

# The Malevolent Ultimate Dungeon of Doom

So...your players think the Temple of Elemental Evil was a joke. Tomb of Horrors? Walk in the park. They cleaned out the lower levels of Hell in one afternoon and the ranger wears Tiamat's head as a helmet. How can you challenge them? Ladies and gentlemen, I present THE MALEVOLENT ULTIMATE DUNGEON OF DOOM, or MUDD for short. Only the most HARDCORE players will be able to complete this dungeon and if they do win, you have FAILED in your DUTIES as a DUNGEON MASTER. You are the MASTER of the DUNGEON, especially THE MALEVOLENT ULTIMATE DUNGEON OF DOOM of which you are the MASTER. Are you going to let a bunch of sniveling player characters walk into YOUR DUNGEON (of doom) and cavort about, killing all YOUR MONSTERS (of doom), solving YOUR PUZZLES (of doom), disarming YOUR TRAPS (of doom) and taking YOUR TREASURE (of doom, I guess, but the treasure is good so maybe not of doom)? HELL NO! You shall TRIUMPH, for this dungeon is uhhh...doomful. How about ominous? That sounds a bit better. Okay. THIS DUNGEON IS OMINOUS. DREADFUL EVEN. They will BEG for mercy. But you shall NOT provide it, for you are the MASTER and this is YOUR game.

1) This room reeks of evil. The walls are painted with human blood, which is probably why it smells so bad. There are no baseboards but SKULLS that line the walls. Instead of crown molding, MORE SKULLS. In the center of the room is a PENTAGRAM. In the center of the PENTAGRAM (muahahahaha are your players scared yet? They should be because this is so EVIL) is a dead body. Naked. A woman. Who you can tell was really hot before she was murdered. THAT'S EVIL, RIGHT?! Blood still drips from her corpse, making a huge mess. I suppose that's not really evil, but it's rude. Close enough. In her hand is a dagger. The dagger looks awesome, encrusted with jewels and shit. If the dagger is touched, the WOMAN COMES ALIVE HAHAAHAHAH IT'S NOT REALLY A WOMAN IT'S A FUCKING SUCCUBUS! She starts stabbing away with the kickass dagger. Oh and this succubus uhhh...can cast 5th, yeah up to 5th level Magic-User spells. And she knows them all. Seriously.

2) Another stinky room. But instead of blood, the walls are painted with human excrement. I guess evil likes stench? I don't remember Dr. Doom ever wallowing in filth and he's DR. DOOM. Hey, maybe he built this dungeon? Probably not, it's just a coincidence due to his cool name. So, another PENTAGRAM. And SKULLS. But this time instead of a succubus pretending to be a dead woman there's a Type IV DEMON just hanging out, ready to KILL THE CHARACTERS. He's hell-bent (literally) on finishing off the PCs. You know what, I just thought of something...if the party already killed Tiamat, one Type IV won't even scratch them. Okay, there are THREE TYPE IV DEMONS! Yeah suckers, deal with that.

3) This room smells clean. And it's all white. The party should never get here because they're all dead. They ARE all dead, right? Fine! You need to start fudging rolls. And it's NOT cheating because look, YOU ARE THE MASTER OF THE DUNGEON. If you don't kill a PC in this room, you suck. Anyway, yeah, it's all white and smells clean. There are white roses everywhere, like on the floor and in vases, and a large, white bed with white linen sheets. Clean isn't very descriptive...okay, it smells like that Linen & Sky Febreze. Just nice and fresh and clean. On the bed are TWO GIRLS. And they're MAKING OUT! It's so erotic. They motion for the PCs to get in bed with them, and it's a huge bed so there's plenty of room. They're not girls, though, but you knew that. They're actually a polymorphed CATOBLEPAS and MEDUSA that revert to their NORMAL FORMS after anyone approaches. Bet your players didn't see THAT coming, did they? Probably figured it was more demons, but hell no, you fooled them, MASTER OF THE MALEVOLENT DUNGEON OF DOOM. You should roll the PCs saves for them and cheat so they all die. TPK! If anyone is left alive (you suck, you know that), there's some treasure in here. How about 10k gold pieces and three random magic items under the bed? That sounds good. You know what, if they look under the bed for treasure a wraith pops out and starts fucking them up. I'm just trying to help.

4) Ho hum, another large room with blood everywhere. You know, you can skip over all the dressings because the players don't care anymore, they just want to kill more shit. Fine. But there's a lot of blood in here and it's pooling in the middle of the room. A sign written in English because I have no idea what demon language looks like says, "DRINK FROM THE POOL AND BE AWESOME." Do any of the PCs actually do such an EVIL act? If so a TYPE VI DEMON RISES AND STARTS TEARING SHIT UP! That's right, it's a fucking BALROG(tm)! And not the pussy balrog that Gandalf killed, no, this is uhhh like the one that beat the crap out of that elf king in the Sillarillion. YOU KNOW WHAT I'M TALKING ABOUT! He is beyond badass and should totally make short work of the party. If none of the PCs drink from the POOL OF BLOOD(!), the badass BALROG starts killing them anyway. Oh, the PC who did drink does get to be awesome, though. Roll a d6:

- 1 - Grow kickass demon horns.
- 2 - Hands become claws that can really fuck shit up.
- 3 - Turn into a TYPE III DEMON! This one is pretty awesome, right?
- 4 - Smell really bad, like a demon.
- 5 - Sweat blood instead of uhhh, sweat.
- 6 - Turn into a record producer. Oh yeah, that's awesomely evil.

For whatever reason, the balrog decided to store all his treasure in the pool of blood but no one will get it because they all died.

5) Room. Blood. Skulls. Pentagram. Look, how did they beat the balrog? I really don't get that because those things are tough as hell to kill. Anyway, doesn't matter oh "master" of the dungeon. I'm beginning to think you're coddling the players, so I present to you this room that will almost ensure their deaths. I mean character deaths, but if you think threatening the players might help, go for it. Okay so there's a chest in the pentagram and it looks really expensive, made of platinum or something. It's worth 25k gold alone at least. It's trapped with a poison needle because every chest is trapped and it's a trope we need to throw in here to truly make this THE MALEVOLENT ULTIMATE DUNGEON OF DOOM! For the love of God, please kill the fucking thief when he tries to disarm this thing. Please? When opened, there are hmmm...five scrolls and like four miscellaneous magic items. And a sword that shoots fireballs. You ever play Rastan? Yeah, it's a sword like that. Let's say they do 2d6 damage. OKAY AND NOW YEENOGHU THE DEMON LORD OF GNOLLS APPEARS FROM NOWHERE WITH TWENTY PISSED OFF GNOLLS! I swear his description says he has gnolls with him. If you're able to fight this guy, what the fuck are gnolls going to do to you? Moving on, YEENOGHU IS AWESOME! His flail can totally tear up the PCs. ROLL LOTS OF d20s, MASTER, AND KILL THESE INSIPID INTERLOPERS.

6) What? THE MALEVOLENT ULTIMATE DUNGEON OF DOOM is pretty small but the party shouldn't be here. Unless you weren't the MASTER. I'm guessing you weren't the master. Dammit. Okay so this room is huge and looks like an old cathedral or something. At the very front is a STAGE OF EVIL! Oh hell yeah. Ever been to a GWAR show? Well, it's like that, but way more shit. Chains, skulls, spikes and all that kind of crap. Gargoyles perched on columns in front. Not entirely gothic, but just gothic enough to be creepy. Definitely more metal than goth. Maybe it's gothic metal. YOU GET THE POINT, IT'S AWESOME AND REEKS OF ULTIMATE DOOOOOOOO! Make the players (seriously, why are they still alive, and I'm not talking about the characters this time) roll a Save vs. Death. Failure results in, you guessed it, dead. Because the stage is just that awesome. They die from seeing the awesomeness. Okay so if any are STILL alive, the entrance closes up instantly TRAPPING THE PARTY! THERE'S NO WAY OUT! Teleport? MUAHAHA DOESN'T WORK! No, they are trapped! TRAPPED! A forcefield surrounds them, too, so they can't go any further into the room. And then the velvet curtain (embroidered with cool patterns of murder and skulls and stuff) rises, revealing ORCUS! HOLY SHIT, IT'S FUCKING ORCUS! He wields a huge AXE that looks like a Gibson Explorer and starts playing a SONG ON IT! Roll a d6 (and play the song for your players):

- 1 - Symphony of Destruction
- 2 - Master of Puppets
- 3 - Rime of the Ancient Mariner
- 4 - Iron Man
- 5 - Seasons in the Abyss
- 6 - Cemetery Gates

ORCUS is truly an epic player so DEMOGORGON shows up with a drumkit and joins in with his mad skills. He makes Gene Hoglan look like Meg White. He doesn't even have a double kick, it's a fucking QUAD KICK and DEMOGORGON just grows a couple extra legs to play that shit. The PCs are compelled to do air guitar during the solos and shout medelemedelmedelmedelmedelmeeee or whatever. After the INSANELY EPIC PERFORMANCE, ORCUS will ask the party (who should NOT even be here) what they thought. He will then ask for a RECORDING CONTRACT. If the party cannot offer the contract, ORCUS and DEMOGORGON begin EPIC COMBAT IN THE MALEVOLENT ULTIMATE DUNGEON OF DOOM! If one of the players got lucky and turned into a record producer, they will be able to present ORCUS with a standard deal WHICH PISSES ORCUS OFF BUT HE SIGNS IT ANYWAY! The PC is now IRREPARABLY EVIL! If either through combat or shifty deals the party defeats ORCUS (some master you are), the entrance reappears and they get a lot of treasure listed in some monster book. ORCUS doesn't have his WAND, though. The AXE is an artifact, make up the stats yourself because I'm pissed. Seriously, they beat Orcus? Great Monty Haul campaign you have going there...

