Blood & Water

A few days travel from the nearest village there is an old wood. In that wood there is a lake and in the middle of that lake is a tower. Local folk know to keep their distance from this place, only death and danger lie beneath the surface common wisdom tells them.

Some whisper of rumours they have heard:

1. It's a sunken wizard tower.
2. The lake water is blessed and harms evil creatures.
3. It's an entrance to the underworld.
4. A demon cult used to meet on the lake bed.
5. Living moss attacks you if you enter the tower.
6. Nobody returns from going inside.

A ONE PAGE DUNGEON BY OLOBOSK

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A lone tower, covered in moss, overgrown & crumbling into the water below. A single window at the top whispers promises of treasure within.

FRAYED ROPE

A spiral staircase inside descends slowly into the slimy depths below the tower.

3d6 Moss Goblins camouflage themselves amongst the cobblestone steps, ready to ambush unwary adventurers. Close to the bottom, the stairs have crumbled in to...

LAKE WATER. REEDS AND FUNGI FLOURISH AMID THE CRACKS AND CREVICES OF THE CHAMBER WALLS.

THE CYLINDRICAL CHAMBER THAT SURROUNDS THE SPIRAL STAIRCASE SEEPS

Dark water that floods the bottom of the chamber. It hides a bloated corpse & rotten pack containing a healing potion & a cursed ring, sunk to the bottom

HOLY WATER HOLY WATER HOLY WATER