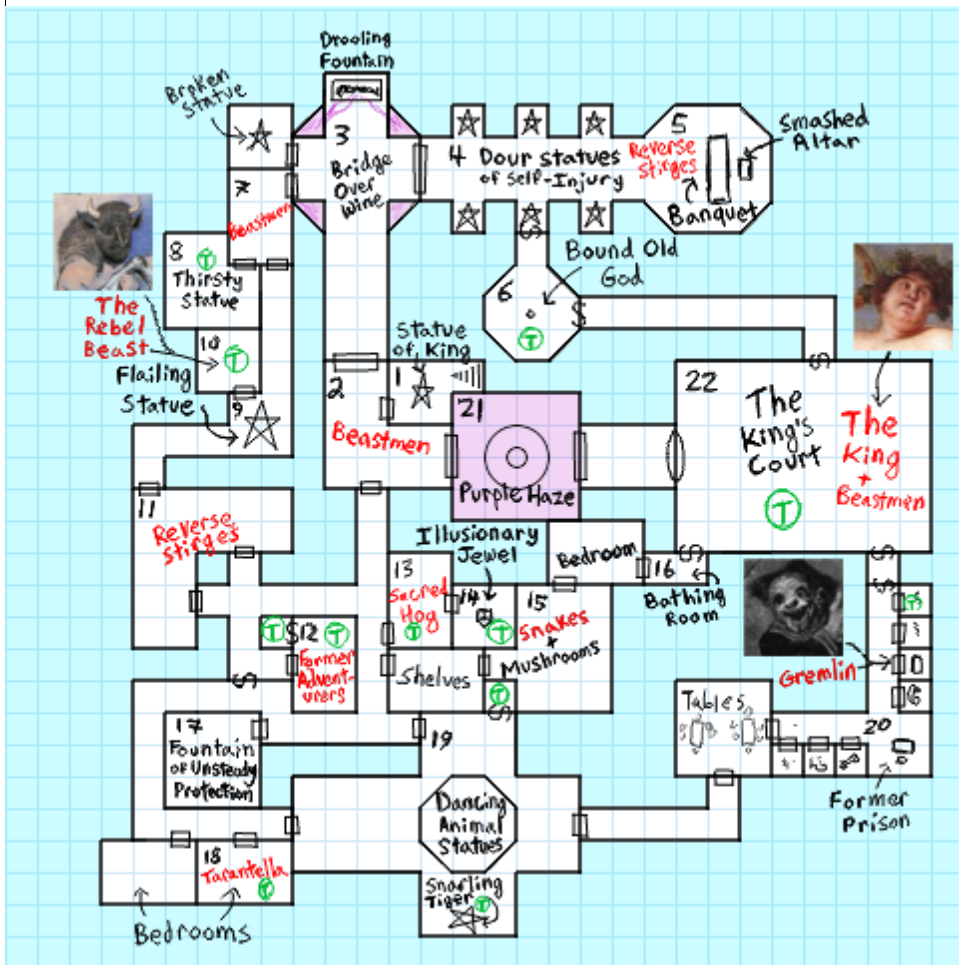


Court of the King of No Men



A minor god/nature spirit has taken over the much older temple of a god of pain, and is now using his magical goblet to turn nearby villagers into beasts.

NPCs

- The King** – The minor god of this dungeon. Insists he's freeing those he turns to beasts, but his sacred wine is highly addictive. Will offer PCs blessings (items/clerical spells cast/etc) in exchange for taking down local authority figures.
- The Rebel Beast** – Yerka, a bull beastman who has thrown off the spell of The King's wine. Hates what's been done to him and wants revenge.
- The Old God** – Former ruler of this dungeon. Forgotten god of pain and fury. Bound within a gem and hidden away by ancient rival priests.
- Faithful Tum** – Gremlin servant to The Old God. Will do his best to convince the PCs to free his master in order to defeat The King of No Men.

Monsters

- Beastmen** – Human/animal fusions, in a perpetual state of ecstatic destructive revelry. Common animals include goats/hogs/deer/wolves/horses.
- Reverse Stirge** – As normal stirges, but on first hit, injects stomach full of enchanted wine. Save or be Confused (as spell) in combat for 1 hour.
- Tarantella** – Giant spider whose bite causes contagious compulsive dancing.
- Sacred Hog** – Giant pig, painted festively. Will try to eat pretty much anything.
- Dancing Snakes** – As normal cobras, but can easily be charmed with music.

Wandering Monsters (d10)

- 1-4: 2d4 Beastmen, 5-6: 2d6 Reverse Stirges, 7: 1 Sacred Hog, 8: 1d4 Dancing Snake, 9: Rebel Beast (if alive), 10: Faithful Tum (if alive)

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- 1: Entrance. Statue of The King of No Men—A robust drunk/half-falling man wearing a leafy crown w/ a rod in one hand and a cup in the other.
 - 2: Doors Room – Empty except for group of rampage-partying **6 Beastmen**. Will joyously attempt to tear PCs apart.
 - 3: Bridge Over Wine – A raised platform over a pool of wine. To north a fountain/statue of a half-conscious reclining man streams wine from its mouth.
 - 4: Dour Statues – Statues of dour figures stripping the skin from their arms/cutting their faces/etc. Have been wreathed with flowers and merry makeup.
 - 5: Smashed Altar/Banquet – Former altar to **The Old God**. A banquet table of fresh food is in front of it. First portion/day acts as a Cure Light Wounds.
 - 6: Bound Old God – A red gem on a pedestal. Radiates malign intelligence—touching it forces a save or be possessed. Worth a lot to unsavory buyers.
 - 7: Rumpus Room – **7 Beastmen**, playing Pin The Tail on each other.
 - 8: Thirsty Statue – A tired-looking statue reclines, raising an open mouth, with a closed fist resting on his leg. If fed wine opens the clenched hand, revealing a valuable **Gold Ring** and a **Necklace of Adaptation**.
 - 9: Flailing Statue – Tipsy blindfolded stone soldier holding sword and cup of wine. Noise (even footsteps) causes wild dancing/dangerous sword-swinging.
 - 10: Rebel Beast – Tidy bedroom, home to **The Rebel Beast**. Has a **Potion of Cure Poison**, which will cure any negative wine status effects.
 - 11: Stirge Nest – Ripped up wall-tapestries with **9 Reverse Stirges** living behind them. A sweet-sour smell.
 - 12: Training Room – Table, cabinet, chairs, training dummies. **5 Adventurers Turned Into Beastmen** are using the room. The Fighter has **Kindness**, a +1 Sword who inflicts wounds that fully heal within 24 hours, and the Cleric has **Thunderstruck**, a +1 Hammer that can be thrown once a day for 2d6 damage. Between them, they also have a quite a few **Platinum, Gold, and Silver Coins**. A secret door hidden in the back of the cabinet leads to a secret room with a treasure chest brimming with **Gold and Silver Coins** accompanied by a one-charge **Wand of Polymorph Other**.
 - 13: Hog Lair – Home of a **Sacred Hog** with a **Bejeweled Ring** in its nose. The room is utterly smashed and filthy.
 - 14: Illusionary Jewel – A valuable-looking purple jewel hovers in mid-air, but is merely an illusion. A hidden tile directly under the illusion hides an **Amethyst**.
 - 15: Mushroom Room – The room is full of mushrooms which release intoxicating spores when disturbed. **3 Dancing Snakes** hide in the mushroom cover.
 - 16: Bathing Room – A multi-person stone bath with various scrubbing instruments. One tile on the wall can be pressed to reveal a secret door.
 - 17: Fountain of Unsteady Protection – A fountain of wine. Grants immunity from the next 4 dice of damage taken, but each die of protection gives a -1 penalty to all actions due to heavy intoxication.
 - 18: Bedroom – Contains a **Tarantella** and the corpse of one of its victims. In the pocket of the corpse is a moderately valuable **Silver Bracelet**.
 - 19: Animal Statues – In the center of the room is a raised platform covered with statues of dancing animals. To one side is a large statue of a snarling tiger with **Two Garnets** for eyes. Removing the green gems causes the statue to hiss out a cloud of fear gas. A pressure plate on the other wall hides a secret room containing a **Scroll of Remove Curse** and a **Decanter of Endless Wine**.
 - 20: Former Prison – Former holding cells for sacrifices to The Old God, now trashed. **Faithful Tum**, the gremlin, is asleep inside a chest in one of the cells, and his collection of **Gems** is hidden under an especially filthy patch of straw in a cell a little deeper in.
 - 21: Purple Haze – A fountain fills the room with a haze of magical purple mist. All who enter it must Save or be overwhelmed with merriment for the day and lose all interest in anything but immediate physical pleasures such as good food, wine, and dance.
 - 22: The King's Court – **The King of No Men** and **10 Beastmen** eternally revel here, engaging in non-stop drinking, dancing, singing, and roughhousing. Two magical pipe-playing statues, drawing power from The King, bless all followers of the god, giving them a +1 To Hit/Damage/Morale. The King will attempt to make any visitors drink from his goblet, or at the very least carry out his will on the surface. The King has his **Rod of Command**, which he can use so finely that he may force his victims to fight using it, his **Goblet of Transformation**, a massively valuable semi-magic **Crown of Living Gold** in the shape of leaves and branches, and a purse full of **A Bunch of Small Jewels**.
- Rod of Command** – Target must Save or be held as the spell Hold Person. Concentrate to move the target's body at will, although not so finely that they can be made to effectively fight or engage in any precise movements. May only hold one target at a time, and may only attempt once per target per day.
- Goblet of Transformation** – Any who drink from the Goblet are transformed into a Beastman and gain an craving for more Goblet-wine.