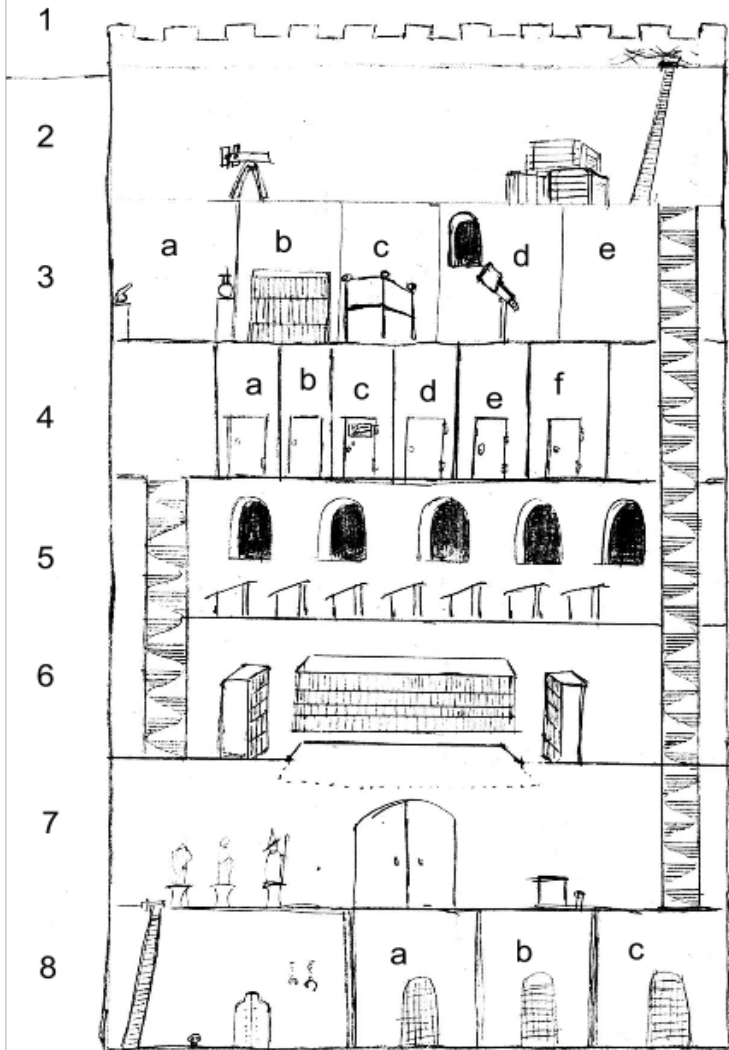


The scriptorium was once the tower of a wizard who disappeared long ago. It was then briefly used as a military outpost, but as the territory became more settled it was sold to a sage who used it as a scriptorium, employing scribes to copy rare books. The tower's foundations were undermined by the tunnels of purple worms, and eventually the whole edifice sank into the ground. Now it is a haunted ruin. Some quest item -- a book or statue -- is here.

All the windows and arrow slits open to banks of dirt, clay, or bedrock, and on the upper levels of the tower some soil has fallen in through them. On the attic level, small tunnels have been dug out by the gremlins who inhabit the tower. The gremlins avoid the scriptorium level because of the shadows there, and have left the dormitory rooms and dungeon cells undisturbed.

The tower has a square cross section, 60' x 60'. Two spiral stairways are located at opposite corners: the short stairway connecting floors 4,5, and 6 is in the northwest corner, the longer one connecting 2-7 is in the southeast. Gremlins continually use the stairs to move from level to level on various errands, and will normally be using their stealth. The first gremlins to spot PCs in the tower will sneak off to warn the others of their tribe. Once warned, the tribes will begin to send parties of 1-3 gremlins to steal from the PCs (see below for fuller details on the tribes). Any floor except #5 will have d6 gremlins sneaking about somewhere on it. A previous expedition made the mistake of disturbing the demilich in 4.c., and though it is now quiescent again, it slew an overly brave monk which now roams the tower as a wight (**Cedric**, a normal wight, except that he moves slightly faster than an unencumbered man and is wearing Boots of the North). Cedric the monk-wight will start on floor (d6+1) and investigate any loud noises or other signs of life. He ignores the gremlins, which give him a wide berth.

The Sunken Scriptorium



One Page Dungeon 2015

by Mike Monaco

Swords & Dorkery: <http://mikemonaco.wordpress.com>

Share-Alike with Attribution:

<http://creativecommons.org/licenses/by-sa/3.0/>

1. Battlements. By all appearances this is a low-walled, paved courtyard filled with debris and overgrown with vines. A pair of **owlbears** use the area as a lair. Beneath their nest is a trapdoor leading to a rickety ladder to the attic floor.

2. Attic. There are four partly dismantled ballistae on this level, each positioned before an arrow slit on one of the walls. Many crates are haphazardly stacked about. The crates once held various supplies, but most have been emptied by the gremlins. The remaining supplies are too decayed to be of any use.

3. Sage's quarters

3.a. Lab. Lots of specimen jars, and a box-like machine with several levers and knobs. Pulling them produces random effects: (d6) 1. shock for 2d6; 2. lose voice for 24 hrs; 3. change color to red, green, or blue; 4. all hair falls out, save vs poison or die; 5. weak shock (d4 damage) and learn random language; 6. need no air or water for 1 week

3.b. Personal library. dozens of odd or rare books and d6 scrolls of level

3.c. Sleeping chamber. Ruined bed, etc., and d6 **Green gremlins**

3.d. Observatory. Dominated by a telescope. Though the windows are blocked by soil, looking at them will show (d4): 1. Events of the past century; 2. an extreme close-up of a medusa's eye (save); 3. the location of a lost object; 4. an alien landscape, enchantingly beautiful (save or be entranced).

3.e. Foyer. 2 **giant snakes** lair here; there is also d4 pieces of jewelry

4. Dormitory. Each room has a bunk bed, two small chests, two stools, and table. These were the spartan chambers of the scribes.

4.a. 4 pieces of jewelry in secret compartment

4.b. 4 **tentacles** spring out of floor when door is opened

4.c. Sign on door says: "Danger: lich at work." A **Demilich** lairs here.

4.d. Portal to the Astral plane

4.e. Portal to the void of space, any who enter are lost

4.f. six drunken **Red gremlins**

5. Scriptorium. A dozen scribing stands with ink wells and stools. Moths swarm and extinguish any open flames. This room is haunted by eight **Shadows** and one **Shadow Hound**

6. Library. This level has a large square opening in the middle of the floor, overlooking the floor below. A bannister once ran around it, but is mostly gone. Bookshelves frame the opening and line the walls. The bookshelves conceal four **mutant bookworms**, which will surprise anyone investigating the books (4 in 6 chance) and attack. Their percussive thrusts can knock the target backward, possibly through the hole in the floor.

7. Foyer. Several valuable statues are here, each worth thousands, but too large to fit up stairs. Front desk littered with papers, spilled ink. A hidden trap door opens to the basement dungeon.

8. Dungeon. Accessed by a ladder, the main room is a dank torture chamber with the usual furnishings. Three cells hold their prisoners in a stasis until the door is opened. The cell doors have small windows but these are opaque due to mildew on both sides.

8.a. Cell 1: **Mind flayer** which will try to escape

8.b. Cell 2: **Umbur hulk**, which will immediately attack

8.c. Cell 3. **Shedu**, which will reward the party for freeing it

Gremlins: Move twice as fast as a man, HD1, dmg d3 or special, AC as Mail + shield. Tiny goblinoids. All gremlins are thieves, and surprise on a 3 in 6. Each round, up to six gremlins may attempt to pilfer from a PC. The target must save vs. paralyzation or lose one random item -- the different colors of gremlin steal different things. **Red gremlins** steal liquids (including holy water, oil, and potions -- any of which they will drink as soon as possible). **Green** steal one day's rations each time they steal, and likewise will eat them immediately. **Yellow** steal anything BUT food or liquids, and are so deft they can steal an item right out of the PC's hands. Gremlins are mischievous and prefer to steal and flee; they can hide indoors as if invisible on a 1-5 on a d6. Gremlins hate gremlins of different colors intensely.

Mutant bookworms: Move freely through books or crawl as fast as fully encumbered man, HD2, dmg d4 + save or be knocked back 10', AC as leather + shield, surprise on a 4 in 6.

Shadow hound: as a **Shadow** but double HD, and it can bark every other round as a Fear spell.

Tentacles: Motile, 3 HD, grab for d6 dmg and squeeze for same each round, AC as unarmored man; they just attack until everything in reach is dead.