



# 2011 Winners

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# INTRODUCTION

*Alex Schroeder*

Another year has passed and the time has come for the One Page Dungeon Contest. And what a year it has been. My campaigns are full of contest entries from previous years. Towers for sages, abandoned homes for wizards, tombs that have been disturbed, troll lairs, rumors of necromancer kings – all of these things and more got added to my campaign because it was so incredibly easy for me to do.

I hope you find adding contest entries to your campaigns just as easy!

Thank you all for contributing!

– Alex Schroeder



# THE JUDGES

*Adrian* recently moved back to the United States, joined a new group, and now plays in two games, one set in Eberron and the other in Athas. His system of choice is D&D 4E. You can find his blog on food, academia and hiking here: <http://occamskatana.blogspot.com/>

*Alex* lives in Switzerland and currently plays eleven sessions per month distributed over six campaigns using D&D 3.5, Pathfinder RPG, Burning Wheel and Labyrinth Lord. You can find his blog here: <http://emacswiki.org/alex/RPG>

*Jeffrey* has been a Dungeon Master and player in the old school tradition since around 1979. You can find his new blog that concerns the old school here: <http://hobbitualoffenders.blogspot.com/>

*Ken* lives in Australia and runs a game of D&D 4E every Wednesday night and looks forward to it every week. You can follow him on Twitter here: <http://twitter.com/lawnikky>

*Shane* is dedicated to the exploration of Sword & Sorcery gaming and how it can be combined with the Cthulhu Mythos, to form a genre he has dubbed Sword & Sanity. He blogs about it here: <http://swordandsanity.blogspot.com/>

# MY THOUGHTS

*Adrian Shieh*

When Alex put out the call for judges for this year's One Page Dungeon contest, I decided to throw my hat into the ring. For the last eight years or so, since I started to more regularly DM, I've had an interest in adventure design, and the one page dungeon format was very intriguing to me from a game mastering perspective. I thought I had the critical skills to effectively evaluate the entries, but I also hoped to learn something about DMing in the process. And since Alex generously welcomed me into his gaming circle while I was living in Switzerland, I definitely owe the guy a few :)

My approach (which I learned was quite different than some of my fellow judges) was to read each entry and ask a simple question: would I be able to run a great session using this one page dungeon? I had briefly considered using some sort of rubric, defining important categories and giving each entry a score. This, in my mind, would be a very reasonable and effective way to judge the entries (and in fact was what some of the other judges did), but in the end I opted for a more holistic approach. The reason, though I did not articulate it as such at the time, was because of the varied experiences I have enjoyed as a player. I have been fortunate to have a number of DMs who have run great games, and each had different strengths and different styles. I realized that trying to categorize and quantify the essential elements of a good one page dungeon would, for me personally, be a fool's errand. Why? Because a session (and the dungeon used as its basis) could succeed in so many different ways, in my experience. If the entry was something I thought would make a great session, I would recognize it instantly; if I thought the entry had glaring flaws, they would jump out at me. So what I decided to do was to read through the entries once, taking notes on my initial impressions; then, after some time had passed, I returned to my notes, and did some follow-up. In some cases, my initial impressions were reinforced; in other cases, I discovered nuances in a particular one page dungeon that pushed it up or down the rankings; but in no case did my first impression fail me. I found this reaffirming, because (I thought) it showed me that my holistic approach was working for me.

This approach resulted in a diverse selection of nominees. Several of my favorites had a very strong hook that grabbed my attention and drew me in – in this way, I knew immediately that, as a DM, I could run a great session with this one page in my hands. That hook could be fantastic map art that helped me visualize the setting (after all, a picture is worth a thousand words, right?), such as the Hallways of Thime, or an evocative theme that spoke to me, like The Belly of the Beast (I am a bioengineer by training, so I was a sucker for the anatomy and physiology theme). In some cases, this very strong hook could, in my mind, outweigh other deficiencies the entry might have, though in most cases major flaws remained deal breakers. At the other end of the spectrum were entries that I thought lacked that one knockout hook or feature, but were so solidly built in nearly all respects that the session would practically run itself, because the designer had packed so much gaming value into such a succinct description. The Bastion of the Boglings seemed unremarkable to me – except that it had a beautiful non-linear map ripe for exploration, a succinct adventure seed, an old-school blue dungeon map, an interesting monster ecology/culture, and this beautiful line in the description of room #26: "...includes a book...that contains everything a player would need to reconstitute the faith [of a

forgotten god]". That line alone would be enough to spawn an entire campaign arc! So while it was not flashy, it had a tremendous amount of substance.

Now that I am reflecting on the judging process, I can begin to see three very simple themes emerging in what I liked – good presentation, interesting details, and innovative ideas. One of these alone was not enough to earn a nomination from me, but strength in two was certainly sufficient. Ultimately, though, if the one page dungeon got me excited and immediately had me thinking of adventure seeds, or how I would run it, or how I would fit it into a current or ongoing campaign, then it clearly was a success. I was immensely impressed with the entries – fitting so much RPG value onto one page is something I have never been able to do. And the entire experience reinforced in me how many different ways there are to run a fun, engrossing, and successful gaming session.

# TOO WORDY

*Geoffrey McKinney*

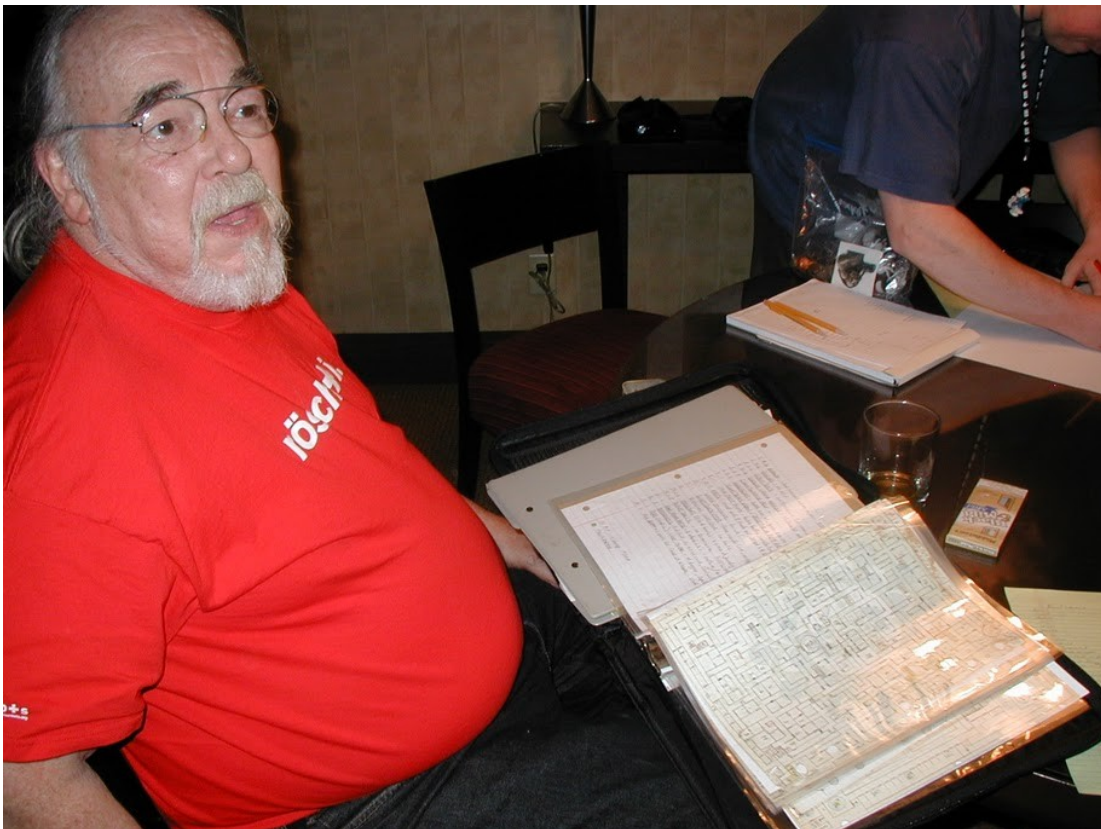
Most modules are too wordy.

In my experience, modules tend to be more trouble than they are worth. One of the reasons for modules is to save the referee's time, but if the referee has to spend hours studying a module, what's the point? He could have spent those hours designing his own dungeons for free.

The so-wordy-that-it-needs-to-be-studied module has been the norm since TSR started publishing in 1978 what has come to be the "standard" module format of prolix descriptions and ever-increasing page counts. Fortunately, though, a different path of historical development goes all the way back to the beginnings of the hobby:

1970-1971: Dave Arneson designed the very first dungeon. The ten levels of the Blackmoor Dungeons (published in Judges Guild's *The First Fantasy Campaign*) consist of fewer than 5 pages of text, and the maps are printed on 6 pages. Thus, this 10-level dungeon was presented on a little fewer than 11 pages. A typical room description reads as follows: "1 Ochre Jelly: AC 8, 5/22 HTK". It's the original One Page Dungeon!

1972: Gary Gygax created the dungeons underneath Castle Greyhawk. Here is a photograph of the first level of the dungeon:



Here is a close-up of the map and its key:



One page is the map of the dungeon level, the facing page consists of a mere 18 lines of written text. It's the original Two Page Dungeon!

1974: The original Dungeons & Dragons rules include a sample dungeon level that fits on a single sheet of 8 ½" by 11" paper.

1976: The very first module ever published, Palace of the Vampire Queen, consists of five dungeon levels, each one mapped on a single page and accompanied by 2 pages of very brief text (with a lot of white space).

1977: Judges Guild published Bob Bledsaw's Tegel Manor, which consists of a beautiful dungeon map with hundreds of rooms, each with a terse description such as "Screaming woman runs across room every fourth turn. Cobwebs cover a silver cross on east wall."

2008: The One Page Dungeon format leap-frogs over 30 years of reams of purple prose to return to the original tradition started by Dave Arneson and Gary Gygax in 1970-72. A referee can spend 5 minutes glancing over a One Page Dungeon, and he will be ready to go.



# WHERE TO WANDER?

*John M. Stater*

I write hex crawls. Hex crawls need dungeons. Therein lies the problem.

I have a complicated relationship with the One Page Dungeon. On the one hand, I love the form and simplicity, and personally would just as soon never run another dungeon that wasn't in the One Page format (or something very close to it). After all, it gives you the most (assuming you have an imagination, and I do) for the least. This year's compilation would probably last most gaming groups several years, assuming they meet about once or twice a month.

When it comes to writing a One Page Dungeon, however, I'm just no good. I did submit a one pager to the first contest, and found the process of writing it frustrating. I'm just too verbose – when running a One Page Dungeon, I have no problem inserting the description myself, but when writing a One Page Dungeon, I have a real problem with leaving out the descriptive bits.

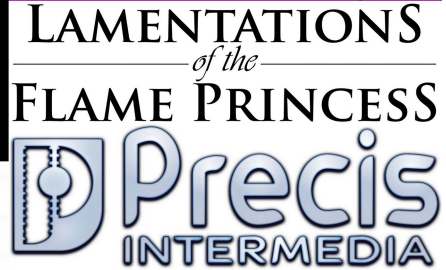
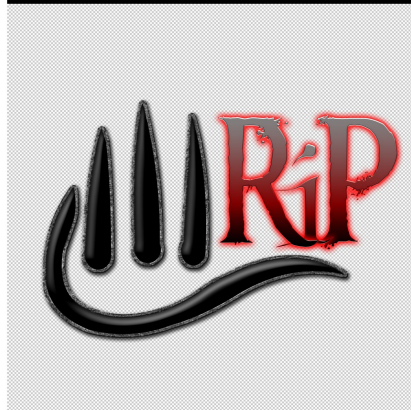
Now, from the preceding paragraph, one might take it that I'm saying the winning One Page Dungeons lack description. Far from it – and that makes it all the more frustrating for a wordy guy like me. Reading through the entries, I'm in awe of the folks producing these things. The best of them are like Hemingway novels for gamers – few words invoking so much wonder!

So, I'm a failure at One Page Dungeons, but I love the things. I really want to learn how to write them well, because I think they're the perfect complement to the hex crawls I spend most of my time writing. Dungeons are, of course, an important part of any adventuring landscape, and every good hex crawl should have at least three or four of them, with one being fairly large and capable of sustaining a lengthy campaign. Now, most of my hex crawls run anywhere from 40 to 60 pages as it is (don't even get me started on the One Page Hex Crawl – if I couldn't load my crawls up with saffron, porphyry and hepatizon, I don't know what I'd do), so stuffing three or four decent sized dungeons running between 15 to 30 pages each is just not economical, and even for the someone as productive as me would be quite a feat. Three or four one-page dungeons, on the other hand, would work beautifully as inserts, even if they had multiple levels.

In short, this is why I think the art and science of One Page Dungeons is an important one to nurture and encourage. In a world of busy people and precious resources, getting the most for the least makes sense. In addition, the design of a One Page Dungeon forces one to think about everything they put in the dungeon, eliminating the chaff and concentrating on the fundamentals of clever design.

I'll keep working on condensing my prose and shooting for the day I can join the elite One Page Dungeon Writers. In the meantime, I'll just enjoy this excellent new venue for old school dungeon design.

# OUR SPONSORS



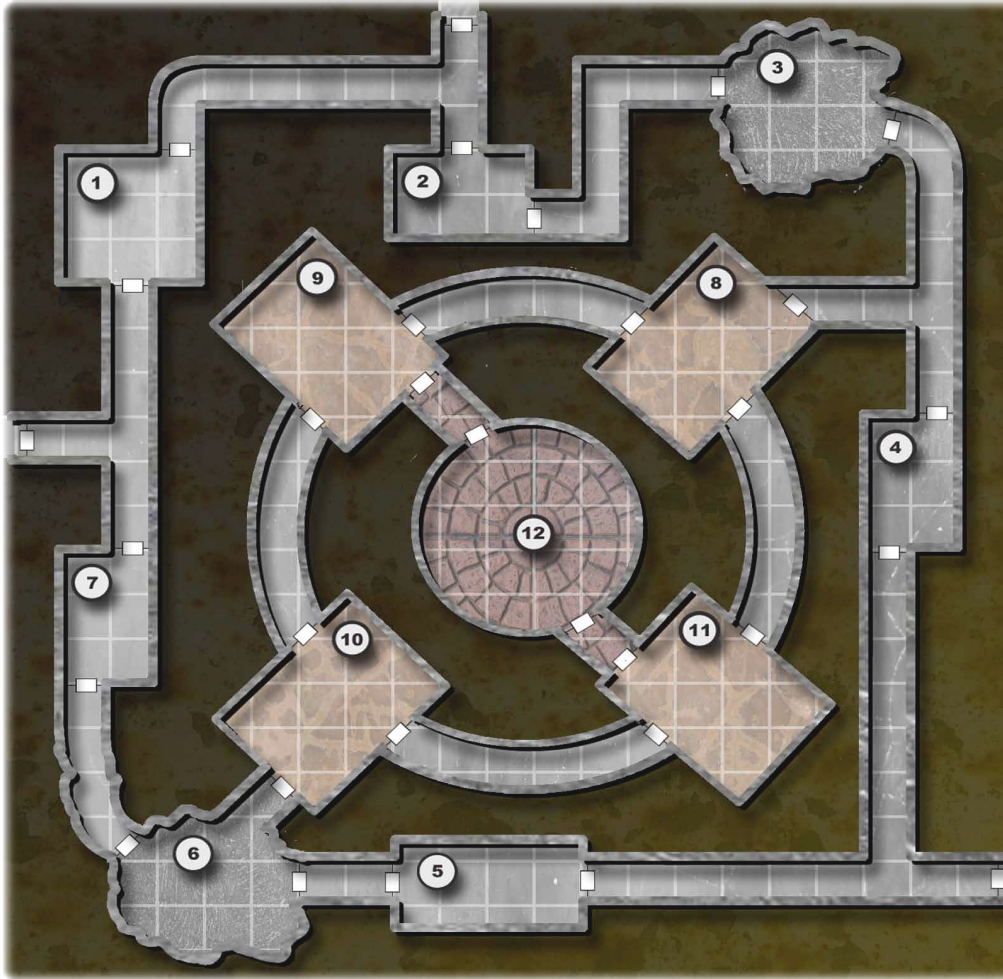
Fantasy Sci Fi Art by David Dodson  
<http://groups.yahoo.com/group/DDSciFiFantasyArt/>



# THE WINNING ENTRIES

<b>Author Name</b>	<b>Dungeon Name</b>	<b>Category</b>
Aaron Frost & Mundi King	Meckwick's Revenge	Best Dungeon as Thunderdome
Dyson Logos	Into the Worm's Gullet	Best Old-School Dungeon
Greg Gillespie	The Bastion of the Boglings	Best Monster Lair
Herwin Wielink	Hallways of Thime	Best Map Art
Jason Morningstar	Raid on Chinatown	Best Gangster
Joe Sarnowski	The Heart of the Minotaur	Best Twist to an Adventure
Kelvin Green	Horror Comes to Haddonfield	Best Horror
Leslie Furlong	Hanging in Wolverine City	Best Investigation
Lester Ward	Escape From the Lost Laboratories	Best Use of Teleportation
Mike Monaco	The Belly of the Beast	Best Bio-Crawl
Paul Cunningham	Crime and Punishment	Best Science Fiction
Rob	Vermin Hollow	Best Evil Cult
Stuart Robertson	Citadel of Evil	Best Design
Thom Wilson	Another Knight Like This	Best Solo
Tim Hartin	Black Tom Muddye's Treasure Map	Best Pirate

# MECKWICK'S REVENGE



Meckwick was once a prominent wizard whose influence extended throughout the known world. In more recent times, political maneuvering by long standing rivals has ruined Meckwick, and forced him to withdraw from society. Living in isolation, Meckwick has purchased a vacant dungeon and begun plotting his revenge.

Meckwick has spread rumors detailing the location of the fabled **MACE OF GUFFIN** and the **SCARLET HERRING**, which are sure to catch the attention of his foes. Meckwick is looking for seasoned adventurers to stock his dungeon with guards and traps and prevent his rivals from making it out alive.

The party will be given 800 gold coins (GC) in credit with **BALRIG'S EMPORIUM**, which is located in a nearby town. Three standard traps (trip wires/ pit traps/ crossbow/ etc.) are available for 50 GC each in addition to Balrig's featured deals.

## NOTES FOR THE DM

Here is a chance for your players to take on a small role of game mastering and for you to have a little revenge of your own.

**MESS WITH THEM!** Slobolins eating termite bottles! Dark Cultists attempting to sacrifice Garumble! Invaders mocking the dungeon!

**REWARDS:** The Mace and Herring (minor or temporary items), as well as any credit remaining with Balrig. Meckwick will likely consider the party a "loose end" and begin plotting...

## BALRIG'S EMPORIUM

**BONK (200 GC)** "He doesn't look like much, but he can block a door like nobody's business."

This stone golem has lost its arms in a battle long ago, but can still put up a fight by charging in and using its head as a battering ram

### DRAGON-BONE MERCENARY

**COMPANY (160 GC)** "This bunch already killed their own mothers for a few coin. Keep 'em away from yours!"

An effective team of warriors that is only interested in getting paid. The mercenaries will claim any loot from invaders as their rightful property.



**CREEPING OOZE (180 GC)** "Don't touch that thing with your bare hands! I said don't touch it!"

This barely intelligent horror is a dangerous foe and would deter any intruders. It has little sense of what constitutes an intruder and the ooze is very prone to wandering.

**SLOBOLINS (100 GC)** "These filthy buggers are as nasty as they are cheap and I won't take 'em back for love or gold."

These vile creatures are volatile and unpredictable. Each round roll (1d10). A result of 1: the slobolins invade another room. A result of 2: the slobolins attack one another.



**GARUMBLE (180 GC)** "Garumble kill! Garumble grind bones! Garumble sleepy...zzzzzzzz...zzzzzzzz"

This fierce looking ogre is sure to frighten any would be treasure hunters. Unfortunately he has difficulty staying awake. Garumble is asleep when encountered on a roll of 1 or 2 on (1d6).

**DARK CULTISTS (120 GC)** "You're in luck.

These freaks apparently need gold to usher in the 'seventh putrid age of decay'."

This powerful group of evil priests instill dread to all who encounter them. However, all humanoid sentient denizens will suffer a -2 penalty to rolls if the Dark Cultists are hired.



**COIN GOLEM (220 GC)** "A fool and his money, and his arms, and his legs, are soon to part."

The coin golem must be contained in at least two coffers and kept in separate rooms. Once all parts of the golem are collected, it will recombine along with any other treasure carried by the group and attack.

**TRAPPED TRAP (200 GC)** "They can't breed, and they die once they fill their tiny bellies. So really, what could go wrong?"

Successfully disarming this trap releases several small glass vials filled with enchanted termites. They can devour support beams in (1d2) turns, causing a collapse.



The invading party should be scaled higher than the players so that careful dungeon design is critical to success. This table details the behavior of the DM controlled party. Roll (1d6) to determine which entrance the party will use.

1-2 : West	3-4 : North	5-6 : East
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Roll 1d6 to determine which direction the party will travel.

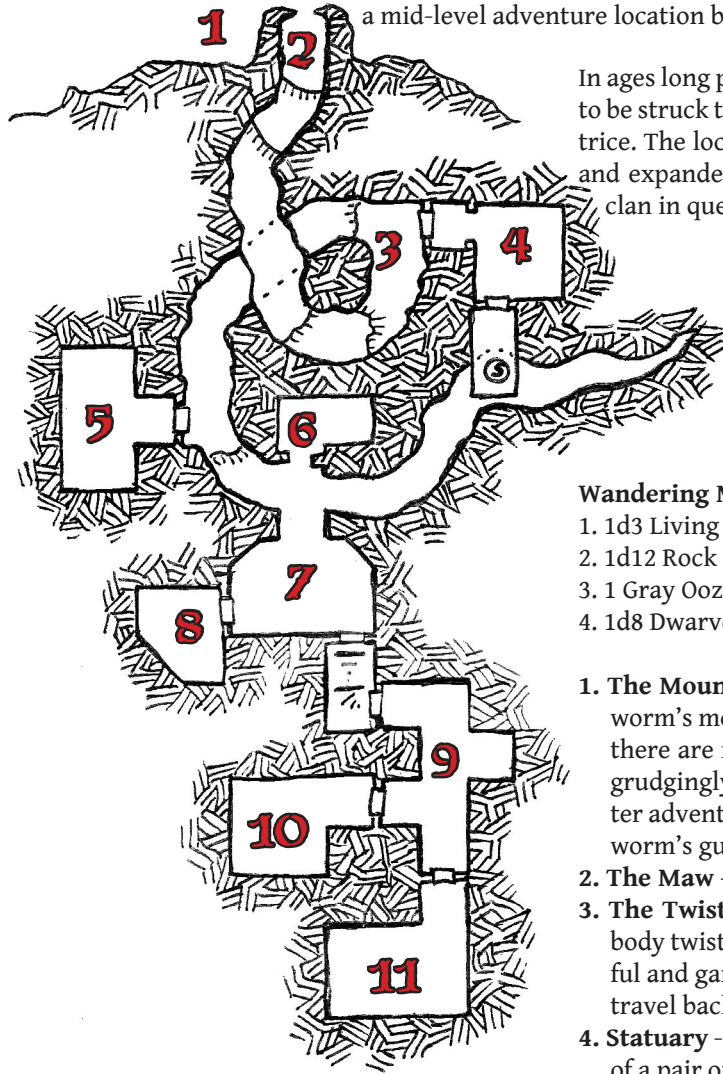
1-3 : Clockwise	4-6 : CCW
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The party will continue until they reach the doors by either room 6 or 8. They will head into the inner circle there. Then roll (1d6) again to determine if they will go Clockwise or not (using the same table above).

The invading party will then head to the central chamber through the door in room 9 or 11. This table can also be used to determine Slobolin movement if the "Invade another room" result is rolled.

# INTO THE WORM'S GULLET

1 a mid-level adventure location by Dyson Logos of A Character For Every Game



In ages long past, a great worm erupted from the mountain face in a dire frenzy, only to be struck to stone almost immediately by its poor choice of meals - a young cockatrice. The local dwarves celebrated the demise of both the cockatrice and the worm and expanded the intestines of the worm into a homestead for the small dwarven clan in question.

But even that was ages ago and the worm fortress has been forgotten far from any useful veins of ore or trade caravans. Now adventurers are drawn here in search of the Heart of Dur, a magical ruby that is said to have been swallowed by a great wyrm. Only recently has a sage determined that this may actually be a reference to it being protected within the gullet of the petrified worm.

## Wandering Monsters (1 in 6, check every 2 turns, d4 for type)

1. 1d3 Living Statues, Rock (can occur twice, ignore if rolled again)
2. 1d12 Rock Baboons
3. 1 Gray Ooze escaped from room 5 (can only occur once, ignore if rolled again)
4. 1d8 Dwarven Acolyte Shadows (can occur twice, ignore if rolled again)

1. **The Mountain Face** - a score of **rock baboons** have set up their nest around the worm's mouth on the cliff face and the ground leading up to the mouth, although there are many more living in the area. They fight to protect their territory and grudgingly allow the apes in area 2 access in and out. They will continue to pester adventurers throughout their explorations, with scouting groups entering the worm's gullet after them (via the wandering monsters).

2. **The Maw** - 5 **white apes** live here and venture forth at night for food.

3. **The Twist** - a smooth wall with a door has been carved here where the worm's body twists downward into the mountain face. Mosaics on this landing are colourful and garish and magically confuse viewers, making those who fail their save to travel back towards the entrance instead of deeper into the worm.

4. **Statuary** - 2 **rock living statues** stand guard over the mangled and burned bodies of a pair of white apes. They will not attack the umber dwarf nor his acolytes. The

room to the south has a secret trap door to the tail of the worm. This door is not locked currently, but can be locked simply by opening and closing it again. Paintings on the walls indicate that this was once a bedroom for young dwarves.

5. **Fungus** - this moist room has been completely given over to fungal growth. 4 **shriekers** and a gray ooze are here along with the other harmless mushrooms and slime molds. Buried in the slime is a small coffer containing 4,000 gp protected by a poison needle trap.

6. **Chamber of the Acolytes** - once a small dwarven forge complete with hammer and anvil, now home to 4 **dwarven acolyte shadows** of the umber dwarf. If the anvil is struck by a hammer, it rings out a pure note and grants the hammer an additional +1 bonus to hit and damage beyond any bonuses the hammer may currently have. This effect lasts for 1 hour.

7. **The UMBER Hall - The UMBER Dwarf** (an insane dwarf now made mostly of stone) resides here along with four captive **white apes**. Treat the umber dwarf as a rock living statue with a faster movement rate and more intelligence. If he can, he'll try to escape deeper into the bowels of the worm and then use the secret door into area 4 (locking it behind him) in order to escape. Regardless, he won't help the adventurers to recover the heart in area X. The stone door to the stairs to areas 9 - 11 is locked and jammed. Treat the unlocking mechanism as a secret door for detection purposes.

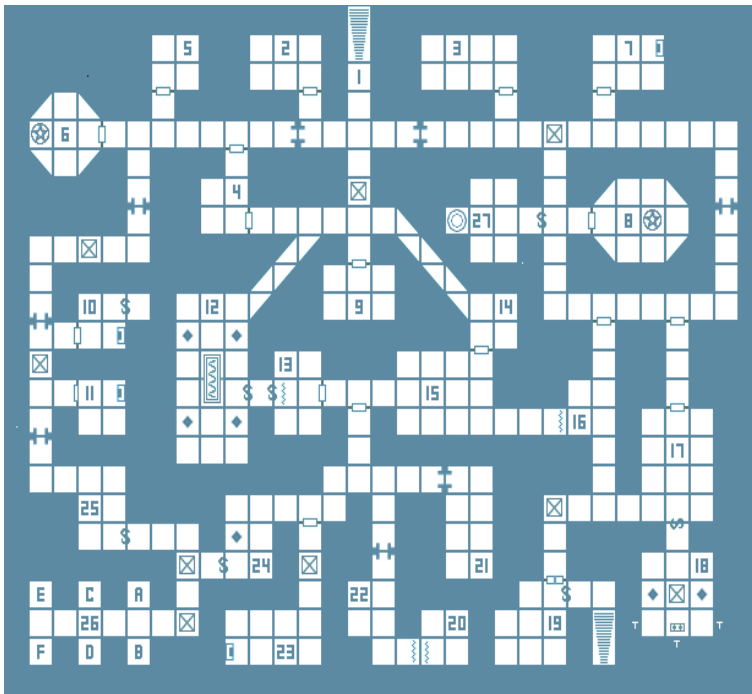
8. **Retreat** - once a chapel to a dwarven god, this room is used by the umber dwarf in prayer and contemplation. Among the implements of worship is a **scroll** of *bles*, *resist fire*, *cure disease* and *cure serious wounds*. Anyone defiling this space (and any elves or orcs entering it) must make a saving throw or be **cursed** - reducing their prime requisite by half until the curse is removed.

9. **Alcoves** - each of the four alcoves in this hall (three of which contain doors) contains a glowing orange mist. Living things entering this mist must make a saving throw. A successful save increases Constitution by 2 for an hour, while a failed save reduces it by 2 for the same duration.

10. **Statuary Redux** - 3 **rock living statues** (in the form of dwarves) are arranged in a triangle in this room, around a large glowing ruby. The massive 1,000 gp ruby is incredibly hot via some unknown magic, dealing 1d6+1 damage per round to anyone touching it, although that is its only power.

11. **The Heart of the Worm** - a single pedestal in the middle of the room holds the Heart of Dur. The pedestal is actually an **earth elemental** bound to protect the ruby who will fight to the death to keep it here in the deepest part of the worm's gullet.

## The Bastion of the Boglings; or, The Forgotten Sanctuary of Solis



**Hook:** Children have been kidnapped from a local village! The tracks of bipedal frog-like beings lead to a ring of ruined standing stones. There a crumbling staircase descends into the dark...

**Wherein:** The party confronts a small tribe of frog-like boglings and finds all the children eaten but one. They may also learn that this complex once served as a religious site to the now-defunct faith of Solis, God of Light.

All pit traps are covered and do 1d6. 1 square = 10 feet.

### Wandering Monsters:

(Random monsters are in addition to keyed monsters)

- 1 = d6 Skeletons
- 2 = d6 Boglings
- 3 = d6 Stirges
- 4 = d6 Giant Centipedes
- 5 = d6 Giant Rats
- 6 = Green Slime

### Room Restock:

(Check between Expeditions)

- 1 = Monster
- 2 = Monster and Treasure
- 3-6 = Empty (1 in 6 hidden treasure)

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[Meatshields: The Classic Fantasy Hiring and Henchman Generator](#)

1.	<b>Stirges (6)</b> drop and attack. The boglings consider the bug-like stirges a delicacy and catch them with their tongues. Boglings can pass unhindered.
2.	Formerly a guardroom, this room is littered with rubbish.
3.	A rubbish pile in the middle of the room contains <b>Giant Rats (5)</b> .
4.	<b>Boglings (6)</b> consuming cooked children and rolling bones. One boy Kelgax, is bound and gagged in the corner of the room. A strong lad of 17, he will serve as a hireling if freed. *Note: The boglings know the pit locations and can leap over the 10 foot concealed pits without difficulty. They carry silver jewelry for a total of 2-20 sp each. All boglings attack at +1 when they leap into (or during) combat.
5.	The boglings started sculpting a statue of the snake-like <b>Water Weird (#12)</b> here to place on the dias in Room 6 when complete.
6.	A former statue of Solis, God of Light, now rests in a pile of rubble. The dias has obviously been cleaned and prepared for some purpose.
7.	With the exception of a small spit and fire-pit - and the remains of small humanoid children - this room is empty.
8.	On a large dias, a chipped and defaced statue of Solis stands with staff in left hand and gauntleted right hand upraised to the sky.
9.	This room has a trap set by the boglings. The back (south) floor of this room is littered coins (5pp, 15gp, 48sp). However, a trip-rope at the door triggers a deadfall of rock debris in a net from above. The first PC to enter has a small chance to see the rope, unless obviously looking for traps.
10.	The wooden door to this room has a hole in it. <b>Stirges (5)</b> created a nest in the secret room. They enter and exit through a crack in the secret door at the ceiling. If the party searches the room or opens the secret door the stirges attack. Their nest contains small shiny baubles as well as two scroll cases: 1 clerical with 2 <i>cure light wounds</i> spells, and 1 arcane with <i>magic missile</i> , <i>shield</i> , and <i>feather fall</i> .
11.	This room has the rotten remains of a bed, fire-pit, and small humanoid bones broken with the marrow sucked out.
12.	This room has 4 large pillars and a pool of stinking fetid water. Skulls of children and boglings, and many coins and coin bags (offerings), litter the floor (total of 60pp, 85gp, 105sp, and a Dagger +1). Here the party finds the adopted god of the boglings. Their god is a monstrous <b>Water Weird</b> . <b>Bogling Zombies (3)</b> rise slowly out of the water 2 rds into combat and attack. In the pool is a suit of <i>studded leather +1</i> , a <i>potion of heroism</i> .
13.	Murals, heavily worn and defaced, depict Solis calling on holy power to turn undead. * Close inspection reveals gauntleted right hand emitting light.
14.	A tripwire attached to a rusted heavy crossbow rests across the entrance from the NW. There is a chance that the rusted crossbow will not fire. Under a loose stone, only found on a successful search, is a small <i>Scarab of Protection</i> in a brown leather pouch.
15.	This room is empty, although if carefully searched will reveal tracks in the direction of Room 16
16.	A moldy, rotted, blood-stained curtain barely hangs from the ceiling. Old tracks lead to Room 19.
17.	An old, defaced mural depicting the faith of Solis adorns the walls. The secret door is represented in the mural as Death's Door, and Solis beckons his followers, lined in procession, towards the glorious doorway to the Afterlife.
18.	The trap in this room is a triple scything blade (from the west and east simultaneously, followed immediately by third from the south). This is activated by a pressure plate immediately in front of the altar. The object is the <i>Harness of Solis</i> , a clerical magic item given to his followers. The harness is a gauntlet that increases a cleric's turn undead ability (subject to DM). In addition, any undead turned by the wearer will also take 1d6 DMG from the holy power of the harness. The latter power is only available if the wearer is a cleric of Solis.
19.	Formerly a guardroom, this room is now used as a latrine (If the DM doesn't want a 2 <sup>nd</sup> level simply remove the stairs).
20.	Old moldy books lay strewn across the floor. Searching reveals the <i>Codex of Solis</i> , a book that outlines a new 1 <sup>st</sup> level cleric spell.
21.	There are <b>Boglings (7)</b> here resting and cleaning their weapons and <b>non-combatant females (3)</b> here. 2-20sp each in jewelry. Females have 3-30gp in gold jewelry. <b>Blub-Gup</b> , the Chief, is among the warriors. He is stronger and better skilled. He possesses a spear and a shield +1.
22.	<b>Skeletons (6)</b> rise from the floor and attack!
23.	This room is empty with the exception of a fire-pit. The bones of human children litter the floor. A small wooden toy can be found.
24.	<b>Boglings (8)</b> are searching this room. The boglings are engrossed, check surprise.
25.	The boglings believe this room to be a dead end and so there are very few tracks in this room and none on the southern end of the room.
26.	This crypt has remained undisturbed since the time of the Solis clerics. Each alcove contains the remains of an acolyte. All have decayed (formerly white) robes, beads, circlets 50gp, bracers 50gp, rusted armour, shields, and quarterstaves. Alcove D contains the remains of a High Priest and includes a book <i>The Holy Word of Solis</i> that contains everything a player would need to reconstitute the faith (value: 2500gp); <i>Staff of Light +1</i> (Light as per spell 1 time per day). Underneath these remains are <b>Giant Centipedes (5)</b>
27.	Tracks lead to the center of the dias in this dusty room and then exit the way they came in. The dias is identical to the one found in room 8. The first player to stand on the dias in the pose of the statue in Room 8 will receive the grace of Solis. A cleric will have his/her wisdom increased by one. Any other character will have one randomly determined ability score increased by one. This happens only once.

### Entrance

Going Down

Watch the Pitfalls!

What's in a Tomb, must be dead, right?

Transporter! Check the symbol

**Transporter Room**  
Note that when travelling through other dimensions, you forget any treasure on any Bag of Holding you carry

**Two Cages?**  
Let's hope they contain nothing nasty

**Temple of Time**  
A golden pyramid with a golden statue of Time himself on top. Now why didn't anyone mention that guy was a demon?

**Cellblock**  
"You should've heard those knocked out jailbirds sing"

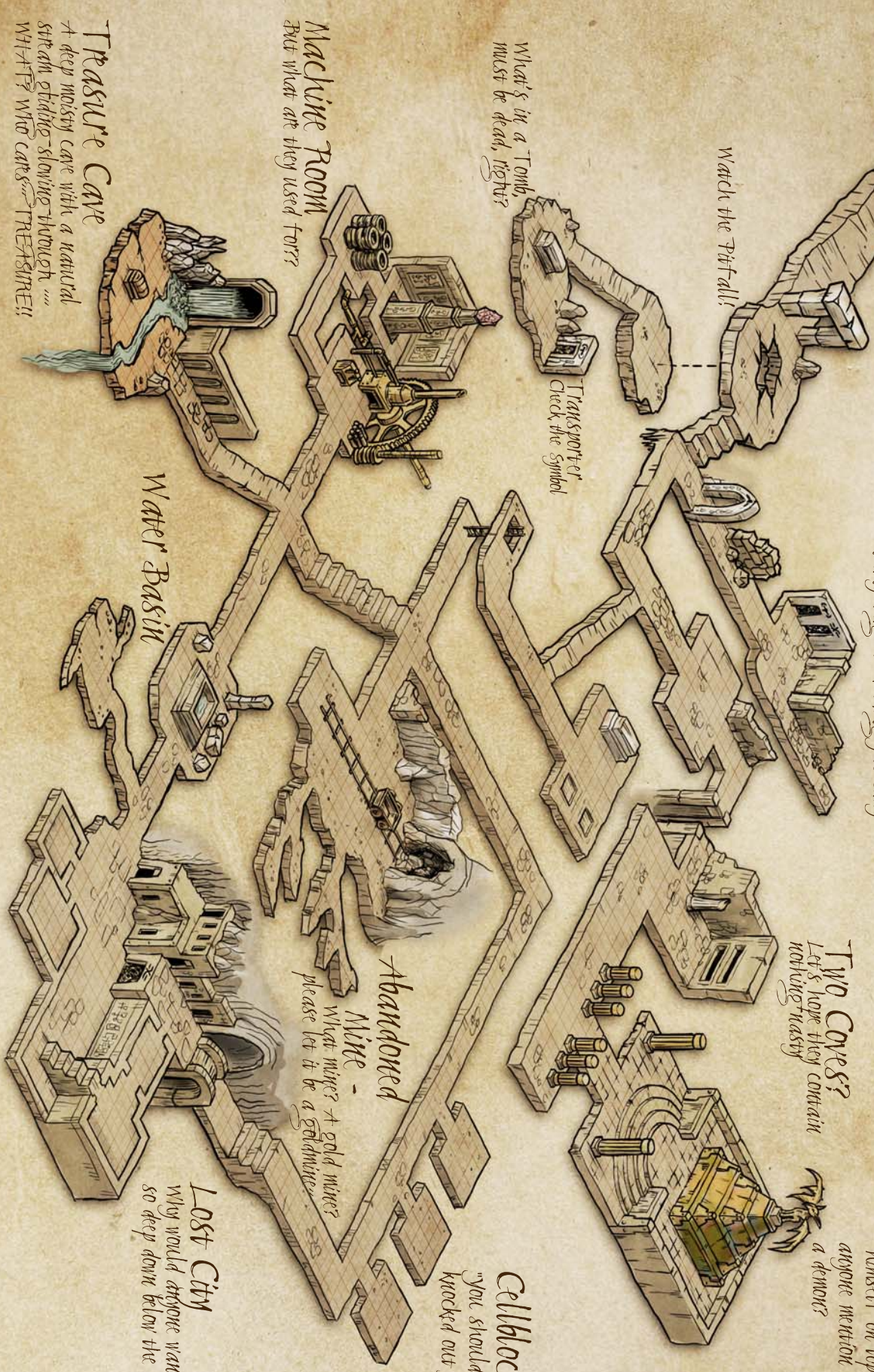
**Abandoned Mine**  
What mines? A gold mines? please let it be a goldmine.

**Machine Room**  
But what are they used for??

**Treasure Cave**  
A deep moisty cave with a natural stream of ~~sliding~~ ~~slowing~~ ~~through~~ ... WHAT? WHO CARES? TREASURE!!

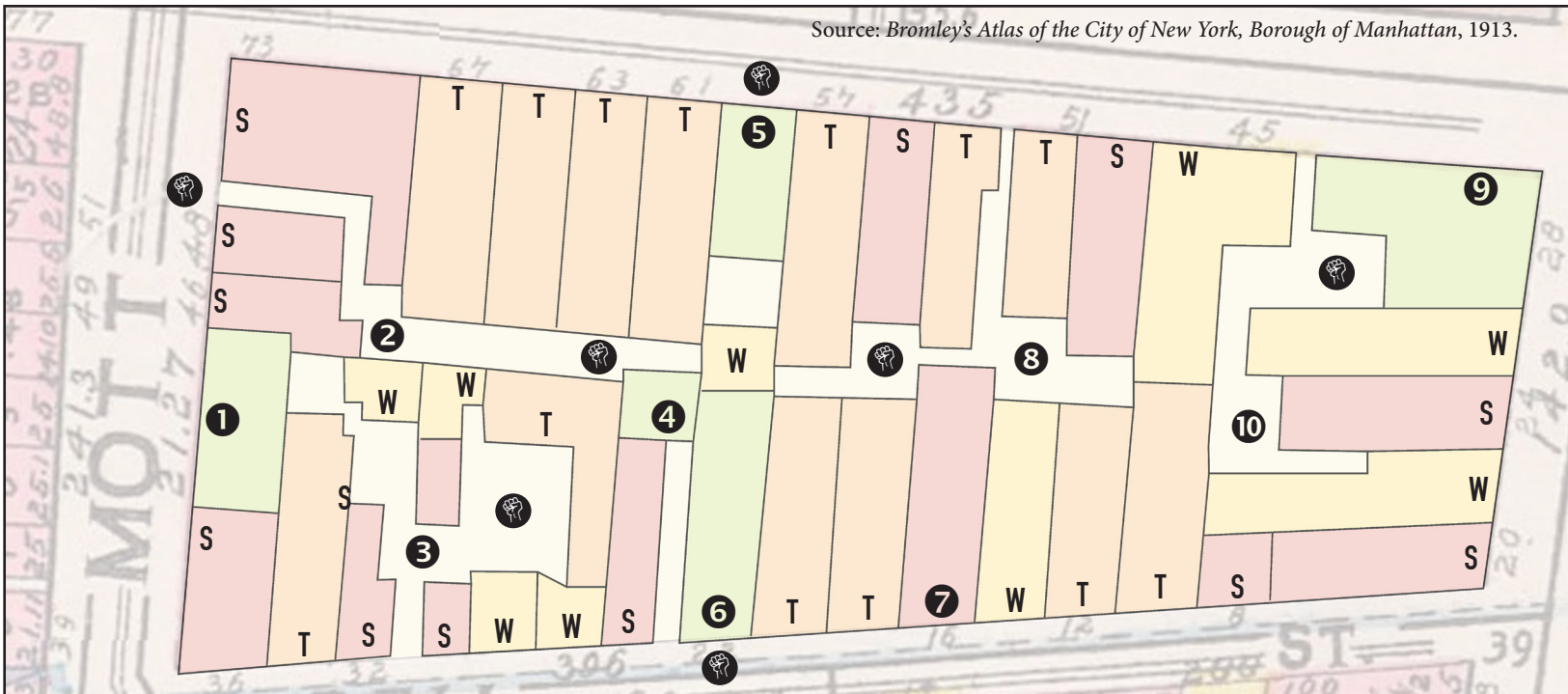
**Water Basin**

**Lost City**  
Why would anyone want live so deep down below the Earth anyway?



# 協勝公會 RAID ON CHINATOWN 安良堂

Source: Bromley's Atlas of the City of New York, Borough of Manhattan, 1913.



Map key: Numbers are adventure locations. Fists are roving gangs of highbinders. T: Tenement. W: Warehouse. S: Store.

## KIDNAPPED

Someone the players care about has been abducted by the nefarious highbinders of the Hip Sing tong and taken to the steaming, rat-infested heart of New York City's Chinatown. Time to rescue them - *before it is too late!* The map shows the block between Mott & Bowery west to east and Bayard & Pell north to south, in New York City. The letter or number in each building is located at its primary entrance, but each structure has an alley exit and a connection to one adjacent structure. The walls are also flimsy! The victim could be anywhere, and will likely be in the last place they look. Keep the pressure on!

## LOCATIONS

**1. Law offices of Waugh Gee.** Waugh Gee is a Harvard-educated Chinese attorney. He is smooth talking and charming, with an innate ability to play the role his audience expects, from bumbling "foreigner" to accomplished defense lawyer. He is in the pocket of the Hip Sing and frequently counterbalances corrupt jurists in the pay of rival tongs.

**2. The Alley of Death.** This narrow alley reaches deep into the block's interior. It is the informal headquarters of the Wah Ching gang, the Hip Sing's elite cadre of hatchet-wielding enforcers.

**3. Celestial Market.** A labyrinth of market stalls that cater strictly to Chinese locals, crowded at all hours. Obscure, curious and illicit goods from China, as well as Chinese vegetables can be obtained here.

**4. Hum Mon Tau's Chemistry Shop.** Dr. Tau is widely known in the American Chinese community as a criminal deviant. Although aligned with the Hip Sings, he's happy to supply lethal concoctions (principally nitroglycerin-based explosives, but also poisons and other chemical exotica) to the highest bidder.

**5. The residence Low Hee.** Dragon Head of the Hip Sing tong, Low Hee lives in heavily guarded, ornate luxury. He is a fat man with low tastes who enjoys a sumptuous back garden.

**6. The Tong hall of the Hip Sing Mercantile Association.** The hall is a meeting place, a business office, a trading floor, and a gambling den all rolled into one. It is the epicenter of Hip Sing territory and uninvited visitors are violently discouraged.

**7. A respectable cigar store.** The front for an opium den. Access to the miserable pit of soporific lethargy is through the alley. Slaves to the pipe come from all social classes, and anyone might be lounging here.

**8. Alley of Chaos.** The haunt of Mock Duck, known as "the Clay Pigeon of Chinatown" because of his uncanny ability to survive assassination attempts. Mock Duck wears chain mail shirts and walks everywhere with a bodyguard. He also carries two .45 revolvers and a hatchet, and he is well known for his favorite fighting method, squatting in the middle of the street, shutting his eyes, and firing both of his guns in a full circle around him.

**9. The Canton Club.** A nightclub and brothel run by Chong Sing, who is the leader of the infamous Red Door gang. Catering to well-heeled New Yorkers, the Canton Club is an elegant and deceptive gateway to gambling, prostitution, and drugs.

**10. Alley of Despair.** The women (principally opium-addicted Italian and Jewish immigrants) who are slaves to Chong Sing and his minions in the Red Door gang congregate here when they are not working, which is rarely.

## TENEMENT ENCOUNTERS

1. Wong Get, Hip Sing Lieutenant
2. A child who thinks you are playing a game
3. A child who intends to steal from you
4. A screaming mother-in-law with a hatchet
5. An accidental kitchen fire
6. Loose chickens
7. A very pregnant girl who needs help
8. A brick wall about to fall down
9. An illegal hospital full of syphilitics
10. Informal Red Door gang brothel

## WAREHOUSE ENCOUNTERS

1. Carboys of acid, stacked in pyramids
2. A maze of crates containing porcelain
3. An open safe containing gold relics
4. A loud drunk and a nail-studded board
5. Wah Ching gang security guards
6. A crumbling, abandoned pump house
7. Darkness, rotten boards, a cesspool
8. Opium piled on the ceiling
9. Highbinder dormitory and thug central
10. An illegal slaughterhouse

## STORE ENCOUNTERS

1. An Irish "bill collector" and his "helpers"
2. A gambling room choked with old men
3. A false wall with a surprise behind it
4. A shopkeep with a shotgun
5. A Sixth Ward cop visiting for his payoff
6. Slumming socialites
7. Flash powder and throwing knives
8. Two goats and a wagon-load of rotting fish
9. Rev. Charles Parkhurst, reformer
10. Red Door gang pimp and bodyguard



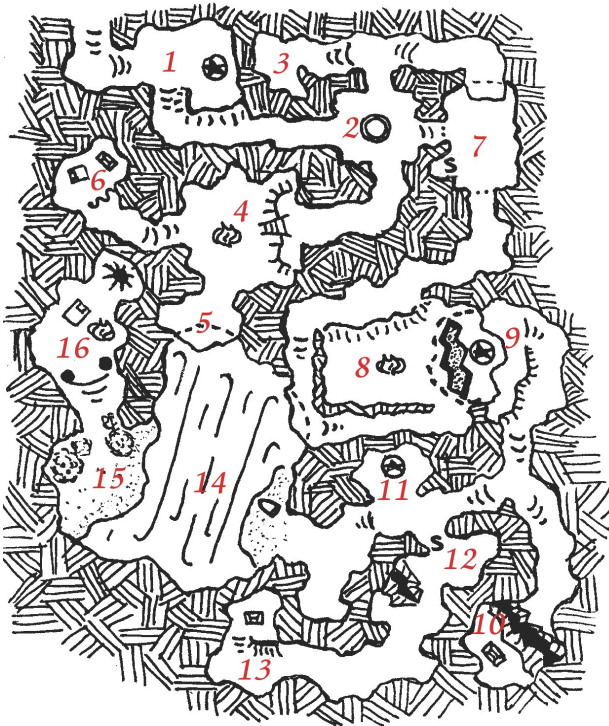
His voice echoes in your ears. "Please..." he gasps, struggling futilely against the grip of death, "save her..."

# The Heart of the Minotaur

by PapaJoe (joesarnowski@yahoo.com)



It is obvious what happened. A man and woman traveling alone were attacked. The man put up a fight which ended with a stab to the back. The woman had been dragged away. How long ago did this happen? Not long, the man was still clinging to life when you found him. The trail left behind looks pretty easy to follow...



- 1. The Big Giant Head:** Four sentries eat while sitting opposite a large, carved Minotaur head. Three are armed and one is a runner. At the first sign of trouble the runner will try to run to Area #4 to warn the others, the players will encounter resistance in Area #2 if he gets away.
- 2. The Pool:** Scattered at the bottom of the pool in the center of this room are large, shimmering gems. A creature lives in the pool that will ambush anyone who tries to retrieve the gems.
- 3. Whispering:** Mushrooms grow in every nook and cranny of this room. The mushrooms have limited psychic abilities. Anyone who tries to communicate with the mushrooms gets the whispered response "What is in the your heart?"
- 4. Home Sweet Home:** A few harried females tend to a group of youngsters. Several males sit near the fire telling stories. Various personal items are scattered about. Straw beds are covered with simple blankets. There are six barrels at base of the ladder.
- 5. Storage:** This area holds the community's foodstuffs and some valuable possessions.
- 6. Hail to the Chief:** Behind the curtain lives the chief. He is home and armed and very angry. The chest in this chamber contains precious gems and silver.
- 7. Trapped:** The exit to this room is sealed with a portcullis. This room has (# players +2) holes in the far wall. Each hole has the outline of a hand inscribed around it. As each player reaches into a hole roll 1d20 to give the impression that the following events are random. The first player will find 10 gold pieces. As each successive player reaches into a hole their hand is trapped and then: the entrance seals, a mechanism grinds to life, the ceiling begins to lower, etc, until it is the last player's turn. The last player should have to chose between two holes. The first one opens a secret door near the entrance. **If the player goes through the secret door** the ceiling comes down behind, killing the others, **and** sealing the player in to die a slow death. If the player **does not go through the secret door** but decides to stay and reach into the second hole, then the others are released and the exit opens with just seconds to spare!
- 8. Temple of the Minotaur:** From the ledge (which could be easily climbed down) the players can make out a group standing near a large opening in the floor. In a niche stands a massive statue of a Minotaur. A large male shaman holds a bound, trembling figure, a woman! As the shaman chants a roar comes from the opening, then with a shove the shaman pushes the woman into the hole. She disappears from sight. A roar. A horrified scream. Then silence.
- 9. Crypt:** An immense pile of bones cushions the fall of anyone who drops through the hole

from Area #8. The bones are covered in bite and claw marks. None of the bones are human. Hoof prints are visible in the dust on the floor. Primitive charcoal drawings cover the walls in this Area and every area to Area #16.

**10. Spider:** A large spider has a web here. It hides in the crevasse, and uses the crevasse to move between Area #10 and #12. The chest on the far ledge contains a golden horn (as in Minotaur horn).

**11. Minotaur Statue:** This Minotaur statue is about as tall as the players and is missing one of its golden horns. If replaced the secret door to Area #12 opens.

**12. Secret Passage:** This is dominated by a crevasse in the floor, which the large spider uses to retreat from anyone attacking it in Area #10.

**13. Treasure:** This chest contains a random magical treasure.

**14. Row Your Boat:** Hoof-prints in the sand lead to the waters edge. The water is too deep and is moving too quickly to be crossed in anything but a boat.

**15. Sandy Beaches:** Light filters down from several small openings above. Wet hoof-prints lead past a few bushes growing near the entrance to the Minotaur's lair.

**16. The Minotaur:** This chamber is the lair of the Minotaur. There are few items here, a simple mat for a bed, a stack of leather bound books. The chamber is illuminated both by fire in a pit and by light coming through a man sized natural chimney that leads to the surface. The Minotaur is a powerful creature, a curved sword hangs at his side, a great blazing jewel hangs from a chain around his neck. The jewel pulses with an unnatural light: this is the heart of the Minotaur. The only way to get the heart of the Minotaur is through combat. The Minotaur stands over a bound woman, his back is towards the entrance. He draws his sword and growls "This will be over soon." The Minotaur has no interest in harming the woman, he plans to cut her free so she can escape, but the players don't know that. If the players attack the Minotaur, they catch him flatfooted, and he will fight until the all the players are dead. Should his HP be reduced to near death, the Minotaur will raise his hand to the next attacking player in a gesture asking for mercy. **If the player grants mercy** the Minotaur says "Finally, I'm free" and the heart of the Minotaur melts from around his neck, all that is left is 10d20 worth of gold. Before the players' eyes the Minotaur changes into a normal man and then guides the group to the natural chimney.

When he was the Minotaur he was too large to climb up the chimney, but now he can fit and will lead the whole group to the surface and freedom. **If the player does not grant mercy** then the next attack will kill the Minotaur. The player that retrieves heart of the Minotaur will be **immediately changed into a Minotaur (no save possible, life sucks sometimes)**. The others may escape up the chimney but this player remains behind imprisoned forever.

# HORROR COMES TO HADDONFIELD

A One-Page Horror by Kelvin Green ([thekelvingreen@gmail.com](mailto:thekelvingreen@gmail.com))

v1.0

When the village of Haddonfield discovered that the wizard Langenkamp was engaged in dark magic, they raised a mob and burned down the old windmill in which he dwelled. With his dying words, Langenkamp laid a curse on the villagers who sought his doom, a curse which would have come to nothing had Cropsy, a young farm labourer, not sneaked into the mill for a nap and been caught in the conflagration. The death of an innocent provided the mystic fuel for the curse, and now the people of Haddonfield are trapped with no hope of rescue.

A thick cloud of grey smoke envelops the village, confusing the senses and preventing the villagers from leaving; any attempt to do so has them going in circles, always returning to the village. Worse, it conceals unnatural terrors generated by Langenkamp's curse.

## The Burning Man

This is Langenkamp himself, reincarnated as a wraith-like being engulfed in an ever-burning flame. He prefers to torment victims from a distance but is capable of close combat if necessary. He cannot be banished or killed in his present state, but if Cropsy's remains were discovered and given a proper funeral then Langenkamp would be weakened, and he might then be banished or given a final death. Langenkamp wanders the village at random, cackling as he sees his work being done; roll 1d6 each hour and compare to the numbered locations below to see where he appears.

## Blackened Things

Similar to zombies, these are what's left of the villagers, burned and twisted into unnatural and almost unrecognisable shapes by Langenkamp's magical fire. They use the mist as cover, achieving surprise 50% of the time. There is a 20% chance of an encounter with 1d3 Blackened Things in each location, rising to 60% if the Burning Man is also present.

## A: LaVerne's Orchard

The house is empty, with the doors smashed and clear signs of a struggle within. In the orchard itself, the ghost of a young man appears at night. He puts down his tools, stretches, then makes his way to the windmill, where he squeezes through a small window into the mill's basement. If the ghost encounters the Burning Man along the way, he fades away into nothingness and reappears at the orchard the next night.

## B: Bridge

A simple stone arch bridge. A single leather boot -- left, adult-sized but smallish -- lies abandoned in the centre of the bridge's span.

## C: Fremont Farm (1)

The home of Anton and Cloris Fremont is boarded up, although the couple are still present and refuse to leave. The surrounding corn fields are patrolled by four small, agile scarecrow-like things fond of hit-and-run attacks. Anton helped to kill Langenkamp in order to protect his five children, and in return the curse has turned them into the creatures roaming the fields. Cloris killed one and saw it turn back into one of her sons, and will now prevent any further attacks on the monsters.

## D: Fisherman's House

The barricaded home of Stefan Benchley. Some of the planks blocking the front door have been pulled away from within. Benchley himself is on the floor of the simple two-room dwelling, dead from asphyxiation; close inspection reveals gills on his neck, the effect of Langenkamp's curse.

## E: Smithy (2)

Ashton Scott the smith did not take part in Langenkamp's lynching, nor did he attempt to stop it. As such, the curse has stripped him of his sight, and

Langenkamp delights in sending Blackened Things to bang and scrape on the walls of the smith's home and workshop.

## F: Village Green

In happier times a gathering place for outdoor events, now deserted. A stone sits in the centre, carved with the date of the village's founding and half-covered in a dark brownish-red stain which appears new.

## G: Haddon Manor (3)

A large wood and stone house. The front door is ajar, and a large suit of armour stands in a display case in the main hall. Although it is polished and well-maintained, it is clear that the suit has seen much use. Beside it in the case is a huge broadsword in a similar condition. Upstairs, in the main bedroom, Hallek Haddon lies on the floor near the door, alive but emaciated, withered and paralysed by weakness, his punishment for his part in Langenkamp's death.

## H: The Dog and Bastard (4)

A creaky sign shows a mangy hound being kicked up the arse by a miserly old man. The building's windows and doors

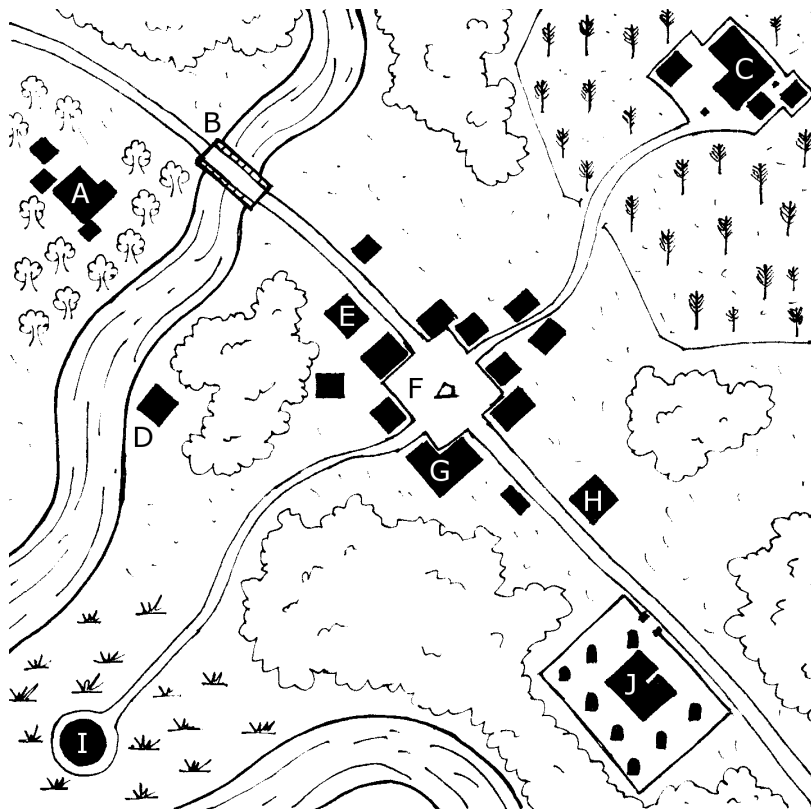
are boarded and barricaded, and lights can be seen within. A group of adventurers -- led by the warrior Foree and the magician Neville -- have occupied the building in the absence of the innkeeper. The group have been unaffected by the curse as they arrived after the lynching, although they cannot leave the village and two of their number have since been taken by the Blackened Things. They estimate that they have been trapped in Haddonfield for at least ten days, although the smoke makes the passage of time difficult to judge.

## I: Windmill (5)

The upper levels of this stone structure are a blackened ruin, although the walls of the ground floor are relatively intact. A charred skeleton -- what remains of the wizard Langenkamp -- lies curled on the floor near the front door. The cellars have survived best, protected somewhat by the dampness of the surrounding marsh, but this was not enough to protect Cropsy, who succumbed to the heat and smoke as he attempted to escape. Langenkamp is reluctant to interfere with the corpse, but has left 2d3 Blackened Things to watch over it.

## J: Temple (6)

The doors have been torn from their hinges, but the temple itself remains whole and consecrated as Langenkamp and his Things cannot enter. A bloated monster roams the surrounding area, a greyish-green thing somewhere between a dog and a boar and standing on its hind legs. Torn white rags cling to the beast, and a silver holy symbol can be seen on a chain around its neck. Village priest Max Friedkin led the mob in the name of his deity, and the curse has transformed him into a necrophagous beast that cannot leave the temple grounds, but also cannot enter the temple itself.



# - HANGING IN WOLVERINE CITY, CO., POP. 128 -

BURT WILLIAMS WAS MURDERED, AND PAUL GASTON'S GONNA HANG FOR IT. I MEAN, SOMEBODY'S GOT TO, RIGHT?

**1b. Potters field**

**1a. Cemetery:** This is where Paul Gaston will be laid to rest, in the corner fenced off from the consecrated space. Burt Williams is here too. Tombstone's a little cheap for a man of Williams' standing, so folks say, but that was what his wife Emma Williams wanted... Who was Mr. Gibb to argue? Poor woman's been through a lot.

**1c. Tool shed**

**2. Town Parish:** Pastor Grayson presided over Mr. Williams' funeral. He was real comforting for Miss Emma in her time of need, hear folks tell it.

**3. Schoolhouse:** Miss Emma teaches here. Jarrod Daniels, 10, once saw the schoolmarm getting real friendly with Pastor Grayson the other afternoon. It wasn't bible study.

**4. The gutted remains of the William's house** are a mile or so up the road. Nothing left except ashes, and more than a few Excelsior kerosene cans. Thankfully Miss Emma was at her bible study class with Pastor Grayson at the time...



← Road out of town

**17. Woodward's Blacksmith:** Mr. Woodward saw the Sheriff and Frank Chambers arguing about his debts before the murder.

**18. Sheriff Culpepper's office**

**Gaston's Cell**

Sheriff Matthew Culpepper and his two deputies Vernon and Jake will be found here watching over their prisoner. A simple man, he was Miss Emma's sweetheart before she married the Easterner Williams.

Gallows

Main Street

**16. Corral:** A couple of horses trot about here, one of them a mare. It had been a gift from Mr. Williams to his young wife Emma, but according to Woodward, the young wife declined it, and told him she didn't want him throwing away his money on such things

**15. Livery and stables:** Stableman (and poor poker player) Barney Foster sleeps in the loft these days. Seems he saw Miss Emma with Sheriff Culpepper a few days back. My goodness, that Miss Emma has a mouth on her, pretty little thing that she is. She said something about money, and that sure quieted the Sheriff down.

**14. Gibb Undertaking:** The Cheerful Mr. Gibb's already got a pine box and marker for Gaston. Funny, it all cost the town more than what Miss Emma paid for her own husband's funeral.

**13. Sawmill.** Williams Lumber Company, once owned by the recently-deceased Burt Williams. Everyone here thought Paul Gaston was a good worker, that is until he got drunk and then robbed and killed Burt Williams. Least that's what the Sheriff says.

**12. Station platform:** Miss Emma will wait here for the 12 o'clock to Poeville the day after the hanging.

**5. Mrs. Warden's boarding house:** Miss Emma stayed here following the fire. Pastor Grayson and the Sheriff both called upon her, so Mrs. Warden says.. Such gentlemen, they were.

**6. Bergeron's General Store:** Hear him tell it, Burt Williams had his wife order a bunch of Excelsior lamp oil a few weeks back. His wife never said why. She just paid for it and had young Jarrod Daniels pick it up.

**7. Doctor Hershey's office:** The good doctor witnessed the signing of Mr. Williams' will a few months ago. It gave Miss Emma everything. The lawyer asked a copy be mailed to his office in Majorstown.

**8. Wolverine City Hotel & Saloon:** The ground floor houses the saloon and poker room, where Gaston was a regular, along with Sheriff Culpepper, Mr. Sparks, Frank Chambers and Barney Foster. Gaston won big the last time. Big enough to talk about moving on

**9. Wolverine City Bank:** According to Bessie the teller, Mr. Frank Chambers's got a cashier's check for all of Miss Emma's inheritance waiting for her. Oh, and The Sheriff has paid off his debts.

**10. Ticket, Telegraph and Post Office:** Mr. Sparks has a ticket waiting for Miss Emma. He's got another for Pastor Grayson for the following week.



Water tower

← Poeville (east)

→ Majorstown (west)

# Escape From the Lost Laboratories

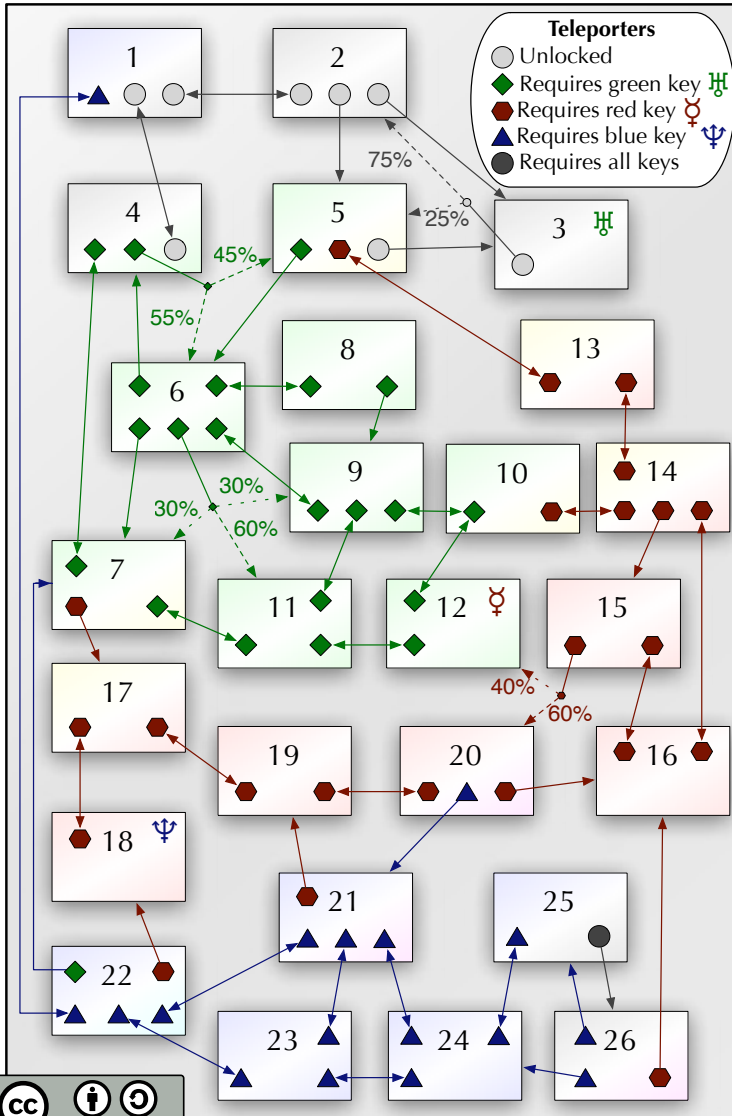
During a barely remembered golden age, a cabal of wizards constructed a series of experimentation chambers, scattered all over the world. To protect the public from accidents, great magical effort buried the chambers deep underground, with no connections at all to the outside world. With their intimate knowledge of the details and location of each chamber, the wizards simply teleported in and out of the laboratories, but their assistants and other minions could not. So the wizards connected the chambers with a network of teleportation circles, to allow minions with the proper keys to move about the labs.

The wizards have long since passed and, with them, the knowledge of the lab network. Even the few teleportation circles that would carry their minions into the labs from the surface were destroyed and forgotten. The network remains powerful magic, however, and undulates throughout the world. Occasionally, it malfunctions and "captures" creatures from the surface world, especially when strong magical events occur there. Events like the one that just happened around the PCs, transporting them all into room one...

The teleporters connecting the chambers are easily spotted, circular patterns glowing silver, green, red or blue. The silver circles transport any living creature, but the others require a key of the corresponding color to be held when the circle is activated (though the circle remains active to anyone for 30 seconds after this). Travellers arrive stationary to the destination's frame of reference.

Circles give off telltale sounds when used (listed in parentheses). Most teleporters are linked to another, providing two way travel (*wushhh*), arriving on the corresponding circle. Some work in only one direction (*kishhh*); travellers arrive at a random (but safe) location at the destination. Some of the one-way circles are malfunctioning and randomly send travellers to the wrong room (chance listed on map; *liss* for most likely path, *shaaak* otherwise). When this happens, all travelling on that activation of the teleporter arrive at the same place.

The keys are obviously magical, ancient and of unfathomable construction. Once every few years, the network reclaims the keys, wherever they are, teleporting them back into a random room in the network. The PCs are fortunate that the keys currently reside in rooms that will allow them to reach the control room and get home. Others have not been so lucky...



## Unlocked Section

**1 Unfinished Lab:** Water drips in slowly. Next to a corpse in remnants of fashion from last century, a name is carved into the cave floor, followed by "No hope".

**2 Item Repair:** Bones of over fifty different humanoid are piled among stone work tables, endlessly sifted by the ravenous undead remains of five cannibals.

**3 Endless Foundry:** Clockwork slowly, but methodically, assembles mechanical beasts from the myriad parts scattered all over. The green key is here, having been used as a central component of the largest of the beasts.

**4 Temple to a Magic God:** This large cathedral is still consecrated (and quite impressive), but water seeping through cracks has filled it entirely.

**5 Fabrication:** A large, partially assembled, stunningly beautiful contraption of stained glass dominates the room. The room's air, alas, is no longer breathable.

## Green Section

**6 Vestibule:** Alcoves with exquisitely detailed statues of various spell casters surrounds a long dry healing fountain. Liquids poured into the fountain are purified into pure, fresh water. With enough water, the fountain could work again.

**7 Glass Works:** A bizarre glass works, with still active furnaces. Active, because the place is crawling with fire elementals.

**8 Blast in the Past:** Devastated by an ancient magical accident. Remaining stray energy attracts mindless extra planar creatures who now lair here.

**9 Demonstration Theater:** The devil in room 11 keeps three ogres, who appeared several days ago, here for entertainment. It will likely eat them before they starve. It has corrupted this room into a shrine to its own greatness.

**10 Grotto:** Magical light sustains an arboretum grown amok, complete with birds. Growing by the red circle, a huge, fireproof, tree-like fungus waits to feed.

**11 Alchemy Lab:** A devil captured by the network eventually discovered how to work the circles connecting rooms 7, 9 & 11 without a key. Able to teleport on its own, it comes and goes as it pleases. It wants to gain control of the network, but knows only these rooms so far. It is often here experimenting on the elementals from room 7, attempting to unlock more circles. Though it cannot teleport others, it might be convinced to help the PCs, for an obscenely high price.

**12 Flight Lab:** A plate on the floor instantly transfers everything landing on it to the ceiling, causing it to fall in an endless cycle. The teleporters are on the wall (the balconies around them are long since destroyed). Scattered debris falls forever, including the red key. PCs are likely to be injured by debris until they catch up to its speed (terminal velocity). A few zombies are also falling.

## Red Section

**13 Conjuraction Lab:** An imp, once a familiar, was abandoned here. His boredom ended when he figured out, when the stars are right (once every few decades), how to gate in another imp. Now it's starting to get crowded.

**14 Trap Proving Grounds:** Six chambers in which room traps were developed. Many of them are still armed. The wizards used to give the red key to expendable minions and see if they could reach the teleporters through the traps.

**15 Enchantment Lab:** A magical fog (condensation of the room's ambient magic) inflicts temporary "confessional insanity". Victims yell out secrets at random intervals. The wide, high ceiling—close to collapse—doesn't like loud noises.

**16 Transmutation Lab:** Several hundred years ago, a visitor unwittingly activated a long dormant experiment here. Ever since, the direction of gravity randomly switches every few seconds.

**17 Human Trials:** Years of atrocity in this room created dozens of extremely angry spirits. Millennia of exposure to the room's residual energy allows them to shoot energy out of their mouths.

**18 Bestiary:** Filled with towering crystal chambers holding Very Bad Things in suspended animation. The blue key is here. Inside one of the chambers.

**19 Climate Lab:** The air and other elementals who shaped the weather in this vast chamber during the network's heyday change their mood every decade or so. Currently, they like it extremely cold and windy.

**20 Targeting Range:** An extended family of creatures who can phase through stone has made this vast, columned chamber home for centuries.

## Blue Section

**21 Time Lab:** Ancient experiments have left random pockets of accelerated and decelerated time throughout this chamber. Some are obvious. Most are not. Some only activate when magic items enter them.

**22 Council Room:** A stone table seating 100 sits at the center of a silver pentagram. Five animated stone enforcers stand opposite each point of the star.

**23 Smithy:** Magical constructs with very large hammers waiting for years to do what they were built to do: pound things. They've grown a bit...twitchy.

**24 Necromancy Lab:** A thousand years ago, a not so wise dragon was pulled into the lab and managed to gather the all the keys. She happened to be in this room when the network reclaimed the blue key, leaving her trapped. Her rage and the dark energies of this room combined to turn her into a powerful lich.

**25 False Control Room:** A convincing (but heavily trapped) facsimile of the network's control room conceals the circle that leads to the real thing.

**26 Control Room:** A massive, inscrutable device seems to grow out of the rock. If the PC's can figure out how to use the contraption, it will teleport them safely anywhere they want to go.



# The Belly of the Beast

by Mike Monaco

*"Well, Peggy, this is a hellmouth. You don't want to leave this open, not with a baby in the house."*

**Describing the dungeon:** The players should be made to figure out that the cave is, itself, a monster. Lull them into thinking it is just a "theme" of the dungeon: "tooth-like stalactites," not teeth. "A slimy lump of fungus like a tongue," not a tongue. The wind pipe is a damp cave passage. The walls of the stomach and intestines are covered with a thick red lichen or slime mold. The transition from rock to flesh is gradual and only noticeable after some examination. **Doors:** All doors marked on the map are large "valves" or flaps of flesh that can be opened by pushing against them. There is a 2 in 6 chance that any given door is "stuck" and will need to be forced open, either with an open door roll or by causing sufficient damage to the door. Irritating doors with feathers, tickling, etc. will also cause them to open.

**Secret doors:** All marked secret doors are "sphincters" that are more difficult to notice than valves. However they can be opened in the same manner.

**Gastric events:** Roll once each turn and on any round that walls, floors, or doors are attacked.

	Gastric events
D6/ D12	(Roll d6 until a door, wall, etc. is damaged, then d12)
1-3	<b>Peristalsis</b> – all creatures in play moved 50' (5 squares) toward <b>Cloaca</b> .
4	<b>Secretions</b> – thick slime coats area's floor, walls, and ceiling, walk at -5' or risk falling.
5-6	<b>Antibodies</b> – Roll on <b>Antibodies</b> table
7	<b>Movement</b> – Rumbling! PCs in area risk falling, and roll again on this events table. If 4 is rolled again the movement just stops
8	<b>Gas</b> – 20' cube cloud of gas fills the area. Open flames ignite on a 1-5 in 6; closed flames (e.g. lanterns) ignite if on 1 in 6 (boom!).
9	<b>Bleeding</b> -- Chamber fills with d4 feet of blood (cumulative if bleeding occurs again while party in the same area.
10-11	<b>Tumor eruptions</b> – Roll on <b>Tumors</b> table.
12	<b>Nausea</b> – Creatures in areas 14-17 moved toward <b>Cloaca</b> per <b>Peristalsis</b> above. Creatures in area 2 thrown into Teeth (area 1). Creatures in other areas moved toward area 2.

**Antibodies:** Some encounters can appear only a limited number of times, indicated by a number in curly brackets, e.g. {2} means only two such encounters can appear.

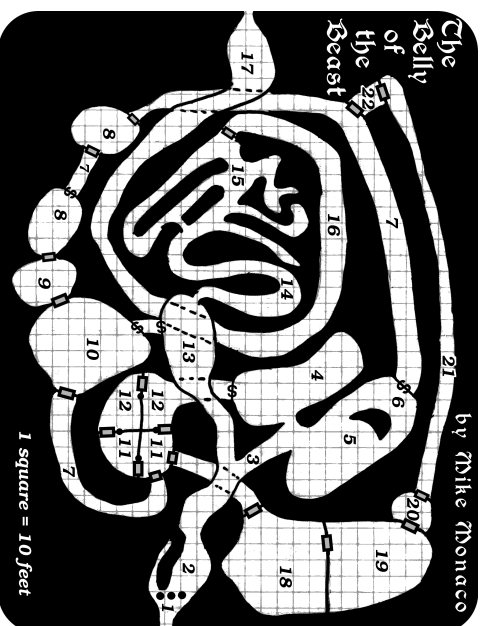
**Environmental hazards:** Several areas cause damage to any character in the area through acids, sparks, heat, cold, etc. The DM must keep an account of damage dealt by the environmental hazards of the Beast, as these are used to determine the Beast's hit points if the party attacks its heart or brain. Most hazardous effects can be avoided with "Saving throws" etc.

**Killing the beast:** One way would be to demolish the wall in "heart" areas or brain (This should take the damage equal to that which could be taken by the strongest PC present, plus the total damage dealt by environmental hazards of the beast). Or dousing the **Cartesian sparks**. Or maybe a toxic bonfire in the **lungs**. The players must come up with a solution without any hints apart from the realization that they are *inside the beast*.

**Placement of "antibodies" and "tumors":** These can usually erupt from anywhere. Randomly select a player character and deploy the monster or hazard d20' away from him/her. Then roll for surprise and initiative as usual.

D8	Antibodies (Wandering monsters)
1	White blood cell (Ochre jelly) {2}
2	Swarm of flying or crawling grubs
3	d6 Larvae
4	Violet Fungus grows out of floor {2}
5	Oyugh {1}
6	d6 Impings (= Homunculi, Quasits, Imps, etc.) drop from ceiling
7	D4 Lemures
8	Gray ooze {1}

D6	Tumors (Spontaneous hazards)
1	10'x10'x10' obstruction of amorphous flesh
2	5'x 10' pillar of fire
3	Jet of steam erupts from wall or floor
4	5' diameter pool of green slime forms adds 1' to diameter per round as it consumes area.
5	5'x5' obstruction of rotting flesh. 2 in 6 chance of housing Rot grubs
6	Tentacles erupt from ceiling and try to grab any creature that comes within 10'.



Areas marked \* cause slight damage (equal to a dagger) every round to any who are crawling or prone. The beast will digest his own antibodies and tumors but the creatures keyed on the map are assumed to be immune to all the environmental hazards.

**1. Teeth.** Stalactites & stalagmites will snap shut 2d6 rounds after first adventurer passes them. Any within 5' when they close may be bitten (as Dragon). Re-open after 24 hours or if Beast is slain.

**2. Tongue.** Roll on **Gastric events** table if disturbed in any way. Will attack as an Ochre Jelly if attacked. If slain, regenerates in 6 hours.

## Key

- Wind tunnel.** Smooth, damp tunnel. Swift wind flows into and out of areas 4/5. Wind changes direction every 3 turns.
- Lung: the roost.** Porous black rock, dripping wet. 4 Robber Bats roost here. They will attempt to steal an object and fly to random area to drop it (roll d20). They will use secret doors to escape.
- Lung: chilled.** Porous black rock, coated with frost. It is very, very cold. Slight damage every round spent here after the 1st (winter clothes, etc. may delay this effect).
- Tuberculosis.** A small Lurker Above is in this area. Large treasure in a bag on the floor below it.
- Artery.** Ankle deep in blackish, foul-smelling blood. Each artery hosts d6 Larvae (or roll on **Antibodies** table)
- Gland.** Once this room has been entered, the seething mound of flesh on the floor will spawn one random monster (Level III) every 3<sup>rd</sup> round until it is destroyed.
- Bile sack.** Bilious ooze d3 feet deep. Sticky and nauseating. May sicken PCs when first encountering it. Moderate treasure concealed in bile.
- Liver.** Trapped. Large treasure.
- Artra.** Boiling hot blood, knee deep. Slight damage every round in it.
- Ventricle.** Boiling hot blood, 1' deep. Slight damage every round if prone, seated, or crawling in it.
- Stomach\*.** Once any adventurers reach half-way point in, spray of acid shoots forth on all in room. Items may be dissolved and acid damage taken.
- Intestines\*.** Dark tunnels reeking of sulfur. The floor is coated with acid.
- Fistula\*.** Sulurous and dark like the intestines. Roll on the **Gastric event** table when first character reaches here.
- Bowel of reeking doom\*.** Save each round or be sickened. Searching carefully reveals several feces-caked skeletons with small treasure.
- Cloaca (Ass of Hell).** This is a portal to the Abyss.
- Forebrain.** A night hag is here, and does not attack initially, demanding the party give her five living larva from the rest of the dungeon. She will kill any evil characters she deems likely to produce a satable larva. Otherwise she sees no profit in fighting and will avoid the PCs. Her treasure is stashed under a pile of filthy papers and rags along a wall.
- Subconscious.** A dark room with clouds of fog shifting around, and echoes, unintelligible voices, and laughter from unseen sources. An Invisible Stalker is in here, ordered to let none leave the room.
- Animal brain.** A chamber bathed in eerie red light. Creatures in here may go berserk (as a Contusion spell, but replace babbling with angry ranting, drooling, and ragging)
- Spinal slide.** A tunnel with a very smooth, slightly wet limestone floor sloping down toward 22. Anyone here must move at least 30'/round toward 22 due to the slope and slipperiness. Grappling hooks, spikes, or Climb rolls allow travel toward 20.
- Sparks of Cartesian Interaction.** Electrical discharges may damage any in this room each round.

Read more about this dungeon at Swords & Dorkery:  
<http://mikemonaco.wordpress.com/tag/belly-of-the-beast>



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# Crime and Punishment

An evocative one-page milieu for sci-fi storytelling

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Troubled dreams haunt the desperate populace of a backwater world, while deep beneath a dark ocean lies an ancient secret, unknown and unknowable... but not undisturbed.

**TELL A STORY** of madness and mystery using elements on this page. Expand as desired or [go online for more info](#).

Color code: Places People Things

## DOSTOEVSKY

is an insignificant world somewhat smaller than Earth, lies in the Dpres subsector beyond the fringe of Imperial space.

- Near-normal gravity (0.9 G).
- Surface is 79% water.
- Extensive ice caps. Four glacier-dominated continents.
- Year-round cold (avg -15° C) and O<sub>2</sub>-rich atmosphere force inhabitants to wear protective gear and filter masks outside of enviro-regulated enclosures.
- Two million miserable residents.
- Three bickering governments: Yazand, Kizakhstan, and Ir'ab.



**THE WAN SEA** is a forbidding expanse of murky water that forms the northwestern arm of the planet's largest ocean.

- Aquaculture pads ("lilypads" to locals) are big floating sea-farms.
- Most surface transport is by ship.
- Knowledgeable sailors turn on their low-rad emitter to deter predators.

## LOCATIONS IN THE WAN SEA

- W1. Ox Rift, 18km-long curtain of O<sub>2</sub> bubbles rising from sea floor
- W2. Pad 17, "best bio-weed around"
- W3. Grey Void, a nutrient-poor zone
- W4. Glacier Reach, perilous ice floe
- W5. The Mazre Snake, surprisingly strong north-south current
- W6. Akyon Abyss of unknown depth

## RESEARCH STATION

**PSI** is a small Imperial facility 30km west of Pteragreb, 4km below the surface on the floor of the Wan Sea.

- Station moved here from Gabriel, a barren planet 2 parsecs away, when unorthodox genetic experiments there went awry (original designation was Delta).
- 2-hour sub trip from Pteragreb.
- 3 pressurized geodesic domes: habitat and labs (R1), fusion power plant (R2), and study site (R3). Vehicle bay access is in R1.
- Chief scientist, 2 assoc scientists, 4 security personnel, 4 support staff, 10 student researchers
- Dome R3 conceals the station's *raison d'être*: the Crystalline Vortex, a site from the time of the Ancients. Access to R3 is restricted to those with a subdermal Xenon implant.



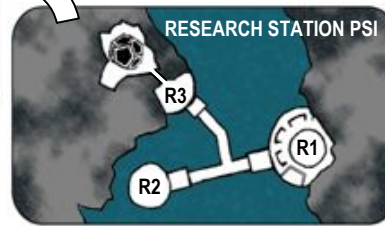
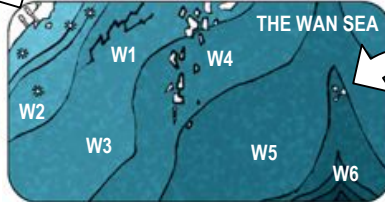
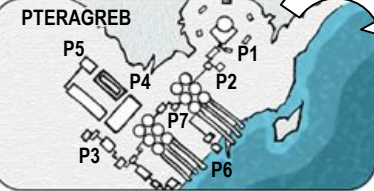
**THE CRYSTALLINE VORTEX** is an upside-down funnel of anti-matter swirling at the centre of a 30m-diameter jet-black dodecahedron embedded in the sea floor.

- Same material as the Helical Torus
- Each facet has a 12m-wide aperture ("gateways" in current research files) allowing entry.
- Those attempting to pass the gateways are tested by momentary visions of a very personal and difficult nature.
- Once inside, the vortex is accessible, but the Helical Torus is required to pierce it.

## AT THE HEART OF THE TEMPEST

lies an ancient secret. Possibilities:

1. A tranquil zone of psionic empowerment.
2. A device of the Ancients, still operating after eons, can be stabilized through psionic contact to focus or eliminate its effects.
3. As above, but the device stores negative psionic energy; it is nearly full and will rupture soon, with disastrous consequences.
4. A pocket universe populated by beings feeding on the psyches of the populace of Dostoevsky.
5. A sleeping member of the Ancient race, its fragmentary consciousness affecting all sentient beings in the solar system. When awakened, it is benevolent but aloof, as a venerable sage to young children.
6. As above, but the being was imprisoned here, and exacts a terrible revenge on those nearby when released.



**PTERAGREB** (N32° W0°) is a jumbled cluster of ugly reprocessed-stone buildings on the muddy coast of the Wan Sea.

- Capital of the Oligarchy of Yazand
- Hub of agricultural trade from nearby tundra farms and aquaculture pads.
- In their insurmountable poverty, residents turn to morose proclivities and sordid diversions, unaware their disaffection is magnified by the nearby Crystalline Vortex.

## LOCATIONS IN PTERAGREB

- P1. DOS/D, a well-equipped starport (pronounced "dosed" by locals).
- P2. Ptera Uni, a private college, medicenter and museum. Staff is competent but insular. Library data link available.
- P3. Wintermire, tenement housing.
- P4. Castel Square, where vendors jostle for space among the bland government edifices.
- P5. Arena, a site for violent sport.
- P6. Docks, built on a thick blue ice shelf. Warehouses, ships, and a private pen for Station subs.
- P7. Refineries make air and water.

**OSKAR** is a nervous young research student plagued by guilt.

Possibilities:

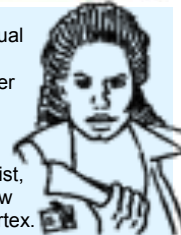
1. Believes his faulty research caused the death of Ivvdris' husband, Zane.
2. Murdered an archeologist named Taavo and stole the Helical Torus.
3. Believes his research is being used for criminal purposes by Ivvdris, and wants to stop her.
4. As above, but is helping her.
5. As above, but is blackmailing her.
6. Actually a member of a pseudo-religious cult with an anti-psionic agenda, planning to destroy the Station and Crystalline Vortex.



**IVVDRIS** is the sensual and depraved chief scientist who thinks her dead husband, Zane, is haunting her.

Possibilities:

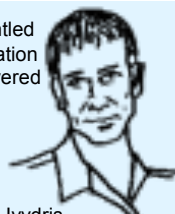
1. Zane, also a scientist, went mad and threw himself into the Vortex.
2. Ivvdris killed Zane out of jealousy; his 'ghost' is her manifest guilt.
3. Ivvdris was never married; she's faking insanity to get reassigned (or for a more devious reason).
4. Zane faked his death and is staging the 'hauntings' to drive Ivvdris mad.
5. Zane's ghost is real; he seeks vengeance for his death.
6. Zane's ghost is real; he is trying to tell Ivvdris something important.



**ROI** is a thin, disgruntled ex-guard from the Station who claims he discovered illegal activity there.

Possibilities:

1. Fears for his life; Ivvdris has killers looking for him.
2. Roi is blackmailing Ivvdris.
3. His claim is false; he simply wants revenge for being fired.
4. Obsessed with his brief glimpse of the Crystalline Vortex; will do anything to approach it again.
5. Actually an Imperial agent with an anti-psi agenda, gathering evidence to shut down the Station.
6. Actually a mind-spy for a distant psionically oppressive empire interested in duplicating or harnessing the effects of the Crystalline Vortex.



## THE HELICAL TORUS

is a twisted pair of 5mm-thick strands of matte black material held apart from each other by an unknown force, forming a 10cm-diameter ring.

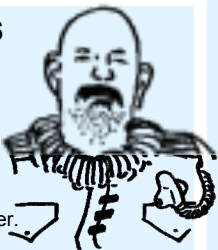
- Looks like jet, but much stronger
- Electrically conductive
- Possessor's psionic powers (if any) are amplified, and knows when psionic abilities are used nearby, but is subjected to the unbridled effects of the Crystalline Vortex at all times.
- Based on size and shape, expect players to call it "the magic donut"



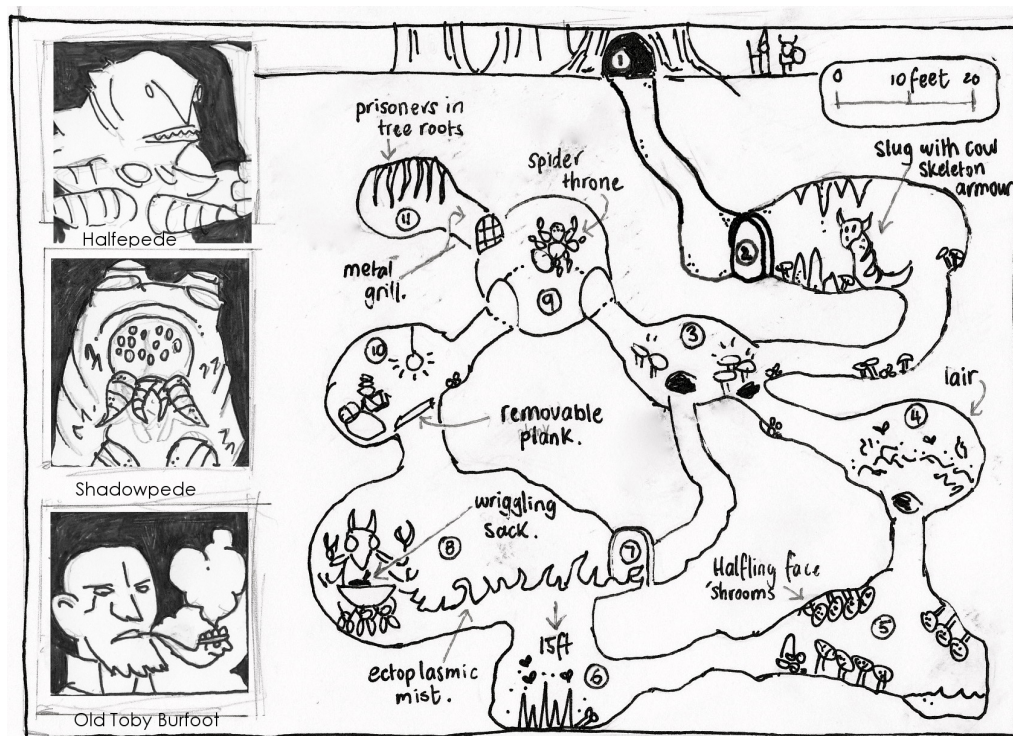
## PERSONALITIES

suitable for use as PCs or NPCs:

1. Ralvonse, black market fence.
2. Ward Vamendar, police inspector.
3. Alion, newly-arrived researcher.
4. Jhamyrk, aquaculture pad farmer.
5. Yuldor, alien pilgrim to Ancient sites.
6. Kulana, Imperial surveyor.



# Vermin Hollow - for 3 or more PC's of level 1 to 2 - by Rob



**Whats going on.** People are missing. The trail leads to the backwoods on Burfoot land. Old Toby Burfoot has been consorting with Grothmog Lord of Vermin.

## Wandering Monsters

- 1-2. Halfepedes (1-4)
- 3-4. Giant Centipedes (1-4)
- 5-6 Giant Slug

## Rumors

- 1. If your headed to the backwoods keep an eye out for my cow. Lost her out that way a few days ago.
- 2. The forest fae's to blame. Too many mushrooms out that way.
- 3. That's Burfoot land. I aint seen any Burfoot apart from Old Tom

**1. Entrance.** Ancient dying forest. Heady smell of rot and decay. Hole in twisted primeval tree leads to pit entrance.

**2. Guard post.** Entrance arch writhes as if alive with movement of thousands of beetles. Three **halfepedes**, halfling centipede hybrids that are individually weak as kobolds, and a **giant slug** protected by ad hoc bovine skeleton armour. Slugs spittle causes acid damage and paralysis like centipede venom.

**3. Fungus crossroads.** Harmless swarm of beetles takes flight. Rust coloured mushroom spores cause rust as rust monster if disturbed. Lost amber worth 20 gp amongst fungus.

**4. Home.** Nests of rotting organic matter. Five **halfepedes**.

**5. Lair of the Shadowpede.** Icy cold Pool. Large mushrooms cover all surfaces. Mushroom caps have halfling like faces which turn to face movement. Concealed in the shadows is an insubstantial **Shadowpede**, a stealthy relation to the carrion crawler. A skeleton clutching a ceremonial bowl worth 200 gp lies at the bottom of the pool.

**6. Sacrificial pit.** Stench of death. Trench 15 ft. deep and wreathed in Ectoplasmic mist. Upon the spikes are sacrifices, both human and animal, in varying decayed states. Some are partially consumed and riddled with maggots and vermin.

**7. Corpse door.** Double doors. Bloated bodies spiked to door form the whorl symbol of Grothmog. The decaying corpses, alive with vermin, must be touched to open the doors.

**8. Vermin shrine.** Statue of Grothmog Lord of Vermin. Three beetle backed halfling statues hold aloft a bowl in which sits a writhing sack. Lit candles illuminate the statue. Sack containing six **giant centipedes** sits within the bowl and may be mistaken for a writhing sacrifice. Ectoplasmic mist pours from Grothmog's mouth concealing the trench pit to location 6. Edges of cavern safe to traverse. The statues eyes are garnets worth 250 gp each. A disheveled halfling **Esmerelda Burfoot** tries to lure adventurers into stumbling into the pit. Esmerelda wears an amber necklace worth 100 gp.

**9. Viewing chamber.** Desiccated giant spider with limbs shaped into a throne. Those seated inhabit the minds of vermin and can view a random cavern (1d12) through their eyes. Viewers run the risk of going temporarily mad from the disconcerting effect of inhabiting such an alien mind.

**10. Old Toby's cave.** Pipe weed aroma. Entrance from location 9 blocked by vermin wall that clings to unbelievers. Vermin do no damage but are a nuisance. Plank covers the drop to location 8. Bedroll, table, oil lamp and mildew damaged books on fungi and vermin. Collection of pipes and pipe weed worth 75 gp.

**Old Toby Burfoot** a halfling priest of Grothmog and two **giant centipedes**. Old Toby wears *boots of spider climbing*.

**11. Living prison.** Entrance barred by a rusted locked metal gate. Old Toby has the key. A human and two halflings imprisoned by tree roots and suspended 10 ft. off the ground.

# CITADEL OF EVIL

by Stuart Robertson

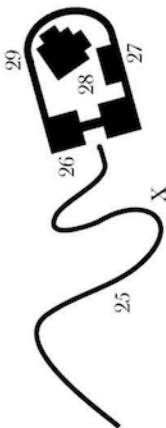


The Citadel casts a dark shadow from it's mountain. Can you find a path to the top and rescue your kinfolk? For levels 1-3



## D. The Citadel

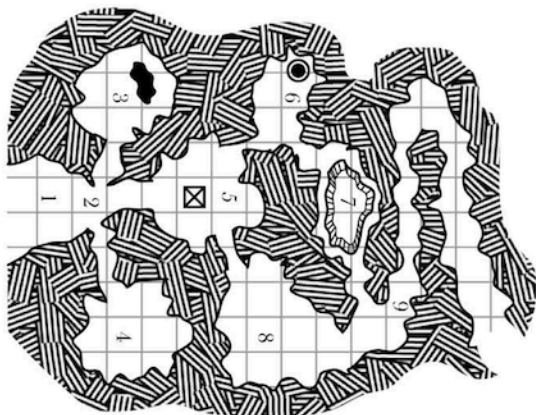
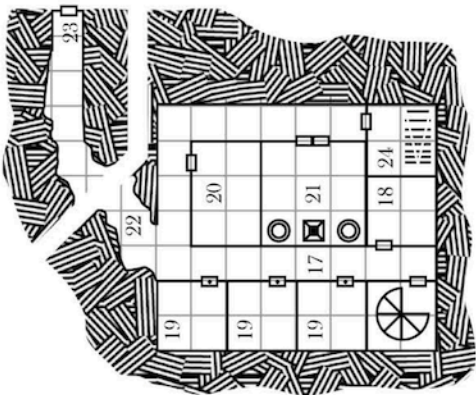
- Mountain Walkway - This long winding path leads up the side of the mountain to The Gatehouse. The Solly Port (Room 23) exits at the 'X' on the map.
- The Gatehouse - A raised drawbridge and heavy iron bound portcullis prevent anyone from entering or leaving the Citadel. 14 *Hobgoblins* will fire arrows at intruders they notice in the courtyard or on the Mountain Walkway.
- Deserted Shrine - A few old candles and bits of crockery litter the floor. Lighting a candle will *Cure Light Wounds*.
- Crumbling Courtyard - Two *Cultists* and a *Hobgoblin Mercenary* are discussing the need for more Villagers.
- Ruined Keep - The upper floors of this building are in ruins but the ground floor is still intact. A wooden staircase leads down to the Dungeon Level below.



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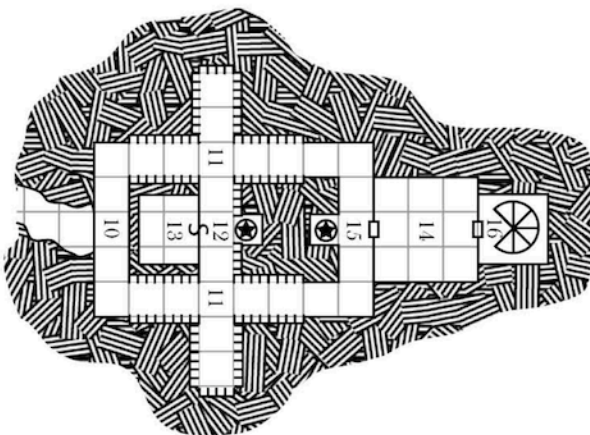
## C. The Dungeon

- Dungeon Hallway - Torches along the walls light this area.
- Storage Room - This room is filled with barrels of rotted food. 12 *Rats* and 4 bottles of wine can also be found.
- Prison Cells - The Bugbear in room 20 has the key to these locked doors. Inside each prison is a missing Villager.
- Guard Room - 2 *Hobgoblin Mercenaries* and a *Bugbear* drink and play dice games here. They have 46 coins and several casks of wine.
- Temple of the Slime Lord - Two braziers illuminate the room. A group of 5 *Cultists* preparing to lower a Villager into the pit and the *Ochre Jelly* kept at bay by the heat from the braziers. The *Conjurer* who leads this cabal can cast *Fear* and *Mirror Image*.
- Winding Passageway - This roughly cut tunnel slopes steeply down and continues for 100'.
- Solly Port - This heavy *Wizard Locked* iron door is engraved with a leering face with a long tongue tied into a knot. Saying the word 'NEPO' opens the door and leads to the Mountain Walkway below The Gatehouse. Noise or light will alert the Main Gate's occupants who will fire arrows at anyone on the path.
- Wooden Staircase - Leads up to the Citadel Level above.



## A. The Caves

- Entrance Cave - Illuminating this large natural cave is the lantern from 2 *Gnomes* looking for their lost companion.
- Dark Tunnel - The floor is wet and treacherous from water dripping from the ceiling. A dank earthy smell fills the air.
- Pool Room - This room is lit by a dim red glow from 3 Fire Beetles on the walls. A *Blessing* pool contains 12 coins.
- Fungus Garden - This room is filled with a wide variety of different mushrooms. Characters have a 2 in 6 chance of releasing hallucinogenic spores (*Phantasmal Force* for 1d4 turns). Eating one *Cures Light Wounds* + *Phantasmal Force*.
- Yellow Mist - A thick yellow mist clings to the ground here. Characters have a 2 in 6 chance of falling in hidden pits.
- The Well - The floor is wet and slippery. Anyone looking into the pit must make a saving throw or slip to their doom!
- Inset Room - Characters edging around the narrow ledge have a 2 in 6 chance of slipping down into an *Insect Swarm*.
- Spiders Lair - 4 *Giant Spiders* scuttle out to attack! Within their webs is a cocoon with a weakened *Gnome* inside, as well as 70 coins, a silver dagger and a *Magic Spear*.
- Stone Stairs - Weak characters or those in heavy armor have a 2 in 6 chance of falling 10' during the 100' climb to the Crypt Level above.



## B. The Crypt

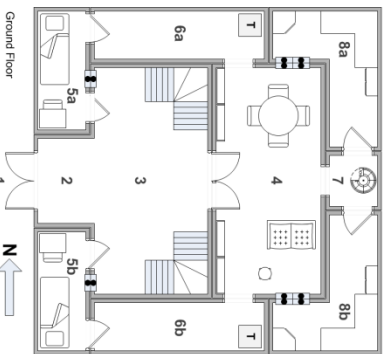
- Hall of Skulls - Characters must break through the wall (open door check) to enter this hallway. Niches along walls hold 12 *Undead Skulls* that will politely answer questions about The Crypt in Ancient.
- Dusty Catacombs - alcoves along the walls contain scores of skeletal remains. Several bodies have missing heads. A *Wood Golem* rattles about keeping the place orderly. It will only attack in defence (see next entry).
- Pointing Statue - an 8' tall stone statue stands pointing straight ahead (it's pointing at the Secret Door). This *Living Statue* activates if the Wood Golem is destroyed.
- Forgotten Room - a skeleton sits slumped over on a chair behind a desk. Scrolls of *Protection from Undead*, *Feather Fall* and a *Treasure Map* and a gold candlestick are on the desk. A locked chest contains several rare historical texts.
- Antechamber - This room is magically silent. These doors are heavy and require an Open Doors check.
- Smashed Statue - the arm of this 8' tall statue has broken off and a bowl of (50) coins is scattered at its feet. If anyone touches the coins the statue recites *Animate Dead*.
- Spiraling Stairs - these stone stairs spiral up 100' to the Dungeon Level above. They end in a stone floor block, which must be pushed aside (Open Doors Check) to open.



By Thom Wilson

# Another Knight Like This

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**Encounter Areas:**

**Ground Floor**

1. Double Door Entrance: The entrance to Castle d'Vorntur is made up of two large wooden doors. These doors are unlocked by day and securely locked by nightfall.
2. Foyer: A simple entryway for receiving guests to the tower.
3. Entrance Hall: This large (nearly 20x25) hall is the central room of the ground floor. At least one man-at-arms will be present here at all times. A roll of 6 on a d6 indicates a pair of guards instead. The hall is nearly empty.
4. Receiving Lounge: This room is used for discussing business with staff or regular guests. More important or personal guests of the knight will likely be allowed access to areas 17 or 20. Four large bookcases have several fine tomes on geography, politics and knighthood. One hour of focused searching will produce a scroll of steep tucked away in an old dusty book.
- 5a. Northwest Guard Chamber: A simple room for two guards (bunk beds). Likely to be empty during the day (a roll of 1-5 on a d6) and possibly occupied at night (a roll of 1-3 on a d6).
- 5b. Southwest Guard Chamber: exactly like 5a.
- 6a. North Hallway: This hallway allows guard access from 5a, the cellar (through the trapdoor) and the Receiving Lounge (4).
- 6b. South Hallway: exactly like 6a.
7. Stairwell: This small room allows access to both kitchen areas (8a, 8b), the Receiving Lounge (4) and the cellar through a spiral staircase down. Note: the stairs do not go up to the 2<sup>nd</sup> floor.
- 8a. Northeast Kitchen: This kitchen is used primarily for servant staff and guards.
- 8b. Southeast Kitchen: Much like the Northeast Kitchen, except that it provides food for the captain of the guard and Jean d'Vorntur.

**2<sup>nd</sup> Floor**

9. Second Floor Hall: This large area is used primarily by the guards in the tower. By day, one to two guards could be found lingering here (a roll of 1-2 on a d6) and by night, a lone sleepless guard might be getting warm sitting next to one of the two fireplaces (a roll of 1 on a d6).
10. West Guard Chamber: Off duty guards can be found resting here at night (a roll of 1-5 on a d6). During the day, this room is almost always unoccupied.
- 11a. Northwest Storage Room: Supplies for the men-at-arms can be found in this small area. d4 short swords, short bows and pole arms are likely to be found. Digging in to the piles of used and broken arrows and quivers could produce d20 good arrows. This door to this area is always locked.
- 11b. Southwest Storage Room: Better weapons and armor are found here. Two suits of leather armor, one suit of chainmail and three small shields, all of decent quality are piled up. Two long swords are also tucked away in the corner; unbeknownst to the guards, one of them is actually a +1 long sword.
- 11c. North Hallway: the door to this room is also locked.
- 11d. North Hallway: A frequently travelled hallway for guards during their shifts, this area connects the second floor hall to the eastern side of the tower. Guards will likely be found patrolling these halls (this area as well as areas 12b and 14) in their nightly travels. It is unlikely to find guards lingering here during the day (a roll of 1 on a d6).
- 12b. South Hallway: exactly like 12a.
- 13a. Northeast Observation Area: Patrolling guards will likely stop here during their shifts to look to the north and east. (a roll of 1-2 on a d6 finds a man-at-arms looking out the small windows).
- 13b. Southeast Observation Area: exactly like 13a.
14. East Hallway: This hallway is part of the nightly patrol route of the guards. There are several windows facing the east to view the countryside.

15. Captain of the Guard Bedchamber: The Captain of the Guard, Luk Remall, resides in these chambers. The only trusted friend of Jean d'Vorntur, Captain Remall has many privileges including this plush room. Luk fighting class, high level) can almost always be found here in the night hours but with the current situation, will be sleeping lightly. He can grab sword and shield and be up to Jean's quarters (area 20) approximately 60 seconds after any alarm has been raised. During the day, he can be found roaming the castle, watching over operations. He uses a finely crafted longsword +1, +2 vs. orcs, a stout shield +1 and can don an ornate suit of chainmail if given enough time. His bookcases are filled with books on military tactics, leadership and fighting styles. One tome, *Running a Castle Garrison*, can fetch up to 100 gp. Within the locked chest near his bed, Luk has several years of wages stockpiled. 2d100 sp, d50 gp and 2d20 cp can be found underneath several layers of common clothing. A one way (leading east) secret door allows Luk quick access to area 14.



16. Jean's Entrance Hall: This finely crafted room is the entrance hall to Sir Jean's floor and personal chambers. Several fine tapestries and paintings can be found on the walls here.

17. d'Vorntur Lounge: This very long room (35) is an excellent observation lounge of the western countryside and provides spectacular sunset views. Jean will take close friends here to relax and converse. The two bookcases contain hundreds of books on geography, science and mathematics.

18. Hall of Knights: Several small statues line the south side of this hallway. Each one is a bust of a previous d'Vorntur. They are not particularly valuable but are prized possessions of Jean. At the east end of the hallway, Jean has set up a small shrine to his god (a small statue on the table). Jean can be found here in prayer/early mornings and late evenings.

19. Library Hall: This short hallway contains several bookcases which hold hundreds of books on the lineage and deeds of the d'Vorntur family. No references to any unflattering actions can be found within the pages (those books are long gone). A two way secret door can be found behind the east bookcase. It is finely crafted and hard to detect.

20: Sir Jean d'Vorntur's Quarters: Most nights, Jean (aged fighting man, high level) can be found here resting quietly. With the assassin plot known, he will found sleeping lightly in the loveseat near the northem fireplace. An assassin, Cluk Amaz (equal level of player character, wields two poisoned scimitars +2) will be waiting in Jean's bed. Very careful observation by the character may reveal the change in sleeping position. If the character approaches the bed, the assassin will wait until the last moment and spring upon the character. Jean will confidently watch the battle between the two assassins until the NPC assassin is slain (or close to losing) or the player character engages him. If the NPC assassin is slain, Jean will attempt to raise the alarm by fleeing west through the double doors or through area 21b (and then through the secret door) there! If forced to engage, Jean will try to use his personal dagger (a +2 weapon) if he cannot get to his primary weaponry (21a). He is old and weak and fights like a mid level NPC. If outranked, he will try to bargain for his life with the money in area 21b. Even to his death, he will not disclose area 21c. Jean keeps the keys to areas 21a and 21b around his neck.

21a. Jean's Armory: Jean keeps his family armor, shield and weapons in this area. The two large trunks contain his shield +2 and broad sword +2. The small trunk holds his silver chainmail +3. The door to 21b is always locked.

21b. Castle d'Vorntur Treasury: Two large chests nearly fill this room. The eastern chest contains all the monetary treasure that the d'Vorntur family has accumulated. Over 10,000 mixed coins (gold, silver and copper) fill the chest. The western chest contains several heirloom jewels including one bracelet (2,500 gp value), a ruby necklace (2,000 gp value) and several family rings (500 gp value each). There are d20 other pieces of jewelry within (value ranges d100 each). A two way secret door allows entrance to and from area 21c.

21c. Secret Chamber: Jean has stashed his magical possessions here. The large chest contains 5,000 gp, six potions of extra-healing, three potions of cure disease and a bandolier holding five darts +5. The smaller chest contains a belt that holds three daggers +2 (one is missing, Jean will have it in area 20) and the d'Vorntur family crown (5,000 gp value). A well-hidden two way secret door opens in to area 19 for quick escapes.

**Cellar**

A. Stairwell: A circular stairwell leads up to area 7. Several barrels containing meat and ale line the west wall.

B. North Kitchen: One of two additional kitchens in the cellar area, used to prepare for special occasions (large banquets or feasts).

C. South Kitchen: The smaller and second of two cellar kitchens used for extra preparation and storage. Barrels and food chests can be found in this area.

D. North Cellar Hallway: This hallway provides guard access to areas 5 and F. A ladder leads to a ceiling trapdoor for access to the ground floor area 6a.

E. South Cellar Hallway: Much like area D except the trapdoor leads to area 6b.

F. Prison Guardrooms: This hallway provides access to the prison chambers.

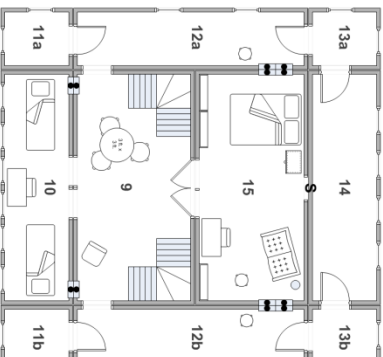
G. Prison Guardrooms: One to two guards can be found here if any prisoners are being held. Note: There are none at the moment.

G1-G4: Prison Cells: Small cells for holding prisoners. Only a bed and chamber pot can be found here.

H. Guard Room (or Fancy Cell): This room can be used by guards needing rest or for prisoners who may require a lighter touch.

I. Latrine: Both areas are guard and servant latrines.

Note: No servants live within the tower.



**2nd Floor**

Wandering Monsters: During daylight hours, check once per turn (1 on a d6 indicates occurrence). Check once every 3 turns during night hours.

6b roll and encounter:

- 1-2: scurrying servant
- 3-4: single man-at-arms
- 5: a pair of men-at-arms
- 6: (day only) captain of the guard
- 6: (night only) sleeping guard

Notes on doors: Doors are unlocked unless indicated otherwise.

Notes on windows: Most windows are open but barred. All windows are 2.5 wide except for the smaller windows in areas 21c and 17 (north and south only) which are 1.5 wide.

Notes on men-at-arms: All are fighting men of mid level. They carry standard weapons and armor. There are a total of 12 men-at-arms in the castle.

Sir Jean d'Vorntur's normal daily schedule:

Sunrise: prayers in area 18.

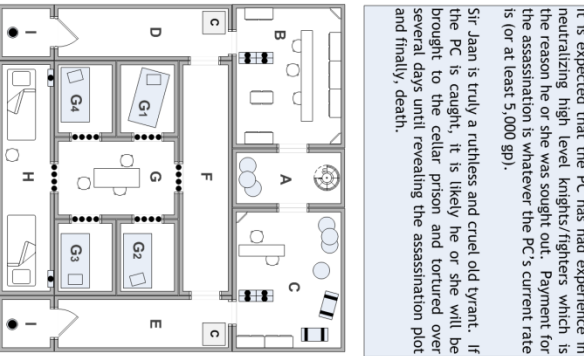
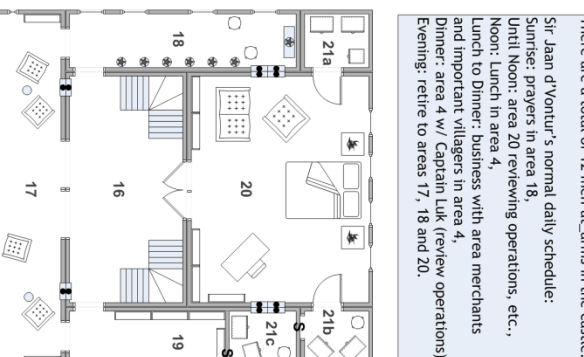
Until Noon: area 20 reviewing operations, etc.

Noon: Lunch in area 4.

Lunch to Dinner: business with area merchants and important villagers in area 4.

Dinner: area 4 w/ Captain Luk (review operations)

Evening: retire to areas 17, 18 and 20.



It is expected that the PC has had experience in neutralizing high level knights/fighters which is the reason he or she was sought out. Payment for the assassination is whatever the PC's current rate is (or at least 5,000 gp).

Sir Jean is truly a ruthless and cruel old tyrant. If the PC is caught, it is likely he or she will be brought to the cellar prison and tortured over several days until revealing the assassination plot and finally, death.

Several wealthy merchants have hired an experienced assassin to kill the old knight. The assassin must infiltrate the tower, avoid the servants and guards and get to Jean.

Unfortunately, the merchants are unaware that their plan has been discovered. Jean d'Vorntur has hired his own assassin to counter the plot. When the player character arrives to kill Jean, a powerful assassin of equal level will be waiting...

**NOTES:** This one page dungeon is designed for a single assassin character of levels 7-9. It has been designed with the 1<sup>st</sup> or 2<sup>nd</sup> AD&D rules in mind but can be adapted to any current d20 system.

Legend: fireplace stool chest trapdoor ceiling trapdoor barred gate


Key: circular stair food chest bookcase statue secret door plant

3rd floor

# Black Tom Muddye's Treasure Map

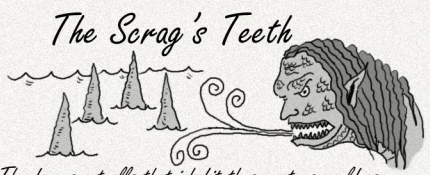
Seaport Bay, the Widow's Kiss' is in her harbor. I couldn't ask for a better crew of sea-dogs.

Women, rum & booty. It's a pirate's life for me.



Better keep an eye out for the Mary Knyght. She's been tracking us for months now. If the law catches us, it will be the hangman's noose for us!

Sail South-East for 60 leagues

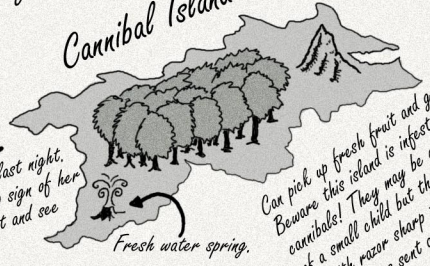


The damn sea trolls that inhabit these waters would as soon eat us than look at us. Must make sure the ballistae are armed and the weak-kneed magician is ready when we pass through these waters.

Sail South for 42 leagues

Know this, should this map fall into the hands of anyone except myself, I will haunt them down and have my revenge... even from the grave if that's what it takes for I am Black Tom Muddye, the scourge of the seven seas and beyond!

## Cannibal Island

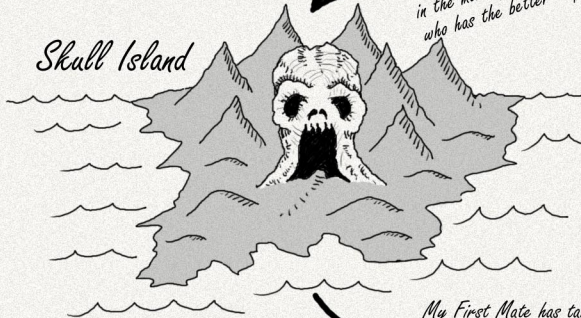


Can pick up fresh fruit and game here. Beware this island is infested with cannibals! They may be only the size of a small child but they make up for it with razor sharp teeth and numbers. All parties sent ashore must be appropriately armed.

Sail South-West for 38 leagues.

The 'Mary Knyght' was spotted on the horizon last night. We managed to give her the slip. There was no sign of her in the morning. One of these days we will meet and see who has the better ship and crew.

## Skull Island



Thirty miles inland is a large cave entrance that is shaped like some demonic skull. Through its mouth leads to the caves where our booty lies hidden. Not including myself, only my First Mate, Quarter Master and Sailing Master know through the island dense forest to the cave's location.

The beasts and vegetation on this island are like nothing I've seen before. Giant reptile beasts roam the land and ferocious reptiles hunt in the woodlands. I've seen vegetation that capture and eat human flesh. Strange yellowish plants spread spores and those infected die. Those infected come back from the dead to attack those not infected. The dangers on the island are just one barrier to protect our ill-gotten gain.

My First Mate has taken to calling these beasties thunder lizards for when they walk, the ground shakes. The ones with the sharp teeth that you have to worry about. The small ones hunt in packs and the larger ones are just as dangerous, if not more so with their teeth the size of short swords.

Real treasure cave - Three large chests are locked and hide poison needles on the locks. The chests are filled with thousands of gold & silver coins, plus many pieces of jewelry and gems. It is a ransom's worth of booty.

There is a large crystal boulder in this cave. My Firstmate claims to have seen beings of pure fire in them. Can these fire creatures leave the crystal?

The cave floor and ceiling appear to have teeth. Some of these 'teeth' detach themselves from the ceiling and drop on my men. The largest of these teeth are over 5 ft. tall.

Did the shadows move in this cave? Are they 'alive'?

Entrance. The stone steps can be slippery so caution is advised.

Stone columns with strange markings. Someone or something has been to this island before.

Fresh water source but sometimes I swear I can hear something splashing about.

This cave leads to Hades? There is a strong sulphur smell here.

Bat cave reeks of guano.

What's beyond this boulder is unknown. Decided to err on the side of caution and not tempt the fates by exploring beyond it.

False treasure cavern. Should anyone open the chest, the cave roof is rigged to fall on the thief.

A large open pit is in the center of this cave. Who knows what lives in it. I didn't stick around to find out.