

# The Flaming Dungeon of the Frog

*A one page scenario for WFRP by Lauri "doc\_cthulhu" Maijala*

**Overview:** The party encounters a peaceful valley with mellow inhabitants and terrible curse. They must either free the people of the valley of it or judge them for their sins.

## Act 1: The Challenge

While traveling through remote mountains the characters come to a steep cliff that gives a perfect view to an oasis-like valley.

Amids the inhospitable peaks of the mountains lies a secrate dale of large green-leafed trees and a pasture. Though the characters cannot see a single living thing they will hear a merry music coming from the grove.

At the edge of the grove the party encounters two guards enjoying some wicked smelling tobacco. The guards meet the new-comers in peace though they summon their kindred with a blow of a horn. The music stops and the inhabitants of the grove come to meet the characters.

The people of the valley are all in perfect physical health though it seems like they are in almost a trance-like state. Only one of them, easily the biggest and strongest looking man the party has ever seen, speaks and only to challenge the strongest looking person in the party to a duel. It should not be hard for the PC to win this opponent as he too seems to be a bit on the mellow-side.

## Act 2: The Wedding

After the champion of the people has been beaten the people meet his conqueror with indifferent joy. They lead the party to the pond at the middle of the grove and offer them meat and some herbs to smoke. It is apparent that all of them are pretty clueless and ignorant about everything that goes around.

There is a naked groom at the edge of the pond who has been painted with blue. He smiles with a vacant look on his face and has no interest in

anything until he chooses to leave his wedding.

The groom walks through the forest to the pasture where a monstrous horror awaits him. The thing is larger than a house and it looks like a giant blob of living flesh. Animals and people alike seem to have been molded together – numerous face, legs, snouts, eyes and mouths can be seen. It is almost impossible to kill this living torment but it does nothing but grazes tha pasture.

## Act 3: The Dungeon

It is clear that the people are under some kind of spell. It comes from strange purple water lilies growing in the pond. There a number of large silent frogs in the pond too and at the other side of the pond the party can see an entrance into a cave.

The dungeon is chaotic – its walls and roof burn with a small flame that does not consume anything. There is only a large altar with two turning dials in the room.

Turning the right dial opens a large door to a room with a green-watered basin. The frog-mutant lives in its water. It is the god of the people of the valley keeping the horrible fleshmonster alive at the pastures in exchange for their worship and occasional sacrifices.

Killing this demigod makes the fleshmonster to melt down, kills the water lilies and eventually frees the people of the valley from their purple haze. But it also means that the valley will shortly become inhabitable again.

## Possible Complications

What is the effect of the left dial in the altar? What if someone in the party tastes the herbs or the flesh of the monster? What if the characters cannot kill the Frog? How can the purple frogs in the pond survive as there are no insects (or other wild-life for that matter) in the dale?