

BUNGEON OF FEAR!

By Kosmic Dungeon

The action takes place in the village of Brundusk. Usually so peaceful, the small village is shaken by an unprecedented agricultural crisis. The peasants roar with anger.

For some time now they found their crops partially eaten at dawn. Despite all their efforts to protect the precious parcels, the products of choice, tender and juicy, are conscientiously attacked. Since the local militia is made up entirely of farmers and artisans, no one wants to venture out of Brundusk to resolve this situation. The wise men of the grand council are actively seeking a troop of strong heads to find and eradicate the source of these nuisances. Many clues will easily lead the Pj group to the entrance to the Bungeon of Fear. The adventurers will quickly understand that this case is not a simple question of ordinary vermins.



It all started a few years ago when the Druid, Gruben Kexart, settled in the dungeon. Gruben is a well-built man, he has a sharp look, a face marked by hatred. Dressed in a deep green mage dress, with his traditional black scarf with a silver rim, his hood on his forehead letting out only a few curly brown locks of hair, big of stature and strong as a beast, Gruben is an imposing figure. Formerly, before his banishment from the druidic order, he was respected and adulated by the novices. Gruben has always had serious bent for the occult sciences. He had tried to be discreet, but his secrets had been discovered by one of his colleagues. Once settled in this remote place, the druid could finally indulge in his experiences in peace. His motivation to create a mutant resembling to his abominable animal form was getting bigger and bigger over the time. After several failures, Gruben had finally managed to obtain a demonic human-rabbit hybrid, unfortunately the subject had succumbed after a few minutes. The druid uses Jaïden rabbits for his experiments, which he transforms into demonic rabbits. The fields are ravaged by demonic rabbits who managed to escape on a full moon night. Gruben has succeeded to capture or kill most of the fugitives, but it's still lacks a handful. They may have found refuge in a burrow, hidden among the other rabbits, unless they are lapping somewhere in a corner.

① Novices' Dormitory.

The dormitory is modestly equipped with five rustic beds, some wardrobes, and the necessities for the novices' daily living. Nothing more, nothing less. Two novices are resting.

② Hutch.

The two large cages, with their thick steel bars, serve as a hutch for an unknown species of rabbits but very fierce. The first cage is full, it contains demonic rabbits, dangerous and leathery creatures. The door of the second cage is ajar, but the presence of dirty litter, and still bloody bones, proves that it was still occupied not long ago.

③ Retention basins.

The brackish water of an underground river flows through retention ponds thanks to small waterfalls. It's not uncommon to meet here a Jaïden rabbit, who come to drink from the river.

④ Entrance.

The entrance, lugubrious and austere, immediately make feel the gloomy atmosphere of the place. The wide corridor, with its two rows of black stone columns, which narrows further increases this impression. Just arrived down the stairs, the group comes face to face with a random meeting.

D6 => 1: Demonic Rabbit; 4-5: Novices; 6: Jaïden Rabbits.

⑤ Burrow.

A multitude of medium-sized holes are clearly visible on the side of this rocky escarpment. A group of Jaïden rabbit lives in this little corner of greenery. This species of rabbit produces very pretty specimens, from 15 to 30 inches height, and weighing up to 100 pounds. Rabbits are harmless as long as they are not threatened.

⑥ Room of mutations.

It's in this room, standing behind his rudimentary altar, that Gruben Kexart practices his ignoble diabolical experiences. With the help of his novices, he mixes magic and alchemy in order to succeed the perfect mutation on these victims.

⑦ Gruben Kexart's apartment.

The druid has stored his belongings in this beautiful and warm private apartment. Numerous books, sumptuous paintings adorning the walls, as well as the profusion of delicacies in the pantry, demonstrate Gruben's richness. His most precious stuff are piled up in the little storage room upstairs. The PCs can get their hands on a Holy-Gernade if they meticulously search the room. A formidable weapon against demonic rabbits.

⑧ Alchemy laboratory.

The druid, accompanied by a novice, is focused on preparing one of these alchemical recipes. Unless there is a lot of loud noise, or if the alarm is sounded, there is no reason for Gruben to move away from these earthenware containers and other glass bottles filled with colorful liquids.

If his life is in danger, Gruben begins a series of incantations before transforming himself into a demonic human-rabbit hybrid. The grunts he makes when he is in this form has an immediate effect on the monstrosities held captive. The demonic rabbits become enraged and manage to break the lock of the cage to come help the druid.

⑨ Torture tables.

These ancient instruments of torture now serve to keep captive beggars, kidnaped here and there, while preparing their bodies for hybridization. At best the subject survives and remains unconscious for a few days. But most of time, he dies after sustain these various surgeries.

A simple look at these tables smeared with traces of brownish dried blood and pieces of putrefied flesh is enough to give nausea.

