YAY! WE WON! SO NOW WHAT?

by Justin Evans

With bravery, some skill, and a whole lot of luck you managed to slay the dracolich that had taken over the ruined fortress of Dwemerhold. The battle was action packed and you all looked super cool … buuut … the ruins collapsed in the battle, sending you all tumbling down into the cavern below. The thigh-high water at the bottom cushioned your fall a bit, but now the water seems to be quickly rising around you. Time to stop listening to flavor text and find a way out … while hauling as much treasure as you can of course!

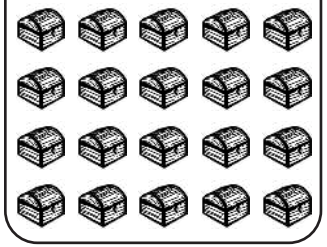
The Treasure

The party starts with 20 treasure.

If a character fails a skill roll but they still want to succeed: **lose 1 treasure**

If a character would die but leaves some treasure behind to avoid death: **lose 3 treasure**

If the water level rises and floods the level they are on: **lose d6 treasure**



The Rising Water

The caverns are flooding and the party will have to move quickly. The water rises one level (starting with Level 1) every 60 minutes of play. Not in-game time, **actual play time**. Set a timer. When the water rises, the party has to scramble and swim as fast as they can. In the process they will lose d6 treasure. Then the GM moves them to a starting point on the next level up.

- ❑ Water Level 1 (L1)
- ❑ Water Level 2 (L2)
- ❑ Water Level 3 (L3)
- ❑ Water Level 4 (L4)

Epilogue

Once the party finds the exit, together answer these questions:

Who is doomed? For every 5 treasure lost, one character is doomed to an unhappy ending. Roll dice to see who.

Who betrays whom to get more treasure?

What do the rest of the characters do with their riches?

EXIT!

Corrupted Shrine L4

The shrine and magic circle have been corrupted by the Necromancer. He has trapped a demon inside to do his bidding … who might be bargained with.

Undercroft L3

The crypt for the nobility of Dwemerhold, desecrated by the Necromancer when he raised his Corpse Knight. The remaining spirits are vengeful.

Cult Temple L4

When the Corpse Knight isn't busy doing stabby things for the Necromancer, he usually hangs out here bragging to cultists.

Reflecting Pool L3

Dead lights float and beckon…

Quarters L4

Until recently the Necromancer served the Dracolich. Now he's probably super mad!

Catacombs L3

Burial niches where the faithful of Dwemerhold had been laid to rest. Some of the occupants have been animated by the Necromancer to deal with goblins.

Embalming Room L3

The Necromancer uses this room to animate the dead. Most recently he has been working on something that combines a mix of 'spare parts'…

The Sneaky Tunnel L2

The goblins are working on a tunnel to try to sneak around the Necromancer's experiment. A few good whacks could open up a crack into the Catacombs.

Goblin Camp L2

The band of goblins have been raiding 'loot' from the tombs above, but recently the tombs have been plagued with undead. They've barricaded the stairs leading up.

Rat Pen L2

Them's good eatin' … and they will probably swarm if the gates are left opened!

START HERE!

Junk Garden L2

This is the goblins' trophy room to show off all their 'loot' and it also doubles as a garbage pit.

Natural Chasm L1

Now filled with debris and a dead dracholich … which is preventing the water from draining.

Waterfall L1

There are pillars here that are more ancient than the ruins above. Water seems to be rushing from the crack in the stone with more force than normal.

Underground River L1

A Deep Elf scouting party came here after hearing the battle with the dracolich. The collapse blocked their path home. They eye the party's treasure.

Muck Pit L1

Filled with nasty sludge and glowing mushrooms. A thrown mushroom will release sticky glowing spores.

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Influences

The Shadowdark RPG
The Forbidden Island board game
Lots of past great one-page dungeons

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