



# THE TEMPLE OF FRIENDS

a One Page Dungeon by Michael Terlisner

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**Overview:** the Temple of Friends is a random-generating, subsystem-containing, system-neutral, scaling adventure for 3–5 player-characters (PCs). It is described in four sections: Background, Game Master Elements, Encounters, and Story Elements. Because several dungeon elements are determined randomly, it is best to roll first, write everything down (including your desired monster, trap, and secret door stats), and then play.

**Background:** Cynthia, the farmer’s daughter, is coming of age soon. She wants to do it in style, so she has ordered the farmboy (one of the PCs) to fetch her one of the sanguinite eyes of the huge statue in the nearby, ruined temple. She assumes that the eyes are still there; no one seeking them has ever returned with one. This is a great opportunity for the farmboy to earn Cynthia’s love, prove his worth, or lead his friends on an “adventure.” Cynthia provides a small, locked box that “will remain shut and be offered at the altar in exchange for the eye.” The box’s contents are described in the Room 5 encounter. The temple’s exterior should match your group’s needs (for campaign or game night theme), but the PCs begin on the dungeon–south side of the temple (near the compass rose). The interior has only small windows for shadowy light.

## Game Master Elements.

### Adventure difficulty.

- D1 – Easy
- D2 – Challenging
- D3 – Difficult
- D4 – Arduous
- D5 – Impossible
- D6 – Divine

Select a difficulty level that the PCs can handle. Each encounter has a basic description and some scaling notes, and you should use the version of the encounter closest to the difficulty you’ve chosen.

### Room assignment.

- Mimic room – Heinrich room
- Hermit room – Secret room

Roll a d4 to assign each room to a location on the map. Each numbered location gets only one room.

### Random encounters.

- 1 – Unusually-sized rodents
- 2 – Green slime encounter
- 3 – No encounter
- 4 – No encounter

When PCs make noise, enter a new area, or camp (per hour), roll 1d4 for these results.

### Subsystem, elemental gifts.

Touching an element rune grants a character the ability to discharge a blast of elemental power one time, by touch. A blast does no more damage than the strongest attack of any PC. Element runes do not bestow their gifts upon PCs who already hold a charge.

## Encounters.

- Unusually-sized rodents: 1d4+1 rat per PC. These USRs stick around long enough to check for food, then run. (D2) 1d6+1xPC. The USRs are starving. They’ll bite until injured. (D3) 1d8+1xPC. Mad USRs gang up on one PC and flee when half are dead.

- Green slime: these little blobs of acid have two indentations that resemble eyes, and slightly less combat prowess than USRs. 1d4 appear. (D2) 1d6 appear. (D3) 1d8 appear.

- Mimic room: this door is locked. The mimic has the key, and can lock it from inside. The chest-shaped mimic rests on its key, and on the rune of water. (D3) Mimic oozes glue from its tentacles. (D4) Mimic touches the rune to gain water blasts. (D5) The door is also a mimic.

- Heinrich room: the door to this room is self-closing, and there is no handle inside. Heinrich, a well-armed, friendly, treasure hunter, fell for the trap. Skeletons of other fools litter the room. The fire rune is engraved in the ceiling. (D3) Heinrich is equipped like a knight. (D4) Heinrich carries enchanted gear as well.

- Secret room: the wall outside this room is blank. Pressing one of the stone bricks inward, with some strength, causes a door of bricks to come loose. On the backside of the secret door, which swings inward, is the rune of air.

- Hermit room: this door is trapped with a curved blade that attacks whoever pushes in the door. The hermit inside throws pottery at PCs until they

leave. An empty bottle on the ground suggests that alcohol might make this hermit friendly. The rune of earth is hidden behind a large vase in the back of the room. (D2) The hermit swings an axe until it looks like he’ll get hurt. (D3) The hermit takes a drug that turns him into a killing machine.

- Room 5: The door to this room has no keyhole; it has four handprints that must receive elemental blasts in the same 1–4 order as found on the map. This temple-within-a-temple houses a monstrous statue, a dragon-like man with huge ox horns and sanguinite eyes, that fills the room to the ceiling. A tiny altar sits in front of the statue. Cynthia’s box explodes away from the PCs, doing 25% damage to opponents. (D1) An insane priest rises from prayer to attack PCs. (D2) Priest possesses healing spells. (D3) Priest is an unholy knight. (D4) The statue itself attacks PCs. (D5) The statue uses any elemental blasts it desires. When all enemies have fallen, the eyes can be safely pried from the statue.

## Story elements.

Drop these runes into the stonework of otherwise boring rooms.

- (At south doors) a tale of two doors, one leads to eternal servitude, the other, heaven.
- The path toward chaos is built of elements.
- Water, bride of fire, is a fair princess.
- Fire is the trap of the dragon warrior.
- Under the earth, sire Black reigns.
- The air is the lair of neither dragons nor dungeons.