

# DUNGEON OF BAWK BAWK

by Ramsey Hong

While enchanting some chickens to make a fun amusement dungeon in his barn for the village kids, Golbarf, a wizard/poultry farmer, accidentally imbued a chicken with the mind of Vunger, a bad wizard from another world. Vunger immediately imprisoned Golbarf in a magic bubble and used Golbarf's power to imbue chickens with the minds of his chork soldier minions.

While summoning chork soldiers, Vunger accidentally summoned some heroes (Henk, Deena, Ulrich, Shayla, Albort, and Bubby). The heroes fight to save the village from the chork soldiers. Vunger further enchanted Golbarf's barn making it more dangerous.

## CHICKEN SPEECH

Possessed chickens speak in monosyllabic words with "BAWK" interspersed generously. The chickens understand common.

## STARTING POINT

The party encounters a battle between the hero chickens, protecting 2 young village children, and 8 chork soldiers outside Golbarf's amusement dungeon barn.

A painted sign above the barn entrance says, "DUNGEON OF BAWK BAWK". Ensorcelled barn is larger on the inside made up of multiple floors, halls and rooms.

## FINAL BATTLE & REWARD

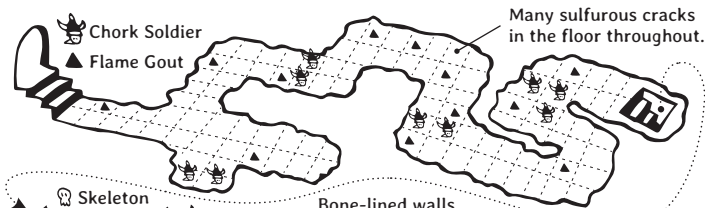
Vunger summons Tiamort to fight heros. Tiamort, in a raging frenzy, attacks randomly.

Defeating Vunger releases Golbarf, who dispels the possessed chickens causing them to all explode. Except for the hero chickens. The hero chickens fade away dramatically. The dungeon reverts to a normal barn interior with mundane "dungeon" decorations.

Golbarf rewards adventurers with magic Chicken Foot Pendant of Chickenspeak.

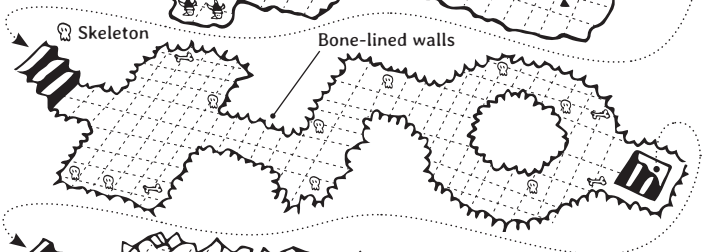
## HOT STONE TUNNELS

*Sulfurous and hot.*  
Random gouts of flame erupt from cracks in the stone. Patrolling chork soldiers attack on sight.



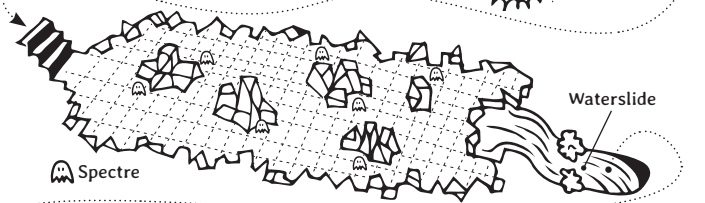
## BONE CATACOMBS

*Dusty and creepy.*  
Skeletons with bone weapons hide among the bones lining the walls.



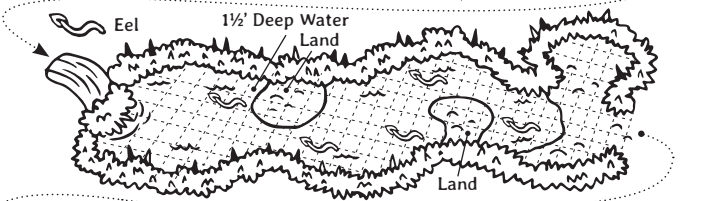
## CRYSTALLINE CAVE

*Bright and echoey.*  
Reflections and echoes can cause confusion. Spectres attack from random crystal faces.



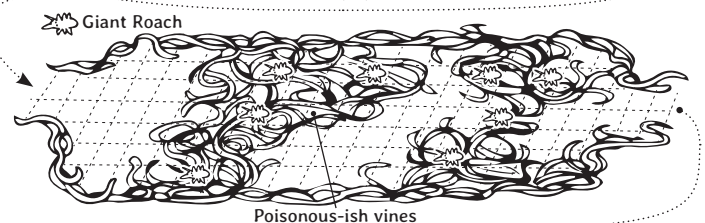
## SWAMP OF EELS

*Foggy and flatulent.*  
The putrid air can cause nausea. Electric eels attack with shocks and bites underwater.



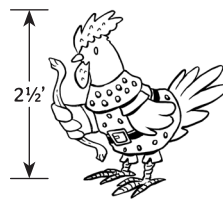
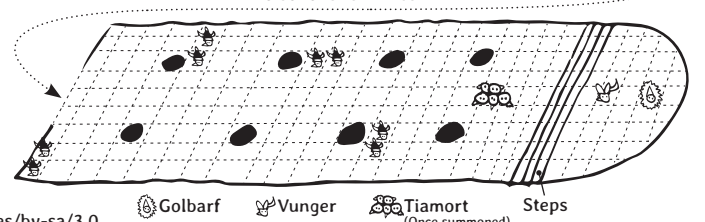
## ROACH GARDEN

*Musty and sickly sweet.*  
Poisonous giant cockroaches attack from beneath poisonous vines that litter the ground.



## VUNGER'S HALL

*Immense and gloomy.*  
Chork soldiers and Vunger attack the heros and adventurers. Tiamort (once summoned) attacks randomly.



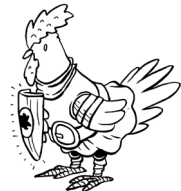
### HENK

Brave. Loyal. Selfless.  
*Lightning Bow*  
Fires bolts of electricity rapidly.



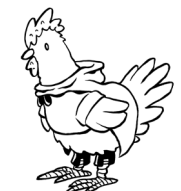
### DEENA

Bold. Agile. Athletic.  
*Magic Staff*  
Unbreakable. Changes length and rigidity at will.



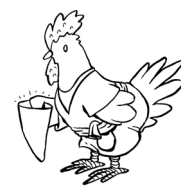
### ULRICH

Spoiled. Cowardly. Loyal.  
*Magic Shield*  
Impervious to direct attacks.



### SHAYLA

Kind. Cautious. Proactive.  
*Invisibility Cloak*  
Grants wearer invisibility.



### ALBORT

Hesitant. Creative. Jumpy.  
*Conjuration Hat*  
11% chance of casting any desired spell or conjuring any desired object.



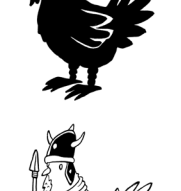
### BUBBY

Rash. Brave. Loyal.  
*Club of Muscles*  
Imbues user with great strength.



### VUNGER

Bad-tempered. Selfish.  
*Magic Bolts*  
Fires bolts of BAD energy.



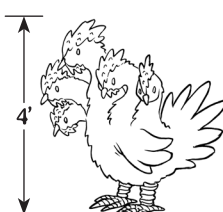
### SHADOW DUMDUM

Sneaky. Intangible.  
*Intangibility*  
Can float through walls.



### CHORK SOLDIER

Mean. Loud. Callous.  
*Spear & Dagger*  
Sharp.



### TIAMORT

Wild. Frenzied. Vengeful.  
*Lava, Tornado, Steam, Gas, & Blizzard Breath*  
Capable of focused or separate attacks. Also, sharp claws.