

# Prison of St Lucy

*An Adventure for Characters of an Adventurous Disposition*

*by Simon Forster © 2018*

## Background

Once upon a time there was a demon who ravaged the land. It was eventually stopped by the combined forces of the Holy Order of the First Blade, but proved unkillable. Instead, one of the Order, a priestess by name of Lucy, crafted a cage for the demon and trapped it. The demon-cage was then placed inside a purpose-built prison, and Lucy was made a Saint for her triumph.

That was centuries ago. The prison, for many decades, was maintained by jailors of the Order, but during the Holy Wars of the Snail Lords, the Order was decimated and over time simply faded away.

Then, for a time, the prison was abandoned save for the odd vermin that managed to creep inside; and throughout all that time, the demon raged inside its cage, trapped and undying.

Fast forward to now: a few months ago goblin refugees, forced from their home by murderous adventurers, came across the ancient prison and decided to make it their new home. Inside they discovered the demon, and listened as it begged and pleaded with them, offering them power and riches in exchange for its freedom. The goblin chief, wiser and more cunning than most, wanted proof before he would free it; so the demon offered its blood, told the chief how to use it to concoct a potion that would enhance his prowess, and the goblin chief took it and was empowered.

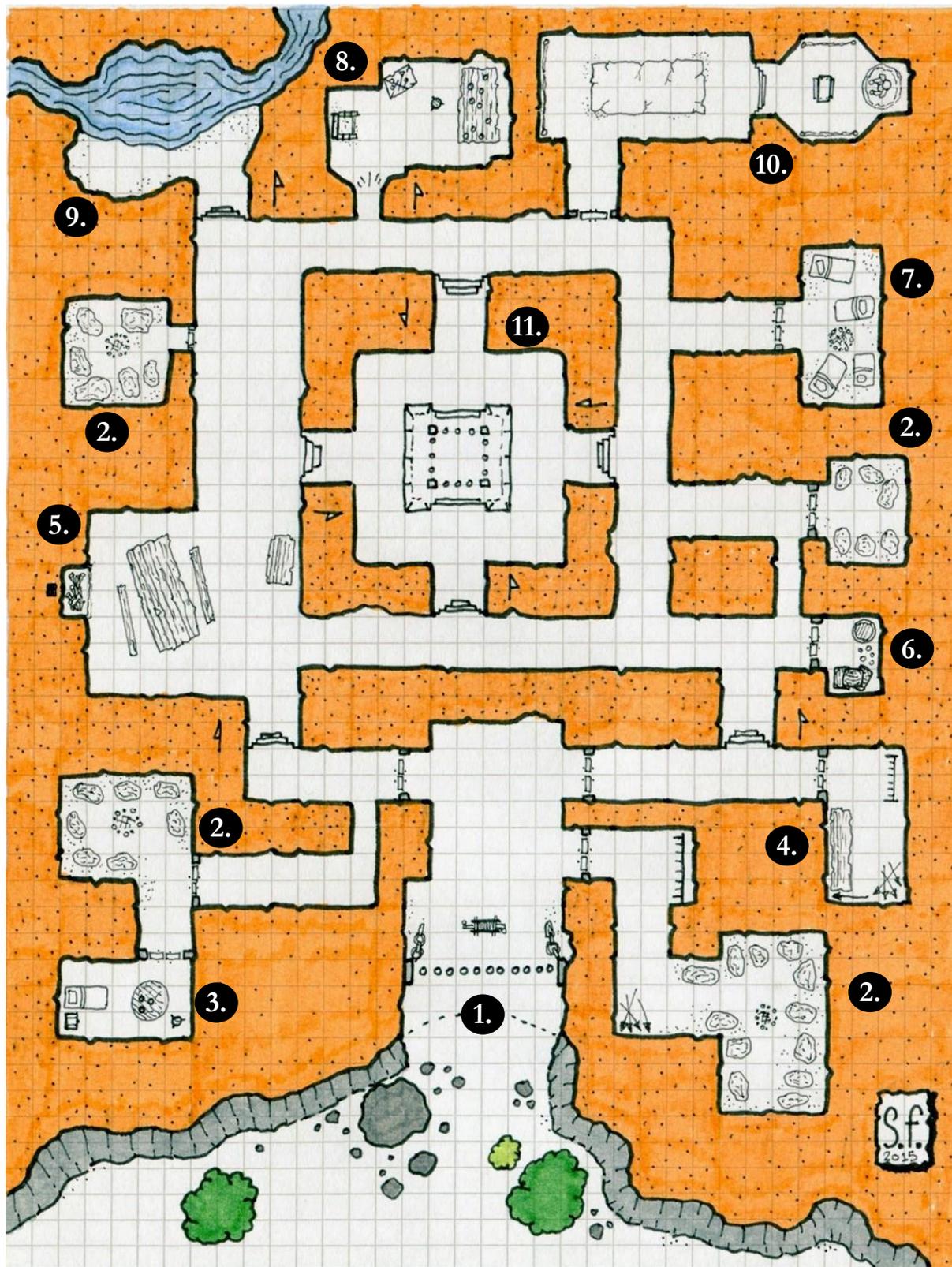
Unfortunately, the goblins did not have the means to free the demon from its cage. So they struck a deal: in exchange for its blood and the secret of brewing the potent potions, the demon sends the goblins on quests to gather the ingredients needed to enact a ritual to free it from its cage. At this moment in time, they have gathered three-quarters of the rare and exotic ingredients needed and are perhaps three or four months away from completion: when they do, and the ritual is performed and the demon freed, it will have its revenge on the land.

## Getting Involved

Adventurers can get involved in the adventure in numerous ways, for example:

- They find a treasure map leading them to the ancient prison;
- They are hired by a sage to investigate the rumour of a demonic cult nestled in an old temple within the mountains;
- Tracking goblins that have stolen something valuable (for the ritual), they are brought to the prison;
- They just wander across the prison whilst trekking through the foothills.

# The Prison of St Lucy: map



## The Prison of St Lucy: details

**Look:** unlit corridors, cracked flagstones, bare walls of crumbling plaster, dirt and dust in corners.

**Feel:** grubby, old, veiled threat of violence.

**Smell:** dusty, damp, reeks of goblin.

### Wandering Monsters

Every turn, or when loud noises (such as a battle) occurs, there is a 1-in-6 chance of encountering the

**Goblin Patrol:** 2d4 *enhanced* goblins led by an *enhanced* goblin champion.

#### 1. Entrance

Partially obscured by boulders, trees and bushes, a gaping cave mouth opens onto a portcullis that has rusted in place; it is 4' off the ground, and the chains and winch are broken and rusting away.

**Three goblins** (hps 1, 3, 5) and a **goblin champion** (hps 7) stand guard day and night, each *enhanced*. The champion carries a horn that it will blow to alert nearby goblins (the adjacent rooms); one goblin will also run off to warn the patrol, returning with them in 2d4 rounds.

#### 2. Barracks

These rooms all hold **goblins**, their beds and weapons, tools and treasure. There are a total of four rooms, holding (clockwise from bottom left) seven, six, six and 12 goblins. Half of these are *enhanced*, the others are awaiting their turn. Half are present, the rest on patrol or elsewhere in the prison.

#### 3. Chief's Room

This room has an old bed with worn sheets, a fragile table and unstable stool, and a locked steel chest. The *enhanced* **goblin chief** (hps 16) lairs here. There is a 2-in-6 chance that he is here, otherwise he is in the laboratory (room 8, 1-in-6), old temple (room 10, 2-in-6), or communing with the demon at the heart of the prison (room 11), if nowhere else. He keeps the key to the chest on a chain around his neck. The chest holds 1,000 coppers, plus a bloodstone gem (50 gp), two lapis lazuli (25 gp each), and a turquoise stone (25 gp).

#### 4. Armoury

This locked room (champions hold the keys) holds the goblins arms: a dozen spears, swords, old battered shields and tatty leather armour; a single suit of old goblin chain mail lies under the table, in need of repair.

#### 5. Grand Hall

A fireplace and large dining table dominates this room. Discarded bones and pieces of rotting meat lie strewn over the floor, with rats darting in and out. The fire is lit, and 2d4 normal **goblins** can be found here, eating and drinking, their weapons nearby. A lone *enhanced* **goblin champion** (hps 7) sits by himself on the small table, picking the legs off a jar of spiders he has collected.

#### 6. Store Room

This room holds crates and sacks of stolen food, a barrel of stolen ale, and several glass jars used to hold potions. There is about a week's worth of rations here, for the goblins, along with 2 cords of hardwood (10 gp value), two rolls of cloth (10 gp each), and a dusty but well-made rug with floral patterns (worth 5 gp).

## 7. Dormitory

This better appointed room holds the four **enhanced goblin champions**, once of which is always off duty and snoring away in his bed (hps 7). They keep their loot under their beds, wrapped in oiled sackcloth.

## 8. Laboratory

Part laboratory, part throne room, the **goblin chief** is often here, brewing up more demonic potions or sat on the throne (crudely made from crates) pondering the universe. There are 1d6 demonic potions already brewed, and a lot of empty jars waiting to be filled. The alchemical equipment is crude, but effective and could be used by magic-users to brew their own concoctions; although not without risk. Drinking any of the brewed potions requires the drinker to make a successful *save vs poison* or die choking; success means a permanent *enhancement*; see appendix.

## 9. Cave

This natural cave is a source of fresh water, and also an escape route. Following the flow upstream eventually leads out into a secluded gully about a mile deeper into the hills. The chief and his champions are the only goblins aware of this exit.

## 10. Temple

An old temple dedicated to a deity so old that no one remembers. Dust coats the floor and the goblins avoid this place. A cracked stone slab stained with century old blood fills the main chamber, while in the smaller chamber a copper statue of St Lucy herself watches over a stone altar decorated with holy symbols. Two old, dusty and worn tapestries (worth 5 gp each) hang from the walls. The top one shows the demon rampaging across the land; the bottom one shows it trapped in a cage.

## 11. The Demon & the Cage

A square cage of silver-panelled cold iron bars entraps the demon. The walls of the recess the cage sits inside are all marked with warding symbols that create a barrier around the cage, preventing the demon from leaving or even casting spells. A quartet of **enhanced goblins** stand watch (hps 1, 6, 4, 2), too scared of the demon to even look at it. The demon itself has rubbery pipes inserted into its flesh, slowly pumping demonic blood into a collection of a dozen glass jars, ready to be brewed up into potions.

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## Appendix: Monsters

*Written using the ACKS rules, but compatible with others.*

### Goblins

AC 3, Mv 60' (20"), HD 1-1, #Ats 1 sword or spear (1d6), Sv F0, MI +1 or +3 if enhanced, AI C, XP 5.

**Goblin Champions:** AC 4, HD 1, XP 10.

**Goblin Chief:** AC 6, HD 3, +2 damage, XP 35.

Personal treasure found with the goblins consists of 2d10 coppers for most, plus 2d6 silver for champions and the chief, and a further 2d6 gold with the chief.

### Enhancements

Many of the goblins have been enhanced, being bestowed with demonic visages and mutations. Roll on the following to determine how *enhanced* they are; also roll on the table if the demonic brew is drunk by anyone else and they don't die:

1. **Demon Horns:** *grow horns 1d6' in height, gain headbutt attack at -2 to hit, dealing 1d6 damage +1 point per foot of height.*
2. **Bloated Belly:** *belly is huge and distended, granting +1 bonus to Armour Class, +1d6 hit points, but reducing speed by half.*
3. **Demonic Eyes:** *bestowed with red hell-fire eyes that burn bright enough to illuminate as a lantern. Once per hour can expel a spout of fire from these eyes, range 20', deals 2d6 damage; save vs blast or breath to dodge.*
4. **Demon's Feet:** *gain hooves and long legs that curve backwards, like a grasshopper's, that allow faster movement (25% extra) and allow the mutant to leap 30' high or 50' horizontally.*
5. **Balefire:** *gain the ability to spit hellish fire, once every other round; deals 2d6 damage, 30' range, save vs blast or breath to avoid; throat and mouth become charred and hot to the touch.*
6. **Evil Eye:** *a third eye grows in the middle of the forehead, yellow and slitted like a reptile's. Once per day this eye can turn its evil gaze and bestow a Curse (as the spell) on one victim within 60'; save vs spells to resist.*
7. **Eater of Foes:** *gains the ability to heal by eating the flesh of living things: bite attack, deal 1d6 damage and heal a like amount; has a wide, many-toothed mouth that is always drooling.*
8. **Talons of Death:** *grow long, curved, claws tipped with deadly poison: deal 1d6 damage, save vs poison or die; unable to grasp normal weapons or hold shields or large objects easily.*
9. **Hardened Skin:** *the skin grows hard as stone, charred and hot to the touch; bestows +2 AC, +1d6 hit points, and grants immunity to non-magical weapons; reduces speed to quarter normal.*
10. **Lashing Tongue:** *grow a 10' long tongue that is prehensile and curls up inside an enlarged mouth. Allows a grapple attack (-2 to hit, save vs paralysis or be grappled, or object yanked from a hand), and ranged manipulation as if with an extra hand.*
11. **Wings of the Demon:** *grow batlike wings, granting crude flight (60' speed, poor maneuverability).*
12. **Roll twice,** *keep all results.*

**The Demon**

*A bloated monster with tentacles instead of legs, strong and coiled like a snake. Torso, thick and blubbery, with a fine network of silver lines crisscrossing its body. Claws at the end of long, thin arms, pale and wrinkled skin. The head is a dome of flesh, a solitary red, pupiless eye staring out above a thin slit of a too wide mouth full of sharp, jagged teeth.*

AC 6, Mv 90' (30'), HD 8, hps 50, #Ats 2 claws & 1 bite (1d6/1d6 & 1d8), SV F8, MI +2, AI C, XP 1,600; immune to non-magical attacks, sleep, charm and hold magic; vulnerable to holy water and silver. Outside of its cage can cast the following spells once per turn: *Burning Hands*; *Charm Person*; *Hold Person*; and *Sleep*.