

The Girly Girl Dungeon

An adventure
that can be defeated by
1st level girls or 5th level boys.

by Kaylee Thumann

One year ago Princess Lilly was betrayed by her husband and murdered on her wedding night. Now she has come back from the dead and is killing every husband in the village. You must brave her haunted palace, find your way through her hedge maze, and banish her vengeful spirit before all the men in the village are dead.

6.

A bedroom dominated with a white and pink canopy bed. A dollhouse takes up an entire corner of the room, and it looks like a miniaturized version of this palace, complete with 4 dolls of palace guards. Playing with the dolls causes the whole party to be shrunk and trapped within the dollhouse. The dolls, now the same size as the characters, give them a grand tour of the house before the magic reverses, the characters are thrown from the dollhouse, and returned to normal size. The characters now know the geography of the palace. The dungeon master should award them a map of the one-page dungeon marked with all secret and concealed doors. If the characters attempt to leave this room without playing with the dollhouse, the dolls turn into 4th-level fighters and attack.

4.

A miniature theater lit with mirrored lanterns. On stage, twenty swans dressed in tutus dance to Tchaikovsky. If characters do not applaud before passing through, the swans turn into streges and attack. Award experience for defeating the streges if the characters applaud and thus avoid the encounter.

2.

Two cradles adorned with colorful mobiles and a chest of drawers. A strong stench causes nausea; save versus poison to negate. A pair of ghostly babies cry, doubling the chance of wandering monsters, which enter from the hallway. Within the drawers are clean diapers, wash cloths, and baby powder. If the babies' diapers are changed, they stop crying and the nauseous stench disappears. Award experience per defeating shriekers.

7.

Numerous benches are arranged around a dressing screen, a large chest of drawers, a wardrobe rack hanging with garment bags, and a large mirror. The drawers are filled with silky bras, girdles and underwear. Characters rude enough to search through them are attacked by their own reflections: the mirror is actually a mirror of opposition triggered by searching the drawers.

3.

A closet filled with brooms, feather dusters, and old feathered hats with veils. Three jewelry boxes are buried under several inches of dust. If the dust is brushed or swept away, it billows into the air and turns to pixie dust. All within lose their balance and levitate in the air, completely immobilized. Every turn they must save versus spell or suffocate. Donning a veiled hat, which always hangs within reach, protects from the pixie dust and allows the characters to regain their feet. Within the jewelry boxes are three matching sets of necklace, bracelet and ear rings, each set worth 1,000 gp.

8.

A statue of hideous monsters. Three of the statues are humanoid, with wings, horns, claws, and fangs. They almost appear to be watching the characters. But they aren't. They were once gargoyles, but have been turned to stone by the medusa. If they are attacked, the sound of weapons on stone immediately attracts the wandering medusa. Don't roll for wandering monsters - it is automatic. One of the gargoyle statues wears a necklace of adaptation.

1.

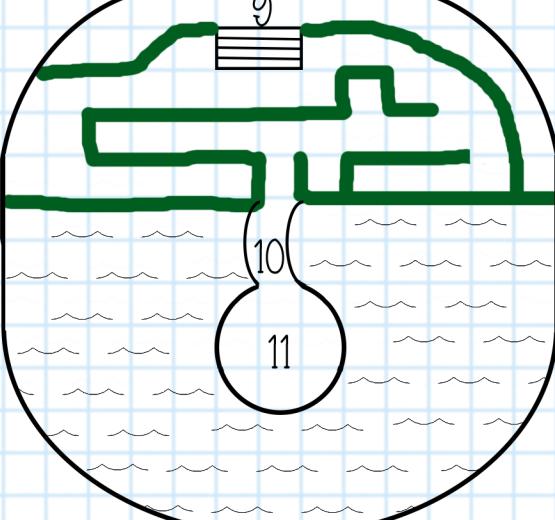
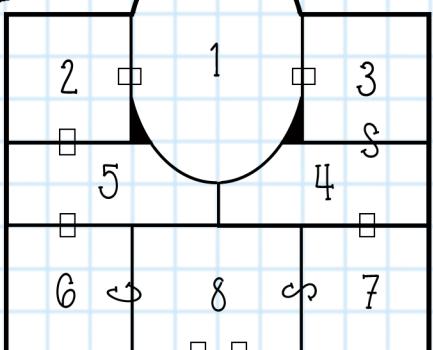
A beautifully decorated ballroom with crystal chandelier and tiled dance floor. Twelve women dressed in elegant gowns waltz to ghostly music. Beneath the gowns they are ugly and hungry ghouls who will attack unless they are asked to dance. After one dance, they crumble into dust.

10.

A decorative footbridge spans a reflecting pond. Anyone looking at the pond can, at first, see only a reflection of themselves, the palace, the bridge and the garden. After one turn, however, they can see the glitter of gold coins...it appears the pond has been used as a wishing well. The glitter is actually the scales of two kelpies, who attack any who reach into the pond.

9.

A hedge with bright red roses. Characters flying over the hedges are immediately affected by the roses' magical scent: save versus poison or fall asleep.



11.

This gazebo was where Princess Lilly first met her fiancé. She now haunts it as a spectre, sitting in its center, stroking the heads of two whimpering, chained dogs. When the characters approach she asks if they've come to marry her. Since she is dead, marriage requires a groom to kill himself. This is why she's kidnapped the village men. None of them agreed to marry her, so she killed them instead. She will do the same to the characters. The dogs are actually blink dogs captured by Princess Lilly. They will serve their liberators as faithful friends.

Wandering Monsters

1. Medusa
2. Green Hag
3. Sea Hag
4. 4 Female Dervishes
5. Pair of attacking Unicorns
6. 2 Harpies

Legend

- 1 square = 10 feet
S - Secret Door
C - Concealed Door
X - Pit in floor