

# SPLASH- DOWN IN FIEND'S FEN

## SET UP

A month ago, a strange object plummeted from the sky and crash-landed in the heart of Fiend's Fen. Now it lies partly submerged in the boggy ground: a crystalline cube, 50 feet on a side, pearly white but tinged also with a weird, unearthly hue. At night, it glows softly. A constant, low-pitched hum emanates from the alien spacecraft.

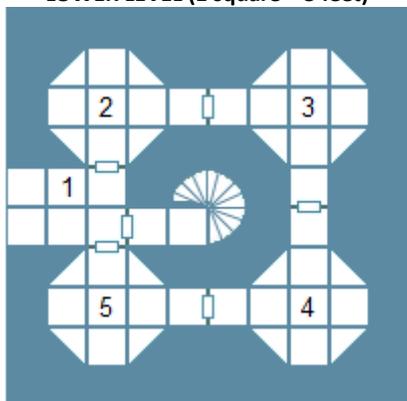
A small tribe of **Frog Folk** native to the fen worships the "Sky Box" and 8 well-camouflaged warriors with barbed spears will attempt to drive intruders from the area. Their leader wears a necklace with a nugget of gold worth 24 gp. Superstitious awe prevents the frog folk from going aboard the craft.

## THE CUBE

The craft is made of an unknown crystalline substance, impervious to harm. Even diamond won't scratch the stuff. Inside, the floor, walls and ceilings all radiate a soft light – white with a tinge of that other, alien colour. Ceilings are 15 feet high throughout the craft.

Doors are eight feet high and four feet wide. They may not be forced open. Each door is featureless apart from a complex "handle" resembling a matrix of coloured squares, set into its centre. The matrix must be manipulated correctly to open the door. Rolls to open doors aboard the craft are 2 in 6 as usual, but modified by a character's Intelligence rather than Strength.

LOWER LEVEL (1 square = 5 feet)



**1/ Entrance:** A lowered ramp leads from the fen to the main hatch, which stands open. Within is an airlock with three doors.

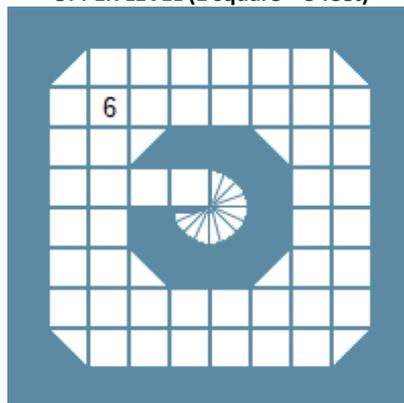
**2/ Storage:** Shelves support various objects – studded metallic rods, crystal ovoids, coils of stretchy gelatinous tubing, etc. – whose purpose is utterly obscure. A cubic box contains smithereens of crystal and a fist-sized chunk worth 150 gp.

**3/ Recreation (?):** An octagonal, vat-like bath is filled with **Ochre Jelly**. A coloured matrix on the wall maintains a field that keeps the jelly cool and quiescent. It will fight if attacked or if the field is deactivated (4 in 6 chance) by someone meddling with the matrix.

**4/ Control:** A lectern-like structure's top surface is covered with a highly complicated matrix of coloured squares. Loops of tubing spill from a burst panel near the floor. Fiddling with the matrix has a 2 in 6 chance of evoking an instance of random strangeituede (see below).

**5/ Study:** A workbench supports a bulky hemispherical object made of darkly glowing crystal. This alien computer is not designed to interact with earthly biological bodies or brains. Anyone touching it must save vs. wands or fall unconscious for 2d10 minutes. When they awake, they must re-roll their Intelligence score. Their neural pathways have been realigned, for better or worse. Any memorised spells are lost and must be re-memorised. Characters who continue to touch the object must make a new saving throw each round.

UPPER LEVEL (1 square = 5 feet)



**6/ Engine Room:** A spiral staircase (with risers slightly higher than the human norm) leads up to a space filled with softly glowing panels and absurdly complex matrices. Many of the panels have been opened up, their gelatinous guts spilling out onto the floor. Working at repairing the craft's damaged systems is its lone surviving crew member, a mineral life-form resembling a **Living Crystal Statue** of a humanoid. It does not welcome intruders, especially if they have interfered with the craft or its contents. If

destroyed, it shatters into a million tiny pieces but one fist-sized crystal chunk remains, worth 150 gp.

## RANDOM STRANGEITUDE

Roll 1d6 every two turns. A roll of 1 means something weird happens. Roll 1d4:

**1/** The background hum changes pitch for 1d10 minutes, then returns to normal.

**2/** The light brightens (1-2), dims (3-4), or goes out altogether (5-6) for 1d10 minutes.

**3/** Reversal of gravity. Everyone "falls" to the ceiling and takes 1d6 damage. In 1d6 turns, it reverts to normal. Characters and objects fall again.

**4/** The damaged hyperdrive unit tries to fire up. The whole craft shudders and whines. Everything and everyone begins to fade from view, becoming slightly transparent for a few alarming moments before returning to normal.

## COMPLICATIONS

**1/** The craft unleashes an alien plague that turns people's organs into valuable – but sadly non-functioning – crystal.

**2/** The craft was transporting stasis crystals, which have shattered releasing their xenomorphic contents: **Gelatinous Cubes**, **Rust Monsters**, etc.

**3/** The craft is merely a scout for an invading crystaloid army.

Made by Alan Brodie for the One-Page Dungeon Contest 2012  
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