

AXO'S DUNGEON

by Paolo "Tsojcanth" Greco
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You see, Axo was a sorcerer. And he built his dungeon in the side of the Black Cliff, by the Great Lake. The best way to find the entrance is to go over the cliff and look for the hidden tower by the white tree. A bit treacherous to navigate, easy to get lost, I've been told. There are still treasures, in that place, and four blessed statues of saints inside, so make sure to bring offers, and beware of the reavers: they eat people.

- 1: 3 reavers and their 6 big dogs live upstairs when they're not out hunting. Nobody on top of the tower. 34 gp hidden under a flagstone.
- 2: 2 paralyzing worms hide in the ledge above the passage, keep half-eaten victims full of hatching eggs on the ledge below the passage.
- 3: 5 more reavers, plenty of meat and human corpses stored in the side room. Two are fighters, still alive but in a coma. The platform at the end of the room is not easily climbed and hosts a reaver boss in chain armour with sword, magic bow, 20 arrows and three concubines.
- 4: 2 reaver bowman standing guard on the isolated ledge with bows and polearms. The wooden platforms are held by chains and swing terribly.
- 5: The locked side room is a reaver's kids playroom, holding 40 kids. One is a shapechanger spellcaster that lost her grimoire.
- 6: A reaver boss private abode. Bed, dozens of bloodied blades strewn all around and a bag of 30 gems hidden in the mattress (6000 gp).
- 7: At the bottom of the pit lies a magic sword, plate armour, a metal lantern and a transparent, hard to see, flesh-eating ooze.
- 8: Bone shaman walk-in closets: full of black, red and purple robes and many bronze ceremonial knives.
- 9: The pool's water is cool, clean and potable.
- 10: 6 barrels of human parts in brine: ears, noses, fingers, eyes, tongues, adrenal glands.
- 11: 2 reaver cultists with bronze sacrificial knives, red robes.
- 12: Stone statue of Carnifex (patron of feasting on the weak): killing someone and spilling blood on the statue attracts animals to the area (to be subsequently eaten by the reavers). The shaman and a reaver boss are sacrificing a woman.
- 13: Opening on the side of the cliff, about 100' over the lake.
- 14: The nice frescoes in this room have been completely defaced.
- 15: Steel statue of Axo. Shines in the dark, impervious to damage.
- 16: Reavers and squids somehow never come here; the room is safe.
- 17: Bone shaman's study. Piles of carved bones of all kinds (used as grimoires), Carpet of Sleep on the floor: save or sleep if walked on.
- 18: Inner Bailey: all doors and trapdoors leading inside are barred. Houses reaver overlord (with magical axe and plate mail), his 10 gold rings and 6 concubines, 4 bodyguard reavers, 18723 gp. Everybody here wears a 2000gp gold ring, gift of the overlord to his best men. Outer Bailey: 2 bodyguard reavers, 12 reaver bowmen, 1 nasty dog.
- 19: Fake Axo's sepulchre. The carved walls explain this is Axos's final rest place. The niche hosts a sarcophagus with a corpse (a wight).
- 20: Altar to Cthulhu, the exit leads to a cavern opening on the Lake.
- 21: Golden Idol of Cthulhu, the Great Spawner. Sleeping overnight here (absolutely terrifying nightmares guaranteed), then chanting "Oi!" and meditating or sleeping until nightfall heals the supplicant a disease and 2d6 hits. 1 giant calamari saint hierophant is here, chanting and worshipping. The idol is worth about 20000gp, twice as much if sold to Cthulhu cultists, half as much if melted; it causes nightmares and healing. The saint is happy with the wounded staying to sleep, chant and meditate.

- 22: The white tree looks like an oak, but is made of alabaster. Under the rays of the moon the tree hums a sweet melody: dancing to it for 1 hour gives partial protection against magic, even if beneficial to the subject.
- 23: The door to the crypt is sealed. Inside stay 12 ex-apprentices to Axo, madness leading them to undeath. Cursed grimoires are behind the door.
- 24: The 8 cells host 20 prisoners. The one with the secret door is empty.
- 25: A reaver boss keeps 5 of his big dogs here, chained with 100' chains.
- 26: The huge bloated squid king lives here, a human-sized platinum crown studded with pearls (20000 gp) resting on its huge head. Cthulhu gives the king the powers of regeneration, teleportation and an impressive hunger.
- 27: 5 giant squids sleep in pools in the floor. They wield silver spears that return when thrown and have developed a taste for mammal meat.
- 28: Squid breeding egg pool in the floor. secret door not known to squids.
- 29: 2 giant cuttlefish whitesmiths and their tools, crafting silver spears.
- 30: The closet contains 10 carefully stacked silver spears. If touched the stack will collapse making a great noise. This will annoy whitesmiths.
- 31: 2 armoured giant Argonauts guards, wielding 4 silver spears each. They really like the taste of fresh carnivorous mammals, "tastes gamey".
- 32: Statue of Saint Eleuther, patron of finding one's way back home safely: begging, groveling and pouring water in the stone basin close to the statue will instantly reveal to the supplicant the safest and best way back home.
- 33: A giant cuttlefish is carving a red coral statue of Saint Eleuther, to be placed in another temple of the saint. It owns a magical chisel: works as a magical dagger and gives bonuses to carving and sculpting.
- 34: Pantry: full of beheaded human corpses left here to mature. Brains are a delicacy worth of a squid king.
- 35: Giant sea-slug witch in her room, can mind control starfishes, gives air breathing and causes fear. Coral Crown of Mana.
- 36: A 20' starfish guards the hallway. Will try to eat any non-arthropods that tries to cross the hallway, but loves chatting.
- 37: ledges with ropes. 3 giant calamari discussing the relative merits of eating fish, fowl or mammal are curious and inquisitive about the PCs' opinions on the matter.
- 38: about 20 young, cute and carnivorous starfishes live in the pool. They can be domesticated and will grow to huge proportions if fed.
- 39: Expedition of aliens from space, stranded and wounded by fights with the Argonauts. Armed with ray-guns and power armours; they're looking for Saint Eleuther's statue. The aliens will happily accept help and, once discovered their way back, they'll leave hastily showing no gratitude. for no reason they will cede their equipment, preferring to fight.
- 40: A congregation of 3 giant calamari, 1 giant argonaut, 5 giant cuttlefishes, 12 tiny starfishes, 3 giant squids is meeting here, dreaming horrible nightmare of Cthulhu waking up and eating the world. A 20' starfish is attached to the vaulted ceiling of the room, watching and ready to drop on any intruder.

Lack of random encounters is intended.

Dyson Logos: <http://rpgcharacters.wordpress.com/>
Stonewerk's Blog: <http://stonewerks.wordpress.com/>
Lost Pages of Tsojcanth: <http://tsojcanth.wordpress.com/>

We are all Jeff Rients's Performing Monkeys.

