

THE BLUE SKY TEMPLE

A crowdsourced dungeon that we made on Bluesky. Revised edition.

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This dungeon belongs to the world.

Thank you! You guys rock!

Backstory

High on a mountain, there was once a temple where ancient kings worshiped their elemental ancestors. Eventually they all died and everyone forgot where the temple was.

The four masters of the temple had been mummified and transformed. Each ancestor had been entombed inside a geode sarcophagus. However, they weren't gone, and their spirits still dwelled in their corpses, slowly turning from mummified flesh into something else.

Half-ghost, half-elemental, they continued to watch over the temple, overseeing the ranks of silent golem attendants. It was quiet now that the kings were dead. This was not a bad change, since it had been hectic with so many descendants asking asinine questions. It was nice to get some rest.

They chilled out for a long time until some barbarian weirdos found the place and decided to loot it. The barbarians are led by Korgoth the Destroyer, who is convinced that he will become a god if he eats all of the elemental ancestors.

Now the party has stumbled onto the scene, and will have an opportunity to choose a side. Note that both sides will basically just want the same thing: "kill the other guys without any help from us."

Random Encounters (d12)

1-5	1d4+2 Barbarians
6-10	1d3+1 Golems
11	A fight between 1d4+2 Barbarians and 1d3+1 Golems (Both sides will ask for help.)
12	A Door Golem.

Roll reaction rolls normally, however:

- +2 to barbarian reaction rolls if you have a barbarian with you.
- +2 to golem reaction rolls if you have some type of elemental/elementalist.
- 1 to any reaction roll for *each* prior hostile encounter (e.g. each time you fought them).

Door Golems are a little bit different. When they are encountered, they are blocking the path (50%) in front or (50%) behind you. If they show up behind you, they'll advance in order to block your retreat. Don't roll reaction rolls for them—they're always cranky.

Features

Most of these features are statues that are part of the statue puzzle. See Appendix P for a full description of the statue puzzle.

a A lowered portcullis. The winch to raise the portcullis is 5' to the east, mounted on the wall. A clever party could probably figure out how to raise it.

b A statue of a man standing in a boat, holding a stone scepter.

c A statue of a maid, holding a stone sword.

d A door golem. See Appendix M.

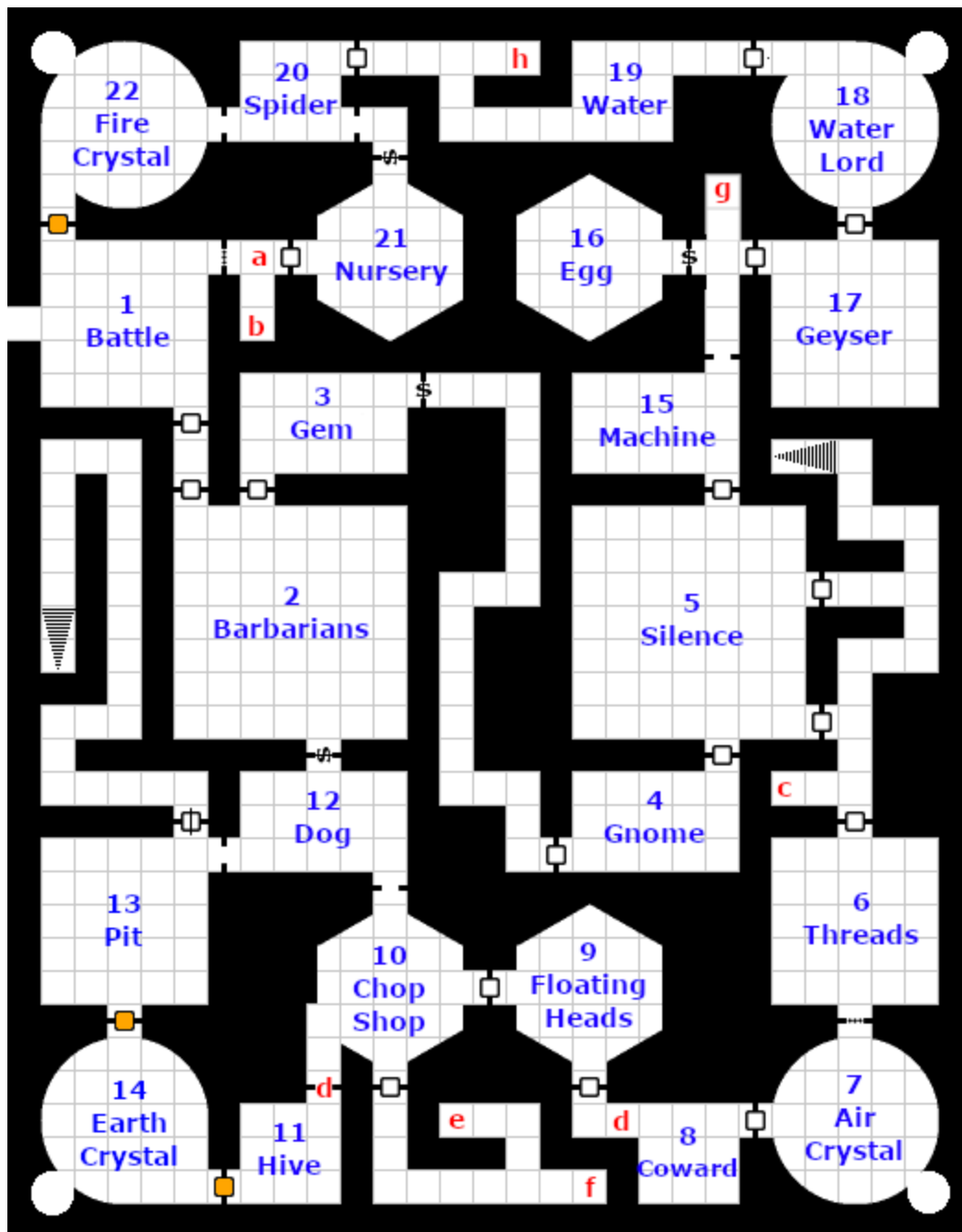
e A statue of a shirtless man in a straw hat, holding a stone fish.

f A statue of a knight, holding a stone hoe.

g A statue of a king, hands seemingly empty. However, he actually holds *the invisible scroll*.

This hallway is covered in plaster. The secret door to the W is not obvious and can only be found if someone spends time peeling back the plaster. (This is easy to notice if the players realize that the dungeon is symmetrical, minus one room.)

h A statue of a priest, holding a stone book.



The Electrum Key

An electrum key is needed to open the S door to Room 22, and both doors to Room 14. The key is on the corpse in Room 17. There is also a spare in Room 10's "closet", and if the Machine in Room 15 is given a key, it will upgrade it to the electrum key.

1 BATTLE barbarian looting dead golems

You enter from the west. There are signs of a battle here. On the ground are 3 broken golems.

A man is crouched over the bodies, his back to you. He is shirtless and filthy, and clad only in hide pants. A battleaxe hangs at his waist. He is intent at his work, plucking something from inside the golems.

If he is disturbed, he will immediately run to Room #2 for help. Each golem contains silver threads (10s). Extraction takes 10 minutes.

N door is locked with an **electrum** lock. E portcullis is lowered but the winch is visible on the opposite side, only 5' away. (Arnold K.)

2 BARBARIANS x8, tormenting a prisoner

The south half of the room is dominated by a huge leather tent. Outside the tent, 5 barbarians are circled around badly damaged golem (named Kob). They are forcing the golem to dance, and demanding that it juggle for them. (The golem cannot juggle). These barbarians are all visibly injured (they all have half HP).

Inside there are 3 more barbarians tending to their badly wounded leader, Veryx. She is Korgoth's sister, but is too wounded to stand. She has panther legs.

In a hasty wooden kennel there are 5 wardogs, licking their wounds. A second kennel holds 4 dead barbarians and a cow hide. Wrapped inside the cowhide are loose gems worth 800s, plus Pavish's gemstone eye (see Room #4).

These barbarians are part of the second wave, arriving after Korgoth's band. They don't know

how to access the rest of the temple. They are scared, and are reluctant to venture any deeper while Veryx is so badly injured. She has a wolf's head and is the only one with any brains around here.

Their spokesman is Veryx's husband, Osto. He is a muscular man with one eye and a tiger tail. If combat breaks out, he will attempt to unlock the kennels.

Behind the tent is a secret passage to Room #12, but so far no one's taken a look.

3 GEM statue, magical heat, corpse, secret door

N Wall: a large stone altar holds a glowing orange gem. A magical heat deals 1d4 damage to you for each round you remain in the room.

E Wall: a desiccated corpse is slumped here. Visible on the wall is an outline of a doorway. Words are visible on some of the bricks, but you can't make them out unless you get closer.

Dousing yourself in water gives 3 rounds of protection from the heat. The stone can be pried out with 3 successful checks. The magic gradually fades over 3 days, but is always hot enough to boil a cup of water in a few minutes.

Inspecting the wall reveals several bricks labeled with different words: *freedom*, *push*, *indivisible*, *secrets*, *resolution*, and *knock*. These words are visible from far away. Inspecting the wall from up close reveals the outline of a secret door. If the *push* brick is pushed while the *knock* brick is knocked, the secret door opens.

Inspecting the corpse reveals badly burned hands. Close inspection reveals that one hand is burnt on the palm, the other is burnt on the knuckles. (This barbarian watched other people go through the door, but he is illiterate.) (Drew Makes Games)

4 GNOME hiding in crates, guilty, will flee

Dusty crates and shattered pottery.

Hiding in a crate is a miserable gnome named Pavish. One of his gemstone eyes has been pried out. When the crate is opened, Pavish will throw pocket sand in the eyes of whoever is nearest, blinding them (if they took no precautions when opening the crate) and sprint for the king statue at **g**.

If he succeeds, he'll hide behind it, but when the party walks into the hallway containing **g**, he'll sneeze.

He was caught by the barbarians and forced to guide them to this temple. This is all his fault. He feels terrible about it.

His missing eye is in the pile in Room #2. He'd be a lifelong friend if you got it back. (kade-s)

5 SILENCE soundless frictionless symbol-less

All surfaces are covered with something resembling black glass. They are entirely frictionless.

This room suppresses all sounds and symbols. All sound is impossible, and all written words will distort upon exposure to the room. If you open a book while in this room, the letters will deform into nonsense. If you use your hand to make symbols, Con Save to avoid broken fingers.

This room is difficult to navigate, but even a quick search of the western wall will reveal a concealed door. If the door is pushed, it will swing open to reveal a small room with a skeleton, a sack, and a glittering black sword a few inches away from the skeleton's shattered right hand.

The chest contains 300s, 3 fire arrows, and a scroll of *protection from fire*. If you grab the hilt of the sword +1 of infinite aggression you will attempt to kill whatever is closest to you, and when everything is dead you'll run off to find more things to kill. No save. Lasts as long as you're holding onto the sword. (mobilehugh)

6 THREADS windchimes, 3 barbarians, \$ orbs

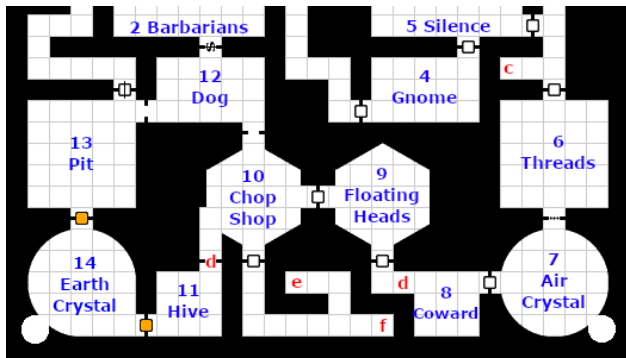
Wind chimes hang from the ceiling on long threads, designed to whistle when wind blows across them.

3 barbarians rest in this room, drinking from dirty wineskins.

In the room are 10 pedestals arranged in a circle, each waist-high. There are 4 intact glass orbs atop them, and 6 shattered orbs on the floor. (Broken crystal functions like caltrops.)

Each time someone misses with an attack in this room, one of the remaining orbs is struck and shatters. Each intact orb is worth 150s.

If there is ever whistling in this room, a ghostly golem named Bok materializes, asks you what you're doing, answers questions about this place, and begs you to stop the barbarians. (Kyward)



7 AIR CRYSTAL air golems x3, mirror trap

3 air golems guard this room, pacing en pointe, seeming almost weightless. The floor is a mirror of dark glass (with normal friction).

In an alcove in the SE corner is the air geode sarcophagus, seemingly empty.

Once the party enters the room, one random person will have a grossly distorted reflection. After 1 round, the ground will start to feel soft. After 2 rounds, it will ripple when they walk across it. After 3 rounds, they will fall through it, leaving the surface unbroken.

Beneath the floor is a 10' drop covered in spikes, dealing 1d6 fall damage and 2d6 spike damage. All sound is prevented beneath the floor. Down in the pit is a corpse with 20s and a scroll of *control wind*.

The floor breaks if it takes 6 points of bludgeoning damage in a single hit. (Chris Huth)

8 COWARD small barbarian of dubious loyalty

A small, smelly barbarian paces back and forth in this room, noisily slapping himself, pulling his hair, and muttering.

This is Ratboy, who fled a battle in fear. He is terrified but demands respect. He may accompany you in order to prove himself. If you encounter barbarians, there's a chance he'll attempt to stab someone in the back—make a Loyalty check based on how he's been treated.

If they meet, Pavish and Ratboy will hate each other. In ~30 minutes, one will attempt to kill the other.

Ratboy has noticed that the W wall has an angry face and kinda makes an angry noise sometimes, but doesn't know that it's a door golem. (Barantor)

9 FLOATING HEADS decapitation trap

The walls are covered with an air-themed mural. On the ground, two decapitated corpses.

Floating at eye level are a dozen severed heads, a withered hand, and what appears to be a spine. The heads babble:

"Help me! Help me please!"
"Come on in! It's not so bad!"
"You gotta give 'em something!"

One of the corpses carries the Robber's Roundel (see Appendix T).

This is a trap, and anyone walking into the room at full height will have their head severed, and added to the collection. There is an invisible murder field in the top half of the room.

Crawling beneath the heads seems to be the correct action, but as you crawl beneath them, the heads will begin to descend as the invisible murder field lowers itself.

One solution is to find a way to cross *really* quickly. If a character wants to try dash-crawling, warn them that they'll die if they fail, and then let them make the check.

An easier solution is to "give 'em something". The murder field is not very smart and will be happy with the first body part that it touches—it doesn't even have to be your own. Once it has been "fed" in this way, the murder field is satiated for 1 hour. (SooperDude24)

10 CHOP SHOP golem limb merchant

Walls: earth-themed mural.

Yox, a golem architect, lounges on a "bean bag" filled with clay balls. A tool rack holds a few tools: hammer, pliers, saw. You can smell smoke coming from the N.

Yox is unaware of the barbarian attack, and will assume that you are descendents of the ancient kings, come to beg for some silly miracle or another.

He will give you human candy (now ancient and crumbling) and then attempt to shoo you away like children. His language is ancient, but if you don't understand then he is happy to draw pictures for you idiots.

Once you clear up any misunderstandings, he will want to sell you golem parts so you can save the temple. He's a golem repair guy—he has a lot of them laying around.

Buy:

- Any fresh limb, 5s each.

Sell:

- Golem Arm, 500s. Lets you CRUSH things in your grip (as giant).
- Golem Eye, 700s. Ignore range penalties for ranged weapons.

Yox is a golem with 2x attacks and no special elemental abilities.

SW: Yox warns you not to irritate the door golem. It might damage his workshop.

South wall: you are not allowed into his closet. It contains:

- a coffer with 120s
- a heap of spare golem limbs
- huge crystal w/ flower inside (300s)
- statues **e** and **f**.

Anyone who digs around through the golem parts will notice that one of the legs rattles. It has a hollow compartment that holds **the electrum key**.

e A statue of a shirtless man in a straw hat, holding a stone fish.

f A statue of a knight, holding a stone hoe.

(Qarsi)

11 HIVE irritable wasps -> fire wasps

Nesting in the broken wall, a hive of wasps. The W door is locked with an **electrum lock.**

It's possible to creep past them to the other door, but only if you go very slowly, and edge along the wall. They become aggressive if you approach the hive, or make any sudden movements.

Lvl 2 HP 10 Def N/A Stings 1d4

Their stings damage all creatures in the swarm. They take 1d4 damage from a torch and 2d6 damage from oil flask incendiaries.

If they take fire damage, they ignite and become fire wasps. They deal fire damage and are immune to fire damage. However, they are harmed by water as if it were fire. (Tarnished Wit)

12 DOG barbarian, loyal dog, secret passage

This room smells of burnt hair. A dog-headed barbarian sits in a hammock and plays fetch with a war dog, using a golem arm as a stick. He wears a necklace of rusted, useless keys.

- **N Wall: Tapestry** concealing secret passage to Room #2.
- **Other walls: childish charcoal art of dogs.**
- **Fire pit: golem arm laid across it.**
- **Clay pot:** full of piss; 3s at bottom.
- **Comfy hammock**

This is Yökel, a dog-headed barbarian and deserter. He wasn't very popular due to his smell, his insubordination, and his bad jokes. He's very good natured about it, though.

He's hiding in this room with his dog (who is named Yökel The Dog) until it's safe to leave. He

ran out of food, though, and it turns out that golems aren't edible.

If you feed him, he'll be "your bestest friend". He'll also challenge his new "bestest friend" to a friendly contest. The next time combat breaks out, that character will race against Yökel to get the first kill. If that character gets the first kill, Yökel will be their "bestest friend forever" and Yökel will do whatever they want. But if Yökel gets the first kill, then you'll be his "bestest friend forever".

Asking Yökel for clarification reveals that his concept of "bestest friend forever" is (a) basically just that of slave, and (b) not reciprocal. If you are his "bestest friend", you have to do whatever he says.

If Yökel wins, he'll expect you to join him as he leaves the dungeon and goes off to have an adventure with Yökel The Dog. (Other people can come, too.)

If you win, Yökel will sulk for a few minutes before he returns to cracking jokes. He'll also introduce himself to people as your slave, with a big goofy grin.

Yökel knows about the secret door, but doesn't want anyone else to learn about it. (Kuba Skurzyński) (Gurl Debord)

13 PIT looping infinite fall, secret ledge below

Above, no visible ceiling. In front of you, a bottomless pit. At your feet, an old small hole in the stone (from a prior iron spike).

N: visible outline of a secret door with a dead barbarian in front of it. His right hand has apparently been turned to clay.

S: Door locked with an **electrum** lock.

Anything that falls into it will fall for about 30 seconds before it loops back around, and falls out of the ceiling. If Yökel is with you, he will be *delighted* by this room.

Anything that falls for more than 24 hours vanishes. (Because otherwise this room would be full of eternally falling junk.)

The walls are pretty smooth—it would be very difficult to traverse them. If you wanted to use iron spikes, you would need about 12 spikes and 8 hours of labor.

If you climb down about 30' below the lip of the pit, you'll actually find a 5' wide ledge that runs around the circumference of the room. There's also an earth golem lurking down here. On the S side is a ladder that leads up to the Earth Crystal in Room #14.

If you go down another 30' below deeper, there's another level. This one contains an alcove with a heavy stone tablet (tongue-shaped) that counts as a scroll of *stoneshape*. It takes up 2 slots.

If you inspect the (obvious) secret door to the north, you'll notice that some of the bricks have words written on them. "Die", "Perish", "Succumb", "Depart", "Perish", "Expire", and "Fail". Touching the "Depart" brick will open the door, while other bricks will cause 2d6 damage as your blood turns to acid and your flesh turns to clay. (Sleepy)

14 EARTH CRYSTAL petrification floor

Fetid, moist air fills your nostrils. A bioluminescent glow emanates from an alcove in the SW corner. The alcove is choked with a dense fungal forest, growing thick around a sealed geode sarcophagus.

The rest of the room is dark. The floor appears to be smooth stone.

Anything that touches the floor turns to stone. Doesn't matter if you're wearing shoes. No save. Straight to stone. This petrification lasts until you are no longer touching the floor. If someone gets stoned, just pull them out of the room.

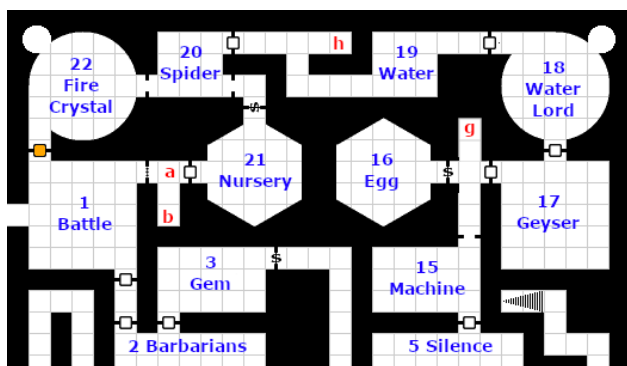
The simplest way to cross the floor is just to throw items on it, and then stand on those. Blankets work great. It's 25' to the alcove.

When you get halfway across the room, a hostile earth golem emerges from a wet crack in the wall. It will attempt to push you onto the floor. Once everyone is petrified, it will grab you one by one and throw you into the pit.

If the golem is killed, a new one forms in 1d3 rounds. In the back of the wet crack is a blood red crystal that beats like a heart. If this crystal is shattered (5 damage in a single hit from a bludgeoning weapon), no more golems will form. The fragments are worth 600s.

In the alcove, buried beneath the harmless glowing fungi, is the geode sarcophagus of the earth priest. The sarcophagus contains 1200s and a scepter that makes the earth tremble when you wave it around. It doesn't (seem to) have any other powers.

Behind the sarcophagus is a tunnel that leads to the hidden ledge above the fungus dragon on Level 2. (Monday Cox) (Amanda P.)



15 MACHINE barbarians, improvements

Five barbarians are in here, marvelling at a shiny scimitar that looks brand new.

The machine takes up most of the room. It is a baroque maze of sockets and tubes, like two pipe organs copulating. Weird rattles sometimes shake the machine, and a curious sounds are sometimes heard. Scraping. A repetitive piping. A voice?

It has two alcoves, set into the machine like the empty sockets of a skull. Above, a sign reads "One is taken, the other is improved."

If you put two objects into the alcoves, the chambers will slowly recess and then close off. Out of the two objects, the more valuable one will be taken by the machine. The less valuable object will be returned in an improved form.

Shitty swords will be made good. Good swords will become amazing. A non-magical item can never be made magical, however. If it ever upgrades a key, it will produce **the electrom key**.

A living creature that is improved will be given a random beneficial mutation.

The golems used this to repair their broken parts, and even to repair broken golems. It is even used in funerals. (kade-s)

16 EGG hard to find, golem egg

This room is hard to find. Players will probably only find it if they notice that the dungeon is symmetrical, and that one of the hexagonal rooms is missing.

Alternatively, they might have noticed the other 3 elemental murals rooms and noticed that they never found the water mural room.

The door can only be discovered if the plaster in hallway **g** is chipped off.

Walls: water-themed mural, depicting six golem faces and six elements.

Center: a hexagonal altar holds a hexagonal golem egg. It ticks softly.

If the egg is touched, it steals some of your warmth, causing a creature to fall unconscious for 1d6 rounds, as the golem inside imprints on your soul. Keep track of all of the creatures that have touched the egg.

Beginning with the 3rd touch, there is an X-in-20 chance that it hatches, where X is the number of times that it has been touched. The golem that hatches out of it resembles 3 of the creatures that touched it, chosen randomly. It is loyal to the last creature that touched the egg. This loyalty is not infinite, and mistreatment can erode it.

The heartspring golem grows rapidly, reaching adulthood in ~3 sessions time, at which point it is about Level 3. It gains one ability from each of its parents, all of which mature fully at Level 3.

You learn all of this the first time you touch the egg. (Jayme Antrim)

17 GEYSER steam, 6 barbarians, crevasse, pool

Even before the door is open you can hear a periodic roar. In the silence between that huge sound, you can hear an argument. The room itself is obscured with steam.

In the center of the room is a crevasse with a geyser in it. It erupts periodically. On odd-numbered turns, visibility here is 5'. On even numbered turns, it is 20'.

Six barbarians stand around the crevasse. 20' below them is a pool, with a boiled barbarian floating in it. They are arguing about the best way to get the barbarian out.

They're angry and not paying attention. It would be easy to shove one or two of them into the pool before the others could react.

The boiled barbarian carries a magnifying glass and **the electrum key**. (Martin Orchard)

18 WATERLORD the barbarian king

Korgoth is here, celebrating with his 4 bravest barbarians.

Waterfalls flow down the walls, creating 2' of water on the ground (move at half speed). Dead water golems lay piled around. In the back of the room is a shattered geode sarcophagus, empty.

Korgoth the Barbarian King has eaten the Water Crystal and survived. Now, he is a water elemental from the waist down. Above, he is still the same: gold chain around his neck, bull horns atop his head, and a deep puncture scar through his cheek where the boar repaid him.

Korgoth demands that you either (1) give him all of your money and weapons, or (2) assist in an

immediate attack on 21 FIRE CRYSTAL. You will be the meat shields.

He's overconfident and violent, but he's currently in a very good mood. He cares about power, respect, and his little sister. He thinks her husband is an oaf. He's jealous of wizards, and secretly wishes he was one. If you tell him that his sister is seriously injured, he'll gather his dudes and rush to her side.

Lvl 6 Def chain Greataxe 1d6+2 / 1d6+2

Inventory: golden chain necklace (500s), stone feather duster, battleaxe +1.

Swim - really fast.

Flood - standard action, fills room 2' deep. Lasts 3 rounds.

Tides - free action, move 2 creatures up to 30'. Only works if they are standing in at least 2' of water.

Battleaxe - Functions as a battleaxe +3 against anyone of higher social rank than you. (knights, nobles, etc). But functions as battleaxe -1 against animals. (Arnold K.)

19 WATER useful chest, hidden water golems

There is an object in the NW corner, obscured beneath a sheet. Water drips into a puddle in the middle of the room.

The sheet obscures an unlocked chest containing a scroll of *lightning bolt* (3d6), a bottle of liquid boat, and a clay figurine astride a clay horse (50s).

Two water golems hide patiently on the ceiling, visible to anyone who looks up while illuminating the ceiling. They will drop down and attack the last person to leave the room. (Chris Huth)

20 SPIDER sketchy spider golem merchant

The room seems empty except for some shelves, but as you enter, a spidery golem will call down from the shadowy vault of the ceiling.

“Trade?”

Yix claims to be sister to Yox (Room #10). She lives in a tiny hidden nook (5' x 5') that is only accessible from the apex of this room, 20' above. Her possessions include 500s, the potion of *haste*, and 2 scrolls of *disguise* (which she keeps for herself).

She wants to buy animal parts, especially dog pelts and silver threads. She'll pay 20s for each—double the normal rate.

After paying out 100s, she'll offer to buy Yox's head for 100s and a potion of *haste*. She wants to move into his workshop.

After paying out at least 300s, she'll disappear from the room, leaving behind only a “cocoon” filled with tiny spider golems, made from animal parts, all seemingly dead..

She has golem stats, but her only ability is *spider climb*. (Voiceless)

21 NURSERY machines for making golems

Walls: fire-themed mural, six machine presses.

Middle: a hexagonal table, with a gigantic Erlenmeyer flask atop. Large enough for a man to fit inside.

Everything is shrouded in spiderwebs.

The machines along the wall are golem-making machines. If clay, blood, milk, gems, and flesh is fed into one of these molds, pressed, and then heated, a golem may be produced. The gems affect the type of golem. Five molds are cracked; only one is intact.

The huge Erlenmeyer flask collects liquid dreams. Whenever someone falls asleep in the dungeon, it will fill an iridescent liquid. This liquid can be used to imbue a golem with a new personality and a new shape. It has been empty for a long time.

Searching carefully under the spiderwebs will reveal a sapphire (500s) and a hexagonal handle fixed to the floor under the table, in the exact middle of the room. If the knob is turned, the whole room rotates 90 degrees, revealing the secret door to the N and releasing two hostile fire golems from an now-open alcove to the S.

(Kuba Skurzyński) (Honeyroasted Blake)
(Matthew John)

22 FIRE CRYSTAL angry mummy wizard

An angry little mummy stands on the lip of his own geode sarcophagus. He is 2' tall and has a little scepter in his hand, and a weird flat, golden hat on his head.



He is flanked by 2 fire golems.

All around the room are bookshelves, filled with burning books. They're burning because Dagarro has read them and still remembers what was in them. Forever burning, never burnt.

This is Dagarro, the fire ancestor. He is proud, condescending, and only a little bit desperate.

He will tell a random party member that they are his descendents (which might actually be true) and demand that they cleanse the temple of the invaders. He'll "enhance" your torches, turning them purple and increasing their radius by 10'. However, he's actually just hidden little spies in your torches, and if you ever kill a golem, the flames will jump out of your torches and run back to Dagarro to tattle. They have stats as goblins.

If you tell him that the water ancestor has already been eaten, he'll give you a potion of *fire breathing* to help you.

If you tell him that the earth ancestor and the air ancestor are both missing, he'll get really nervous,

and start talking about how we need to go search for them. He'll send a fire golem with you, but the golem won't take any risks until you take them first.

For every barbarian head you bring him, he'll give you a spinel worth 20s.

If you bring him Korgoth's head, he'll give you his daughter's hand in marriage. This is not as altruistic as it sounds, since after the marriage, both families will owe each other a dowry. Dagarro will require you to rescue/find/resurrect the other 3 elemental ancestors.

His daughter is named Frish (short for Frishenya). She's friendly and brave and actually pretty cool. While her dad is a tiny mummy who is half-elemental, she is $\frac{3}{4}$ elemental, and just looks like a lady made out of fire.

She's originally against the whole marriage thing, but will agree to it after finding out how long humans live.

"Wait, how long do you guys live again?"

"Oh. Oh, sure, yeah. I can be your fiancée. Sorry, I thought it was going to be a big thing. Wow, so... never more than 100 years, huh? How do you... feel about that?"

Plus she's bored and thinks it would be kinda hot to do it with a human. Like, they might burn to death, but they still want to because they love you. That's pretty romantic.

Frish isn't here right now, but Dagarro can summon her overnight from the subterranean caldera where she lives with her mom.

On the other hand, if you manage to kill Dagarro, you can loot his cute little magic scepter. When you wave it around, you can change the color of fires, basically at random.

If you want to try to eat his little magic body, see Appendix E.

Further Adventures

The barbarians (Korgoth and/or Veryx) will want you to go downstairs, because there is certain to be more loot down there.

If allowed to proceed, Korgoth will want to feed the little fire mummy to his sister. If she's still badly injured, he might give it to her stupid husband Osto. It's not hard to imagine a barbarian themed campaign where you are inducted into the clan, given some cool tattoos, and sent downstairs with some barbarian henchmen.

The golems (and Smagdarone) will want you to go downstairs, because that's where you'll find the means to resurrect the water geode, who was sadly eaten by Korgoth.

If you aren't allied with either of those groups, then you should still go downstairs because there's cool stuff down there.

Appendix E: Elements

Every ancestor was buried in a geode sarcophagus. They look like weird little mummies with flat golden hats. They're only 3' tall, but they're all PoWeRfUl WiZaRdS.

Fire Ancestor

His name is Dagarro. At the start of the game, he is the only one remaining. He's a potential enemy and/or quest giver.

If you beat him, you can eat him and gain his powers. First, make a Cha check. If you fail, your body rejects him after a painful fever that lasts 1d3 days, eventually ending with you vomiting out his star-shaped essence body. Once failed, you may not re-attempt this check—just the sight of the tiny corpse is immensely nauseating.

If you succeed, you immediately gain a level of fire sorcerer (see Appendix S).

Water Ancestor

His name is Mileesh. He has been eaten by Korgoth the Destroyer. It's possible to resurrect her, but you'll need to travel pretty far down.

Earth Ancestor

Her name is Antrabon. She has apparently died? Or maybe she turned into mushrooms? It really isn't clear, but none of that should even be possible.

Air Ancestor

Her name is Vaia. She is completely missing. The only clue are these little triangular coins, which means that we know exactly which little weirdos are to blame.

Appendix M: Monsters

Barbarian, Mutant

Lvl 2, Def leather, Axe 1d6+1

A tribe of vagabond barbarians and mercenaries. After turning to grave robbing, they were cursed by Anzula, goddess of animals and hairy birds. Now all of the barbarians show some sign of deformity. This is usually just fur, ears, or a tail, but sometimes it takes a stronger form. In combat, they are aggressive but not moronic.

Lieutenants - In every group of mutant barbarians, the one with the most amount of HP is the lieutenant. They have some sort of mutation that gives them a natural attack that deals 1d6+3 damage.

1. Bear head (bite).
2. Cat head (bite).
3. Armadillo head (headbutt).
4. Cassowary legs (claw).
5. Panther arm (claw).

Aside from these mutations, they are brutish alcoholics. However, they still have a code of honor that could be exploited. Accusing them of cowardice will enrage them into action. Gifts of alcohol and weapons are appreciated.

If the party has a barbarian, give a +2 bonus to the reaction roll.

I Loot The Body (d20):

1-10	Silver coins equal to the roll
11	Broken sword (as dagger)
12	Huge lamb leg (L side uncooked)
13	Blowgun and darts
14	Flask of moonshine
15	Teddy bear
16-20	Nothing

Elemental Golem

Lvl 3, Def chain, Fist 1d6+3

These elemental golems were crafted in this facility. Each one is imbued with a different elemental power. Each golem contains silver threads worth 10s. Extraction takes 10 minutes.

Whenever a group of golems is encountered, there are always two types of golems present in equal-ish numbers. (This has to do with a treaty between the elements.) Roll a d6.

Party gets +2 on their reaction roll if they have any sort of elementalist with them.

1. Fire and Earth
2. Fire and Air
3. Fire and Water
4. Earth and Air
5. Earth and Water
6. Air and Water

Fire Golems - Can cast *wall of fire*. Deals 1d6+1 damage to anyone who passes through it.

Earth Golems - Their claylike bodies trap all melee weapons that strike them. They can be pulled free as a full-round action, with a Str check. However, these golems move much slower than the others, and are unable to advance faster than a walk.

Air Golems - Can blast air, pushing all non-golems back 10' and having a 50% chance to extinguish each torch. Characters that are near large objects/door frames onto can attempt a Str check to negate this.

Water Golems - These golems hang back. Once each turn, they can heal an allied golem for 1d6+2 HP.

Door Golem

Lvl 5, Def plate, Bite 1d6+4

Door golems are 10' x 10', so they take up the whole hallway. They have thick stone on the front with an angry face that mostly just growls. The sides and back are softer, and have Defense as leather. The middle of the back also has a fragile emerald that takes double damage from bludgeoning weapons. The gem is the fastest way to kill a door golem, but if the gem takes damage it will crack. Uncracked emeralds are worth 2d4 * 100 silver pieces.

Trample - Up to 50' but only in a straight line. If you have space where you can dodge to the side, you are allowed an Easy Dex check to avoid the trample. If you are in a narrow hallway, you cannot dodge. The trample deals 3d6 damage.

Door golems are pretty stupid, so you can lure them into open rooms where their backs are exposed.

Ponderous - The Door golem can only rotate 90 degrees per round.

Appendix T: Treasure

Invisible Scroll

This scroll cannot be read, except in a mirror. Once it has been read, it becomes visible. It contains two spells: *invisibility*, *mirror image*.

Liquid Boat

Looks like a thick brown potion. Pour out a drop and it turns into a toy boat. Pour out half, and you get a rowboat. Pour out the whole thing and you get a tiny sailboat. Drink it and die a very confusing death.

If you taste it (i.e. the normal way to ID a potion), a tiny boat will form in your throat, and you'll choke until you succeed on a Con check.

Robber's Rondel

If you damage someone with this dagger, you learn all of the items that they're carrying, except for small and hidden items.

Appendix P: Statue Puzzle

There are six statues in the dungeon. Each statue has an item that belongs to it. If a statue is holding an item, it can be easily removed.

- Man in a boat (b, fisherman) needs the fish.
- Maid (c) needs the stone feather duster (held by Korgoth in Room 18).
- Shirtless man (e, farmer) needs the stone hoe.
- Knight (f) needs the stone sword.
- King (g) needs the stone scepter.
- Priest (h) is already holding the stone book that he needs.

If all of the items are returned to the correct statues, a stone face will appear on the wall.

The stone face is Smagdarone, a spirit of deep earth. He will ask who solved the riddle. Then he will tell them that he is impressed by their resourcefulness. What would they prefer? Wisdom, power, or wealth?

- Wisdom - Smagdarone will answer one question now, and one question later. You can summon him in any dungeon by knocking on a stone wall. Smagdarone has a great knowledge of everything that happens under the earth, but his knowledge of the surface is limited. (If he doesn't know the answer, their question is refunded.)
- Power - Smagdarone will bite off his tongue, which is a stone tablet. Anyone who studies it can start taking levels in Elementalist. If they start studying to be an elemental, all XP gains are doubled up to a max of +1000 XP.

Alternatively, if you don't want people to multiclass into elemental, the tablet can just be a big, heavy scroll: *fireball*, *passwall*, *control water*, & *fly*. After 2 spells are cast from the scroll, it crumbles into dust.

- Wealth - Smagdarone's eyes fall out. Each one is a ruby worth 1000s.

Appendix S: Fire Sorcerer

If none of this makes sense, read the GLOG wizard class first. Compared to wizards, sorcerers get fewer spells, but they can cast them far more often, and with less risk.

For every fire sorcerer template you have, you gain 1 point of fire damage reduction, 1 MD, and 1 new spell. Your spell list is fixed—you can never learn new spells, but you can identify scrolls, cast spells from scrolls, and do most of the other things that wizards can do.

You can start fires with a touch, generate tiny flames with a snap, etc.

- A *ignite*, Innate, Sorcery, Mishaps
- B *wall of fire*, Speak With Fire
- C *control fire*, Fire Biology
- D *fire breath*, Fire Travel, Extra Slot

- Innate** 1. You can tell if someone is a spellcaster after 2 seconds of eye contact.
2. You can identify magic items by licking them, smelling them, and/or holding it, and with a successful Int check. (Compared to wizards, this is faster but riskier. If the item is cursed, you are exposed to the curse.)
- Sorcery** You only deplete MD on a roll of 1. If you roll a 2 or a 3, a Chaos die is added to your dice pool. Chaos dice are differently-colored d6s that are rolled whenever you cast spells, but they do not contribute to the spell. Instead, they only contribute to mishaps. When you eat lunch, you can remove all Chaos dice and regain all lost MD (up to 1x per day).
- Mishaps** Whenever you roll doubles, roll reference the Fire Chaos Table. Whenever you roll triples, reference the Greater Fire Chaos Table.
- Fire Biology** You are comfortable in hot and cold environments. Instead of regular food, you can subsist on any fuel source (paper, oil, wood). A whole new world of cuisine awaits you!
- Speak. . .** You can talk to regular fires. As a general rule, fires are kinda selfish and don't want much to do with you, but they are always looking for fuel (to stay alive, to be more powerful). Their lifespans are short, but they retain some fuzzy knowledge from their past lives—mostly about things that they've burnt. If they burn a book, they learn its contents. No guarantee they'll remember it, though.
- Fire Travel** You can travel between fires. The fires must be at least campfire sized and they must be loyal to you (which is easy if you're the ones who started them, and fed them, etc).
Range: 1 mile overland. Blocked by 20' of stone, so usually only usable within a single dungeon level. You take 1 point of damage each time you use this ability.
- Extra Slot** You gain an extra slot that you can use to store a spell of your choice. The spell must be fire-themed, or similar. Learn from a scroll or by eating a spellcaster's brain.

Fire Chaos - Take 1d4 damage.

- 1 - Permanently gain a fire mutation: *burning eyes, glowing skin, obsidian nails & teeth, flaming hair*. These effects are all cosmetic.
- 2 - A random creature within 20' takes 1d4 fire damage. (50% it's an enemy, 50% friend.)
- 3 - A random flammable item in a random creature's inventory is consumed by fire. If action is not taken promptly, they will catch on fire. (50% it's an enemy, 50% friend.)
- 4 - Randomly determine two random flammable objects in the room. You pick one of them. It catches on fire.
- 5 - Smoke billows out from your body, limiting vision to 5'. Range is 50'. You can see through the smoke as if it weren't there. Lasts 1 min.
- 6 - Summons a Lvl 2 fire elemental & roll reaction. Negative, it is angry and attacks you. Positive, it's amused and will help you with your goals. Neutral, it'll just look for tasty things to burn.

Greater Fire Chaos - Take 2d4 damage.

- 1 - Permanently gain a fire mutation: *blazing eyes (as candle), burning skin (unable to wear cloth), metallic nails & teeth (unable to eat regular human food), giant blazing hair (you take 1d6 damage from water splashes, 3d6 from immersion, basically your head is a charmander tail)*.
- 2 - A random creature within 20' takes 2d4 fire damage. (50% it's an enemy, 50% friend.)
- 3 - Three random flammable items in a random creature's inventory are consumed by fire. If action is not taken promptly, they will catch on fire. (50% it's an enemy, 50% friend.)
- 4 - Three flammable objects within 50' catch on fire. 2 are random, you choose 1.
- 5 - All of your flammable objects are consumed by flame. You turn into a living fire and collapse into a heap of burning stuff. As a small fire, you can spread across about a 1' air gap. You will die if you don't access fuel. On the other hand, if you're able to consume a large amount of fuel (a cottage, a forest) you can become quite powerful, since you can control the blaze. Lasts until you choose to end it, but always at least 10 minutes.
- 6 - Summons a Lvl 5 fire elemental, as above.