



# The Dice Populi Community Dungeon

Created by The Dice Populi Community

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# Foreword and Credits

Welcome to the Dice Populi Community Dungeon! We asked our community to help us create the unimaginable: a dungeon that could pose a challenge to even the most weathered adventurer. And, well, they delivered.

Community members submitted encounters with four primary components: **Rooms, Creatures, Encounters, and Rewards.**

**Rooms:** The physical space where an encounter takes place.

**Creatures:** Any NPCs that are part of the encounter.

**Encounters:** The challenge to overcome. This could take the form of puzzles, combat, or obstacles.

**Rewards:** Why any self-respecting adventurer does what they do – the loot! Rewards take the form of progression, treasure, and information.

Where does this dungeon exist? Maybe the entrance is that mysterious cave the local townsfolk are so wary of. Maybe it manifests overnight only to disappear without a trace. Or maybe, you stumble into it as you throw open a door to begin your day. These encounters, as a whole or separate, can be added into your existing campaigns or ran as a one-shot of sorts! Perhaps some rooms exist in your game, while others may fade away. Or maybe, there are other rooms to be discovered at your own table! The possibilities are endless and up to you.

We'd like to take a moment and recognize everyone who entered a submission! Shout out to **jnewberry2001, hertasi, merlin-coys, and alexsamay** for pioneering this weird and wild seasonal project. Remember to give due credit if you borrow their encounter!

Without further ado, we present the **Dice Populi Community Dungeon.** May your dice roll high and your loot be ever glorious.

Sincerely,

The Dice People

# Secret Paintings

Created by: jnewberry2001

## Description:

The room is octagonal in shape, each wall being around 40-50 feet. On one of the walls is the entrance, the wall opposing it is the exit. It's decorated as if someone built a Greek/Roman building smack in the center of a jungle. Vines growing everywhere, cracked marble columns, Renaissance-esque statues and paintings scattered about. Some paint smears of varying colors on the floor. In the center lay easels with blank canvases and a wide variety of paint.

## Encounter:

The entrance and exit both get sealed as soon as the characters enter. A mysterious voice (coming from an invisible **Green Hag**) speaks:

*"To thee who came in search of treasure must look deep within one another. I've given you each the tools to succeed, but all of your secrets will soon be freed."*

She then casts minor illusion to show a stereotypical human artist in hopes the crew fall for that. The hag providing a voice for the new human says

*"With this here trinket I hold firmly in my hand, I can tell you to do things...do you understand? I'll make sure you die if you don't follow through, so with this I force you to paint with those hues. Your darkest struggle for each to see, and if I'm satisfied then you'll all be set free."*

The trinket in her hand is a crystal ball that allows her to cast Mass Suggestion. She won't force the crew to paint unless if they refuse.

## Win Condition:

As soon as each player reveals a deep dark secret via the painting, the Green Hag makes the human illusion artist disappear and the exit door to open.

## Rewards:

The Crystal Ball of Mass Suggestion (requires attunement)– Allows the user to cast Mass Suggestion once per day.

# Grandfather's Riddles

Created by: Hertasi

## Description:

50ft by 100ft rectangular room (size can be adjusted), upon entering you see:

- a desk with papers scattered about to one side
- a fireplace along one wall. the fireplace upon examination reveals to have FIVE written upon it.
- a grandfather clock along another wall with its hands pointing at 9 o'clock upon examining it
- 3 doors that when opened reveal wall behind them
- a chair and a table with some papers strewn about.

## Encounter:

Players must solve the two riddles hidden in the room. Riddle number 1 is on the table and says "When you add 5 to 9, you will get 2. How is this possible?" Riddle number 2 is on the desk and says "You can take two from FIVE and always get four. How is this possible?"

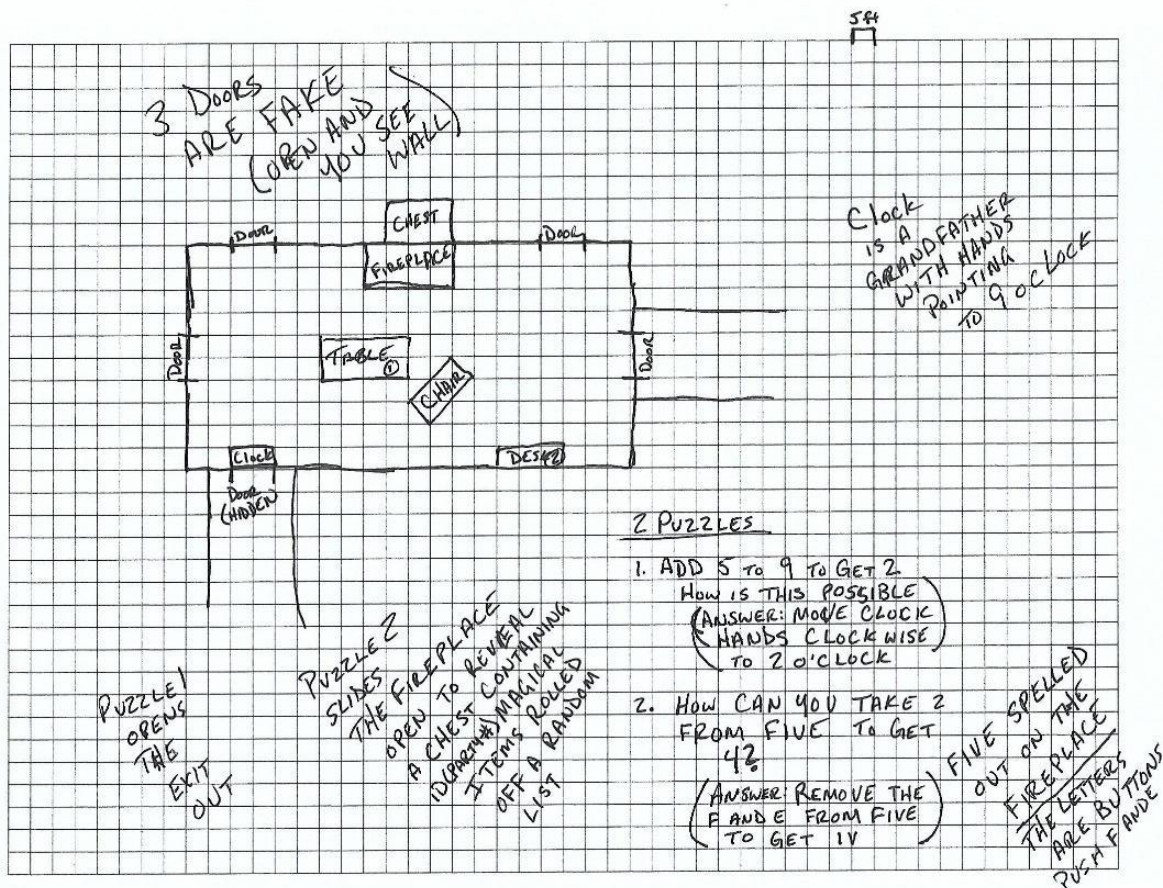


Figure 1: Created by Hertasi

**Win Condition:**

Solve the riddles to progress.

**Rewards:**

Solving the first riddle will cause the clock to pivot revealing the true exit. The fireplace will slide over revealing a chest with a number of magical items up to the number of party members when the second riddle is solved. Loot can be taken from any random list.



# Musical Chairs

**Created by:** Merlin-Coys

## **Description:**

You enter a long hallway, approximately 100 feet long and 20 feet wide. At the far end you can see a simple wooden door similar to the one you have come through. The side walls also have doors, but these are heavy and clearly reinforced. There are as many doors on the side walls as there are members of your party. Noticeably there are chairs running down the center of the hall, alternating in the direction of side wall that they face. There is one less chair than members of the party.

## **Encounter:**

As the party enter the room the door slams shut behind them. It is magically sealed. A voice is heard "run, run, run and when the music stops, take a seat" and music begins to play for a short period to the DMs discretion (20-40 seconds).

While the music plays, the PCs can do whatever they want (although ideally, they will be running around the chairs). However, when the music stops, they need to sit on a chair. Each chair will only allow one person on it. The person still standing disappears from the room.

Music starts again, the PCs are tipped off the chairs and 1 chair disappears. When the music stops one person is again left standing and disappears. This repeats until all are gone.

Each PC finds themselves in a battle room, 40x40 feet square with a 5ft square column and a 10ft square column, and a heavily reinforced door which they will recognize as the side doors in the hallway. There is a 20% chance the room is full of water 30ft deep. There is no sign of their companions. However, there is a creature, extremely unhappy to see them and it attacks.

## **Win Condition:**

When a PC wins its encounter, the door unlocks and they are able to enter back into the hallway. If they are killed, then are teleported back into the hall. Once all are together then the far door opens.

## **Rewards:**

Each battle room drops a random uncommon item.

# The Mirror Rooms

**Created by:** Alexamay

## **Description:**

You open up a door and find a sign in front of you that says:

*"Those that walk alone die alone."*

In front of it is darkness. There is no fire or magic that can light this as it is magical darkness. When you walk through it you seem to disappear. When players walk into the darkness, they will get the sensation of everything getting gradually more and more dark until they are transported into the next room. If they go a certain distance into the darkness and try to turn back, they will transport into the next room as if they had just walked straight into it. You cannot communicate with the people from room to room.

## **Encounter 1:**

When you emerge in the next room, you find yourself in a dark expanse with a stone floor, a singular light hangs in the center lighting a small expanse with 10 different mirrors, all facing towards the center, in the center of the room is a small table with a tiny pool of refreshing water, about the size of a bird bath. Each mirror is numbered. If your party is 8 or more, add 4 more mirrors than there are party members.

When the party members enter this room, they emerge from in between two different mirrors, of which is chosen randomly for each player.

From this point on, the way you DM needs to change to a more specific sense. Tell the players "If you want to observe something, or if you want to do something, you need to be VERY specific, with everything that is going on in the room. Ask me or tell me everything you want to do SPECIFICALLY."

## **Possible Interactions:**

- If a player runs in between the mirrors into the black abyss, they appear on the other side, kinda like in the Pac Man mazes.
- The pool of water is nothing special.
- If you break anything in the room, it will shatter, then magically put itself back together, no matter how powerful your attack. If you teleport something to another dimension, it will teleport itself back. If YOU try to teleport to another dimension, you also will teleport back after a brief moment.
- If you try to climb the light hanging from the ceiling, you'll climb to the point in which you can't see anybody anymore, then suddenly you'll find that you've lost your grip and you'll fall on top of a random mirror taking 20 feet of fall damage plus 2D8 shocking mirror damage.
- If you attack a mirror, the you in the mirror will attack back with the same stats of your attack, if it's a physical attack add 2D8 shocking damage.



- If you toss objects at mirrors even if it's not an attack, the mirrors will toss them back directly at you, no matter the angle you threw from.
- You can move the mirrors, but after a minute or two they will float back to their original spots.
- If the players try to make mirrors attack each other by attacking a mirror than making it face another, they can make it infinitely loop this way.

**Solution 1:** To move onto the next room, every player will have a mirror they need to walk through, the mirror they walk through will be the one that they do NOT see their reflection in.

Note - If your player can't see their reflections in normal mirrors, they can't see their reflections in these ones either, sucks to suck, good luck if you're a vampire!

**Encounter 2:** Once you've walked through the correctly numbered mirror for each player, you'll find yourself walking into a new room the same way you did with the previous one, only the second room is decorated slightly differently.

One thing in particular is in the center, instead of a pool of water, its a pile of coins with strange insignias on them, and a hold in each coin so you can put it on a necklace, and a sign that says:

*"Take only 1, or pay the price."*

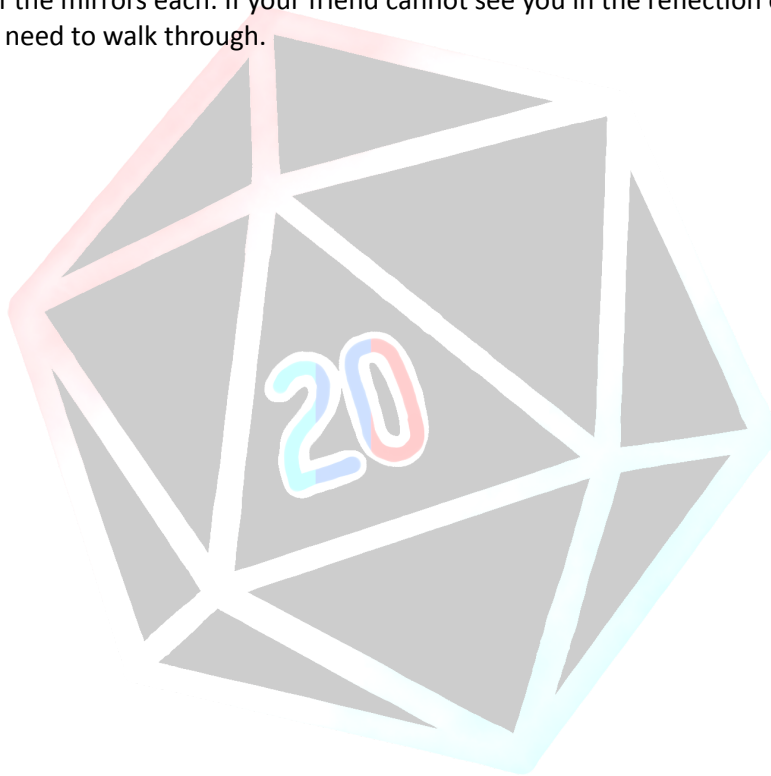
**Possible Interactions:**

- The coins in the middle are items called "**The Coin of Borrowed Luck**", a particularly fun item for players and DMs who like to fudge the odds. They cannot use the coins though in the mirror rooms.
- For every extra Coin of Borrowed Luck people grab, add an additional 2D8 worth of damage if they receive damage from a mirror.
- The instant the first person walks through a mirror completely, the table containing **The Coin of Borrowed Luck** will disappear, along with the remaining coins.
- The first coin is free, each coin after is worth 500 Gold Pieces.
- If the player leaves the second room with more than one coin, they will find that they are holding all the Coins of Borrowed Luck that they grabbed, but that they are now missing money and items in equal or more than equal the amount that they grabbed. For example, if the player grabbed 3 C.O.B.L., they would find that they had lost 1000 worth of money and loot.
- In all of these cases, it starts by taking the least valuable thing first. If they took more worth than what they have, than they'll be completely naked, but at least they'll have a bunch of cool coins!

- If it takes a bag of holding, only the value of the bag itself is considered, the rest of the items inside are not taken into account since it's on another plane.
- Once they have walked through the mirror in the second room and completed the puzzle, the transaction is completed. NO REFUNDS! Unless you time travel of course. Any items taken by the mirror rooms have now vanished from existence.
- When the players exit the second puzzle, they will find themselves walking out of a doorway similar to the way they entered at the very beginning.

**Solution 2:**

The second room's solution is to find a mirror where you can't see YOUR FRIEND'S reflection. You will see your reflection in every mirror in the second room, but you will not see each of your friend's reflections in one of the mirrors each. If your friend cannot see you in the reflection of the mirror, that is the mirror that you need to walk through.



# Guardians of A-Town

**Created by:** CatManavan

## **Description:**

Adventurers stumble into the town of “A-Town” in the middle of a desert. The air is hot and dry. Think classic American western era. There are small shops around, but the main attraction is “Ye Olde Taverne”, where music and comradery can be heard from the dusty street outside.

A dust cloud appears in the horizon and rapidly approaches A-Town. Random NPCs on the street look visibly distressed as the cloud grows larger and closer. As the dust cloud settles, its contents become visible to all: a goat. The goat stands up on its back legs and bellows out:

*“Alright you mangy meatsacks, you’ve got till the count of 10 to bring out the loot before Billy the Kid comes in there meself!”*

## **Encounter:**

As Billy begins to count down, it gives pause to the adventurers and questions their motives. There are two ways this can play out:

1. The adventurers honorably defend the tavern from Billy.
2. The adventurers give in to their primal instincts and assist Billy in robbing the tavern.

## **Scenario 1:**

The players attempt to defend the tavern’s vault from Billy’s onslaught. They are aided by several commoners and guards. Billy will summon more basic goats equal to the number of adventurers. The players win when Billy is apprehended or killed.

## **Scenario 2:**

The players help Billy raid the tavern’s vault. The players must defeat the guards and a warrior, as well as escape the town from the angry mob that forms.

## **Rewards:**

Rewards are at the DM’s discretion. Suggestions would be gold, jewels, or uncommon magical items.

## Creatures:

### BILLY THE KID

*Medium beast, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

**Saving Throws** Str +7, Dex +5

**Senses** passive Perception 11

**Languages** Common, Goat

**Challenge** 5 (1,800 XP)

**Charge.** If Billy moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Sure-Footed.** Billy has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

**Sticky Tongue.** Billy's tongue can stick to surfaces and creatures. A creature stuck by it may make a contested strength check against Billy to dislodge the tongue at the end of their turn in combat.

### ACTIONS

**Ram.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Tongue Lash.** *Ranged Weapon Attack:* +4 to hit, reach 20ft., one target. *Hit:* 6 (1d6+2) bludgeoning damage and sticks his tongue to the target.

### REACTIONS

**Grappling Tongue.** When Billy sticks his tongue to an object or creature, he may use his reaction to pull himself up to within 5 feet of his target.

## Rewards:

Rewards are at the DM's discretion

