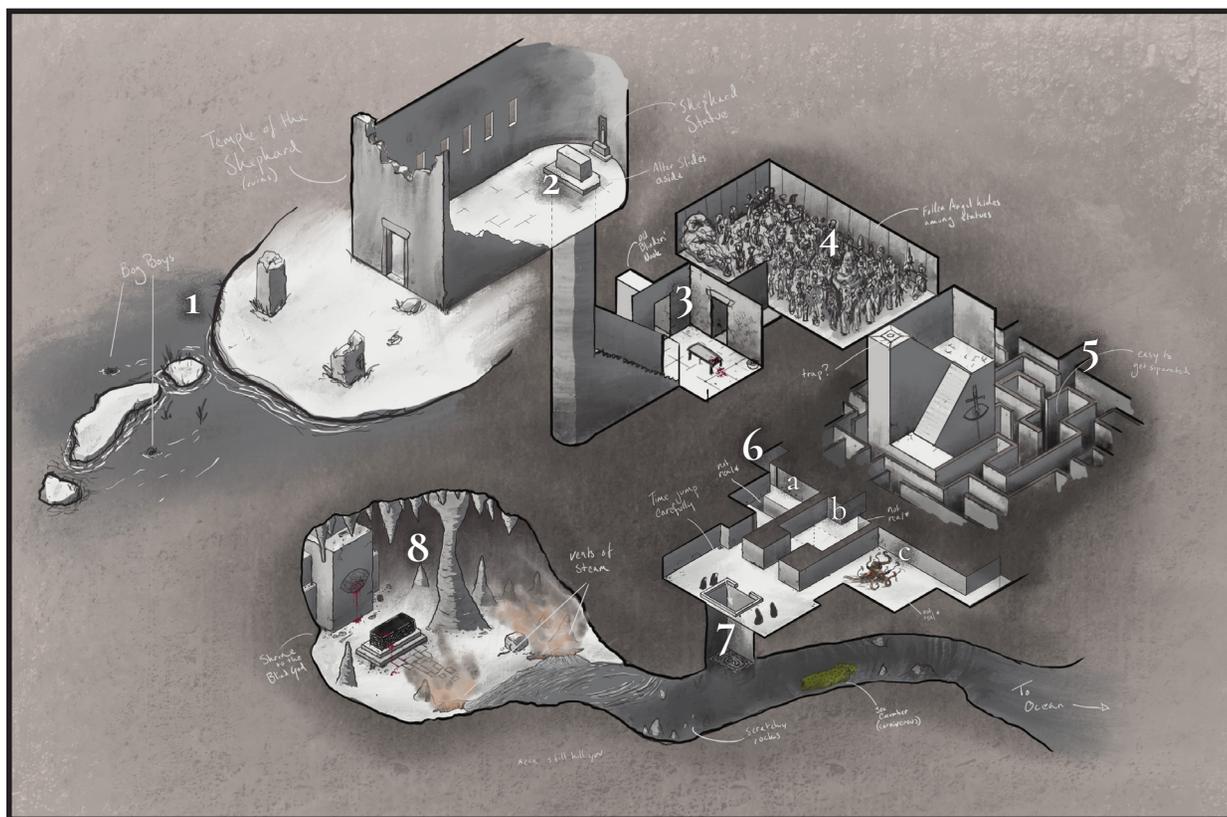


Senseless Pursuits

a one page dungeon adventure by Chris Paul

For the past several months, the communities near Vista Point have been experiencing strange lights in the sky, weird ululations at night, and several sheep have disappeared without a trace. The new residents of the ruined church at the end of the point are the prime suspects, but how a group of blind refugees could be responsible for the odd occurrences is beyond anyone. The peaty bogs surrounding the church have been known to claim the occasional wandering lamb and drunk, but now the butcher's son has disappeared, and that boy was built like one of the oxen he slaughtered.



Locations

- Approach Across the Bog** - A slow slog across a lonely moor, the wind sighing through spindly trees that clutch at the fog. The faint rumble of waves can be heard to the west, the fresh brine smothered by the purple stench that rises from the bogs to either side of the thin raised path. Strange lights and noises in the mist, but beware the **Bog Boys** who come crawling out of the muck to grab lingerers.
- Ruins of the Temple of the Shepherd** - A ruined temple, signs of rebuilding. **Blind Priest** and **Acolytes** deflect and offer to lead in prayer, but defend the undercroft against unbelievers. Undercroft accessed by mashing the eyes of the Shepherd statue. Altar then slides away.
- Blinding Room** - A ceremonial table with straps and stains. Rusty metal spoons. Basket with desiccated eyeballs. Warning carved beside dark passage "Light bringeth ruin upon ye!" The **Old Blinder** sitting in an alcove off to one side will offer to remove your "heretical orbs." Anyone that scoops out their eyes gets a blindfold (imparts blindsight and can avoid traps targeting the sighted).
- Desecrated Statuary** - Statues draped in myriad finery, all facing the entrance. Deep wounds mar the faces of the statues, their eyes chipped, gouged, scraped, or otherwise removed. A **Fallen Angel** stands motionless near the exit to the hall, not permitting passage to any who can still see.
- Trackless Halls** - Twisting, turning halls meant to instill a sense of isolation. Utterly lightless. Passages and walls shift and change, separating groups of adventurers and leading them into various trials and tribulations. Crab-like **Light Thieves** skitter through the passages, stealing any light intruders might spark. Random penitents wander the Trackless Halls

- on blind quests. Adventurers can easily become lost, disoriented, and arrive at the Great Betrayer from different directions.
- The Great Betrayer** - The Trackless Halls end in different places, especially if party is separated. The Great Betrayer is a test of devotion, in three forms, each probing the piety and commitment of the acolyte. Any who have removed their eyes and wear a ritual blindfold pass unharmed.
 - Illusion of giant pit causes delay for doors to close and gas to fill room.
 - A deep spiked pit is covered with an illusion of a dirty, cracked flagstone floor.
 - An illusion of a tentacled horror that fights with reckless rage. Those who are blindfolded experience nothing. Unblindfolded can be killed and ravaged.
- The Descent** - A pit descends into darkness, crashing waves rushing up in time with storm surge. 1d6 **Acolytes** surround pit in prayer.
- Aphotic Shrine** - Sea surge batters the penitent against jagged rocks, and **Giant Sea Cucumbers** (carnivorous) lurk in the darkness. Emerge into the Shrine to the Blind God of the Lightless Realms. A dark, sunken place. Surging sea waves spill into superheated vents, filling the air with sticky steam that stings the eyes. Obsidian shrine wreathed in incense. Copper plates hang from ceiling, ringing and chiming as black bog water drips upon them. Sight, smell, and hearing are all compromised here. Butcher's son lays atop the altar, **Aphotic Priest** performing a summoning ritual. As the ritual progresses, bloody ichor begins to leak from the massive stone eye behind the altar. If the ritual is completed, a **Monstrous Deep Sea Lobster** bursts forth from the eye and ravages anyone in the shrine.

Random Encounters

- A novice acolyte who lost his blindfold. Sightless and bleeding. Swings wildly with his dagger at the first sound.
- A Fallen Angel, standing stock still, blindly absorbing infinity. Scythes on back speak of a reaping to come.
- 1D6 Light Thieves swallow visible light and swarm offenders. They shit it out in the sky above the bog, where it glows.
- Penitent procession of 1D6 acolytes heading to the Aphotic Shrine.
- A Giant Sea Cucumber has crawled into the temple, and is on the hunt.
- A priest and 1D4 acolytes, pulling a villager after them violently. Blood seeps from the villager's empty eye sockets.

Rumors in Town

- Old Blind Bill up on the hill was seen jumping from rock to rock after a loose sheep.
- Right before the butcher's boy disappeared, he was complaining about a pain in his gut.
- A shepherd got doused with some foul-smelling goo (light thief shit) that glowed the other night. His been sick ever since.
- That church on the point was torn down by the great-grandfathers of the oldest villagers.
- The blind churchfolk have been carting in wagonloads of bodies (statues) at night.
- Poxy Pete was flirting with the innkeep the other night, despite the disgusted face Lana was making at him.