

ONE ON ONE ADVENTURES #6.66
 THE PLEASURE PRISON OF THE
 B'THUVIAN DEMON WHORE
 BY DOUG DOUGLASON
 AN ADVENTURE FOR ONE BARBARIAN LEVELS 7-9



The Pleasure Prison of the B'thuvian Demon Whore: the adventure that is, quite frankly, too strong for the mere hobbyist gamer! A desert caravan ambushed! An incognito Queen elfnapped and taken to some sandy hideaway! A hero of epic proportions! Within these covers is the greatest adventure ever told. Will the dangerous renegade B'thuvian Demon Whore Alayshia have her way with our hero or will he have her to his way? Which way will the having be? Only you, playing the role of Krunk barbarian of the frozen wastes, will ever know...

This adventure is designed for Krunk, barbarian of the frozen wastes, a 7th-Level barbarian, but if you play it with anyone other than Krunk, you'd best be a few levels higher. Krunk is a god among men.

CREDITS

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One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.

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WELCOME TO THE 6.66TH 1 ON 1 ADVENTURE: THE PLEASURE PRISON OF THE B'THUVIAN DEMON WHORE!

Welcome Elite Gamemasters! You hold in your hands the best single module you will ever own. Packed with adventure, intrigue and women of questionable morals, 1 on 1 Adventures #6.66: The Pleasure Prison of the B'thuvian Demon Whore* delivers on all expectations. Expect the unexpected, and prepare to be amazed by the masterwork before you! When we approached Mr. Douglason about releasing his work into the mainstream, he was at first hesitant, knowing his work to be too strong for the hobbyist gamer. And in this respect he showed an understanding of the business-side of the creative endeavor called role-playing games; for many FLGS throughout the nation refuse to carry 1 on 1 Adventures #6.66: The Pleasure Prison of the B'thuvian Demon Whore because it is too strong for their store. That, my gentle readers, is their own decision, but I feel they are missing a unique opportunity to be part of something truly creative. So if you hold this work in your hands through a purchase from your FLGS, know that your store recognizes brilliance and understands the desires of its gamers: it is a truly an Elite Gaming Store!

I'd like to thank YNG Turk Films and Ryan Wood for *Fear of Girls*, the wonderful short documentary that introduced me, and the gaming world, to Doug Douglason.

Joseph Browning
Expeditious Retreat Press, 2006

Think, for a moment, about the power of the mind—the power of the pen. The power of the pen put to paper with some ink and a force of personality. Think in that moment, the highest achievement possible: a new world! What you hold in your hands is but a slice, a smidgen, a wafer-thin portion of a complex thematic tapestry created over decades of unceasing labor. And it is this labor that you will see in every sentence of *The Pleasure Prison*—a labor of creative energy, a labor of mental acuity, a labor of love.

And remember, Elite Game Masters don't just create adventures, they become them! You must weave this adventure into your existing campaign, reinforcing your multi-layered tapestry of themes and subject matter that is, quite frankly, simply too strong for the "hobbyist gamer."

Doug Douglason
Elite Gamemaster, 2006

*This adventure fueled by Mountain Dew and the entire re-mastered collection of

ADVENTURE BACKGROUND

Alayshia (a renegade B'thuvian demon whore) has stumbled upon the ritual for creating more demon whores. Unfortunately she hasn't yet been successful and her attempts have only created the creatures she calls "the corrupted." After additional research, Alayshia believes she needs a daughter of a noble family and three very powerful magic items as focuses during the ritual to guarantee success. For this she has targeted the traveling Elf Queen as a good source of many noble daughters and Krunk, a young barbarian from the frozen wastes.

Alayshia eventually plans to create an army of demon whores who are all bound to their masters but who are also bound to one great controlling ring that can override the lesser rings. Alayshia plans to use the simple gold ring that once controlled her as the great ring. Once her demon whores have achieved courtesanships with all the major heads of government, she plans to activate her ring and create a new world order!

In pursuit of her goals, Alayshia has solidified her hold over a small tribe of kobolds and overseen the construction of a proper ritual chamber. She has recruited the Elf Queen

Arweynnin and a prostitute familiar to Krunk. The Elf Queen sets her caravan up for an ambush along the great east-west caravan route, the prostitute tells Krunk of a good business proposition, and the plan is in motion. Word of the deed will reach the ears of Krunk through the lovely courtesan familiar to his barbarian might and sense of adventure and coin. Alayshia longs for his arrival, looking forward to the chaos and cleansing he'll cause among her kobold tribe before eventually succumbing to her terrible allures. And if he falls in the process, he wasn't the man she thought he was. But if he lasts until the final battle, his fall and enslavement will be ever more the sweeter...

Krunk is led to a mostly abandoned kobold lair to kill most of the tribe (Alayshia tires of them and wants them gone), and then eventually to the pleasure prison where the rest of the tribe is taken care of. There, Arweynnin tricks Krunk and sends him to the Plane of Naughty where Alayshia spends most of her time petulantly biting off bits of her chocolate golem guardian and vainly trying to create more demon whores. In the plane of naughty, Krunk may fail