

DUNGEON 260

A ONE-PAGE-DUNGEON

NO4

NIGHT OF THE DAMNED

A DUNGEONSLAYERS ADVENTURE BY CHRISTIAN KENNIG FOR LEVELS 9-12
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It is the *Night of the Damned*, a night when evil gods are supposedly worshiped and offered sacrifices. The party reaches a lonesome forest hostel. Initially, they are denied entry by the superstitious inhabitants (one could be a monster, after all.) Eventually they hear of the sad disappearance of the hostel keeper's daughter, Dama, who did not come home from collecting herbs. The suspected culprits are a group of orcs living upstream beyond the water falls. They had been thought to have been extinguished by the spiders from the west shore of the lake, servants of the mysterious druid who lives somewhere in the forest. If willing to help, the group receives a bullglass lantern and can hope for 118 GP.

1. HERB MEADOW A successful search leads to an neatly stowed away herb pouch near the shore. Next to it, small footprints lead into the river (can not be tracked further).

2. DENSE FOREST Tumbled trees, underbrush and gnarly roots make passage nearly impossible.

3. DEAD ORC Freshly charred Orc lies on the burnt ground (Fireball).

4. ORC CAMP In an old tower ruin, 2 spears and 2 clubs lie on the ground near the corpse of a Monstrous Spider (A spear is in the head). The ground is disturbed, but there are no further tracks. In front of the tower stands an ancient idol of the evil gods pointing to the northwest. The basement contains fur blankets (including fleas) and leftovers of a half eaten fox. Behind a secret door (not known to the orcs) hides an old weapon room with *Marksmans Mail* and a *magical Longbow +1* with *Deadly Shot I* (see DS-SU-01), as well as 4 *greater Potions of Healing* (2D20).

5. WOLVES On a roll of 1-5 on D20, a pack of D20 **Wolves** will suddenly attack the PCs. (No more than 20 Wolves for the whole adventure.)

6. GANOE Holds up to four characters.

7. SPIDERS' LAIR Spiderwebs are everywhere

and cobwebbed carrion lies in front of a musty and damp cave. There are no spiders to be found. Read Tracks tells that they moved with 2+ humanoid toward the orcs. Before the cave, a cobwebbed stone idol of the evil gods stands, pointing north.

8. DRUID'S HUT Frugal and deserted. Contains a blanket, a wooden table and a bowl with berries. Underneath the table, a secret compartment contains a *Book of Demonology* (*summoning magic +1*) and a 500GP arrest warrant from a nearby city for a demonologist called Arken Beijl.

9. SLEEPING GIANT A perception check will reveal a clueless and meanwhile overgrown (forest) **giant** that has been resting here for over a hundred years. He will awaken upon taking damage.

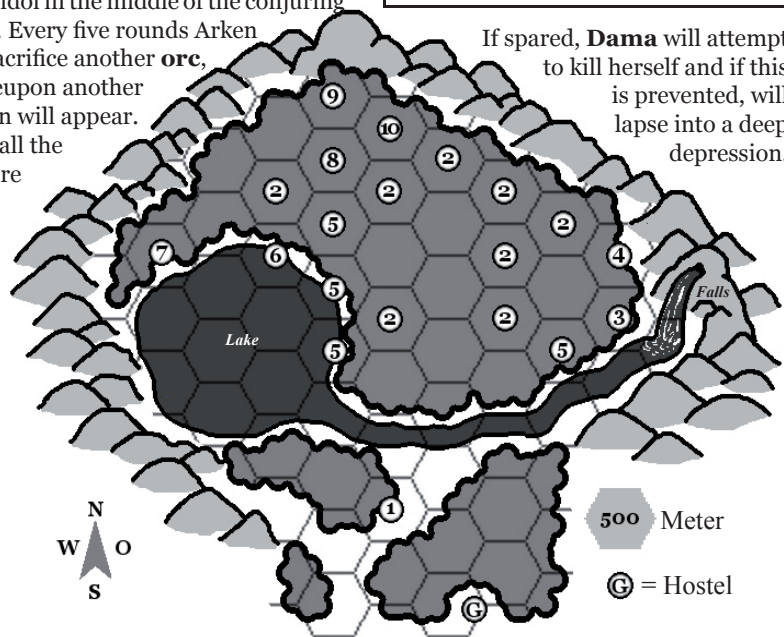
10. STONE CIRCLE The directions from the statues at 4&7 intersect here. **Arken Beijl**, a supposed druid (actually a demonologist in hiding) and his devoted, and quite murderous, lover **Dama** are presently slitting the throat of the first orc (1 per PC). Amidst a thunderous crash, a **Fell Demon** will appear between the stone claws of a stone idol in the middle of the conjuring circle. Every five rounds Arken will sacrifice another **orc**, whereupon another demon will appear. Once all the orcs are dead

and the demons summoned, Arken will bellow orders to destroy the hostel and all within in the name of the Dark Gods. The Demons will reach it in 2 minutes by flight, rage for another 2 minutes and then disappear. During this time, Arken can call on their help or alternatively call upon the aid of his **Monstrous Spiders** (2 per PC) hiding 40m away in the underbrush. The crazed Dama (Melee Attack 7, Defense 8, HP 18, XP 47) will furiously attack with her herb knife.

ARKEN BEIJL - LEVEL 15

<u>Body 4</u>	<u>Agility 6</u>	<u>Mind 8</u>
ST 0	RF 1	RE 7 (6 +1 Robe)
TO 4	DX 4	AU 8 (7 +1 Robe)
Melee Attack:	7 (4 + 3 Quarterstaff)	
Spellcasting:	16 (16 + 0)	
Targeted Spells:	16 (12 + 2 Ravager II + 2 Quarterstaff)	
Defense:	10 (8 + 2 Robe)	
Hit Points:	26 (Though-as-nails III)	XP: 206
Talents: Cooldown I, Tough-as-nails III, Spellforce II, Ravager II		
Pertinent Spells: Fireball, Firlance, Hellfire (active), Flight, Halt!, Sneezing fit, Magic shield, Terror		
Equipment: Necklace of the Spider (control 1 Monstrous Spider/lvl within RE:10m at night), magical Quarterstaff +1 (WB+2/TS+2), Ring of Magic Step (3x/day), Runic Robe of Deep Thought +2 (AU+1, RE+1, AV+2), magical Staff of Fireball, 8GP		

If spared, **Dama** will attempt to kill herself and if this is prevented, will lapse into a deep depression.



XP: Combat (defeated XP/PC) XP; destroying idols 25 XP each; saving the Inn 100 XP; each Orc saved 50/PC XP; adventure 100 XP