

# Wormhole Scramblers in the Deep Dire Door

One Page Dungeon Contest 2017 \* Roger SG Sorolla \* <http://creativecommons.org/licenses/by-sa/3.0>

The Door stands 50 Persons high and 4 Persons thick, riddled with wormholes a Person could crawl through. You decide: was this because the Door is gigantic, your Persons were shrunk, or perhaps they were born tiny? Its planks are mellow-gold wood, velvety to touch, seemingly mined rather than felled, granite-dense against any tool weaker than the teredo's diamond tooth.

Nails and ironwork are purple-glinting steel. Beware! Spells of opening here open the caster instead (save vs. Death if you move or act without trying to hold your insides inside.) To pass the Door, you must pass through it.

**TEREDO**  
(woodworm)



**ENCOUNTERS** (d20 every 10 min, skip 4-8 if party is not moving, 9+ = no encounter)

1. d8 Januaries: wood kobolds, splinter spears and tangling teredo-hide ropes, faces fore & aft, no surprising them
2. d8+1 Doormice: vicious cat-sized louse-rodents
3. Teredo: 1/3 size purple worm, diamond jaw-teeth-shell
4. 2d4 tiny teredoes attack from 1' side tunnels
5. Door Jam growth: obstructive sweet red mold



6. Next time path crosses iron band or nail: Static arcs out, jump away reflexively or take d4 damage, doubled if holding or wearing metal
7. Empty tunnels of tiny teredoes (see 4)
8. Portaleggio, non-obstructive white mold with a foul, ammoniac stench that sickens all but the gutsiest

A. Cave vacated by Januaries, glyphs of: Januaries dancing, teredoes, spider laying eggs; January bones in a complicated ritual array, with tooth marks.

B. Letter slot through the Door, blocked by a huge, hinged iron plug on the front. Shoved through is a gigantic parchment roll jutting 20' out the rear side, a *Fly* spell on it.

C. The Great Cleft runs top to bottom, sealed by iron plates on all sides, crossed by the Bolt and enough space above it to crawl at location C.

D. The Keyhole: 4 massive Tumblers above and a tight climb to reach the Bolt (C). Tumblers draw back Bolt if held at the right heights, maybe clued by a giant Key dropped outside.

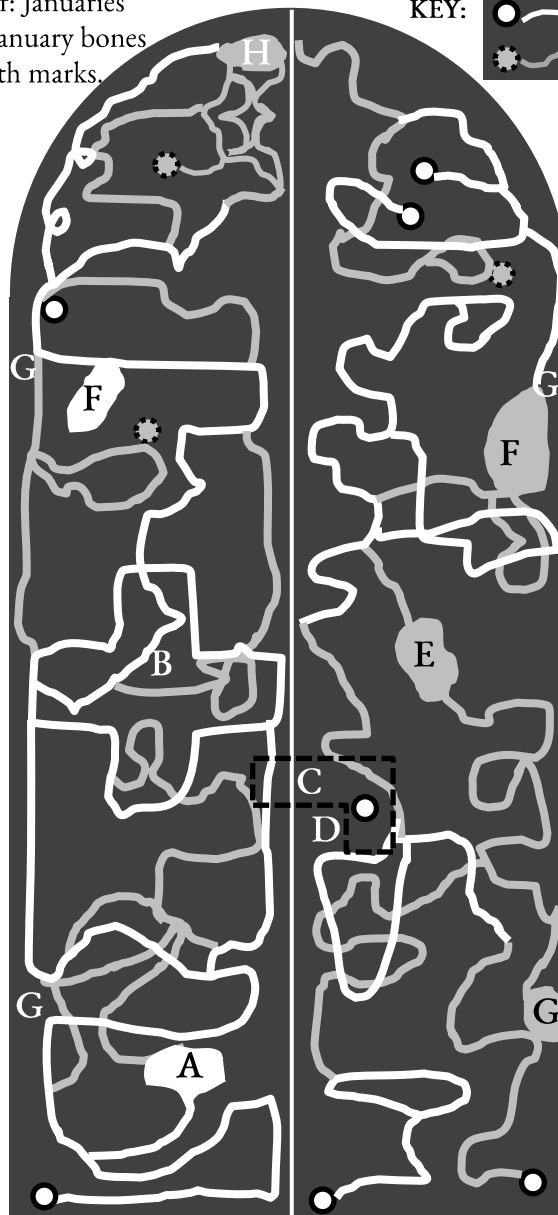
E. The Knocker is haunted; a poltergeist raps it when people are near. The sound deafens in round 1, save or lose footing in round 2+, take d4 damage round 3+.

F. Tiered January camp, with 2d6 of the squatters and 2d100 shavings from "giant" silver and gold coins, each shaving worth 5 coins if giant size.

G. The Hinges open in, and can be leveraged with effort to open that side of the Door, if the Bolt (C) is drawn.

H. A giant spider lives here, laying lightning-balls (2d6-1 damage) if it hears you, that randomly cascade down the maze. Empty nail holes make another Cleft crossing, at H.

**KEY:** Front-side hole, tunnel Rear-side hole, tunnel Lock & Bolt



The Teredo in the left door is ferrophile. It dug tunnels to lick at iron nails and ornaments. The right Teredo feels the opposite way. Januaries avoid and worship the Teredoes.



FRONT SIDE OF DOOR

## What's beyond the door?

Coming out on the rear side, 2d6 giant flies will eventually take an interest. If you knock or open it, Phlegra the (20x human size) wizard will show up to take the scroll in B. She'll be very grateful if you unlock the Door for her.