

MIDNIGHT CHAPEL OF THE BEHEMOLE

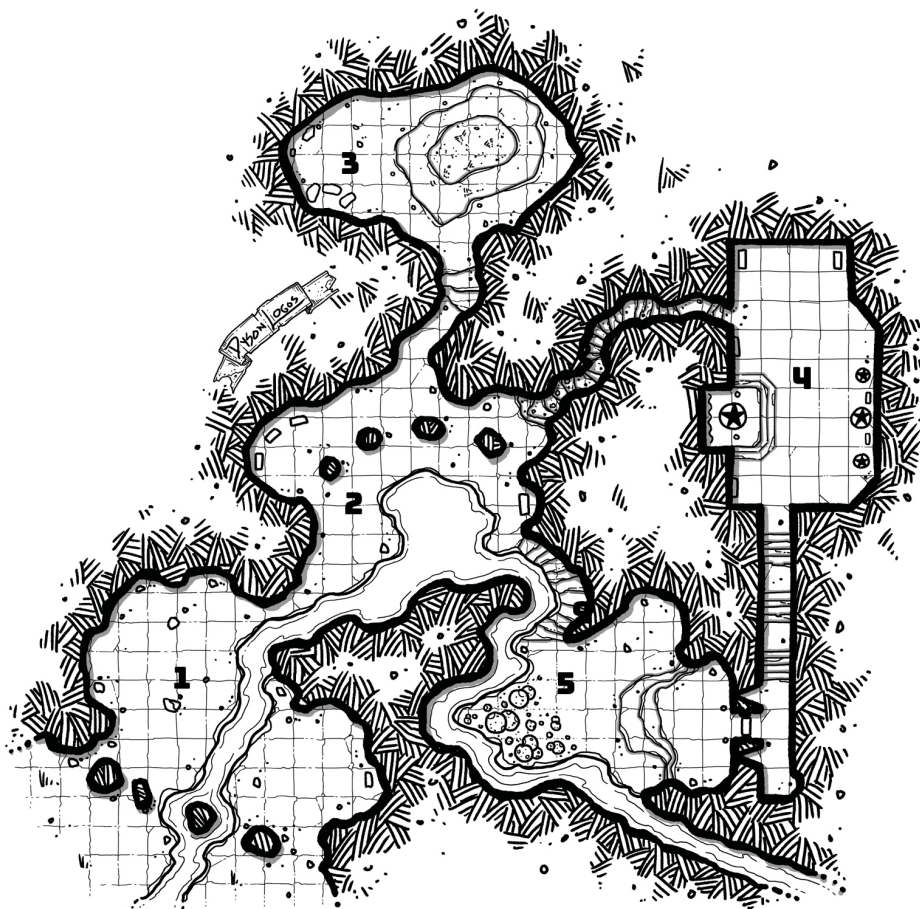
A LEVEL 2-3 DUNGEON
FOR OLD-SCHOOL-ESSENTIALS

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WHAT'S HAPPENING ?

Kurku the Behemole passed away in a cave near a shrine to Orcus. The **elves** collect its **teeth**. The **trolls** want its **meat**. The **sentient ghouls** crave **fresh brains that just turned bersek**.



RANDOM ENCOUNTERS (1D6)

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| 1- 1d6 sentient ghouls (hunting) | 4- 1d8 poisonous toads (mating) |
| 2- 1d4 collector elves (sneaking) | 5- 1d4 green slimes (ambushed) |
| 3- 1 hungry troll (eating) | 6- 1d6 spitting cobras (defending) |

NO LIGHT*, BLACK SAND FLOOR*, WALLS OF RAW BLACK STONE*
*(UNLESS INDICATED OTHERWISE)

1- ENTRANCE

Curtain of vines, concealing a cave system. **Dim light**, coming from outside.

Brooke (dark water radiating pain and hatred, 2' deep).

Footprints (humanoïd and bigger ones). **Giant golden teeth** (250gp), hastily abandoned on the floor. It is quite heavy.

✘ **Touching the water** : Save vs poison or become berserk.

» **Narrow passage to 2 : Screams** (in elvish : «Don't you dare touching me !»).

Slippery rocks. Heavily armored characters must succeed a DEX check or fall in the water.

2- POOL OF HATRED

Black bubbling pool (dark water radiating pain and hatred, 5' deep).

Body of an elf, his brain is missing.

2 elves, chained to stone pillars.

3 sentient ghouls, dragging a **handcuffed elf** to the pool.

✘ **Touching the water**: Save vs poison or become berserk.

» **Stone stairs to 3**: Stench of rotten rodent flesh.

» **Stone stairs to 4**: Perfectly silent.

» **Stone stairs to 5**: Smell of mushrooms.

3- FEASTING TROLLS

Head of a gigantic dead mole, emerging from a tunnel. It has **golden teeth**.

2 trolls, feasting on the flesh of the mole.

✘ **Inspecting the teeth**: there are 11 of them (250gp each). They are quite heavy.

✘ **Looking deeper**: a **+1 jade dagger** stuck in her glottis, 2-on-6 chance of slipping into Kurku's stomach trying to get it.

4- CHAPEL

Stone tiles. Stone walls.

Alabaster statue of Orcus (menacing), on an elevated alcove (western wall). He is holding **an actual axe topped with a skull** in his hand.

1-on-3 chances of 1d6 sentient ghouls, lining up fresh brains at the feet of the statue.

Statues of St-Ygg and two saints, hands raised above their eyes, as if to protect themselves from the anger of Orcus (eastern wall).

✘ **Grabbing the axe**: it merges with the wearer's arm. It has +2 against lawful enemies. Each time the wearer sees a lawful character, they must save vs spells or attack them.

5- MUSHROOMS

Muddy floor, looking healthy and fertile.

Bright yellow mushrooms, the closer they are to the water, the darker they are.

✘ **Eating a bright mushroom**: act as *Cure Disease* spell.

✘ **Eating a dark mushroom**: save vs death or commit suicide.

» **Door to 4**: Engraved with holy symbols, and slimy on the top.

Trapped : if the door is touched, **2 green slimes** ooze through the door frame and attack with surprise.

EVERY MONSTER STATS CAN BE FOUND IN OSE'S BOOKS.