

Prehistoric Kickboxing Killer Turkeys

A One Page Dungeon by Jacob Wood

You are velociraptors, and you are hungry. Food has been scarce lately and you are desperate, so when you smell what could be meat inside the deep recesses of a cave you ignore your better judgment and wander inside to find it. You can't speak, so you must communicate with your fellow raptors using your best fake dinosaur squawks.

Cave Entrance (A): It is dusk, and the fading sun leaves little light inside the cave entrance. Fortunately for you, your eyes are keen and you can still make out shapes inside the cave. There are furs in one corner and piles of charred wood arranged in a circle nearby.

A moderate **Perception** check reveals evidence that the wood was burned recently.

There are two exits not including the entrance to the cave, one on the East wall and one on the South. An easy **Perception** check reveals something which smells like food down the South corridor.

South (B): The South corridor leads downward several hundred feet to a small underground river. There are three small rats (**R**) here. They aren't big enough to be a true meal for the raptors, so even if they are all eaten the raptors are still hungry and must continue their search for food.

Rat (R): Challenge: Simple. Weapon: Bite (weak). Defense: None. HP: Very Low. Drawbacks: Tiny (not enough food for one raptor).

If any raptor gets Too Close (**X**) to the river they need to make a challenging **Reflex** check to avoid slipping on lichens and falling in. Raptors do not swim well and will be swept downstream until they hit the West wall, taking a scratch from crushing damage.

The raptors are too big to be dragged into the crevice where the water is flowing, but they need to make a moderate **Escape** check to get back onto dry land. Each time they fail this check they take another scratch from crushing damage as they get bashed against the cave wall.

East (C): The East corridor leads to a series of small antechambers with various bits of rock and debris. Searching these antechambers uncovers several bits of broken egg shell and bone, but nothing edible.

At the end of the East corridor is a larger chamber. A moderate **Perception** check tells the

raptors that a low rumbling sound comes from inside. The rumbling gets louder and quieter at a mostly steady pace.

Chamber (D): Inside the final chamber is one slumbering cave man and his wife. The wife is still awake because her husband is snoring too loudly, and she spots the raptors as they enter the chamber.

Fight!

There are two combatants: one cave woman and one cave man. Her first action is to grab her club and smack her husband so he wakes up; she is quick and does this immediately upon seeing the raptors.

Cave Woman (W): Difficulty: Challenging.

Weapon: Club (strong). Defenses: Furs (weak).

HP: High. Drawbacks: Can't see in the dark (-1 to attack).

Cave Man (M): Difficulty: Tough. Weapons: Club (strong). Defenses: Furs (weak). HP: High. Drawbacks: Can't see in the dark (-1 to attack), Groggy (can't act until 2nd round).

Food!

If the raptors manage to defeat the cave people they were successful in their quest to find food. There is plenty to go around.

