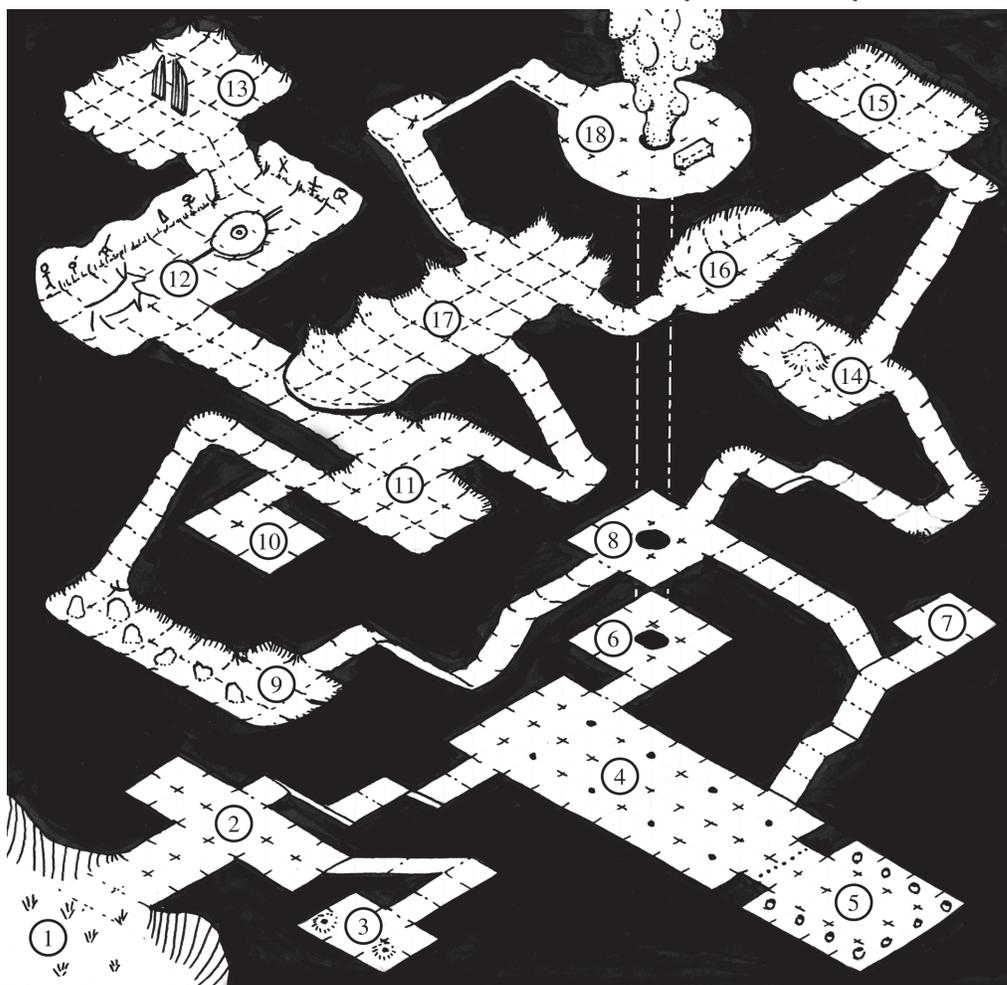


• DEVIL GUT ROCK •



1. Entrance - In a large shallow depression lies the steaming form of Devil Gut Rock. Stinking gasses cloud the ground around the base of the red sandstone and vent from the sides. The face of the stone has no hand holds and is slick to touch. A sandy path leads into an entrance at the base that is choked with scrub plants. The dry vegetation seems to grasp and plead at the adventurers legs as they walk through.

2. Lower Halls - The lower part of the complex is made of square cut stone and mortuary pictographs that have been defaced. Study of the pictographs reveal that the Rock used to be a sacred burial space.

3. Buzzard Nest - Open to the sky, this room contains several buzzard nests. d6 **Buzzards** and several shiny goods like *Jewelry* and glass.

4. Mortuary Chamber - Formerly a grand columned hall for burial ceremonies, it is now a large den for d8 **Chupacabras**. 2 *Potions of Healing* are found on a nomad-priest corpse lying among other bodies.

5. Preserved Dead - Beyond a black iron gate is a burial chamber filled with large canopic jars. Each is sealed at the top with a thin gold ring. Several jars are filled with valuable *Persevered Incense* or *Silver*. If any jar seal is broken, d12 pickled **Canopic Zombies** burst forth and attack.

6. Gas Vent - This square room has a perfect circular hole in the floor that vents a column of choking vapor into an identical hole in the ceiling. Yellow sulphur rings the floor. Does the vent go lower?

7. Hiding Villager - A young village woman has escaped her captors and is concealed underneath a pile of rotting maize sacks. She is the mayor of Longfarm's daughter.

8. Vent Mezzanine - This tall domed room has identical holes in the ceiling and floor to let the vapors from below waft upward but the gasses are especially thick in this room. There is glimmering light from far up the shaft that dances in the steam. Save versus hallucination.

9. Upper Passages - The upper passageways through the rock are naturally formed (unworked) and the sensation of moving through the innards of a great beast is disturbing. This ribbed hall is littered with rough stones that remotely look like crouched and sitting devils. A **Cliff Gargoyle** lurks here, blending in with the scenery.

10. Thrall Ambush - d6 **Bandit Thralls** enslaved to the vampire wait in this room to ambush adventurers in the adjacent passage. The nomads are covered in *Silver Bangles*.

11. Caged Villagers - d10 *villagers* are in wooden cages, half of them are drained of blood and dead. They may make noise when they see potential rescuers, possibly alerting the **Harpies** above.

12. Ancient Gallery - Numerous intricate cave paintings in blacks, ochres, and umbers tell a history of a forgotten people and their powerful knowledge. One week's study can give d3 *New Spells*.

13. Chamber of Wind - This high chamber is pierced by many large holes open to outside landscape and strong breezes. The high elevation wind blows through the chamber and whistles through a small *Turquoise Hoop* suspended between two freestanding stone doors. The hoop is simply hung between two hooks, but if it is touched d3 **Dust Devils** are summoned through the magical hoop and attack. The hoop can summon d3 *Dust Devils* per day if held up in the right wind.

Under a harsh blue sky lies a massive red sandstone rock. Venting volcanic vapor, it has the shape and color of a giant mound of steaming guts spilled onto the badlands.

Over several months the town of Longfarm has had cases of bloodless livestock dead in pasture and now several villagers have gone missing recently. Canine and humanoid tracks lead towards the wasteland and Devil Gut Rock.

Area Encounters
1. d6 Wild Dogs
2. Warning Pictographs carved into rock (for study)
3. Ghost in the daylight
4. d6 Giant Rats in burrow
5. d6 Buzzards (hawks)
6. Bad Alter of stone with fresh blood and bones.

Wandering Monsters
1. d6 Chupacabras (hairless vamp dogs, drain strength)
2. d3 Bramble Rattlers (large poisonous snake)
3. Dust Devil (small air elemental)
4. d6 Canopic Zombies (pickled)
5. d4 Bandit Thralls
6. d8 Skeletons

14. Coyote-Headed Jinn - Sitting atop a large pile of fine buffalo hides is a trickster Jinn with the head of a coyote. He is quite friendly and will answer any questions asked if paid a stiff amount of gold or jewels. His answers are all lies. If the adventurers are polite, the lies are obvious, opposite to the truth, and easy to parse. If the party is rude, the lies are unhelpful. If he is attacked, he may fight or vanish in a breeze. His collected treasure is beneath his pile of hides.

15. Trash Room - One **Wandering Monster** patrol.

16. Scrying Hall - Luminescent lichen cover the surface of this cylindrical hall forming light images of sights that are within 100 miles of the Rock by way of telepathic connection with other lichen in the surrounding landscape. An adventurer only has to think of a direction. It only works for one viewer at a time. If more than one occupant is in the hall, the images become a jagged blur of the immediate landscape.

17. The Three Mothers - A trio of old **Harpies** are the body-servants of the vampire. They have been enthralled by him for some time and speak of him maternally. They may hear the party coming and set to sing in this chamber. Each is adorned with ostentatious and mismatched jewelry along with other gear.

18. Observatory - This circular chamber is open to the sky and has a multitude of incised markings to track the stars and the sun around the circumference of the walls. However, the clouds of noxious steam from the gas vent blocks the sun and obscure the stars. (The vent is more active now than it once was.) The **Vampire** audaciously keeps his coffin in this open space with a tattered but fine canopy keeping light and rain off. He is dressed as a nomad noble with a *Fine Cloak of Feathers* and many *Necklaces*. He uses one random *Magic Weapon* and one piece of *Magic Armor*. The steam clouds shield the vampire from sunlight and he may flee down the shaft if his cover is dissipated. He may also harry the adventureres lower in the Rock if they are noisy. His coffin contains a bed of *Gold Coins*, several *Potions*, and *Spell Books*.

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