SHRINE OF THE SLITHERING SAGE ONE-PAGE DUNGEON, BY YEVOR



SEEK OUT THE PROPHECIES RAVED BY THE ANCIENT WORM-SAGE IN HIS DILAPIDATED MONASTERY, AND CONTEND WITH ITS MONSTROUS CONQUERORS!



RANDOM ENCOUNTERS (1D6)

- 1: BIRD-MAN PATROL, ON GUARD!
- 2: Drunk Satyr Marauders!
- 3: Satyrs vs. Bird-Men: Turf War!
- 4: ANGRY GHOSTS OF DEAD DISCIPLES!
- 5: RUBBLE COLLAPSE!
- 6: Monstrous, Flesh-Eating Ooze!

Portcullis: Old spears and rough-hewn stone. Three satyr sentinels chant towards the outside. Rusted lever doesn't always work.

Aviary: Clumsy excavation exposes holes to the sky. Massive, misshapen nest. 3d6 Bird-Men roost: some warriors, some cowardly civilians. They plot an attack on the portcullis – territory for their demon lord!

SACRIFICE CELL: AN ALTAR RECONSECRATED TO PAGAN SATYR GOD. SATYR KING TORTURES COSIGAN, LAST IMMORTAL DISCIPLE OF THE WORM-SAGE, WITH A WHIP OF THORNS. IT'S A RITUAL SACRIFICE FOR VICTORY AGAINST THE BIRD-MEN.

Satyrs' Lofts: Hooting and singing. Bedsheets shredded into a bestial den. 2d10 satyrs rest/Revel around a bonfire. Valuable furs and fabrics strewn about the mess.

Scroll Repository: Racks of parchment and holy relics. Sacred and silent. The guardian specter questions all who dare trespass.

Balcony: Howling winds below. Gath Snake-Eye, adventuring thief, barricaded to escape the bird-men. He's not worth killing to them. Starving, lonely, and desperate.

SAGE'S SANCTUM: STACKS OF MUSTY TOMES, SCRIBED WITH THE SAGE'S MAD PROPHECIES. CRACKED OBSERVATORY OPENS TO THE HEAVENS. WORM-SAGE WRITHING IN THE GRASP OF A VISION; POWERFUL WIZARD, BUT UTTERLY INSANE. DOORS ARE LOCKED, AND THE DEMON LORD HAS THE ONLY KEY.

Garden: Pebble paths between fresh crops and herbs. Scent of blooming flowers. The tree's golden fruit grants its eater youth, but inflicts slow, inexorable madness.

Spiked Pit: Poisoned bone nails lurk below a maroon rug. Trap set by the bird-men, who can just fly over it.

FEATHERED THRONE: SATYR QUEEN'S CORPSE NAILED TO THE DOOR. HELLISH MAGIC EMANATES FROM WITHIN. DEMON LORD OF THE BIRD-MEN BEARS HIS ROYAL FINERY AND SCEPTER, WEARING SANCTUM KEY AROUND HIS NECK. HE RECITES VILE DECREES TO BIRD-MEN ROYAL GUARDS.

Note: Most monsters are willing to make deals, befriend the heroes, and generally get what they want without fighting.