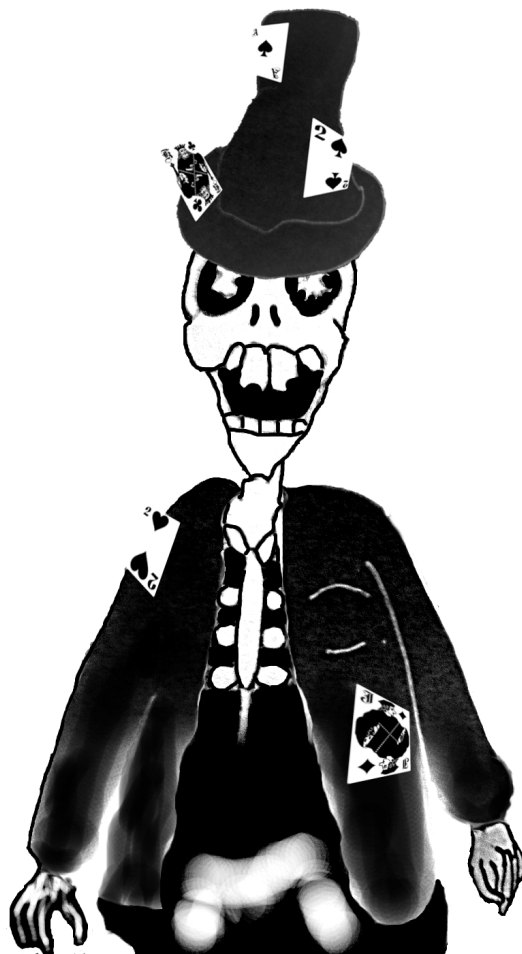


CARD DUNGEON



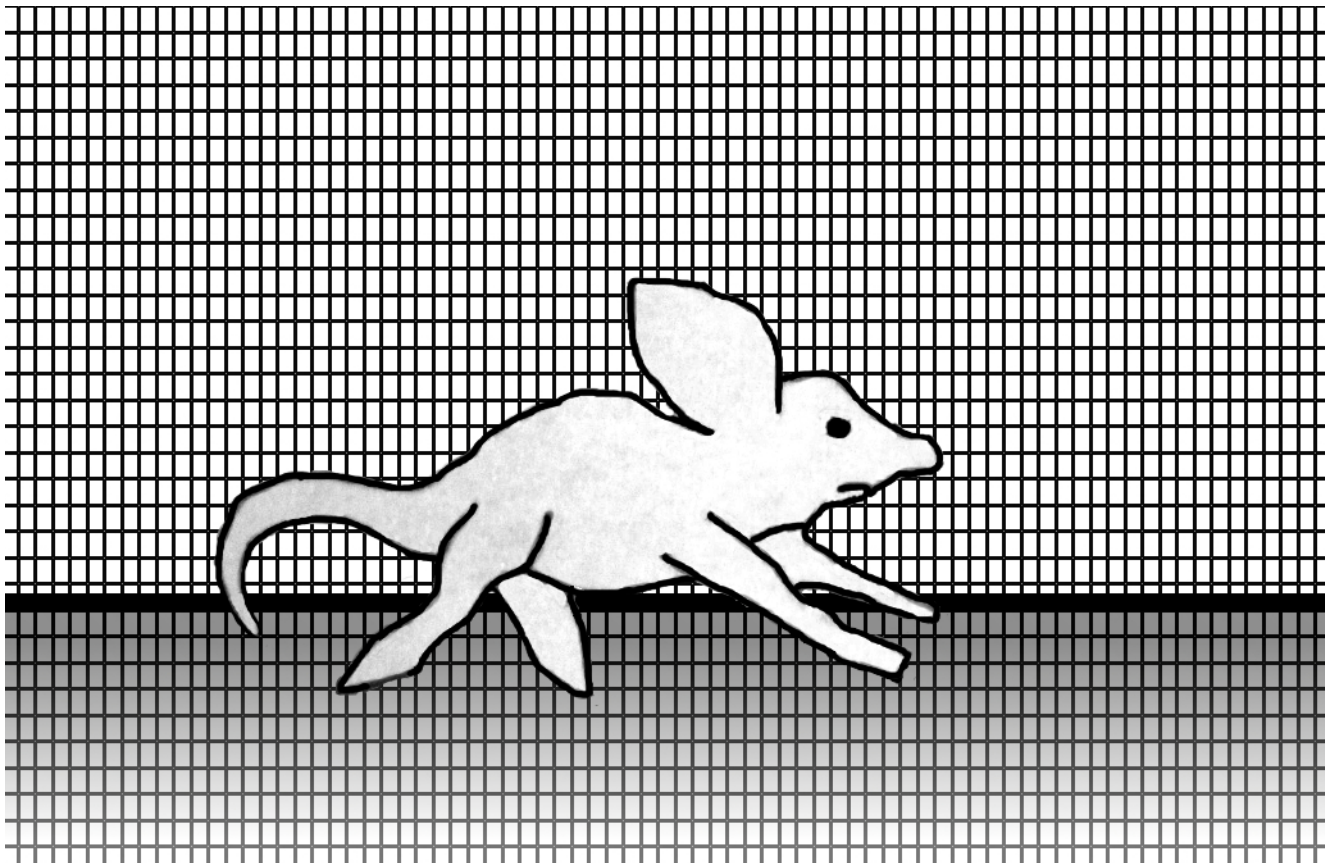
An OSR Adventure

Card Dungeon
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By
Unbalanced Dice Games

Card Dungeon

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Introduction

It was a grim night for a gambler. He lost so many hands with the party it almost seemed like he was losing intentionally. The man owes the party some gold but he doesn't have it. He smiles at the party and hands them the Joker. He tells them when they want it will take them to the ultimate card game. His debt to them is paid he says and pulls out another Joker card. The gambler laughs as the card enlarges to his dimensions. Through the Joker he walks and then the card and man are gone. The party has a card just like his. What will they do?

The Adventure Uses Labyrinth Lord

The adventure uses Labyrinth Lord and Advanced Edition Companion. Armor Class is descending and starts at 9. Being able to draw from the Deck Of Many Things is the end prize and it is in the Advanced Edition Companion.

To The Card Dungeon

It is just like the man said. When the party is ready the Joker card will expand and they can walk through it. Into the Start area of the

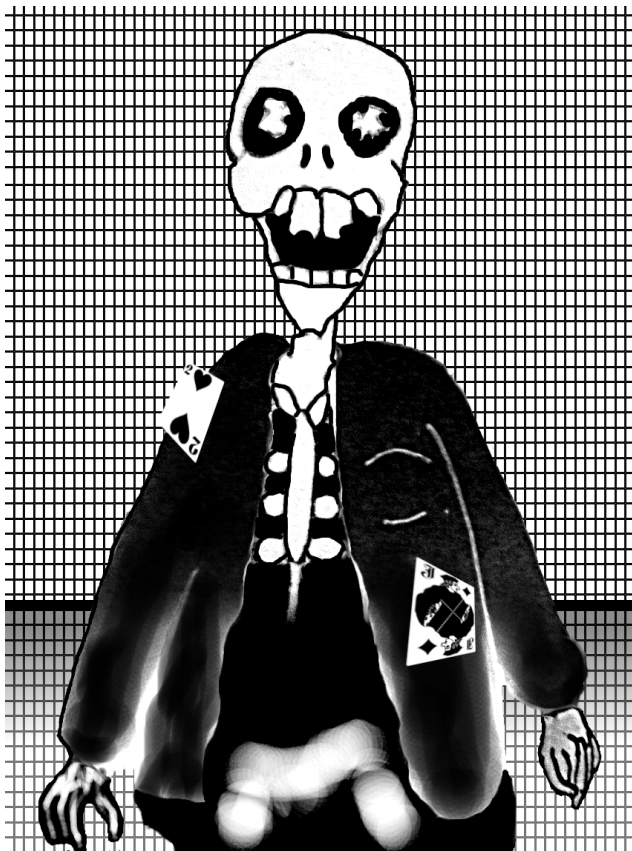
Card Dungeon they will appear.

The Card Dungeon

This is a dungeon with one purpose: to challenge those who enter it to get to the Card Room area. To do so they must open all the Card Doors. They can leave the dungeon at any time through the Joker card. See The Cost Of Leaving Or Losing below for penalties they must pay when they do so. Whenever a character thinks or expresses that he wants to leave the dungeon the Joker card will appear in his hand. The character will know that he just has to will it a bit further and the Joker will expand and the party can leave just as they entered. They will find themselves where they left.

The Card Dungeon surfaces are made up of playing cards. These are hard as stone and cannot be passed through with magic. The dungeon has an unusual illumination: wherever the party goes spotlights shine down on them. A 20' circle radius spotlight shines down on each character. Ceiling height is up to the Labyrinth Lord's discretion but they are at least 10' high. The spotlights do not come from a physical source, the light just appears and shines down. The lights shine down on Card and the Dealer but ignores other things like the Glue Squirter, Blink Mice and the flying cards.

My Little Card Dungeon: The Dealer



The Dealer appears as a skeleton wearing a black coat and top hat. All over his coat and top hat are playing cards. He is a from the dimension of terrible luck and has taken up residence near the party's plane. Adventurers come to his Card Dungeon and ultimately fail in their task to open the Card Doors. "These are my cards, my little card dungeon" he will tell them. When they have given up they leave the place but not without the Dealer taking something from them.

Fighting the Dealer is next to impossible. Any blow goes through him as does any form of magical attack. He will let his attackers try their best until he gets bored. Then he sticks his finger in the air and says "Wait". The party will be frozen where they stand. He will walk up to each character and take their weapon. Each character will take 1-3 automatic hits from the Dealer with their own weapon. When done giving a character his blows he throws the weapon over his shoulder and punishes the next character. After that he will let them move again. "Would you like to play a game of cards instead?" he will say.

The Cost Of Leaving Or Losing

If the party leaves the dungeon or loses a hand to the Dealer it has its costs. The penalties progress like this:

1. Each character in the party loses 100-1000 GP. Even if it's stored someplace else they lose it. The characters will know in their minds that they have lost the gold. Characters without gold lose nothing until the next phase of losing begins. Gold that belongs to the whole party is taken from as if it belongs to an unseen character.

2. When the gold is gone a magic item is taken from one character. Even if the item is stored someplace else he loses it. The character will know in his mind that the item is gone.
3. After there are no more magic items to take a level is sucked out of a random character. When a character is brought to level 0 he turns into one of the Clowns in the Clowns area and dances/jumps his way there. Beyond powerful magic like a wish there isn't an easy way to return him to normal. The Dealer may do so if they give him 100,000 GP.

LD1 The Laughing Dealer

The Dealer appears opposite the party. He points at them and laughs. Then he walks into a wall and is gone. This encounter happens once for each spot on the map marked LD1.

LD2 Come Play A Game

If the party hasn't been to the A Game With The Dealer area the Dealer appears and tells them to

come to his game room. They can play a game of cards. He runs off and can be followed to that area. This encounter happens once for each spot on the map marked LD2.

1 Start

The area is empty and silent. A bunch of cards in the wall blows outward and a skeleton dressed in a black coat and top hat walks in: The Dealer has arrived. He raises his arms and spins. As he spins he says "This is my little Card Dungeon. Every moment here you are playing my card game. To win the game you must open all of the card doors. Each is a symbol riddle. You must do something, collect certain items... this is how you solve them. When you have done so you have beaten me and get to draw cards from one of the greatest decks ever made. You can leave before you win at any time but you must pay me. Losers always pay me.". The Dealer doesn't say anymore and leaves the way he came. The hole in the wall seals up with cards as he exits. The Dealer only appears here once.

2 String Everywhere

A very long string crisscrosses the room from wall to wall. The string is wound around nails in the wall. It is

impossible to walk through the area without destroying the string or unwrapping it from nail to nail. There are 100 nails and it takes one round to unwind the string from one nail. As the characters unwind the string the further they can get through the room. Cutting through the string takes a couple of rounds but the string is ruined.

3 The Heart Sword

As the characters enter the area they feel their hearts start to beat very quickly. A black haired woman dressed in a red dress stands before the party. A 15' long sword sticks through her and into the floor. The sword enters her at its halfway point and goes through her heart. She sobs and sobs but says nothing. The sword seems to pulse as though it is beating. If the party pulls the sword out of her she is gone. The sword is the Heart Sword. It keeps on beating like it is alive. Attacking her is futile. Damage will be done but then the sword will glow very bright red and her damage will be healed.

4 Wooden Cheese

At a 10' round table sits 10 people. There is a pile of food on the table. Everyone and everything is made of wood. Nothing has any life in

it. The "food" on the table has roasts, wine bottles, fruits, vegetables and one big piece of yellow cheese.

5 Death Cards

A badly decomposed dead man lies on the ground. One arm is stretched outward parallel to his head. In the hand is a pack of cards. There is a death head on the top side of each card. On the bottom side is a portrait of whoever is holding the deck. If a card is pulled from the deck in front of one of the Card Doors the cards come flying out of the holder's hands. They become razor sharp and slice the drawer into pieces. The door will disappear after this and the cards will return here to the man. If the party magically talks to the dead man he will tell them that he took this deck off of the Dealer. He was going to try to open one of the doors with them but the cards came alive and killed him.

The Dealer will recognize the cards but will want nothing to do with them. He will shudder slightly if they get within 1' of him. "Deadly, let them go for free..." is his final word on the death cards.

6 Glue Squirter

A 3' round ball with chicken legs walks around here. A nozzle sticks out of its front like a nose. Anything that gets in front of it gets a good squirt of glue. The glue dries in 10 rounds. Anything that is touching the glued thing when it has finished drying is very well stuck to it. It takes something as hot as boiling water to make the glue melt. Otherwise the glued things are stuck together.

Glue Squirter
(AL N, MV 120'(40'),
AC 6, HD 1, AT 0,
DG N/A,
SV F1, ML 7, XP 6)

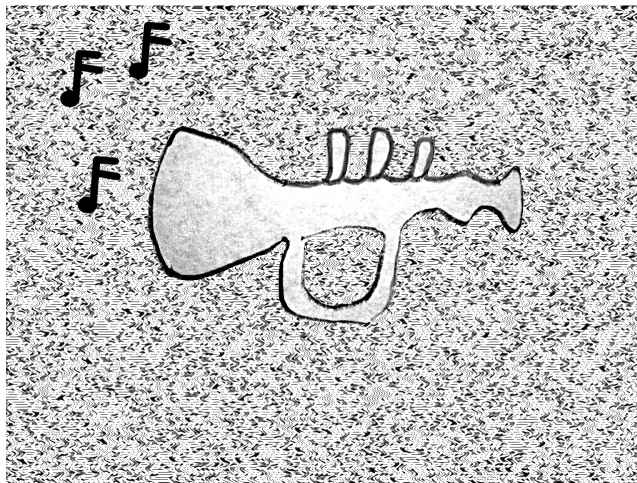
HP: 8

7 The Heart Dagger

A black haired smiling woman stands in the area. She is dressed in a red dress and is repeatedly taking a dagger and sticking it in her heart. Every time she does so she says "Ouch" and laughs for a couple rounds before taking it out and doing the same thing over again. If the party removes the dagger she really starts laughing and then everyone in the party finds they can't stop

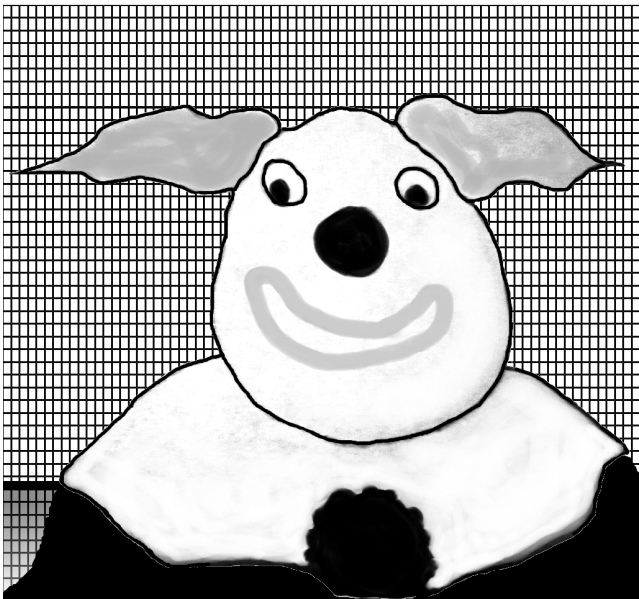
laughing. While they party has possession of the dagger they will never be able to stop laughing. If they get rid of the dagger the woman takes the dagger back and returns to her act. She will follow the party around while they have the dagger. Every time they try to get violent with her their laughter gets stronger and stronger. Attacking her prior to getting the dagger results in laughter as well.

8 Balloon Makers



52 trumpets lie scattered on the ground. They are made of gold, silver, tin and one is made of ice. If they are blown a balloon expands out of the other opening of the trumpet. These float in the air for a bit and explode. The only one whose balloon doesn't pop immediately is the ice trumpet. Balloons created by it are extremely cold and will last at least 10 minutes. Every 10 minutes roll a d10. If a 1 comes up the balloon pops.

9 Clowns



10 big fat clowns are dancing and jumping here. They laugh and giggle asking the party to join them. If any of the characters start dancing and jumping like the clowns they will begin to change. The first round they will lose all their possessions. Their nakedness will be covered up by clown clothes and makeup on the 2nd round. By the third round they will begin to put on quite a bit of weight until they are indistinguishable from the other Clowns. If they keep up the dancing and jumping on the 4th round they will be just like the other Clowns. The only way to un-Clown a character is to take off the Clown clothes. When this is done they return to normal.

The Clowns are not immune to damage. Attacking one causes it to giggle and laugh extra hard but it does nothing to retaliate. If any one of

them is stripped of their clown clothes they turn into a Blink Mouse and scamper away. A character will be able to use the gear on the clown but will be lacking makeup and their hair will still be normal.

Clowns
(AL N, MV 120'(40'),
AC 6, HD 2, AT 0,
DG N/A,
SV F1, ML 7, XP 20)

HP: 16 each

10 Wooden Stairs

A 3' x 3' x 3' block of wood that has been made into stairs is pushed against a wall. It is light and easy to move(weighs 10 pounds).

11 Ace Of Spades

Stuck to a wall is a 1' wide white circle with the Ace Of Spades on it. The circle is like a sticker. It can be unpeeled from the wall and stuck on something else.

12 A Game With The Dealer

The Dealer is playing a game of solitaire on a big table with green felt on top. As many chairs as there are characters appear around it. He offers to play the party at a game of cards. To play every character must draw a card from the deck. The high card wins. If the party wins 3 hands in a row against the Dealer he will open one of the Card Doors for the party. To win is difficult. Every round roll a 1d10. The party only wins if they roll a 10. Losing a hand has its costs. See: The Cost Of Leaving Or Losing. The Dealer only explains that they lose things after the first time they lose. "I forgot to tell you this..." he will say but take something from the party anyway.

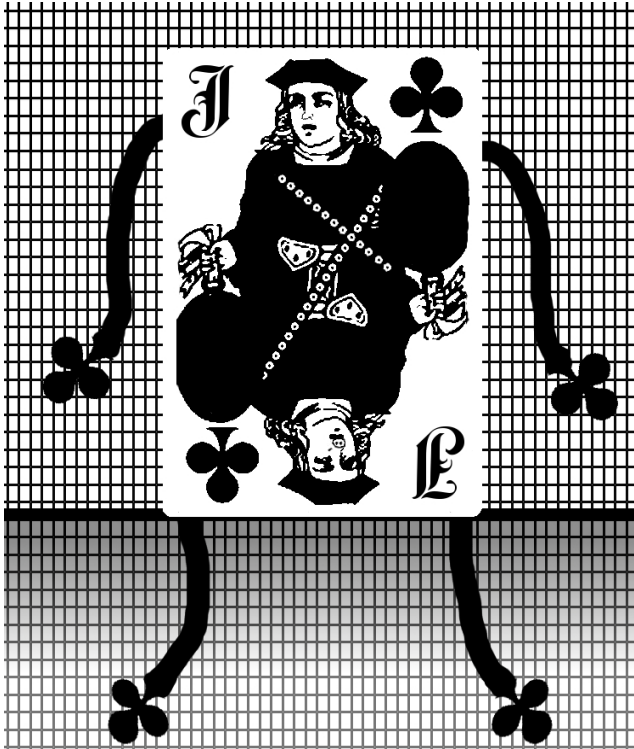
13 Deck Of Winning

One of the walls has a bump in it. A sharp blade can open the bump area up. Inside is a deck of cards. If these cards are used when playing the Dealer they win 3 hands in a row automatically. After that they win hands on a roll of 8-10. They must suggest that the Dealer use these cards. He will agree to use them and shake his head slightly when he does so.

14 Box Of Hearts

Hanging on a wall is a 10' heart shaped wooden box. It has a hinges on one side and the lid can be opened. Inside are bunch of red 2' heart pillows.

15 Card



A 10' x 5' tall card with arms and legs lies on the ground. Its face side is the Jack Of Clubs. It is bound by a 50' long rope. The card will ask the party to untie it. The jack head does the talking when it talks. When it is untied it will ask to join the party. "Thanks a lot maybe you need an extra man at arms?" it will say. The card would like to go by the name of "Card" and it stay with the party until destroyed. It will explain that the Dealer tied it up here after it failed to capture even one Blink Mouse. The Dealer said maybe the Blink Mice will eat him up eventually so he won't have to untie him.

Card does not require food, water or normal sleep. If he is

wounded he needs to eat a pound of paper for every 10 points of damage. When he does this he needs to rest 8 hours and then his damage will be healed. Damage done to him does not bleed but appears as tears/holes in his body.

Card will not speak to the Dealer nor will the Dealer speak to him. He considers their relationship over with. Card knows nothing about how to open the card doors. When face to face with them he may try to speak to them thinking that they are related in some way. He also knows little about what is in the dungeon. Only a couple rooms has he journeyed through.

Card
(AL N, MV 120'(40'),
AC 6, HD 4, #AT 1 Fists,
DG 1d8,
SV F4, ML 12, XP: 80)

HP: 32

16 Stairs In The Ground

In the center of the area are some stairs that go downward. At the bottom of the stairs is nothing. Only thing to do is go back up.

17 Metal Stick With Fire On Its End

Sticking perpendicular out of a wall is a 3' metal stick. Fire burns on the end not stuck in the wall. The metal stick is an odd torch. It will burn forever if left in the wall. If removed it continues to burn but loses 1' every hour until gone.

18 Clown Costume

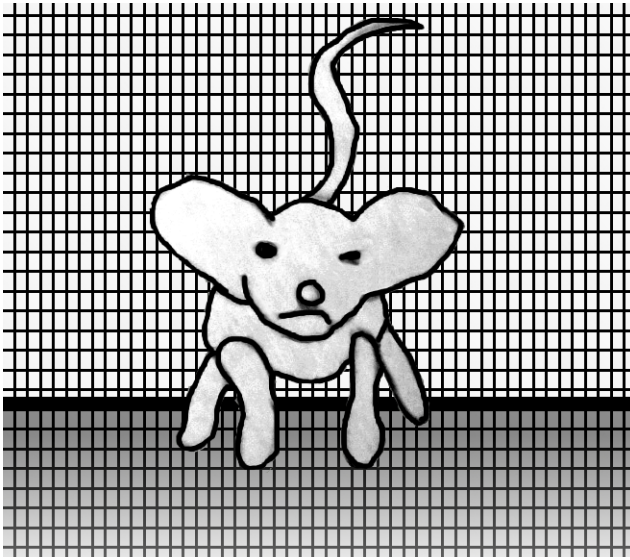


A 3' x 1' table is pushed against a wall. A mirror hangs above the table. On the table is a red nose, some makeup and a jar of green grease. There is red and white makeup. The grease can be used to make one's hair look like a clown's. Hanging on the mirror is some clothing that seems like something a clown would wear. Beneath the table are some very large red shoes. The shoes will change shape to fit any character. If the nose is worn the character will suddenly assume a

stupid looking smile. He will reach into the grease and put it on his hair. His hair will grow out to the sides and turn completely green. When the shoes are put on the character will have trouble moving around. If the character moves at more than half his normal rate he must make a saving throw each time or lose control and slam into another character. Both must make a saving throw or fall down. Also the character will not be able to take off the nose or shoes. When the right character is outfitted this way they can open the Clown Card Door.

If they talk to the Dealer about it he will hint that they might find the things he is wearing useful later on. To remove the items the character needs powerful magic like a wish or the Clown Card Door must be opened. When the door is opened the nose will fall off and the shoes will pop off the feet.

19 Blink Mice



When the party enters the area they see all these small little things appearing and disappearing. Hundreds of them. What they have stumbled upon is a herd of Blink Mice. Blink Mice are mice that teleport to a new spot anywhere within 100' every round. They have no control over where they will blink to. Killing one is easy as they have 1 HP. Hitting/capturing one is not so simple. Given their small size and blinking nature they have an AC of -6. The only way to stop one from blinking is to capture it. Put it in a bag, hold it in a hand, etc... . At that point the blinking stops. To grab/capture one all one must do is roll a successful hit. Killing one awards 0 XP.

20 The Cat

From the entrance to the area is a path of dead blink mice. The mice path leads to the Cat who is shrouded in darkness. It will be sitting there playing solitaire. At its side is a bowl full of live Blink Mice. It will ask the party if they would like a Blink Mouse to hold, she has plenty of them. There is something strange about the Cat. After a few rounds of looking at it the party will realize that it's a stuffed animal.

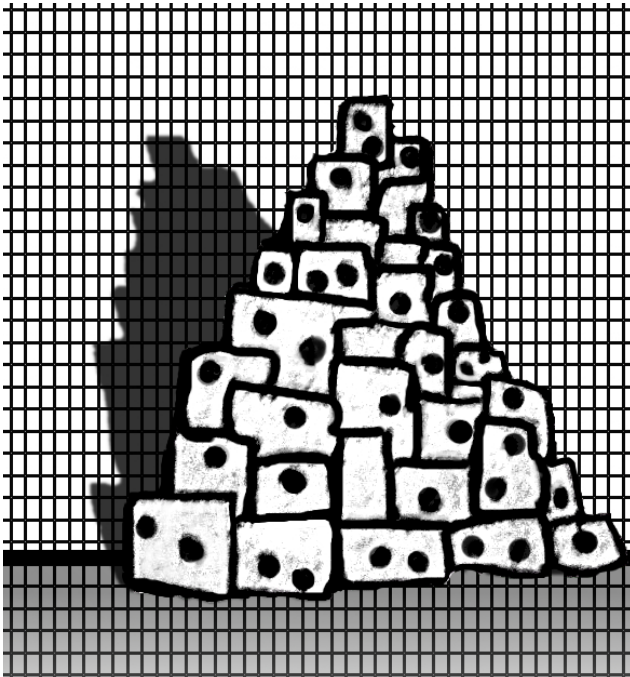
The Cat isn't a golem or anything of that sort. It is a stuffed animal that has had a few behaviors added to it by the Dealer. It is either to sit here and play solitaire or go off to the Blink Mice area and capture some. If the Blink Mice population isn't held in check the whole Card Dungeon could be overrun. The cat poses no resistance if it is picked up. It will occasionally tell the party that it needs to get back to its game or its time to capture some blink mice.

21 False Card Door 1

A door with the same dimensions as a Card Door is on one of the walls. On it is depicted a man throwing a sack with gold shooting out of its top into a large card. If the party throws a bag of gold into this Card Door some things happen. First the

Card Door and the bag disappear. 2nd all the gold the character has on him disappears as well.

22 Cheese Pyramid



A nice 15' x 15' pyramid of square cheese blocks. The cheese blocks are stacked to the ceiling. The cheese blocks are a nice yellow color and have small holes in them. Picking one of the cheese blocks causes the whole pyramid to move. Around the character that picked up the cheese the blocks will form a new cheese pyramid. Inside the pyramid the character will be trapped. The only way out is to melt the cheese with fire. If more than one character picks up a piece of cheese they will be trapped with the others or a new separate cheese pyramid will form around them. Trapped characters cannot

move nor can they get out of the cheese pyramid.

23 A Hole In The Wall

On one of the walls is a 3' black hole. If anyone sticks their hand in it they can feel something soft. If they stick a weapon in there it will go all the way in up to the character's wrist. When he pulls out the weapon it is gone. In his hand will be a string attached to a nice pink balloon.

24 6 Hearts Torn In Two

A small red pile pulses on the ground. It is a pile of 6 hearts that are still beating. Each heart is torn in two. The heart pieces beat in synch making it possible to figure out which pieces go together.

25 Cone Of Oil

A card cone is positioned in the center of the area. It is 3' in diameter at its widest. Its point rests on the ground.. precariously kept in balance. The cone is filled with oil. The party must be careful not to touch the cone if they are taking oil from it. If they do so the cone tips over and the oil flows everywhere, eventually sinking into the card floor. There is an endless supply of oil in the cone unless of

course the party knocks it over!

26 False Card Door 2

A door with the same dimensions as a Card Door is on one of the walls. On it is depicted the reverse of Card Door 2. If the party puts the cat on the bottom, followed by a blink mouse and then puts the cheese on top the door disappears and the party is expelled from the Card Dungeon. They pay the penalty they would pay if they voluntarily left. They can still return.

27 Pieces Of Rope

15 1' long pieces of rope lie scattered on the floor.

28 Card Torches

The normal illumination the party has in the Card Dungeon ceases here but restarts when they leave the area. On every wall is a burning torch made up of crumpled up cards. The torches are pushed into the wall and pulling one out requires a simple pull. These torches never burn up and are always burning. The fire cannot be extinguished.

29 A Gallon Pail

A metal pail lies on its side. It has several small holes punctured on the its bottom. Any liquid put in it will spill out in 3 rounds.

30 Big Book Of Lies

A 10' tall 5' wide 5' thick book is propped against a wall. The cover says "Riddle Solver". It takes one person all their might to open it and turn the pages. Every page has a riddle on it and its answer. Some of the riddles seem like they have the answers to the Card Doors. But their answers are never quite right.

Examples:

1. The 3 heart door can be opened by sticking a sword through 3 Ace Of Hearts cards.
2. The cat/mouse/cheese door can be opened by feeding the cheese to the mouse and then the mouse to the cat.
3. The Ace Of Spades door can be opened by walking backwards into it while someone draws an ace of spades from a deck of cards.
4. The fire door can be opened by setting a character on fire and having that character run into it.

5. The stairway door can be opened by the characters forming a human stairway in front of it.
6. The hat door can be opened by hammering a helmet until it looks vaguely like a top hat. Then it must be worn.
7. The clown door can be opened by capturing a clown and smearing some of its blood on the door.

31 Not Quite Oil

A 3'x3'x3' box made of cards is in the area. It is open at the top. In it is a dark reddish liquid. This is not oil but something that tastes like chocolate. A character that tastes it will find it irresistible. He will not be able to stop drinking it whenever he is within 10' of the box. The character must be pulled away from the liquid. Otherwise the character will stay here forever drinking. The liquid doesn't seem to fill the character up or have any physical consequences.

32 False Card Door 3

A door with the same dimensions as a Card Door is on one of the walls. On it is depicted the

Dealer playing a game of cards with the party. If the party asks the Dealer about it he says they can play one hand and if they win the door will open. The party will automatically win this hand. It will not count like the other hands they are trying to win. When they come back the door will be gone and a 10' x 10' x 10' area will be where the door was. A sign hangs on the wall opposite the party. On it is written: "Wrong Door. Try Another."

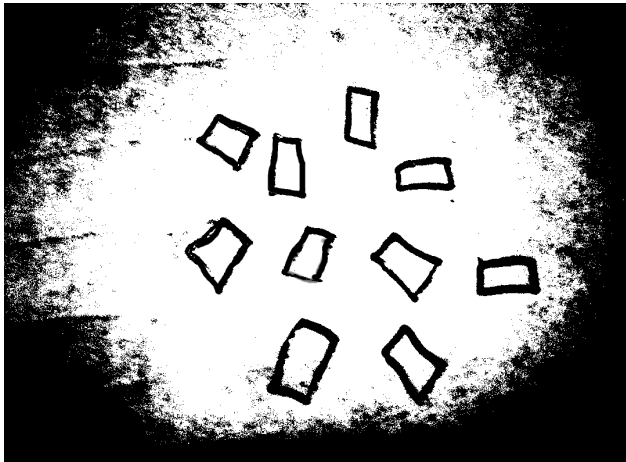
33 Split In Two

Any character that enters this area will find himself cut in half. His top half will float around under his control while his bottom half will run around in random directions. To fix the problem he must touch his bottom half. When this is done the two parts come together again. A character will only be split in two once. Both top and bottom halves move at the same rate. The bottom half has the same AC as the top part and a successful roll to hit means it has been touched.

34 Metal Squares

100 1'x1' metal squares are stacked and lying on the ground in groups of 10.

35 Attack Of The Cards



Flying around the area are 10 cards. These things are dangerous and are the equivalent of Stirges. They like to hone in on one character at a time. When they have done 10 HP of damage they move on to the next one.

Flying Cards
(AL N, MV 30'(10') Fly 180'(60'),
AC 7, HD 1, AT 1,
DG 1d3,
SV F2, ML 16, XP 16)

HP: 5, 4, 5, 6, 3, 8, 7, 4, 1, 2

First attack the Card gets +2 to attack. Does 1d3 HP of damage automatically the subsequent rounds from blood sucking.

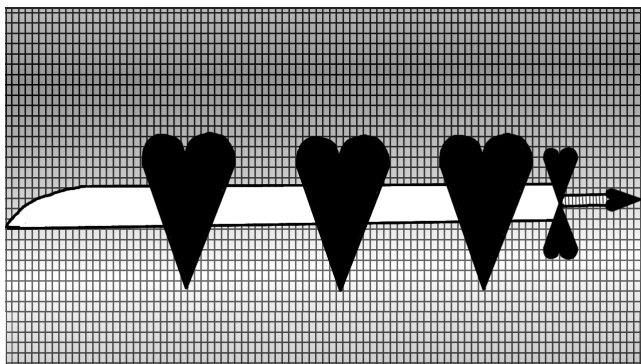
36 Look Out A Clown!

A very large and fat clown comes running into the party. It yells "Look out" and knocks everyone to their feet. As the party lies their stunned it runs away and can't be traced. This only happens once.

Card Doors

Card doors are 10' high and 5' wide. Each has a picture on it that symbolically shows what the party must do to open the door. When the party has done the right thing the door disappears and they can move on to the next one. The Dealer may periodically appear as each door is opened. He seems pleased that they have opened a door and asks them how they figured it out. If they open 3 in a row in one gaming session he will award the party 10,000 GP. This he does only once.

C1 Card Door 1

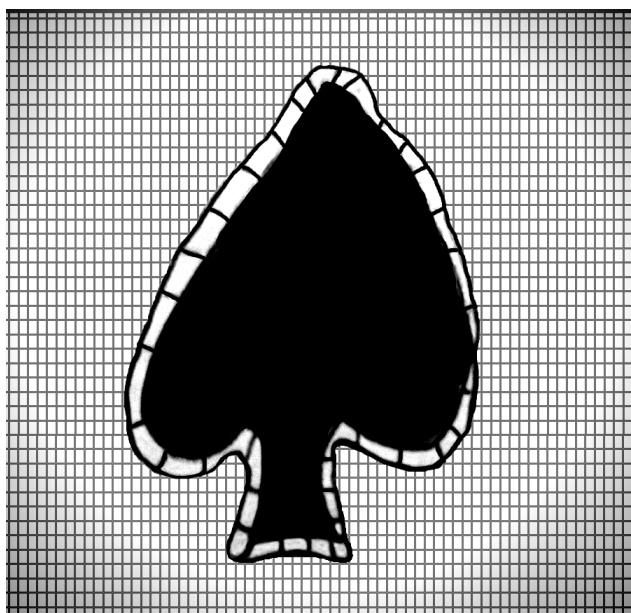


On it is a picture of 3 hearts that are impaled on a sword. The party must acquire the Heart Sword. Then they can either impale 3 members of the party through their hearts at the same time. This will do no damage to the characters. Or they can impale 3 heart pillows. The door opens when this is done.

C2 Card Door 2

On it is a picture of a cat stacked on a mouse which is standing on a piece of cheese. To open this door the cat and a blink mouse must be captured. When that has happened the mouse must be placed on the wooden cheese and the cat held on top of the mouse. The door opens when this is done.

C3 Card Door 3



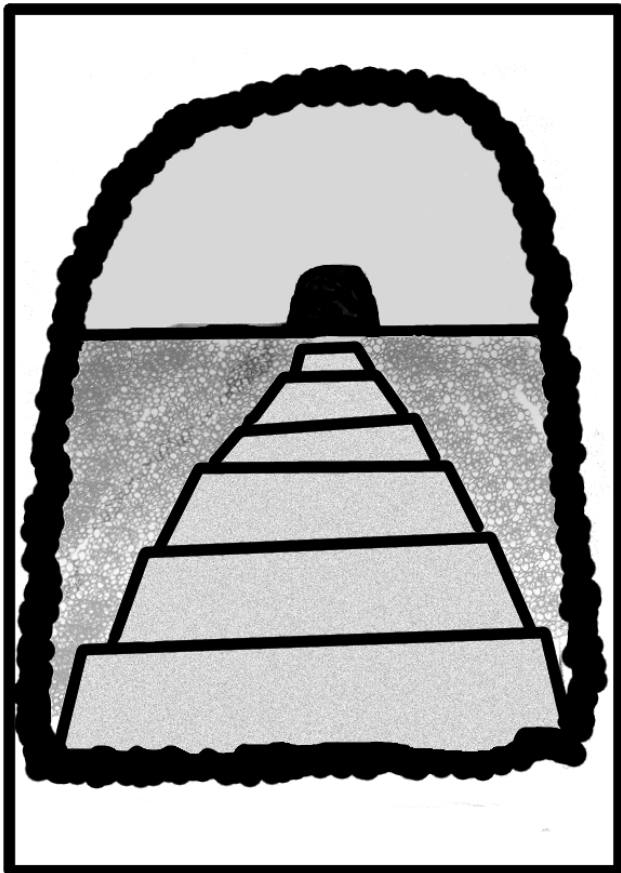
The picture looks like the Ace of Spades. Upon closer inspection the spade appears to have a line around its edge. The line if touched feels like a rope while the inside feels oily. The party must get the 50' rope (from the Card area. Or maybe they have that much rope on them.) and shape it like the spade. Then they must pour a gallon of oil into the center of it. When

the oil has flowed to edges of the rope the door opens.

C4 Card Door 4

The door looks like it is on fire. To open the door the party must set the door on fire with a card torch. When this is done the door opens.

C5 Card Door 5



The door has the drawing of a straight stairway on it. The floor has a large rug the same dimensions as a

card door On it the Joker is drawn. Underneath the card rug is a stairway. The card rug is not a trap. If you walk on top of it you will not fall to the bottom of the stairs. Only here does it act like this. If every character goes to the bottom of the stairs and walks up it the door will open.

C6 Card Door 6



A picture of a black top hat moves on the door. The party must steal the Dealer's top hat from him and bring it here. When it is thrown in the air it begins to float through the air. As it floats the door opens. To steal the Dealer's hat will require a thief that can pickpocket him or some other form of skilled sneakery.

C7 Card Door 7

A person dressed as a clown stands with a balloon in hand. Choose one of the characters in the party and tell them that the clown looks like that character. When he is dressed as a clown and has a balloon in his hand the door will open. Clown dress would include a nose, funny hair, makeup, clown suit and shoes.

C8 The Card Room

The Dealer stands before a pile of neatly stacked big cards. These are the same dimensions as the card doors. The top one is the joker. On this card stack sits another stack of normal sized cards. The Dealer says "You have won the game now draw from my deck."

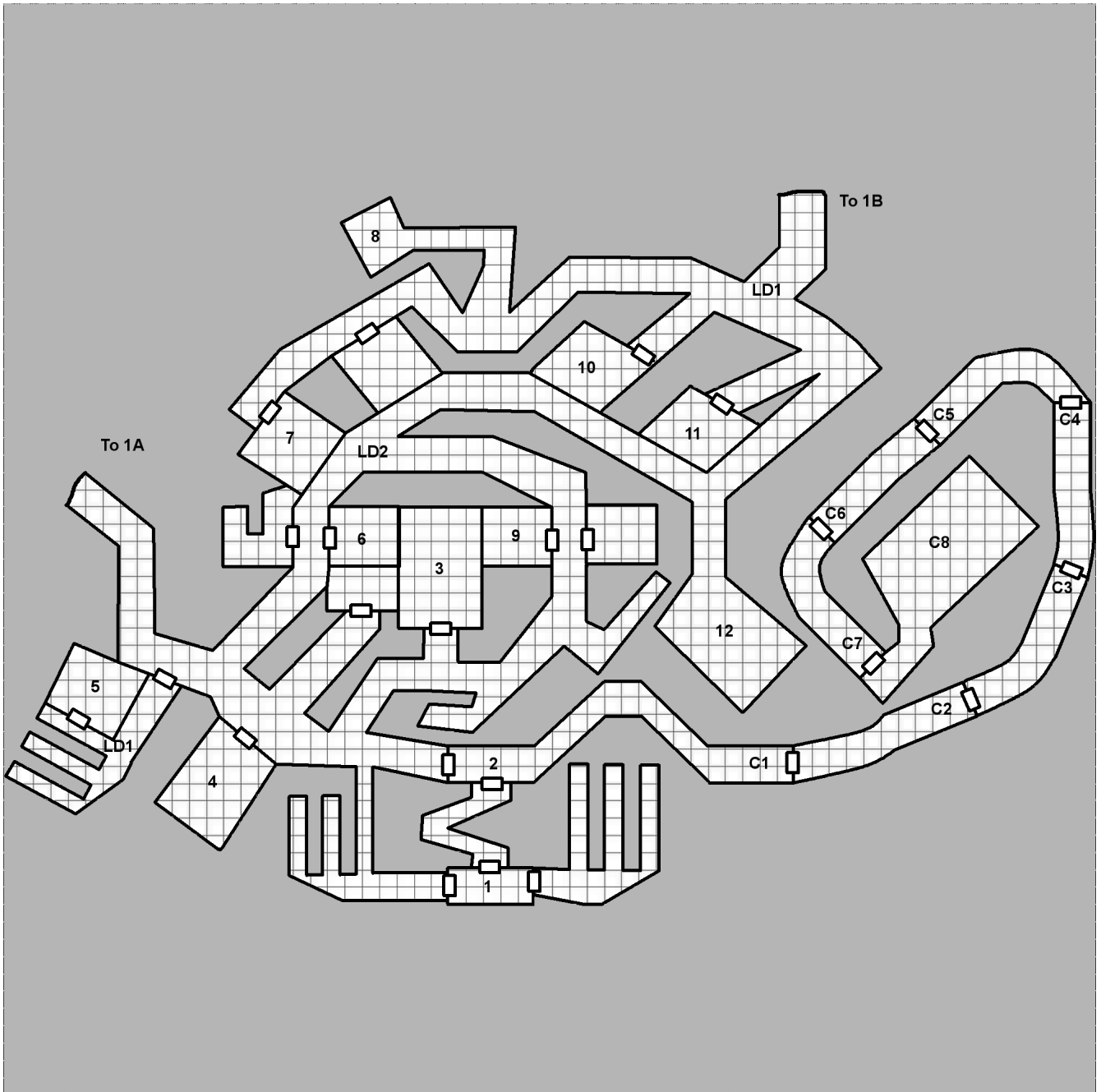
The cards are a Deck Of Many Things(see the Advanced Edition Companion, Labyrinth Lord for a description of it). The Dealer will explain what they are in more detail if the party asks him to. When each character has drawn from it or they are done drawing from it the Dealer puts the deck in a coat pocket and becomes a big card himself. It floats and places itself on top of the big deck.

The party can leave the dungeon now without any cost. They can never return though. The next time they try to use the Joker card it does not expand but burns up in the user's hand.

Maps

1 square = 10'

Level 1



Level 1A



Level 1B

