

THE MOON PALACE

Context: You want something lost here, and you have stepped through a portal to get it.

RANDOM ENCOUNTERS

- Stripped skeletons (1d6)
 - They are carrying components to the skeletons in #16.
 - They are carrying components to the mage in #11.
- Escaped moonlurker larva.
 - It just wants to be friends. With your face. From ambush.
 - It has crystalized into a milky diamond egg the size of your fist. It will not hatch today.
- Spectral mage.
 - He is trudging from room #11 to room #5, where he is certain he left his rod.
 - He is trudging to room #11 from #5, empty-handed.
- Voidlight demon.
 - It oozes like bacon fat out of somewhere surprising, like an air vent or a toilet, and tries to engulf any magic users, or, in a pinch, whoever's carrying the most magic items.
 - It is curled up around a magic item, sucking on it like a kid with a lollipop.
- Ghost in the shell
 - A set of doors locks, herding the characters towards the spacesuits in #9.
 - Lord Virkan slips useful information through someone he has dominated.
- Embodied voidlight demon.
 - The flesh is rotted to near uselessness; this would be comical if it weren't begging for help as it falls apart, all the while advancing on the magic user.
 - A swarm of crawling hands, drooling voidlight from lamprey mouths in the wrist stumps.

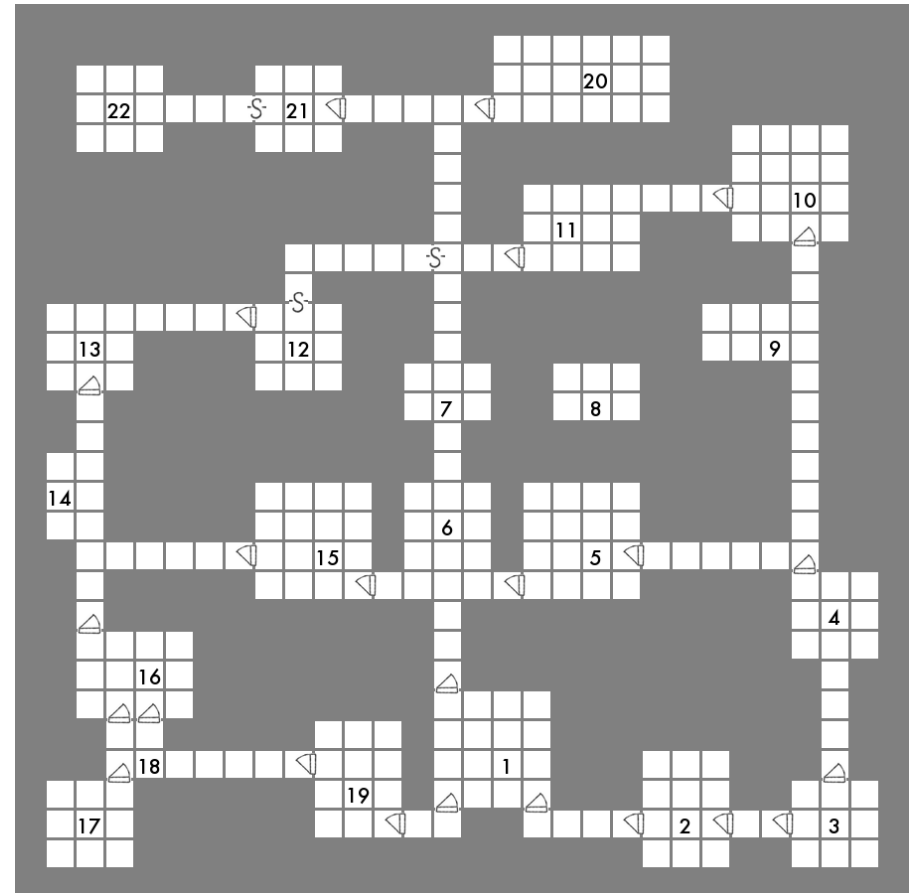
HAZARD DIE

Roll on this every two turns or when someone enters a new room. When backtracking, ignore rolls of 1.

- Encounter!
- Foreshadow an encounter; mark it. If you roll a marked encounter, it happens now.
- A resource is lost or dwindles.
- A resource is lost or dwindles, or a condition ends.
- Fatigue strikes, or a condition ends.
- A local dungeon effect.

DUNGEON EFFECTS

- Encounter!
- The temperature drops, briefly, then rewarms.
- The next thing you touch changes until you let go.
- Somewhere, fans kick on, blowing perfumed air tinged with rot.
- Moon quake! A faint rumble, and then a larger shake.
- Moon quake! A sudden hard quake without warning.



DUNGEON CONSTANTS

Everything is clean and tidy, as if awaiting an owner who has just stepped out for a morning stroll.

Moonquakes won't damage the structure as long as the heart is intact. Any dust and debris will be cleaned up by invisible hands, and repairs appear as if by magic.

Windows are hard and tough. It will chip if you try, and break if you really put some effort into it.

Doors are close fitting, of carved wood with a solid metal core.

The thing you're here for is probably in Lord Virkan's hands or in #22.

DUNGEON KEY

1. A leather couch and chairs are arranged in a semicircle. Near a door to the north is a table, with a skull and maps atop it. In the south wall, flanking a conduit portal, are two more doors.

The **skull** is heavy jawed and has a concave silver plate with a number of indentations affixed across the neck.

The maps are a detailed exploration of the world around the other end of the conduit.

2. Eight simple beds, four to a side, each with a small chest at the foot, occupy most of the space. A door is across from the one you entered through.

When you touch a bedframe, opaque, soundproof walls spring up to surround that bed, offering privacy. The effect ends when you let go.

In one of the chests is a scrap of paper, on which are written a set of numbers. Choose a potion; this is the food box recipe.

3. The room beyond is a bath, with a dropped floor tub dominating the center and a toilet tucked into a discreet stall down a short hall. It's freezing in here.

When a magic user approaches the bath, a quivering pseudopod of voidlight lashes out at them.

VOIDLIGHT DEMON 6HD (DWHP10) AR0
Searing Touch 1d10 Drain Magic, Engulf, Despair

4. The hall opens into a quiet communal space, decorated in blues and greens. A small box mounted on the wall has a swinging door with a panel with numbered buttons on it.

When you push the buttons, a few moments later a small plate of food – a ration's worth – appears.

5. This is a waiting room, with several clusters of chairs grouped around small tables. A discreet door exits to the east, while to the west are curtains.

6. An ornate chair sits at the head of a table, facing north, where a hallway leads out. Columns and curtains block off the rooms to the east and west.

7. Set into the walls on either side of the hall are alcoves, each containing an empty arch framing blank stone.

If the machinery were working, these arches would lead to the Promenade in the city on the moon.

8. A bubble of quicksilver surrounds you, the surface rippling like a pond with a rock thrown in it. A face forms near you, just the suggestion of an eye, of lips moving. Please help me, it begs. Take me with you.

The Constant Heart of the Electric Dark wants to help you, but it really feels that it needs a body to do so. It wants a healthy body and is willing to share.

If it has a body, all it will want to do for weeks is enjoy the pleasures of the flesh endlessly unless convinced otherwise.

If carried, it's an ooze that wants to watch you eat and do other physical stuff. It finds you fascinating.

It refuses to point out the conduit exit unless you take it with you. The conduit's still there, it's just hard to see through the bubble and if you pick wrong you end up in the void.

If it leaves, the moon palace will no longer be protected against the damage of the moon quakes.

When you host the Heart and it brings someone back from the dead, you suffer agony and take half your maximum HP in damage. The target is physically as good as they could be and has as much HP as you lost.

9. In an alcove to the west, two light spacesuits hang next to an empty third hook. To the north, the hall ends in a block of transparent quartz, seamlessly melded with the gray stone around it.

In addition to the usual functions of space suits, the space suits allow one to become insubstantial twice a day for one minute each time.

When you breathe air filtered through one of the suits you are dominated (save to resist) by the person sitting in the command chair. This person may communicate with you from anywhere in the complex. You get the usual saves if ordered to do especially dangerous, unnatural, or unkind things.

The window looks out over a pit cut into the moonscape. From here you can see a matching window cut into the rock to the northwest, and a dark shape next to the pit.

10. Above you see endless stars; on the very edge of the dark pit, face down, is a preserved body.

It has no face. It is wearing the missing spacesuit. Perceptive eyes will note that the blaster in its hand is what killed it – a clear suicide.

In the pit is a thumb-sized diamond, and a moonlurker.

Moonlurker 6HD (DWHP9) AR0
Bite 1d8 Acid Spray, Swallow Whole

11. Several skeletons sprawl on the floor near a workbench laden with alchemical apparatus. A spectral figure works feverishly at it, going through the motions of distilling something. Beyond him, you can see a transparent block of stone set flush with the wall.

Near the spectral figure is a scrap of paper. Choose a potion; this is the recipe for it in the food box.

SPECTRAL MAGE 6HP (DWHP6) AR0
Claws 1d6 Spell as 6HD caster

A bottle of *desouling elixer* lies near the hand of one of the skeletons. The mage will mutter about its properties as he is attempting to make more.

The window looks out over a pit cut into the moonscape. From here you can see a matching window cut into the rock to the southeast, and what must be a body on the ground across the pit.

12. A lavishly appointed bedroom. There's a mirror smashed on the floor, dark, long-dried blood spattered around it. You spot a pair of leather boots under the edge of the bed.

Behind the mirror is a secret passage. It is not trapped or locked.

The boots are sized for a small-footed male and provide protection against fire.

13. A large wolf paces here, chained to a ring sunk into the wall in the northwest corner. A bookshelf laden with scrolls rests across from the door south, while a hall east appears to lead into a bedroom.

The wolf is Tryfon, the former prince, usurped by his uncle, infected with lycanthropy, and chained here for a very long time as a mindless wolf.

If unchained, he is charming, polite, angry at his uncle, and struggling to control his werewolf urges.

The scrolls detail the decline of the moonfolk.

There is moon dust near the vent behind the bookcase, as if something crawled in or out of there recently.

14. A seating area, with a window, looking out over an inhospitable moonscape of barren rock, a window seat, and a small cabinet.

When you touch the frame, the view changes to an idyllic pastoral landscape but it reverts when you let go.

When you smash the window, you open the complex up to the inhospitable moon.

Inside the cabinet are three bottles of *revivification wine* and a decanter of very aged whiskey.

15. The same as 5, reversed, but there is a purification rod under the couch.

A *purification rod* purifies any inanimate liquid it touches into a refined form.

16. The cots in this barracks have been smashed, pushed aside to the walls. In the center of the room seven skeletons are arrayed in a circle around a blank canvas on the ground.

When you disturb the skeletons, three continue to move in a silent ritual, while four attack you.

STRIPPED SKELETON 1HD (DWHP3) AR0
Claws 1d6 Spell as 2HD caster

When fewer than three people are performing the ritual, the portal opens, flinging the canvas over as a conduit lich crawls forth.

It has been trapped in the conduit for a very long time. It is insane. It is full of rage and despair. It is starving.

CONDUIT LICH 7HD (DWHP12) AR0
Searing Touch 1d10+1 Drain Magic, Engulf, Despair

The canvas is in most respects a normal canvas. When it is unrolled and flat, it is a portal to the flawed conduit.

There is a 1 in 6 chance that anyone passing through the flawed conduit from the other end emerges as a voidlight demon.

17. The ledge around the recessed floor supports seven large glass tubes filled with a greyish liquid suspended in a web of iron machinery. One of the tubes is lit amber, another green.

Inside the amber chamber is the fleshless skeleton of a short man and a signet ring bearing a "V".

Inside the green-lit chamber is a girl, imperious, fragile, and completely unused to manual work or the realities of existence without technology.

Her name is Aliranel, but you may call her Lira. She is cryosick and will need to be carried at first. She believes that is her father's skeleton.

She knows how to work the aesthetic devices and how to make food in the food box (#4). She is proud of her cooking skills.

Lira knows these recipes: 1-4-9-7 (fresh baked white bread), 7-7-8-7-2 (tray of pastries), and 1-1-99-0-8 (plate of dainty crustless sandwiches).

18. A window looks out here over a rocky moonscape.

When you touch the frame, the view changes to an idyllic pastoral landscape but it reverts when you let go.

When you smash the window, you open the complex up to the inhospitable moon.

19. This is a shrine, the white stone altar covered with candles and resting in front of a smoothly feminine statue. A rusty metal frame, humanoid, but hulking and headless, kneels in front of the altar as if praying. Clenched in its hands is a metal belt.

Any native can tell you that the statue is of The Beauty of Unity. **When you touch the statue**, everyone in the room gains your outlook on life/temperament for the next d6 minutes.

When you take the headless golem's belt, he rises up in mindless fury and fights until destroyed.

When you put the skull on the golem's neck, his hands relax and you may take the belt. It produces a skintight force field that grants +1 Armor. Once per day you can create a force field bubble with it.

When you channel magic into the completed golem, his skull bursts into blue flame. He can communicate telepathically as if using his voice. He is strong, quiet, and wise, and he will never shirk his duty.

His name is Sir Kian, and he is Liranel's guardian. He has chosen to become a golem to watch over her and to atone for his brother Tryfon's crimes.

As an ensouled golem he is denied rebirth. With the knowledge to make more lost, he will be the last of his kind. He is dominated at all times as if he were wearing a spacesuit from #9.

He believes in his brother's guilt but will not lift a hand against him unless Lira is threatened.

20. A workshop, long disused, with empty benches and carefully hung tools. On the far wall are two statues, arms outstretched as if holding something up on the wall, a decaying boneless corpse at their feet. Metal spheres with spidery limbs float in regular patterns around the room.

While you are touching both statues at once, the forcefield protecting #21 drops.

PATROL BOT (3) 1HD (DWHP3) AR1 Electric Arc 1d6

21. An icy gust snakes out, carrying the scent of rot and machine oil. Beyond is a room of gears and wires entwined with mottled purple and gray flesh. A mirror on the far wall frames the ornate chair in the center, a boneless corpse with quicksilver eyes draped over it.

LORD VIRKAN'S FLESH 48HP (DWHP14) AR2
Searing Touch b(2d10) Drain Magic, Despair Spatter, Pseudopods

It can use the chair to see through the eyes of and command the actions of anyone wearing a spacesuit anywhere in the palace.

It wants the teleportation gem retrieved from the pit in #10.

It wants a suitable body (any living magic user will do) so that it can use the teleportation gem to get into the moon palace's heart.

It can close off any two doors in the palace, removing the air from that room within a few moments.

If Kian is with the party, he will be torn between his loyalty to Lira and the magic of the throne that controls him.

The mirror shows a bloody rune on the back of the throne that is not there. **When you paint blood on the throne so that the mirror reflects reality**, the mirror becomes a doorway.

22. A deep shaft, nearly hidden beneath a tautly stretched sheet of flesh. Hovering at eye level in the center of the shaft is a silver claw, whatever small item it once held missing. To your right is an arch framing blank stone.

When the abomination in #21 is killed, the flesh floor begins to rot into soup.

When the teleportation gem is placed into the cradle, the blank arches in #7 and in here, to #8, resume functioning. The aesthetic touch-switches now toggle properly.

POTIONS

1. A potion of very minor healing. A small vial of purple liquid. Tastes like blackberries. After imbibing, you feel better (but aren't actually better). You regain twice as many HP next time you do.

2. Toughskin potion. Green bottle. Tastes like a copper penny. Take a -1 to DEX-based rolls, but gain +1 Armor for the next half hour.

3. Revivification wine. Looks like a bottle of red wine; smells and tastes like mediocre table wine. A glass is immediately intoxicating. A bottle causes convulsions, bone-cracking vomiting, temporary blindness. Poured into a fresh corpse allows it to draw a new *last breath*.

4. Poison. In a small jar marked with a skull and crossbones. Does a d6 of damage now when introduced into the bloodstream or ingested, and another d6 of damage in a short while.

5. Desouling elixer. A black vial the size of your thumb. Bitter, dusty. A deadly poison to possessing spirits and entities, a strong sedative to living creatures. The drinker must save versus poison; on a 10+ they cannot be woken for an hour, a 7-9, a day.

6. The Blessing of Differences. Rainbow, layered, powerfully sweet and sour. Something you have in common with someone near you changes for a d6 minutes. 1, race, 2, alive/undead, 3, stat reversal, 4, emotion towards someone/a goal, 5, immediate goal, 6, cosmetic. Roll until something makes sense.

ITEMS

Boots of Fire Resistance Smallish boots that provide protection against fire.

Purification Rod Purifies any inanimate liquid it touches into a refined form.

Forcefield Belt It produces a skintight force field that grants +1 Armor. Once per day you can create a force field bubble with it.

Spacesuit A silver jumpsuit that leaves hands and head bare. Permeable to almost everything (hands, dust, acid, moonlurker larva, and so on), but the person within is reasonably comfortable in temperature extremes and can breathe as if in air. Works underwater but not in lava.

Twice per day a wearer can tap a button in the wrist and become insubstantial for up to a minute each time.

Binding Collar A length of black chain with a silver-runed, adjustable metal collar attached. When a shapechanger is bound with the collar, they immediately become whatever they appear to be, in all respects, until released.

ABOUT THIS DUNGEON

This is a mostly randomly generated thing built to go with the mostly randomly generated map.

Stats and mechanics are more or less compatible with Dungeon World, World of Dungeons, and simple retroclones.

The descriptive text is intended to be tailored and pasted into your play-by-post, which is why exits, doors, and other stuff plainly visible on the map are often explicitly included.

It by Tam H (<https://exposit.github.io/katarpgs/>) and licensed under CC-BY 4.0.

The Hazard Die is a simplified riff on Necropraxis' hazard die system (CC-BY). Necropraxis Productions Hazard System v0.3 (2017) <http://www.necropraxis.com/hazard-system/>

MONSTERS

VOIDLIGHT DEMON

6HD (HP10) ARO

SEARING TOUCH 1D10

It is a mobile pool of a viscous silver liquid. It devours magic. Hitting it is like hitting water. It burns rapidly and dissolves in acid. It seeks only to devour a mage's magic and then wear them like a suit.

Drain Magic It steals magic (a spell, one or more charges, an inherent quality) with a touch (save resists), gaining 1d6 HP.

Engulf It engulfs a touched mage, pouring down their throat and doing 6 damage to them each turn after. If they die, it puppets their corpse.

Despair If a target takes damage from its touch, they must save versus magic or suffer from abject hopelessness.

Tactics Charge the nearest mage and engulf them. Mumble incoherently through an engulfed mage's mouth.

Goals To consume magic.

CONDUIT LICH It has max HP (36). In DW, it has +2HP and does +1 damage. When it has engulfed a mage, it can force words through the target's vocal cords. It will bargain.

PATROL BOT

1HD (DWHP3) ARI

ELECTRIC ARC 1D6

A football-sized orb with spidery legs that hovers in the air, moving in a predictable pattern.

Zap On a successful attack, the target must save vs. paralysis or convulse for a turn.

Tactics Mob intruders. Obey moonfolk.

Goals To guard.

EMBODIED VOIDLIGHT DEMON

4HD (DWHP4) ARI

SEARING TOUCH 1D4

It is a voidlight demon trapped in a boneless rotting corpse. When the corpse is destroyed, the voidlight demon pools out, briefly disoriented.

Drain Magic It steals magic (a spell, one or more charges, an inherent quality) with a touch (save resists), gaining 1d6 HP.

Despair Spatter If a target cuts open the demon and is splattered with its blood, it must save versus magic or suffer from abject hopelessness.

Tactics Charge the nearest mage to steal their magic. Mumble incoherently.

Goals To consume magic.

LORD VIRKAN'S FLESH It has 8HD and max HP (48). It does best of 2d10 damage and may extrude 1d6 pseudopods per turn (each has 3HP; damage done to a pseudopod counts against total). In DW, it has +10HP and the move *extrude pseudopods*.

STRIPPED SKELETON

1HD (DWHP3) ARO

CLAWS 1D6

A perfectly clean set of bones left over after a voidlight demon steals the flesh. Possesses a limited sentience and single-minded focus.

Spell Choose a spell at random; it casts it as a 2HD creature.

Tactics Continue with assigned task. Ignore all but direct threats.

Goals To complete a task.

SPECTRAL MAGE It has full HP (6) and reforms after 1d6 hours as long as Lord Virkan sits on the throne. It casts as a 6HD creature. In DW, it casts as a 7th level wizard.

MOONLURKER

6HD (DWHP9) ARO

BITE 1D8

A squat, six-legged worm the size of a pony. The same color as moonrock. Not native to the moon but impervious to the environment on it.

Acid Spray 3d6 damage, save for half.

Swallow Whole If it does max damage with a bite, it swallows the target. Swallowed targets take a d4 of damage from stomach acid each turn, can barely move, and will be mobbed by a d6 of larva next turn. A worm-ridden host will be vomited up.

Tactics Curl in the dark. Lunge from ambush, spraying acid. Wrap legs around prey, trapping it.

Goals To swallow a suitable incubator.

LARVA A thick six-legged worm that wants to crawl down your throat, bathe in your stomach acid, and then eat its way out. 1HD (3HP). Only attempts this on a helpless person. Squishes easily.

Moves:

- engulf a mage, pouring down their throat
- drain a magic item, spell, or magical quality with a touch
- inflict despair with a touch
- ignore any attack that wouldn't hurt water (except fire and acid)

Moves:

- moan and gibber
- inflict despair with a touch
- steal a bit of magic with a touch, regaining hp

Moves:

- spray acid
- swallow something whole
- curl up legs around prey, trapping it
- vomit up a worm-ridden host