

DUNGEON 260

A ONE-PAGE-DUNGEON

Nº9

CULT OF THE SNAKES

A DUNGEONSLAYERS ADVENTURE BY CHRISTIAN KENNIG FOR THE LEVELS 1-4
TRANSLATION BY ANDREAS BÖSCHE, HOLLIS MCGRAY, ROLF ELAK AND SANA D.

Natives of a desert or jungle tribe “persuade” the PCs to help: people are disappearing, as they were in ancient times when the Cult of the Snake still ruled from their old temple. This temple is located on either a desert hill or hidden in thick jungle. Two narrow air ducts under the roof edge at 4m height are the only “windows”. Two cultists leave the temple once a day to gather food.

1. ENTRANCE A broad staircase leads up to closed, brass-shod double doors. The wall behind the doors is covered with stone snake heads. The cultists at 3. douse the torches when hearing noise, look through the peepholes and quietly prepare for battle.

2. SNAKE CORRIDOR The corresponding secret doors to 5. will only open upon reaching into the hand shaped depressions at (✎) while wearing a snake glove (every cultist has one).

3. GUARD ROOM Four Cultists are keeping guard here, seated on simple cushions. Two snake-adorned bowls of fruit(2GP each)and clay vases of water are here.

4. BEDROOM In each room: accommodations made of pillows, a box containing D20 candles, Flint and Tinder, wall paintings of snakes that seem to move after looking at them for a while (an optical illusion) **4a:** underneath a pillow, pouch with D20 SP, **4b:** wooden bowl with 8x healing herbs, **4c:** magical Short Bow +1 rests against the wall, **4d:** nothing special, **4e:** a strong sweaty odor, **4f:** Tooth Necklace (RE+1).

5. STAIRCASE Stepping on the stairs without wearing a Snake Robe (each cultist wears one) activates a one-time trap: A magical snake bust over the stairs spouts a jet of acid (Ranged Attack 16, Damage D20) on everyone at 5.

6. HALL 2 alcoves each with a bowl filled with blood and snake egg shells.

7. DOUBLE DOOR Male voices humming behind them.

8. CHAMBER OF THE PRIESTESS Scoring 1-10 on a D20: The priestess’ two leopards are

found here, otherwise they will sneak up from 9. arriving after D20 rounds. There is a bed and a golden snake statue (500 GP) in the room. On a shelf 2 Healing Potions, a pouch with 4x Sleeping Dust and the Spell Scrolls: “Protection from Poison”, “Halt!”, “Light” and “Magic Ladder” can be found. There is a chest in the room (poisoned needle trap 18) containing: a green Cloak (AU+1), Snake Leather Bracers (DX+1), Snake Pendant (Talent Perception +I), velvet bag holding 8 emeralds (20 GP each), Ring with Snake symbol (RE+1).

9. DUNGEON Scoring 1-10 on a D20: The priestess’ two Leopards are found here, otherwise they will sneak up from 8., arriving after D20 rounds. Lots of chains and shackles on the walls.

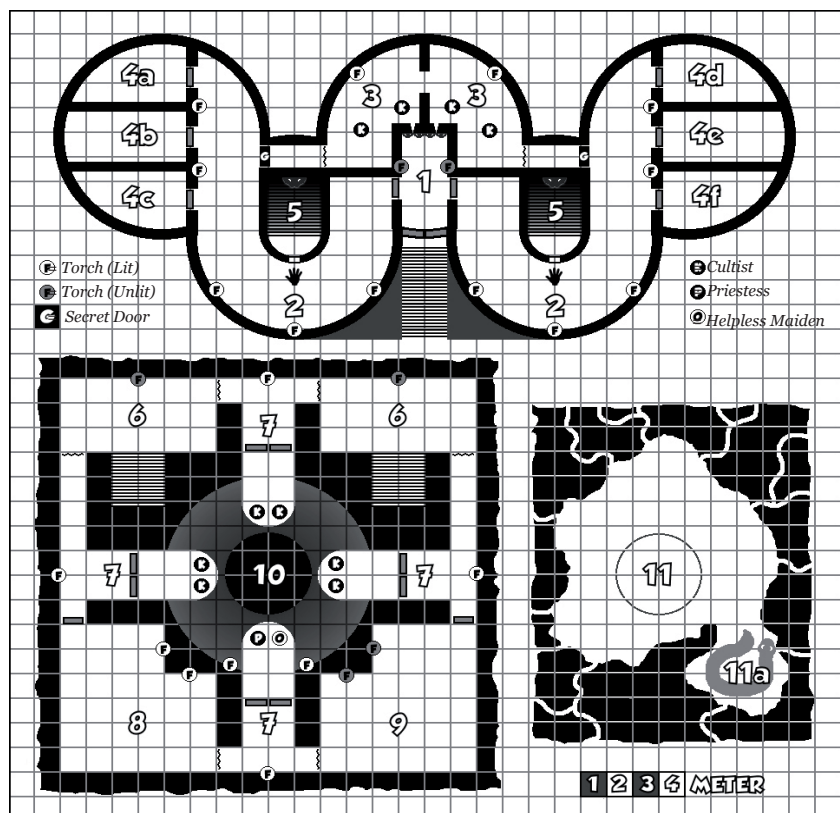
10. SACRIFICE SHAFT 6 Cultists and a Priestess with a chained female sacrifice on a balustrade, on the floor of the cavern (3m deeper) shaft to 11.

(fall 6 m, 18 damage). Pushing a target over the rail requires a successful check vs. attackers BOD+ST. If targets defense check does not block all damage, the target is pushed over the rail.

11. SNAKE’S DEN 3 m high cavern, strewn with bones, snake eggs and egg shells, snake spawn can exit via small tunnels leading outside. The mother snake appears from lateral cave (11a.) and attacks. The only exit usable for characters is the shaft (10).

	Attack	Defense/Dodge	HP	XP
CULTIST *	10 (Scimitar)	9 (Snake Robe)	18	49
PRIESTESS *	Magic Step 10/ Fireray 11	7 (Snake Robe)	16	49
LEOPARD	9 (Strong Bite)	4/22 (Speed 7m)	14	46
MOTHER SNAKE	16 Poison Bite**	14	46	101

* Snake Robe (magical AV +1), Snake Gloves; Priestess spell Magic Step
** Bite: If damage is received BOD+TO check, if failed receive D20 rd 1 damage/round (no defense)



XP: Each room 1XP, Combat (defeated XP/PC) XP, outsmarting trap 10XP, destroy altars or snake 10XP, adventure 25XP