

## Haunted Tower of Forbidden Gods: a one-page dungeon by Tony Dowler and Ben Wray

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The worship of certain gods is forbidden. The great Ecumenical temple contains none of their shrines, the council of celestial justicars listens carefully for signs of prayers and punishes offenders, and it's just a bad idea in general. However, despite the beliefs of certain vain and foolish mortals, gods lose none of their power from a lack of worship, and so, when portents and omens reveal the forbidden gods grow restless, a band of heroes must travel to the Haunted Tower of Forbidden Gods to appease them through prayer, offering, and supplication, lest they rise up and trouble the world. This year, you are those heroes.

The purpose of this adventure is to journey to the Tower of Forbidden Gods and offer appropriate sacrifice to each god, for which the party will receive divine magics appropriate to their class.

Details of how each god may be propitiated are murky at best or, more likely, unknown.

### WANDERING MONSTERS: 1 in 6 per shrine visited or full day spent

1. Ghosts or specters of those who died on the plains
2. 1d3 Pilgrims to a random shrine; possibly also powerful clerics, witch hunters, exorcists, or extraplanar beings at the DM's option
3. 1d4 gelatinous cubes (20% intelligent with character levels),
4. Lost adventurer, host to one of HER young, just about ready to pop
5. Githyank sage, in disguise, researching fate of a dead god
6. Terrible storm; take shelter or face grave danger of falling from the path

**HAUNTED PLAINS:** The gods shun this land. Those who die there (including PCs) linger forever as ghosts unless sought out and exorcised. Inhabitants seek to escape the eyes of the gods. A small town near the tower appears hospitable with a cozy inn and well-stocked shops, but is also riven with heretical cults and monstrous worship.

**DANGERS:** The only path to the top is a narrow walkway in poor repair. A loose scree-covered slope just before HER YOUNG; a short leap over a gap before THE THREE; a long narrow ledge just inches wide after DROLB. A trio of Perytons nests in a high crag, cunning enough to wait until the party are at their most vulnerable to attack. Their nest contains a magic sword and shield and a few useful potions. They know the tower's hazards and will avoid dangerous areas like the shrine of Drolb and the Nine Eyes.

**HER YOUNG:** Large cavern seemingly gnawed from living rock; central altar, stained with ichor and blood; great idol depicting a shaggy-haired, horned beast, extremely gravid; shelves upon shelves lined with hundreds of head-sized egg-sacs, each with a single eye that watches in curiosity. HER desires copious blood sacrifice or a willing host for one of her hungry, semi-divine young. Hosts receive diving strength, virility, and insight, later leading to madness and waste as the young devours them from within. It is said the host's soul passes to the immortal young when it hatches, but who knows if this is true.

**THE THREE:** Three stone niches, each containing a half-animal idol. Each will answer one yes/no question at the cost of one lif. Unless someone offers their life, the victim is randomly selected from all alive in the world. Long abuse of this power is why the gods are forbidden. However, one god always lies, one always tells the truth, and one answers at random. No records say which is which. The three accept any offering of value, but the liar god requires a false offering, the honest god a true offering, and the chaotic god cares not. Giving the wrong offering will invite divine retribution appropriate to the god at a later time.

**NINE EYES:** This shrine's god was slain in divine battle ages ago. Nine Eyes now lairs here, an outcast Eye Tyrant mage who blinded his great anti-magic eye in order to study wizardry, and was driven out by its people for this sin. Nine Eyes is paranoid and highly territorial but otherwise reasonable and curious about "lesser" cultures. The lair contains numerous valuable reagents, magical tomes, and a powerful spellbook. Nine Eyes can be a source of information about the other shrines.

**DROLB:** Even gelatinous cubes have their god. Worship of Drolb, whose unwholesome domain includes fluidity of shape and mindless hunger, is forbidden to mortals. Shrine guardian: The Gelatinous Tesesaract, a four-dimensional object that only intersects our three-dimensional space. It can grow, shrink, teleport, and make reach attacks at will. Killing this guardian will draw Drolb's great wrath. Wanton acts of chaos, fluidity, shapechange, geometric blasphemies, and gluttony please Drolb, the more imaginative the better.

**ZOLTHUPAX:** God of hubris cast down for his pride in seeking to be above all gods, Zolthupax desires praise and flattery above all things. Any hint of insincerity will draw lightning, curses, and other punishments from on high. Zolthupax can offer powerful boons up to a genuine wish if pleased well enough—most easily achieved by blaspheming another god, particularly if a holy symbol is desecrated, while praising Zolthupax. This will anger the other god, naturally.

**SIF MUNA:** Forbidden for reasons of divine politics, Sif Muna left its home realm after draining it of magical secrets. God of this reality view it with mistrust. Sif Muna hungers for a follower, willing to risk the displeasure of all gods in exchange for Sif Muna's limitless arcane lore. Appreciates the sacrifice of magical items or secrets, as unique as possible