

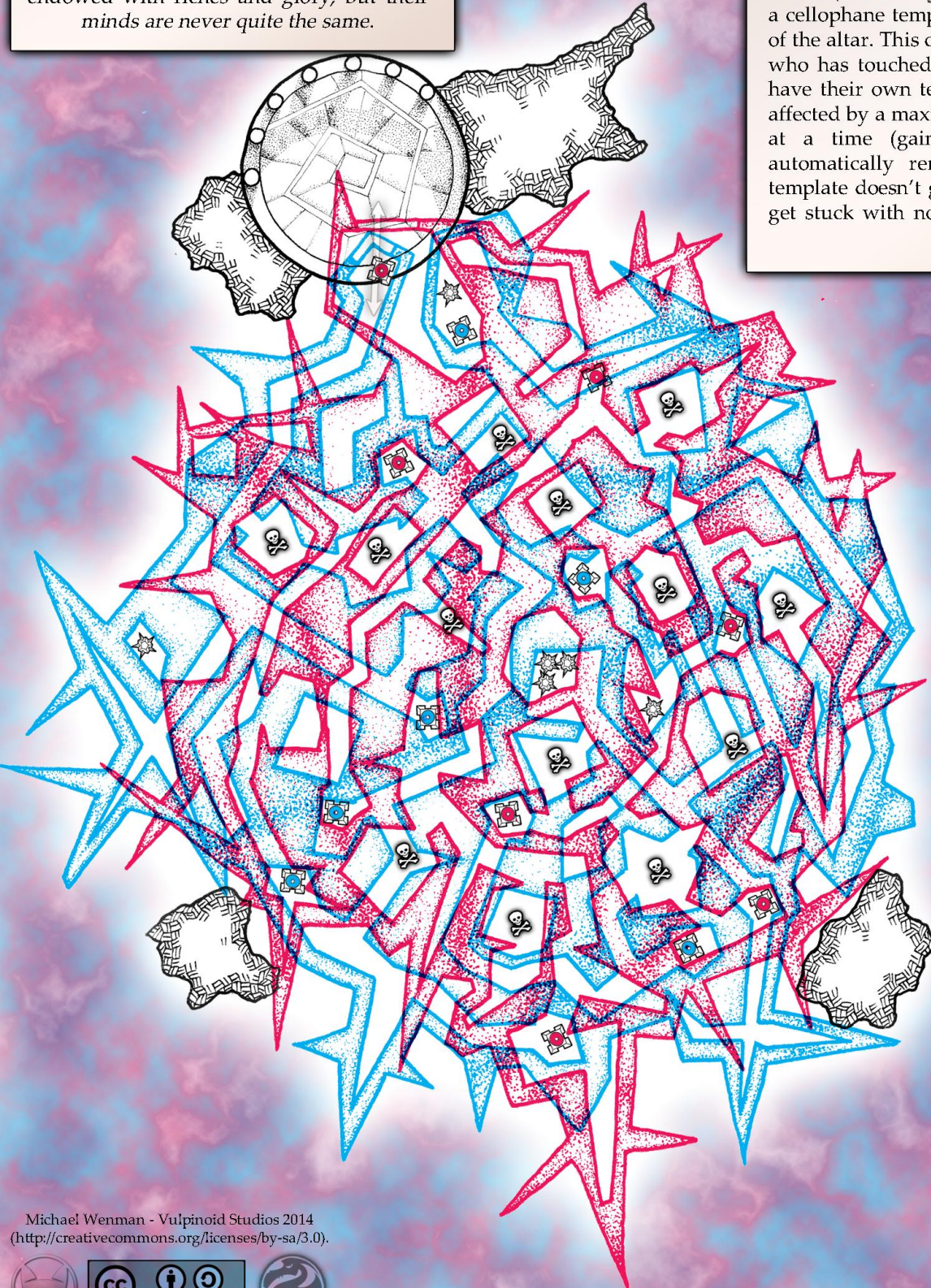
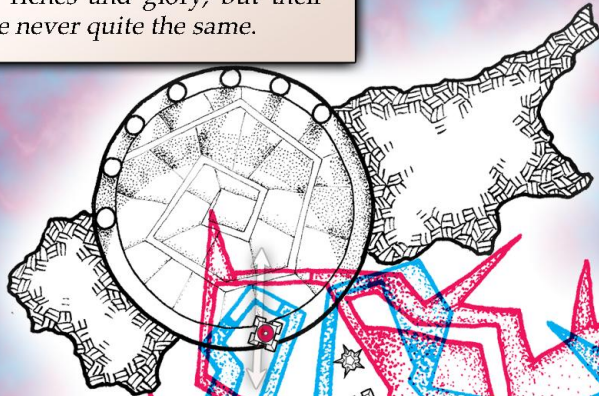
Legends speak of the eldritch prison of Urash Mhyrr, a citadel on the edge of astral space and the realm of Purgatory. Only the most erudite elders retain the knowledge of its location, only the most foolhardy of their followers accept the challenge of raiding its celestial antiquities. In ancient times, the prison was populated with immortal monsters, locked in a semi-stasis but dangerous none-the-less.

For centuries the prison has been forgotten, except for an irregular stream of adventurers drawn by the riches and magical artefacts that give the prison its power. Few of these adventurers return alive, most are devoured by the imprisoned monstrosities; those that do return are endowed with riches and glory, but their minds are never quite the same.

The Astral Prison of Urash Mhyrr

Instructions: To use this One Page Dungeon, you will require templates cut from two sheets of cellophane*, one sheet should be a fairly vibrant or dark blue, the other should be a fairly vibrant or dark red (each character will need one of each). Each template is circle with an inch (2.5cm) diameter. These templates are laid over the map at different times as the player characters progress through the map; the different coloured templates of cellophane render some walls pale (and thus able to be passed through), and other walls dark (and thus unpassable). Ranged attacks and spells are blocked by all walls regardless of who is affected by what colour of cellophane.

Initially, no character has a cellophane template, and all shaded wall sections are unpassable obstacles. Any time a character reaches a "Phase Altar" (marked "☒"), they may apply (or remove) a cellophane template corresponding to the colour of the altar. This change only applies to a character who has touched the altar (other characters may have their own templates applied). A character is affected by a maximum of one cellophane template at a time (gaining a template of one type automatically removes its opposite...it's possible to get stuck with no templates in the middle of the prison).



Populate the dungeon with the most horrific and dangerous creatures and immortals your game system permits. Each will be imprisoned at a location marked with a "☒" (all walls regardless of their colour block the passage of these creatures). Such creatures may be vaguely seen through the energy walls of the astral prison; they are psychopathically dangerous and cannot be reasoned with. As soon as the character's cellophane template touches such a creature, it may cause panic, morale loss or fear as per normal in your game system.

Magical energy sources are scattered through the prison, these sources are priceless among certain circles of magi (these are marked "★"). Other loot that may be found include the relic weapons of long dead ancient wardens, and the carried possessions of explorers who died exploring the prison.

* Transparent coloured plastic sheeting, commonly used for gift wrapping, it's commonly available at most craft stores.

