



An Adventure by Arnold K.

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The Funnel

The party starts with 15 level 0 peasants, randomly generated. It is expected that most will not survive the dungeon.

Every character that survives will gain their first class level (up to 1 character per player).

The Hook

Everyone is currently waking up with stiff limbs and a fuzzy brains. No one knows where they are.

Their last memories are of being convicted for crimes, captured by slavers, getting drunk at a tavern, or going mushroom hunting. Now they find themselves tied up in burlap sacks.

They do not know it, but they are beneath the White Temple, where they have been offered as sacrifices to the Lamb. They are expected to be leisurely devoured over several days.

One character finds a knife in their bag, and uses it to cut themselves free, along with 1 character per player. The room is pitch black.

It is then that they hear a door creak open. Heavy, wet footsteps shuffle closer. There is the sound of wet, sucking breath. The sound of a prodigious bulk being dragged.

That's where the game begins.

This is designed to teach the basics of OSR-style dungeon crawling, not just to the players, but also the DM.

The first lesson is that there are some fights worth running away from.

Common Knowledge

The Free City of Manderlon – The Jewel of the Plains. Renowned for its freedom and lawlessness. Power is held by three great temples. All three are corrupt and unsympathetic.

The White Temple – They worship Vandoh, the Goddess of Wisdom, Patience, Self-Improvement, and the powers behind the sun.

The Red Temple – They worship Shendormu, the God of Fungus, Mindlessness, and Community.

The Temple of True Power – STRENGTH IS HOLY. SIZE IS SACRED.

Secret Background Stuff

The Lamb – One of the secrets that the White Temple keeps. They call it the Lamb because it was born of a sheep. It is a holy child of Vandoh. Eluding the Lamb comprises the first half of this adventure.

Dungeon Crawling

Map squares are 10' across.

The dungeon is pitch black.

- Torches illuminate 30' and last 2 hours.
- Lamps illuminate 30' and last 2 hours.
- Candles illuminate 10' and last indefinitely.

(Candles do run out, I just don't like keeping track of longer durations.)

You cannot have a meaningful campaign if strict time measures are not kept.

Exploration turns take 10 minutes.

Dungeoneering actions usually take 1 exploration turn. Here are some examples of dungeoneering actions:

- Searching a room or body.
- Prying a torch sconce off the wall.
- Passing through a room for the first time.

Yes, this is slow. It is assumed that the party is crawling at dungeon speed. This means that everyone is creeping along quietly, talking in a whisper, noticing all the details of the rooms they are in, feeling out every step they take, and listening to all the ambient noises that they can.

Investigation is a keyword. It means that a player has specifically told you that they want to closely examine a particular feature, or interact with a certain object (e.g. open a drawer.) It usually takes a negligible amount of time.

Searching is a keyword. It means that the party spends 10 minutes examining a room more closely (e.g. sifting through a bone pile). Anything that can be found through Investigation can also be found through searching.

Noise is a keyword. Whenever something

makes Noise, roll a random encounter. The Lamb will hear them 2-in-6, and will arrive in 1d6 rounds.

Diminishing damage means that it does 1 point less damage on subsequent rounds. For example, 1d6 damage the first round, 1d6-1 (min 0) on the second, etc.

Doors

It is always assumed that characters listen at doors before they open them (because they are going at dungeon speed, and they aren't idiots).

Wooden doors can be kicked in, but it makes Noise. If the kicker succeeds on a Str check, they can do it in a negligible amount of time. Otherwise it takes 10 minutes.

Metal doors cannot be kicked in.

Locked doors can be opened if you have the appropriate key. Locked doors can also be picked if you have a set of lockpicks and a successful Locksmith roll (or whatever).

Random Encounters

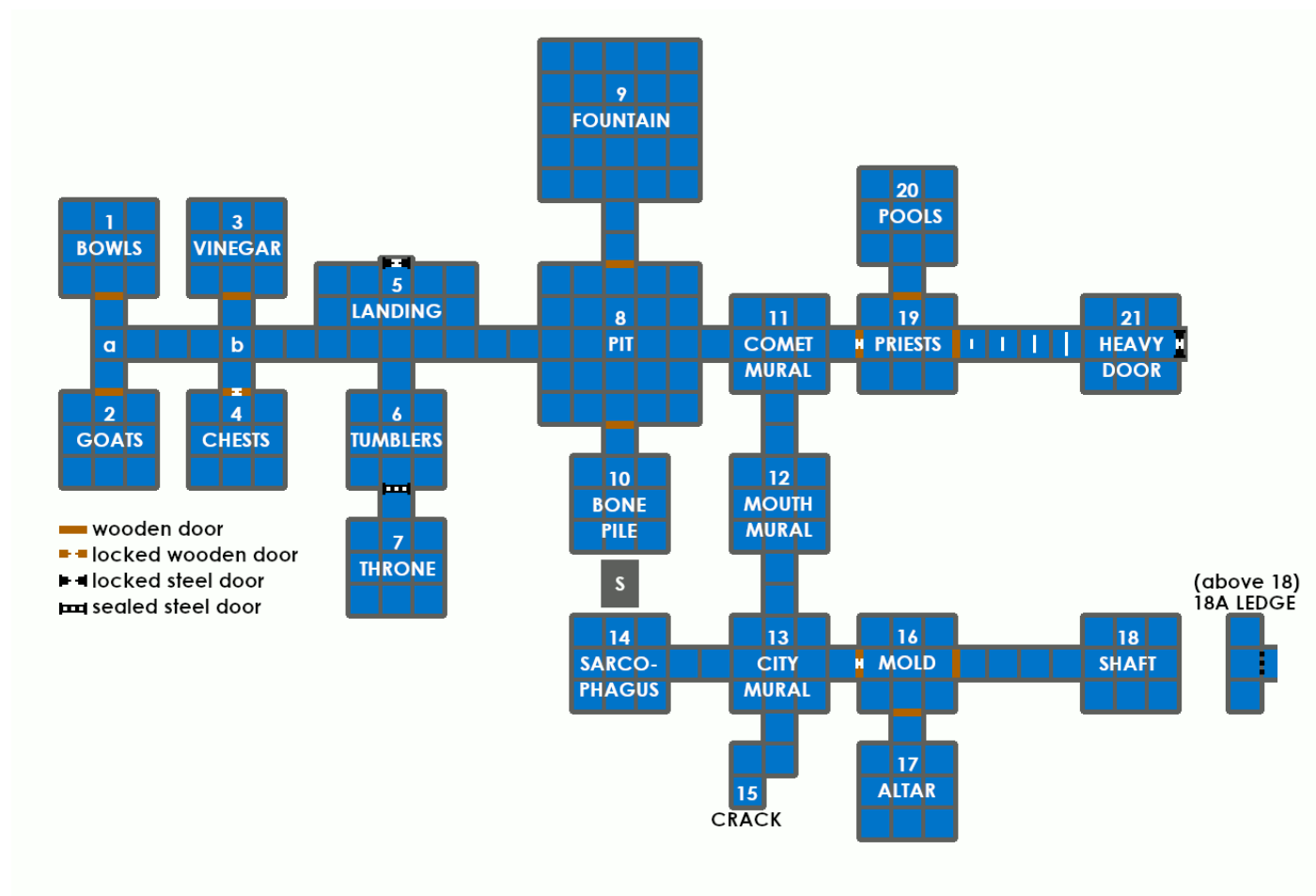
The Lamb is the only wandering monster in this dungeon.

Every 30 minutes, roll a d6. On a 1, they encounter the Lamb, which attacks them. If they have no light source, the Lamb has a 50% chance of surprising them. On a 2, they encounter the Lamb, but it is unaware of their presence. The lamb is in an adjacent room, snuffling and grunting. After 10 minutes, it will go in a random direction.

I don't think it's worth it to keep track of the location of the Lamb at all times.

If Room [12 MOUTH MURAL](#) is collapsed, the Lamb will be trapped on the north side of the dungeon, unless you know for a fact that it is to the south.

Map



Overview

The expected (but not required) flow is:

- The party initially flees, hides, then returns to free the other captives.
- The party lures the Lamb away from [9 FOUNTAIN](#) and then drinks water.
- The party follows the main path to end up at [13 CITY MURAL](#). The bashed in door reaffirms that they can and should be bashing in locked doors.
- The party escapes via [19 HEAVY DOOR](#).

Since the party begins with nothing, we can use common equipment for gatekeeping. Instead of needing the red key to get through the red door, the party needs a rope to get the woman out of the pit. Et cetera.

There's currently only one loop in the dungeon, which is very valuable when the party is trying to escape a big, slow foe. It's an imperfect loop, since [12 MOUTH MURAL](#) can be collapsed and the Lamb will eventually learn to block off the secret tunnel.

Light, ropes, and weapons are all precious in this scenario. Don't allow the players to sidestep these constraints. This means following torch durations, making improvised weapons shitty, and giving improvised burlap ropes a 50% breakage chance (that you should inform your players about when the first make the burlap rope).

Deaths are expected, but that's why we have so many characters. We will learn from their deaths. And yes, the lamb is too difficult to easily kill, but the fact that it stops to eat will avoid a TPK.

The Lamb

It looks like a gigantic, hairless, obese cow. It has no obvious head, its neck instead terminating in a drooping cowl of wrinkled flesh. Its actual head (usually kept retracted) resembles a bloody sheep skull with bulging eyes and a black tongue. It extends its head when it needs to bite something. It weighs about 2500 lbs. It drags its belly as it walks.

It reeks of blood and ammonia.

Lvl 6 Def chain Pin or Bite 1d12
Move slow **Climb** as slug **Str 18 Int 6**

Regeneration – 1 HP every round.

Immunity – Acid.

Phobia – Bright light.

The Lamb's sight and hearing are slightly worse than the average human's.

The Lamb is slower than the average human, but if people attempt to run past it in a hallway or room, it will make two attacks: a bite, and then an attempt to pin someone against the wall with its bulk. In normal combat, it only make a single attack per turn.

When the lamb is wounded or scared, it will call out "Father! Father!" in increasingly loud tones. It is capable of no other speech.

It is not smart, but it is clever. It learns from its mistakes, and will learn better tactics with exposure.

It mostly hangs out in [8 PIT](#) and [9 FOUNTAIN](#).

Lambfruit

The Lamb is valued for its Fruit, clusters of heavy nodules that grow along its armpits and milk lines.

Here are the types of Lambfruit (and how many of each type are currently hanging off the Lamb).

- **Nascent Lambfruit (52)** – Dark green. Causes nausea, vomiting, and rampant paranoia about the future.
- **Immature Lambfruit (6)** – Orange. Allows you to see six seconds into the future, per *precognition*. Con Save vs nausea and vomiting.
- **Mature Lambfruit (0)** – Bright red. Allows you to see one major future event with relative clarity.

Be sure to mention the bobbing clusters of Lambfruit when the party runs past the thing.

Chases

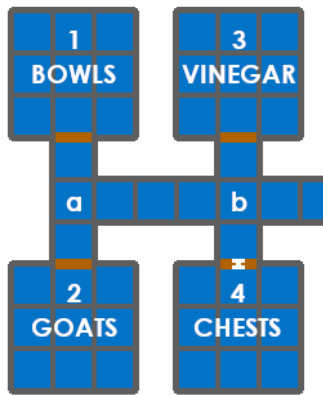
If the party is attempting to flee past the Lamb, it first gets to make two attacks (as above).

Then, let the party announce which direction they are running in. The slowest party member makes a Movement check.

- Success = the party flees into the next room. They can then flee into a direction of their choice without the Lamb knowing which direction they went.
- Failure = everyone rolls Movement. The lamb makes an attack against whoever rolled lowest. Everyone is in the next room together. The party gets a cumulative +1 to future Escape checks.

If the lamb loses track of its prey, it will continue running through 1d4 more rooms (chosen at random from available paths).

If the lamb kills someone, or if finds fresh meat (a goat), it will stop and feed.



— wooden door
 — locked wooden door
 — locked steel door
 — sealed steel door

Dungeon Features

The rough-hewn stone walls are climbable. Each square on the map is 10' by 10'.

Starting the Game

Everyone begins **dehydrated**: -4 to all rolls until you drink water. Without water, everyone will be dead in 24 hours.

Everyone begins naked, possessing only their **burlap sacks**. One person has a **knife**.

Begin in Room [1 BOWLS](#). It is **pitch black**.

Everyone controls 1 free character. Their other characters are still restrained in sacks.

The **Lamb** is lumbering into the room.

If the PCs hide from the Lamb, it will devour two restrained humans. This takes 10 minutes, during which it will not be very alert.

If the PCs flee, the Lamb will attack. It will take a Wis check to find the door in the dark.

If the Lamb finishes eating, or loses track of the party, it will head to 9 FOUNTAIN for a nice bath.

1 BOWLS

Three enormous stone bowls. Each bowl contains 5 humans, drugged and restrained inside a burlap sack.

a FIRST INTERSECTION

Barnyard smell to the S. **Faint light** to the E.

b SECOND INTERSECTION

Vinegar smell to the N. **Bright light** to the E.

2 GOATS

Three dead goats. One live goat, dehydrated and friendly. They are all wearing bells.

Pile of hay.

Wooden bowl (empty).

3 VINEGAR

A stone trough half-filled with vinegar. Investigating the reeking liquid reveals an empty wine bottle.

Another stone trough that stinks of stale milk. It is empty.

4 CHESTS

The wooden door to this room is locked.

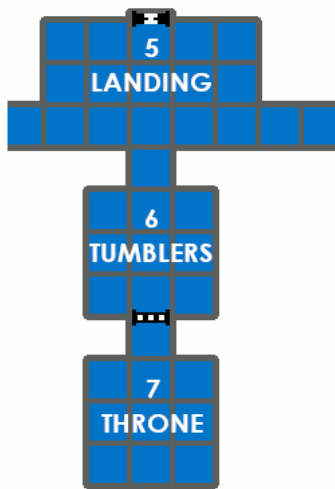
Wooden Table holding 1 immature Lambfruit.

Wooden Chest:

- Mwk helmet (woman's face).
- Lantern.
- Flask of lantern oil.
- **Purple lotus powder** (100s).
- **Lotus pipe** (fits into helmet, 20s).

Lead & Iron Chest bolted to the floor, bound with two linchpinned chains. Removing the first linchpin causes headaches. The second causes nosebleeds. The chest contains only the **Skull of Davok**, which escapes when the chest is opened. (See [Appendix A](#).)

- wooden door
- locked wooden door
- locked steel door
- sealed steel door



5 LANDING

Heavy steel doors, locked from the other side. A set of ascending stairs is barely visible behind them. No amount of noise will bring a response.

A gong and hammer.

A torch holder, holding a **lit torch**. The torch can be easily picked up. The torch holder (a 6' metal pole) can be pried out with difficulty. The torch will last another hour before burning out.

A **sturdy table** holds an **iron-banded chest** (locked). Atop the chest is a **fire striker**. Inside the chest is two fresh torches and a vial of lamp oil. The chest reeks of tar and pitch, making it obvious what is inside.

A horrible stench is noticeable to the east.

The players have no obvious way to open the chest. It is too durable to be smashed open with a brick. Possible ways to open the chest: a dropped sarcophagus lid, throwing it down [8 PIT](#), getting the Lamb to trample it. (All of these methods will break the vial of lamp oil.)

6 TUMBLERS

A mural of a fish with hands.

Four tumblers that can each show any number between 1 and 8.

A lever.

A broom.

Investigating the ceiling reveals a quartet of small nozzles.

This room is a password entry system: set the tumblers then pull the lever.

- Correct: the door to [7 THRONE](#) opens.
- Incorrect: A horrible grinding Noise (every time). Spray milky acid (once). The acid deals 1d6 diminishing damage each turn until rinsed off.

The password is 1-2-1-2 (see [9 FOUNTAIN](#)).

7 THRONE

A throne of sheep bones and unfired clay.

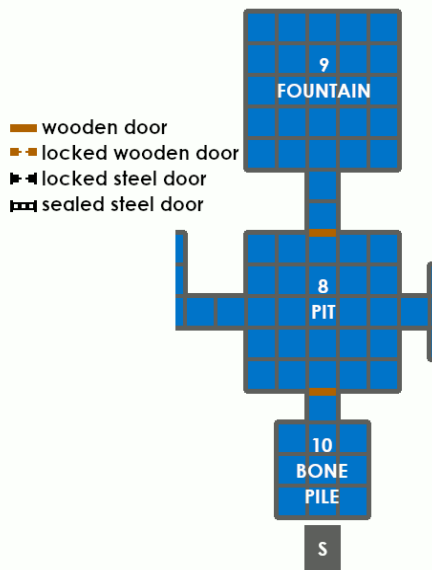
Two skeletons (inert) kneel beside the throne. They are held together with wire (6" scraps x 20). One offers a black mace. The other holds a **telescope (500s)**.

Anyone sitting on the throne must make a Cha Save.

- Success = Obesity: gain 1 Inventory Slot of fat. Right hand turns into a large lobster claw (1d8).
- Failure = Obesity: gain 3 Inventory Slots of fat. Right hand turns into a small lobster claw (1d6).
- Regardless of success or failure, you get a vision of a purple book, wrapped in fine copper chains.

The throne will only work once per year.

Anyone with a lobster claw will be called to be a cleric of Vandoh, as part of a conspiracy both mundane and supernatural. If they escape the dungeon, they will have the option to become a cleric.



8 PIT

First visit: The **Lamb** is here 0% of the time.

Subsequent visits: 2-in-6 The Lamb is here.

A **slimy pit**, 40' deep, 30' across, impossible to climb. The bottom is knee-deep mud. It smells like ammonia and feces.

Akina lives in the pit. She is sane, desperate, and intelligent. She wears rags but has a **ruby ring resembling an eye** (Treasure: 1000s). She offers it in exchange for rescue.

This is the pit where the Lamb sleeps. Akina cleans it of parasites, and eats its vomit. She can tell you the basics about the White Temple, Vandoh, and the Lamb.

9 FOUNTAIN

Haunted. The first person to enter will fall over, gasp, and flop for 1 round. They are suffering a hallucination of drowning, trapped underwater by their heavy armor.

First visit: the **Lamb** is here 100% of the time.

Subsequent visits: 2-in-6 the Lamb is here.

A **slimy pool**, 30' deep. Investigation yields an armored skeleton in the shallows. The water cures thirst but also carries dungeon slough (Con Save, see GLOG: Diseases).

A **dripping fountain** shaped like a fish with hands. It holds an **unused torch**.

Water drips from its other hand. The drops are very regular. "drip. . . drip drip. . . drip. . . drip drip". (in a 1-2-1-2 pattern)

The first person to touch the water will feel someone shove them into the water (No save). The water weighs them down, preventing any part of their body from exiting the water. During this time, the air is filled with the sound of a man's death-gasps.

Other characters can interact with the water as normal, even breathing air into their lungs to keep them alive.

If the skeleton is removed from the water and prayed over, the Haunting ends. The shortest prayer suffices, if sincere.

If the skeleton is destroyed, the Haunting ends and the drowner must make a Cha Save. On a failure they become permanently afraid of water.

There is an underwater tunnel here, but it is too long for a human to swim it.

10 BONE PILE

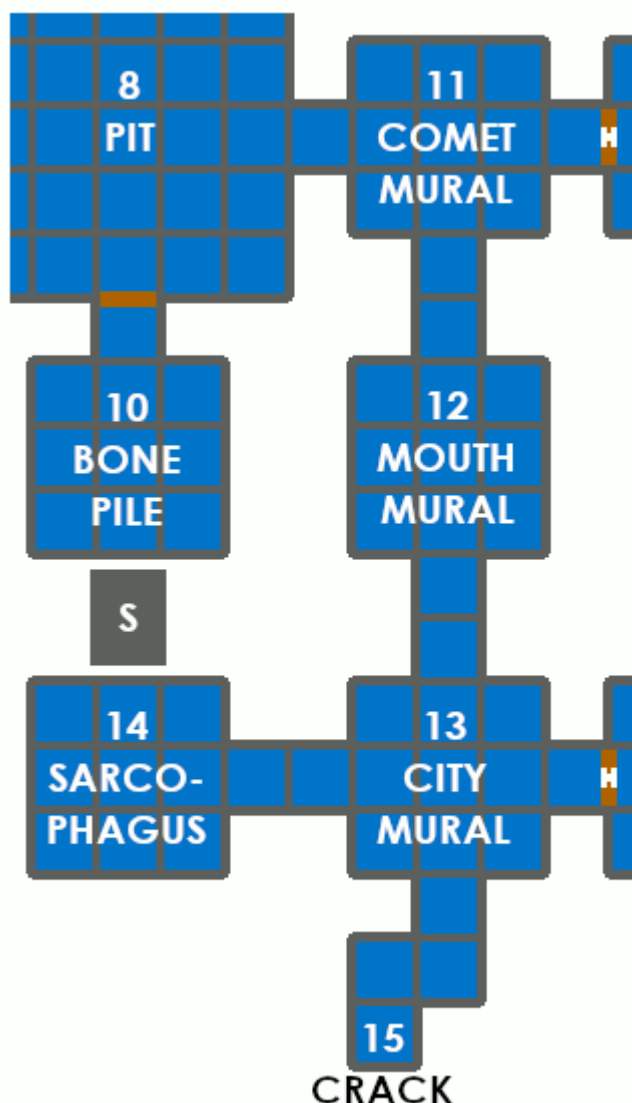
255 **bone pellets**, each one holding about 100 lbs of compressed bone fragments and burlap, only slightly smoothed by digestion.

Roll a d20 for every man-hour spent searching the pile.

- 1-12 nothing.
- 14 battered shield.
- 15 spear.
- 16 a rope (30').
- 17 torch.
- 18 bottle of liquid hole (Appendix A).
- 19 **silver bracelet shaped like veins** (100s).
- 20 **bottle of fine wine** (30s) .

Any amount of searching will reveal a small crawl-tunnel to [14 SARCOPHAGUS](#).

After 3 encounters with the Lamb, it will become cunning, and begin blocking up this tunnel with bones. A blocked tunnel takes 10 minutes to clear by hand.



11 COMET MURAL

A **mural of a comet** above a tower.

A **scrimshaw sheep skull** depicting battles (40s).

A **locked wooden door** to the east.

12 MOUTH MURAL

A **mural of a mouth**. Investigation reveals that each tooth is actually a tiny building. Several windows hold tiny, staring figures.

The **sagging roof** is held up by a **11' metal pole**. If the pole is removed, the ceiling collapses. Grabbing the pole and running requires a Movement check to avoid dying. If the ceiling falls in, this room becomes impassible.

13 CITY MURAL

A **mural of a city**. Investigation reveals that the city is under the waves.

A **huge crack** runs down the length of the S wall, filled with spiderwebs. You can feel a faint breeze coming from it (see [15 CRACK](#)).

A **moldy, locked door** barely blocks passage east. It is badly damaged (from when the Lamb rammed it in a fit of madness) and can be quietly wrenched off its hinges.

14 SARCOPHAGUS

A **sarcophagus**. The heavy lid can be pushed aside by at least 3 people, but it makes Noise. Inside is a shriveled corpse without any hands. On its chest are a **pearl ring** (100s) and a **black pearl ring** (200s).

A **crawl tunnel** leads N to [10 BONE PILE](#).

15 CRACK

Hundreds of tiny red spiders. You can barely fit in here. Every minute of exposure has a 50% chance of a bite.

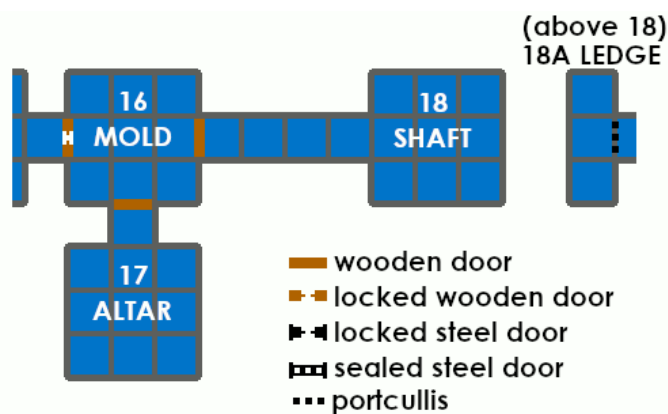
Spiderbites cause immediate wheezing. 10 minutes later, they will fall unconscious (Con Save every 10 minutes to end). A second bite causes death in 1 minute (no Save).

Inside the crack, you can hear a voice, shouting about the quality of a chicken. At the very back, you can see daylight. You are looking out through an opening the size of a fist, at the back of a chicken vendor, sitting in the plaza beside the White Temple.

The chicken vendor is **Danjo**, who will extort you at the first opportunity. ("Why shouldn't I tell the temple guards? What's in it for me?")

Once that's taken care of, he will happily sell you mundane items at as high a cost as he can (but never less than 20x market value). He currently has candles, chickens, bread, and a knife. He is willing to run across town and purchase things for you, but it'll take 1-3 hours, depending on the item.

These conversations are conducted in real time. 1 min in-game = 1 min at the table.



16 MOLD

A **moldy shape** in the center of the room. It looks like a curled up corpse obscured under a heavy layer of thick fungus. However, Investigating the corpse reveals no such corpse—it's just mold that grew in a weirdly shaped heap.

Each time the party returns to this room, the mold appears to be in a slightly different position.

The first person to taste the mold or sleep in this room will receive hallucinations of Shendormu, the good god of fungus. The god will appear as a dim, fungal moon, and will answer one question honestly if the player promises to receive sacrament at his temple. This allows them to become a cleric of Shendormu at level 1, if they wish.

17 ALTAR

An **altar** holds a **sheep skull** amid **faded flowers**. Investigating the altar reveals a drawer containing six white candles.

A **wooden chest** sags with yellow rot. Anyone opening it carelessly is exposed to yellow mold (poison 1d6). It contains rotten books (worthless) and a **silver-plate dageurrotype (50s)** that shows a dozen strangely-dressed men each buried up to their waist, facing the stars, mouth open.

18 SHAFT

A **shattered gazebo** in the middle of the room, surrounded by loops of rope, all soft and rotten. (The “gazebo” is actually a fallen elevator.) The heap is 7' tall and includes **broken beams** and **loose bricks**.

Above, a **high ceiling** recedes into shadow, finally terminating 60' above.

There is a loop of rope 40' off the ground. (Remember: torches shed light for 30'.) The rope connects to [18A LEDGE](#), 50' off the ground.

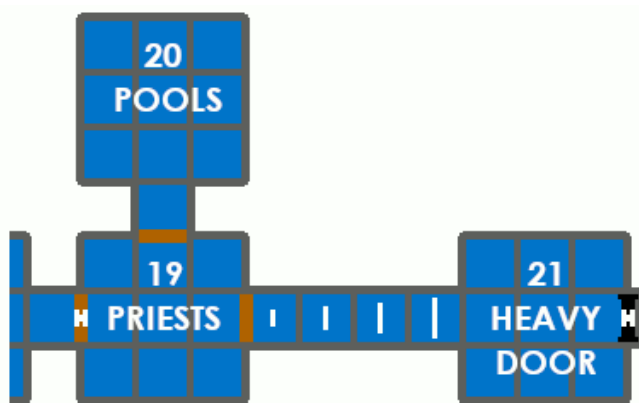
Searching: a block and tackle.

18A LEDGE

A **30' rope** and an **iron spike**.

A **sealed portcullis**. 10' away, on the other side, is an armored corpse. The corpse cannot pass through the portcullis, but it can be pulled to the portcullis and looted:

- Sword (conidiopore insignia)
- Bow + Arrows
- **Signet ring (50s, conidiospore insignia)**
- **Orb of Indulgence (500s)**
- Masterwork breast plate (too large to pass through portcullis)
- Helmet (too large to pass through portcullis)
- Mostly-accurate map of the dungeon



19 PRIESTS

Three perfectly round pools of pink liquid set into the floor, each about a foot deep in the middle.

Three old people wearing nothing but loincloths are also in here, one per pool. They seem to be smiling in their sleep, occasionally twitching and emitting little groans of pleasure. One has an **emerald lens** (a mij, 400s) embedded in their forehead.

Two iron spikes hold the E door shut.

The people are retired priests of Vandoh, and this is their reward. They will live in the Lamb's psychotropic urine until they die, hundreds of years from now, writhing in ecstasy.

If any of the priests are touched, they will scream (verbally and psychically). This will awaken all four of the priests (including Vandress in [20 POOLS](#)) who will attack. The urine has robbed these three priests of all language except the words "lamb", "blasphemy", and "magenta".

Lvl 1 Def none Fists 1d4 Int 10

Spells – *sleep / desiccate / emergency exit* (each priest knows a different spell)

Anyone tasting a pool will be compelled to taste more, and eventually lie down in it. No Save. Lasts 10 minutes before it fades from a compulsion to a lingering dissatisfaction with all of life's other pleasures.

20 POOLS

Four irregular pools, similar to the last room. Each one is a different color, and serves as a repository for the more exotic types of waste that the Lamb produces.

- Pink pool = identical to the pink pools in the previous room. This pool contains **Vandress**, the eldest priestess. She has lobster claws and a third eye.
- Yellow pool = liquid light. Shines as brightly as daylight for 3 rounds when violently splashed. Works once. Can be collected into a bottle without triggering it.
- Milky pool = acid (1d6 diminishing).
- Black pool = fall unconscious and vomit out a thick black smoke (as gaseous form). This smoke is your soul. The effect lasts until you re-enter your body. Smoky souls continually evaporate, and each round you have a 1% cumulative chance of evaporating completely. Unless your body remains inside a *circle of protection*, there is a 1-in-6 chance every minute that a spirit, demon, or angel enters your uninhabited body.

Vandress

Lvl 2 Def none Claw 1d8 Int 14

Spells – *confusion, cone of mutilation*

Unlike her peers, Vandress retains her full mental capacity, and is smart enough to parlay if the need arises. If allowed to escape, she will find the Lamb and lead it while hunting the party.

She has no way to contact the White Temple above (but knows that clerics will come down 3 days after a feeding to clean up). She is hopelessly, pathetically addicted to the pink slime and cannot go longer than an hour without submerging herself in it.

21 HEAVY DOORS

A **long set of steep stairs** lead up to this room.

A pair of **heavy iron doors**, kept closed with a **heavy bar** (10') and a **set of chains**.

You can hear **chatter and laughter** from the other side of the door. This is **Gaspar** and **Luntz**, a pair of ghouls. Gaspar is speaking to the door as if it were the host of a party, accusing it of not sharing the best brandy with them, the guests.

- Two people can pry the bar off to the side. This allows the doors to open a small amount, allowing a human to squeeze through (but not the Lamb).
- The chain cannot be removed without heavy tools. It would allow the doors to open fully.

Gaspar and Luntz don't want to have to eat people. They have morals, after all. But when they are hungry, they will do anything, say anything, in order to eat. Gaspar and Luntz will pretend friendship until they can ambush the party.

Lvl 2 Def leather **Claw** 1d6+agony
Move as human **Mor** HUNGRY

However, if they are fed, they will be friendly and conversant for 1d4 hours, at which point they will become hungry again. It takes a shocking amount of food to satiate a ghoul—at least a goat each.

Gaspar is a gentlemen, and with enough food and respectful treatment, Gaspar can be talked into joining the party as a hireling (potentially becoming a PC).

Luntz is too bestial and institutionalized to ever leave this dungeon of his own will (although Gaspar would try to drag him out).

Gaspar carries a **silver-handled cane (50s)**.

The passage beyond here connects to the second half of this dungeon, which will be released at a later date.

Appendix A: Magic Items

The Skull of Davok

This is the remnant of a powerful demon. It resembles an elephant skull, slightly deformed.

Once freed, it will attempt to absorb flesh from 1 person per round (Cha Save or die). It can fly about as fast as a human can walk.

If the skull fails to absorb flesh, add Davok to the wandering monster roll (appearing on 3).

Once it has absorbed flesh, it will regrow much of its head. (It looks nothing at all like an elephant.) This will allow it to regain something of its mind, and it will demand to be carried out of the dungeon, casting geas on people until it gets what it wants.

Once it has a thrall to carry it, it will appear to go to sleep (while it searches the ether for the other pieces of its fragmented body).

The geased thrall is still a playable PC, but they are utterly dedicated to serving Davok, and will not tolerate any word or action against their master. If pressed, they will call Davok's name.

Davok will awake if it is touched, or if its name is called. In combat, it casts *ignite* (3d6 fire damage, Dex for half) and *polymorph* (3 MD). Dealing 10 points of damage to it in a single round will stun it for 1 minute while it knits itself back together, but there is nothing in this dungeon capable of destroying it. If Davok is ever forced back into the leaden chest, he once again becomes inert.

Once free, Davok will begin searching for his missing body parts. His loyal thrall will become a warlock in his service. If they do not wish to become a warlock, they will be made to. The rest of the party can either join in service to Davok, or go their own way. If they choose the latter, the newly minted warlock becomes an allied NPC within the city of Manderlon.

Liquid Hole

A vial containing an utterly black oil. Light is bent towards, creating a lensing effect in the air around it.

A drop on your tongue creates a painless hole through it, like a permanent tongue gauge. Applied to a surface, it creates a hole up to 6" wide and 5' deep. If consumed, a hole appears on your abdomen and all your guts fall out.

Orb of Indulgence

A silver orb about an inch across. These orbs are sold by the Church. Your next significant sin is immediately forgiven, and the orb corrodes.

Although they are sold, the orbs are still a tightly controlled item. If you find one, the only ethical option is to sell it back to the Church. Worth 500s.

Rumors exist of golden orbs that can forgive even mortal sins.

Appendix B: Spells

Dessicate

R: 30' T: object D: 0

Evaporates 1 gallon of liquid (x10 for every MD invested beyond the first). Alternatively, deals [sum] damage to an animal foe. Cha Save for half. Drier targets take less damage (or no damage), wetter targets (such as oozes) take more.

Emergency Exit

R: 30' T: object D: 0

Target is teleported to a random room of the dungeon, a random street in the city, or a random adjacent hex. Cha Save negates.

Wave of Mutilation

R: 20' cone D: 0

All objects within range take [sum] slashing damage. Dex Save for half.