

IKEA DUNGEON

INTRO

Mission intro

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Difficulty: ★★
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The hook

Hello friends it's time to play

Sol, you're just finishing up your shift at Mama Sheng's Great Wall. You're just counting the last of your cash payments into the till when you're approached by Celine Sheng, Mama's oldest daughter.

"Hey, Sol, are you interested in a little bit of a side gig?"

The couch that the Sheng family just bought from IKEA turned out to be a mimic. Celine offers Sol and his friends \$50 apiece plus dinner if they're willing to take the mimic back to IKEA and return it for a real couch.

Celine leads you up to the Sheng apartment, which is above the restaurant. It's cozy, smells a little like lo mein, and is decorated with photos of the extensive Sheng clan. On the walls are graduation photos, wedding photos, glamour shots, t-ball team photos, and many more describing the lives of Mama Sheng's five children – the first three full human, but the last two half-tabaxi after Mama remarried.

Andrew, Mama Sheng's youngest, is standing in the doorway of the living room holding Celine's baby, Jade.

The mimic ate the two IKEA deliverymen who assembled it in the living room; the Shengs have been unwilling to touch it ever since. The family would prefer that the party does not kill the mimic as they aren't sure if it will hurt their chances of exchanging it for a real couch.

The deliverymen left their truck in the restaurant's small parking lot; a DC 13 investigation check reveals that the keys are folded behind the driver's side sun shade.

Celine Sheng

Age: 30

Str: 11 (0) **Dex:** 13 (+1) **Con:** 14 (+2) **Int:** 15 (+2) **Wis:** 18 (+4) **Cha:** 14 (+2)

AC: 12 **HP:** 18 **Speed:** 30ft

Skills: Intimidation +2, Passive perception 15

Mama Sheng's oldest and the heir to the Great Wall restaurant, Celine is brusque and sarcastic. She is the mother of Jade, Mama Sheng's 6-month-old first grandchild. She is protective of her neighborhood and all of her neighbors – human and non-human.

Andrew Sheng

Age: 17

Str: 14 (+2) **Dex:** 7 (-1) **Con:** 10 (+0) **Int:** 13 (+1) **Wis:** 11 (+1) **Cha:** 8 (-1)

AC: 12 **HP:** 25 **Speed:** 30ft

Skills: Athletics +2, History +3, Passive perception 10

Half-tabaxi and full Chicagoan, Andrew is a 17 year old delivery boy for his mother's restaurant who's currently in the throes of applying for college. He looks up to Sol but isn't really cool enough to feel confident hanging out with him. He's currently trying to bulk up to attract the ladies and/or monsters.

Yes, I realize this is not a very exciting recipe. Ergo, two stars. You can do better, I feel sure of it.

Travel to IKEA

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The hook

Travel to IKEA

You have two options when traveling to IKEA: the I-90 or the surface roads. Since the collision, both allow cars, horses, coaches... pretty much any mode of transportation, as long as you can keep up.

I-90 has a toll, which can be frustrating to travelers – especially those who remember the pre-collision roadways. The system is no longer uniformly run by the government; rather, tolls are imposed by whichever faction currently holds dominion over the tollbooth.

As you get closer to the tollbooth, traffic slows to a crawl. Traffic cones, orange construction barrels, bits of old car, and what looks to be half a giant boar form a barricade funneling everyone into one lane.

When the party or the scout gets to the front of the line, they see a handful of goblins sitting on the barricades and in the tollbooth. The goblins are menacing cars and seem to pay deference to one older goblin man.

The tollbooth is occupied by a round little goblin man wearing a bright orange hard hat and a tin whistle slung on a string around his neck. He's shouting at the cars through a jury-rigged megaphone. "Blinky car pass no good here, folks. Machine coin slot no good neither. Gots-ta pay Grom for passage." Sure enough, the machinery that used to collect cash and scan cards seem to have been ripped bodily from the metal of the turnstile. A tangle of wires, bits of string, and unidentifiable talismans leads from the hole where it was directly to Grom's booth.

Goblin asks party for payment – something worth the ride. He will accept almost anything if it's offered to him kindly or sold to him well (charisma check DC12). If party attempts to fare-jump or otherwise cheat the toll he blows the tin whistle hanging around his neck, summoning allies: two other goblins (Mabel and Slick) and a swarm of rats. Another swarm of rats joins the fight on each of Grom's turns.

Severing Grom's control wires casts Chain Lightning on the person who cut the wires. Additional bolts jump to the 3 creatures closest to that person. Additionally, it locks the turnstile.

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At the store

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The party prepares for their mission

Arriving at the store

As you enter the sliding glass doors of the IKEA, you are greeted by a large white golem wearing only a yellow-and-blue striped polo. His overlarge nose and small, low-set eyes make him look quite a bit like the iconic drawing in every IKEA instruction booklet. He is standing patiently under a large yellow sign that reads "Välkommen!"

The golem cannot speak, but has written answers prepared for a limited number of questions:

Where is...? The golem points to a large blue-and-yellow map hanging to his right.

- The returns department is at the back of the store near the entrance to the furniture warehouse.
- Couches are in the Living Room section, up the escalator in the Showroom.
- Escalators are just behind him.
- Restrooms are behind the party in the lobby.
- ***Food is sold in the Marketplace, through a second set of doors on this floor.***

Regarding returns...

The golem takes a blue binder from the information desk behind him and thoughtfully flips through its pages. He finds the page he's looking for and turns the binder to display the message. It shows a cartoon man, very like the golem itself, giving a thumbs up, and reads:

We at IKEA are happy to process your exchange! Please present your item and your receipt to the golem assisting you, and it will furnish you with an exchange coin. Exchange coins are good for an item of equal or lesser value to the amount listed on your receipt, and can be activated by bringing a valid Item Slip from our showroom to the Returns and Exchanges department in our warehouse. Once there, an IKEA associate will be on hand to assist you.

Regarding a mimic...

The golem takes a blue binder from the information desk behind him and thoughtfully flips through its pages. He finds the page he's looking for and turns the binder to display the message. It reads:

Out of an abundance of caution, IKEA is initiating a voluntary recall of furniture sold at all Chicagoland locations in the last six months. The recall is being initiated due to the potential of a greater-than-average incidence of mimic or related shape changing creatures present in furniture purchased at or delivered from our Chicagoland stores during the aforementioned period.

For this reason, customers are urged to stop using items purchased during the impacted period and return them to an IKEA location. A full refund or exchange may be issued provided valid proof of purchase.

IKEA would like to remind its customers that it has successfully provided products at or below the national mimic-incidence standard for the past 25 years.

We want to apologize for any inconvenience and want thank all of our IKEA customers for their understanding.

If the golem encounters a question he cannot answer... The golem shrugs and shakes his head. He gestures towards a bright-yellow phone on the information desk. The phone connects to Jared the bullywug who works in Returns and Exchanges.

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IKEA DUNGEON

The Marketplace

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The hook

The Marketplace

You are beckoned into the marketplace by the tantalizing scent of sizzling meatballs. Another golem, this one wearing a blue apron over its striped polo, waits patiently behind the cafeteria counter for your order.

- **Meatballs**
 - \$5 for a box of 6
 - A player can use one action to eat a meatball. Eating a meatball restores 3 hit points, and the meatball provides enough nourishment to sustain one creature for one day.

- **If the meatball is not consumed within 24 hours, it loses its magical potency.**
- **Lingonberry seltzer**
 - \$10 for one can
 - Each can restores 2d4+4 HP
 - **Seltzers are single-use and cannot be split amongst players.**
- **Hot dogs**
 - \$5 for one
 - **A creature that eats the hot dog gains advantage on saving throws against poison for one hour.**
- **Coffee**
 - \$2 for one
 - A player who has consumed a cup of coffee has advantage against the hygge of the bedroom section
 - **2 cups of coffee confers immunity to hygge**
- **Cinnamon rolls**
 - \$5 for one
 - A creature that eats the cinnamon roll gains advantage on wisdom saving throws for one hour.

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Dining

The air is cool and the soft, almost imperceptible music is pleasant as you step off the escalators into the IKEA showroom. You are greeted with a perfect dining table, set for a cozy party of 7. Overhead lighting shimmers off the crystal candleholders and brightly colored ceramics of the dining room section. A large banner hanging from the ceiling reads “UPPLAGA: dazzle your guests with a meal in every color of the rainbow.”

Concrete paths snake out in every direction from the dining table, winding through shelves of product, display rooms, and wire crates full of placemats.

If the puzzle is not solved, any path taken will lead back to the dining room table.

There are 7 sets of dinnerware on the table, one in every color of the rainbow. They are currently in the order: Blue, Orange, Green, Red, Indigo, Yellow, Violet.

- The violet dish is a Lesser Mimic. The puzzle will not unlock the next room unless the mimic is replaced by a real violet dish from the boxes or shelves surrounding the display.
- When looking for a violet dish, party members find an Allen key. This can unlock the shortcut in the Kitchen section.

When the puzzle is solved, a large yellow arrow in a blue circle illuminates on the ground. It pulses unnervingly, pointing out the correct path for the adventurers to follow.

Kitchens

The yellow directional arrow leads you around a corner and into the kitchen section. Thankfully, the path here is much clearer. It's straight and wide, cutting through a bank of 4 display kitchens all decorated to different tastes.

To your left, a charming room with warm wood and white shiplap that looks like it belongs in a mountainside cottage. Beyond it, the sleek and elegant emerald green kitchen of a wealthy someone who's probably never unwrapped a single spice in their glass-fronted spice cabinet. To your right, the tiny, space-optimized kitchenette of a New York apartment complete with fold-down table, and finally a

The taps in the show kitchens all turn, releasing water and a cloud of 8 steam mephits (attack in 2 groups of 4). Two kitchen knives also rise from the countertops and fly at the party. Any movement must pass a DC 10 dex save or slip on the water.

DC 16 history check: someone remembers the map that was at the golem's information booth at the front of the store; as well as showing the twisting path through the IKEA, there was a dotted line describing a secret shortcut directly to the living room section from the kitchen.

The shortcut is in the spice cabinet of the fancy green kitchen. Behind the spices, keyhole that fits the Allen key found in previous section. Every OTHER cupboard that is opened releases another (1d4) animated objects into the melee.

If the secret portal is found and activated, you can skip work spaces and bedrooms.

Work spaces

You follow your yellow arrow to the Work Spaces room, where it swirls on the ground in lazy circles. It seems confused. You are surrounded by desks of all sizes, displayed as if their owners have simply stepped away for a moment. One holds a jolly blue-and-yellow Swedish-English dictionary. Another has a fake computer displaying a photo of some rolling Nordic hills. Suddenly, your yellow arrow pulses excitedly and rushes past a desk full of paper and pens to the door in the wall of the false apartment.

The door opens up onto concrete at first. DC 13 investigation check shows that the paper on the desk has been written on before — it bears the pressure marks from other hands. Sensing magic shows that the door had conjuration magic woven into it.

(Perception check DC 16 imp sneaking onto the desk trying to steal pens?)

Bedroom

One Shot 2 maps

*The banner welcoming you into the bedding department reads: “HYGGE: The Nordic word for a mood of coziness, wellness, and contentment”
The lights are ever so slightly dimmer and warmer in this section. Soft, well-decorated beds covered in a variety of throw pillows surround you.*

Anyone who stands in this area must make a constitution saving throw. Those who fail succumb to the hygge of the space and become drowsy and content. The saving throw is made with disadvantage if the player is touching a bed.

Any player on a bed sinks further into the bed with every passing turn. After 1 turn in bed, the player must take an action to dig themselves out. Allies are at disadvantage to help release them. The turn after being

engulfed, the player begins to take (1d6+1) acid damage per turn as the bed begins to digest them.

Living room

In a shaft of light, you see it: the Fröslöv. Its elegant grey curves beckon your weary butts. All you need to do is take its product tag to the exchanges desk, along with the Shengs' receipt, and you will have fulfilled your quest.

Passive perception of 12+ or a DC check allows players to see that a family of bugbears is also eyeing the Fröslöv.

A mother with pink-painted claws and a bedazzled fanny pack pushes a shopping cart full of items and her son, who is engrossed in a video game. She and her husband bicker as they wind their way through the displays.

"I already told you, Brak, the Fröslöv has excellent reviews from The Raging Mommy and it'll go my new scheme for our den."

"You care more about the Raging Mommy's opinion than mine, Tizork. Excuse me if I want our den to have a little bit of soul."

There is only one more product tag for the Fröslöv. Only one party can leave the store with the couch they seek.

Children's IKEA

Someone trips over a stuffed snake, triggering an avalanche of children's toys. The children's section is 360 feet long by foot. Characters can take their full dash action (3+con modifier) times to move forward past the wave of toys, or move + action.

Avalanche moves 30ft every turn. Characters in the avalanches' bury zone take 3d6 damage or hold that if they can make a DC15 dex save. Characters who take full damage in the bury zone are engulfed by the avalanche and must be helped up

The Warehouse

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Complaints & Exchanges

You stand before the gaping mouth of the warehouse. Beyond it are grey concrete floors and dizzying towers of shelves as far as the eye can see. First, though, almost dwarfed by the cavernous space beyond it, is a small yellow booth. A blue sign proclaims it to be COMPLAINTS AND EXCHANGES.

The booth is manned by a bullywug in a blue-and-yellow striped polo named Jared.

Jared

Str: 12 (+1) **Dex:** 12 (+1) **Con:** 13 (+1) **Int:** 7 (-2) **Wis:** 10 (0) **Cha:** 7 (-2)

AC: 15 **HP:** 11 **Speed:** 20ft

Skills: [Stealth](#) +3

Condition immunities: charmed

Senses: [darkvision](#) 60 ft., passive [Perception](#) 17

Special traits:

Spellcasting: Jared is a 1st level spell caster. His spellcasting ability is Wisdom (spell save DC 10, +1 to hit with spell attacks). He has the following prepared:

- **Cantrips (at will):** Alarm, Mage hand, Fire bolt
- **1st level (3 spell slots):** Alarm, Grease, Unseen servant

In order to exchange your item, Jared needs to scan your receipt and the item, then tag the item in the warehouse as PAID. Jared is happy to process your exchange but is scared of the warehouse because a mother mimic has set up camp there. He keeps trying to tell Corporate but they won't return his messages.

The couch you want is in the warehouse. Jared tells you it's flat-packed into 2 boxes, both in Aisle 12, bin 6

The Warehouse Itself

The tread of feet and squeak of wheels echoes throughout the warehouse, but there's another sound under it. A wet burbling noise accompanied by chitters and meaty snaps.

The Mother Mimic lives in the back of the warehouse in Aisle 14. She is alerted to the presence of the party if they can't beat her passive perception with a stealth check. Unlike most mimics, she can move extremely slowly and in an ungainly fashion by pulling herself along the floor in her amorphous form.

Mother Mimic

Str: 17 (+3) **Dex:** 12 (+1) **Con:** 15 (+2) **Int:** 5 (-3) **Wis:** 13 (+1) **Cha:** 8 (-1)

AC: 12 **HP:** 75 **Speed:** 5ft

Skills: [Stealth](#) +5

Condition immunities: Prone

Damage immunities: Acid

Senses: [darkvision](#) 60 ft., passive [Perception](#) 11

Special traits:

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Grappler. The mimic has advantage on attack rolls against any creature [grappled](#) by it.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also [grappled](#) by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

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AC: 12 **HP:** 75 **Speed:** 5ft

Skills: [Stealth](#) +5

Condition immunities: Prone

Damage immunities: Acid

Senses: [darkvision](#) 60 ft., passive [Perception](#) 11

Special traits:

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Actions:

Multiattack. The mimic makes three attacks: two with its pseudopods and one with its bite.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Birth: The Mother Mimic can eject a cloud of spores in a 10-foot cube from her pseudopods. Creatures in the affected area must pass a DC 13 dexterity saving throw to dodge the spores, or one will attach itself and begin attacking with the stats of a lesser mimic. If nobody is affected, (1d4+1) spores bloom and become lesser mimics. The mother mimic cannot use this ability if her pseudopods have been severed.

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