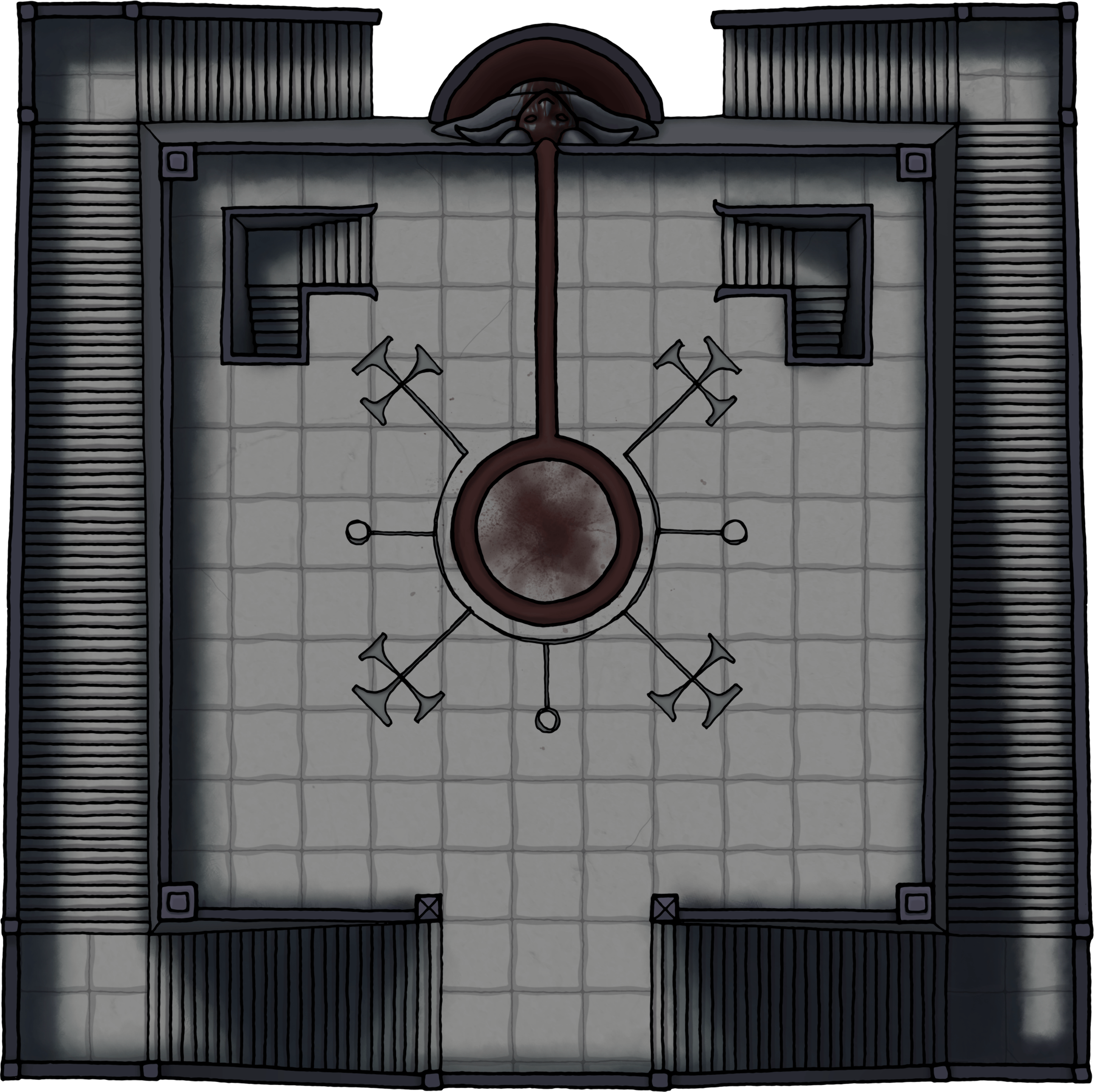
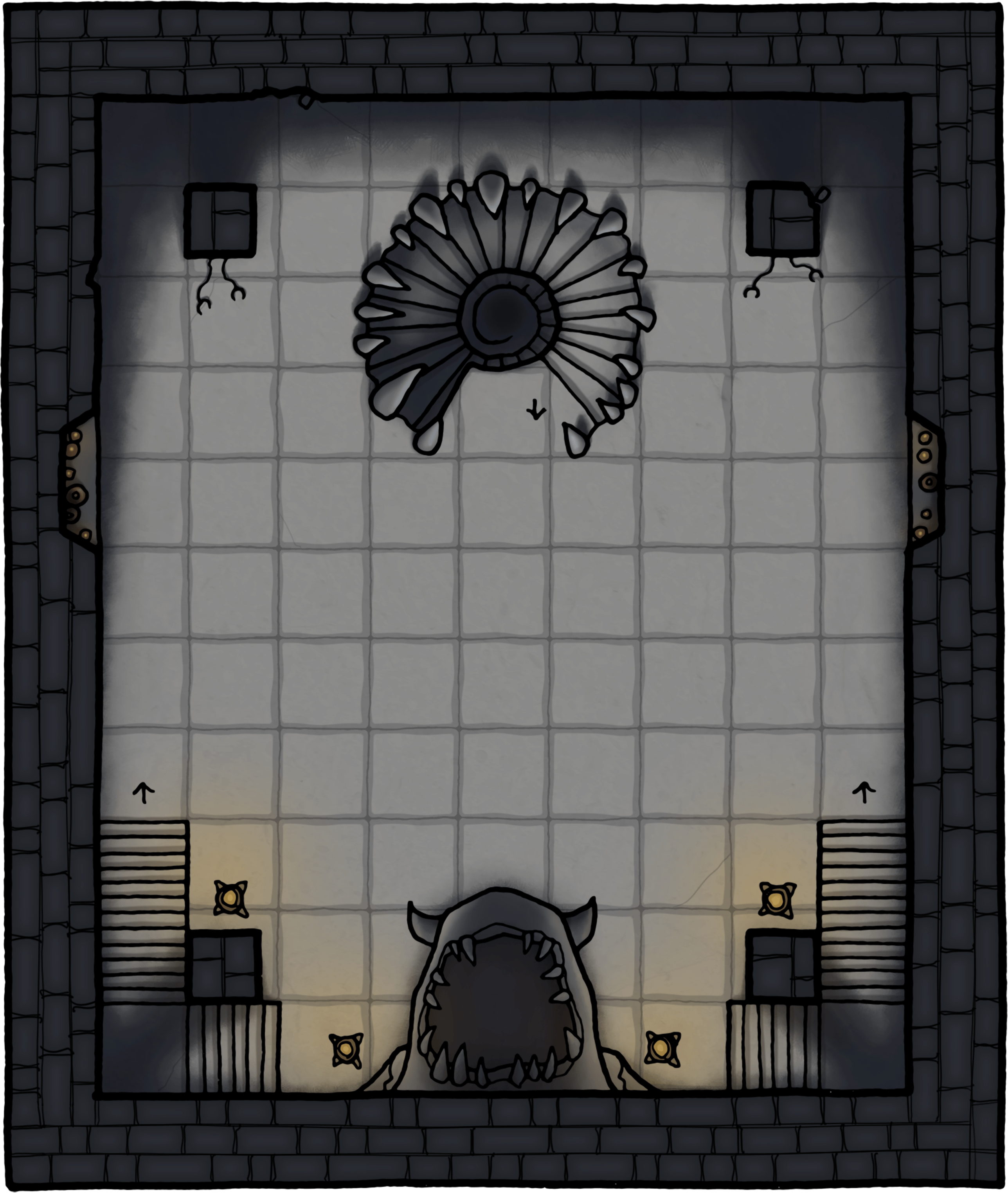




ALTAR OF THE BLACK LAMB

ABOUT

•The Altar of the Black Lamb is the home of a summoner of demons and practitioner of dark magic. Next to the sacrificial altar on the uppermost level, stairs lead down into the summoner's residence. Past the living spaces, there is a ruined shrine with cells for victims to be sacrificed, as well as cavernous dwellings for the summoner's bound demons. Then, past everything else, there is a portal to hell in the dismembered torso of a storm giant.

•There may be one or many demons living beneath the altar. The caverns in which they reside are meant to keep them as comfortable as they can be while bound to the summoner's service.

THE DEMONS

•The demons or otherworldly beings here may do the summoner's bidding willingly or unwillingly. If they are unwilling, they are likely bound and imprisoned through magical means rather than physical. The doors to the caverns in which they are kept may not even be locked. Presumably, locks, doors and chains would not be particularly effective methods of restraining powerful demons anyway.

•Consider the demons' relationship to their master. It may be a hostile one, or they may see the summoner as a leader. The demons may even have differing opinions on the matter.

•The demons could be hostile to each other as well, especially if there are both tanar'ri and baatezu held here. (Tanar'ri are demons from the Abyss, while Baatezu are their mortal enemies from the Nine Hells).

•One of the demons may serve as an aide or consort, living in the assistant's quarters next to the parlor. This could be an incubus, succubus, erinyes or something similar. The summoner may also keep a few imps or mephits as household servants.

•If the demons are hostile to their master, they may be willing to bargain with the party in order to escape. This could present the party with an alternative to fighting them. Perhaps a scroll hidden somewhere might set them free, or breaking some magical object could release them. In any case, even if freed, the demons might attack the party anyway.

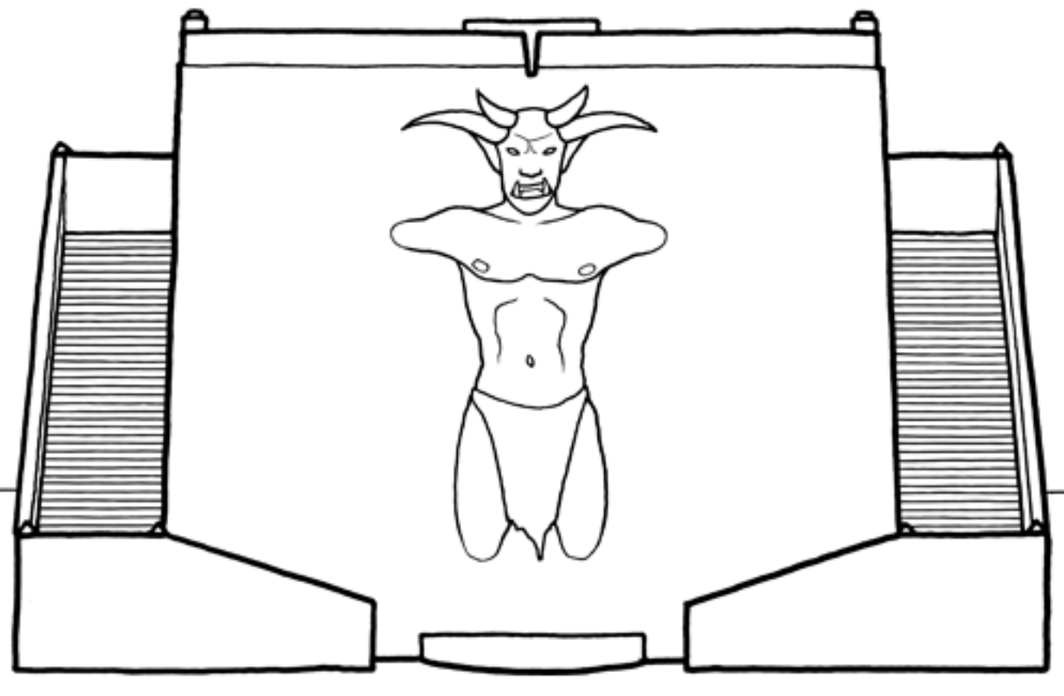
NOTES

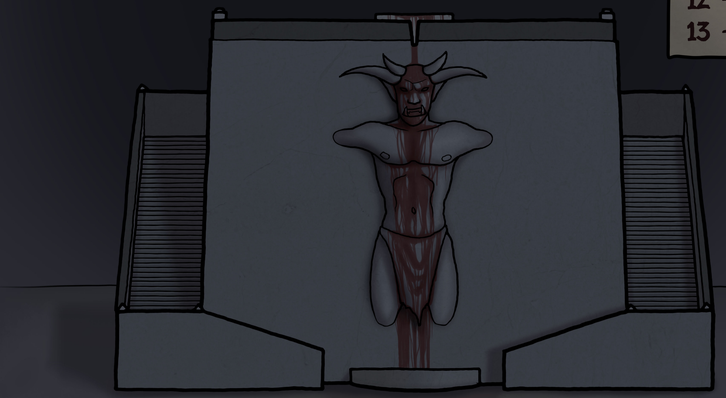
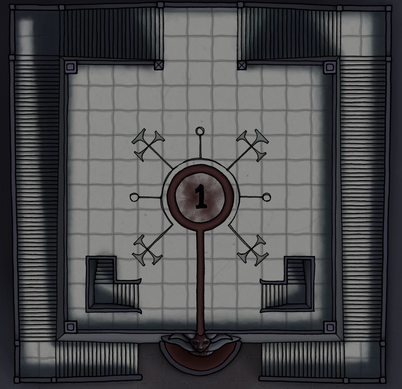
•The portal to hell (or wherever) is located inside the torso of a storm giant. There are two reasons for this: the in-game reason and the real reason. The in-game reason is that the ritual used by the summoner to create the gate to hell required a storm giant's torso to perform. But this is just an excuse for the real reason, which is that crawling into the rotting corpse of a giant is a really scary way to enter hell. No one is scared to walk through a fiery door. Likewise, for DMs who want to have something come through the portal to attack the party, it makes for a pretty scary encounter. There are a number of ways to narrate a pit fiend pulling itself up out of the corpse of a giant and all of them will freak your players out.

•The statue in the demon pits is a blood fountain.

•This could be used as a location in the Abyss, Gehenna, the Nine Hells or someplace similarly terrible.

•There aren't a lot of doors to keep people from wandering in here. The summoner probably isn't concerned about this, viewing unwelcome visitors as convenient sacrifices.





1 - Sacrificial Altar
2 - Antechamber
3 - Foyer
4 - Parlor and Study
5 - Storeroom
6 - Bedchamber
7 - Kitchen
8 - Dining Room
9 - Assistant's Quarters
10 - Ruined Shrine
11 - Cells
12 - Demon Pits
13 - Portal to Hell