

# YESTERDAY'S DUNGEON ... TOMORROW

Roger SG Sorolla 2019 \* One Page Dungeon contest entry \* License: <http://creativecommons.org/licenses/by-sa/3.0>

The cellars of the ruined Castle Hierdmain are described NOW for novice adventurers tracking a village's rustled sheep. Then months or years LATER, the now-expert heroes are called back: a crying child was heard near the castle ruins!

What they do NOW influences the dungeon in the future. For example, if the ceiling plug falls in 3, there's a new way in.

1. Steep, worn **steps**, **moss**-covered, lead down to a **doorway**.

NOW: A worm-pocked, loosely nailed oak **door** is in the way. It's barred on the inside. One can slide a blade between the planks to lift the bar, break it down, or just knock.

LATER: If the door was broken, the arch is open, the remnants cleared; otherwise, it is now painted with a red **symbol** ⇒ and the child, Belko, is hiding in the ruins of the castle nearby.

2. A low, **brick-lined** room; a strong wooden **door** leads on.

NOW: Six **grimalkin guards** (1; ashen runts with heads like shaved cats' and jag-edged pigstickers). Three are squabbling over a **wig**, three sleeping in salvaged **beds**. Hidden in the frame of each bed is a trunkload of copper pennies.

LATER, if door broken: Two **leucrottas** (5), hyena-badger monsters, lair here. One listens for noise, and mimics a child's cries, then drunken goblin songs, as a lure into ambush.

LATER, if door intact: Two **ogres** (4), and a **half-demon** fire wizard ogre wearing the wig as a goatee (6). They kidnapped Belko's shepherd parents, but he escaped. If the copper went unfound, the ogres smashed the beds for it, buying 3 gold rings (100 coins each) worn in the wizard's nose.

3. **Steps** go 4' down into a high, damp limestone **cave**.

NOW: A **stream** gurgles north through a **pool**. A closed, empty **coffin** leans on the west wall. **Cracks** in the north and south floor reach the ceiling. Treading on them causes a cave-in at that end (likely to kill novices, save for half damage). The pool hides a pit. Tread in the area beyond the pool, and a plug of ceiling falls, blocks the pit, and lets in daylight.

LATER, if south caved in: **Rubble** stops the stream, exposing the **pit**, 10' deep; a rusty box under 5' of water holds 4 ivory cameos of the lords and ladies in 6, each one 400 coins.

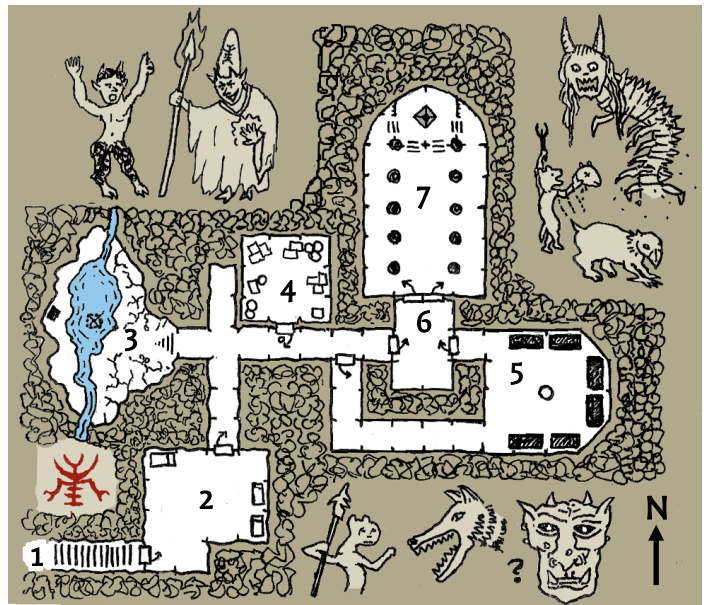
LATER, if north caved in: **Rubble** dams the stream. The room is **flooded** 4' deep, the hallways wet, patrolled by 5 giant crayleeches (2). They have blood-sucking mouths and sharp, hamstringing pincers but fear salt.

4. **Crates** of rotten food, **barrels** of stale water, sheep **bones**.

NOW: **Rocks piled** on the outside door imprison Delph, a half-dead **satyr** (5). Dreams of the demon Psqualladir drew him here, but the grimalkins distrusted and beat him. He will lead the party to room 7 but betray them, hoping to free his Lady.

LATER, if Delph is killed: He is a sad wraith (6), haunting his death place, just wanting to give life-draining wraith hugs.

LATER, if Delph survives: He paces in room 6, giggling, afraid, now an evil priest of Psqualladir (6) with a flaming spear +1.



Arrows = direction of door opening. { } = 5 feet (5')  
(Numbers) after monster names = approx. challenge level.

5. Six black marble **tombs**, each with an **effigy** of a lord or lady of the castle. Sandstone pillar supports the vaulted ceiling.

NOW: Each tomb is **sealed** in red wax with holy text, warding off evil. Three of the dead wear silver rings, 200 coins each.

LATER: If the seals are broken, Psqualladir revives the bones as **flaming skeletons** (3), the 3 lords here, the 3 ladies in room 6. Their silver rings she will wear on the tips of her horns.

6. **Murals**: angels pointing swords at the bronze **double doors**.

NOW: Two **grimalkins** (1), with Delph's +1 spear, bronze head like a sharp pinecone. They are pacifying a nervous **sheep** (0).

LATER: Delph and/or 3 skeletons may be here (see rooms 4,5).

7. Chapel, black **pillars**, **dais** with 30' deep **pit**, cut silk **rope** hanging above. **Murals**: left, woman-headed centipede demon reaves the land with fire, paladins force her to a castle, down a pit; right, a saint addresses her: "I bind you with ... fear" (sword) "... gluttony" (cow's leg) "... ignorance" (empty skull).

NOW: The grimalkin **shaman** (2) prays to the pit, her two **beak dogs** (2) on guard. A headless, gnawed **sheep body** lies on the side. The shaman, Jex, foolishly cut down the sword, breaking the **fear** ward, and now throws sheep heads to keep the demon Psqualladir trapped deep in the pit by the ward of **gluttony**.

Psqualladir (9) can, at will, within 30' range, **animate dead**, **cause fear**, and **ignite** objects (1 day, +d6 damage) or flesh (1 round, 2d6 damage). The holy sword (+3) is with her in a pile of sheep skulls, filth, and grimalkin bones. She shrinks from it still.

LATER: After 3 days of no food, **Psqualladir** escaped, but is still bound inside the chapel by **ignorance**. She has to eat 4 fresh, intelligent brains, then fast 3 days, to escape.

If the ogres brought Belko's parents, she has already taken their heads and needs just two more. Anyone with average or higher intelligence, including Delph or the ogre wizard, will do.