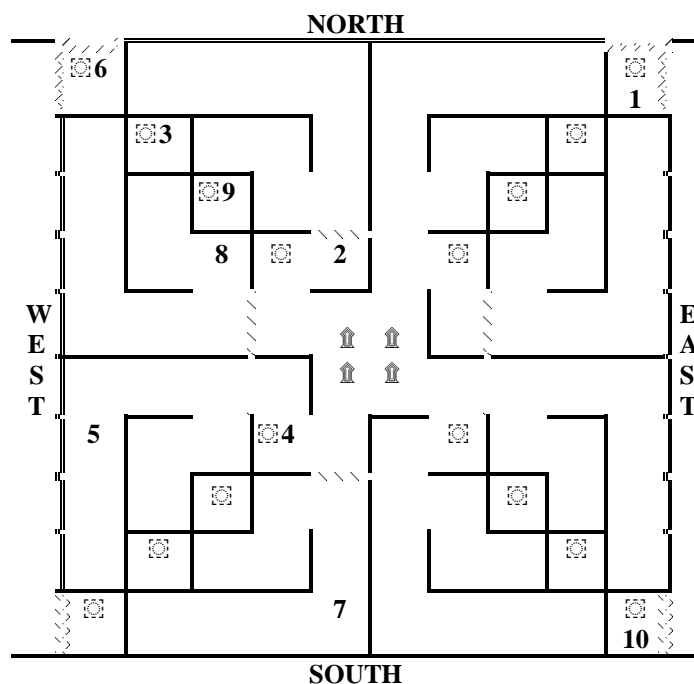


## Tensk Ueart's Folly

An abandoned magic tower, now crumbling, hosts an underground dungeon challenge in excellent repair for ambitious and greedy delvers. It is said that a “Wish” will be awarded to anyone finding the way out; nobody knows what happens to those that don't - *Ultimagus Tensk Ueart* disappeared aeons ago and never revealed... The party enters from a one-way room-sized teleportation pentagram in the crumbling tower above using a well-known code phrase: “*All the corners of the earth did I search, but couldn't find them!*” The dungeon is in **black granite**, a hard and glossy ingredient, with **no lights** and no dressings, except the occasional remnants of previous adventuring parties and their foes; a dark, gloomy place that fosters apprehension and feeling of impending doom. It is not empty, although it has no specific monster lairs, and the encounters are all random (as if magically summoned). Tensk Ueart was an unsurpassed summoner; use any random encounter table that fits your system with *high* frequency. Give the party much gold loot to spend at the **coin machines**, they will need the consumables to survive; semi-sane survivors of previous expeditions are good candidates for replacement PCs. Map squares are 5m x 5m with height of 5m (or 10'x10'x10' if you prefer), ceiling and floor of self-same quality as the walls. *All exits beyond the borders of the map (horizontally, vertically, and diagonally from the corners) lead through dark and obscure tunnel(s) to a random (roll every time) corresponding exit on the exact opposite side (double line/wave walls).* Single wave walls are *secret* ways, all one way; mid-left column are N→S, mid-right column are S→N, mid-upper row are E→W, mid-lower row are W→E. On the diagonals are teleportation pentagrams ☉ etched on the floor (code phrase: “*I want out!*”) that are connected along each diagonal, going from one to the next *outwards*, and only the last one at the corner leads back to the first near the center. At the center lies the **Altar**, an area with arcade type coin machines that serve consumables in exchange for gold coins in exorbitant prices. The (secret) solution of the maze is to trigger the *closing* of the three outgoing tunnels from each of the four corners (3x4=12) so that the **Altar** is energized and a grateful Tensk Ueart resurrected from underneath it, cheating thus a fate imposed to him by daemons of a very high level failed summoning.



1. Nine black marble **columns** as high as the ceiling in a 3x3 square of 1m apart. The middle column has a small **button** that can be **pressed**, thus triggering an ‘alarm’: for d4 hours every sound the PCs make is magnified, so they are ‘ambushed’ in every encounter while it lasts. Additionally, it triggers the closing of the SE exit of the SE corner. Another column has a **removable face** and behind it a ‘socket’: anything placed there will be exchanged with a magic item of near equal worth (repeated).

2. **Statue** covered with a milky substance (acid), of an *Ultimagus* holding a wand in his right hand and an empty bowl in the other. **Touching** results in light acid damage (repeated). **Prying** the (useless black stone) wand free triggers the closing of both the W exit of the NW corner and the N exit of the NE corner. **Burning** the “valuable aromatic wood” (from #6) in the bowl produces a hoard of gold pieces (d100).

3. On a 3m x 3m wooden **pedestal** lies an empty glass **aquarium** (cube 1m). **Filling** the container with any liquid reveals a hidden “ring of blindness (cursed)” inside. **Pushing** the container deactivates the teleportation pentagram on the floor (repeated, invertible). On the pedestal writings are carved, visible only when the aquarium is pushed: “JUMP ON THE FIRE”. **Jumping** on the pedestal dislodges a “valuable ever-burning log” (for #5).

4. Wooden **floor** with mixed planking. One of the planks is **hollow** and contains a “valuable wooden stopper” (for #10).

5. A 3m-tall ever-burning **fireplace** with a dirty **carpet** in front and an incomplete **wagon-wheel** hanging on its fake chimney. **Burning** the “valuable ever-burning log” (from #3) triggers the closing of both the N exit of the NW corner and the E exit of the SE corner. **Jumping** on the fire triggers the closing of both the N exit of the NE corner and the S exit of the SE corner. **Gazing** at the fire (repeated) makes a PC color-blind but able to see in the dark, for d4 hours. **Completing** the wheel with the “wheel missing piece” (from #5) produces a “glass phial of valuable water” (for #10). **Wrapping up** the carpet reveals the “wheel missing piece” (for #5).

6. Statue of a 3m x 3m x 3m **ship** on a wooden **raft** pedestal. **Sliding** the statue curses the actors with a permanent transformation to monkeys. After sliding, some of the raft logs are shown as cracked; **breaking** them produces the “valuable aromatic wood” (for #2). After breaking, **reassembling** the pedestal cancels any shape-changing effect on the PCs.

7. Statue of a **campfire** on the **pedestal** with sculpted mouths. **Turning** the statue produces a hoard of gold pieces (d100). **Jumping** on the statue makes the jumper's boots magical. **Speaking** to the statue (repeated) gives a temporary blessing of +1 level for d4 hours (non-stacking).

8. Statue of a 1m x 1m x 1m **whiteboard**. **Turning** the statue (repeated) displays in random color the text “10<sup>2</sup>: When all corners are cornered, the way out will manifest in the center” on both sides for d4 minutes.

9. The painting of a **maelstrom** in water colors covers completely one wall. **Erasing** completely the painting triggers the closing of both the E exit of NE corner and the closing of the NW exit of the NW corner.

10. The west wall has a fake **door**, with a **hole** instead of keylock or handle; in front of the door is a 1m x 1m (x 1m depth) **grille** on the floor. **Sitting** on the grill (repeated) produces a permanent chaotic effect on the PC (e.g. milky eye etc). **Inserting** the “valuable wooden stopper” (from #4) in the hole triggers both the closing of the NE exit of the NE corner and the W exit of the SW corner. **Pouring** the “glass phial of valuable water” (from #5) into the grille results in light damage (steam); after pouring, **breaking** the grille becomes possible, which reveals a turnable **handle** on the bottom. **Turning** the handle results in light damage (electrocution), but reverses any chaotic effect on the PCs.

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