

Kill Several Demons

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Beneath a barrow, locked behind golden doors for untold centuries, demons frolic and brawl. They are creatures of entropy and chaos and reality frays in their presence.

This little dungeon is usable as a one-shot or wherever a small, demon-infested sublevel might come in handy.

The Entry Hall is unbearably hot and overgrown with protrusions of a dense black coral like substance. If characters linger here, they'll be accosted by Minor Demons (see table).

Whenever a group passes through this room their belongings will be changed (see **Transmutation** table).

A massive **Pulpy Demon** swims on clumsy fins. The ground and walls become viscously fluid while within 10'. Characters will sink into the floor and can swim through walls when it is near. It grabs with grasping tendrils and tries to drown its prey. When it is killed, any character within the floor or a wall, will be trapped.

A sanctified room, that the demons and their effects cannot enter. Inside, a **statue to a heroic god** with an offering bowl and a stone pillar into which many blades have been plunged. The first character to offer blood in the bowl receives a protective blessing. The first to plunge a weapon into the stone receives a blessing to their attacks.

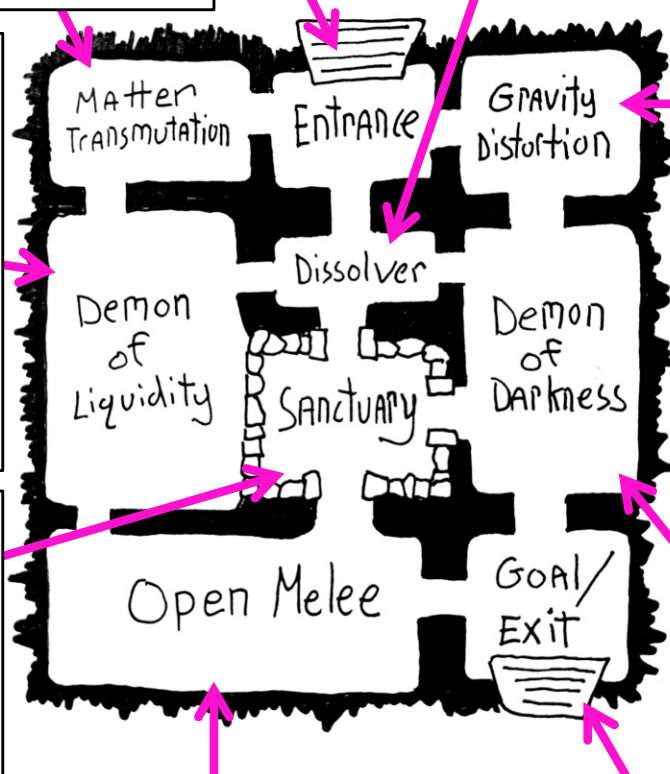
At the intersection, a shimmering, flickering area is visible. **Anything entering this area is torn apart** into microscopic shreds and scattered in every direction. When detected it begins to move slowly towards the characters and will follow until they leave the dungeon or are destroyed. It cannot be combated. This is a hazard not a monster.

The prevailing gravity in this tall chamber is opposite to the rest of the dungeon. What initially appears to be a high ceiling is effectively a deep pit. The walls, ceiling and floor are covered in organic spikes. If any noise is made while traversing this obstacle, **Flying Demons** will attack. Each of these demons reorients gravity in a 5' bubble around it to pull in a random direction.

This room is dotted with pools of acid. A **Gyrating Demon** tunelessly sings, emitting anti-light. When it detects characters, they'll be targeted with weakening and warping sorceries.

The **MacGuffin** is here, or the way further down.

Several **Minor Demons** (roll on table) battle each other here. If the characters enter, they'll be included in the melee of all vs. all.



↓ Use as hazards whenever the DM feels mean or bored. ↓

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Minor Demon		
#	Form	Attack
1	Ooze	Burning
2	Flyer	Corrosion
3	Crawler	Mutation
4	Spirit	Rusting
5	Smoke	Rotting
6	Flame	Shredding

Transmutation		
#	This to That	
1	Iron	Stone
2	Cloth	Flesh
3	Glass	Acid
4	Wood	Slime
5	Gold	Smoke
6	Food	Coral

Demon Treasures		
#	Found when butchered (roll or choose)	
1	Heart	Healing + Mutation Chance
2	Black Goo	Corrosive vs. Inorganic
3	Green Goo	Corrosive vs. Organic
4	Stinger	With intact venom sac
5	Flame gland	Explodes when punctured
6	Ashes	Psychadelic snorting