SUNDIAL SIPHON

Mal Star | Bad Star Games

The worn and ancient town sundial finally crumbled to ruin after a recent storm, exposing a hidden tunnel inside. What lost secrets might it hold?

YEARS AGO Attacking Myconids forced their way into the forge through the Siphoning Chamber, breaking the protective seal on the doors in the process. No creature in the forge was safe from the Siphon. All were drained into a lone construct, and their remains were left to rot... and reanimate. In this open-ended dungeon, players must discover what happened to the forge's craftsmen, while racing against the clock to avoid the same fate!

DUNGEON ROTATION The mid-ring of the dungeon rotates clockwise, either on a timer, or when rolling a number on the encounter die. With clever pathing, every room should be accessible in all phases. Runes on the forge hint at the current phase.

THE SIPHON activates after every full revolution. It harnesses the magical energy of all relics and the consciousness of all living creatures in the dungeon and then injects them into constructs hooked into the forge. This process can be reversed by swapping what bodies are hooked up in the forge.

POST-DUNGEON A skilled Dwarven craftsman takes up residence and refits the forge to create magical items...

1. COMPASS ROOM A VERTICAL TUNNEL from the surface *(20 ft above)* shines light into this room. Adventurers enter from this tunnel. The floor is crumbling away at the center, exposing a SPIRE OF GEARS down below. The walls are coated in mushrooms and fungus. The gears groan against the FUNGAL OVERGROWTHS holding them stationary. *(Dungeon rotation starts once overgrowths are removed. Mushrooms in the lower level puff clouds of poisonous gas in response to noises. At Phase 3, the wall fungus pulls itself together to create a FUNGAL ABOMINATION! It wants quiet).*

2. HALLWAY PILE OF RUBBLE covered in fungus that tries to reach out to you *(takes some time to clear)*.

3. HALLWAY dead-end in Phase 1 *(scratches on the far wall indicate that a path may open at some point).* A peculiar offset PATTERN OF BRICKS is noticeable on one wall. *(If pushed with force, it will open up the secret path behind the bookcase in 6. FORGE).*

4. STUDY A DISHEVELED BOOKCASE with only one book on the shelf. *(When this book is pulled, the secret passage to 5. SIPHONING CHAMBER opens).* A desk is covered in MOLDY PAPERS, but a few notes are still legible. *(Old notes mention the construct project... experiment going poorly with stone models... iron may have more capacity for magical energy... need more relics for the siphoning forge... Myconids pushing in to halt the sound of grinding gears again...)*

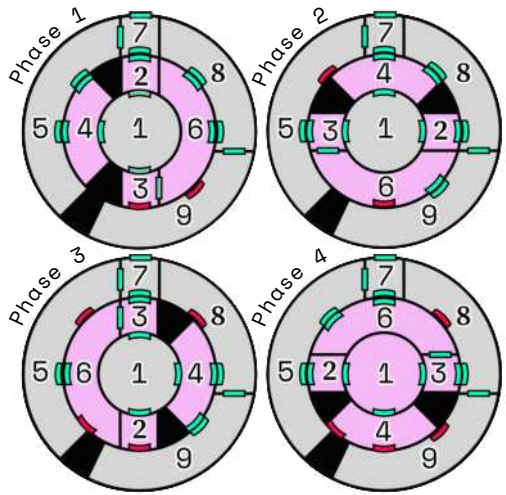
5. SIPHONING CHAMBER SKELETONS reanimated by fungus rush you! Rotten bones and relics with no magical charge litter the floor. Many common weapons available, but no magic items. THREE SMALL VENTS dot the ceiling *(used in the siphon forge, they light up one by one for each rotation of the dungeon, and reset after the siphoning. Too small to climb through. More offset bricks push open the secret path behind the BOOKCASE in 7. EXIT).*

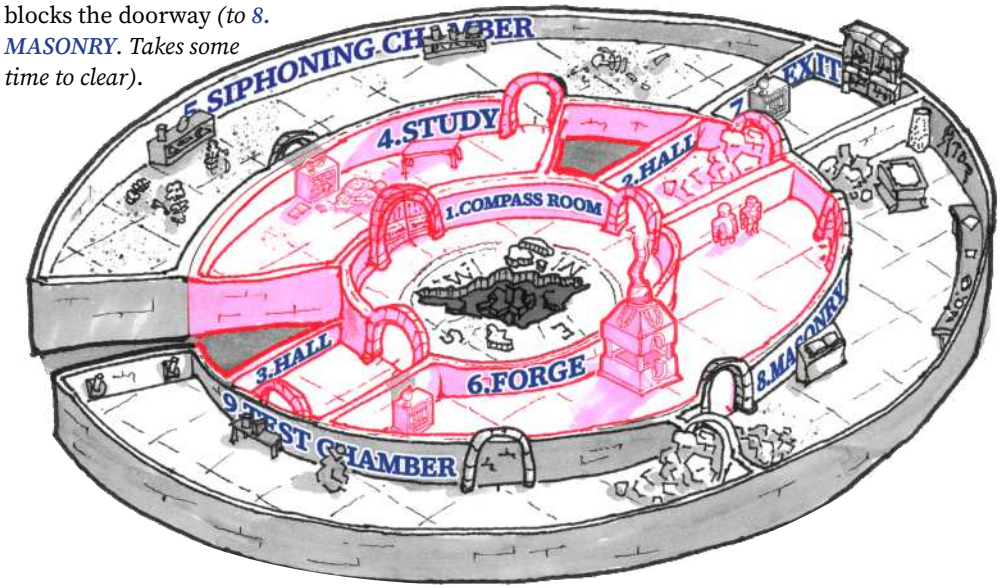
6. FORGE Large magical blacksmith FORGE, a large tube runs out its top and into the ceiling. It has three RUNES engraved into the exterior *(the runes light up one by one for each rotation of the dungeon, reset after the siphoning).* CONSTRUCTS of stone and iron stand lifeless in the corner, hooked up to more tubes. *(BOOKCASE secret path to 3. HALLWAY).*

7. EXIT A fungal-fused OOZE drops from the ceiling as you enter! Large BARRED DOUBLE DOORS exit the dungeon. The doors blend in with the cliffside from the exterior. *(BOOKCASE secret path to 5. SIPHONING CHAMBER).*

8. MASONRY Corrupted fungal CONSTRUCTS shamble towards you! Spare construct parts, scrap materials, and crafting tools lie scattered around the room. A PILE OF RUBBLE blocks the doorway *(to 9. TEST CHAMBER. Takes some time to clear).*

9. TEST CHAMBER A CONSTRUCT *(self-named AMALGAMATE)* tries in vain to pull TWO LEVERS at the far sides of the wall down at the same time. They are worse for wear, but there is no sign of fungal growths in this room. *(Amalgamate contains the consciousnesses of all the craftsmen, all the magic relics in 5. SIPHONING CHAMBER, and all the Myconids who attacked. They channel a different consciousness at random. In their friendly service mode consciousness, they desire to finish a cooperation test to prove they are fit for duty. They don't remember much about what happened all those years ago, but can warn of the siphon).* VALUABLE RELICS that have not lost their charge can be found *(the rubble must have safely sealed this chamber).* A PILE OF RUBBLE blocks the doorway *(to 8. MASONRY. Takes some time to clear).*





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