

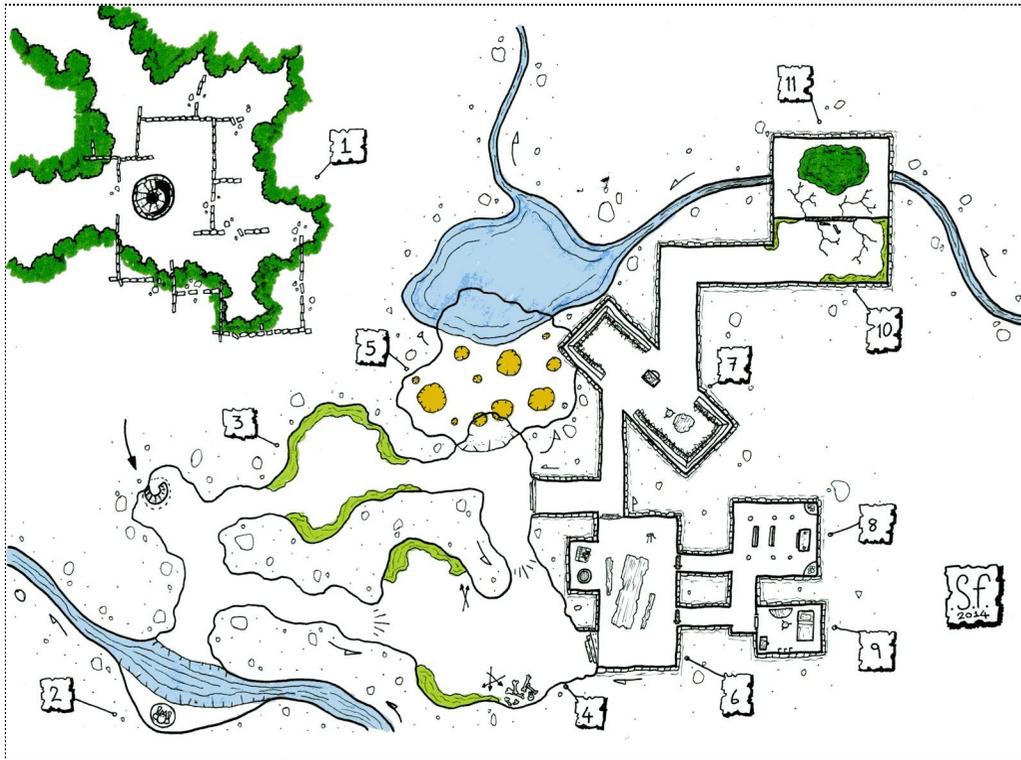
The Blight

One-Page Dungeon Competition 2016 by Simon Forster

The Prison: Imprisoned by a now lost clan of dwarves, a malign *gibbering moulder* has begun to break free from its cell: its influence has attracted slimes, oozes and jellies to the dungeon, and has tainted the surrounding forest. Furthermore, a group of elves have been corrupted and enslaved by the blight and have taken one of the caves below as their lair.

1) The Blighted Forest: A ruin with a spiral stairs leading below to the dungeon, the forest for several dozen yards all around has become diseased. The trees and foliage are withered, the sap oozing foul-smelling slime. If not stopped, the Blight will spread for a yard per day, until it has consumed the forest.

2) The Statue: A bronze statue of a heroic looking dwarf stands watch over a fast-flowing stream. The statue has a hammer and a key, both of rusted iron, which are merely symbolic. A suitable lore throw identifies the dwarf as a craft-priest called Hanar. The various slimes and oozes will not cross the stream or approach the statue.



3) Slimey Cave: The walls of this irregular cavern are coated in thick patches of green slime, which may drop (2-in-6) on anyone passed through.

4) Blighted Elves: This cavern has become home to a group of blighted elves, partially turned to slime; they are flesh-eaters now, animalistic, and savage. They will attack on sight, and may attempt to drive opponents against the walls where more colonies of **green slime** (3) hang.

5) Mushroom Cave: This lower cavern opens onto an underground river and pool, and the ground is loamy earth on which mushrooms and three **shriekers** have grown: the shriekers will wail if anyone enters the cavern carrying light, and this will alert the elves nearby and the **gray ooze** that lurks unseen in the water.

6) Decayed Hall: This old hall has a long, warped and acid-eaten table, some benches and a barrel and half-eaten crate. The doors are both warped and stuck. Inside the room is a transparent **gelatinous cube**, fed scraps by the elves from the neighbouring cave. Inside its mass is a magic sword, which is therefore seemingly floating in the air: **Sword of the Oath:** *normally a +1 sword, if an oath to slay an enemy is made over it, then until that enemy is slain, the sword does double-damage on a natural 20 and will always be able to hit the opponent, regardless of any immunities or resistances it may have.*

7) Mouldy Library: An ancient library with mouldy books on sagging and warped shelves. In the centre of the room is a stone lectern, with an open book resting upon it. The books on the shelves seem to have once been a mixture of history and prayer books, but they are all ruined. The book on the lectern is mostly intact, but heavily water-damaged, and is actually a book of dwarf prayers that can be used as *divine scrolls*. There are 3d6 spells that are readable and useable, determined randomly.

8) Shrine: An untouched shrine to the dwarf goddess Valkauna (goddess of Oaths, Death and Birth). None of the slimes nor oozes, not even the elves, will enter this shrine. The two flanking statues are depictions of the goddess, and the altar bears the words of a prayer on it (reading this aloud, in dwarf, *bleses* all in the room).

9) Priest's Room: This bedroom a warped, stuck door bolted from inside. The room itself is untouched, with a bed dusty and holding the skeleton of a dwarf (died of old age in his sleep), and a locked chest (the key is under the pillow) that holds the following: a leather pouch holding a *large diamond*, a *piece of quartz*, 2 *vials of rare dwarf perfume* (earthy smell), and 10 *sticks of incense*; a mace and a suit of chainmail; a holy symbol.

10) Cell Door: The door to the cell of this prison is a pair of bronze doors that have come loose from their hinges, breaking the waxen seal that warded the cell. Gaps now show along the edges, cracks have crisscrossed the floor, and colonies of **green slime** (3) have accumulated on the walls.

11) Cell: Inside this bronze-lined chamber is the imprisoned, insane **gibbering moulder**. It sits on a bed of slime.