

Caiphon Rising:

A paranormal adventure for use in your favourite RPG system. Created for the One Page Dungeon contest 2017

Hook—Rumours of strange lights and odd behaviour in the mountain town of Alminde has led to the party being dispatched by the provincial authorities to investigate.

Alminde—The view of the town as the party approaches is dominated by the ruins of a large temple. The town itself is small but contains the normal amenities for the setting (taverns, inns etc.) The steep mountain slope makes for narrow, winding streets. Observant characters spot a purple star hanging ominously in the sky at night.

Exploration—If the party sets out to explore the town, they encounter a *Slithering Horror* in the steep alleyways. It attempts to confuse and split the party instead of fighting directly.

Informants—The town is home to the *Astral Knights*- a cult who worship the evil star Caiphon. They have paid many of the townsfolk to inform them of nosy outsiders. If the party aren't circumspect about their reasons for being in town, the cult is alerted to their presence.

Cult Activity—If alerted, the cult will dispatch six *Cult Thugs* along with *Martim Barros* to ambush the party from the roofs of the town some time after they arrive. Martim carries a *Star Amulet*.

Pressuring the townsfolk might reveal the location of the house they use as a base, where four *Cult Thugs* and a *Cult Acolyte* are on guard. Inside are money, cult paraphernalia, and another *Star Amulet*.

The cult's plan is to awaken the dimensional horror trapped in the alternate temple (see below) using the concentrated malevolent starlight of Caiphon.

Temple grounds—The temple the town was built around has long ago fallen to ruin, the interiors looted of all valuables. In the courtyard a small altar has survived. *Martim Barros* is on watch here if not sent to attack the party earlier. Those carrying a *Star Amulet* (from the cult house or taken from Martim) feel it pull gently towards the altar when nearby. When the amulet is touched to the altar, everyone in the courtyard is transported to an alternate realm.

Enemies should be tweaked to achieve the desired difficulty.

Cult Thugs: The *Astral Knights'* hired muscle. Little to no paranormal abilities.

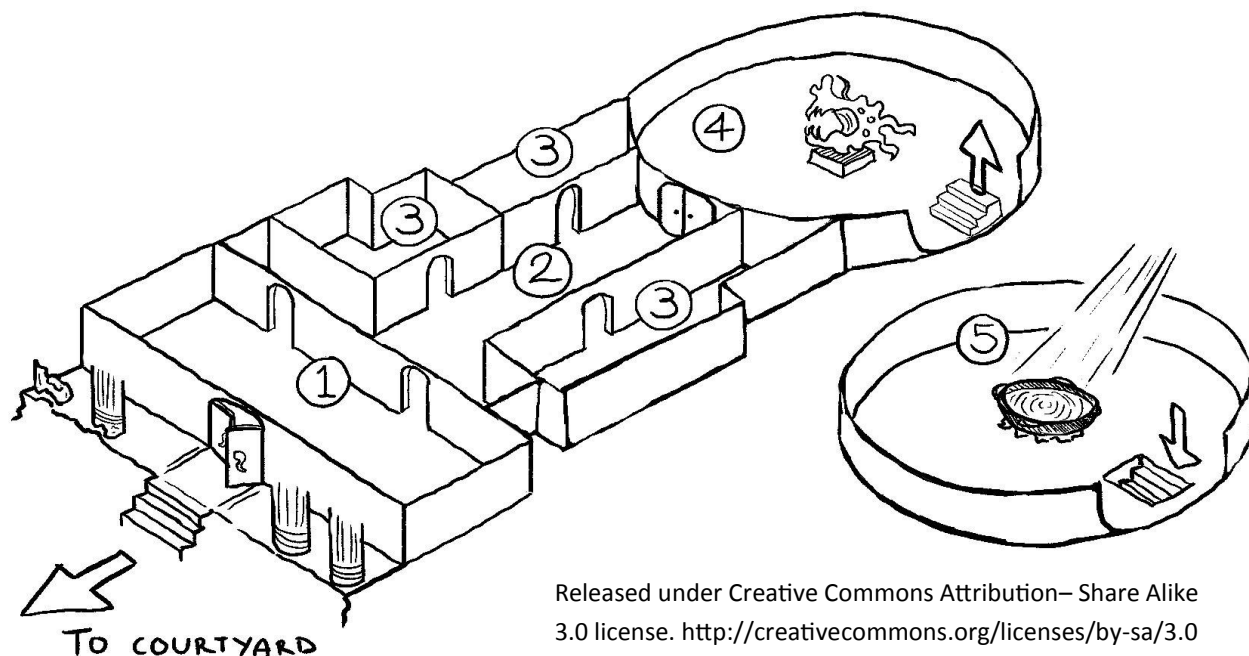
Cult Acolytes: Full members of the *Astral Knights*. Moderate spellcasting threat.

Slithering Horror: Creatures from the far realm. Fast and hard to kill, but deal low to moderate damage

Flying Horror: As *Slithering Horror*, but with wings and flight. Add a ranged attack for extra difficulty

Martim Barros: Assassin in the employ of the cult. Uses throwing knives. Arrogant and cold.

Kiara Melo: Leader of the *Astral Knights*. Powerful spellcaster. Devoted fanatic of Caiphon.



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The Temple Realm

In the alternate realm, the temple is intact, rather than a ruin. It is perpetually night, with a cold wind rushing over the mountain. The malevolent gaze of Caiphon stares down at the temple, the purple star seemingly as large as the full moon.

1. Entrance Hall Two *Cult Thugs* lazily guard this area. They flee to warn their fellows in the lower hall when they spot trouble.

2. Grand Corridor The *Astral Knights* have defaced the statuary, and hung purple banners down the corridor's length

3. Side rooms Contain occult paraphernalia and minor treasure

4. Lower Hall A horrific dimensional nightmare stands in the centre of the room., trapped as a bronze statue. Purple liquid drips occasionally onto it from the ceiling.– part of the cult's ritual to awaken it from statue form. Four *Cult Thugs*, two *Cult Acolytes*, and a *Slithering Horror* defend this room from intruders.

5. Observation Platform A beam of purple starlight shines down on this platform, condensing into a purple liquid in the large bronze bowl in the centre, which feeds the dripping below. The liquid deals psychic damage to those who touch it. Spilling the heavy bowl is difficult but achievable. Two *Cult Acolytes*, Two *Slithering Horrors*, and *Kiara Melo* defend the platform. Add *Flying Horrors* as reinforcements as necessary.