

# TROUBLES IN THE RUINS

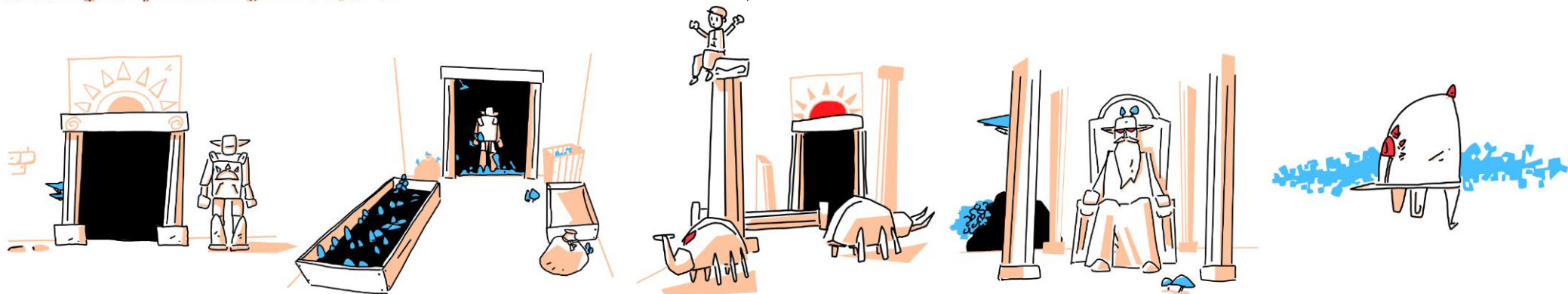
Adventure on a single page #1

Text & drawings: Jan Van Houten  
Graphic design & editing: Nicolas Folliot  
Published in 2020 by Jdrlab



## Introduction

**Micheline**, the chef of the adventurers' favorite tavern, has a secret. She grows her mushrooms in an ancient elven temple at the bottom of a ravine. The humidity is perfect and the soft orange light coming from the walls seems to favor the growth of rare species. Yesterday morning, she left to reap the fruits of her labor. She hasn't come back, and her worried employees have called on the adventurers to find her.



### STARTING THE ADVENTURE ↓

#### The temple's entrance

- To the right of the entrance is a **marble statue**.
- It's a golem, slow but far too strong to be fought fairly. It will attack and pursue non-elven adventurers.
- To the left of the entrance, **deep footprints** head towards the inside of the temple.
- A few blue mushrooms seem to be escaping from the temple.

#### The mushroom farm

- Strong smell of earth and manure.
- Thousands of blue mushrooms grow in planters.
- Bags full of mushrooms were left in a corner of the room.
- **A golem is stuck in the door** by particularly sticky and invasive fungi. It blocks the path to the next room.
- If the adventurers make noise, they hear cries for help coming from the next room.

#### The column room

- Columns provide shelter or obstacles.
- **Little Paul** (a hungry and teasing young thief) took refuge at the top of a column.
- He doesn't know where Micheline is; the statues came to life while he was stealing a bag of mushrooms.
- Paul ate three mushrooms (see below for their effects).
- Beetle statues are trying to attack the adventurers. The gem on their backs is their source of energy. It will explode on a heavy blow.



#### The great statue

- Mushrooms cover both walls and floor of this **oddly warm room**.
- Two gigantic columns frame the titanic statue of an elven deity sitting on its throne. Its eyes shine with a menacing light.
- These eyes can send a **deadly beam of light** at intruders.
- Mushrooms have weakened the walls, revealing a secret room behind the statue.

#### The treasure

- A very strong smell of mold. Moldy scrolls and fabrics.
- Some elven gold objects of unknown function.
- **Micheline** wears a **huge gold helmet**. She's delirious and thinks she's an elf goddess (she'll make fun of the adventurers' far too round and short ears).
- Once the helmet is removed, the animated statues in the temple are deactivated.



### What does this fungus do? (2D6)

**2** It's a piece of a statue attacking the adventurer. **3** Screams and try to run away. **4** Renders voiceless. **5** Grows sticky little mushrooms all around it. **6** Releases a cloud

of stinging spores. **7** Bitter, earthy, disgusting, terrible idea to eat a raw mushroom. **8** Slightly tart and minty. **9** Delicious, eating it makes one float a few inches off the ground. **10** Slows

down the time around it. **11** Allows temporary climbing of walls like a spider. **12** Allows temporary change of skin color like a chameleon.

### Micheline's secret

Chives cancel out the harmful effects of mushrooms.

