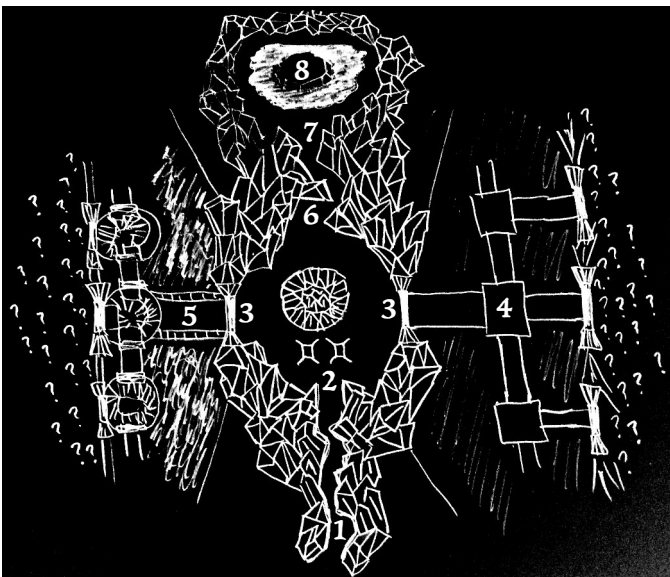


# TOURIST TRAP

Beside a wilderness road favoured by many travellers, a strange magical geode floats above the landscape, rumoured to be bigger on the inside than out. The Perfidious Merchant has set up shop here and is charging an entry fee.

## INSIDE THE GEODE



### 1. VUG

Narrow cave entry into the geode. A tight squeeze.

### 2. LUCENT CAVERN

An enormous cavern walled by faceted crystalline blocks that glow with a soft colored light.

**Plinths** • Two glass plinths stand at the entrance to the cavern, each holding up a magic weapon. They are a boolean switch. Removing a weapon from one instantly encases the other in a crystalline cage that crackles down from the ceiling, crushing anyone underneath. If the weapon is put back, the cage crackles back upwards and disappears.

**Crystal Hammer** • +2 bludgeoning weapon causing additional magical damage according to the geode's type.

**Rondel Shard** • +2 piercing weapon causing additional magical damage according to the geode's type.

**Fulgid Pit** • In the centre of the cavern is a pit trap concealed by the glowing light that makes it appear part of the floor. A 20 foot fall onto hard, sharp-edged crystal blocks.

## ROADSIDE ATTRACTION

### PROMENADE OF TENTS

A small market of stalls and tents has popped up at the site. Bright flags and bunting flap in the breeze.

**Healer and Herbalist** • Restores health and mends ailments for a small fee. They occasionally sell potions.

**Alchemists** • They study the geode and argue about its origins. None are brave enough to venture in. Instead, they pester those who return for details.

**Poleman** • Sells a fine selection of 10 foot poles unlikely to fit through the vug.

**Sire Gaunt** • Buys and sells clothing, junk items and rare artefacts. Other sellers suspect Gaunt of stripping the possessions of those who don't make it back in one piece, but nobody has ever seen Gaunt do it.

**Bookkeeper** • Records details of all parties who enter the geode and whether they return. Will offer odds and take bets on any group who has paid the entry fee.

The type of crystals the geode is made from determines its color and the kind of elemental damage dealt by its magical creatures and weapons.

CRYSTAL	COLOR	ELEMENT	DAMAGE
1. Amethyst	Purple	Energy	Lightning
2. Topaz	Yellow	Earth	Acid
3. Sapphire	Blue	Air	Thunder
4. Emerald	Green	Water	Poison
5. Ruby	Red	Fire	Fire
6. Zircon	Cyan	Frost	Cold

### 3. CHIMERAN PORTALS

Two massive archways hewn out of the crystal walls on either side of the cavern. Glistening in the dim light are enormous piles of treasure, just a few steps away.

**Stepping through** • The crystals hum, the light flickers and the illusion disintegrates. Looking back, the cavern is no longer visible. The archway is covered in a swirling, morphing elemental field.

**Stepping back** • Crossing the field back into the cavern delivers 2d4 magical damage according to the geode's type. The illusion of treasure reappears on the other side.

### 4. INFINITE LATTICE

A lattice of bridges and cross-walks connecting to doors as far as the eye can see. Above and below is abyssal darkness.

**Doors to the dungeon** • Entering any of the doors leads to an infinite megadungeon generated from random tables or spliced in from other One Page Dungeoneer entries. The dungeon doesn't lead anywhere and there is no escape route. The only way out is retracing the way in or using Crystals of Return.

**Abyss** • Plunging into the abyss leads to an infinite fall. There is no bottom. If the party has means to fly upwards, the result is the same.

### 5. INFINITE STAIRWELLS

An endless grid of spiral staircases and well chambers leading to dungeon doors in the same way as the lattice. There's no abyss on this side, just solid rock.

### TICKET HUT

Base for the Perfidious Merchant and their guards and helpers.

**Cost of Entry** • Entry to the amphitheatre as a spectator is 1cp. Entry to the geode is 1d4 times the cost of a night in a local inn.

**Crystals of Return** • Shards chipped from the geode, given to everyone who pays the cost of entry. To activate, two or more shards must be touched together for the duration of a round. All those directly touching the crystal will be teleported to a point in the air 1d8 feet above the mud puddle in the amphitheatre, to unceremoniously splash down in front of the crowd.

### AMPHITHEATRE

A roughly circular arena of log beam seats surrounding the floating geode. The area below the geode has been trampled into mud with a large puddle at the centre.

**Crowd** • Rag-tag assortment of travellers, thieves, thugs and local farmers hoping to see blood.

**Entry protocol** • Entry to the geode is via a rickety wooden scaffold ladder held in place by two of the merchant's helpers as the party climbs up.

### 6. HIDDEN VUG

A hidden passageway through the crystal blocks. It's incredibly hard to find.

### 7. ANTECHAMBER

A cave opening that looks out onto the Dreaming Dragon. Things are flying here, like a whirlwind of glittering gemstones.

**Elemental bats** • A swarm of 2d4 magical creatures that attack on sight, delivering damage according to the geode's type.

### 8. DREAMING DRAGON

On a crystal slab in the middle of a shallow pool, a dragon is chained by its limbs. A magical collar grips its neck. Asleep or comatose, it growls and thrashes as it dreams the geode into existence.

**Pool** • 3 foot deep stagnant water encircling the chained dragon. In some geodes, the pool is acid, poison or magma.

**Crystal Dragon** • Its crusted scales cannot be pierced by conventional weapons. Attempts to strike it will not wake it. If stabbed with the Rondel Shard while sleeping, the dragon will wake. If struck by the Crystal Hammer, the dragon will wake. Once awake, the hammer will deal standard damage to the dragon.

**Killing the dragon** • Materializes the geode, collapsing the inner chambers and dungeon. It falls to the ground and cracks open, strewing crystal rubble across the amphitheatre.

**Freeing the dragon** • Its collar can be broken with the Crystal Hammer. If its limbs are still chained when it wakes, it will attack the party with its breath, yielding damage according to the geode's type. If unchained when it wakes, it will roar with gratitude and go on a rampage dematerializing the geode with its breath. Party must race for the exit or risk being blown into the vortex and transported to the dragon's elemental plane.

**Wrecking the geode** • If there is a crowd, this will cause an uproar. The Perfidious Merchant is extremely angry and will hold the party accountable. He will try to persuade them to venture into the elemental planes to capture another dragon so he can start again. If they refuse, he will send assassins after them on the road when they leave.