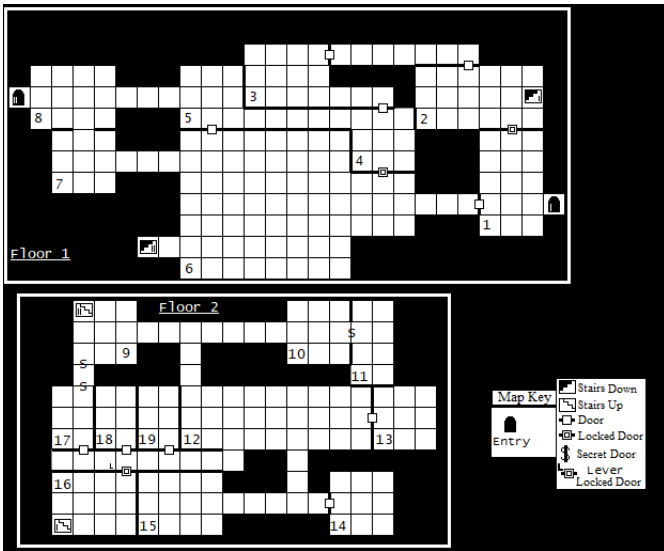


FEAST HALL OF THE IREIFYUG

OSR dungeon for characters levels 1-3



Entrance 1 At the bottom of a valley, a trail of blood leads to an entrance stone complex obscured by a landslide.

Entrance 2 Upon a hill, overlooking the stone complex, is fissure at the base of which a tunnel can be seen.

Room 1 Along the southern wall is a pile of 12 corpses of men and a horse. Along the eastern wall is a pile of five corpses of men. Upon the wall graffiti of blood reads "Here we will feast". Along the western wall is a wide puddle of blood in which are two sacks of silver and a purse holding 7 small emeralds (50s each). Two Bagmen are in the process of butchering a horse in the center of the room.

Room 2 Bloodied footprints leads to the northern door as well as the descending stair case. Upon the western wall, above a small altar, stands a mosaic which depicts a four-armed demon holding knives standing over a dying figure. The stairs lead down to room 16.

Room 3 Smoke and heat rises upwards from the gaps in the floor. Hanging from the ceiling are several chains which each end in hooks, one of them jammed into the rib cage of a skeleton of a man. A hungry ghost of the man is hidden amid the smoke.

Room 4 A trio of stone statues of spearmen stand near the eastern wall, theirs eyes empty and their faces marred by tool marks. A Bagman feebly attempts to open the southern door.

Room 5 Upon the eastern wall is an opened sarcophagus. A corpse of a Bagman is slumped up along the northern wall, his throat slit. He holds an ugly sword, which appears to be covered in ash. The sword is cursed and possessed by a vindictive spirit, *whoever touches the sword must save vs slitting their own throat with the blade*. The sword cannot be unhandd once wielded and imparts a -1 penalty to hit.

Room 6 In the center of the chamber stands a massive burning fire illuminating a 20' radius in the center of the room. A dozen pairs of debris covered tables, each 20' long and 5' wide fill the center of this chamber. Broken chairs surround the tables. Hidden in shadows of the southeastern corner, 9 chicken-men prostate themselves before an animated Giant Cauldron, which slams its iron limbs into its belly beating a haunting song. The southwestern passage leads to stairs down to room 9.

Room 7 Upon the Northern wall are six small cages, two of them contain roosters. 11 chicken-men form a circle in the

center of the room, squatting over a pair of fighting roosters, betting upon themselves which one will slay the other. Upon the southern wall stands an altar beneath a mosaic of a four-armed demon throwing bolts of fire. Upon the altar stands a small silver statue (50s) of a spider which clutches a triangularly cut diamond (1000s).

Room 8 The western wall is broken and a tunnel can be seen beyond it. The tunnel leads to a fissure at the base of the hill overlooking the stone complex.

Room 9 Two stone tables fill the room each covered by broken knives. A trio of skeletons bear hundreds of cut marks along their bones. Stairs up to the west of Room 6.

Room 10 Built into the eastern wall is a 10' bronze statue of a dragon. It breathes fire, every other minute, on a slab of iron which glows red from the heat. Smoke exist the room upwards through a few small holes in the ceiling. The belly of the dragon is a secret door which can be opened to enter room 11.

Room 11 Along the northern wall is a 5' circle of salt and wax contains dozens of protective sigils and runes. Trapped within is a hunched over demon made of flame churning a pump over and over, repeating frustrations under its breath. In the south-eastern corner of the room stand a trio of golden idols in the shape of the demon, but each is crying. The demon made of flame will promise to give the three golden idols (300s each) in exchange for the circle being broken. The idols can be taken from the room without the demon's permission or breaking the seal.

Room 12 An empty basin fills the center of the room 10' wide and 70' long. The western wall bears a depiction of a four-armed demon butchering a giant bird. Along the northern wall are dozens of large nests and fixing them are 14 chicken-men. The eastern door is covered in frost.

Room 13 3 halves of aurochs hang from hooks along the northern wall. Along the southern wall is an empty 5'(n,s) by 15'(e,w) aquarium. A trail of ice extends from the aquarium towards the meat where a giant crab [3HD, armor as chain, 1d8 x 2 claws, morale 8] snips at the meat, its claws freezing the meat where they touch it.

Room 14 The corpses of 8 men, 2 horses, and a bear hang upon rusted iron hooks, their blood pooling together.

Room 15 The smell of burning flesh fills the room. A large stone sarcophagus stands in the center of the room. Inside is a burning inanimate skeleton holding a vorpal sword [forces save vs death on hit] in its hands. Buried alongside the burning skeleton are 500 silver coins.

Room 16 The eastern wall of this room bears a mosaic of a butchered bull. In the northeastern and southeastern corners of the room stand a pair of stone statues of a bull-headed men pulling out their own intestines. 6 Bagmen search the room for means to open the northern door. Stairs up to room 2.

Room 17 The room stinks of spoiled wine. The walls of the room are covered in dozens of alcoves, most of them filled by broken bottles. Seven intact wine bottles remain within the alcoves, each at least a hundred years old (70s each).

Room 18 Upon the northern wall hangs a tapestry which depicts a pair of fishermen underneath a banner that reads "Meat Without Feet." Upon investigation the fishermen begin to gesture towards them and the viewer will feel themselves being drawn into the tapestry. The viewer is able to enter the tapestry and will find themselves in a busy port. The two fishermen shout "Welcome to meat without feet where you are what you eat!" and will offer the sales cuts of rare fish for 1d4 * 50s per HD of fish. Further they will purchase unique instances of *meat without feet* for 100 silver per HD of the entity. Eat a cut of fish purchased from the tapestry transforms the eater into that fish for 2d6 turns. Along the western wall stands a barrel filled with potent spices worth 1200s.

Room 19 Chained to the northern wall is a giant squid which reeks of alcohol. Further 16 barrels of cheese fill the room.

Wandering Monsters

1-2 1d8 Hungry Ghosts
3-4 2d8 Chicken Men
5 1d4 Bagmen
6 Swarm of haunted cleavers and knives [4HD, as unarmored, 1d8x4 slicing blades, those who miss a melee attack take 1d6 damage, immune to magic, those slain are butchered into pieces, morale 12]

Hungry Ghost

An emaciated man with a bloated stomach manifests from the darkness, as your breath begins to show in the cold. Buckets of slobber fall as he opens his mouth.
[1 HD, as unarmored, 1d8 damage, damage dealt by the hungry ghost removes an equal number of edible items and heals the ghost for the same amount, only damaged by magic weapons, morale 12]

Chicken-men

As you enter the darkened chamber your torchlight reveals an ugly creature. A plucked chicken stretched to the proportions of a man limps towards you. It opens its mouth revealing dozens of teeth filling its beak. It's fingers, nearly as long as it's forearm, spasm feebly as it struggles to hold up a bloodied stone. It screeches as it rushes forward spasming its arms
[1 HD, as unarmored, stabbing beak for 1d8 or thrown rock for 1d4, physically weak, fast, morale 7]

Animated Cauldron

A black iron cauldron, easily 6' across, rises up in its hind legs striking its belly with its forelimbs. A visage of a horned man etched into the rusted metal animates and cackles trashing its teeth, calling out to climb inside its belly. Boiling liquid spills as it thrashes around.
[4HD, armor as plate + shield, tackle for 1d8, rolls of 20 or that are at least 4 over armor swallow beings into the cauldron, once swallowed the target takes 1d6 every round from the boiling liquid and is unable to exit unassisted, morale 11]

Bagmen

As bloated as a corpse, a giant twice your height crawls onwards on three limbs like a beast, a single arm holding a terrible ugly bag slung over its shoulder. Under your torchlight you can see it is covered in scars and dried blood. It looks down at you with a pair of black eyes and opens a maw of yellow broken teeth.
[3HD, armor as leather, frenzied violence 1d10 a {damage + 3} chance in 100 chance of inflicting the conversion curse, morale 9]

Converting Curse: Turn into a Bagmen over 2d12 days.

Bag contents 1d20

1-12: Rotted Meat and broken bones
13: Flayed skin of a man upon which a ritual to call forth a demon is written in blood
14: Blood and bones of another Bagman which forces a save vs succumbing to conversion curse
15: Full of pitch, bag will not open and attempts to open it will rip the bag open causing pitch to cover opener
16: An intact corpse of a man which will animate with ill intent
17: 1d4 Giant Rats
18: 1d4 Giant Maggots
19: 1d6 fist sized spiders (2hp, with paralytic poison)
20: Another smaller Bag-man with his own bag (2HD) emerges bloodied, bruised, and screaming from the bag.

Each bag further has a 20% chance of containing treasure.

Treasure 1d6

1: 6d20 Silver Coins
2: 1d4 pieces of ugly silver jewelry worth 25 silver each
3: 1d12+1 severed heads, their mouths sown shut, inside of each is 100s worth of small gems
4: Map to Bag-men lair 1d4+1 hexes away
5: 2d6 urns filled with poison
6: Roll on Magic Item Table

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