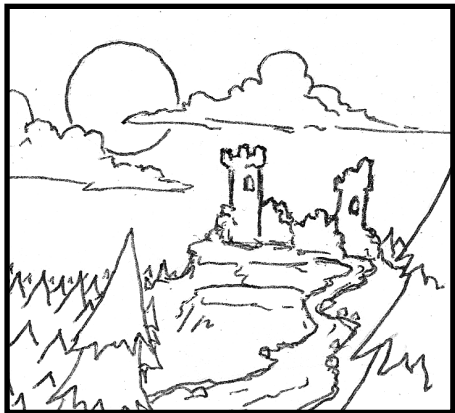


Castle Charon

A Dungeon Hero Zine Adventure



Robed cultists have been seen filing into the ruins of King Charon's castle. Chanting has been heard, and demons have been sighted. Can you set things right?

Dungeon Start

Start with a 1d6 *Castle Gate* trait.



Rumors tell of robed cultists filing into the ruined castle of King Charon, the despot who employed foul magics to oppress his people long ago.

Now, a demon has attacked the Hierophant, and it is clear infernal dealings are afoot.




You have come to the ruins, hoping to investigate whether the rumors are true, and, if so, to put a stop to the cultists before even worse demons are unleashed upon the world.

1. d6 Lightning Storm.
2. d4 Worm-eaten drawbridge.
3. d6 Confusing passages.
4. d6 Stone Guardian. ✕8.
5. d4 Twilight hall. 💎
6. d6 Piles of bones.
7. d8 Sentry Beast, ✕6.
8. d8 Portcullis.
9. d4 Carnivorous worms, ✕3.
10. d6 Pit trap.






You enter the castle ruins. Rubble and corruption are everywhere, but you do see that well-trod paths criss-cross the muddy ground. Many people have passed through these halls recently.

Rumors told of them filing into the under-tunnels to do their ceremonies. You need to search the castle ruins for signs of where the entrance to the catacombs may lie.

11. d6 Statue with ruby eyes. 
12. d8 Cultist Patrol, ~~8~~.
13. d6 Shadows.
14. d6 Unsure footing.
15. d6 Arrow trap.
16. d6 Quiet...*too quiet*.
17. d8 Killer ooze, ~~5~~.
18. d6 Kennels. 
19. d8 Guard dogs, ~~5~~.
20. d8 Archers, ~~5~~.
21. d6 Garrison barracks. 
22. d8 Guard tries to raise the alarm.
23. d8 Skulking in the shadows.
24. d10 Guard ambush! ~~10~~.
25. d8 Madwoman chained to wall.



After some reconnaissance, you discover where the cultists are going down, but the way is too heavily guarded. You must find an alternate path into the catacombs, but luckily the ruin and the breadth of the castle practically ensures other avenues exist.

26. d6 Unsettling sound.
27. d8 Whispers.
28. d4 Backtracking through tunnels.
29. d8 Steep stairs.
30. d10 Potion rack. 
31. d8 Sudden dead end.
32. d6 Stuck door.
33. d10 Deep shaft.
34. d6 Stone staircase.
35. d8 Long-unused armory. 
36. d8 Hidden passage.
37. d8 Living dead, ~~✖~~6.
38. d10 Crypt fiend, ~~✖~~6.
39. d10 Mummy, ~~✖~~8.
40. d10 Curse.
41. d8 Treasure chest. 
42. d8 Ruined chimney leading down.
43. d6 Crypt vermin, ~~✖~~6.



You successfully make your way down into the catacombs. All is silent except the distant sound of ominous chanting. This, combined with the pungent smell of incense convinces you that there are profane rituals being conducted in this place.

- 44. d8 Library.
- 45. d10 Inscrutable riddle.
- 46. d8 Crypt crawler, ✕8.
- 47. d12 The White Lady, ✕6.
- 48. d8 Chilly passage.
- 49. d8 Dead adventurer.
- 50. d10 Blade trap.
- 51. d8 Scent of Blood.
- 52. d6 Footprints in the dust.
- 53. d8 Guards watching approach, ✕8.
- 54. d8 Giant maggots, ✕5.
- 55. d10 The huge wheel.
- 56. d8 Secrets.
- 57. d10 Gold in a coffer.
- 58. d6 Miasma.
- 59. d8 Cultist, ✕5.
- 60. d8 Sinister gold idol.
- 61. d12 Armory.



You arrive at the summoning chamber to find a mass of cultists chanting. You watch in horror as their rituals cause ripples in the fabric of space, and something pushes out of that nothingness...

- 62. d8 Ritual chamber.
- 63. d6 Watching from the shadows.
- 64. d6 Arcane writing on the walls.
- 65. d8 Chanting cultists.
- 66. d10 Fanatics with knives, ✂8.
- 67. d8 Blazing braziers.
- 68. d12 The Ebon Warden, ✂12.
- 69. d8 A tome of ancient knowledge.
- 70. d12 Sorcerous threat.
- 71. d10 Necromancy.
- 72. d10 Minions, ✂8 ✂5 ✂5.
- 73. d8 Ritual knife. 💎
- 74. d12 Champion of Evil, ✂8.
- 75. d10 A bloody altar.
- 76. d12 A human sacrifice to rescue. 💎
- 77. d8 Waves of arcane darkness.
- 78. d10 The High Priest, ✂6.
- 79. d10 Fanatics with knives, ✂8.
- 80. d10 Minions, ✂8 ✂5 ✂5.



Try as you might, you fail to prevent the summoning. Rising out of the arcane circle, bursting forth into this world, comes a terrifying visage from the realm of Hell!

Lose a point of Stamina from seeing the horror emerge!

- 81. d8 Consort of Blades, ✂10.
- 82. d12 Lord of Carrion, ✂12.
- 83. d12 Mistress of Plague, ✂6.
- 84. d12 Jester of Skulls, ✂6.
- 85. d12 Queen of Famine, ✂10.
- 86. d12 Scion of Bloodletting, ✂10.



Your combat prowess puts an end to the foul evil that the cultists called up. Aghast, they flee when they see their gods struck down by a “mere” mortal, lest you turn your blade upon them.

You sigh. There is a long task ahead of you to find and destroy the cult itself. But at least for now, the barrier protecting the world from the fires of hell is restored, at least for now. You turn to make your way back to town. Some ale sounds good.