

Microdungeons (Revisited) Set 1

Introduction

Below are some vignettes for a roleplaying game. I have designed these for *Tunnels and Trolls* (http://www.rpgnow.com/product/54407/Tunnels--Trolls-Free-Rulebook?manufacturers_id=2238), but they may hopefully be adapted for other systems. Inspiration comes from *Hand of Fate*, *Deathtrap Solitaire* (<http://greywulf.net/2009/01/24/deathtrap-solitaire-4th-edition-playing-card-dungeons/>), *Nanofictionary* (<http://www.looneylabs.com/games/nanofictionary>), and Justin Alexander's article on using *Magic The Gathering* cards for inspiration (<http://thealexandrian.net/wordpress/25799/roleplaying-games/25799>).

Instructions for Suggested Use

Each adventure is keyed to a playing card of a given suit, from 6 down to Ace. Thus, pulling a card from a deck dictates what the next adventure will be. One method is to go around the table in turns and draw a card from the deck, then doing whatever the adventure drawn is. A second approach is to lay out the cards like squares on a board game, with start and goal cards, allowing the player to choose a path to follow.

Reading an Adventure Listing

An adventure listing consists of a heading and a body. The heading contains the playing card number corresponding to the adventure and the title of the Magic the Gathering card that provided the inspiration. The body contains the specifics of the adventure. Monster Ratings are given in terms of the Hit Point Total the party/character involved can generate (each MR 10 generates 8.5 HPT). Moderate 75%, Challenging 100%, Difficult 150%, and Epic 200%.

Clubs

AC Mystifying Maze

The character descends into a large maze and hears hoofbeats. Make and L2-SR on IQ each round. On success, you may fight the Moderate minotaur at full adds that round. Otherwise, fight that round at half adds. You may leave when you defeat the minotaur.

2C Shoreline Raider

The party arrives on a beach near cliffs. A huge armored lizard with an enormous tail is swimming to shore menacingly. The creature is Challenging. An L2-SR on LK spots the moderate fishman coming with it; otherwise the fishman gets a surprise round. After defeating both, and L2-SR on LK will find a pearl in the fishman's satchel.

3C Steel Wall

The party arrives at the base of a steel wall with a door in it, and a Challenging creature barreling down on them. There is time for 2 L2-SRs on DEX to pick the lock and take shelter before the creature arrives, whereupon it will attack. Get shelter or fight. Creature has 10 armor.

4C Greater Basilisk

The character arrives in a cave. There are many statues. Make an L1-SR on IQ to sneak up on the basilisk and get a free attack round. Otherwise, fight the Moderate basilisk, but a melee attack with a sharp weapon causes a fatal poison (no SR) to flow from the basilisk to the character.

5C Monomania

The character arrives in a spacious sewer. The character may give the Epic Ratman all but one weapon or fight.

6C Dumb Ass

The party arrives on a plain next to a wall. A Moderate bipedal donkey is armed and ready to fight. Each turn he hoof charges a random character in addition to his regular damage. Make an L2-SR on DEX or SPD to avoid, or don't contribute to combat for this turn.

Diamonds

AD Whiteout

The party arrives in the middle of a blizzard on a tall mountain. There are two caves in which to seek

shelter. The second cave has a growth of white fungi that will heal a total of 2d6 DARO CN.

2D Rimewind Taskmage

The character arrives and sees a mage is caught under a block of ice. Make an L1-SR on STR to lift the block--one chance only. If you succeed, he gives you a Rooting Sphere of Frost, which will hold an enemy fast for 6 rounds.

3D Loder il-Kor

The character arrives on a bare wind-swept plain. A Moderate wraith appears, in addition doing 1 IQ damage if it rolls 2 or more 6's. You must fight. If you win, you get a token redeemable for one fact in a situation.

4D Towering Indrik

The character arrives in rolling hills. A huge lizard is there, its neck reaching up past the clouds. You may climb the lizard's neck (L2-SR on STR). If you succeed, you can get cloud fluff, worth 100 GP to a tailor. If you fumble, you fall and break your neck.

5D Sign in Blood

The character arrives in a massive vault. A well-dressed man is holding up a scroll and standing in front of mountains of gold coins. He offers all that you may carry if you sign his paper in blood (if you do, take half your max CN in damage.) Otherwise, fight him (Difficult, but you gain no treasure.

6D Berserkers of Blood Ridge

Fight 1, 2, or 3 Moderate berserkers at one time. Gain 1d100 random coins per berserker if you succeed.

Hearts

AH Aether Tide

The party arrives in a cave with metallic circles in the ceiling and a portal with the words "Retainers Here". For every retainer dismissed for the remainder of the dungeon crawl by putting him through the portal, two characters are fully healed.

2H Dangerous Wager

The character arrives in the barroom of an inn, with a cloaked stranger at a table. The character may wager any amount of CN up to his current CN. These HP are lost. Roll 3d6. The character wins (wager)*(number of 6's rolled). The character may only wager once. Excess health won stays until

lost.

3H Lys Alana Huntmaster

The character arrives in a forest in front of a fox. The fox will cure all the character's wounds if he will fight off the hounds (Challenging) hunting him. The horn and baying of dogs are easy to hear.

4H Chandra's Spitfire

The character arrives at the base of a mountain next to a woman in red. She asks the character to carry a clay jug to the top of the mountain and scatter its contents. In return, she says she will heal all the character's wounds. Make an L1-SR on STR to climb without dropping the jugs. If you fail, take 5d6 damage from the fire that explodes from the jug. If you succeed, the woman appears, sets the top of the mountain on fire, and heals your wounds.

5H Relicbane

The party arrives in an abandoned marketplace. A man with a strange device on a cart appears. The cart has a sign that says "Magic Items Wanted", and "Health for Magic Items". The strange device stores magic items. A minor magic item restores a character to full health. A major item adds 3 to characters CN and then restores to full health. Foci count as magic items.

6H Tithe

The party arrives in a clearing where a charcoal burner is cooking potatoes. He asks the party for food. For each day's rations, he cures 5 CN.

Spades

AS Roar of the Wurm

The party arrives in a strangely round tunnel complex lit with glowing purple fungus. A roaring sound from somewhere is quite audible. Make an L2-SR on IQ. L2 lets you avoid the Epic giant worm entirely. L1 gives a free attack round on the worm. Failure means a straight-up fight.

2S Wall of Fire

The character arrives in the middle of a forest where a spellcaster is about to cast a wall of fire to keep a pack of wolves away. His treasured dog is hiding from the wolves. You may make an L2-SR on SPD to retrieve the dog before the flames come up. If you fail the SR, fight a Challenging pack of wolves. If you rescue the dog on way or another, the spellcaster gives you 10 feet worth of Fire Wall Oil (2d6 DARO per round).

3S Bile Urchin

The party arrives in a town where two youth are arguing; one gets flustered and asks the party for help. Party may make an L1-SR on IQ or CHR to come up with an insult or L2-SR on CHA to reconcile them. Success on the L1-SR yields a Moderate bile urchin (each spite does one point of damage to armor from acid.) Success on the L2-SR yields minor talisman from their gratitude. Failure causes the flustered youth to burst, creating a Difficult bile urchin (as above).

4S Wurm's Tooth

The character arrives in a forest clearing. Five dragon skulls, mouths open, point at the character. There is a dragon's tooth on the ground ready to be placed in a skull. If the character counts the teeth in the skulls, he will find one skull is one tooth short, which is where to place the tooth. Otherwise, the character must decide randomly (1-in-5 chance of being correct). If correct, the character will thereafter heal 6 CN/hour in forests.

5S Royal Decree

The character arrives in a bustling village, where a crier is declaring that all people there are being pressed in service. The character may make an L2-SR on LK to hide. If character fails or decides not to hide, the character is put to work, losing half current CN (rounded down) and gaining 2d6 DARO GP.

6S Kjeldoran Javelineer

The character arrives in a barren snow-covered plane. There is a big red "X" near the character, and a pile of rocks in the distance. Investigating the X triggers an alarm, leading to a javelin attack from behind the rock. It takes one round to reach the Challenging javelineer.