

The Chapel of Suffering

Sentenced to death, you will be spared if you bring a mysterious puzzle-box to the judge.

After entering, the corpse and tunnel collapse behind you. Trapped! The only way out is somewhere under the mass of boiling tar.

Falling in will cause *d6* burn damage and a random item from your inventory is lost.

Rocks provide your way across the tar, but they are unstable. Three dormant lava tubes allow access to the lower levels.

X The entrance is through a sucking chest-wound of a Graven-Tosk corpse.

Down the fleshy interior, the gateway is guarded by the membrane of Sarkantha!

A giant pool of boiling tar awaits on the other side...

Covered in cobwebs. Wyvern's spawn protect a random occult treasure atop a pedestal.

Test **Presence DR8** or lose your shit in the cobwebs.

WYVERN SPAWN
HP 15 Morale 9
 Thick hide -*d2*
 Two-headed bite *2d6* choose the highest roll

Paint-spattered walls. A bloody sheaf of bark breathes and mumbles.
 Casts a random power on a **12+** whenever an Omen is used.

Full of corpses. Extremely disturbing paintings lower Presence.

The puzzle-box is somewhere in the bodies. Every round, **1 in 6** chance it is found. Test **Toughness DR10** for each round of searching or develop plague.

A herbmaster, old and derailed, creates living scrolls of bark and blood.

Alchemical laboratory with **2 doses** of a random decoction. The herbmaster talks lovingly to a piece of chalk.

Rotting tree stump being skinned of its bark.

THE ONLY WAY OUT IS UP THESE STAIRS...

