

One Page Dungeon Contest



Winners
2013

Introduction

The One Page Dungeon Contest was started in 2009. Every year, it has delivered a plethora of new, small, beautiful, interesting, strange and confusing adventures. It's an opening into the alien minds of other dungeon masters, game masters, referees and judges. As always, I've seen beautiful maps that make me want to run the dungeon immediately; I've seen map generators that make me wonder whether anybody creates dungeons on the fly like that; I've seen crazy magic items that make me fear for my campaign. The submissions to the contest are both comforting because I find other people run their games just like I do and they are scary because they push me in directions I never thought to explore. I love it.

Like every year, I start thinking about the contest around the spring equinox. I talk to my wife about it, I look at my notes on the wiki, and then I start looking for judges. I hope that a changing cast of judges prevents the contest from ossifying. Every judge determines their own criteria. There is no agreed upon checklist. They add diversity to the mix. Some of them like older editions of D&D, some of them like newer editions, others don't play D&D at all.

In order to win, a submission can either be popular with many judges, or it can make a very strong impression on a single judge. Either way, quirky submissions can end up winning.

The next step is the hardest step of all: spreading the word. I post in a number of forums, but if the forum is big, the announcement is soon lost unless people keep bumping it; if the forum is small, it doesn't reach many of us. There are Facebook groups and Google+ communities for the One Page Dungeon Contest, but those only reach the ones that know about it already. This is where I need your help in 2014.

Help spread the word.

– Alex Schroeder <kensanata@gmail.com>

The judges this year:

Alex lives in Switzerland and started role-playing again in 2006 after a very long hiatus. He currently runs a Labyrinth Lord and a King Arthur Pendragon campaign. His role-playing blog can be found here: <http://alexschroeder.ch/wiki/RPG>

Brennan is a game master with more than 30 years of experience running a wide variety of systems. He has done work for the old Shadis and White Wolf magazines as a reviewer.

Brett is a long-time fan of the Tékumel setting and long-time author, playtester, and Man in Black for Steve Jackson Games. He wrote GURPS Tekumel, TFT Tekumel, several parts of the GURPS system, and numerous conversions to GURPS. You can find his role-playing blog here: <http://joyfulsitting.blogspot.com/>

Clinton is the author of The Shadow of Yesterday and other indie titles. He is currently playing Lamentations of the Flame Princess and Dungeon World. You can find his Twitter feed, which is mostly concerned with programming, right here: <https://twitter.com/cndreisbach>

Eric is a long-time GM and author of the forthcoming *Wampus Country Almanac*. You can find his role-playing blog here: <http://wampuscountry.blogspot.com/>

Thom runs a company that develops FRP systems and accessories, and multiplayer online games. He is currently running a campaign using his own system (TSRS), as well as playing in a long-standing MERP series with his son and several other fellows. You can find his company's website here: <http://www.throwigames.com/>

Winners

<u>Author</u>	<u>Dungeon Name</u>	<u>Category</u>
Andrew and Heleen Durston	Only Acrobats Need Apply	Best Swashbuckling
bygrinstow	Arena of Blood	Most Macabre
Caelum Roberts	Iron Cloud	Best Sci-Fi
Daniel O'Donnell	Down Among the Dead Men	Best Undead
Gus L.	The Brittlestone Parapets	Best Wizard Duel
Jens Thuresson	The Giant's Dollhouse	Best Fairy-Tale
Jobe Bittman	Into The Demon Idol	Best Homage
Josh Burnett	The Burial Mound of Gilliard Wolfclan	Best One Shot
Kaylee Thumann	Girly Girl Dungeon	Most Original
LSF	A Stolen Spring	Best Fantasy Mystery
Matthew W. Schmeer	Wizard in the Woods	Best Non-Traditional Map
Misha Favorov	Court of the King of No Men	Best Beastmen
Ramsey Hong	Something Happened At The Temple	Best Map
	Near Glourm	
Rob S	Citadel of the Severed Hand	Best Myconids
Roger SG Sorolla	Devil's Acre	Best Single Location
S. J. Harris	The Baleful Spring	Best Tower
Simon Forster	Church of Consumption	Best Religion

Only Acrobats Need Apply

You just had to touch it, didn't you?

-- Flerian lead of Flerian's Fliers

Your band of gymnastic second-story experts has stepped in it now. The streets are full of sword and spear wielding guards. A mob with torches follows. Escape is on the other side of town where a magician waits outside of the town's wards. The only path is across the rooftops of town.

2013 One Page
Dungeon Contest

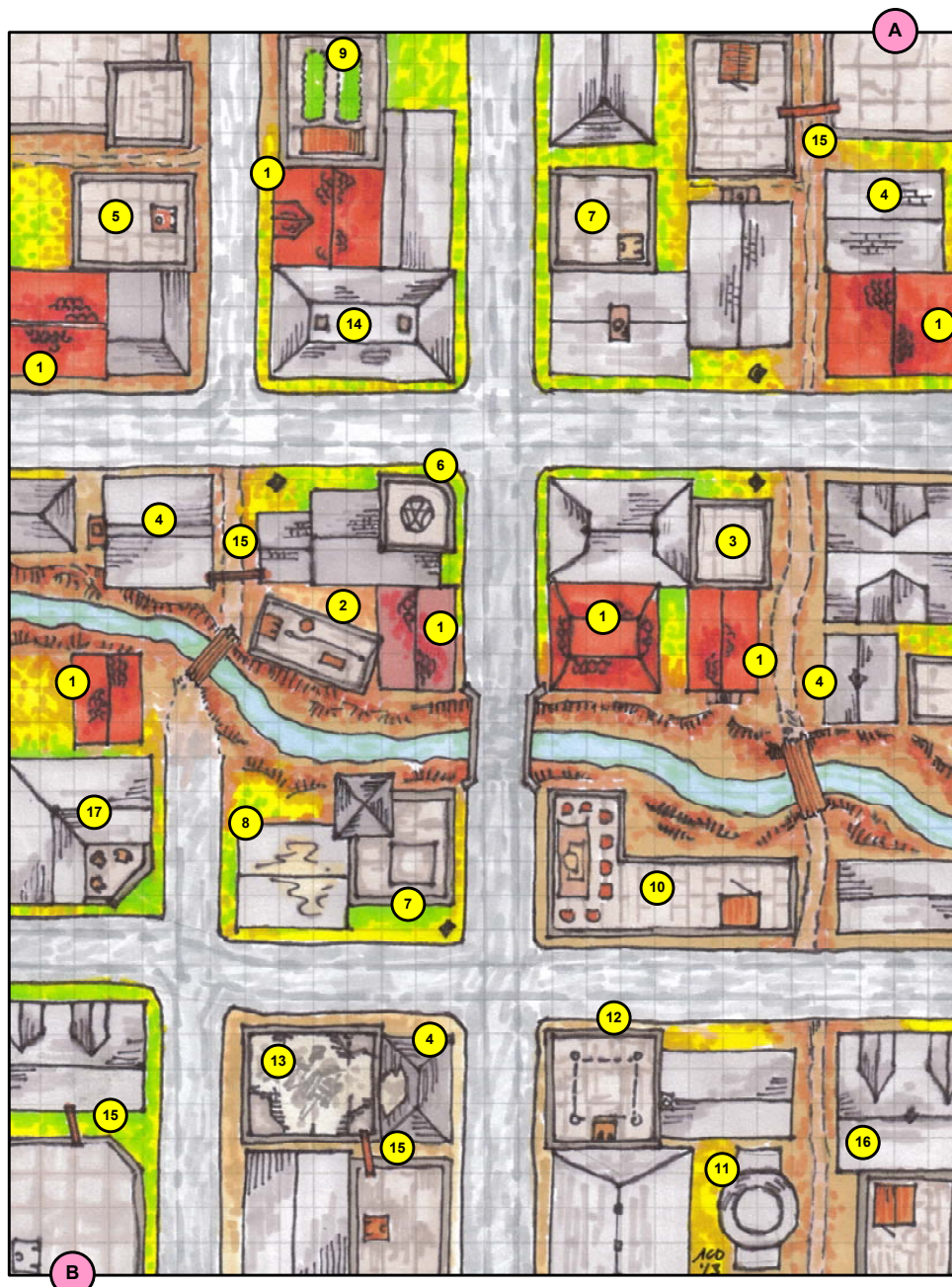
(A) Rooftop

Starting point of the
adventure

Scale: 5' squares

Rooftop encounters

1. Clay tiles that may slip and clatter to ground (DC20)
2. Laundry woman putting out wash. (CR1) (Clothesline could be used for swinging to another rooftop. Woman may throw clothes at the PCs.)
3. A dog (CR2) is tied to the chimney on the roof. It may attack any in range or make noise.
4. A fragile rooftop (1 in 20 chance character could land in just the wrong place and it collapses.)
5. A couple of thieves that are guarding an entrance to the local hideout of the Thieves Guild.
6. Rooftop meeting of a group of mages that are are casting a spell together. (1 lvl 5 and 3 lvl 1 students)
7. Crowded rooftop with lots of throwable boxes, various tools used by crafters, and other hazards like this.
8. Some sort of slippery liquid covers this roof. (DC25 to cross)
9. An herb garden that takes up a lot of space, tended to by druids or local townfolk.
10. Clerics all over the roof praying, along with their leader to a local deity. (1 lvl 4 priest and 4 lvl 2 monks.)
11. An assassin clings to the wall of the building, looking to enter a dark bedchamber.
12. Several martial artists sparring with each other. (2 lvl 3 fighters)
13. This building recently burned leaving a shell topped by a narrow ledge. (DC15 balance to traverse)
14. The trap doors on the top of this building are weak and may collapse (3 in 20 chance).
15. Narrow wooden board between buildings. (DC10 due to flimsy nature)
16. PCs run into another group headed in the opposite direction. Confusion ensues.
17. Clandestine meeting between two local nobles and their bodyguards (2 lvl 2 nobles and 2 lvl 4 fighters). Interruptions not appreciated.

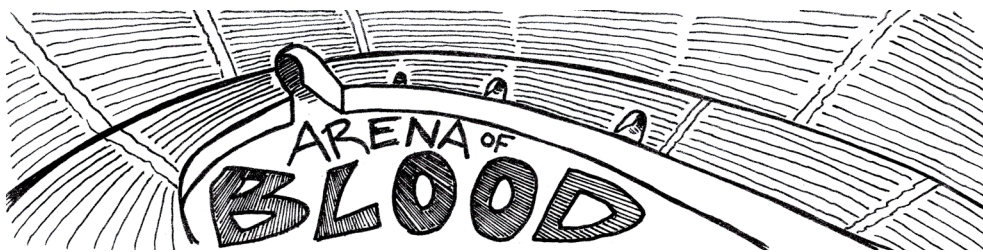


(B) Rooftop

Exit and escape
here

Notes on Hazards and obstacles

Building gaps range from 5 to 20 feet across (DC5 to DC20 jumps)
Building heights are from 30 to 40 feet (3d6 to 4d6 damage from a fall, less from a jump per SRD)
The stream is 10 to 15 feet below street level and only 5 feet deep at most.
The mob of guards and locals is a CR sufficient that anyone on the street would be quickly subdued and captured.



The blood-sport Arena in the city of Kornegrum (or the sprawling, corrupt city of your choice) re-opened six months ago, featuring all manner of full-bore bullfighting, dog fights, and gladiatorial games. The operators are secretly the Cult of Vultaash, a 100-year-old cabal dedicated to the resurrection of a suppressed demon. Blood spilt in the arena revives the abomination, drop by scarlet drop...

by
bygrinstow

2013

THE CULT
Mostly fanatical, but under-skilled fighters (2-4 levels below the PCs); the leadership is made up of two deadly spellcasters and one expert thief.

THE DEMON

Vultaash is a destroyer demon, expected to walk the world and leave nothing but ash in his wake. He is preceded in the world by the Hound of Vultaash, an armored beast 9 feet high at the shoulder, that is drawn to individuals of power, challenging them and thus providing Vultaash intelligence on his potential opposition.

The Hound can ignore both magical energy as well as physical damage, without ill effect. However to be useful as a gauge of power, it can only ignore a fixed total amount (perhaps 75hp), ignoring less and less each round it is challenged. For example, it might be unaffected by 21 damage the first round, 18 the next, then 15, and so on.

Vultaash himself is either a 100-foot tall humanoid figure, with vast magical powers and whose tread negates all life beneath it instantly, or could be a demon from your own setting or devising.

NOTE: If your players participate in the Arena sports, they can later discover they helped revive a demon! FUN!

There are more Cult members throughout the population of the City...(!)

DUNGEON KEY
The entire underground complex features hewn stone hallways that slope toward Area H, with a gutter in the center of the stone floor, where the blood from above flows magically like mercury ever downward to H. 1d6 Cultists wander the halls, half of which are encountered that same d6 number of rounds after the PCs enter.

A. Out-of-the-way – but not hidden – entrances to the dungeon complex deep beneath the Arena's Ground Floor.

B. Massive cubes of stone slide in, to block entry or escape. These are operated by vigilant Cult members on the Ground Floor, or by those in G.

C. Blocks of the ceiling drop if these traps are tripped (but do not block the flow of blood from the Arena above).

D. 1d6+1 Cult members meditating to add strength to the Hound of Vultaash and to Vultaash himself.

E. Trained but horrible creatures, released from their pens if a floor trigger is unwittingly tripped.

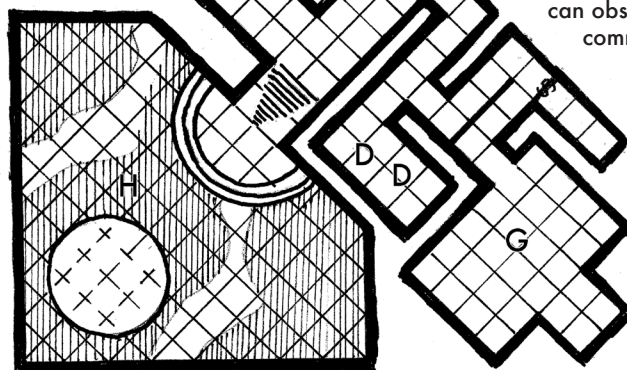
F. Relic Room. 2d3 magic items that weaken their targets, and a staff of magic, waiting for the Cult to use them against the PCs (if the PCs don't find them and use them first!).

G. In a safe rests a chest of 2d100 demon-heart gems. Valuable? Yes. More trouble than they are worth? You bet. A scrying globe lets the 1d3+1 Cult members here detect the arrival of the PCs on a 1-in-3 chance.

H. Chamber of Revival. The Hound and his Master are slowly manifesting on a huge dias surrounded by an 8" deep pool of blood. The Hound is very nearly manifest, and can take action in this chamber.

If 2d4 Cult members sacrifice themselves on the spot, he will be fully manifest. Vultaash himself is only 20% 'real' and can observe and comment, but not act.

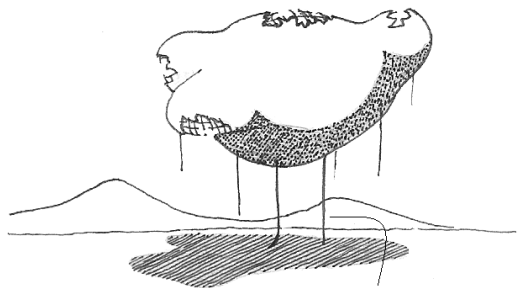
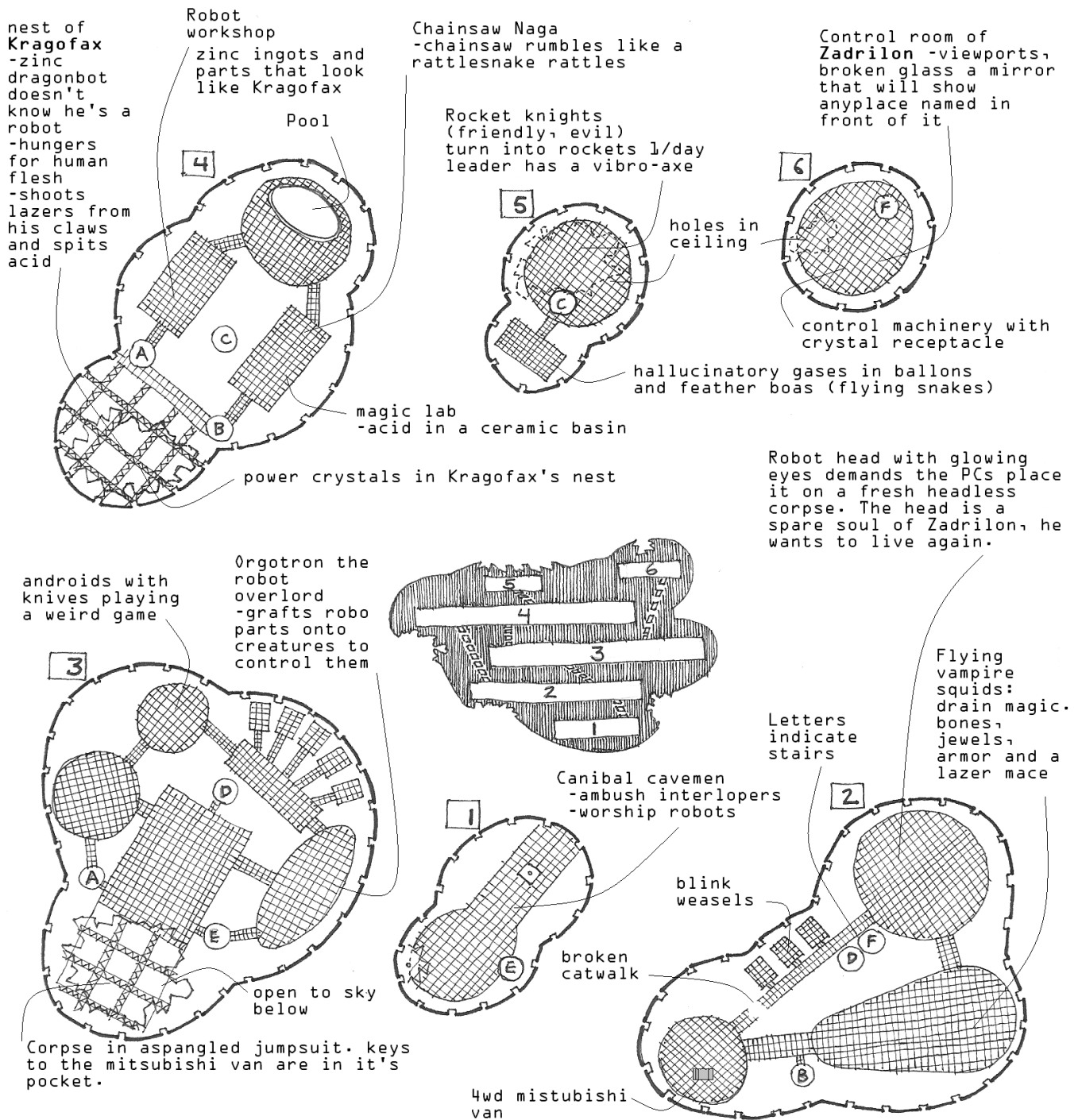
J. Blood drips slowly from the ceiling here.



One possible version of the Hound can be found (along with other creatures) on the Appendix M Blog: appendixm.blogspot.com

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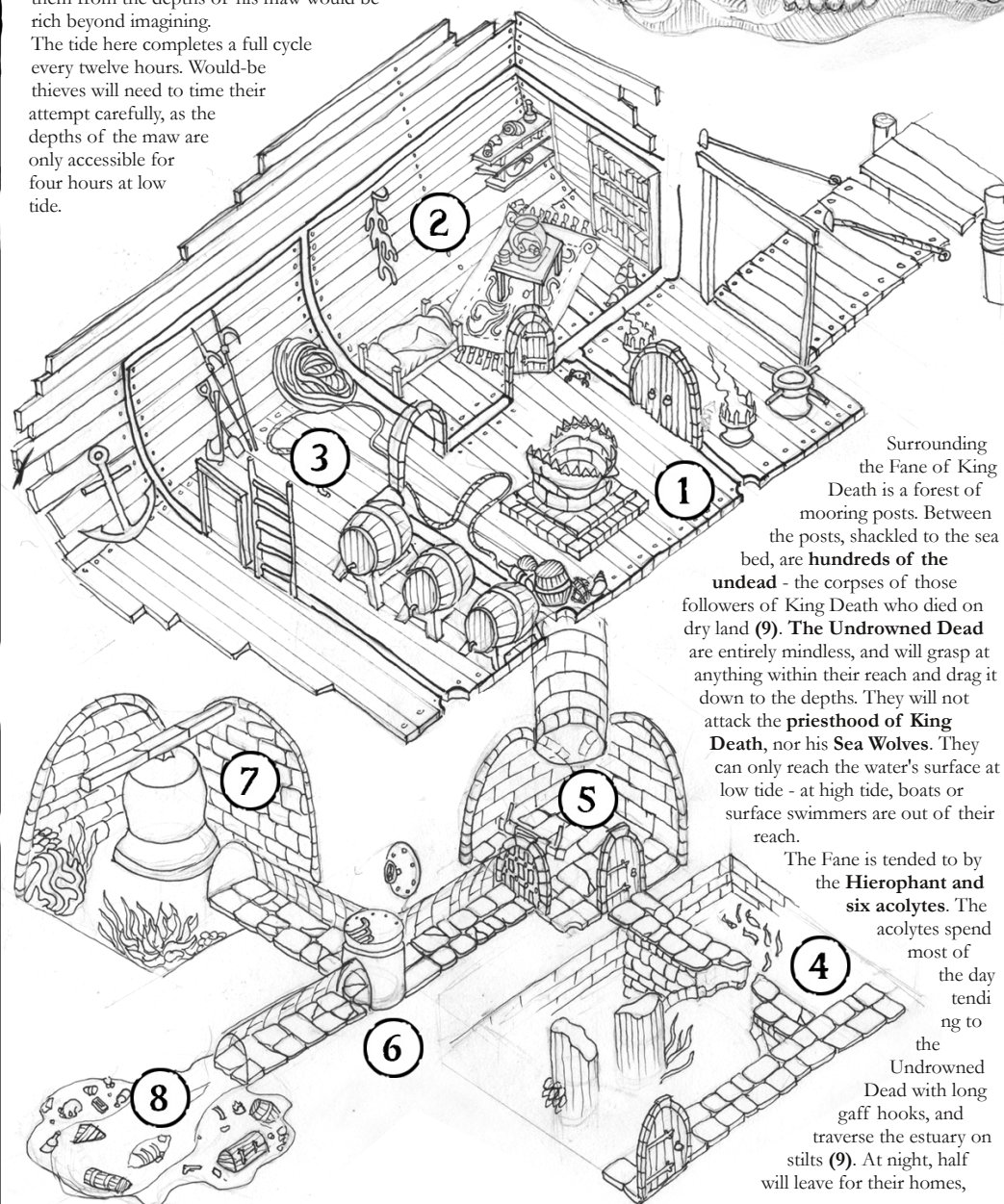
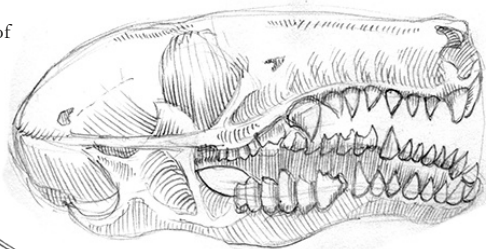
All rooms are connected by catwalks that are rusty and will break on a 1 on a d6.
Areas between rooms are filled with inflated cells of levitating gases that will cause mutation if breathed.



drifting aimlessly over the wastes there is a ruined giant metal airship known as:
THE IRON CLOUD among the unwashed masses: mutants, peasants, robo-cultists also known as:
ZADRILON'S FOLLY among the learned few: scholars and space wizards also:
THE FLYING FORTRESS OF KRAGOFAX among those left in its path.

Hemp and steel cables hang from airship. Climbing them leads to a hole or an open access hatch in area 1.

King Death is the patron of the drunk and the drowned. God of the deep ocean and the deep glass. Sailors come to his fane to pay their respects to the dead and to offer King Death gold and rum to protect them at sea. The fane is the wreck of a ship perched atop an island, overlooking an estuary. Rumours abound of the riches that have been offered up to the Brine Lord over the years and that any who could retrieve them from the depths of his maw would be rich beyond imagining. The tide here completes a full cycle every twelve hours. Would-be thieves will need to time their attempt carefully, as the depths of the maw are only accessible for four hours at low tide.



Surrounding the Fane of King Death is a forest of mooring posts. Between the posts, shackled to the sea bed, are **hundreds of the undead** - the corpses of those followers of King Death who died on dry land (9). **The Undrowned Dead** are entirely mindless, and will grasp at anything within their reach and drag it down to the depths. They will not attack the **priesthood of King Death**, nor his **Sea Wolves**. They can only reach the water's surface at low tide - at high tide, boats or surface swimmers are out of their reach.

The Fane is tended to by the **Hierophant** and **six acolytes**. The acolytes spend most of the day tending to the Undrowned Dead with long gaff hooks, and traverse the estuary on stilts (9). At night, half will leave for their homes,

while the others will drink themselves into a stupor within the fane.

The **Hierophant** lives in the Rectory (2). Among the gifts given to him by King Death are the ability to control the tides and the ability to transform into a hammerhead shark.

A **hermit** dwells in a crow's nest near the viaduct (10). He can tell supplicants to the temple about the **bell** beneath the fane. If threatened, he will summon a horde of crabs to defend himself.

Three Sea Wolves hunt the waters around the fane. Great beasts with the forequarters of a wolf, the tail of a shark, long jaws like a crocodile and seaweed instead of fur. At any given time, two will be resting in (4), while the third will be out hunting in the estuary.

1. The Maw of King Death

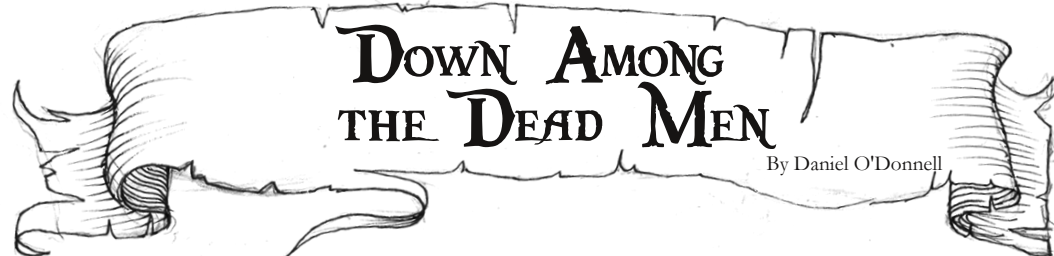
Offerings to King Death are thrown down this well, which is surmounted by the jaws of a giant shark. If the weight of a person is placed upon the jaws, they will swing shut, severing anything caught in the well mouth.

2. The Rectory

On a table in the centre of this room rests a **large glass fish bowl**. The bowl contains **two eels** and a **miniature treasure chest** filled with gold coins. If anything is dropped into the fish bowl, it will shrink until it matches the chest in scale. Anything tipped out of the bowl will grow to the same degree. If the bowl is broken, a full-scale treasure chest, several tons of water and two rather angry giant eels will appear in its place. Underneath the coins in the chest is a suit of scale armour crafted from shark's teeth. The teeth will lacerate anyone attempting to grapple or swallow the wearer.

DOWN AMONG THE DEAD MEN

By Daniel O'Donnell



3. The Wine Cellar

Three large casks of brandy line the wall of this room. Each cask contains the **preserved corpse of a nobleman**. Their fine clothes are soiled beyond use, but their jewellery is salvageable. If sampled, the brandy will taste perfectly fine.

4. Black Water

At low tide, the water is only ankle deep over the top of the submerged bridge here. Unfortunately the darkness makes it difficult to tell where secure footing is. **Two Sea Wolves** will be resting here. They will attempt to drag their victims into the deep water before finishing them off. The door is locked, but submerged tunnels lead to the outside of the fane.

5. The Well Bottom

The **Sea Wolves** will enter this room to feed upon sacrifices dropped into the Maw. Bones and other inedible offerings are washed through the portcullis and down into the Trove by the incoming tide. The windlass will open the **portcullis**, but the rope is rotten and will snap if it has to hold up the portcullis for more than a quarter of an hour.

6. The Air Chimney

This space is filled with air, even during high tide. A false airlock at the top will flood the chamber if the handle is turned. This will reset after ten minutes. A set of metal rungs lead up to the airlock. Climbing the rungs will trigger a **scythe**

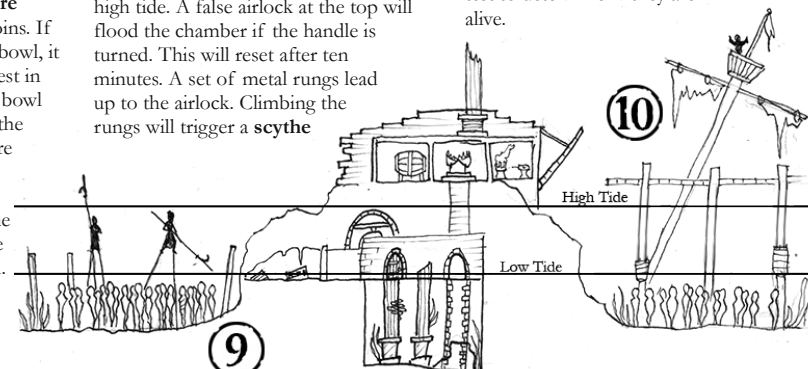
trap concealed in a slot around the base of the chimney.

7. The Bell Tower

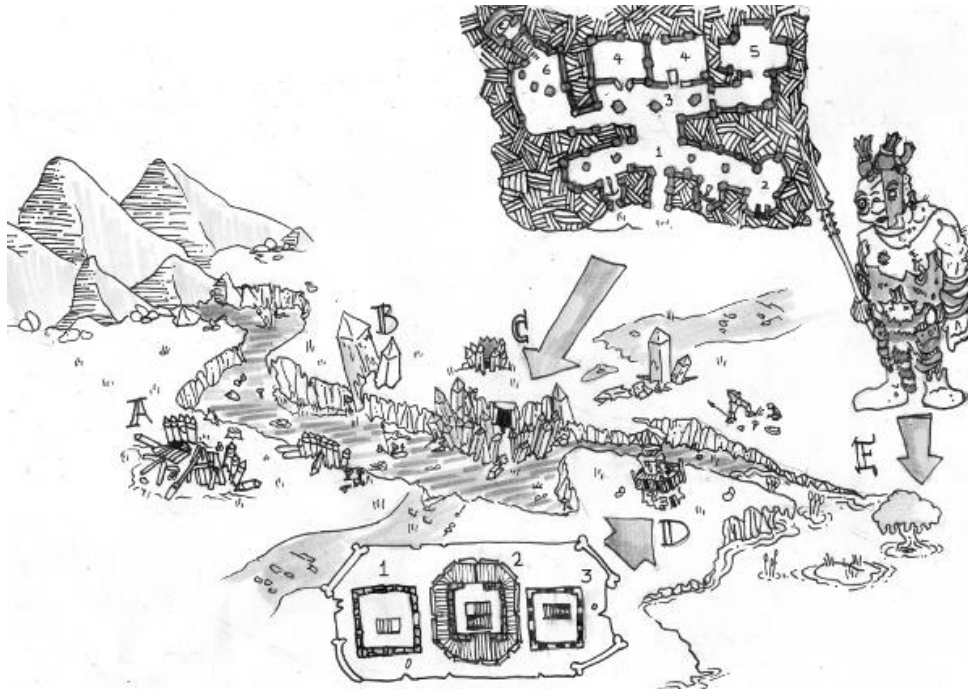
This room contains a **huge bronze bell** encrusted in verdigris, covering any ornamentation it may have originally had. If the bell is rung while submerged, sea creatures will gather and sing secrets of the deep to those underwater. However, if the bell is rung out of the water, the tide will suddenly begins to rise in a great torrent, reaching the high tide mark ten seconds after the bell is sounded.

8. The Trove

Offerings dropped down the Maw eventually wash into this chamber. The silt contains any number of coins, broken bottles, animal bones and small gold plaques inscribed with the prayers of supplicants. It would take twelve hours for a single person to find every piece of treasure hidden in the sand. **Two locked coffers** are half buried in the sand. The first is filled with copper coins, but the second conceals a **mummified undead mermaid**. The mermaid's eye-sockets contain **two large archaic gold coins** - if retrieved and placed upon the eyes of a living person, that person will take on the appearance of a corpse and will fool any reasonable test to determine if they are alive.



The Brittlestone Parapets



Three miles of ragged, magic-torn trench span Brittlestone Pass. Such is the detritus of wizards. A generation ago the lich *Guilmonte* ruled the pass and charged toll to all who passed his crooked yellow tower. His practice offended *Boolino the Arcane*, a wizard of great power and greater ego. The sorcerers and their minions battled, necromancy against academic thaumaturgy, to exhaustion or destruction. The land they fought over is now a warped, dangerous scar that lures treasure hunters seeking strange magics and wealth abandoned in the fight.

A. Shattered Artillery Park – Two bone and wood Trebuchets decay behind a tumbled palisade. Three crates of ammunition are stacked, unopened next to the Eastern war machine. The first contains lead shot and the second 12 animated skulls that will leap upward to bite anyone opening the crate for 1D4 damage each, attacking as ½ HD monsters with 2 HP until destroyed. The bottom crate holds six glass globes filled with poisonous brown gas that will fill a 30' diameter area and requires save vs. poison to avoid immediate transformation into a *Wight* if inhaled.

TRENCHLINE RANDOM ENCOUNTERS

- 1 A lone *Owlbear* (black fur and purple feathers) snuffles contentedly for scraps of magic to eat amongst the broken weapons and bones of the trench. It will attack only if annoyed (+2 bonus to reaction).
- 2 A scattering of magical lavender crystals (1D4). Each crystal can be drained by an MU to restore 1 level of previously memorized magic.
- 3 A reeking pile of animate bones lurks in ambush (surprise on a 1-4) but will not pursue. Treat as a *Shambling Mound*.
- 4 A thicket of (1D6) meaty animated necromantic tendrils. They are statistically identical to *Violet Fungi* and remain still until the party is amongst them, then attack. The body of a peddler rots here, his pack contains a set of thieves' tools.
- 5 A plundering hedge wizard (MU 3) (sleep/mend/levitate) with D12+2 men at arms (F1) (chain/shield/sword/shortbow)
- 6 Wide puddle of silver mercury ooze. Splits and attacks as 1D4 *Grey Oozes* if disturbed.
- 7 A confused and maddened automaton of pinkish quartz crystal covered in mud and cracks. Even shattered it's materials are worth 1D6X100 GP. The automaton attacks as a *Crystal Statue* and may call 1D4 of its fellows from the trench floor 33% of the time.
- 8 A skeletal warrior entombed in crystal. If noisily smashed free he wears blacked silver scale mail valued at 200 GP

B. Giant Crystals – A landmark set of 40' tall lavender colored, smoky crystals. They hum faintly, but are inert.

C. Arcanist's Redoubt – Former command post of heat sealed dirt and rotten wooden supports. Home to 7 adult purple plumed, black furred *Owlbears* and two *Owlbear* cubs (noncombatant – worth 400 GP each). The redoubt is surrounded by a palisade of cracked purple crystal.

C1. Entry – Bones and rot, two bays contain corroded brass ballista.

C2. Armory – Holds a small forge and scattered rusted tools. Three javelins (ballista bolts) with pink crystal tips are jumbled on the floor. The javelins will explode on impact against corporeal undead foes, killing those with less than 5HD who fail a Save vs. Spells and doing 3D10 to those with more than 5HD.

C3. Barracks – Six adult *Owlbears* den here and will investigate noise elsewhere in the bunker, fighting to defend their home, but often content to warn off intruders with a caw. They enjoy eating magical items and can be distracted from pursuit by them.

C4. Supply Rooms – filled with broken crates and the bones of the *Owlbears'* meals. 40 GP, 200 SP and a silver compass worth 150 GP lie in the stinking filth of the Western room.

C5. Lair – An *Owlbear* of maximum HP guards her two cubs here in a nest of decayed fabric. A silver and garnet chased officer's saber (1,800 GP) rots in the filthy nest. It is magic and once a day may rally fleeing troops (automatically passed morale check) if brandished.

C6. Exit – Stair upwards leads to crystal ringed trapdoor in the embankment above the trench.

D. Tower of the Yellow Band – This decaying tower is built of yellow stone and bones. It is home of a platoon of undead soldiers – 20 x 2HD skeletons in rusted chain armor (fighter 2) [AC 5] and a 4HD skeleton

knight wearing yellow enameled plate (fighter 4) [AC 3]. The undead are intelligent, speak, and will not allow any to enter their tower without challenge. They will defend the tower from the second and third levels with crossbows and bec-de-corbins, though their leader is armed with a magic +1 2HD sword that will paralyze constructs on a successful hit and failed save. The dead have a duty to protect the tower, but are aware their cause has failed, and on a successful reaction role may be hired as mercenaries. The skeletons will serve for wealth and the promise that the party will aid them in a search for their master (*Guilmonte*). Buried under broken planks in the tower's 2nd level is a strongbox containing 800 GP, 43 PP and a silver gauntlet worth 200 GP that the undead claim as their pay chest. The brooding nature of their nameless commander causes him to quibble over tactics and only accept service for a month or two before seeking fortune elsewhere.

E. The Swampers – The trench sinks into a foul mire here, lit with glowing rainbow slicks of magical pollution, and decorated with melted looking trees. In the murk thrive a tribe of 36 inbred humans, mutated by rotting sorcery (treat as *Orcs*). They are robbers and cannibals who will attack small groups from ambush or demand tribute to lead travelers deeper into the mire to meet "Wise Glowly" – a statue enchanted with a magical aura and surrounded by snares and pit traps that the Swampers will direct the party into. The Swampers are led by Maman Tobi, a witch (MU 4) (sleep/ventriloquism/charm person/scare) and her monstrous son Gunnar (as *Troll*). Gunnar fights with his hands, but the Swampers are armed with short bows, spears and hide armor. In their concealed burrows beneath a copse of twisted trees, the tribe has 800GP in plundered trade goods and a still (100 GP value) to distill magical pollution into a psychotropic brew. 12 bottles of the spirit, which sometimes grants prophecy rest near the still.

The Giant's Dollhouse

By Jens Thuresson (<http://acornafloat.blogspot.com>)

IN A NUTSHELL

The giant *Pöppelmann* loves people. In fact, he loves them so much that he's made himself a dollhouse in the mountain side, populated with both locals and foreigners he's petrified with his rod.

THE ROD

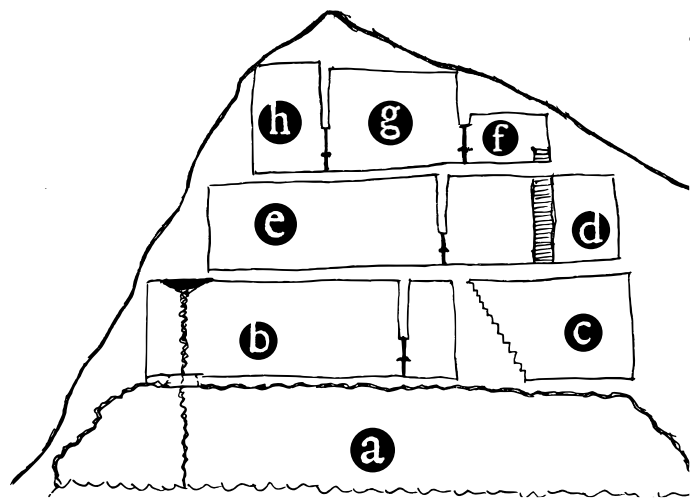
The giant's rod is carved from magical pine tree. Two large, blue gems are tied to each end; one is able to **turn people to stone**, while the other reverses the process.

These poor souls can be found in various positions throughout the dollhouse. When Pöppelmann tires of them, he often drops them in the dark water below ("cellar" **a**).

He may also bring them back to life, order them to change position ("Sit! Bend arm! Smile!"), only to turn them to stone again.

AND SOME OF THE POOR SOULS ARE...

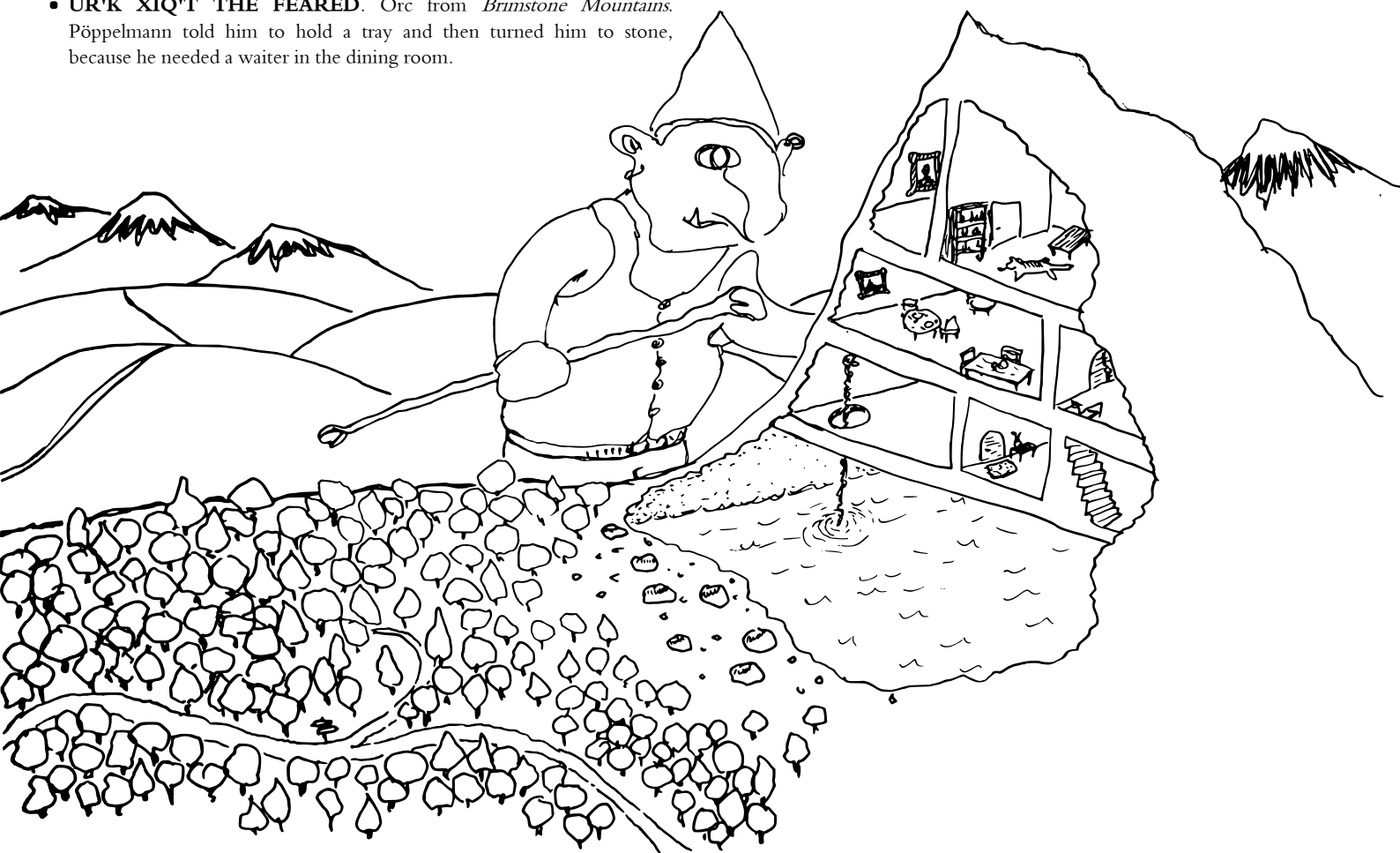
- **LADY DARNTON.** Turned to stone 300 years ago while picking mushrooms. Pöppelmann liked her clothing.
- **TENDRIK BOTHERHILL.** Petrified last spring after mistaken the dollhouse for a real home. Never awoke to his hangover.
- **SISTER TENDERTEETH.** Painted the portrait in the bedroom – and was then turned to stone.
- **PRINCESS AMARYLLIS.** *Princess of Flowers*, from far away. Petrified for at least 800 years. She smelled nice.
- **COG.** Someone's dog. Pöppelmann thought it would fit nicely in the library.
- **UR'K XIQ'T THE FEARED.** Orc from *Brinstone Mountains*. Pöppelmann told him to hold a tray and then turned him to stone, because he needed a waiter in the dining room.



- a** Cellar. Water is cold and bottomless. Eels, and something bigger.
- b** Hole in the floor. Thick hemp rope.
- c** Lounge. Lots of shoes.
- d** Crude kitchen. Ladder.
- e** Dining room. Expensive furniture & paintings.
- f** Storage room.
- g** Library.
- h** Bedroom. Painting of Pöppelmann.

POSSIBLE ADVENTURE HOOKS

- After a night in the nearby forest, the players realise that one party member is missing. Pöppelmann has petrified him/her during the night, and taken the player to the dollhouse.
- The players meet one of the very few that has been able to flee from Pöppelmann's dollhouse. She wants them to rescue her sister. **Complication:** Pöppelmann got tired of her and dropped her petrified body into the water below. Still alive, but heavy as hell!
- Pöppelmann meets the players out in the forest. He tries to trick them into believing that touching the rod's blue gem grants them a wish.



INTO THE DEMON IDOL

FORGOTTEN IN A TEMPLE RUIN, THE DEMON IDOL HOLDS A SINISTER SECRET. THE GIANT STATUE WAS THE SUPERWEAPON OF A DEPRAVED CULT HELLBENT ON USHERING IN A NEW AGE OF CHAOS. THE CULT FELL TO BITTER INFIGHTING AND THEIR LUST FOR POWER DECADES AGO. THEIR ANGRY FORMER PATRONS CURSED THEM WITH HIDEOUS AFFLICTIONS AND SEALED THEM WITHIN THE IDOL FOR ALL ETERNITY.

TODAY, LIZARDFOLK CONTROL THE LANDS SURROUNDING THE RUINS. BLOODTHIRSTY TRIBES HAVE UNITED TO RAID NEIGHBORING TOWNS.

3 STOMACH - ROOM FILLED WITH MACHINERY AND BROKEN LADDER. MILKY MARBLES LITTER FLOOR NEAR COLD FURNACE. THICK ROPE ATTACHED TO HAND CRANK DISAPPEARS INTO DARK SHAFT. A DAMNED SOUL LURKS BEHIND FURNACE. IT WILL ATTACK AT WORST MOMENT (E.G. A PC STAYS BEHIND TO WORK THE CRANK)

5 MINE - PICKS, SHOVELS, AND A WHEELBARROW. 2,000 POUNDS OF MINED MARBLE GEMS ARE PILED AGAINST THE WALL.

7 PORTAL - DEMONS FROM THE PLANE OF TORMENT RETURN WEEKLY TO TORTURE THE CURSED CULTISTS. THE DISEMBODIED SCREAMS OF THE FORMER CULT LEADER, **STOYA**, ISSUE FROM A PENTAGRAM OF ASH ON THE FLOOR. DISTURBING THE PENTAGRAM RELEASES STOYA. THE BLACK ASH, IGNITED BY THE PORTAL, FORMS INTO AN ENORMOUS FLAMING CINDER BEAST.

1. HEAD - HIDDEN LATCHES SWING EYE GEMS OPEN LIKE DOORS REVEALING UNLIT SECRET ROOM. CONTROL PANEL WITH LEVERS, METAL HEADBAND, AND STAR-SHAPED DEPRESSION IS SITUATED NEAR THE FORE. 7 CRYSTALS ORBIT NEAR CEILING. HUGE GEARS PROTRUDE FROM THE FLOOR. LADDER LEADS DOWN.

2. CHEST - GEARS, RODS, AND PULLEYS CROWD ROOM. LEFTMOST MECHANISM IS RUSTED, BUT WORKING. RIGHT SIDE IN SHAMBLES. LARGE WRENCH IS HIDDEN AMONG THE GEARS, PINS, AND LEVERS STREWN ACROSS FLOOR.

3 CURSED SOULS HAUNT THE ROOM, APPEARING AS SWIRLING ASH CLOUDS THAT RATTLE LIKE DESERT SNAKES. BROKEN LADDER ENDS 10' ABOVE FLOOR. FALLING INTO AREA 3 ADDS 20' TO HEIGHT.

4 - CAVE - ONLY ACCESS FROM 200" ELEVATOR SHAFT.

4 GELATINOUS HUMANOIDS CONCEALED BEHIND STALAGMITES TRY TO FLUSH PCS TOWARD **GIANT CRAB** IN BRACKISH POOL.

6 VAULT - LOCKED ROOM HOLDS A TRAPPED CHEST WITH FLAME JET AND POISON NEEDLE. CONTAINS GOLD COINS, 5 PRECIOUS GEMS AND A STAR-SHAPED BRASS EMBLEM.

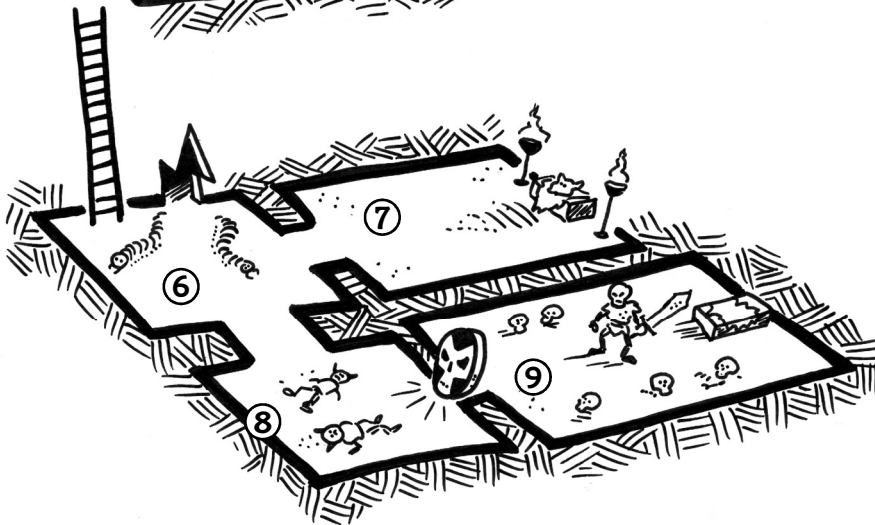
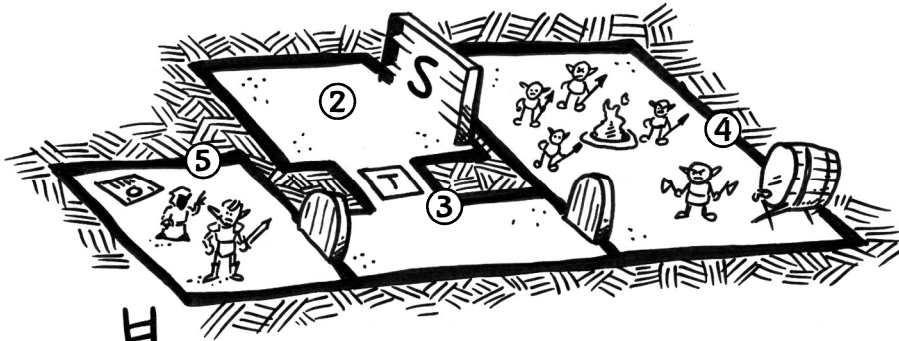
8 RIVER - DOOR BARRED FROM INSIDE. STAIRS TO UNDERGROUND RIVER THAT RESURFACES 1 MILE SOUTH. BEWARE OF WATERFALL.

WHEN ACTIVATED, THE DEMON IDOL IS A WALKING MOUNTAIN OF DEATH. FULLY RESTORING THE DEMON TECHNOLOGY OF THE IDOL WOULD TAKE LONG YEARS OF CAREFUL STUDY. HOWEVER, A CLEVER BAND OF ADVENTURERS COULD JURY RIG REPAIRS THAT WOULD MAKE THE IDOL MOBILE IN JUST OVER A DAY. **STRUCTURE** - THE IDOL CAN'T MOVE WITHOUT FIXING BROKEN RODS AND OTHER COMPONENTS. EVERY 2 HOURS SPENT ON REPAIRS YIELDS 1 HOUR OF OPERATION. **POWER** - ROUND GEMS (AREA 5) ARE REQUIRED TO POWER THE FURNACE (AREA 3). 100 POUNDS OF GEMS ARE REQUIRED PER HOUR OF OPERATION CONSTANTLY FED BY A PC. **CONTROL** - STAR EMBLEM (AREA 6) MUST BE PLACED IN CONTROL PANEL SLOT (AREA 1) TO ENGAGE POWER. PC WHO WEARS HEADBAND CAN SEE THROUGH IDOL'S EYES, CONTROL BODY, AND FIRE HEAT RAYS FROM EYE GEMS. A DECISIVE ATTACK AT DRACHENSMOOT COULD TURN THE TIDE AGAINST THE LIZARDFOLK INCURSIONS.



Old Tooley Tells you...

"Way back when, the barbarian chief Gilliard Wolfclan trucked with evil spirits and went mad. His clan killed him and buried Gilliard and his followers in that there mound, sealing his evil away. Seems to have worked so far. Anyway, there's been weird noises comin' from inside the mound lately. Maybe you heroes should check that out. I hear old Gilliard had himself a magical sword, but I don't imagine that interests ya'."



- ① An old oak tree is twisted and blackened by the evil inside the mound. 3 **fire beetles** (HP: 5, 6, 8) hide in the broken old shrine. A rough stone well leads down to area 2.
- ② A shelf full of broken clay jars and other worthless old grave goods hides a secret door to area 4
- ③ A hidden pit trap drops unwary adventurers into a 10' deep pit (1d6 damage, save for half).
- ④ A group of 6 rowdy **goblins** (HP: 1,2,3,3,4,5, armed with spears) drink copiously from a large barrel of stolen beer. **Goblin-boss Hogor** (HP: 9, armed with two axes) might be convinced to help the heroes kill the elf that took his leadership position
- ⑤ **Skazic the elf** (HP: 8, armed with a longsword, *Charm Person* memorized) is the last survivor of a raiding party from the Deep Down Below. He's the new leader of these goblins with plans to attack Old Tooley's village. **Blekh the goblin witch-doctor** (HP: 6, armed with a dagger, *Magic Missile* and *Cause Fear* memorized) is eager to help him. A small chest holds 110sp and 54gp. A wooden trap door leads down to area 6.
- ⑥ 2 **giant centipedes** (HP: 4, 4) crawl out of a fissure in the earthen wall to make a surprise attack!
- ⑦ An old shrine to the Wolf Totem rests here. If the heroes please the Wolf Totem, she will answer one question asked about the burial mound and its inhabitants. If they displease her, a **dire wolf** (HP: 15) will appear and attack them!
- ⑧ Two dead goblins lie in front of a round stone door carved with sinister markings. The door is trapped to release poison spores if someone tries to open it (3d4 damage, save for half).
- ⑨ **Gilliard the ghoul** (HP: 10, armed with his *two-handed sword* +1) and his 6 **skeleton** followers (HP: 2, 3, 3, 4, 4, 6) are eager to escape their tomb and spread chaos across the land. A hollow spot under Gilliard's slab hides 100gp and a silver dagger.

The Burial Mound of Gilliard Wolfclan

A One Page Dungeon by Josh Burnett (berniethelumph.blogspot.com)

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The Girly Girl Dungeon

An adventure that can be defeated by 1st level girls or 5th level boys. by Kaylee Thumann

One year ago Princess Lilly was betrayed by her husband and murdered on her wedding night. Now she has come back from the dead and is killing every husband in the village. You must brave her haunted palace, find your way through her hedge maze, and banish her vengeful spirit before all the men in the village are dead.



7. Numerous benches are arranged around a dressing screen, a large chest of drawers, a wardrobe rack hanging with garment bags, and a large mirror. The drawers are filled with silky bras, girdles and underwear. Characters rude enough to search through them are attacked by their own reflections: the mirror is actually a mirror of opposition triggered by searching the drawers.

6. A bedroom dominated with a white and pink canopy bed. A dollhouse takes up an entire corner of the room, and it looks like a miniaturized version of this palace, complete with 4 dolls of palace guards. Playing with the dolls causes the whole party to be shrunk and trapped within the dollhouse. The dolls, now the same size as the characters, give them a grand tour of the house before the magic reverses, the characters are thrown from the dollhouse, and returned to normal size. The characters now know the geography of the palace. The dungeon master should award them a map of the one-page dungeon marked with all secret and concealed doors. If the characters attempt to leave this room without playing with the dollhouse, the dolls turn into 4th-level fighters and attack.

5. A dressing room with an ornate makeup table and a full-length mirror. The walls are decorated with portraits of beautiful women. A young female red dragon is curled before the mirror, staring at her reflection and weeping. She doesn't think she's as beautiful as the portraits. Characters who offer to do her make-up will be rewarded with the treasure beneath her tail: a giant baby's rattle that is really a mace of disruption. Also, when applied, the nail polishes act as gauntlets of ogre power for twenty-four hours, three applications.

8. A statuary of hideous monsters. Three of the statues are humanoid, with wings, horns, claws, and fangs. They almost appear to be watching the characters. But they aren't. They were once gargoyles, but have been turned to stone by the medusa. If they are attacked, the sound of weapons on stone immediately attracts the wandering medusa. Don't roll for wandering monsters - it is automatic. One of the gargoyle statues wears a necklace of adaptation.

9. A hedge maze topped with bright red roses. Characters flying over the hedges are immediately affected by the roses' magical scent: save versus poison or fall asleep.

10. A decorative footbridge spans a reflecting pond. Anyone looking at the pond can, at first, see only a reflection of themselves, the palace, the bridge and the garden. After one turn, however, they can see the glitter of gold coins...it appears the pond has been used as a wishing well. The glitter is actually the scales of two kelpie, who attack any who reach into the pond.

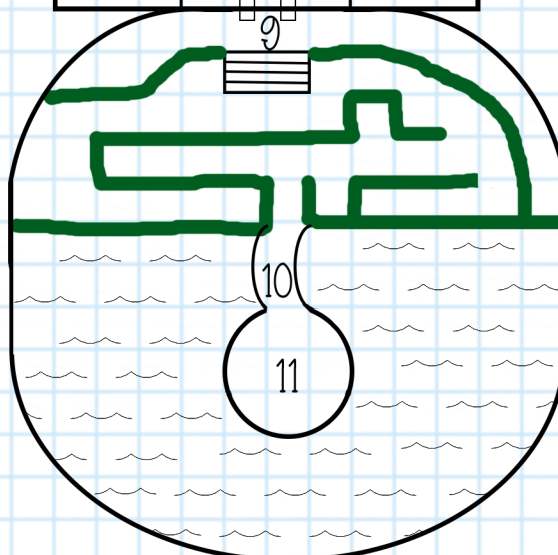
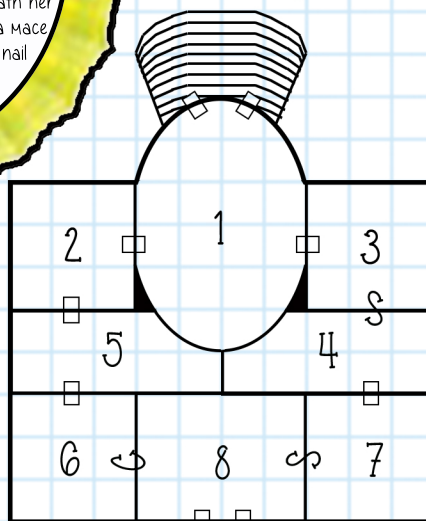
11. This gazebo was where Princess Lilly first met her fiancé. She now haunts it as a Spectre, sitting in its center, stroking the heads of two whimpering, chained dogs. When the characters approach she asks if they've come to marry her. Since she is dead, marriage requires a groom to kill himself. This is why she's kidnapped the village men. None of them agreed to marry her, so she killed them instead. She will do the same to the characters. The dogs are actually blink dogs captured by Princess Lilly. They will serve their liberators as faithful friends.

4. A miniature theater lit with mirrored lanterns. On stage, twenty swans dressed in tutus dance to Tchaikovsky. If characters do not applaud before passing through, the swans turn into stirges and attack. Award experience for defeating the stirges if the characters applaud and thus avoid the encounter.

3. A closet filled with brooms, feather dusters, and old feathered hats with veils. Three jewelry boxes are buried under several inches of dust. If the dust is brushed or swept away, it billows into the air and turns to pixie dust. All within lose their balance and levitate in the air, completely immobilized. Every turn they must save versus spell or suffocate. Donning a veiled hat, which always hangs within reach, protects from the pixie dust and allows the characters to regain their feet. Within the jewelry boxes are three matching sets of necklace, bracelet and ear rings, each set worth 1,000 gp.

2. Two cradles adorned with colorful mobiles and a chest of drawers. A strong stench causes nausea; save versus poison to negate. A pair of ghostly babies cry, doubling the chance of wandering monsters, which enter from the hallway. Within the drawers are clean diapers, wash cloths, and baby powder. If the babies' diapers are changed, they stop crying and the nauseous stench disappears. Award experience per defeating shriekers.

1. A beautifully decorated ballroom with crystal chandelier and tiled dance floor. Twelve women dressed in elegant gowns waltz to ghostly music. Beneath the gowns they are ugly and hungry ghouls who will attack unless they are asked to dance. After one dance, they crumble into dust.



Wandering Monsters

1. Medusa
2. Green Hag
3. Sea Hag
4. 4 Female Dervishes
5. Pair of attacking Unicorns
6. 2 Harpies

Legend

- 1 square=10 feet
- S - Secret Door
- C - Concealed Door
- X - Pit in floor

The people of this old town are all falling ill! First they grow weak, their skin turns an odd colour and peels, they have problems with their memory and co-ordination, before they finally fall into a zombie-like trance permeated by acts of random violence.

Mazmul the old mage opened a secret enchanted door hidden below the "old spring", a famous well beside two old stone ruins. Unfortunately Mazmul was killed in the ensuing magical explosion and a large piece of stone made of enchanted cinnabar is now polluting the town well.

- People started getting sick about a week ago.
- Mazmul the old mage hired three goblins and an alchemist but they haven't been seen for over a week. For what purpose, no one knows.
- Ally and her husband at a shack near a stream a mile to the south also got sick recently.
- The violent sick have been shackled and locked in a barn.
- Mac the village drunk claims he saw a flash and smoke coming from the well several days ago. He can't remember which day and everyone says he was probably drunk.
- They say there is an old shrine somewhere under the town.
- Mazmul always seemed a bit "dodgy". He has lived in town for years though. He lives in an old wine bottling house.



1) The Old Spring

They say it had a name once and bubbled all the way up the shaft. Now it is just called the spring. Perceptive characters might notice a very faint green glow down in the depths.

2) To the Deep

Rough stone steps clearly recently dug lead down from the wine cellar to a watery cavern lit by a magical ever-glowing lamp. The water is about 3ft deep in most places. A pickaxe lies nearby.

3) Miner's Rest

Digging supplies lie in this cavern along with a few empty crates, some simple provisions (rotten), a number of strange sealed clay jars (each with a wick), and an old scroll. The scroll is difficult to decypher but seems to make reference to warded stone doors. The jars are actually alchemical explosives.

4) A Fungal Infection

This cave is full of fungus. Perceptive characters may note it was flooded recently as indicated by deposited sediment. Well, after they see the three goblin labourers from a dubious tribe nearby (*Oz, Neb, and Scab*) looking very sick and stumbling around in an apparent trance. After a minute or so, they become aware of the characters and attack with picks!

The mushrooms in this chamber are edible and have a fruity scent.

5) The Spring

This is where the well draws water. The water here is about 5ft deep. Mazmul's crushed body lies pinned underwater by a large cinnabar stone slab with a faintly glowing rune on it. The water around it looks rather foul.

Smart characters can tell this is the source of the poison - magical mercury poisoning. This was actually a door sealing the chamber beyond but was blown free in an explosion, killing Mazmul in the process. The spring could be cleansed if the rock were removed but it weighs well over a ton and is very big. The task is an adventure in itself!

Mazmul still clutches a silver amulet with a set of balances depicted upon it. His clothes are ruined. Further down the stream lies the body of a robed female human (*Razzly the Alchemist*) that partially clogs the narrowing stream (possibly now undead).

6) The Shrine

This chamber looks like it was fully underwater until recently. Inside stand three statues (one of a lich-like figure, one of an elegant female mage, one broken statue of a robed mage) and an altar. A set of gleaming golden balances sit on the altar.

The scales balance spiritual forces but for some reason are currently tipped one way even though nothing lies upon them.

The Wizard in the Woods is Up to Something (Maybe)

Entrance: large empty cavern; ambient light from thousands of small holes in the ceiling, pathways lead in five directions.

Circle of Non-circular Rooms Not Really in a Circle

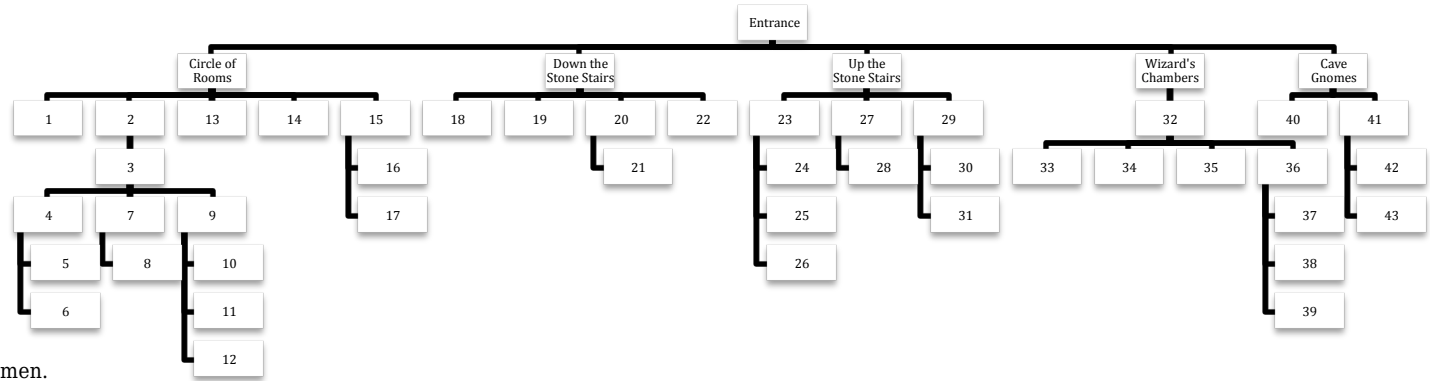
1. 2 angry badgers + 2,000cp.
2. 1 cave bear + scroll of *Demonic Kiss*.
3. Small twisted crawl way.
4. 5 cave gnome guardsmen.
5. 6 cave gnome guardsmen.
6. 10 cave gnome guardsmen.
7. 4 cave gnome guardsmen.
8. 3 cave gnome guardsmen + exit to surface.
9. 5 cave gnome guardsmen.
10. 1 cave gnome shaman + 2 cave gnome guardsmen.
11. Shrine to Pherosathoola, Petty Goddess of Sexual Fear. Jewel-encrusted ivory statue of goddess @5,227gp + misc. altar trappings and offerings @6,789gp.
12. Empty room. Walls covered in cave gnome script, repeating the same phrase "pamfoehtdinmforeemhcs".
13. 1 smelly half-wit hermit + 349gp worth of weird trinkets. Door to **area 17**.
14. 16 rabid ferrets (pets of smelly hermit). Large hole in floor to **area 18**.
15. 92 groundhog gremlins; each will quiver & double via instant mitosis in presence of owlbear.
16. Huge gremlin filth pile; 753gp worth of shit-covered jewels and shiny objects. Also, exit to surface.
17. 1 hibernating owlbear (worshiped by groundhog gremlins; pet of hermit), shiny items worth 1d10 x 112gp & corpse of dead halfling, half-eaten. Door to **area 13**.

Down the Short Stone Stairs in the Corner

18. Tar pit encrusted with three feet of ferret filth from hole in ceiling from **area 14**.
19. Small niche with demonic statue @1,567gp; remove the statue and it springs to life and attacks, summoning 1d12 lemur demons.
20. Large, rough-hewn cavern with 167 mummified corpses, sorted and stacked by size. Roughly 456gp worth of small trinkets on the bodies. 37% chance party recognizes some body. Some bodies have been skinned.
21. Hidden room. Shelves and shelves of body organs in rough-hewn jars. 2 *Potion of Mummification*, 1 *Potion of Fearlessness*, 1 *Potion of Sexual Prowess*.
22. 1 harpy chained to wall; knows about bandits in **areas 30 & 31**. Also, small, partially obstructed locked door to long twisty hallway leading to **area 40**.

Up the Stone Stair Spiral Over There

23. Empty room.
24. Empty room + small crawl way exit to surface.
25. 1d20 mummified cave gnomes.
26. Hatchery. 1d24 unhatched dog-sized eggs. 1d12 hatched eggs and 1d6 succubi and 1d6 incubi feeding on two dead bandits and 1d6 mummified cave gnomes.
27. Empty room.
28. 2 harpies chained to wall; sisters of harpy in **area 22**.
29. Empty room.
30. 19 nervous bandits + 3,000gp worth of stolen goods.
31. 3 nervous bandits + dead kidnap victim; appears to be son of local ruler. He has suffered recent disfiguring burns to face, hands, and feet. His pants are covered in sticky white fluid.



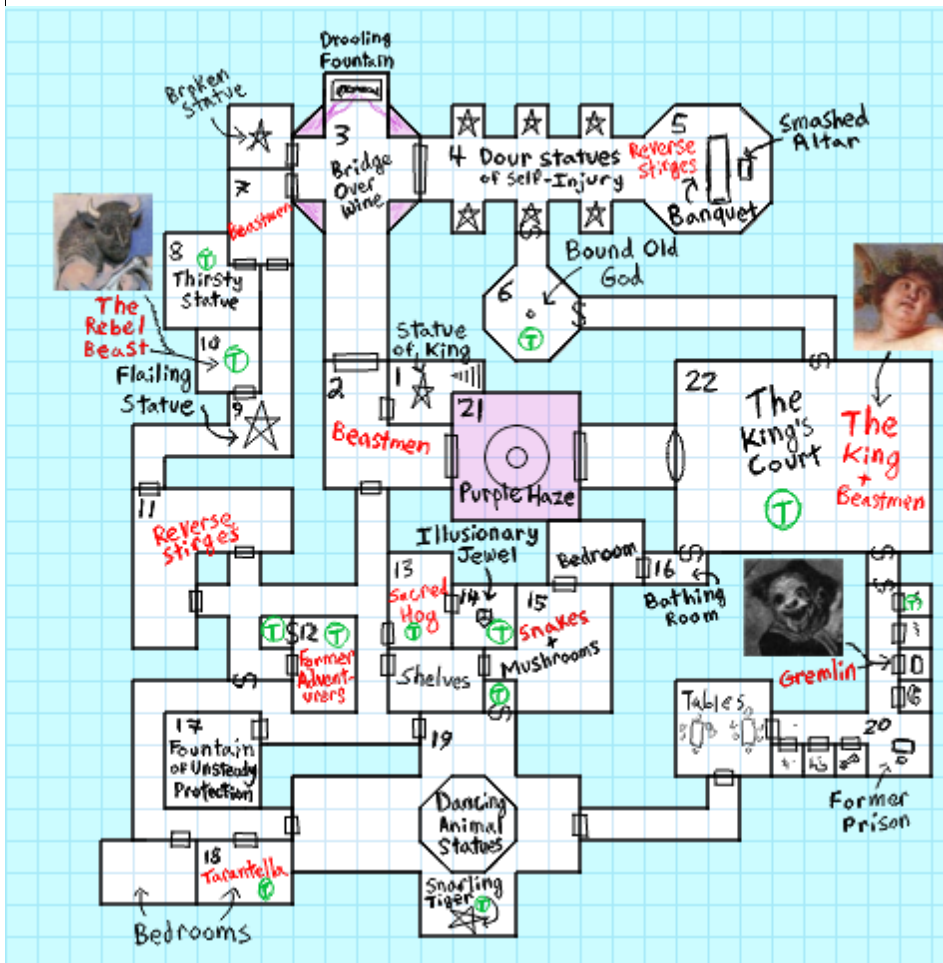
In the Wizard's Chambers

32. Massive locked & triple-warded oaken door leads to wizard's main chamber, where he hangs out to write, think, and work on his master thesis, "*The Hive of the Corrupted Mind of Harzaar*," a bizarre mishmash of history, alchemy, fantasy travelogue and mad rantings written in manifesto form. The manuscript consists of several hundred vellum pages. 20% chance reading a page causes permanent -3 INT + permanent -10hp. The Church would probably like to see it destroyed, but it might be worth a hell of a lot to the right buyer.
33. Water Closet. Reeking chamber pot + pitcher of fresh water. 99% chance drinking the water causes *Flesh to Stone Disease*. Drinking chamber pot imparts permanent +3 to WIS.
34. Library. Stacks of books, shelves of knickknacks, tubes of scrolls, etc., piled everywhere. 30% chance of a useful scroll found in here; 40% chance useful scroll backfires when cast. 4,876gp worth of trinkets, jewels, various magician's claptrap.
35. Bedroom. Small cot occupied by Dawizard Indawoods, 18th level semi-chaotic MU; appears to be being tortured in his sleep (moaning and thrashing and humping the bed) while nocturnally emitting. He will wake if roused.
36. Pantry stocked with various foodstuffs to last 1d6 weeks.
37. Small niche holds scroll of *Abomination*, scroll of *Speak to Elder Gods*, and scroll of *Faster Suicide Kill*.
38. Locked secret door to small hallway.
39. Seriously bummed out lesser demon contained in magic circle. Secret door to **area 43**.

Cave Gnome Village People

40. 1d30 cave gnome huts; 3d30 cave gnome warriors in ritualistic orgy; chanting. Various trinkets and jewels @11,460gp. At least 3 exits to surface + long twisty hallway to **area 22**.
41. 3 cave gnome shamans, 3 cave gnome warriors, 1 cave gnome king, 1 cave gnome queen, 1 shifty-looking halfling merchant wearing ruby pendant.
42. Shrine to Pherosathoola. Large ivory statue of goddess covered in cave gnome script of same phrase as in area 12. Speaking phrase in front of statue 3x teleports speaker to **area 12**.
43. Scriptorium. 1d12 cave gnomes copying pages from manuscript from **area 32** in harpy blood ink by torchlight. Barely alive harpy chained to wall. 1 skinned harpy. 2d24 yards tanned harpy skins @127gp per yard. Secret door to **area 39**.

Court of the King of No Men



A minor god/nature spirit has taken over the much older temple of a god of pain, and is now using his magical goblet to turn nearby villagers into beasts.

NPCs

The King – The minor god of this dungeon. Insists he's freeing those he turns to beasts, but his sacred wine is highly addictive. Will offer PCs blessings (items/clerical spells cast/etc) in exchange for taking down local authority figures.

The Rebel Beast – Yerka, a bull beastman who has thrown off the spell of The King's wine. Hates what's been done to him and wants revenge.

The Old God – Former ruler of this dungeon. Forgotten god of pain and fury. Bound within a gem and hidden away by ancient rival priests.

Faithful Tum – Gremlin servant to The Old God. Will do his best to convince the PCs to free his master in order to defeat The King of No Men.

Monsters

Beastmen – Human/animal fusions, in a perpetual state of ecstatic destructive revelry. Common animals include goats/hogs/deer/wolves/horses.

Reverse Stirge – As normal stirges, but on first hit, injects stomach full of enchanted wine. Save or be Confused (as spell) in combat for 1 hour.

Tarantella – Giant spider whose bite causes contagious compulsive dancing.

Sacred Hog – Giant pig, painted festively. Will try to eat pretty much anything.

Dancing Snakes – As normal cobras, but can easily be charmed with music.

Wandering Monsters (d10)

1-4: 2d4 Beastmen, 5-6: 2d6 Reverse Stirges, 7: 1 Sacred Hog, 8: 1d4 Dancing Snake, 9: Rebel Beast (if alive), 10: Faithful Tum (if alive)

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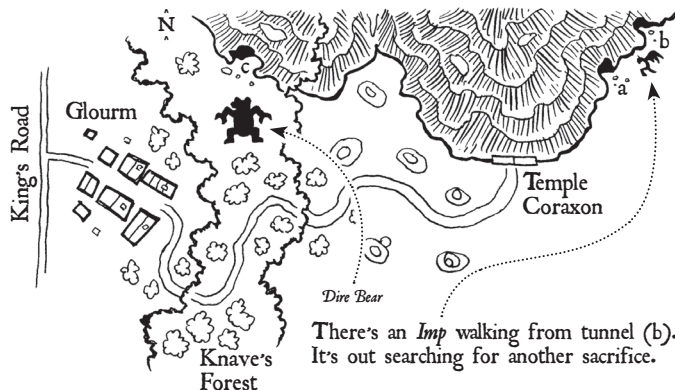
- 1: Entrance. Statue of The King of No Men—A robust drunk/half-falling man wearing a leafy crown w/ a rod in one hand and a cup in the other.
 - 2: Doors Room – Empty except for group of rampage-partying **6 Beastmen**. Will joyously attempt to tear PCs apart.
 - 3: Bridge Over Wine – A raised platform over a pool of wine. To north a fountain/statue of a half-conscious reclining man streams wine from its mouth.
 - 4: Dour Statues – Statues of dour figures stripping the skin from their arms/cutting their faces/etc. Have been wreathed with flowers and merry makeup.
 - 5: Smashed Altar/Banquet – Former altar to **The Old God**. A banquet table of fresh food is in front of it. First portion/day acts as a Cure Light Wounds.
 - 6: Bound Old God – A red gem on a pedestal. Radiates malign intelligence—touching it forces a save or be possessed. Worth a lot to unsavory buyers.
 - 7: Rumpus Room – **7 Beastmen**, playing Pin The Tail on each other.
 - 8: Thirsty Statue – A tired-looking statue reclines, raising an open mouth, with a closed fist resting on his leg. If fed wine opens the clenched hand, revealing a valuable **Gold Ring** and a **Necklace of Adaptation**.
 - 9: Flailing Statue – Tipsy blindfolded stone soldier holding sword and cup of wine. Noise (even footsteps) causes wild dancing/dangerous sword-swinging.
 - 10: Rebel Beast – Tidy bedroom, home to **The Rebel Beast**. Has a **Potion of Cure Poison**, which will cure any negative wine status effects.
 - 11: Stirge Nest – Ripped up wall-tapestries with **9 Reverse Stirges** living behind them. A sweet-sour smell.
 - 12: Training Room – Table, cabinet, chairs, training dummies. **5 Adventurers Turned Into Beastmen** are using the room. The Fighter has **Kindness**, a +1 Sword who inflicts wounds that fully heal within 24 hours, and the Cleric has **Thunderstruck**, a +1 Hammer that can be thrown once a day for 2d6 damage. Between them, they also have a quite a few **Platinum, Gold, and Silver Coins**. A secret door hidden in the back of the cabinet leads to a secret room with a treasure chest brimming with **Gold and Silver Coins** accompanied by a one-charge **Wand of Polymorph Other**.
 - 13: Hog Lair – Home of a **Sacred Hog** with a **Bejeweled Ring** in its nose. The room is utterly smashed and filthy.
 - 14: Illusionary Jewel – A valuable-looking purple jewel hovers in mid-air, but is merely an illusion. A hidden tile directly under the illusion hides an **Amethyst**.
 - 15: Mushroom Room – The room is full of mushrooms which release intoxicating spores when disturbed. **3 Dancing Snakes** hide in the mushroom cover.
 - 16: Bathing Room – A multi-person stone bath with various scrubbing instruments. One tile on the wall can be pressed to reveal a secret door.
 - 17: Fountain of Unsteady Protection – A fountain of wine. Grants immunity from the next 4 dice of damage taken, but each die of protection gives a -1 penalty to all actions due to heavy intoxication.
 - 18: Bedroom – Contains a **Tarantella** and the corpse of one of its victims. In the pocket of the corpse is a moderately valuable **Silver Bracelet**.
 - 19: Animal Statues – In the center of the room is a raised platform covered with statues of dancing animals. To one side is a large statue of a snarling tiger with **Two Garnets** for eyes. Removing the green gems causes the statue to hiss out a cloud of fear gas. A pressure plate on the other wall hides a secret room containing a **Scroll of Remove Curse** and a **Decanter of Endless Wine**.
 - 20: Former Prison – Former holding cells for sacrifices to The Old God, now trashed. **Faithful Tum**, the gremlin, is asleep inside a chest in one of the cells, and his collection of **Gems** is hidden under an especially filthy patch of straw in a cell a little deeper in.
 - 21: Purple Haze – A fountain fills the room with a haze of magical purple mist. All who enter it must Save or be overwhelmed with merriment for the day and lose all interest in anything but immediate physical pleasures such as good food, wine, and dance.
 - 22: The King's Court – **The King of No Men** and **10 Beastmen** eternally revel here, engaging in non-stop drinking, dancing, singing, and roughhousing. Two magical pipe-playing statues, drawing power from The King, bless all followers of the god, giving them a +1 To Hit/Damage/Morale. The King will attempt to make any visitors drink from his goblet, or at the very least carry out his will on the surface. The King has his **Rod of Command**, which he can use so finely that he may force his victims to fight using it, his **Goblet of Transformation**, a massively valuable semi-magic **Crown of Living Gold** in the shape of leaves and branches, and a purse full of **A Bunch of Small Jewels**.
- Rod of Command** – Target must Save or be held as the spell Hold Person. Concentrate to move the target's body at will, although not so finely that they can be made to effectively fight or engage in any precise movements. May only hold one target at a time, and may only attempt once per target per day.
- Goblet of Transformation** – Any who drink from the Goblet are transformed into a Beastman and gain an craving for more Goblet-wine.

SOMETHING HAPPENED AT THE TEMPLE NEAR GLOURM

Glourm is a small hamlet that sits along the King's Road. It started out solely as a supply point for the Temple Coraxon, but has developed into a respectable little town. Mong's Tavern, Blacksmith Joden and Lourke's General Supplies.

The temple monks haven't stopped by Glourm for weeks. They usually stop by periodically for supplies. The townsfolk that have ventured up to the temple haven't returned. Livestock has gone missing. And now there are frequent ground tremors. The remaining townsfolk are afraid for their lives. It's noticed that Joden the blacksmith is missing. Lourke offers the party 300 gold to find out what's going on at the temple. Half up front. Half upon completion.

On the path to the temple, the players will be attacked from the north by a ferocious rushing *Dire Bear* guarding tunnel (c).



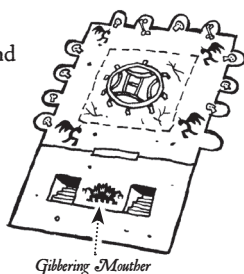
There's an *Imp* walking from tunnel (b). It's out searching for another sacrifice.

THIRD FLOOR

A nearly silent *Gibbering Moulder* will ambush anyone as they come around the corner.

The *Imps* in the Gate Room will be alerted to the intruders by the *Gibbering Moulder's* gibbering and will be ready to ambush anyone entering the room.

In the musty Gate Room is the 10' x 10' copper gate sitting atop a cracked stone pedestal. Sparks fly from its surface as something strikes



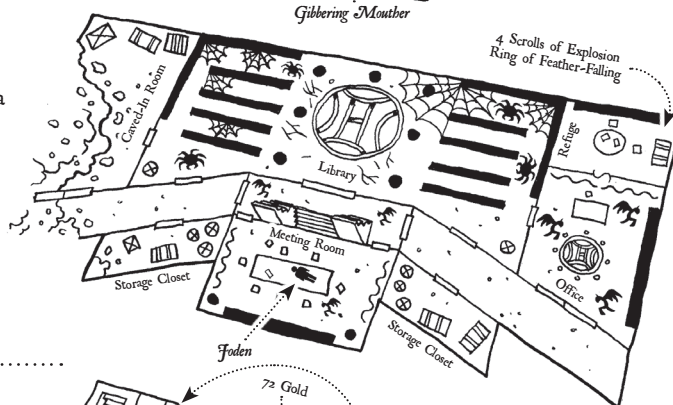
upon it from the other side. In 11 of the 12 alcoves are the heads of 11 sacrifices. If the *Imps* manage to behead a player and place the head in the last alcove, the gate will open allowing a *Balor Demon* to come through and wreak havoc. If the players manage to behead an *Imp* and place its head in the last alcove an explosion around the gate will occur crumbling the floor beneath it. The gate will fall to the floor below, but not through it, unless the floors below have already been purposely weakened.

SECOND FLOOR

The Meeting Room is a dark and messy room. Unconscious on the table is a bound and gagged Joden. He can be woken up by a few slaps in the face.

A few books on the bookshelves are about gate sealing, but their contents are indecipherable.

On the cracked floor of the Library is the same mysterious copper inlaid symbol as below. A note drops out from a book (about gate sealing) in the Library. It says: *Consult notes and backup plan in my refuge.*



The *Imps* in the Office seem to be searching for something.

On the table of the Refuge are 4 *Scrolls of Explosion* and a note that says: *To trigger say thrice - Dissiliunt.*

When "dissiliunt" is said three times all 4 *Scrolls of Explosion* (no matter where they are in the temple) will explode at the same time.

The chest in the Refuge contains a *Ring of Feather-Falling*.

GROUND FLOOR

The metal front doors open easily. An odor of decay comes from within.

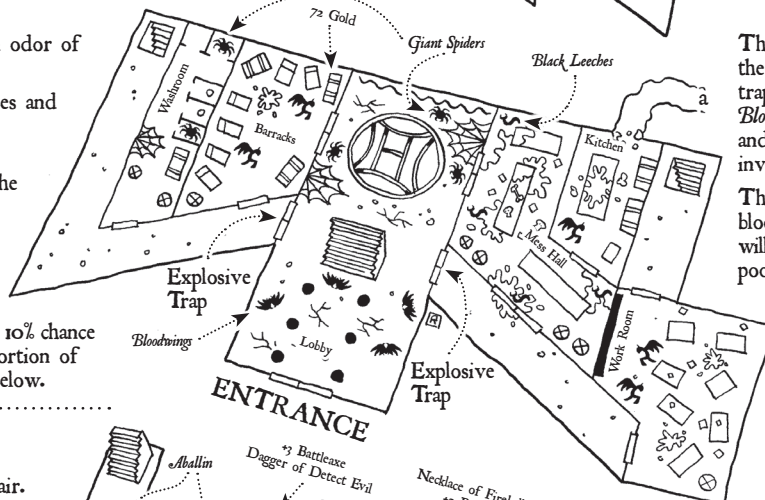
The Lobby is a dirty mess. Dirt, leaves and blood litter the floor.

A swarm of chittering *Bloodwings* will drop from the ceiling of the lobby if the players are too noisy.

Giant Spiders litter the rear lobby.

On the cracked and weakened floor is a mysterious copper inlaid symbol.

Every 10-15 mins., a tremor triggers a 10% chance a player will fall through a weakened portion of the floor into the corresponding area below.



The old wooden double doors leading out of the Lobby to the east and west are both cleverly trapped with an explosive scroll. If set off the *Bloodwings* will (if they haven't already) attack and all the *Imps* on that side of the floor will investigate.

The Mess Hall is a charnel house. There are blood-stained bones everywhere. *Black Leeches* will spring at the players if they step into the pools of blood.

The *Imps* in the Kitchen, Work Room and Barracks will attack on sight.

The *Giant Spiders* in the Washroom drop stealthily from the ceiling onto the players.

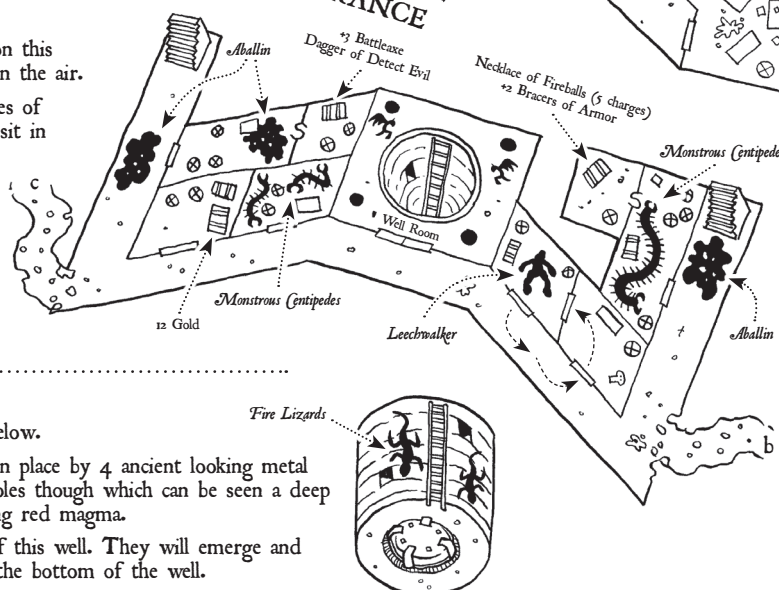
BASEMENT

It's noticeably hotter and drier on this floor. There's a sulfurous odor in the air.

Acidic *Aballins* resembling puddles of water, with gold coins in them, sit in wait in the hallways.

Poisonous *Monstrous Centipedes* lay waiting in garbage piles ready to ambush any nearby adventurers.

A *Leechwalker* lumbers around the hallways and rooms looking for food.



MAGMA WELL

A searing heat emanates from below.

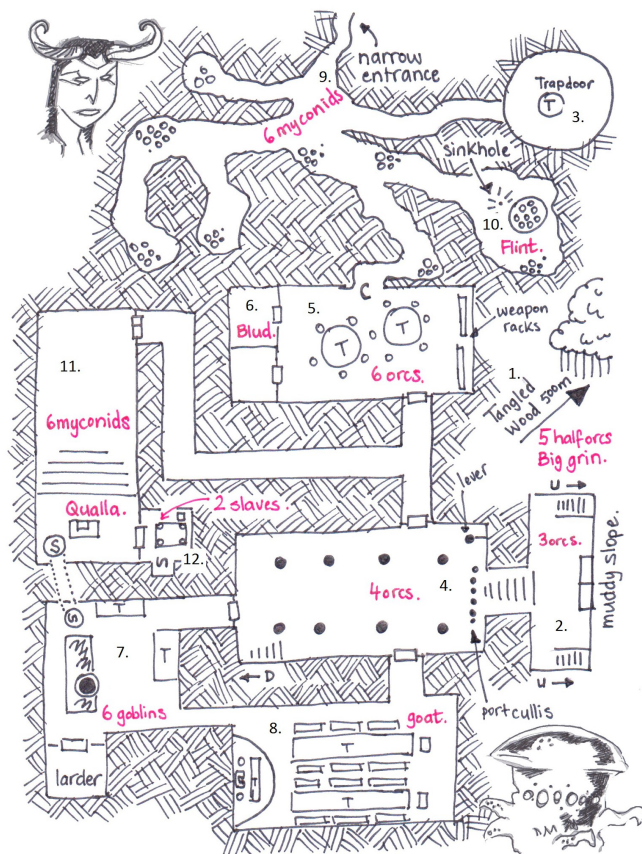
The 10' wide stone cap is held in place by 4 ancient looking metal plates. On the cap are 4 vent holes through which can be seen a deep shaft ending in a pool of bubbling red magma.

2 *Fire Lizards* live in the walls of this well. They will emerge and attack when the party are all at the bottom of the well.

Creatures

- Imps* - Will investigate any noise they hear within 40 feet.
- Gibbering Moulder* - This creature's multi-mouthed gibbering can cause confusion.
- Monstrous Centipedes* - Can hold so still that it is very difficult to spot them in debris. Attack and poison either from both their heads and tails.
- Aballins* - Will attack only if touched.
- Leechwalker* - Can cause wounds that don't stop bleeding.
- Fire Lizards* - Can breathe fire and are immune to flames.

Citadel of the Severed Hand - by Rob S



A fallen dwarf citadel. Ground level is a solid barbican and tower. First level belongs to the Severed hand tribe of orcs, most are away at war.

If citadel observed, PCs see orc take waste buckets to fungus caves. Peryton flies off hunting. When dark faint glow from fungus caves.

- 1. Tangled woods** - **5 half orcs** with a log ram wait in the woods; know the Severed hand tribe are away. Will raid citadel tonight. **Big Grin**: friendly, greedy and fat; the leader. Potential allies.
- 2. Barbican and gate** - muddy slope leads to gates. Nailed to gate are many rotting hands. Keeping watch on battlements are **3 orcs**; short bows; horn fixed to battlement.
- 3. Peryton tower** - **Peryton** and young at top of tower. Ally of orcs who feed them. If combat at barbican Peryton will arrive in 3 rounds. Blackened, gutted tower filled with bones. Rusty shut trapdoor concealed by rocks; access to fungus caverns.
- 4. Ancestors Hall** - Ruined grandeur. High vaulted ceilings. Defaced stone carvings tell of Kiel who tamed the Perytons and ruled over the area with his unique cavalry. Covered in crude orc graffiti/scratchings. **4 orcs**. Lever lowers a portcullis sealing off stairs. Stairs down if you want to expand adventure.
- 5. Barracks** - tribal living area appears recently vacated. **6 orcs** remain; planning shroom raid. 2 scratched and gouged tables. Patched up chairs and stools. Sleeping furs, skins and

bags. Access to fungus caves concealed beneath barrel.

- 6. Boss room** - **Blud**: brooding and practical; orcs boss. He wears the *Staghelm*. The antlers pierce severed fingers that form a spindly crown. Helm is magic and protects against charm effects. Hates Qualla for taking his son. Will offer helm if PCs slay her and free son. Wears Kiel clan signet ring and valuable wolf pelt. Has berserk shrooms.
- 7. Kitchens and larder** - Filth and squalor. Blood stains, smoke from fire pit, bug infested, rotting food scraps. **6 goblins** cook blood stew in cauldron. Larder contains animal and humanoid parts, fungus. Body strung up; bowl to collect blood. Large beetles pinned to tables with knives, some still squirming and fluttering wings.
- 8. Feasthall** - A distressed **goat** tied to a long table; wooden benches. Dais; ornately carved chair with stag motif.
- 9. Fungus caverns** - Alternative entrance is narrow and cramped; bulky armour won't fit. Myconids investigate noise at entrance. Rampant fungus grows amongst mud. **6 myconids** attend a riotous forest of fungus many glow faintly. Eating shrooms gets a roll on the shroom table. Coral/polyp fungus covers walls and roof, water flows along them forming muddy pools.
- 10. Fungus sinkhole** - Fungal spire rises from fungal sinkhole, trapped in bog is **Flint** a small gnome **living rock statue** of stone and iron, moss and rust covered. Depressed. Reacts to spoken dwarf/gnomish. Ally if rescued.
- 11. Grand Hall** - defaced carvings, stairs ascend to a oversized stag themed throne surrounded by piles of animal skulls. **6 myconids guards** and **Qualla the demon**: entitled, regal torturer; a horned, goat legged waif. 20' arua instills sympathy as a charm effect. Her touch must be saved against or damage done to her is instead inflicted on touch target. Rather talk than fight. Teleports if in any danger. Wears *Grom's Gutplate*; sharp serrated shield strapped across belly. Wearer -2 con, +2 saves and AC. Expands to fit; never comfortable. Appetite increases. Qualla finds orcs horrid but rules them anyway. Flagstone conceals crawlspace to kitchen.
- 12. Bedchamber** - door locked, two amputee slaves chained to wall, including Blud's son, they take Qualla's damage. Decayed four post bed. Chest; gems and dwarf crown. Secret compartment opened with Kiel clan signet ring contains clerical spell scrolls, Kiel clan documents and a sack of gold.

Myconid Appearance	What are they doing?	Shroom effects	More shroom effects
Bloated, spongy.	Laying in wait.	Telepathy	Delicious. Your full.
Tall, spindly	Farming.	Shrink	Mild poison.
Phosphorescent, slimy	Watching fungus grow.	One with universe. Commune.	Drowsy.
Red spotted cap	Resting.	Strong poison.	Berserk.

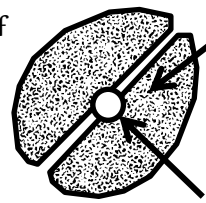
Our heroes agree to stand vigil over a penitent NPC of level 1-8. The terms of this person's penance: to pray from dusk till dawn for three nights with no more than a breath's rest, eating nothing and drinking only water either day or night, at the site of an ages-old pact between Heaven and Hell...

The Devil's Acre

Adventure game scenario
for character levels 4-6

One Page Dungeon Contest entry 2013 by Roger SG Sorolla

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THE ACRE: Thorny, rocky area with crevices through which devils come, 250' diameter with path through it.

HOLY CIRCLE: White inscribed marble laid into the ground, 50' diameter. At center, 5' high mound with stone cross.



*HOLY CIRCLE: While the Circle is intact, the total Hit Dice of **evil creatures** inside it may not exceed: 6 + the highest character level within + 2 if any character is in*

holy orders. As some devils die, more may enter. Only the watchers can break the Circle, by accidentally laying an object (such as a stray arrow) athwart it.

PRIMA NOX DIABOLI: THE FIRST NIGHT

Devils' objective: To break the bodies of penitent and watchers

Midnight: Hordes

20 **Nupperibo** and 10 **Lemures** herded by 4 **spined devils**, who only attack at the end.



3 AM: Hounds

Nine hostile **hell hounds** of various sizes enter chasing a half-sized **hellcat kitten**, who takes refuge in the circle and will only attack if attacked.



Pre-dawn: Hellion

Barbed devil assures you that beloved deceased are in Hell, drops false hints that he represents Pride, and tries a few bad-faith deals. Only attacks if watchers are weakened.



SECVNDA NOX DIABOLI: THE SECOND NIGHT

Devils' objective: To tempt the bodies of penitent and watchers

Post-sunset: Gluttony

8 **imp cooks** serve 3-course dinner – they don't attack except if attacked.
1. 4 rounds of hell stew served from a hose. Vomiting for d4 rounds if hit + failed save.
2. 16 1HD cuts of animated meat move slowly to attack: choke you on a hit + failed save.
3. Dessert – imps throw sweets and use *suggestion* to break the penitent's fast.



Midnight: Lust

Succubus/incubus, appearing as the penitent's greatest object of desire, taunts the watchers with facile Freudian analysis of their characters and equipment. Then he/she tries to get close enough to use her/his *charm* power on the penitent.



Pre-dawn: Sloth

6 **wraiths** that, instead of level drain, steal d6 movement points on a successful hit. At 0 movement, a character falls asleep for d20 (plus number of move points below 0) hours. They are trying to stop the praying of the penitent.



TERTIA NOX DIABOLI: THE THIRD NIGHT

Devils' objective: To tempt the souls of penitent and watchers

Midnight: Wrath

3 **Erinyes** use *illusion* to appear as aggravating persons in the penitent's life. They fly around the circle shooting 9 arrows at 1 per round. The arrows have a one-time magic: a person who is hit by one must save or rush outside the circle to attack the Erinyes, suicidally (others may try to stop them). They won't enter the circle.



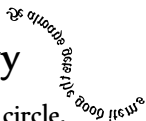
3 AM: Avarice

7 **bearded devils** with sacks throw 5 treasures (50 silver, 50 gold, gem, golden items, magic item), call 20-50% of each character's coins into the sack, and then call one item from each. If treasure is taken or theft resisted, that devil enters the circle to attack.



Pre-dawn: Envy

For each person in the circle, 2 strands of whispering letters enter. Each has 1+1 HD, moves at 20'/round, is only hit by magic, silver or holy arms. If hit, no damage, but save or start to attack the person in the circle you have the most cause to envy.



ALBA DIABOLI: THE DEVIL'S DAWN (Pride)

Once, some watchers bent the rules, keeping four overpowered Lemures in the Circle so devils couldn't enter. Satan then negotiated for one last surprise after the final dawn ...



This tempter is a mortal traveling musician, hermit, or homely damsel, who can't be harmed, only detained. He or she congratulates the watchers and penitent on a successful vigil. Any who respond without humility can't resist the tempter, as it wrestles the penitent away to a hell crevice ...

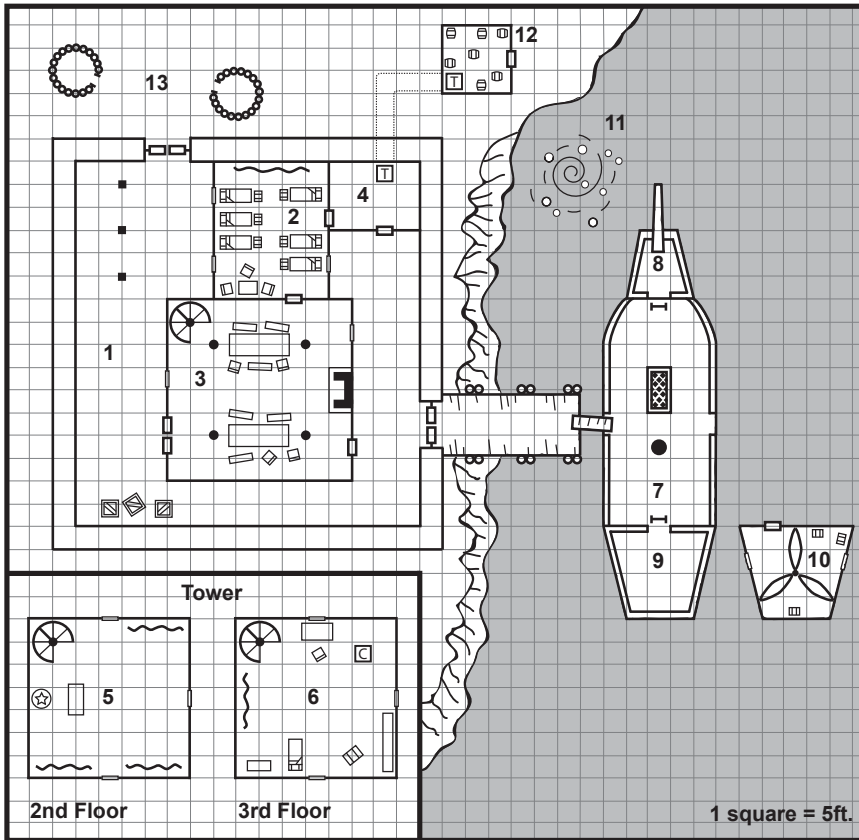
THE BALEFUL SPRING

by S. J. Harris

An adventure for a party of 3-6 characters of 2nd to 4th level.

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Background: Count Arpad of Thistleshire is trying to secure a peace accord with the neighboring lizardfolk of the Lake Ervad. The tribe of lizardfolk have been raiding the county which borders the lake. The Counts' last two emissaries Otto and Horthy have disappeared and he rather not risk his own men so he is seeking adventurers to secure the accord. Arpad offers the PCs a jeweled sword (worth 500 gp) as payment once the treaty has been signed. Unknown to him his niece Zasa an evil cleric is leading the raids in the county with a following of brigands and enslaved lizardfolk. Her forces occupy the abandoned Cove Fort and she uses the water from the Baleful Spring to control the lizardfolk. The lizardfolk tribe has been trying to rescue their enslaved kin but have failed. The lizardfolk chieftain Kizar tells the PCs that Zasa has enslaved his people and will sign the treaty if the PCs free the lizardfolk and defeat Zasa.

Random Encounters (Surrounding Wilderness)

Roll 1d6 every 2 turns and a result of 1 indicates an encounter.

(Check only 3-4 times per day)

Roll 1d20

1-10: No Encounter (add 2 to next roll)

11-12: Insect Swarm – A swarm of midges surrounds the party.

13-14: Lizardfolk (free) (5)– Will tell the PCs they have not raided the county and that their fellows are magically enslaved by a cleric at the Cove Fort. They will lead the PCs to the Cove Fort and retreat quickly.

15-16: Hazard – Quicksand – PCs make a DEX check or fall into quicksand sink in 1d6+1 rounds requires assistance to escape.

17-18: Elven Patrol (4) – These elves are tricksters and will try to harass the party for amusement.

19-20: Zombie (3) – These zombies are the remains of the Knights of the Golden Sword. Why they are zombies is a mystery.

Random Encounters (Cove Fort)

Roll 1d6 every turn and a result of 1-4 indicates an encounter.

Roll 1d20

1-10: No Encounter (add 2 to next roll)

11-12: Stench - The smell of sulfurous gas floats about.

13-14: Brigand Patrol (4) – These men patrol the cove fort.

15-16: Hazard - Falling Stonework -1d4 damage, DEX save avoids.

17-18: Lizardfolk (Enslaved) Patrol (4), (from Area 11 - Huts)

19-20: Fly, Giant Carnivorous (3)

Room Key:

The Cove Fort: This fort is on the shore of an unnamed cove on the edge of the Lurk Fens and Lake Ervad. The fort is built of volcanic rock from the Bleak Mountains by the Knights of the Golden Sword to guard the north shore of Lake Ervad and was abandoned when the order fell.

1. Courtyard: The entry double doors are guarded by two lizardfolk and their dwarven sergent. The group has poor discipline and are dicing most of the time. They will invite the PCs to play thinking them either sailors or new recruits. Once inside, the courtyard is gravel strewn and has a roofed open stable. A wooden platform is where Zasa gives speeches. Five sailors are hauling crates across gravel unsuccessfully towards the dock.

Lizardfolk (enslaved) (2): AC 5; MV 60' (20')/ Swim 120' (40'); HD 2+1, hp 8; #AT 1 (weapon); Dmg 1d6+1 or 1d6+1 Short Sword, 1d6+1 Spear; Save F2; ML 12; AL N; XP 47 each.

Sgt. Draif Stoneheart: AC 4; MV 60' (20'); HD 1, hp8; #AT 1 (weapon); Dmg 1d8, 1d6 War Hammer; Save D1 ML 8; AL LE; XP 10. Treasure: Ivory Dice, 200 cp, 34 sp, 14 ep, 29 gp

Sailors (5): AC 9; MV 120' (40'); HD 1d6, hp 3; #AT 1; Dmg 1d4 dagger or 1d4 pin; Save F1 ML 7; AL N; XP 5.

2. Barracks: This is the main sleep area for the brigands. Twelve bunk beds with six chests line the wall. Four brigands are asleep in the bunks. A tapestry hangs on the wall of knights doing battle by a lake shore one wields a golden sword. If the tapestry is examined for 6 rounds by a Lawful PC the golden sword will glow softly and appear in thier hand. The Golden Sword has a Lawful aligned and is a +1 weapon which glows in the presence of Chaotic alignment.

Treasure: Chests 1, 2, 4, 6 hold: clothes, valueless personal items, leather belts, and one wool cloak with 23 cp, 14 sp, 13 ep. 17 gp sown into the lining; Chest 3 holds: Ivory drinking horn 30 gp, cloths, boots, leather gloves; Chest 5 holds: cloths, an elven dagger & sheath, pipe & pouch of Halfling smoke weed, 24 gp and 45 cp

Brigands (4): AC 7; MV 120' (40'); HD 1, hp 8; #AT 1; Dmg 1d6 shot sword, 1d6 short bow; Save F1 ML 8; AL CN; XP 10 each.

3. Hall: This hall has a fireplace and two large tables. At any given time there are 1d4 brigands in the room. Two sailors are carousing merrily. The two emissaries Otto and Horthy are bound in ropes in the corner. A spiral staircase leads to the upper floors. If the PCs are detected a brigand will try to drop an iron chandelier on them by pulling the tie peg from the wall. The PCs must make a DEX check or suffer 2d6 damage from the falling chandelier.

Brigands (1-4): See prior stats

Sailors (2): See prior stats.

4. Distillery: This small chamber is where Zasa distills and concentrates the water from the spring. A tunnel is used to transports barrels from the barrel house to the distillery. The arcane distilling process stabilizes the water's effects and it lasts 1 week before becoming normal water. Three nixies were used as a component to stabilize the water their now undead skeleton remains are in the copper still. They will pound and scratch the inside of the still making noise. Those who imbibe the concentrated water are under its effects as the spell *Charm Person* cast as a 3rd level magic user. The first person they interact with will be the default caster.

Skeleton, Nixie (3): AC 7; MV 180' (60'); HD 1, hp8; #AT 1 claw; Dmg 1d4+4; Save F1 ML 12; AL CE; XP 13.

5. Chapel: This is a chapel to the dark goddess. An ebony statue of a woman, an altar, holy book and votive candles are in the room.

6. Zasa's Chamber: This bedchamber is well appointed. A iron brazier is in the center of the room and an ornate frown faced chest near the wall. A trap door in the ceiling leads to an empty parapet. There is a 75% chance of Zasa being found here scheming or writing dire speeches.

Zasa, 3rd-level human cleric: AC 7; MV 120' (40'); HD 3, hp 14; #AT 1; Dmg by spell or 1d6 Quarter Staff; Str 9, Int 13, Wis 15, Dex 13, Con 9, Cha 14; Save C3; ML 8; AL CE; XP 125.

Languages: Common, Alignment, Lizardfolk; **Equipment:** Scroll Curse, Girdle of Protection +1; **Spells:** (2) 1st lvl spells: Cure light wounds, Cause Fear (1)2nd lvl spells: Hold Person Grimacing Chest – PCs must make save verses Spell like Device or be fascinated by the chest and want lean inside to search for treasure. Those who do so are trapped in an extra-dimensional space and can only be freed by the chest's owner.

Treasure: Hidden under the mattress is 200 sp, 1000 gp, 8 gems worth 25 each, elven jewelry worth 200 gp.

The Ship: Vaar is the elven captain of the cog *Dark Pilgrim*. The ship transports the spoils taken by Zasa's forces to the lakeside town of Vicewick to sell for weapons and supplies.

7. Main Deck: Goods are tied down to the deck. Captain Vaar bought a higher baboon from a trader in Vicewick and named him Joko. Joko serves as mascot and marine on the ship. He is friendly to the captain and crew but will attack others who try to board the ship. **Treasure:** Trade Goods 1473 gp value

Baboon, Higher: AC 6; MV 120' (40'); HD 2, hp 8; #AT 2 (bite/club); Dmg 1d3/1d4; Save F2; ML 8; AL N; XP 20.

8. Fore Castle: Two heavy crossbow mounted on this deck. They do 1d8+1 damage and have 30 quarrels in a case. Three sailors are drinking grog on the deck and will fire on strangers after issuing a warning. They have no treasure.

Sailors (3): See prior stats.

9. Stern Castle: The ships tiller and chart table and rigging box are located here. A crab spider has recently stowed aboard the ship and is hiding in the rigging box.

Crab Spider: AC 7; MV 120' (40'); HD 2, hp5; #AT 1 (bite); Dmg 1d8, poison; Save F2; ML 7; AL N; XP 38.

10. Cabin: This is where captian and the crew sleep. There are six stacked hammocks with three chests. Iron pots hang from the ceiling holding food stuffs. **Treasure:** Chest A: Magically Trapped: *Symbol of Pain* cast by 15th lvl Magic User. 2400 cp, 971 sp, 960 ep, 1730 gp, gem 75 gp vaule, gem 100 gp value, jewelry 400 gp. Helmet ornate 60 gp., cloths; Chest B: 14 gp, 22 sp, 44 cp cloths, mirror, idol; Chest C: 23 gp, 12 sp, 60 cp, cloths, dagger

Captain Vaar , 3th-level elf fighter: AC 7; MV 120' (40'); HD 3, hp 20; #AT 1; Dmg 1d6+3 short word/ 1d6+1 short bow Str 17, Int 15, Wis 12, Dex 15, Con 15, Cha 13; Save F3; ML 8; AL CN; XP 100. Equipment: *Eyes of the Eagle*; Language: elven, common, gnom, hobgoblin, orc, lizardfolk

The Environs: The land around the Cove Fort is lightly forested and marshy.

11. Baleful Spring: The spring has bubbling sulfurous water. Those who swim into the spring or drink its waters are subject to it's strange effects. Zasa throws a bucket tied to a rope into the spring to gather the water. The water becomes normal after 1 day unless distilled.

Spring Effects: Roll 1d6

1.Change to a different color for 1d6+1 days; 2.Amnesia for 1d8+1 rounds 3.Babble nonsense when speaking for 1d4+1 rounds; 4.Become incandescent for 1d12+1 rounds; 5.Fall under the effects of a *Charm Person* spell cast as a 4th level Magic User; 6.Nothing Happens

12. Barrel House: This is where Zasa stores the spring water. A earthen tunnel is used to transports barrels leads from the barrel house to the distillery.

13. Huts: The lizardfolk under Zasa's control live in theses squalid huts. They wield spears and short swords. Zasa only allows them food and ornaments of shell and feathers.

Lizardfolk (enslaved) (6): See prior stats.

Church of Consumption

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Blocked Entrance

A vaulted 20' high corridor lies partially blocked by rubble and broken masonry. Along the corridor are ten statues of grossly obese men and women. One statue, cleaner than the others, slides back when pushed, revealing a ladder to a tunnel.

Secret Store Rooms:

The secret tunnel leads to two store rooms, locked. The smallest holds urns, wax-sealed jars, and two locked chests trapped with fiery *glyphs of warding*. Inside the urns are old coins (2169 gold, 3126 silver, 2301 copper), the jars hold six random potions, the chests hold (1) 2 rubies, 1 topaz, 23 blood stones, and a gold armband; (2) an *Elven Cloak*, a pair of *Elven Boots*, and a slender, silver-edged, magical sword of Elven design: *Eye-Gouger*, a +1 sword that blinds on a natural 20 (save allowed).

The larger room holds three suits of plate mail on wooden stands, decorated in gold & silver filigree; a wooden rack with five silver-tipped spears, a great axe with a hilt shaped like a wolf, urns holding old coins (245 platinum, 247 gold, 987 silver) and a locked chest (also *Wizard Locked*) with 3 sapphires, an emerald, and a fine gold ring with leaf-design that is a magical *Ring of Levitation*.

The Church:

A large chamber lit with Continual Flames wrapped around the numerous statues, all of fat priests. Pews surround a raised dias with an altar of solid gold. Pillar of ebony hold up the 50' high domed ceiling. The church is relatively dust-free, with a 2 in 6 chance of the cultists present and performing a ceremony.

Dormitory:

A dusty, disused room with empty chests at the foot of each bunk.

Dining Hall: An empty dining hall, with broken crockery and rusty cutlery scattered about.

Vestry: Pegs with worn, threadbare robes fit for very large people. One has a pocket with a lonely diamond tucked away.

Store Room: Barrels of stale ale, bad wine, and crates of dessicated rations sit in a dusty corner.

Priests' Rooms:

These two rooms are occupied by the High Priests of the cult: a pair of grossly obese clerics that can barely waddle by themselves. They each have an ornate rod of office, which act as *Wands of Paralysis* (3/day). Each is immune to poison & disease, and has a natural AC equal to chain.

The Idol: a gold statue of a malformed, morbidly obese man.

The Sleeping God:

This vast cavern holds a *Sleeping God*, tethered to obsidian stakes driven hard into the stone. It has flesh carved from its side, slowly regenerating, that the cultists feed upon: eating the meat grants the consumer *Immortality* but gains a stone in weight every month. 1-3 cultists stand guard, with a 2 in 6 chance of a High Priest present.

The Meat Grinder:

A rusty iron meat grinder of immense size sits above a pit. Blood oozes down it. In the lowest cave live 3 ghouls, who act as waste-disposal, but plan to sneak in & eat of the god's flesh, one day.

Cell:

Rusted iron bars and a locked gate; inside are four captives waiting to be grinded up and fed to the *Sleeping God*.

The Cult:

A simple camp where the six remaining cultists (2 clerics, 3 fighters, and a wizard) live. All are getting fat, are immune to poison & disease and have a natural AC equal to leather.



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