



PLEASURE DEN

AN ADVENTUREAWEK.COM MINI DUNGEON BY RACHEL VENTURA



1. Foyer

*Mahogany wood stairs descend into a well candlelit room. Velvet couches adorn the walls. Pillows with little tassels are scattered throughout the room. The smell of incense fills your nostrils. In the corner of the room is a small fountain creating a peaceful and relaxing water sound. The northern wooden door is closed while the southern door is made of a tinted glass and is partially open. A strikingly beautiful **nymph** welcomes you to the house of pleasure. She asks each of you to remove your footwear and relax.*

If you comply she rewards the party with foot massages and a healing potion of cure light wounds. If you refuse she becomes angry at your blatant disregard of her hospitality, and attacks.

2. Hall

At the end of the narrow hall is another wooden door with two golden rings, resembling wristbands or bracelets, hanging from hooks.

If the rings are removed the **efreeti** in Room 3 materializes and attacks without warning. He then attempts to use the removed rings, thereby enslaving you as a new efreeti.

3. Library

The high wooden ceilings are carved with grapes vines. The mahogany is well oiled and has clearly been maintained with great care. Along the walls are bookcases that reach up to the ornate ceiling. Leather books of all shapes and sizes fill the bookcases. Several wooden chairs surround a long table. On the table are two oil lamps.

If either of the lamps are rubbed, an efreeti appears and offers each player 1 wish. If the wishes are within reason to the GM they are granted. If outrageous and not within the capability of the genie, he becomes enraged and scolds the party before attacking.

4. Den

A short hall opens into a slightly messier well lit room. Against the south wall is a desk made of oak wood. It has



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a roll top that closes while the user is away. The desk is locked. Inside the desk is a scroll and spell book.

Encounter: [Camouflaged Spiked Pit Trap](#) CR 8

Encounter: [Summon Monster VI Trap](#) CR 7

5. Parlor

The walls are a well-oiled dark mahogany wood. Red and gold tapestries hang from the walls. A long wooden table sits in the middle of the room with twelve armchairs surrounding it. The table has rosewood, oak, pine, and cedar inlays that are designed in the shape of a dragon. Wine glasses and small plates are set at each seat. Lit candelabras sit atop the table. A beautiful woman sits at one end of the table with a box of cigars and a wine bottle. She offers you to partake.

If you accept she spends some time flirting and talking. A successful Diplomacy check (DC 25) will persuade her to produce a key to the hall of the kitchen. If the offer is refused she commands the [invisible stalker](#) to attack.

6. Hall

Candles line both walls and the hall is very well lit but even still something seems to make your neck hairs stand on end. A beautiful elven female stands in front of the door at the end of the hall. She turns to look at you and you catch her fiery gaze. Her eyes are intense with beauty and anger. As she turns back toward the art she seems to grow translucent.

If you speak with her she tells of a tale of love and loss. She will allow passage if you listen and show sympathy or a successful Diplomacy check (DC 28). If not, she reveals herself as a [groaning spirit](#) and attacks.

7. Cellar

This small room houses several barrels and crates. Opening the crates reveals spoiled food and turned wine. Only the ale seems to have held its quality.

One barrel is filled with a [rat swarm](#) that attacks. In this barrel is the inner hall kitchen key.

8. Hall

This short hall is very dark and many spider webs adorn the corners. At the end is a closed door that does not appear to have been opened in quite a while.

9. Bedroom

In the center of the room is a four post bed with scarves hanging down. A gorgeous creature with voluptuous breasts lies beneath the silk red sheets. She beckons the party to join her.

If you engage in activities with the succubus she... and then attacks. If the party refuses, the [succubus](#) immediately attacks. A chest beneath the bed contains 1000 gp, an emerald, and ivory handle dagger.

10. Kitchen

This kitchen is warm and smells delicious. An oven on the north wall is ablaze. A row of sinks lines the southern wall. Several crates and shelves fill the eastern wall. There are tables with cutting boards and knives everywhere. An apple pie sits on the edge of one of the tables.

Eating the pie reveals the secret door or a successful Perception check (DC 25). Triggering the [fireball trap](#) releases the [fire elemental](#) in the oven, as does opening the oven.

11. Hall

A few realistic statues adorn the hallway. A woman with a veil stands in the middle of the hall. She seems distracted; however, her veil appears to be moving on its own.

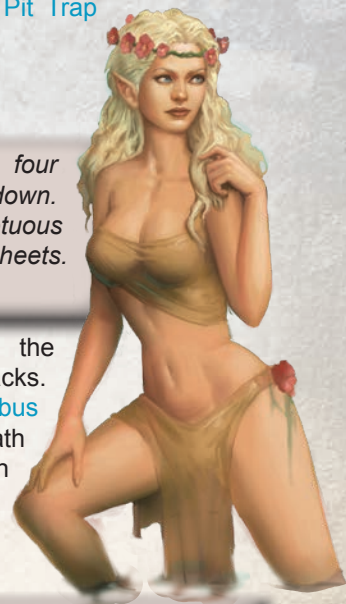
Encounter: [Medusa](#)

12. Secret Room

An open coffin is in the middle of the room. Several treasure chests line the walls of this small room.

Encounter: [Camouflaged Spiked Pit Trap](#) CR 8

A [vampire](#) is laying in the coffin. The chest contents are various gems and gold equaling 2500 gp.



Artist: Brian Bolixa