TUNNELS OF SUIBÖM

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Every good waterfall has a cave behind it; every well has something fun at the bottom. The next time your players ask about one of these, pull out TUNNELS OF SUIBÖM. They can enter via either the WATERFALL or the WELL.

INSTRUCTIONS: Cut along the dotted line. Fold in half. Turn one end over, then connect the two ends to make a circle. Tape together.

CLOCKWORK: 1d4 humanoid creatures of gears and belts and timers move along predetermined paths. They have 4 actions: move, buff, attack, repair self. They repeat all 4 movements every round of combat. Anything left behind when they are destroyed will continue to twitch, trying to follow its programming.

SEA CAVES: 2d4 humanoid creatures of water and bubbles and algae wander between rocks and the lapping seawater beneath them. On their turn, they roll 2d4 and complete the two matching actions: 1) Move, 2) Buff, 3) Attack, 4) Heal. Upon dying, they splash to the ground... harmlessly?

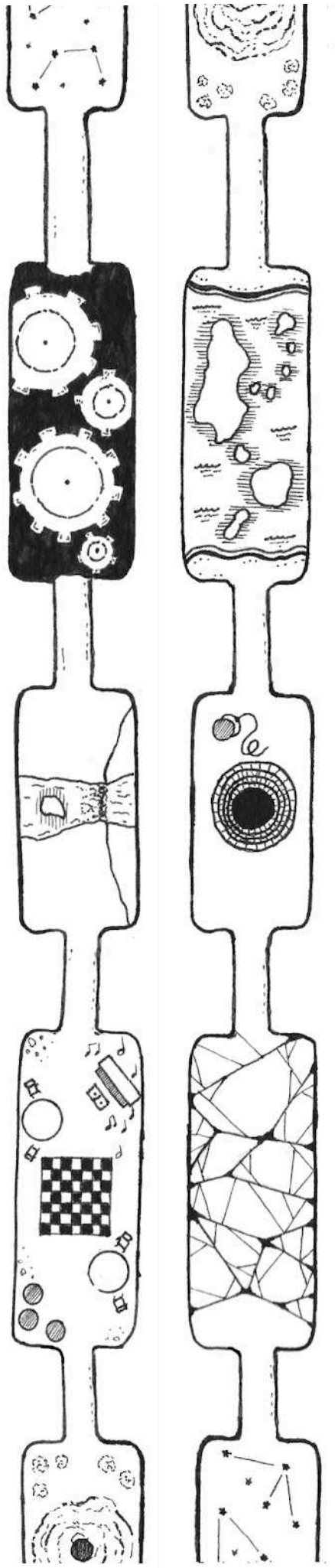
WATERFALL: A stream crests over a raised platform onto rocks below. The water seems to simply appear from the stone. Crawl through the tunnel behind the waterfall and you'll find yourself climbing out of the WELL.

WELL: A classic well: stones stacked in a circle up to hip height and a bucket on a rope. Climb down (or fall, as the case may be) and you'll emerge in a cave behind the WATERFALL. Don't worry about the gravity.

BONE: 2d6 skeletons perform a complicated dance to a tune provided by a player piano. Should the players interrupt in any way, the skeletons will become hostile. Should the players successfully join the dance, they will be granted a boon at the dance's end.

NERVOUS SYSTEM: Lights flit along strings that cover this room from wall to wall. If players touch them, they are shocked and feel, fleetingly, a feeling of great vastness and inhumanity. Alternatively, they re-experience a memory from their childhood in vivid detail.

THE TREE: An apple tree experiences the seasons in fast forward. Rain in the spring, apples in the summer, turning leaves in the fall, icy branches in the winter. An inscription carved into the bark warns players not to eat the apples, lest they age a year for every bite.

THE PLANETARIUM: This room is pitch black, save for the tiny pinpricks of light in the ceiling. Should players look up, the patterns will become clear: constellations that tell the story of the party. Important moments and fallen friends are all memorialized here.

LEAVING THE DUNGEON is as simple as going back where you came in. If you entered by going behind a waterfall, leave by going back behind a waterfall. If you entered by climbing into a well, leave by climbing into a well. Given the nature of the dungeon, you'll always come back around to your entrance.