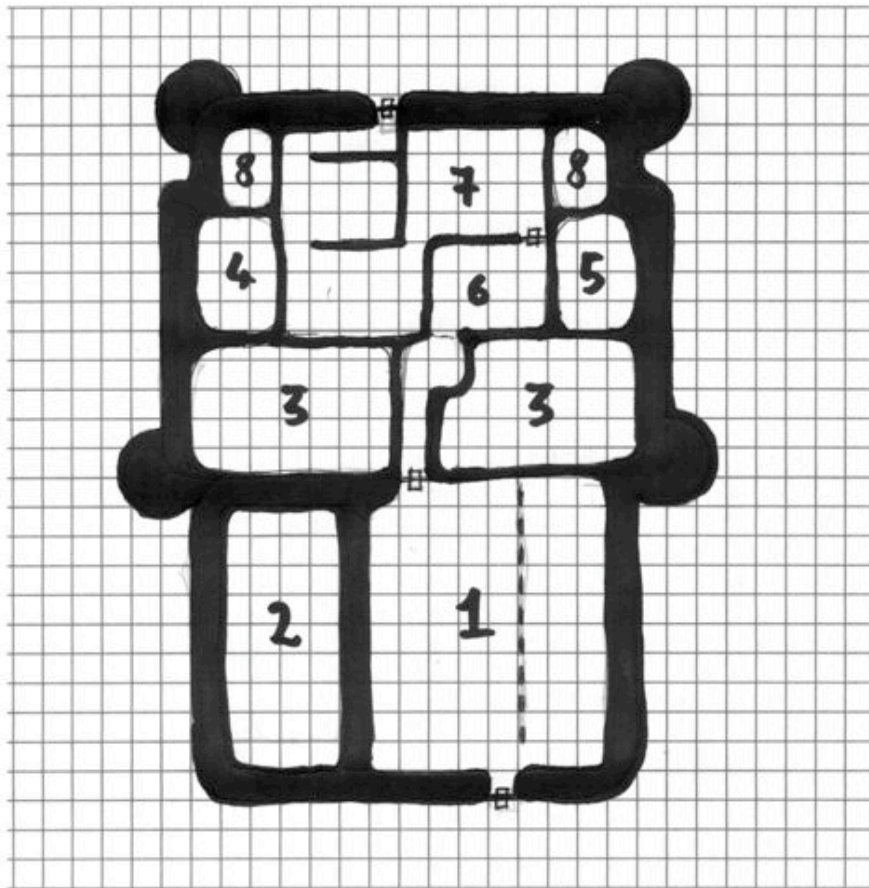


Evil Inside – Level 1



Background:

The dungeon is actually the inside of the body of Asmagor, Exarch of the god of Undeath. Asmagor usually wanders around cloaked by an aura of mist until he finds a suitable place. Here he stops and commands his undead followers to bring mortals to his "mouth" to be slowly turned into skeletons to be spread around, so the circle goes on. Asmagor conceals himself as a building. Even his internal organs and creatures within (with the exception of the devils and the ghouls that are "outside beings") are actually the internal organs' most similar projection to the mortals' standard for abilities and appearance.

Recently the "mouth" of the exarch is being inhabited by 3 devils that have turned the "building" in an inn. Usually the intruders would have been killed but the new appearance lured more mortals to his inside so Asmagor tolerates the devils and even let them torture his preys for a while.

Asmagor can only be killed destroying his brain (area 2) or his heart (area 4). All other "organs" will regenerate as thin walls do (see later)

Wandering Monsters

There are no wandering monsters

Random events (roll 1 for every short rest)

- 1-5 nothing happens
- 6-10 tremor like movement
- 11-16 cry of pain from behind a wall
- 17-18 cry of pain inside a wall
- 19-20 twisted face appears in a wall

Note:

The thick walls (Asmagor's bones and muscles) have regeneration 10, resist 10 all and vulnerable radiant 10 (i.e. not resistant to radiant damage).

The thin walls (Asmagor's internal tissues) have regeneration 3, resist 10 all and vulnerable radiant 10 (i.e. not resistant to radiant damage).

Each time a wall is hit and suffers damage there is a 50% + 10% / hit chance of freeing 1d3 *Wraiths* that immediately attack.

PC can determine a wall's thickness in the usual ways (tapping, listening...)

Most of the internal organs have no entrance (the organs are feed by the flow of wraiths inside the "veins") and can be reached only breaking the walls.

The internal organs have hardness 10, 80 h.p. resist all 10 and vulnerable 10 radiant (i.e. not resistant to radiant damage).

The doors are one way only toward the inside of Asmagor's body. In any other way they act like *thin walls*. The **entrance door** has the hp and resistances of a *thick wall*.

Every **creature** isn't a real one but a mere projection. Should a monster be killed it regenerates as a thin wall. (this is NOT true for the devils and the ghouls. If the ghouls are killed new ones are created by the unholy aura in area 7 with fresh bodies from area 6)

In area 1, 6 and 7 the souls can't leave the body of their owner (can't reach their destination). This means that a body brought back to positive HP returns alive.

Room Key

1. **MOUTH.** The inside has the appearance of a decent Inn. Behind the "curtain" on the right (dashed line, Asmagor's tongue) are some bedrolls. The devils are here: 1 *Succubus* (posing as waitress), 1 *Bearded devil* (posing as innkeeper), 1 *Kyton* (posing as cook). If the devils find the victims weak they play and torture them before throwing them over the door (to Asmagor's stomach). If they think the victims could be a match they try to divide them sending someone over the door. If they think victims are too powerful they trick them to go inside the stomach.
2. **BRAIN.** The inside seems a library. The books are actually Asmagor's and his victims' nightmarish memories and thoughts. 4 *Banshees* act as consciousness and guards. Destroying the library from the inside (with flames, for example) is one of two ways of killing Asmagor.
3. **LUNGS.** Here the "good part" of the victims' souls is shoveled in huge boilers by 2 *Spirit devourers* to be burned to provide energy for Asmagor's body. There are always at least 6 souls inside the spectral baskets near the boilers that can be devoured by the monsters. They only attack if disturbed.
4. **HEART.** Here the flux of souls that makes Asmagor's blood is sent where needed. The room has the appearance of a shrine with an altar topped by a great glass sphere. The inside of the sphere is full of swirling mist whose movement is directed by a *Skull lord*. Behind him are 4 *skeletal tomb guardians*. The glass sphere radiates necrotic energy in the room and this provides regeneration 3 to the sphere and the undeads and 3 necrotic damage to living beings. Destroying the sphere is the second way of killing Asmagor. They attack on sight but will not pursue enemies.
5. **LIVER.** The room has the appearance of an invoker's lab. A great circle of power contains howling dark masses that every now and then fade in or out. 4 statues at opposite corners continuously speak a dark mantra. Here the "bad part" of the souls is turned in "blood" (wraith). If someone breaks the circle or attack the "statues", 10 *wraiths* are freed and attack savagely.
6. **STOMACH.** Here the victims here are "digested" (killed). The room walls ooze a necrotic sludge that gathers on the room's floor. The sludge drains the living being's strength. Every round the sludge is touched it delivers 4 necrotic and poison damage. Inside the "big" room is *azombie hulk* that throws the dead bodies over the door to area 7. He only attacks if provoked. The door has no knob or lock and only opens when no living energy is detected.
7. **INTESTINE.** Here the souls are absorbed and divided into good and evil part. There is a loom inside the first portion of the room. *Abanshee* harvests the souls from the bodies and attaches them, then unties the soul fabric in good and evil part to be sent where needed. In the second part a group of 10 ghouls periodically bring the bodies away and feeds with the corpses flesh. Bones are gathered in the third part of the intestine where are imbedded with necrotic energy and raised as skeletons after a while. The skeletons then go outside through the door (the only way out) as new, free willed undead.
8. **KIDNEYS.** These rooms have the appearance of a dark shrine. Here a *Banshee* makes dark rites to keep Asmagor "unholy and heathy".