

Lair of the Black Dragon Cult by Oisin Brennan

Background: The black dragon cult is a legendary sect of evil dragon-riders that terrorised the world in the past. Only foolhardy adventurers would enter its lair...

Room Key:

1. A small room with a hologram of a large statue of the high priest. If the hologram is immediately attacked will instantly disappear leaving the doorway to room 2 open. If not attacked it will gradually transform into a 10' tall stone statue.
2. Hall decorated with cult wall carvings. In this room you can hear scraping from room 3.
3. Sacrifice room - here the cult throws victims. Center of stone floor is scratched. There is a dark 10x10 hole in the centre of the ceiling. 9 piercers hang within it. In the stone wall of this hole is a piercer spawning ground that would be valuable to a wizard or sage. If the adventurers look up they will see an opening leading to a small treasure room (10x10). It has an intelligent telepathic sword Striking Blow (align: law) last wielded by Harold the blessed, if attuned to the wielder it can cut through anything once a day, Harold's bones (valuable as relics), rope of climbing and 10 gems.
4. Guardroom for jail cells (a)-(j). There are 4 guards (5th level anti-paladins) and Ee-gore lieutenant chief (9th level anti-paladin). They are all obviously drunk. Ee-gore is boasting about how he could run the cult better than Dread Zach. The cells contain: (a) Zog the hungry ogre, he knows of the concealed door and may hide within it if warned (b) latrines/kitchen (c) empty (d) & (e) Brian & Theo captured level 7 paladins searching for Harold (f) behind loose stone cell a pouch of holding with 100gp, a huge horn of ale, 1 potion of black dragon control (h) - (i) empty (j) Drek the male ancient black dragon (used for stud against his will, drowsy and drugged but has grown immune to dragon control potions) (k) teleport room to cage marked T in room 13.
5. Empty room - floor is a large mosaic showing a cloud of blackness killing multiple other gods.
6. Guard barracks - normally empty.
7. Black dragon breeding pits/training room. Covered with oval holes, some of which contain immature black dragons. There will be 5 small black dragons each of ages very young, young and adolescent. None of the dragons have breath weapons. There are also 3 anti-paladins (5th level) training them. The dragons hate them.
8. Anti-Paladin acolyte training room. Ten lvl 1 anti-paladins and Yohan the merciless (lvl 9 anti-paladin) trainer.
9. Dark chapel. Three animated stone statues with anti-paladin torsos and dragon hind-parts. Black curtains.
10. Unholy of unholies. Two animated basalt dragon statues. Three obsidian chests. Filled with 1000 black gems - if touched save vs magic or get turned chaotic (evil). Worth 50gp each or 100gp to an evil wizard/cleric.
11. Guardian chamber. Two huge dragon statues (inert).
12. High priest's quarters. Dread Zach. High priest, evil cleric level 9 torturing an acolyte.
13. Vast ceiling. Giant dragon cage (T) with teleport to room 4k. Outside cage: Ee-Ra the desecrator an ancient black dragon, being charmed by the champion of the order Ludvig the Pure (Evil), 15th level anti-paladin. She is the willing brood mare of this establishment.
14. Treasure room. Huge piles of gold, silver, gems and sets of armour and weapons. Cursed by the order - magical gas to bring the gold to the home of black dragons.

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Wandering Monster Table

(Occur on a 1-2 on a d6 every second turn)

Roll a d8:

- 1-4 Level 5 anti-paladin guard
- 5-6 Young black dragon
- 7 Both
- 8 Dragon roars in distance

