

# **THE MUCK PIT**

## **A HOLY PLACE OF THE GREAT GOD MORGON**

*A DCC Adventure for Levels 0-2*

*"In the dark, dank places of the world ferments the Great God Morgon,  
his unknowable thirst stirring the juices of men,  
his syrupy essence calling for torture and pain."*

### **Module Specifications**

The Muck Pit is an adventure for the Dungeon Crawl Classics system. It is best suited for character levels 0-2.

The module potentially contains lurid descriptions of disgusting bodily functions, violence and torture, and as such may not be suited for all audiences.

This is version 1.0 of the adventure, made available free of charge on the *Knights in the North* blog.

The module references the description of the Great God Morgon heavily, and the article on KitN should be considered required reading for Judges running the adventure:

[Morgon, the God of Torture and Bodily Fluids](#)

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### **Adventure Basics**

A mad halfling cult worshipping the Great God Morgon has kidnapped two priests of Loptir. It is up to the party to put a stop to their nefarious machinations.

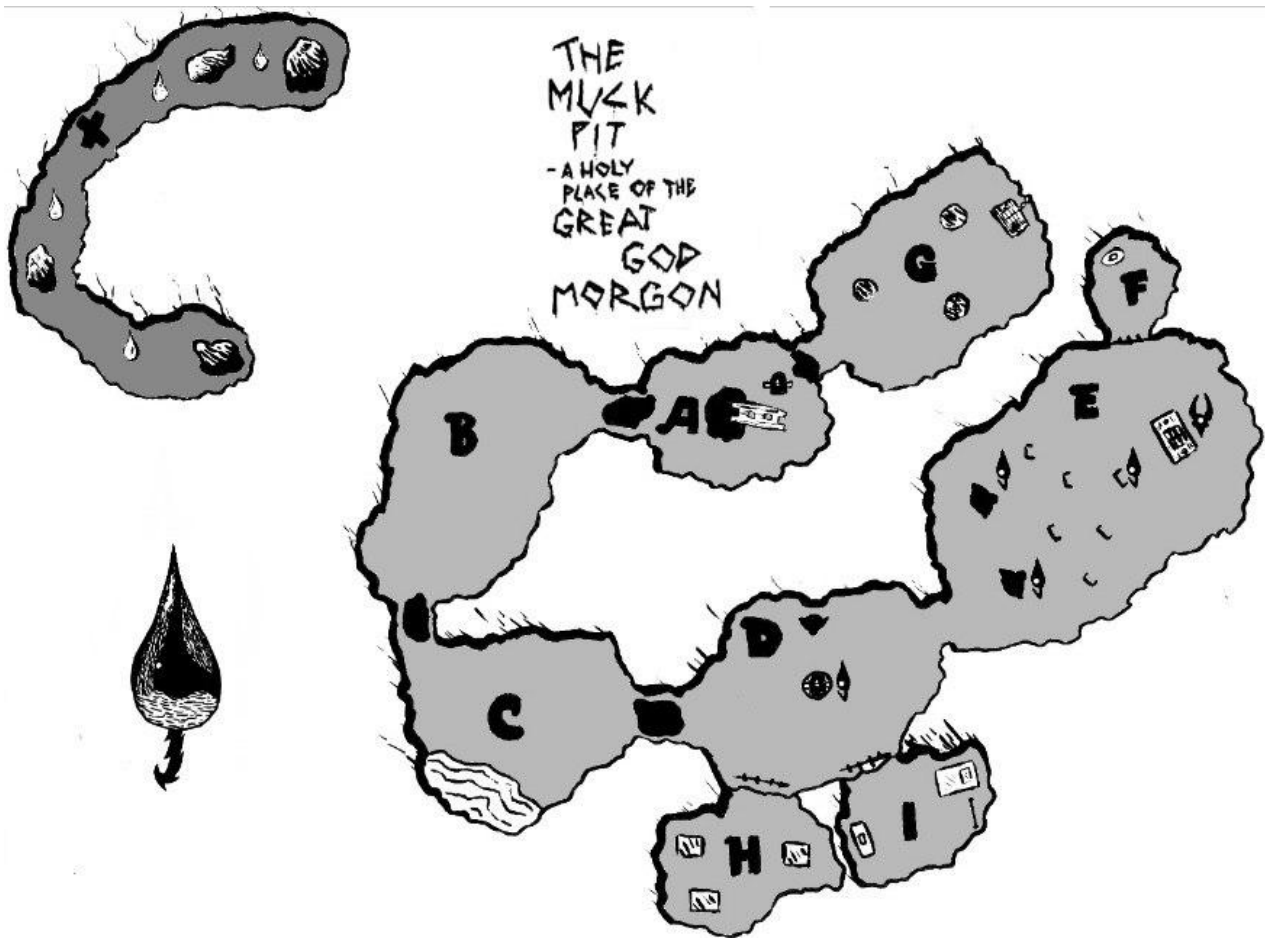
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### **Getting the players involved**

- The characters meet Haidul, a priest of Loptir while traveling in a forest. The poor clergyman beseeches the adventurers for aid, for his traveling party was attacked by brutal robbers.
- A priest of Loptir runs into the tavern the party is carousing in. Weathered and bruised, he tells a story of a violent robbery just outside of town, where two of his friends were taken hostage.
- The party hears rumours of a strange sect, worshipping unknown gods in the forest nearby. As they investigate, they find the remains of a campsite, with tracks leading off into the forest, and a half-dead, comatose priest of Loptir, the god of Hearthfire.

Whether given as support by a weary priest, or looted from the body of an unconscious one, as the adventure starts the group should have two bottles (1 litre each) of the Holy Distillant of Loptir : a powerful grain alcohol that acts like holy water, and has special uses later in the adventure.

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*NOTE: You can find a larger copy of the map at the end of the document.*

## Getting Started

Assuming the party bites the hook, they will easily be able to follow the tracks of the kidnapers into the forest. Eventually, they discover the camp at Area Z (not pictured on the map, located above Area A).

## Notes on the Muck Pit

After the campsite, the group will descend into the Muck Pit. Most of the interior of the dungeon is made of slimy, packed earth, with streaks of grey clay holding the cavernous construction together. There are clumsily placed wooden beams set in critical places holding the ceiling up.

Dwarves immediately notice that the construction is very close to methods used by halflings to build their burrows.

Passages between chambers are roughly 1½m wide and 2m high (5'x6'). The rooms themselves vary in size, but are never much higher than 2½m (~8'). The whole dungeon has a claustrophobic, unfinished feel.

There is a water-filled passage below most of the dungeon, which is home to the blood jellies of Morgon (Area X). There are multiple pit traps in the dungeon which lead to this tunnel.

Note that the whole warren is dark: the halfling servants of Morgon all have an infravision of 30' (~10m), and the ooze-creatures hunt by strange, unknowable instincts.

## THE MUCK PIT

### Area Z - A Camp in the Woods<sup>1</sup>

*"The first hint of the camp ahead is the hearty smell of halfling cookery wafting on the soft breeze.*

*Ahead, among some ruins, you spy a makeshift tent, and two small forms crouched around a fire."*

The camp consists of a large tarp spread over the only standing corner of a ruined house. There is a huge bearskin spread on the ground before the tent, and a small fire with a cauldron hanging above it. The cauldron is full of sweet-smelling, tasty stew. Mushy and perfectly cooked, it's hard to tell what went into the pot to begin with.

Inside the tent there are two open bedrolls and an unlocked chest which contains the personal effects of the lost priests of Loptir - two sets of simple woolen robes, two holy symbols of Loptir, and some traveling gear<sup>2</sup>.

The halflings are worshipers of Morgon. If approached civilly, they will invite the characters to share their stew, but will turn on them as soon as opportunity arises, with the goal of either subduing or killing them.

There is a trap door hidden under the heavy bearskin (which is itself worth 20 gp). The chute leads down to Area A. It is cramped and the rough, earthen walls are writhing with earthworms. There is a makeshift ladder attached to the side of the chute, and the room below is dark.

**Halfling Robbers:** Armed with hand axes and a bad attitude, these hide-clad halflings prey upon unwary travelers. *Init* +2; *Atk* 2x hand axe

<sup>1</sup> Note that the camp is directly above Area A, and not depicted on the dungeon map.

<sup>2</sup> For this, Judges are encouraged to use the random item generation tables found in the [Extended Equipment List](#) article on KitN, rolling 2d3 times d100 from the table.

+1 (d6); AC 13; HD d6; HP 3; MV 20'; Act 2d16; SP halfling traits; SV Fort +2, Ref +2, Will +0; AL C.



### Area A - Antechamber

*"The dark chute down is narrow and cramped, and the rough walls of packed earth glisten with moisture and the writhing forms of fat, bulging earthworms. Luckily, the ladder attached to the wall seems solid enough."*

The chute leads down roughly 10m (~30'). There is a pit trap covered with animal hide and a thin sheet of dirt right below the last rungs of the ladder (DC 15 Ref save to avoid, no save needed if trap is uncovered). Unwary or clumsy delvers fall 3 m (~10') into the Tunnel of the Blood Jellies (Area X).

The Antechamber is an ovoid room, with an open cave passage leading to the west (Area B) and a rough-hewn humanoid statue along the north-eastern wall. One of the kidnapped

priests of Loptir lies bound and gagged in front of the statue.

When released from his bindings, the poor priest desperately grabs the nearest character and utters:

*"Juices of the body,  
Screams of the soul,  
All holy,  
To the Great God Morgon..!"*

After this pained articulation he slumps down dying, apparently due to a gaping wound on his back.

Especially intrepid or benevolent adventurers may be able to save the priest if magical healing is applied quickly (one attempt, at least 5 points of healing required; the priest counts as neutral and has a hit die of d8 for purposes of lay on hands). Regardless, the priest remains unconscious and comatose after uttering the mantra of Morgon.

The statue on the eastern wall is a crudely carved stone effigy, depicting a towering, malformed humanoid form. There are five holes in the torso of the statue. These holes vary in shape, but each is roughly the size of a fist. Their position and placement does not obviously correspond to any known anatomical logic.

The statue hides a secret door to Area G. If five different bodily fluids or secretions are placed into the holes in the statue's torso, it recedes awkwardly out of the way, revealing a passage to the east, sloping deeper into the earth. Dim green light can be seen eerily glinting from the depths of the narrow tunnel leading down to Area G.

There is a pit trap in the corridor to the east (leading to Area B), which drops delvers into Area X (3m/~10' drop, DC 15 Ref save to avoid). The pit trap is hidden with an animal hide and some dirt, and can be found easily with a spear or a 10-foot pole (DC 5 check for thieves).



### **Area X - Tunnel of the Blood Jellies**

*"You find yourself suddenly chest deep in cold, oily water, in a dark tunnel below ground.*

*Slick walls surround you, and a feeling of dreadful panic grips the pit of your stomach."*

The tunnel runs as a bow below Areas A, B and C, starting at the pit trap below the ladder in the Area A, and ending at the pit trap in the corridor between Areas C and D. Each pit trap is a 3 m (~10' drop), with a DC 15 Ref save to avoid. All traps are hidden simply with a dirt covered animal hide, and can be detected manually (DC 5 check for thieves).

The tunnel itself is roughly 2m (6') high, and about the same in width. It is filled with mucky, cold water which reaches to chest level for an adult human.

The tunnel is home to four blood jellies, amorphous gifts from the Great God Morgon given to the cult to further his juicy endeavours. The jellies are entirely hidden below the filthy waters of the tunnel, only perceivable by the slight ripples of the liquid as they move around.

Luckily, the jellies are slow to react. Any adventurers stuck in the tunnel have one round to escape before getting attacked by a jelly. After this, the jellies gang up on the unlucky delver: beginning from the second round the delver is stuck in the pit, one jelly reaches their position and attacks, until all four are converging on the hapless individual.

**Blood Jelly:** Blood jellies are blobs of blood animated by Morgon's will to protect holy places and the cult's followers. They slink slowly on the dungeon floor, but attack with surprising swiftness when trying to crush and suffocate their victims. *Init +0; Atk devour +0 (d6); AC 12; HD d8; MV 20'; Act 1d12; SP immune to mind affecting effects and blindness; ooze-senses; half damage from piercing and slashing weapons; SV Fort +4, Ref +1, Will +2; AL C.*

### **Area G - The Guarded Room**

*"You creep along the low tunnel, following the alluring green glare at the other end.*

*Soon, the corridor opens up into a room with a low dais at the eastern end. A massive emerald is stood upon the podium, caged inside an iron jail."*

The emerald on the dais is *Morgon's Beacon* (see below), a holy relic of the chaotic god. It is locked inside an iron cage set in the stone podium. The only ways to access the treasure are to pick the lock (DC 16) or break the wrought iron cage (DC 22).

The room has small holes in the floor, and larger apertures in the ceiling: this is evident to anyone on a simple search (no roll required).

If the emerald is removed from its cage, the holes in the floor secrete a fine mucilage which covers the floor. This adhesive substance makes movement impossible for those caught in it, unless a successful Strength check (DC 20) is made at the beginning of every round.

Simultaneously, the holes in the ceiling slowly spew out three vomit slimes, which attack anyone in the chamber. The slimes take 2 rounds to reach the floor, after which they start moving and attacking suitable targets.

The gluey secretion on the floor can be neutralized with the Holy Distillant of Loptir or clear water. The vomit slimes will not follow the group out of the room.

**Vomit slime:** Vomit slimes are repulsive, smelly things, gliding towards their targets with ill intent. They are Morgon's foot soldiers and are often found guarding the god's altars and other holy objects. *Init +0; Atk devour +2 (d8); AC 14; HD 2d8; MV 30'; Act 1d16; SP immune to mind affecting effects and blindness; ooze-senses; half damage from piercing and slashing weapons; SV Fort +6, Ref +2, Will +4; AL C.*

**Morgon's Beacon:** A glowing emerald the size of a halfling's head, Morgon's Beacon glistens with an oily secretion, and seems to produce its own faint light. It is worth 300 gp as a gemstone, and could be used as a light source (the glow is equivalent to that of a candle). It is however tainted with the touch of Morgon. Prolonged contact with the gemstone causes the carrier to become disgusting: their bodily secretions are increased ten-fold to normal, and eventually they become sweaty, snotty messes. The effect becomes permanent after a week of contact, and at that point it can only be removed by extensive purification rituals involving a lawful cleric.



### **Area B - The Liminal Vestibule**

*"You stalk warily into a large room. It smells of earth, maggots and blood. Everything is quiet."*

The Liminal Vestibule is a large chamber, with passages leading to the east and to the south

(Areas A and C). There is nothing of interest here, apart for the pit traps in each passage, but Judges should feel free to add quiet, sloppy sounds and disgusting smells to unnerve the party.

Both corridors have pit traps, which drop delvers into Area X (3m/~10' drop, DC 15 Ref save to avoid). They are inexpertly hidden with animal hides, and can be found easily with a spear or a 10-foot pole (DC 5 check for thieves).

### **Area C - Chamber of Clear Waters**

*"As you enter, you hear the slow trickle of water in the dark, muddy chamber beyond."*

The south-western wall of this large chamber is scabrous, perforated rock, and trickles water down into a clear pool alongside it. Next to the pool there is a large wooden tub. There are passages leading to the north and to the east (Areas B and D, respectively).

There is nothing else of interest in the room. Slippery slopping sounds of glee and pain may be heard from the chamber to the east.

Both corridors leading from the chamber have hidden pit traps, which drop delvers into Area X (3 m/~10' drop, DC 15 Ref save to avoid). They are inexpertly disguised with animal hides, and can be found easily with a spear or a 10-foot pole (DC 5 check for thieves).

### **Area D - Hall of Juices**

*"A grisly sight meets your eyes. At the center-point of this round room there is a massive cauldron, above which is suspended a naked, female form."*

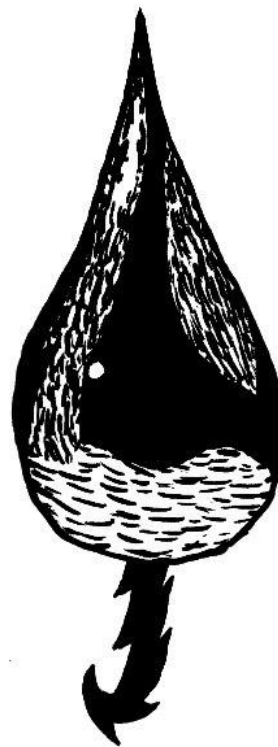
*Between suffering bleats, she painfully produces a variety of bodily fluids: blood, sweat and other secretions all drip down into the maw of the cauldron below.*

*A heavily armoured halfling gambolls around her, all the while scooping and skimming her secretions into the iron orifice with a long wooden ladle."*

The woman suspended upon the cauldron is a priest of Loptir. She is alive, albeit badly tortured by the horrid halfling acolyte. If recovered, she can be made stable with simply tending to her wounds, but she will remain unconscious for a duration of the adventure.

The glowing embers below the cauldron give the room an eerie, hellish half-light, and the mood is further accentuated by the whimpers of pain from the priest of Loptir above the cauldron and the cackling of the mad halfling.

The halfling is an acolyte of Morgon, set to the task to feed the recumbent Morgon's Ambrosia inside the vessel below. He fights to the death, with zealous fervour.



The Morgon's Ambrosia in the massive iron cauldron is a disgusting mass of smelly goo. It is currently dormant, and can be pre-emptively destroyed by pouring a tub of clear water on it, or by expending one of the Holy Distillants of Loptir. If the cauldron is tipped, the Ambrosia awakens and attacks.

Apart for the priest, the cauldron and the disgusting halfling, the room contains two racks of torture tools, set in the southern wall. The racks contain whips, ropes and chains, along with other simple torture implements.

Both racks hide secret doors leading to the monastic cells (Area H) and to the Shriekmonger's chamber (Area I), which can be discovered with successful checks (DC 10, each door requires a separate check, but the mechanism on both racks is the same).

The room has passages to the west and to the east (Areas C and E), and the western corridor hides a pit trap (3m/~10' drop, DC 15 Ref save to avoid, leads to Area X).

**Halfling Torturer:** Mad with glee and religious fervour, this halfling has clearly lost his marbles. He is clad in scale mail, and carries two hand axes. *Init* +3; *Atk* 2x hand axe +2 (d6+1); *AC* 14; *HD* 2d6; *HP* 8; *MV* 20'; *Act* 2d16; *SP* halfling traits; immune to mind affecting spells; *SV Fort* +4, *Ref* +2, *Will* +0; *AL* C.

**Morgon's Ambrosia:** The peak of Morgon's juicy power! Morgon's Ambrosias are made of at least five different bodily fluids. They are huge globules of disgusting sludge, squashing anyone foolish enough to cross their god's path. *Init* +0; *Atk* devour +6 (d10); *AC* 14; *HD* 4d8; *MV* 40'; *Act* 1d20; *SP* immune to mind affecting effects and blindness; ooze-senses; half damage from piercing and slashing weapons; *SV Fort* +8, *Ref* +3, *Will* +6; *AL* C.

### **Area H – The Monastic Cell**

*"The rack of torture tools swings open, revealing a small chamber strewn with bedding and personal effects."*

The small room contains bedding for multiple halflings, along with food and miscellaneous personal effects; a persistent search rewards characters with d100 silver pieces, stashed in various pockets and nooks in the chamber.

The food found in the monastic cells smells delicious and enticing, and Judges should feel free to emphasize the stark contrast between the quality of the comestibles with the drab, mucky interior of the low warren.

The food is perfectly safe and edible, although wary players may be suspicious of its quality. If looted, the halfling larder provides the party with a month's worth of provisions (i.e. the equivalent of 30 iron rations).

### **Area I – The Shriekmonger's Chamber**

*"More opulent than any area in the warren so far, this floor of this chamber is lined with soft furs, and the furniture here is high quality."*

This chamber is more lavishly decorated than any so far. Floors are lined with furry animal hides, and the room boasts a large, four poster bed along with an ornate, full-body mirror.

The western wall has a large shelf with pots, jugs, sacks and bags, all full of tasty, nourishing victuals. The food equals to two weeks worth of provisions (equivalent of 14 iron rations), but is tainted by the touch of Morgon. Anyone partaking in the tasty treats suffers horrid nightmares of blood and torture, and suffers exhaustion on the following day (-1d to all actions due to lack of sleep).

There is a small chest hidden under the bed, which contains 50 gold pieces.

### **Area E – Sanctum Succorum**

*"The large chamber before you is a chaotic scene of worship."*

*There are large, haphazardly placed wooden chairs all over the western half of the room, and you can notice irregular, small pits in the floor, each filled with some variety of bodily secretion. The place reeks.*

*In the eastern end of the room there is a wooden table, and a large mirror covers a portion of the north-east wall."*



There are three halfling warriors here, along with the Shriekmonger of Morgon: a halfling clad in an ornate, leathery robe and a skull mask.

If the party has managed to pass quietly through the previous rooms, the faithful of Morgon are focused on whatever disgusting acts of worship the Judge deems fit. If not, they are lying in wait, and will attempt to ambush the party (it should be noted here that the room is completely dark unless the party brings in a light source, and the halflings should have an easy time hiding in the darkness).

As combat begins, on his first action the priest will awaken the Morgon's Ambrosia in Area D (no check needed, automatic success), and the ooze-monster will tip the cauldron and join the battle.

On the wooden table there is a golden chalice (worth 100 gp) and the *Book of Morgon*, an occult treatise detailing the worship of the horrible god (see below).

The mirror on the north-eastern wall detects as magical, and hides a secret passage to a para-dimensional space beyond. The only way to activate the secret door is to use a large mirror



(such as the one found in Area I) to create an endless path, by setting it opposite of the one on the wall. If successfully opened, the mystical passage leads to Area F.

**Morgon's Faithful:** Juice-mad halflings, clad in scale mail and brandishing hand axes. *Init* +2; *Atk* 2x hand axe +1 (d6); *AC* 14; *HD* d6+2; *HP* 6; *MV* 20'; *Act* 2d16; *SP* halfling traits; *SV* Fort +2, Ref +2, Will +1; *AL* C.

**The Shriekmonger:** A crazed halfling priest, empowered with the juices of his master. He wields a staff, and is dressed in the holy vestments of Morgon: a robe of flayed skin, and a mask made from the skull of a man. *Init* +2; *Atk* staff +2 (d4); *AC* 12; *HD* 2d6+2; *HP* 10; *MV* 20 ; *Act* 1d20; *SP* halfling traits; can cast *Blessing* on allies with a +5 bonus to spell check (DCC rulebook pg. 255), spell manifests bodily as dripping, thick juices; *SV* Fort +2, Ref +2, Will +4; *AL* C.

**The Book of Morgon:** Bound in demi-human skin, and written in what appears to be a variety of colourful bodily fluids, this disgusting treatise contains the tenets of Morgon, along with strange, esoteric alchemical patterns. The book can be used as Judges see fit, either to entreat chaotic characters into Morgon's worship, or to learn suitable spells (*Breathe Life* as it pertains to the creation of ooze-creatures, or *Make Potion* come to mind as suitable suggestions, see the DCC rulebook for details).

## Area F - The Oubliette

*"As you step through the eerie mirror-passage you arrive into a small chamber of hewn stone. Imprisoned within is a white, glowing being, in the shape of a large goose."*

The goose is a lawful nature spirit, imprisoned by the cult for their own nefarious ends. It is almost dead, due to malnourishment and torture, and will surely perish soon.

If the party tries to communicate, lawful characters can hear the spirit's riddle as a quiet whisper:

*"My food, 'tis not male, nor female, but both."*

The only way to heal, and thus liberate, the dying spirit is to feed it earthworms (found in the walls of the chute leading down into the dungeon, in Area A).

If healed, the spirit will award the party with a magical book, seemingly crafted out of large feathers (*the Feathery Book of Mother Goose*, see below). If the party fails to solve the riddle, the spirit perishes, leaving behind a single, glowing tail-feather (*Goosemother's Feather*, see below).

**The Feathery Book of Mother Goose:** Bound and crafted out of colourful feathers, the strange book contains songs of natural healing. Lawful clerics can invoke its power to re-roll a lay on hands check once per day, and reading passages from it brings happy thoughts to all who listen.

**Goosemother's Feather:** The last remnant of a powerful nature spirit, a lawful cleric can use the feather to re-roll a lay on hands check, after which the power of the feather is spent and it dissipates into dancing light.

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## Wrapping up

After the adventure is over and the party returns to civilization, they are rewarded with a healing draught, plus one more healing draught for each priest of Loptir alive at the end of the adventure (maximum of four). Healing draughts allow the imbiber to heal 1 HD of damage instantly.

Additionally, the Judge may see it fit to award the party with a few bottles of Loptir's Firewater<sup>3</sup>.

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<sup>3</sup> A powerful magic item, described on KitN in [Loptir's Firewater](#).

