

#cancel

SATAN

Zomb Petty's office: This office is filled with music awards, guitars and a pick of him and Kevin Costner on set. Famous model Kimbas Kinger's dead body lies on the floor and he'll introduce her as his girlfriend. **Zomb Petty** (zombie guidance counselor) has used the last of his material components to summon the PCs here in his office. He tasks them with canceling Satan so he can take over as headmaster. He'll send them home once Satan is canceled.

Audio/Visual Room: All of the video equipment is made out of flaming bone and is only out-of-date and frustrating mediums: VHS, 35mm, beta, 72 pixels digital point and shoot, camera obscura & a fax machine. This equipment curses anyone who touches it.

Equipment curses:

1. Obsession: Can't put it down after it's picked up.
2. Infatuation: Has images of a succubus MILF that you can't stop thinking about until you summon her.
3. Transmission Impossible: Other tech breaks around you.
4. Sepia vision: everything's brown and you talk all old timey.

Portal room: "Welcome to Hell" is written on the meat covered bone alcoves used for storing dead bodies. This giant stone circle surrounds a purple goop portal. It's guarded by **Scotty Doohan** (revenant portal & potions teacher). When you have a hall pass, the portal will teleport you to the place written on the hall pass. With NO hall pass, it only teleports to Jack Tract Chick's HQ in the Rocky Mountains. He has four heads and a snapping-turtle battleaxe (save vs. salmonella).

Hallways: All staff have hall passes. They're not left lying around or in drawers. Hall passes open doors, disables traps and keeps the ghoulish hall monitors off your back. **Hall Monitor Ghouls** are emaciated narcs who paralyzing-bite truant students wandering the halls without a hall pass. Reanimated heads on pikes are current students doing time for their crimes. They buy and sell information and will do almost anything if you'll reunite them with their bodies (stored in the portal room).

D10 Potential Good Deeds table:

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| 1. Open heart surgery on a puppy | 7. Give the teachers a raise |
| 2. Help an old lady across the street | 8. Give the students a snow day (Hell freezes over) |
| 3. Teach a kindergartener to tie a shoe | 9. Find an old postal worker uniform and eradicate feudal systems |
| 4. World Peace | 10. Make Satan fall in love |
| 5. Rescue kittens in a tree | |
| 6. Remove a computer virus for grandma | |

Satan's Office: A fanged archway entrance stabs anyone without a permission slip. The walls are lined with musical instruments, board games, weapons and memorabilia from deals he made with entertainers. Several motorcycles are parked outside of the globe of death. His desk and chair are lined with the reanimated faces and arms of the losers. **Satan** (archdevil headmaster), a grotesque yet erotic satyr, communicates through terror and threats, and challenges students and staff to to-the-death contests to assert dominance.

Teacher's Lounge: Door is trapped with a poison needle (disabled if you have a hall pass). Inside is a coffee maker, warm blood, brains dispenser and a cabinet of necro-snacks. The lounge is filled with meat sofas and bone tables. **Frank Schmeltz** (human biology teacher) is smoking and complaining that the students are terrible at dissecting cherubs. He'll offer anyone a cigarette while he complains.

Gym & Kennel: The kennel is filled with the cutest puppies, bunnies and kittens. There's a secret pas sage sphincter in the wall that leads directly to the kennel. **Dorksul** (vampire demon gym teacher) has a voracious lust for blood and communicates telepathically. He makes the students kill the animals in brutal games (kit ten dodgeball, puppy soccer, bunny basketball), then they reanimate them and have them fight. This is where students get their undead familiars.

Room SPK3: This empty stainless steel room is covered in blood stains and has a single drain in the middle of the floor. Once the door is closed, the walls, ceiling and floor morphs into liquid-metal spikes until the end of the current class period. This is where detention is held.

Lunchroom: This fleshy room is the gaping maw of a slumbering worm. **Sabrina Calibos** (mummy lunch lady) pulls a bucket of slop from the guts of the beast to feed the students. Chronically insubordinate students are tossed into the orifice to be digested. Sabrina also teaches gauze handling and healing to make mummies and fixes boo boos.

Bathrooms: There's either a group of bullies harassing a freshman, or a loner student reading poetry and smoking. Either way they'll tell you about the vents. The rooms in the school are connected by large vents. This is a safe way to navigate the school, but be careful not to disturb the friendly ghosts, spectres and wights that haunt these spooky ducts. Nothing worse than some clingy incorporeal undead.



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All characters in this adventure
even those based on real people
are entirely fictional.

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