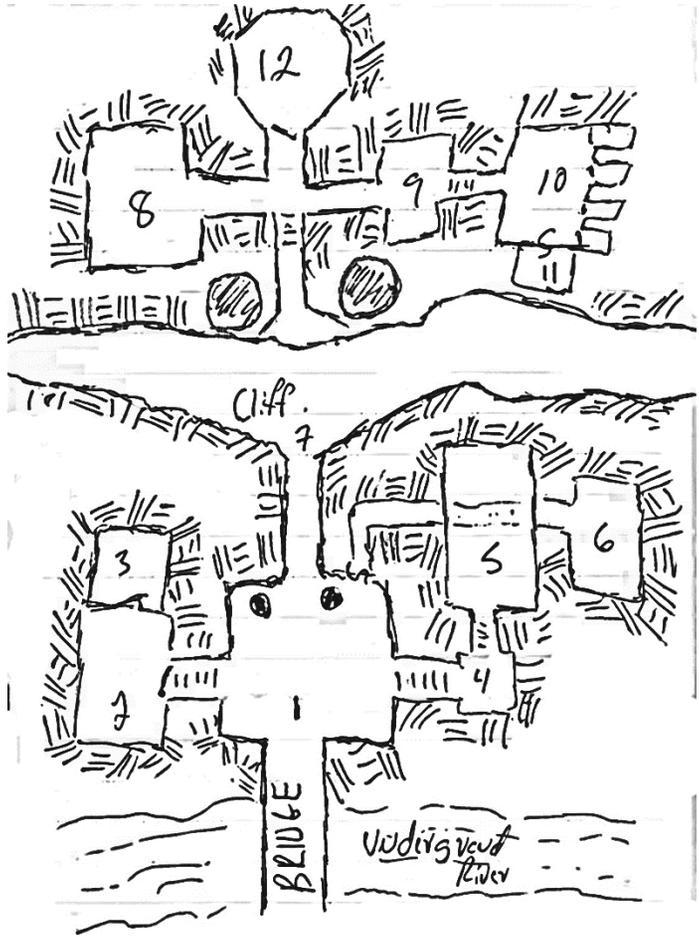


One Page Dungeon Contest 2015 The Lair Of Random Silliness



Long ago a rather eccentric possible genius, definitely mad wizard created a very strange stronghold deep in the underworld. Rumors have existed of the place for years however no one found the place. Until now..... A the body of a dead orc you find a map to the lair.

1. On the other side of a stone bridge over slightly troubled waters you find a large room made of marble. There are 2 large statues to the north and an exit. To the east and west there are stairs leading down. *If the PC's search the room they will find a secret door behind one of the statues it is trapped with a poison dart 1D4 damage, save vs poison or die. One of the statues is a Golem 4HD*

2. This entire room is upside down, as soon as the PC's enter they find themselves on what appears to be the floor, above them on the ceiling is furnishings, a table, chairs, a candle burning and a bookshelf. There is a door to the North which is locked. *There is nothing of value in the room.*

3. The moment the PC's go into this room they are turned extremely small (SAVE vs). Everything in the room is regular human sized, however there are 2 Giant Rats! 2HD – 3 Penalty to attack.

4. This room contains a magical pool, if they drink from the pool - roll 1D6. On a roll of 1 -2 the PC's are poisoned (save vs poison or die), on a roll of 4 -6 they regain all lost Hit Points.

5. This room is very silly, so much so there is a GIANT wooden horse in the room. Inside the horse are 4 very confused and miffed looking Trojans. 1HD each.

6. This is a secret room, not a lot of people know about it, inside the room is colored very brightly in rainbows actually. There is what appears to be 500 GP's on the floor. *(The gold is an illusion, SAVE vs)*

7. At the end of the tunnel appears to be an insurmountable cliff face, deep below is a cavern, you can't see the bottom. *There is an invisible bridge to the other side, SAVE vs. Or fall to your death.*

8. This is the Lair of the very strange eccentric wizard, he sits humbly drinking tea while fairies dance around him. The wizard wears a pink goat costume. *Wizard 3HD A few spells, 4 Fairies 2HDs. One interesting wand and a spell book with 3 spells in it as well 500 GP's are in the room.*

9. This room is totally empty, why you may ask, because that is also fairly silly, if any PC's

decides to sleep here, a bed will magically appear, however in the middle of the night they will be infested with rats and loose mucho sleep. – 2 HPs bad rest.

10. This room has four smaller dungeons inside, in each are the following, 1 Skeleton 2HD, 1 Large Wombat 1HD, a pair of purple socks and a black spot in the floor.

11. *There is also a secret room inside is a small hoard of treasure, 100 GP's, the secret room is trapped with a crossbow 1D6*

12. This octagonal room contains nothing but a strange message written on the wall "Those responsible for sacking the people who have just been sacked have been sacked". The walls close in 3 rounds and the door locks, certain death.

Written By Shane Ward – 3toadstools.blogspot.ca

"Creative Common Attribution-Share Alike 3.0" license. <http://creativecommons.org/licenses/by-sa/3.0>