



# The Cryptid River of Dunagan Ness

An Alloyed RPG 1-page one-shot adventure  
(For use with Alloyed RPG Core Rules, FREE at AlloyedRPG.com)



A skeleton is barely visible at the bottom of the deep pool. It is wearing adventurer's clothing. Here lies the body of Professor Dunagan Ness.

Roll against Target 7 (Mind) to notice an iron key tucked in among the rocks. It opens the Chest of Ruin (below).

It is evening and a storm is rolling in. The Party should seek shelter. A **kavuse** roams the cavern.

A female **water lion** swims among these pools, luring victims with her hypnotic power. Once they are near drowning, she saves them...but they owe her. Some, like Dunagan, refuse.

A demolished 'life-size' chess board. The Party must finish the last move correctly to get the ruby eyes of the enemy king. Failure results in -7HP shared among the Party.

An **herb squirrel** in bloom chattering and throwing nuts at you from the tree.

Chest of Ruin (requires key above). Player makes a wish – the chest grants the reverse.

Unmarked grave covered in **fungal accord**. Target 5 (Mind) to hear 3 key pieces of info.

Aesculap's Pool. Heals or harms any who bathe. A 1-15 roll clears all hypnosis and gives +3HP. A 16-20 roll takes away -3HP and -1 Mind.

Magnet attracts all metal within 3ft (1m).

The obelisk reads, *'He who has not yet crossed the river should not laugh at the drowning man.'*

Pool of quicksand. At the bottom lies a mage's sword that cuts through metal.

Dunagan's sherpa, Benji, is in chains at the bottom of the pit. He is emaciated and babbling incoherently. He has been brain-washed by the water lion to push all of you into her pools for drowning/hypnosis.

The gap in the floating stairs requires a roll against Target 8 (Body) to jump successfully.

Two **psylocybes** (fungal folk) dwell here.

A fountain water lion sculpture spitting crystal clear liquid. Anyone who drinks it gains 3Hp and +1 Mind.

The 'friendfoe' tree asks a riddle of the Party. Answer correctly to pass, incorrectly to fight.

The bridge is unstable. Roll for turn order. The bridge begins to crumble as the 2<sup>nd</sup> player reaches the middle.

**Storyline:** World-renowned cryptozoologist, Dunagan Ness, has gone missing! After months of preparation for his expedition into the Dark Lands of Thura, he was last seen in person in a tavern at Fool's Ruins. Always in jovial spirits, Professor Ness was regaling local patrons with his exploits in search of the elusive water lion. Weekly letters kept his family abreast of his progress up until his entrance into the Dark Lands. *'I see a floating island about a day's journey from here. That's where I'll find the creature – I'm sure of it!'* After that, all correspondence ceased. The distraught Ness family has hired you to find him (or at least what remains of him so as to settle his estate).



Show this clean location map to the Party. Creatures in **red** can be found in the Creature Compendium, **FREE** at [AlloyedRPG.com](http://AlloyedRPG.com).

