Melting · Pot

One Page Dungeon Contest . 2022

http://cmartins.art

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Key

1. Village
2. Stairway
3. Rusty tubes
4. Breach
5. Archway
6. Middle platform
7. Odd boulder
8. Collapsed wall
9. Crane
10. Smoke
11. Hot tubes
12. Teared rope bridge
13. Faraway platform
14. Huge crystal
15. 4 Pillars
16. Basket
17. Altar
18. Lowest platform
19. Stone path
20. Metal gate (open)
21. Tunnel entrance
22. Cascade of lava
23. Giant stalactite
24. Tunnel Exit
25. Tiles and Obelisks
26. Wooden door
27. Lava river
28. Inscription
29. Mechanism
30. Metal tubes
31. Large vent
32. Trapdoor (closed)
33. Diary
34. Locked Chest

GM notes

1) Name:"Labareda" / Pop. 420

2) Leads to the top - during the journey, come up with a random encounter based on your setting. *Don't make it too hard - just hard enough to discourage the party from going up and down easily*

3) Can only be spotted with a successful perception check *(or other skill your game uses)*

6) Three platforms (5,8 and 9) are connected to this one by frail bridges. A sign is carved with runes that state: "Do not cross the line" and "Offers to the right". *Can the players read runish? Any literate person from the village can read this*

7) The stone becomes an aggressive Lava Golem if the line is crossed. *It's impossible to kill (too many HP) - but it can be lured to other platforms*

8) A corpse lies among the debris with a note:

Numbers = amount of traps in that row/column

or = FALSE — Traps NEVER (!) touch each other

? ? ? ? — possible trap — Obelisks are always bound with ONE trap (orthogonally)

Obelisks may touch the traps from other obelisks

9) Use it to drop (16) offers on the altar (17)

10) Burning hot. *Causes minor damage*

11) Can't be seen from the platforms

12) It was used to connect to the other side (13)

14) Chained with black metal. It's a dragon seed! *It will sprout/hatch if rules aren't followed (see 33)*

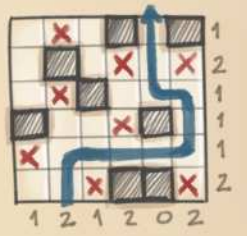
15) These are huge lava pipes

16) Can carry a light person *(and be swung to 18)*

18) Connects to the stairs (13) and tunnel (21)

19) Multiple jumps are required

22) To reach the other side, use the pitch-black empty tunnel (21 / 24)



25) It's a 6x6 grid floor. There are numbers carved in the stone. *Use them + notes (8) to solve the puzzle and find a safe passage.*

If you step on a trapped tile **(X)** or touch an obelisk: suffer fire damage

26) It's locked. *You can smash or lock-pick it*

27) Hidden under a plate that cracks if you put too much weight over it (> 60Kg / 130 lbs)

28) Physics formula *(it relates to pressure and temperature)*. A recent dead body of a gnome lies here! There's a key in the remains

29) Manometer, thermometer + 5 Levers *(A to E)*

A. Releases smoke *(pressure)* from the holes (10)
B. Lava is spilled from the pillars (15) - *heat rises*
C. The gate is closed (20)* - *lava level rises*
D. The vent (31) expels what's on the altar (17)**
E. Opens the trapdoor (32) - *(the only way)*

* *you can only hear it - vision is blocked (by 23)*
** *if it's lava = everyone in the room takes damage*

33) The crystal (14) is a prison about to crack for good. If players don't do a thing or violate the rules, a Zombie Lava Dragon escapes from it

I don't know how many days I have left. Damn illness! I must find someone to replace me.

Villagers need to believe a God is living on the volcano. The illusion and the balance must be preserved at all costs!

RULES: dip it in lava every 5 hours;
It can't stay in lava for more than 3 minutes;
Global temperature between 35-55oC / 95-130F

-Nicodemus

34) Use the key found in the body (28) to open it. Inside: thermodynamics book + heart-shape crystal that is worth a fortune - *If it's destroyed, the dragon turns to dust*

Extra

GM can oscillate the internal temperature of the volcano to spice up the narrative. If it happens, move a token along the Thermometer track *(start: +30)*.

Start

People believe the volcano and the gods are connected. For the last few days, the volcano seems "unease" and the leader requested your help.

The prophecy says the Travellers will save the village. They trust you to go up there and talk with God!

What do you do? How will it impact the village?