

JUST DESSERTS!

A low-level dungeon by Eldadres

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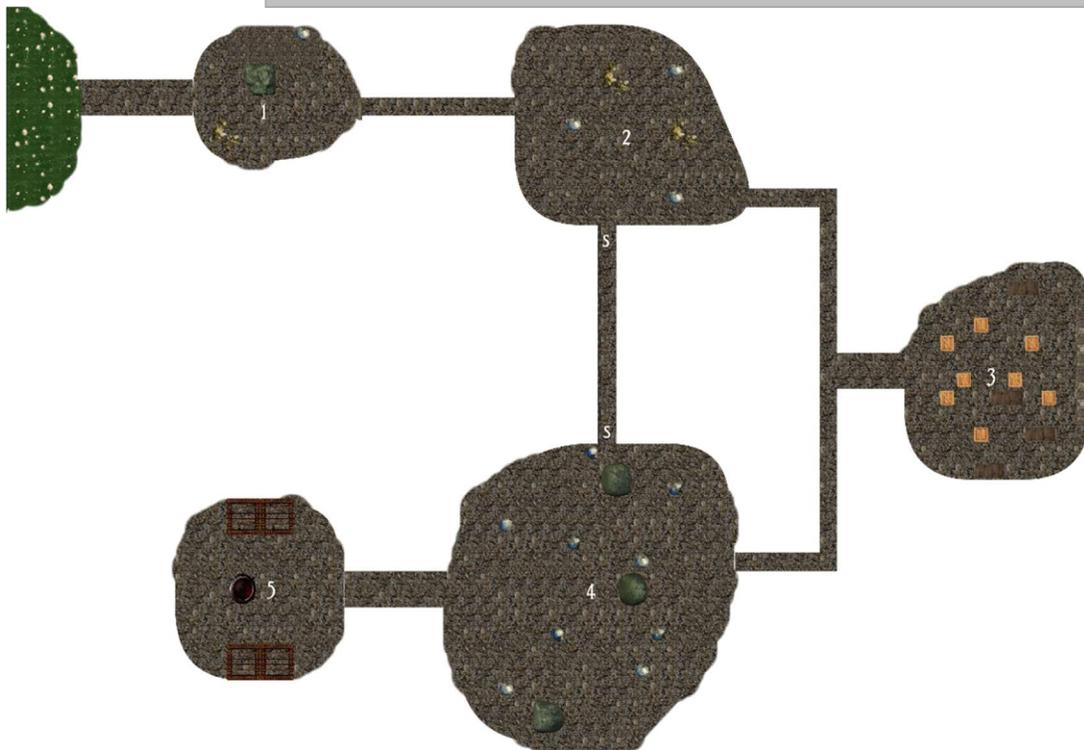
THE CAVE

The cave that the thieving **Fish-People** are sprinting towards is perfectly visible. It has a dim purple glow emanating from it.

DIFFICULT TRAVELS

Both the cave and the swamp are difficult to traverse due to the slick mud that lines the floor of both.

However, the **Fish-People** seem to have no trouble moving in these areas thanks to their webbed feet!



PROLOGUE

A fresh **pot of stew** has been simmering all night on top of the campfire. You look away for but a second to feed the flames with another log and hear a clattering of pots and pans!

Two small humanoids with the head of a fish and slimy webbed hand and feet dart out from the nearby swamp. They grab **your dinner** from the fire and dash towards the tree line that covers the swamp!

Room 1: The cave entrance. You hear the **2 Fish-People** heartily chuckle and the loud sound of a door slamming shut soon follows. The entrance of the cave has both large rocks scattered about the floor and a large, purple door guarding the pathway that delves deeper into the cave.

A soft voice calls out from the door when you approach it. It says, **“I am delicious, but only when I am broken first. What am I?”** Answer: **an egg**. If the riddle is solved the door will slowly swing open.

Room 2: Inner Cave. **6 Fish-People** armed with short spears and slings will attack the party. If they solved the riddle quickly in Room 1 they may catch a glimpse of their dinner being dragged down the hallway to the east.

If the party **Investigates** the room they may find a **Hidden Entrance** to a slide that shoots the party out behind a rock in Room 4. If they take the shortcut they will arrive before the **2 Fish-People** that are carrying their **dinner**.

Room 3: The supply room. **3 Sleeping Fish-People** are scattered about the boxes and crates in this room. The crates are filled with medical supplies, rope, and other general supplies. If you **Search** the room there is also a **magic longsword**, **10 glowing arrows**, and some **coins** hidden amongst the various goods.

Room 4: Large Cavern. **4 Fish-People** armed with spears and slings will be guarding the hallway to the west. If the party took the Shortcut from room 2 they will also encounter the **2 Fish-People** that are carrying their **dinner**. There are many large rocks that may provide cover for friend and foe alike in this large room!

Room 5: Devil's Lair. A **Lesser Devil** will be standing by a large cauldron of boiling liquid. The devil wears a crown made of fishbones, symbolizing that they are the ruler of the Fish-People. **4 human merchants** are tied together by a rope and are dangling above the cauldron.

If they have not yet been defeated the **2 Fish-People** will join in the fight after they dump the contents of your dinner into the cauldron.

Should the party save the merchants they will be heartily rewarded with a **large sack of coins!**