the last Necromancer King fled his besieged city of **Tyrsis** to a desert valley. There, he completed rites to attain immortality; a state the Necromancer King has enjoyed for a millennium. Recently, a coven of cultists led by a triumvirate of evil necromancers (**Manse**, **Darghul** and **Balagos**) have discovered this secret valley. They have moved to the catacombs within and every night, practice rites to renew the reign of the Necromancer Kings. The Triumvirate see their cultist minions as mere fodder to be exploited as they see fit.

ENTRANCES:
E1: The worker's tombs, now dormitories for the cultists.
E2: A new tunnel that leads an empty mausoleum and the main catacomb complex.
E3: Elements have exposed the tomb wall at area **12**. Ghouls inside now use the short tunnels to gain access into the valley and beyond.
E4: Limestone cave leads to area **22**. Formerly a **Troll's** lair.
E5: The Black Gate. Weathered statues are indiscernible. Stone doors are barred and *arcane locked* (or equivalent). The tunnel beyond has collapsed. The walls of Areas **28, 29** and the passage between have been enchanted to forbid teleportation spells at or below 5th level (with the exception of the **Crypt Thing** at area **27**), as well as all transformation spells. Because of the cave-in however, a *transmute rock to mud* has a 50% chance of working in the entryway. **Doors in 29 (including the secret doors) are *arcane locked* (or equivalent) and bear a *Symbol of Insanity* and an *Alarm* spell.**

WANDERING ENCOUNTERS (d20):
(Encounter chance is a base 11%, checked hourly or as required)
01-04: 1d3 **Ghouls**
05-08: 1d4 **Cultists**
09-12: **Cleric Overseer** and 1d3 **Zombies** or **Skeletons**
13-16: 1d4 **Cultists and** 1d2 **Hyenas**
17-19: 1d3 **Lacedons**
20: **Troll** from area **21A** hunting for food.

LEGEND: ☐=10ft

CAVE	STATUE	SARCOPHAGUS
CANDLE	WELL	PENTAGRAM
FISSURE	DOOR	LOCKED DOOR
WATER	THRONE	CURTAIN
DAIS	STAIRS UP	

1. SMALL CAVE: Low-ceiling and sandy floor. Many tracks. Faint sound of excavation comes from the west. Foul dog-smell drifts from east.
1A. HYENA LAIR: Unlit cavern, overwhelming stench of dogs. **6 trained Hyenas.** In the many gnawed bones littering the ground is 2d20sp.
2. ANTECHAMBER: Featureless. Excessive noise alerts occupants of areas **3** and **4.**
3. UNFINISHED CHAMBER: **5 Zombies** (**Cleric Overseer** in north passage) toil at the west wall of this rough chamber, tunnelling through the bedrock to the passage leading to **3A.** The **Zombies** are equipped with various picks and shovels. The **Cleric Overseer** has standard equipment and 13gp.
3A. DEAD END: **6 Skeletons** toil tirelessly against east end of passageway.
4. CULTIST DORMITORY: Formerly a worker's tomb. Alcoves contain open sarcophagi that cultists now use as rest areas. **14 Cultists**. Each has a black cult robe, dagger, and 1d4x5gp.
5. STORAGE: Formerly a canopic jar storage. A number of barrels contain iron rations and a 6 locked trunks contain cult robes, weapon racks contain swords and maces.
6. WELL: Stone well leads to area **22**. Oft-used as the cultist water supply. Water brackish and cloudy. Loud noises will attract **1-2 Lacedons** from area **23**. At the bottom of the well submerged in silt is a locked coffer that contains a *Scroll of Transmute Rock to Mud, a Potion of Flying,* and a ruby worth 50gp; being the items of a treasure hunter who sought to bypass the cave-in at **E5** but was killed by **Lacedons** years ago.
7. PLUNDER STORAGE: Items plundered from caravan raids: Tack and harness, tents, camping gear, several crates of adventuring gear and other odds and ends may all be found here.
8. ADEPT'S CHAMBER: This small tomb now serves as a dormitory for four **Dark Adepts** who have risen from being mere cultists. **Dark Adept #1** *(+1 Mace)*, **Dark Adept #2** *(+1 Dagger)*, and **Dark Adept #3** *(+1 Shortsword)*. The fourth has become a **Wight** that now is down in **8A.** So far, the **Wight** has not attacked its former companions. Each of the **Dark Adepts** wears cult robes, standard equipment plus 1d4x10gp each.
8A: WIGHT LAIR: Tunnel slopes down to this chamber. **Wight**. Standard treasure and *+2 Scimitar*.
9. EMPTY MAUSOLEUM: Sand from the valley has blown in here from the NE. Faded frescoes depict the golden age of the Necromancer Kings.
10. COLLAPSED ROOM: East section of this chamber is filled with scree that tapers to the roof.
11. CATACOMBS OF THE NECROMANCER CULT: These stone steps lead up into the deeper reaches of the valley. Two ancient statues of Necromancer Kings guard the stairs. There is a double chance of wandering monster in this area during the day, triple chance at night.
12. GHOUL WARREN: This large tomb is now home to **12 Ghouls** and **2 Ghasts**. The eastern alcoves open onto the valley wall at **E3**. The main door in south wall is made of stone and is locked. **Balagos** in area **14A** has the key. A large mountain of bones dominates the floor of this chamber, an extensive search reveals *+1 Elven Chain, +1 Shield, +2 Longsword* and 29gp.
13. ANTECHAMBER/TRAINING AREA: Training area for **Sarixx** from area **15**. Swords and daggers of every type rest on wall-mounts along the SE and SW walls.
14: THE NECROMANCER'S STUDY: This room is always guarded by **5 skeletons** (falchions, shields, plate armor). A large stone slab dominates the centre of the room upon which are various books, implements and devices relating to the black arts. A bookshelf occupies the south wall and contains similar information on necromancy and mummification rites (worth 500gp).
14A: BALAGOS' CHAMBER: Furnished room with a bed, a small table and chair as well as a locked chest in NW corner. **Balagos the Necromancer** *(ring of wizardry, wand of magic missiles, wand of lightning)* and **Kerxit,** his **Quasit familiar** are located here when not in areas **14** or **19**. The chest contains **Balagos'** spellbook, **Darghul's** spellbook (see area **17B**), extra material components, and spare clothing. **Balagos** owns the key to the chest and the key to area **12**. If **Kerxit** is slain, **Balagos** advances from the 'middle aged' to the 'old' age category and loses 2 levels.
15. ASSASSIN OF THE NECROMANCER CULT: Sparsely furnished with a straw mattress, a chest, and a table and chair. Trapped chest contains 5 vials of spider poison, a *potion of poison* as well as a number of courtesan's gowns. Private chamber of **Sarixx the Assassin** *(+1 leather armor, cloak and boots of elvenkind, dagger of venom, +2 shortsword, Figurine of Wondrous Power - Golden Lions)*.
16/16A. DRY WELL & SPIDER LAIR; A dry well leading down to area **16A**. **3 Giant Spiders** were brought in by **Sarixx** who farms their poison. Two live in area **16A** and the third on the ceiling above the well in area **16.** It will drop onto anyone that descends inside the well. Standard Treasure at **16A**.
17. STATUE: Secret door hidden behind statue. Activated by pressing the statue's left eye.
17A. CANOPIC STORAGE: Fresh organs occupy canopic jars within a marble basin.
17B. DARGHUL'S CHAMBER: **Darghul,** second of the Triumvirate lays here in a desperate bid to overcome a magical wasting disease and become immortal. Instead of creating **Darghul** as a mummy, **Balagos** turned **Darghul** into a **Son of Kyuss. 6 zombie cultists** also guard this chamber.
18. ANCIENT GALLERY: Four stone statues of the Necromancer Kings stand here. The statues are in fact **4** inert **Stone Guardians** and if anyone not wearing cultist robes enters, they attack.
19. THE NECROMANCER CULT: **14 cultists** reside here having recently marvelled at **Darghul's** transformation. At night, **Balagos** conducts necromantic rites in this chamber with the **Dark Adepts** from area **8**. A silver ring on the statue's finger is a *Ring of Invisivbility*. The **Spectre** of **Ungoth's** last vizier lives within the statue, attacking anyone who tries to steal the ring.
20. TRIUMVIRATE CHAMBER: Meeting chamber for the Triumvirate. Long oaken table with only three chairs. **10 skeletons** (falchions, shield and plate armor) stand to attention along the west wall. This area is off-limits to cultists**.** Various plans for expansion and conquest are strewn on the table.
21A to F. PRISON: Holding area for prisoners of interest and captured PCs. **21A: Troll Gaoler** lairs here, having moved from the cave at area **22**. Scattered in this filthy chamber is the gaoler's keys and the possessions of any prisoners. The **Troll** disposes bones and waste in the fissure at **21B. Mercia the Cleric** from **New Tyrsis** is imprisoned at **21C**. **21D-21F** Are empty.
22. LIMESTONE CAVE: This cave situated 50 feet above the valley floor. Excessive noise will attract 1d4 **Lacedons** from area **23**. Natural stone steps lead down to a murky pool.
23. SUBMERGED TOMB: A minor cave-in has caused this tomb to flood with water. The dead resting within are unquiet and have arisen as **12 Lacedons.** Standard treasure for each.
24. THE NEW NECROMANCER KING: A stone slab dominates the centre of the room and bookshelves containing necromantic lore occupy the north and west wall (as area **14**). A finished, but inanimate **Flesh Golem** lays on the slab. **Manse the Deathpriest** *(Rod of Thunder & Lightning* (or equivalent), *Flesh Golem Manual* (or equivalent), *+2 Shield, +3 Chain)* carries the blood of demons in his veins, sits at a desk in the NW. If necessary, **Manse** strikes his *rod* on the floor, alerting the **Lacedons** from area **23,** the **Skeletons** from area **20** and then tries to activate the **Flesh Golem**.
25. MANSE'S CHAMBER: Largely unadorned except for a pentagram ringed with candles on the floor. Owing to his heritage, this is where **Manse** meditates instead of sleeping. **Mercia's** *Staff of Healing* stands in the SW corner. A *glyph of warding* guards a chest containing priest robes, a *Periapt of Foul Rotting* (which formerly belonged to **Darghul**) and 1000pp.
26. WELL: If alerted by **Manse,** the **Lacedons** arrive from here. **Water Weird.** No treasure.
27. SENESCHAL OF THE TRUE KING: A **Crypt Thing** sits on a throne atop a dais as the final guardian to **Ungoth's** sanctum. The **Crypt Thing** uses his ability to *teleport* those worthy enough to area **28** after inscribing *Ungoth's Mark* on their forehead. So far, the **Crypt Thing** has not allowed **Manse** or any of the others to pass. The **Crypt Thing** is immune to *turning*. No treasure.
28. CHAPEL OF SHADOW: Richly appointed chamber with black velvet curtains along N, W and S walls. The stone sarcophagus is where **Ungoth** reclines during rest and *Astral Projection*. Hidden in the curtain folds are **16 Shadows** that attack any group not bearing *Ungoth's Mark*. Candelabra and *object d'art* are worth 9000gp. Behind the west curtain above the dais is a *Mirror of Mental Prowess*.
29. THRONE OF THE TRUE KING: **Ungoth the Deathless** (*Robes of the Black Archmagi, Staff of Power, Mirror of Life Trapping*) resides on his throne. In the east alcoves stand **13 Skeleton Warriors** *(+1 plate, +1kopesh)* and **Sothgar the Death Knight** *(+3 Plate, +5 Defender)*. A secret tunnel leads deeper into the valley. Anyone not bearing *Ungoth's Mark* are attacked immediately.
29A: UNGOTH'S TREASURY: 50,000gp in coins & jewels, and the following magical items: a *Holy Avenger, 2 weapons, 1 rod, 1 armor, 1 ring, 1 staff, 6 potions, 3 scrolls and 5 wondrous items.*
29B. READING ROOM: Bookstands contain: **Ungoth's** spellbook and a *Book of Infinite Spells. Alarmed* stone chest contains the 13 *Circlets* belonging to the skeleton warriors in area **29.**

Secrets of the Old City – A One Page Dungeon Level by Waysoftheearth

Background

Almost every inhabitant of The City has heard that it was built upon the ruins of an older place – indeed, evidence of the Old City is everywhere. And rumors of its hidden treasures persist, even now.

The histories recount that the Old City was buried by cataclysmic ashes long before The Kingdom grew up to resume the industry of these parts.

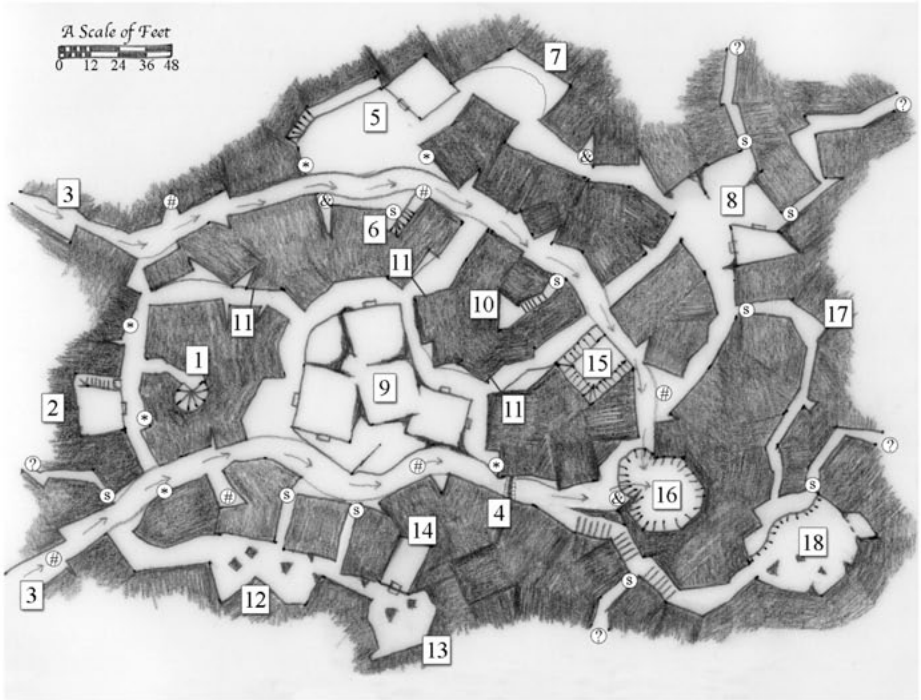
However, few among the wisest scholars know that the Old City was itself founded upon an even deeper ruin – a far more ancient and treacherous place. None now recall who the *Ancients* were, or what disaster befell them…

The Old City

The Old City now lies buried some 30' below The City, above. Its dilapidated streets now serve as a drainage system. The stink of rubbish and sewerage is pervasive throughout the dank tunnels, as are rats and centipedes.

Most of the Old City buildings are at least partially collapsed, and filled with rubble. Some few may yet be entered – as may scores of unexplored crawlways.

The two principal causeways have been shored-up by dubious stone work, and are dimly lit through the overhead sluice grates and by torches maintained by the City Guard. The remainder of the Old City is of far older stone work, and is unlit.



Map Legend

(*) **Torch**. 1-2 lit, 3-4 guttering, 5-6 spent.

(S) **Secret Entrance.** Hidden in the broken stonework.

(?) **Unexplored Crawlway**. An opportunity for the referee to extend the Old City.

(#) **Sluice Grate**. Drainage from The City's streets 20' to 30' overhead. A narrow grate that admits sewerage, storm water, and a dim shaft of daylight (or moonlight).

(&) **Yellow Mold**. This hazardous growth is almost indistinguishable from other filth in the dark sewers.

Keyed Areas

[1] **Entrance**. Spiral stair descends from the surface to a locked door. A sign on the door says "Keep Out".

[2] **Guard House**. 3 bored **City Guards** are here, shuffling work rosters, cleaning gear, drinking coffee, and playing cards. They will object to PCs trespassing in the sewers, and may even try to arrest them.

[3] **Causeways**. A foul 9" deep slick of city waste crawls toward area 16. Luckily, a 2' wide ledge is raised 3" above the filth along either side. Unluckily, it is slippery and broken in many places. Fallen stones make tiny, unsteady islands amid the horrid flow.

[4] **Submerged Pit Trap**. The ledges are badly broken hereabouts, and a number of slippery "stepping stones" may tempt explorers. Hidden by the filthy runoff is a 10' deep, 6' wide fissure. Anyone slipping into it will vanish into the foul muck and risk drowning.

[5] **Works Depot**. A large area mostly cleared of rubble. Tools and equipment suitable for maintaining the sewers is stored in a locked, dilapidated building.

[6] **Thieves' Entry**. An unsteady stair hidden within a ruined building leads right up to a loose sluice grate. Shifting the grate aside a slim PC may access the sewer.

[7] **Toad's Grotto**. A **Giant Toad** lurks beneath the filthy mire, likely attacking by surprise, and possibly swallowing whole. It submerges itself for protection. The grotto contains evidence of a recently eaten Goblin.

[8] **Goblin Foothold**. A band of 12 **Goblins** have recently arrived in the sewers, but have already sent word to summon their cousins. They know of the toad and of the thieves. Their treasure is limited to the result of today's minor mischiefs in The City, above.

[9] **Thieves' Den**. A gang of 7 **Thieves** hide out in this ruinous knot of free-standing Old City buildings. They may feign cooperation, but betray and rob the PCs given half a chance. They have amassed a modest hoard which is hidden in 2 separate stashes; a small locked chest of coins lies beneath a loose floor-board, and a sack of silver wear is hidden up a chimney chute. They know of and avoid the Ogre.

[10] **Renegade's Stash**. A double-crossing thief stole the gang's prize loot and smuggled it here. His **Rot Grub** infected corpse still clings to a small lockbox that contains a small coin purse and an enchanted lantern.

[11] **Trip Wire Traps.** Set by the thieves to warn them of visitors. Causes stones to topple off a wall with a clamour, possibly causing injury.

[12] **Spiders' Ante**. A web-strewn cave littered with skeletal remains. 4 **Large Spiders** are hidden in dark recesses, watching over 23 un-hatched giant spider eggs. One of the dried corpses wears a silver ring, but an alluring gleam is visible ahead (see area 13).

[13] **Spider's Lair**. Another web strewn feeding ground where a **Giant Black Widow** awaits. She will likely surprise from above and behind, possibly dragging her luckless victim into an dark tunnel to be devoured. The gleam visible from area 12 is from a brass helm. Former victims' goods make up the loot, but access to area 14 is the main prize.

[14] **Old Gem Cutter's Workshop**. Forced entry into this Old City building may reveal a small trove of Old City vintage coin, uncut stones, as well as gem stones.

[15] **Old Watch Tower**. The only access is via an open window space some 14' above (reachable by an Ogre). The tower contains a dark stair up to a condemned ruin in The City's poor quarter, where children sometimes play. Optionally, also leads down to dungeon level 2.

[16] **Drop Hole**. The causeway filth drops some 30' into a wretched cesspit (welcome to dungeon level 2).

[17] **Fugitive's Hideout**. A terrified **Girl** has escaped the Ogre's cook-pot (area 18) and hides in this tiny cave. A single shaft of light falls from an awkward crack between street cobblestones, 30' above. Her poor parents will pay a modest reward for her rescue.

[18] **Ogre's Lair**. A narrow ledge 20' above overlooks a grisly cave occupied by an **Ogre** and his pet **Worg**. A giant cook-pot in the middle of the cave is surrounded by children's shoes (former victims). 2 terrified **Boys** are penned in at the rear. The Ogre wears a stout ring mail shirt and carries a great flail, the Worg wears a collar that protects it from magic. If pressed, the Ogre throws black toadstools into his fire, creating a *stinking cloud* that he and the Worg are immune to, or upends his boiling cauldron. The Ogre's loot is children's dolls and toys, and the gear and coin of slain guards. The boys' poor parents will pay a pittance for their rescue.

Random Encounters

2d6	Encounter
2	1 **Girl** (escaped from the Ogre).
3	d3+1 **Boys** (1-2 fleeing for their lives, 3-4 lost and afraid, 5 looking to become brave adventurers, 6 looking to join the thieves).
4	d4+2 **Thieves** (1-2 heading to a job, 3-4 setting a tripwire trap, 5-6 returning from a job with loot).
5	d4+2 **City Guards** (1-4 on patrol, 5 returning with wounded, 6 making dirty deal with local thieves).
6	1d6 **Giant Centipedes**
7	**Rat Swarm** of 4d6 x10 Rats.
8	1d6 **Giant Slugs**
9	d4+2 **Goblins** (1-3 scouting, 4 setting a trap, 5 disarming a trap, 6 hiding loot).
10	1 **City Surveyor** (apparently surveying state of The City's foundations, but…)
11	1 **Ogre** (1-3 scouting, 4-5 heading out child-snatching, 6 returning with a child).
12	1 **Wight** (tormented spirit of an *Ancient* that has found its way up from deeper levels).