

# Murky Dealings

by Wordman • <http://divnull.com/blog/2014/murky-dealings/>



Long ago, good crushed evil where it lived. So righteous was the smiting that rooms in evil's fortress broke off of our world and tumbled out into the Murk, the shadowy realm in which they had been made.

Recent research suggests that something important was lost in these rooms. A group of adventurers breaks the seal separating their world from...

## The Murk

While this pocket dimension might have a real name, everyone who knows of it just calls it 'the Murk'. It connects to the real world (and probably some others) in scattered locations, with no rhyme or reason. Gravity exists in the murk, but no light, and not much else but a dark haze. You can breathe the atmosphere, if you don't mind the very occasional hallucination, but the whole place is punishingly cold.

Falling into the Murk is not recommended, though after dropping several hundred miles through the freezing darkness, you might come upon some other plane.

## The Rooms

To survive the Murk, evil made its fortress rooms from *inertite*, a magical material that counters motion and ignores gravity. A very strong force can put it in motion, but it will rapidly bleed momentum and come to a stop, suspended in space until something moves it. This property kept the rooms in place when originally attached to the fortress, but the violence of the breach sent them tumbling out into the pocket dimension, where they now hover.

Characters may fly between the rooms within the pocket dimension; however, the material of the rooms suppresses *magical* flight inside of them. Non-magical flight (such as flapping wings) is unaffected, as is the flight of incorporeal beings.

## Natives & Visitors

The Murk holds its share of residents which fly in the darkness. All can see in the dark and don't mind the cold. Visitors from other planes may be lurking about also.

## Rooms marked with

Several rooms contain "keys"—hints, clues, physical objects, whatever you want to make them—which help defeat the traps in room 8.

### One: The Seal

A blasted scar of a chamber, beneath a ruin, the breach sealed with impressive arcane construction. Defeating the seal (and its defenses) grants access to a small chamber jutting into the Murk.

### Two: The Nest

Filled with eggs that react to heat.

### Three: The Mother

Thick, corrosive gas fills the lower half of the room, home sweet home to something nasty from another plane.

### Four: The Altar

When non-believers approach the altar, it repels with enough force to send them out the doors.

### Five: The Iceberg

Something filled this room with water, now frozen solid, encasing both suspended horrors and a wonder.

### Six: The Churn

Every half minute, chaotic magic rotates this room 90° on a random axis. Shredded torture apparatus tumbling within doesn't bother the ghosts.

### Seven: The Tomb

Alcoves once intended for coffins now provide homes to flying natives. The dead dumped to the bottom rest uneasily.

### Eight: The Goal

The prize is protected by extremely menacing traps. Releasing the prize disintegrates the *inertite* suspending this room.

2	80						
3	223	183					
4	166	105	125				
5	222	149	119	88			
6	210	149	202	85	139		
7	295	228	202	134	137	102	
8	337	262	206	178	125	177	98
	1	2	3	4	5	6	7

Rough distance between room centers (feet)

Key icon by Francesco Terzini from *The Noun Project*