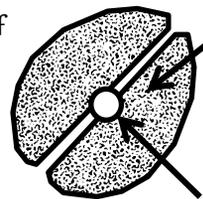


Our heroes agree to stand vigil over a penitent NPC of level 1-8. The terms of this person's penance: to pray from dusk till dawn for three nights with no more than a breath's rest, eating nothing and drinking only water either day or night, at the site of an ages-old pact between Heaven and Hell...

The Devil's Acre

Adventure game scenario
for character levels 4-6

One Page Dungeon Contest entry 2013 by Roger SG Sorolla
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THE ACRE: Thorny, rocky area with crevices through which devils come, 250' diameter with path through it.

HOLY CIRCLE: White inscribed marble laid into the ground, 50' diameter. At center, 5' high mound with stone cross.

HOLY CIRCLE: While the Circle is intact, the total Hit Dice of **evil creatures** inside it may not exceed: 6 + the highest character level within + 2 if any character is in

holy orders. As some devils die, more may enter. Only the watchers can break the Circle, by accidentally laying an object (such as a stray arrow) athwart it.

PRIMA NOX DIABOLI: THE FIRST NIGHT

Devils' objective: To break the bodies of penitent and watchers

Midnight: Hordes

20 **Nupperibo** and 10 **Lemures** herded by 4 **spined devils**, who only attack at the end.



3 AM: Hounds

Nine hostile **hell hounds** of various sizes enter chasing a half-sized **hellcat kitten**, who takes refuge in the circle and will only attack if attacked.



Pre-dawn: Hellion

Barbed devil assures you that beloved deceased are in Hell, drops false hints that he represents Pride, and tries a few bad-faith deals. Only attacks if watchers are weakened.



SECUNDA NOX DIABOLI: THE SECOND NIGHT

Devils' objective: To tempt the bodies of penitent and watchers

Post-sunset: Gluttony

8 **imp cooks** serve 3-course dinner – they don't attack except if attacked.
1. 4 rounds of hell stew served from a hose. Vomiting for d4 rounds if hit + failed save.
2. 16 1HD cuts of animated meat move slowly to attack: choke you on a hit + failed save.
3. Dessert – imps throw sweets and use *suggestion* to break the penitent's fast.



Midnight: Lust

Succubus/incubus, appearing as the penitent's greatest object of desire, taunts the watchers with facile Freudian analysis of their characters and equipment. Then he/she tries to get close enough to use her/his *charm* power on the penitent.



Pre-dawn: Sloth

6 **wraiths** that, instead of level drain, steal d6 movement points on a successful hit. At 0 movement, a character falls asleep for d20 (plus number of move points below 0) hours. They are trying to stop the praying of the penitent.



TERTIA NOX DIABOLI: THE THIRD NIGHT

Devils' objective: To tempt the souls of penitent and watchers

Midnight: Wrath

3 **Erinyes** use *illusion* to appear as aggravating persons in the penitent's life. They fly around the circle shooting 9 arrows at 1 per round, The arrows have a one-time magic: a person who is hit by one must save or rush outside the circle to attack the Erinyes, suicidally (others may try to stop them). They won't enter the circle.



3 AM: Avarice

7 **bearded devils** with sacks throw 5 treasures (50 silver, 50 gold, gem, golden items, magic item), call 20-50% of each character's coins into the sack, and then call one item from each. If treasure is taken or theft resisted, that devil enters the circle to attack.



Pre-dawn: Envy

For each person in the circle, 2 strands of whispering letters enter. Each has 1+1 HD, moves at 20'/round, is only hit by magic, silver or holy arms. If hit, no damage, but save or start to attack the person in the circle you have the most cause to envy.

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ALBA DIABOLI: THE DEVIL'S DAWN (Pride)

Once, some watchers bent the rules, keeping four overpowered Lemures in the Circle so devils couldn't enter. Satan then negotiated for one last surprise after the final dawn ...



This tempter is a mortal traveling musician, hermit, or homely damsel, who can't be harmed, only detained. He or she congratulates the watchers and penitent on a successful vigil. Any who respond without humility can't resist the tempter, as it wrestles the penitent away to a hell crevice ...