

# THE FORBIDDEN STEAM TUNNELS OF EMESH YUU

In memory of the Psycho—Satanic Roleplaying Panic of the 1980s • Roger SG Sorolla • One Page Dungeon Contest 2014

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Two days ago, Pardieu, a holy man of the 9<sup>th</sup> level, disappeared from his abbey. He spoke blasphemy ... *our life is a game! I am "Robbie," a man being cured of madness in another world! Our God is only a symbol for my dead brother!* The elders find a sign: he has gone into the ruins of the great academy Emesh Yuu, lair of the wicked Ack Oga. Return him to reality!

EMESH YUU: A rubble of ruined concrete walls overgrown by trees and thorns. Approaching from the south, you soon see an iron manhole cover.

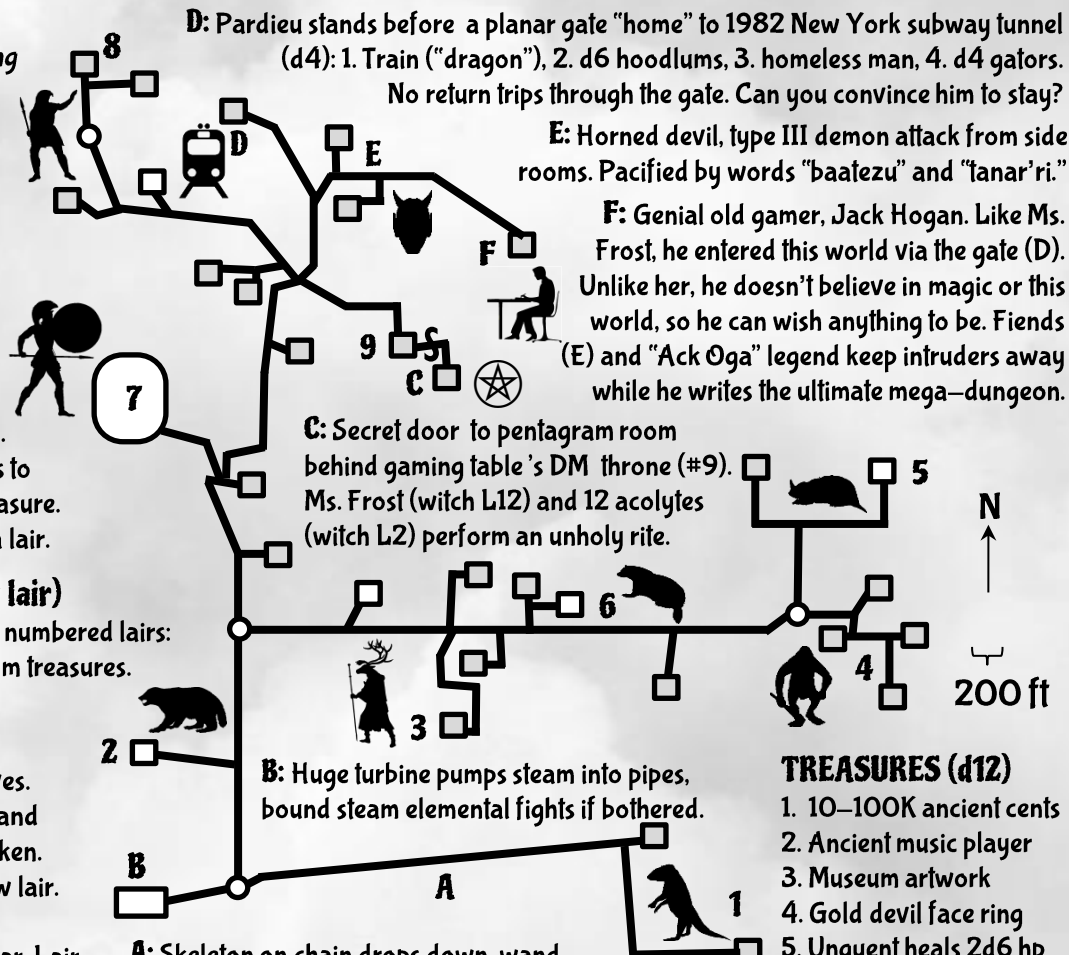
## MAP KEY

- Manhole cover, 7' down to steam tunnels, rusty iron rungs.
- Steam tunnel, 6' square, occupied by 1–4' of live steam pipes. 25% chance missed attacks hit a pipe: on 6+ damage, causes explosion (see #12).
- Building basement, 20–90' x 20–90', pipes sealed off. Rubble slopes to an opening, allowing passage to surface. If not a lair, 5% chance hidden treasure.
- ◻ Basement, as above but no surface access, 10% chance treasure if not a lair.

## ENCOUNTER TABLE (d20; on 15–20 use monsters from nearest lair)

1/6 chance every 10 minutes (tunnels) or 20 (surface). Table is also key to numbered lairs: each lair has 2x the maximum number of roaming creatures, and 1–2 random treasures.

1. d4 Gorvills (as lizard kings).
2. d4 giant Wolverines.
3. 3d6 Buckeyes: stag-headed humanoid grazers with knobbed clubs, staves.
4. 2d10 Boilermakers: grimlocks in ragged overalls, armed with wrenches and pipes, worship the turbine (B), have mission to fix the steam pipes when broken.
5. d4 Golden Gophers: stats as *aurumvorax*, 10,000 gold pellets in burrow lair.
6. d12 giant Badgers.
7. 2d8 Spartans: helmeted, green eyed metal constructs with shield and spear. Lair is above ground in the Great Stadium. Practice wrestling, track & field when idle.
8. 3d6 Hawkeyes: hawk-headed humanoid hunters with harpoons, bolas.
9. Ms. Frost's stooges: Elfstar (cleric/wizard L8), Adam (warlock L7), Brian Boru (paladin L6), zombie Black Leaf. In lair: gaming table with figurines, candles.
- 10–11. Disembodied voice of the Ack Oga taunts, advises or misleads party.
- 12–13. Steam pipe explosion! Each being in a random occupied 15' of tunnel must save or take d12 scalding damage. No effect above ground.
14. 2 groups confront each other, roll twice again.



**D:** Pardieu stands before a planar gate "home" to 1982 New York subway tunnel (d4): 1. Train ("dragon"), 2. d6 hoodlums, 3. homeless man, 4. d4 gators. No return trips through the gate. Can you convince him to stay?

**E:** Horned devil, type III demon attack from side rooms. Pacified by words "baatezu" and "tanar'ri."

**F:** Genial old gamer, Jack Hogan. Like Ms. Frost, he entered this world via the gate (D). Unlike her, he doesn't believe in magic or this world, so he can wish anything to be. Fiends (E) and "Ack Oga" legend keep intruders away while he writes the ultimate mega-dungeon.

**C:** Secret door to pentagram room behind gaming table's DM throne (#9). Ms. Frost (witch L12) and 12 acolytes (witch L2) perform an unholy rite.

**B:** Huge turbine pumps steam into pipes, bound steam elemental fights if bothered.

**A:** Skeleton on chain drops down, wand in mouth lights up graffiti on wall – "Bothered about devils and demons? Just say Baatezu and Tanar'ri."

## TREASURES (d12)

1. 10–100K ancient cents
2. Ancient music player
3. Museum artwork
4. Gold devil face ring
5. Unguent heals 2d6 hp
6. Dice of summon demon
7. Mind bondage scroll
8. Can of kerosene
9. Black hypnosis candle
10. Goat skull full of opals
11. Gilded sports trophy
12. Safe deposit box, gold coins & jewelry

**MONSTER ACTIVITIES:** Animals (d4): 1. dividing prey 2. climbing on pipes 3. hiding 4. sparring. Humanoids (d6): 1. playing game 2. telling scary tales of Ack Oga 3. chasing rats 4. cooking rats with valve steam 5. ambushing 6. practicing fighting.