

Fane of the Rat God

A One-Page Dungeon by Todor Pichurov

After waking up to a bristle of ratmen spears in their camp, the party is forced to go in the cavern lair of a large band of rodents. The being the ratmen worshiped ever since they moved in has been getting increasingly bloodthirsty and killing the ratmen sent to bring offerings. Being superstitious and cowardly, the ratmen 'persuade' the party to take care of the problem, offering a reward if they succeed.

1. A band of spearmen lead the party to this dimly lit cave. All rooms beyond this one are pitch-black. The party is given the key to the iron door to the east and told it leads to the offerings altar. The oak door to the north is stuck, can be forced open with a medium strength skill check.

2. A rough-hewn chamber with crude paintings of cavemen worshipping at a crimson altar with an unusual shape.

3. Chest with 10 black quartz gems.

4. Empty chest with a poison gas trap, hard spot check. Secret door, easy spot check, strength check to bash in the cracked stone.

5. Walls, floor and ceiling made from a solid knotwork of alien-looking bones, similar to those in 15. Pedestal with the jaws of an unusual predatory skull. Flame jet trap, easy spot check.

6. Natural cavern, walls covered with faintly iridescent pale moss, small underground river runs through. Mutated cave bear encounter just beyond the river.

7. Cave turns into stone slab corridor. Pit trap, medium spot check.

8. Large hallway with wall carvings, depicting an orc tribe worshipping a formless black entity and sacrificing its own at an altar before it. Lore check to recall legends of a minor 'demon' called Yeeru, regarded as an extraplanar being. Massive metal double door to the south.

9. Narrow hewn stone hallway, covered in large scratch marks, scoring the walls and floor. Traces of dried blood and drag marks.

10. Offerings chamber, walls and floor covered in a checkerboard pattern of large crimson and white tiles. Altar covered in dried blood and scored by fangs or claws. Two statues of tall, faceless humanoids with misshapen bodies. Mechanism on left statue opens path to 11.

11. Chest, contains a sword emitting a sickly

yellow glow. Does minor extra damage to the rat god and ignores his special ability.

12. Checkered pattern turns to only deep crimson tiles. Two ruined sarcophagi in the NW and SE niches. If searched, the NW one reveals a Risen Mass humanoid who attacks. SE one contains a bronze pendant, warm to the touch. If worn, make a hard will save to avoid temporary stat drain. On success, minor temporary hit point loss instead. Cannot be removed until the rat god is alive.

13. Crimson tiles continue, but show cracks and damage in the walls and floor. The floor is covered by several pools of shifting amorphous goo that seems to seep from the cracks. If disturbed, the goo forms into a Spawn of Yeeru.

Slime jet trap, hard spot check, save to avoid bouts of hallucinations and visions of alien horrors. Minor negative modifiers on all rolls until cured by magic.

14. Two Decomposing Ones wait in ambush in the alcoves next to the secret door until the party approaches. If hit by the sword found in 11, they try to retreat to 8 and open the double doors into 16. Secret door, medium spot check.

15. Walls, floor and ceiling are made from a solid knotwork of alien-looking bones, similar to those in 5. Acid jet trap, hard spot check. The pedestal holds the cranial part of an alien skull without eye sockets.

16. Room is covered in fine carvings, depicting alien landscapes, great pillars of bone and the colossal skeletons of unthinkably big, seemingly avian creatures. Two statues with barely humanoid faceless shapes.

The rat god, Yeeru of the Shore Beyond the Stars, materializes in the chamber after a few brief moments. Yeeru phases in and out of his corporeal form (50% chance to be invulnerable to weapons each round). If both parts of the skull were previously united by the party, he has half his health and hits for half damage. Sword from 11 ignores the phasing. When defeated, Yeeru turns into a shapeless, yet solid mass.

If his remains are placed on the altar in this room, wall to 17 opens.

17. A chest containing a bone fetish of alien design, that allows the wearer to turn incorporeal for 30 seconds once every three days.

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