

A dungeon by Johan Nohr, for

**MÖRK BORG**

Made using the MÖRK BORG digital dungeon generator.

# Devil's Tomb

THE EMPTY SARCOPHAGUS

THE MADMAN  
HP 2 Morale -  
No armor Bite d2

THE MADMAN

PIT TO HELL

BELPHEDUK,  
THE TRAITOR  
HP 5 Morale 3  
Scales -d2 Claws d4

TRAITOR'S DEN

GOBLINS

THE PLANT OF LIFE

ANGELIC CHOIR

GOBLINS  
HP 6 Morale 7  
Ropy skin -d2 Knife d4  
DR14 to hit and defend against.

THE DROWNED

ALTAR

HOARD

LAIR

THE DROWNED  
HP 6 Morale 8  
Scales -d2 Spear d6  
Immune to the spores' effects. Upon death, freezes the water nearby, dealing d4 damage.

## THE SPORES

Anyone breathing the spores that fills the air must pass a DR12 Toughness test or (d4):

1. You see visions of death. Whenever a creature near you risks dying, you will see it happen before your eyes. Then, you snap back to reality again.
2. The world spins. You must use one hand to support yourself against a wall or fall.
3. Every creature, object and surface is pitch black and outlined with a bright red.
4. Living creatures are invisible to you. You hear strange voices.

The effects lasts 1 hour.

**The Eyes of the Icon of St Largoth have been stolen** and taken to a formerly abandoned hellhole deep in Graven-Tosk known as Devil's Tomb. They will see that which is hidden. **Retrieve them!**

## THE MADMAN

- Former graverobber, mad with spore-fever. Naked and unarmed. Cannot remember his name. Scared to death of The Angelic Choir.
- Tries to stop anyone from entering the tomb. Will first beg, then bite.

## PIT TO HELL

- Bottomless chasm leading straight to the fiery torture-realms of Hell. Fall and die.
- Narrow bridge across.
- Greenish bronze door, locked with heavy chains. **GO TO NECH**, written with blood.

## TRAITOR'S DEN

- Muddy, cramped cave. A severed arm is nailed to the wall.
- **Belpheduk** killed a fellow drowned and this cell is her punishment.
- She is hungry and spiteful. Seeks revenge. Wants to see the Plant of Life destroyed. Knows where it is hidden.

## ANGELIC CHOIR

- Vines cover these stairs. On the walls grow bulbous flowers with angel faces. They sing haunting, wordless songs (test Presence DR10 or loudly sing along for a minute).
- Spores float in the air.

## GOBLINS

- **Three goblins** violently anguing over a two-handed sword. It is incredibly sharp (d10+1).
- Vines and angel-faced flowers everywhere. Spores fill the air.
- The back room has collapsed into the pit to Hell. **The Icon's Eyes will see an opening leading further in on the other side.**
- A rickety wooden door leads to a chamber where the goblins shit.

## THE DROWNED

- Amphibian creatures exiled from their poisoned, dried out lake.
- 10 individuals present. 4 more soon back from a raid.
- They worship The Plant of Life and its angelic children.
- This level is flooded. The water comes from the collapsed corridor and flow toward a waterfall down the pit to hell.

## DROWNED ALTAR

- Circular granite slab.
- A dead Drowned is placed upon it, covered in blue leaves and vines.
- Thrice daily they mourn him.

## DROWNED LAIR

- Fleshy cocoons where the Drowned sleep.
- Stolen goods soaked in water: ruined food, simple tools, ragged clothes.

## DROWNED HOARD

- Mud covered jumble of shiny objects. Coins, cutlery, chains, nails and horseshoes. A search will yield (d4)
  1. 20+2d10 silver
  2. Two shortwords
  3. A silver effigy of a three headed basilisk
  4. A ten foot copper rod
- The Icon's Eyes are also here. Looking through them will reveal all invisible and hidden things.

## THE PLANT OF LIFE

- The passage here is only visible if viewed through the Icon's Eyes.
- Spores and vines fill this room.
- **Giant, pulsing cactus** in every color. Tendrils grow from its top, swaying in the spore-filled air.
- Anyone in the vicinity must pass a **DR12 Agility or be grabbed by a tendril**. Then test DR14 Strength or be dragged into the plant's mouth, taking d6 damage per round until the Strength test is passed or the tendril chopped off.
- **The Plant has 30 HP** and upon death, all the vines turn into black metal and the angelic faces into skulls.
- Big: Impossible to miss.