# Scenario Concept

**Location**: 8000-year-old temple dedicated to the gods of life and death.

**Denizens:** Faj’Ri and flesh monsters. Ghost of former wizard.

**Goal:** Get access to the fountain of life and death.

**History:**

1. The Formless (before they become formless) built a temple dedicates to the circle of life and prayed to both the god of death and life.
2. After the Formless made their pact with Juiblex they attempted to convert the temple to Juiblex but was stopped by the powerful wizard “Vilex” who sought the grail of life and death in the temple.
3. The wizard expanded the temple with additional defences but was ultimately defeated by a group of Faj’Ri.
4. The Faj’Ri has survived by isolation, and devolved even further into their sadistic nature.

# Dungeon Features

## Outer circles (Wizard)

**Illumination**: None.

**Ceiling Height**: 10 ft where non-broken, 25 ft where broken.

**Walls:** Rusty metal. Plain and boring. Functional.

**Doors:** All non-central are rotted away.

## Inner circles (Temple)

**Illumination**: Magic torches.

**Ceiling Height**: 10 ft where non-broken, 25 ft where broken.

**Walls:** Beautiful, well-kept limestone. One side features art of death, the other of life.

**Doors:** Wood reinforced with metal. Different ages indicate replacements/repairs.

## Faj’Ri underground city

**Illumination**: Torches and glowing gems.

**Ceiling Height**: 6 ft.

**Walls:** Crude, clearly cut out. Reinforced by wood and metal.

**Doors:** A piece of cloth.

# Corridor themes

**Outer circle**

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| --- | --- |
| **Kast** | **Theme** |
| 1 | Broken, rusty remains of clockwork machinery |
| 2 | Cobwebs full of long dead lizard husks. |
| 3 |  |
|  |  |
|  |  |

**Inner circle**

|  |  |
| --- | --- |
| **Kast** | **Theme** |
| 1 | Wall paintings all perverse parodies of other rooms, yet the style is identical suggesting the same artist. |
| 2 | Colour and placement of stones in the floor suggests a wide open mouth with teeth. |
| 3 |  |
|  |  |
|  |  |

**Faj’Ri city**

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| --- | --- |
| **Kast** | **Theme** |
| 1 | Bones of small rodents. |
| 2 | Ancient bones of humanoid bird-like creatures (The Formless) |
| 3 | Green glowing, radioactive liquid moving up the wall. |
| 4 | Support has broken and one part of the corridor has collapsed. |
|  |  |

# Outer Circles (Wizard)

## Entrances

* The primary entrance A1.
* Holes in the roof of AX, AX, AX.
* Chance of falling through the roof to AX when walking atop the hill.

## A1 – Primary Entrance

Large room with rusty walls. Door to the left and right.

Overgrown with plants whose roots have sipped a tiny bit from the fountain. They have become sentient from doing so, and if given access to the fountain will reward the party handsomely. When speaking, sounds like a voice carried by the wind:

*“Ah, travellers. I assume you seek the answers to the age-old question of life and death? Not that I can give those answers, but I know how we both may find them. The grail of life and death holds them. I wish to drink once more from it, and I assume so do you? Lend me access to the fountain and I will reward you handsomely.”*

Stat blocks:

* [Plague Brush](https://homebrewery.naturalcrit.com/share/1rNCE_92GkTVd4XigA_Rtv1SxixG_Kar303-JDbnpmjqF)
* [Shambling Mouther](https://homebrewery.naturalcrit.com/share/1f_26WgibHvb0M7YFFGzuWKye36rI1Sjw89KTEgzN52iC)

Loot (Inside the sentient vines):

* Gold, consumable magic items

## \*Corridor where they meet the Wizard\*

## \*Corridor where they meet the Faj’Ri\*

## A2 - Statues of Strength (Challenge: Puzzle/Skill)

* Two Ancient Greek-like marble statues and two bronze statues stand flexing their muscles. Wearing minimal clothing, golden jewellery and Egyptian´ish headwear, enhancing their long, soft purple curly locks. Caesar and Genghis wear Roman and Mongolian clothing.
* A multi-coloured fungus grows on particularly rusty benches.
* Small but heavy discs lie scattered.
* A large, rusted half-disc door exit with no apparent door handle but it emits a faint glow.
* Smells like sweat from working out and noticeably warmer here.

After a little while, the statues come alive and turn into humanoids. Marble statues “Joey” and “Joe” immediately lays on benches with assistance from “Ceasar” and “Genghis”. Caesar assists by smearing oil on their muscles, and Genghis throat sings to power up their flexing. Song, music, and oil physically makes their muscles bigger and them stronger.

The strongmen can open the door, but only if the party convinces them of their might. The strongmen suggest a *Challenge of Might*.

**Challenge of Might**The challenge has two strongmen and a supporting cast and has two phases and a possible third phase.

1. *Prep phase* (15 minutes): The supporting cast hypes up the strongmen.
2. *Might Showdown* (15 minutes): Each strongman finds an opponent to compete against. Make contested Strength (Performance) check. To win, both strongmen must win. The players roll first and may choose to gain 1 Exhaustion to reroll one die (max once per die).
3. *Break* (30 minutes): Only applies if no winner is found. After the break, repeat phase 1-2. This continues until a winner is found.

Examples effects of helping:

* Singing a hyping song
* Smearing oil on the participants muscles to make them look better.
* Spells: Enhance ability etc.

For all skill checks, the following apply to one strongman (the statue-strongmen can make as many actions as the players):

* roll<15: +1
* 14<roll<20: +1d4+1
* 19<roll<25: +2d4+2
* 24<roll: +10

## AX – Sphere of Ascendency (Twist: Reward turned trap)

Hidden laboratory. Vilex will show them if they have been nice. Circular stone dais with magic runes and a 6 ft sphere of white energy illuminating the room. Scorch marks on the walls. Two magically reinforced chest with names “Jasper” and “Vilex”.

**Magic chests**Both Arcane locked DC 25. Magic trap that activates the sphere of Ascendency causing everyone to make a DC 18 Strength save or be pulled towards it (see below if touches).

* Jasper’s Chest (Codeword: Daydreamer):
  + Aaa
* Vilex’ Chest (Codeword: Mastermind):
  + Aaa

**The Sphere**   
The white sphere is a powerful version of Sphere of Annihilation. Upon touching it, DC 25 Strength save or be sucked into it and die. On success, takes 10d10 damage and if it reduces to 0 hp loses a relevant limb. Any magical effect disturbs it and deals 3d10 force damage to all creatures in the room (Vilex warns about using magic on it). A creature killed by the sphere is sucked into it together with all their belongings. After 1 minute, they become a ghost that now haunts the temple.

The sphere is powered by a cup of water from the life fountain.

**Vilex dialogue:**

*“Ah, as for your reward! This sphere is practically a portal which will let you go to where I reside, such that I can learn you any secrets you may desire. Spells, feats, you name it! I will warn you, there is a downside: Simple minds have been driven crazy by my immense ability to speak. Jasper is a sad example. I think he is still around here somewhere, but he is craaaaazy! And dangerous. Yeah, not a nice guy anymore.”*

## AX Jaspers room (Secret, Social challenge)

Jasper is an insane ghost, which possesses different objects and, in his anger, causes damaging effects to the party. If they manage to calm him down, he can tell them the codeword (Daydreamer) to his chest, but also tell them his fate and how the Sphere of Ascendency works.

## CX The grail of life and death

A water fountain made of a grey stone with two sides, one where the water is a devouring black (death) and the other a blinding white (life). Drinking from the water causes:

* *White/Life*: All your stats become 20 (unless already higher), you don’t fall unconscious at 0 HP and gains an extra action per the Haste spell. This effect lasts for 10 minutes or until you are incapacitated, after which your body and all your non-artefact belongings explodes in a searing white light killing you and destroying your body and blinding all who can see the light.
* *Black/Death*: A peaceful tiredness and a sense of satisfaction falls upon you. You have lived a good life, and for the next minute vividly live through your best moments before your body and all non-artefact belongings are turned to ash, giving you a peaceful death.