

The Flooded Temple



Hidden in flooded ravines lies an ancient temple on the bordering the realm of death. Kobolds seek the place to die, but our adventurers are racing to the temple to retrieve an ancient artefact before the Cult of the Dragon arrives. A treasure hunt in flooded palace guarded by Death's messenger.

An OSR-style low-level adventure for daring adventurers using the greatest roleplaying system of our age.

by M. Greis

Design by M. Greis. Images and maps by M. Greis. Rights reserved. Hinterlandet

Introduction

The Flooded Temple is a fantasy adventure originally designed for the OSR-clone **Hinterlandet** (The Hinterlands) and easily adapted to your favorite version of the greatest roleplaying game ever. The adventure is designed for one or two sessions of 3-6 hours for a low-level party.

The adventure is written somewhat system agnostic containing

Magic items are described at the end of the adventure. Except for new monsters and items relevant information for monsters and treasures can be found in your favorite rulebooks.

Background

From the mountains runs a river cold and ancient. It has dug its own way through rock and hill creating deep gorges, where water flows freely and travelers are challenged in their journeys. The sides of the gorge are steep rock surfaces, and the river runs like a vein forcing explorers to row upstream and rarely finding any banks to make camp.

Yet in another age people dedicated to a forgotten god travelled upstream and founded a temple. In a quiet offshoot ending in a cul-de-sac they dug a temple into the rock. Here they hid a powerful artefact, that can summon armies, the enchanted horn *Skraldr*.

For the people of the Empire the temple is unknown, but kobolds ousted from their tribes go there to die for in the temple a warden of the Realm of Death resides. Most of other creatures stay away.

Recently the evil Cult of the Dragon has resurfaced, and they have set out to gather instruments of power and death to bolster their armies before marching against the lands of mankind. They are seeking their way to the temple to find the treasure.

Note: You can replace the Cult of the Dragon with an organization of villains suited to your campaign, or you can introduce a new enemy to your campaign by having the players confront the cult for the very first time.

What is Hinterlandet?

The adventure was originally designed for use at Danish RPG-conventions such as Fastaval, Viking-Con and Con2 as part of a living campaign called *Hinterlandet* ("The Hinterlands"), and it has been rewritten for use here. The adventures always begin at The Lonely Fortress – which can be placed anywhere with a sparse population, wide swaths of wilderness, and ancient ruins.

This adventure is not a balanced adventure. The encounters are not set up, so each can be beaten in a straight fight. Instead the players will have to find another way round them – trickery, stealth, negotiation, bribery – and if this is not a playstyle, your players are familiar with, you might want to warn them.

Treasure as Experience Points

If you're using treasure as the main source of Experience Points, you will notice that the adventure is poor in the amount of treasures. Hinterlandet is sparse with rewards, and it will usually take several adventures to gather a major treasure – for how Hinterlandet handles XP see next section – however, sidebars has been added to the text with suggestions for additional treasure to reach an amount more in style with gold-based XP-adventuring.

Exploration Experience Points

If you want to play the adventure *Hinterlandet*-style, you might want to introduce the following house-rule:

- No experience for killing monsters
- Experience points are gained for exploring rooms. For each room explored the characters receive 100 XP once they leave the dungeon.
- Each trap encountered earns XP and double if the trap is activated.

The XP-model is designed to lure the players to deep into dungeons and focus on exploring the dungeon rather than just killing everything that moves. In the same vein the players will discover, that most monsters will not attack on sight, and parlaying will solve challenges.

Hooks

The flooded temple lies in a river gorge at the end of an offshoot. The adventurers may randomly stumble upon the area while sailing the along the river exploring the area and investigating any offshoots. This may not be likely, so here are a few suggestions to involve the PCs.

On behalf of the commander: The adventurers have been summoned to the offices of Commander Lucinius, steward of the unconquered wilderness

and protector of the Empire's border. He has an important mission for the adventurers: *Recently a spy for the Cult of the Dragon was captured and interrogated. The spy revealed that the Cult had discovered an ancient relic hidden in a temple accessible only by a river running at the bottom of a deep gorge. The Cult is planning to send an expedition to retrieve the relic, and it is imperative that the PCs intervene and find the treasure first. The temple lies four days away by boat sailing upstream to the gorge.* The PCs will be suitably rewarded for bringing the relic back, and as a minimum they must hinder the cult in retrieving the relic.

- Instead of Commander Lucinius a paladin's headmaster or a cleric's superior issues the mission.

Sitting at an inn minding their own business: As they sit their favorite watering hole or the one that would serve them, they notice a couple of guards from the fortress sitting at the next table over. The guards are talking about a spy, that recently was captured. The spy was revealed to be member of the Cult of the Dragon, and the spy revealed the whereabouts of a great treasure. One guard tells the others, that he overheard the commander planning to send an expedition of the mountains to retrieve it. The guards then change the subject, and begins to talk about the weather, the food and the latest shipment of wine from the nearest trading post.

- If the PCs wants further information, they will need to chat with the guards, or they may seek out the commander and volunteer their services.
- The guards can furnish more information for the PCs, enough for the party to plan their own expedition.

Enemies of the Cult: As part of their previous adventure, the PCs caught an enemy or stole the plans of the enemy, when raiding the headquarters, and they now discover from studying the documents or interrogating the enemy, that they are planning an expedition to retrieve a powerful relic.

The Lonely Fortress

The Lonely Fortress is the remnants of a glorified but failed project that attempted to bring an unruly province under control of the local lords. Now a small garrison maintains the fortress

It is a five-day journey through a wilderness of rolling hills and open forests with scarce game and few travelers to The

Lonely Fortress. The land just waits for farmers to arrive and settle the land but for now it lies empty. Around the walls of the fortress a small camp has arisen catering to the needs of adventures seeking adventure buying treasures from successful adventurers and selling needed equipment and supplies at overprices. The commander of the fortress is the retired general Lucinius. As to why he has chosen a position at the fortress far from local courts is a bit of a mystery, but he protects the region exceedingly well given his meager resources often using the daring and lust for fame among adventurers to limit the incursions of bandits and evil monsters. The camp outside the walls of the lonely fortress can function as a base for adventurers seeking to explore the wilderness.

The Journey

From the nearest ferry site the adventurers can either rent or buy boats or hire a river captain to sail them in to the wilderness.

Any captain can tell them it is four days sailing upstream to reach the gorges and sail along the rivers. Those regions are poorly explored, as they are home to several tribes of hostile goblinoids. Here one can encounter goblins, bugbears, kobolds and trolls.

Captain Boldarius and his crew will willingly sail the PCs up along the river near the gorge on a small ship for reasonably fee. From there they can sail the remainder up along the gorge in canoes or small rowing boats.

For four days, the journey is along the river. The passage is slow as it is upstream, but sailing out on the river keeps the travelers safe from hostile humanoids travelling the land.

From here the lands rise on both sides of the river, and the forests and meadows disappears. The adventurers are entering a series of deep river gorges with steep rock walls easily 60-90 feet tall.

The gorges are deep canals cut by rivers through millennia as deep veins in the bedrock. This is a desolate and empty landscape. Few plants grow on the rockwalls and fewer animals lives here. Rarely the goblinoid tribes pass through here, and the PCs are traversing empty lands in their canoes.

After a day's sailing and being forced to overnigh in their boats the PCs reach the side stream a few hours before noon. At the end is the temple.

The Temple

The dungeon in this adventure is an ancient temple. It has been dug in the rock walls of the gorge. The temple has three levels, where the lowest lies just below the surface level of the waters in the cul-de-sac. The waters have breached a part of the wall and flooded the lowest level with about two feet of water.

From the outside travelers arriving by boat see the façade of the temple, which is carved out the rock wall, and it is flanked by two stone towers likewise carved of the side of the gorge. None of them reach above the rock walls, and they are rarely spotted by travelers traveling on the top of the gorge.

The adventure assumes that the characters arrive by boat, so they get the majestic view of the façade, as they sail into basin in front the temple. Alternatively, they might have chosen to scale the steep rock walls and traveled on top of the gorge. From here they can see the façade and the two towers, and they may discover the opening in the ground above the temple. The temple also has a backdoor, which the PCs are not assumed to find before entering the ruins.

The temple has a few residents. The main residents are diseased kobolds ousted from their tribes seeking death in the temple awaiting Death's Messenger, a giant spider to come eat them. A few animals and humanoids visit the place from time to time. During the adventure, The Cult of the Dragon will arrive by boat and enter the temple.

The Plague Kobolds of the Temple

A vicious plague exists among the kobolds, that slowly kills them, but rarely spreads to other species. Victims of the plague are ousted from their tribes, and they find solace in the ancient temple, where they await Death's Messenger to pick them up and bring them to lands of the dead.

The commonly rust red fur and scales of the diseased kobolds grows grey and black buboes grow on their bodies slowly covering them and weakening them. Their snouts begin to hang, and their lively black eyes grow dull. The suffering kobolds are a sad sight, and their lives at temple is a simple struggle to survive until Death's Messenger carries them away. Until then they paddle around in the flooded temple on simple skiffs fishing and setting up nets.

The Kobold Plague: Coming into contact with the buboes and especially the pus and fluidum of the

buboes can cause the disease to spread to other species. Adventurers trying to treat the disease or a kobold's wounds risk contagion as does adventurer's killing them and rifling through the belongings of a freshly killed kobold.

- Characters exposed to a sick kobold or characters delivering a killing blow must succeed a Saving Throw against disease or contract The Kobold Plague.
- The victim will after 1d4+3 hours begin to exhibit small pustules in armpits, groin and the like places. They itch, and within six hours, they begin to grow into black buboes. The next 1d3 days the buboes spread, and for 1d3 days the victim grows weaker (-4 to STR, DEX and CON), and then dies.

Right now, as always, are several kobolds in the temple. Some are too sick and too close to death to be of any danger to the PCs, and others will defend themselves, but mostly wants to be left alone, so they can fish, hunt and take care of their dying fellows.

The Kalushkari Bugbears

Local bugbear tribes believe the temple to be a sacred place lying closely on the borders to the realm of death, and the temple is used for the Kalushkari ritual, where young bugbears must stay several nights in the temple in order to enter the ranks of the adults. The bugbears performing the Kalushkari wear body paint with their faces painted as white skulls with red eyes and bloody mouths. The bugbears have little equipment as survival is part of the ritual.

Right now, the bugbears are young adults about to enter the ranks of the adults, and they consider the temple a part of a sacred testing ground, and thus they assume others are here for the same reasons, and they are not initially hostile to the adventurers. If not attacked on sight, they will parlay with the PCs.

The Orphite Lizardmen

A small band of lizardmen have been drawn to temple by its sacred power, and they intend to turn the place into a sacred place to their venomous green god and its nightmarish visions. The Orphites are a secretive cult, who never speaks the name of their god, and it has members among many different races. The lizardmen accepts initiates from other races.

Right now, they want to clear the temple of the bugbears and the kobolds, and they will offer the PCs rewards for doing it for them.

The Cult of the Dragon

The cult of the Dragon is on a treasure hunt to the temple. They have sent a boat with warriors and priests – and the boat will arrive at an inopportune moment, when the adventurers are about halfway through the temple.

The cult members wear red robes and red painted armor decorated with images of flames. Their favored weapon is black iron axes shaped like dragon claws. Helmets are shaped as dragons, and the priests wear masks shaped as a dragon's head.

Cult Warriors have stats as *Berserkers* and *Fighting Men*, and the Priests have stats as *Clerics* (lv2).

The cult force is superior in numbers compared to the PCs and present a challenge, that cannot be defeated in open combat.

The arrival of the cult and its movement through the temple replaces the usual wandering monster table. The few residents in the temple will not be found wandering much, instead halfway through the adventure the cult will arrive and start exploring the temple and setting up camp. The adventurers will be forced to deal the cult either hiding and moving around in secret or by having a running battle with them, until either part retreats with or without the treasure of the temple.

The activities of the cult are likely the following, but it is necessarily dependent on the actions of the players, and the game master will have to improvise the cult's responses.

The Cult Arrives: If the PCs are in the basin chambers, they will see the cult arriving in its ship. The cult will moor their ship, posts guards and enter the temple. If they see the PCs boats, they will post extra guards.

The Cult in the Great Hall: If the PCs are in the vicinity of area #2, they will hear the cultists marching through the flooded areas until they arrive in the great hall. Here the priests will loudly order their warriors around and establish a base (likely at area #2d).

The Cult Explores the Temple: The priests order small groups of 3-5 warriors to explore the different areas of the temple. If they have not yet discovered the cult the PCs will most likely encounter a group of warriors.

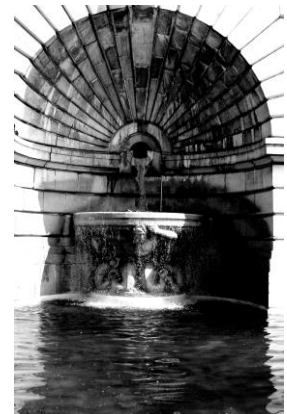
The Cult sounds an Alarm: If a group is attacked, it will attempt to sound an alarm and one warrior will try to flee. If the PCs are efficient they may successfully kill a group before it sounds an alarm,

but unless they hide the bodies a later patrol will find them or a patrol will somewhat later be missing.

The Cult Parlays: The cult's errand is the treasure, not the ruin, and they will ignore the residents as long as they are allowed to explore the area. The kobolds' disease will keep the cultists at bay and the superior numbers will keep the bugbears and lizardmen at bay. Shrewd PCs might even pretend to be residents to be ignored.

The Cult finds the

Treasure: If the adventurers have not found the treasure, and if the cultists are left alone they will inspect the great hall closer and discover the face in the floor. Using iron rods and many men the cult will force open the left eye, and then insert a crystal, that they brought (instead of finding the right one at area #9). A rumble is heard and the enchanted horn rises out of the floor. Once the horn is recovered echoes of victory cries and salutations is heard through the temple, and shortly after the cult will begin to march out of the temple. This will be the last chance for the PCs to interfere and get the horn.



Using your own villains

The Cult of the Dragon was a recurring foe in the Hinterlandet Living Campaign, but it is also a 'placeholder' for recurring villains in your own campaign. If you have an archenemy, whether an individual or an organization, you can replace the Dragon Cult with it.

Level 1 – At the Surface

The temple is carved from brown rock, and walls are constructed from heavy sandstones cut with great precision. Many walls have remnants of illustrations but weathered and cracked beyond repair they make no sense any longer. Once they were mystical tales tied to the worship of the temple's deity.

Some area like the central hall (area #2) and the tower rooms have natural lightning from openings to the outside. The rest of the area is in the dark.

The flooded floors are covered with cold water about 2 feet deep. The water is generally pure and safe to drink, and fish lives in it. The flooded areas are covered by a thin layer of mud, that swirl up when disturbed and temporarily obscures sight under water. The water enters the temple through the crack (area #3) and leaves via the tower in the back of the temple (area #10). A constant current can be felt by anyone looking for it.

The deep water makes it cumbersome and noisy to move around. It is not possible to charge or perform other speed-related maneuvers in the water.

Seen from the outside

The path to the temple is along a natural gorge carved by waters, and the passage ends in a small basin. All around are steep rock walls, that are very difficult to climb. Here somebody decided to build a temple. At the bottom of the gorge – or eastern end of the basin – is constructed a façade with a platform raised 8 inches above the surface of the water. The façade is only 15 feet tall and does not reveal that there more floors of the temple inside.

To the left of the entrance is a large cleft, where part of the rock wall seems to have cracked (area #3). This part is old, but not as old as the original building.

In the north and south sides of the basin are constructed two large towers. They run from somewhere under the surface of the water and all the way to the top of the rock wall. The towers are made of huge stones, and it is an incredible feat having constructed these in this inaccessible area. For each floor is a large window, that easily can be entered. The lowest is 1½ foot above the surface.

There is a strange calm in the basin. The air stands still, and even though the sun burns hot the water keeps the area cool and pleasant. The sun's rays only hit the bottom for a few hours a day. The waters are 30 feet deep and ends in jagged rocks.

#1 The Basin

Your travels down the gorge has been quiet. On both sides steep rock walls tower above you, and let only a few rays of the sun down. Even though you cannot see anyone on top of the gorge, you cannot help wondering if you are being observed.

Ahead of you the gorge widens and forms a kind of basin, and in front of you is an entrance, that seem like the entrance to a temple. The entrance is flanked by two large statues standing on a platform in front of the opening. The two statues depict stately people in long robes. Their heads are not human but are instead slender canine heads with upright ears – they remind you of dogs, but no species you have seen before. The platform is about 8 inches above the surface of the water. Next to the temple façade to the left is a large cleft in the rock wall, about 6 feet tall, that reaches down into the water.

In the northern and southern sides are two towers build with huge stones. They are built along the rock wall and reaches from below the water all the up to the top of the gorge. Each has three windows. The lowest is perhaps 1½ feet above the water and is about 5 feet tall.

Beneath you are the clear waters. Some 10-15 feet down you can the sharp and jagged rocks, but the bottom disappears in the dark. Among the rocks are small schools of fish.

From here the adventurers can enter from several directions. Via the entrance in the façade, via the crack (area #3) or one of the windows in the towers. They can easily anchor their boat at the platform, and there is only a weak current in the area, not enough to drift off with a vessel. The statues are carved from the same stone as everything else. Behind them are small stacks of branches and sticks (left to dry as firewood by the kobolds).

#2a The Temple Hall – lowest floor

The hall opening in front of you is several floors high, and from an opening high above you, sunlight shines in. The walls are sand colored and smooth, and light reflected from the surface of the water dances on them. Above, you notice several balconies, and further up the walls are replaced with large red pillars.

The air is cool, and a gentle breeze moving through the hall makes the water stir gently. Here and there you see small schools of fish dart about with sudden moves, and below them you notice the is made of colored tiles placed in complex patterns.

In the eastern end of the room is a dais hidden under the water, where once an altar was. The floor is covered by colored tiles, that seem to create a pattern of some sort – when viewed from high above the image becomes evident (see below).

#2b The Temple Hall – middle floor

Note: This area is accessed by the balconies.

You have entered a large hall. From above streams sunlight into the hall, and it is reflected by the waters beneath. The walls are smooth and sand colored. Across the hall you can see other balconies.

On the floor above you notice that the walls on three sides are replaced with thick red pillars.

Studying the floor from above makes it clear, that the tiles form a large image. Trying to make sense of the image might require a difficult wisdom check.

#2c The Temple Hall – top floor

Note: This area is accessed by stepping in between the large pillars. There is no railing. There is a single balcony on the northern wall.

As you step in between the red pillars you are looking down into a large hall, whose flooded floor is two stories down. There is no railing to stop you from falling, if you take one step too far.

From an opening in the ceiling streams in sunlight, and deep down it is reflected by the water. Halfway down the smooth walls you notice some balconies.

Studying the floor from here easily reveals the face created by the tiles on the water covered floor. Even if not looking for it, there is 20% chance of accidentally observing the image.

#2d The Temple Hall

Note: This is the southern end of the hall on the top floor.

The area is lit from the northern end where light from the ceiling is filtered through large red pillars. A pattern of long shadows and light partially illuminates the wall. The whitewashed wall contains a large painting of a burning sun whose flame tongues are shaped as snakes, and the sun has a face with angry eyes and a twisted mouth. Beneath the sun people are bowing, kneeling and suffering from the heat.

The eyes and the mouth of the sun has indentions from where something has been removed. Probably it was jewels.

The Hall in general

The Temple Hall is a huge area. It is open all the way through the temple, and in the ceiling, is a circular opening 20 feet in diameter, that lights the hall during the day.

The tiled floor is flooded and in the eastern part is a dais – also hidden under water – where once an altar stood. The balconies have low stone railing about 18 inches high. On the top floor the walls are replaced by huge red pillars several feet in diameter.

- **Climbing:** The walls are smooth and very difficult to scale without equipment. Using rope, it is easy.
- **Falling:** For each floor fallen the victim takes 2d6 damage.
- **Combat:** An attack that succeeds with 4+ can be used to push the opponent over the edge instead of dealing damage. PCs get a chance rolling dexterity to grab hold of the ledge to avoid the fall.

Encounters in the Temple Hall

A pair of kobolds fishing. They sit in their skiff all quiet and observing the water with the fishing spears.

Lizard men emerges from the water. They were out hunting and arrived under the surface. They are bringing food home.

There is a strange sound from the above of large claws moving across the smooth surfaces. A gigantic spider scuttles out of sight.

For a brief moment, there is the sensation of being observed. Then it disappears (as the stealthy bugbears return to their camp after having observed the PCs from a balcony).

The Hidden Treasure

The tiles form the images of a huge face on the floor of the temple. The face is surrounded by snakes, that radiates from the face. The left eye is closed, as if it is winking, while the right glares angrily, and the mouth is twisted in anger.

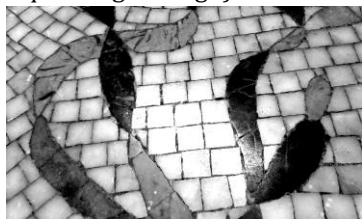
- **Noon:** At noon, the sun's rays falls directly on the face, and the powerful rays reveals that the tiles in the right eye are translucent. Looking through them reveals a small compartment containing a large horn. Looking at the left, closed eye indicates that there is a small compartment under the eyelid.
- **Using the Red Crystal:** if the players have the red crystal (area #9) then the eyelid of the left eye magically opens and reveals a small slot for the crystal. Once placed in the slot, the eye rotates round revealing the golden backside of the eyeball. Then a 'click' is heard from the right eye, and the whole face begins rotating, while a large tile rises above the floor with the *enchanted horn "Skraldr"*.

#3 The Crack

There is a crack in the rock wall. It seems as if something with a huge strength forced the rock wall to split forming a cleft. It reaches some 6 feet up and a few into the water. A slow but steady stream flows into the darkness beyond. At the cleft flows three wine bottles.

In the darkness beyond are the hallways of the temple. It is an unknown force that tore the rock apart. The cleft is small and difficult to step through wearing heavy metal armor or full gear (it will produce a lot of noise squeezing through).

The three bottles were lost by an adventurer and brought by the currents to opening. They contain mediocre red wine.



#4 Northern Chamber – Isles of Junk

A foul stench hangs in the air. It assaults your nostrils, as you enter the small chamber. There is only the entrance from which you came, and like the rest of the place the room is flooded, but in here the surface is covered with isles of floating trash trapped by the currents in here. The stench comes from the floating rot.

Trash – leaves, branches, small dead animals and other filth – is being led by the stream into the temple and with the currents into this room, where it accumulates into floating heaps of trash. Right now, are five heaps circling each other. The heaps are home to vermin and pests. Roll on the table if a heap is examined.

1d6 Event

- 1 **Swarm of Vermin.** Saving Throw vs Poison from multiple small bites. If failed, the hand is swollen and red causing -4 penalty/disadvantage to activities using the hand for 1 hour.
- 2 **Hoard of Cluster-Beetles.** The cluster-beetles emerge suddenly and runs up the arm and under armor and clothing. They cause itching and scratching all over the body, until all items and clothing is cleansed. Until then DM can once pr. hour choose an attack roll, skill check or ability test to have -4/disadvantage due to painful bites and scratching.
- 3 **Bones of a small animal.** The skeleton collapses into a pile of bones as it is disturbed and a swarm of vermin disappears deeper into the trash pile.
- 4 **Chopped off hand.** The hand holds a *Scroll* with three 1st level wizard spells (Shield, Sleep, Magic Missile) – if this result is reached a second time, then event #3 happens instead.
- 5 **A Wooden Statue.** The statue depicts a local harvest god. It can be sold to clerics of the cult for 10 gold or donated to the cult for a curing of diseases. If rolled a second time, event #2 happens instead.
- 6 **A dirty bottle.** It is a *Potion of Healing* in a dirty glass bottle. If rolled a second time, event #1 happens instead.

#5 Northern Chamber – Kobold Fishing Grounds

From a window in the southern wall seeps a bit of light in. Paddling around on a hollowed log are three creatures barely three feet high. They are caught up in arranging ropes and line, that disappears into the water.

Three Plague Kobolds are in the room. They are setting up and repairing their fishing nets. The room is an important fishing area for the kobolds, and they consider the room their rightful territory. Intruders should stay out.

Combat: The nets under the water makes movement difficult. If an attack rolls fails by 4, the attacker falls prone. If failed by more than 8, the attacker is also trapped in the nets and cannot be attacked until freed (treat as a regular net).

#6 Northwest Room – More Fishing

The room is dark and cool. The sound of the water reflects on the walls throwing small echoes. The walls are painted with garish illustrations of fish, sea monsters and giant spiders crawling along webs.

The kobolds use this room for fishing, they have also decorated the room. Hidden under the water are more fishing nets hindering passage. Otherwise treat as area #5.

#7 Northeast Room – The Rock Morays

The air is cool and moist, the waters are dark. The surface reflects the light from your torches, but you can still sense the movements of small schools of fish. In one corner floats something, that looks like a backpack.

Floating on the water is a decomposing backpack with six soaked torches and a **Potion of Roaring Strength**. Water flows through the temple, and on to area #10 bringing plenty of prey through this area. A group of **Rock Morays (4 rock morays)** have laired in here for this reason. They are hiding until prey approaches.

#8 South Room – The Tentacle Beast

From a window in the northern wall seeps in a bit of light, that reflects off the flooded floor. The waters ripple uneasily, and there is a strange acidic smell in the air.

Hidden under the surface is a mass of reddish tentacles with blue tips. The tentacles originate in a gelatinous red bladder or lump about 2 feet in diameter, that can be stretched to swallow a grown adult. From the bladder runs several fine, red strings that stretch into the neighboring areas (area #9) and the corridor to the East. This is the **Tentacle Monster**, which lies hidden in the dark of the water, while the PCs are exploring waiting for prey to be in its midst, before its tentacles rise from the water all around its victim(s). It will attempt to swallow a victim.



Tentacle Monster: The monster is divided into three parts: tentacles (attached to the body), The bladder (the body) and the brain (in area #9; connected to the body with the fine red threads).

- The Tentacles are rubbery and they attempt to grab their target. A grabbed target is immobilized and brought to the body.
- Destroying a Tentacle does not kill the monster.
- The Body can stretch to swallow an immobile target. A swallowed target is being crushed each round and suffer acid damage as well. The flexible body partially immobilizes its swallowed target (only small weapons can be used).
- Attacks on the Body, when it has swallowed a victim, splits the damage between the Body and the victim. Salt damages the Body and forces it to release its victim.
- The Brain is a defenseless mindless nerve-system hidden out of sight (and not easy to see it being a part of the whole monster).

#9 Southwest – The Face on the Wall

The room is round, the floor is flooded, and at the opposite wall hangs a large metal disc, perhaps five feet in diameter depicting a leering face showing you its tongue. The eyes glares at you almost popping out of the face.

- **If the Tentacle Beast is slain:**

From the mouth hangs a strange reddish gelly covered by sticky yellow slime. From the mass hangs several fine red threads disappearing into the water.

- **If the Tentacle Beast is alive:**

On the lips and the tongue is attached a pulsating red mass of gelly covered with yellow slime. From the mass hangs fine red threads, and they heave back and forth.

The fine red threads are the nerve system of the beast, that keep the beasts brain, stomach and tentacles combined.

The Metal Disc

The disc is mounted on the wall, and it contains mechanisms that can be activated. The right one will release a valuable crystal, and the wrong ones a trap. Three parts can be pushed in and out again. Once a trap has been activated the 'buttons' resets.

The Tongue is pushed in: A loud 'click' is heard.

- If left eye is already pushed in: A *ray of burning oil* shoots out of the mouth (Target must succeed a Saving Throw or target burns for 2d6 damage in 1d4 rounds or until doused – luckily the room is flooded).
- If both eyes are already pushed in: A *ray of acid* shoots out of the tongue (Target must succeed a Saving Throw or target suffers 2d10 acid damage for 1d3 rounds (if wearing armor the armor takes damage first, losing one point of defense for each 3 points of damage); the acid can be washed off).

The Right Eye is pushed in: The eyeball rotates and a friendly eye appears.

- If both the left eye and the tongue is already pushed in: A *poison dart* shoots out of the right eye (Target must succeed a Saving Throw or suffer 5d8 poison damage, half if the saving throw is successful).

The Left Eye is pushed in: A loud 'click' is heard.

- If both the right eye and the tongue is already pushed in: The eyeball rotates, and it reveals a hollow that contains a **red crystal** (500 gold) with a magical aura. In the distance can be heard a deep rumble (see area #2).

#10a Eastern Tower – 1st floor

The flooded floor is lighted from three windows – one to the east, one to the north and one to the south. Outside of the windows can be seen a lake, whose shore is next to the wall. In the corner is a spiral staircase leading up, but also leading down under the water.

The room is empty.

#10b Eastern Tower – 2nd floor

Light from a window in each wall illuminates the room. Through them can be seen a large lake and beyond it a fertile landscape. A brisk breeze keeps the room cool and the air fresh. In the corner is a spiral stair running up and down.

The room is empty.

#10c Eastern Tower – 3rd floor

The center of the room is filled with a huge pile of branches, yellowed leaves and pieces of cloth. It is a large nest, and in it are three large eggs, they are brown and black, and among them glint gold, silver and other metals. From three windows comes a fresh breeze, and outside can vast stretches of forests and meadows.

The nest has been built by a **Gryphon**, and in the nest, are three eggs. The gryphon will soon return from its hunt, and its arrival can be heard, as its claws scrapes against the stone floors and outside walls.

Between the eggs lies 30 silver and 12 gold pieces. It takes 1d4 minutes to gather them all, and for each minute passed, there is 30% risk the Gryphon arrives. Any loud noises or activity automatically summons the gryphon.

#10d Eastern Tower – Submerged floors

The backside of the rock section (in which the temple has been built) has the ground lying several floors below the temple. Beneath the floor level of the tower are five more floors of the tower leading down to the ground.

The lower parts of the tower have been flooded, and decades of drained water from the river have gathered enough to create a lake. The lowest five floors are now beneath the surface of the lake.

When stepping into the tower, the lake can be seen through the window, but it is not obvious, that there is an opening in the floor leading down several floors. The lower levels are completely submerged, and they are murky filled with accumulated silt from centuries of water running through the temple. The lower sections are empty and uninhabited ... unless you want to water-based adventure.

The PCs can exit the temple through the backside, but unless they transport a boat through the temple and force it out a window, they will have to swim across the lake.

Level 2 – Above the Surface

#11 Northern Basin Chamber – The Kobolds' Base

Note: The window is covered with a greasy piece of cloth.

Note: The Eastern entrance is blocked:

The opening is blocked. The lower half by a large piece of stone. The upper half with boards and planks. With primitive writing is written warning signs and angry faces staring at you.

The boards can be forced down with a simple Strength test, but the stone block requires a hard strength test.
The chamber:

In here are **6 dying plague kobolds**. They are hostile but weak, and they are awaiting death in the shape of the spider. They want to be taken believing the spider will deliver them to the worlds beyond.

#12 Northeast Room – Kalushkari Bugbears

The walls are covered with paintings of black bones and white skulls with bloody eyes and mouths. In the center is the remains of a camp fire, and the air is heavy with smoke. Along the walls lies bedrolls. From further in stares five large goblinoids back at you. They are larger, hairier and more powerfully build, than your average goblin, and their faces are painted white as skulls with red eyes.

The walls have been painted. Here reside **5 bugbears**. They are young adults, and they are here as a ritual test (The Kalushkari), that will induct them into the ranks of the adults (they already have stats as adults): They are to sleep for five nights in the temple.

The ritual test is an annual ceremony, and it has been practiced for generations by the local bugbear tribe. The rooms have been adapted by the bugbears.

It is a common belief among the bugbears, that the temple must lie closer to The Realm of Death, since diseased and dying kobolds gather here to be taken by the spider, Death's messenger. The bugbears (Kras, Kvas, Brak, Grum and Snare) are young warriors being tested equipped with the barest minimum. They are interested in exchanging stories, and it is their belief, that any traveler in the temple must be offered food. They like to exchange ghost stories by the fire at night. They have two nights left in the temple.

#13 Southern Basin Chamber – Plague Kobolds

A clammy stench of sweat and plague fills the gloomy room. Light comes from a single window, and from innumerable candles, many burned out, others stands with flickering flames struggling to stay alight. On the floor in the center of the room sits two kobolds, grey and pale with disease covered in oozing buboes, and around them lie six more kobolds, who hardly seem to be conscious, though sometimes they move due to the pain from the buboes covering them. All around them are painted stick figures, silver coins, painted stones and glinting pieces of metal. On the walls with wild lines are painted huge black spiders and pale figures.

In here are **eight plague kobolds**. Six are dying and are incapacitated, the remaining two are very weak and incapable of fighting. They are here awaiting Death's messenger.

Among several of the local goblinoid tribes is a belief, that spiders are the messengers of Death, that carries people to The Realm of the Dead. The kobolds have therefore left their sick and dying here hoping the spider (area #19) will pick them up and carry them to the other world in a white cocoon of spider web. Whether or not this is what happens, when the spider carries off a dying kobold is not known.

Treasure: Among the many gifts for the spider are 32 Silver and 4 gold coins.

Scene: Hungry Spider, Willing Prey

While the PCs are close but after they have visited the room, they hear noise coming from outside of the window. If they investigate they see a huge black spider, that comes crawling in, and it moves slowly between the dying kobolds, and the two weak ones offer themselves as prey. After a while the spider bites one of the kobolds and carries it off.

If the PCs intervene the kobolds beg the them not to, and to leave the spider alive. Meanwhile the spider attempts to flee.

#14 Southwestern Room – The Empty Room

In intense stench of rot and offal assaults your nostrils in here. Leftovers of boxes, barrels and crates fills the room as does smeared stools, and a broken statue of a lion. The walls of covered with savage depictions of a huge black spider.

The kobolds use this room for trash. They dump refuse and trash here, and the place reeks of rotten remains. Hidden between the thrashed boxes are two alabaster statues (40 gold each) depicting a dancing woman or goddess.

If the adventurers so far have had it easy, searching the room may force them to do an average Saving Throw against disease or pick up filth fever, yellow fever or some other infectious disease.

#15 Southeastern Room – Lair of the Lizard People

The air in here is a strange mixture of fish and wet plants, of dry sand and smoldering herbs. In here are five scaly humanoids with grey-green bodies, with long teathy snouts and coal black eyes – they seem a mixture of lizard and human – and they seem caught up in different activities: One sits next to large pile of fresh fish, and the others are preparing a pile of water plants. Back in the room is some sort of wooden rack or partition about 7 feet tall and 3 wide. It is green with foliage and leaves, and in its center, is a green face. At its foot are clay jugs from which rises lazy streams of smoke.

Five lizardmen maintains a temporary camp here. Nearby but outside of the temple are two more bands of lizardmen hunting. The lizardmen are Orphite worshipers seeking new hunting grounds for themselves and their sacred snakes. They have entered the temple and set up a camp. The goal is to drive out bugbears and kobolds, and they offer the PCs 1sp for each kobold head, they bring them, and if the bugbears are killed, they will reveal the whereabouts of a hidden treasure.

- **The Hidden Treasure:** *"Beneath the floor of the great hall lies a mighty treasure, but only when struck by sun light can you see it. Open the eye and give it sight back, and you will be rewarded"* (the information came from an Orphite prophet).
- **The Hidden Treasure** (if the PCs force the lizardmen to talk, they lie): *"Hidden at the bottom of the tower staring east under the tile depicting the face of the God Mitanni is hidden a mask of gold."*

The wooden rack: It is surrounded by clay jugs with smoldering herbs and incense to keep the air clean (from the kobold plague) and as a sacrifice to their god. The partition is covered with foliage and green leaves that is maintained daily, and among them hangs long necklaces of green stone and jade and green ceramic snakes. In the center is a large green jade mask – and hiding amongst all this are **three Poison Snakes**, that will not attack lizardmen or Orphite cult members, but anyone trying to remove any of the offerings are in for a nasty surprise.

- **Treasures in the rack:** Four necklaces with jade pieces (15 gold each) and several with green

stones (no value), an **Orphite Jademask (cursed)** and **three bundles of Tajem-herbs**.

The Orphite Cult: The lizardmen are all members of the orphite cult, and they accept new initiates.

Anyone who shows interest are invited to join, and the lizardmen will plan a ceremony that very night.

Combat: If combat breaks out the lizardmen will grab the snakes in the rack and fling them at opponents.

Treasure: Each lizardman wears an **Orphite Dream-Amulet**, and among their tools is a *sealed jar with snake poison* (once the seal is broken, the poison lasts an hour; Weapons coated with poison are poisonous for 5 minutes or until first successful strike (or washed off accidentally in the flooded rooms); Victims of the poison must succeed a Saving Throw vs Poison or suffer 2d8 damage (half if successful)).

Level 3 – Under the Roof

This floor is just under the rock's roof. A three feet thick layer of rock separates the floor from the open sky. The 'roof' can be accessed through the hole over The Temple Hall (area #2) or by climbing out a window from one of the three towers. Alternatively, the PCs may have chosen to scale the sheer rock wall from their boat.

The 'roof' is almost barren as the rest of the area covered with sparse thorny plants, bushes with poison berries and withered trees. It is not obvious that a temple exists beneath.

#16 Small Northern Chamber

A sickly reek in the air almost makes your stomachs turn as you approach the room. Yellow splotches of dried, lumpy liquid cover large parts of the floor, and in the center, lie the rotting corpse of human. The body is stuck in an intense cramp, and is covered with punctured black buboes. The corpse wears a chain mail and clenches a wooden box.

The rotting corpse of an adventurer killed by the plague lies here. Of value is the chain mail and the wooden box containing 20gp and a **Potion of Invisibility** (clear liquid in a glass bottle).

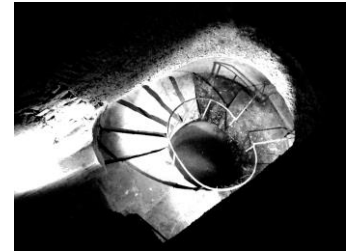
The chest further contains a necklace of large chain links of gold and attached is a proud dog's face (worth 400gp).

Examining the body or picking up the items risks contagion. Investigator must succeed a **Saving Throw against the Disease** or be infected.

#17 Basin Chamber – Kobold Camp

The air is heavy with the stench of kobold sweat and raw fish. The floor is covered with dirty furs, and on the walls, hang fishing nets to dry. A small flock of small creatures with dog-like snouts and rust red furs and scales – though it has a greyish pallor – and black buboes on their arms and legs are busy cleaning fish hooks, cleaning nets and cutting fish.

Nine plague kobolds reside in here. The room is their main base, they sleep and rest here, when not hunting or fishing. There is no treasure in here but their fishing gear. The kobolds are used to a certain immunity from other creatures' due to their diseased status. These kobolds are in the early stages but no less contagious. The kobolds mainly want to be left alone, but news of the world outside does still interest them – have anyone gone to war, or has there been any great plunderings?



#18 Northwestern Chamber – The Alter

In the center of the room built from the skulls of animals and humanoids and fused with red candle wax is an altar. On top of it is a large black glasslike stone, and on top of it lie many small polished bones. In a basket in front of the alter is a collection of fish. On the walls are painted a huge red dragon and several burning villages.

The altar and the room has been dedicated to The Dragon, whom the kobolds worship. Even though they have been expelled from their tribes, and they await Death's Messenger, they still bring sacrifices (mainly fish) to The Dragon. The small bones are used for divination (a kobold has 70% chance of receiving a cryptic but true answer when using them). The altar stone is polished obsidian (worth 30gp but very heavy and cumbersome).

The obsidian is worth 450gp.

#19 Basin Chamber – Lair of the Spider

From wall to wall, from ceiling to floor are thick, sticky threads and ropes of spider web. All over the room are huge spider webs. Caught in the webs are white lumps or bunches of *something*, that is completely covered with woven white spider silk, some seems to be the size of a halfling or thereabout. There are also large white knots about the size of human's head that seems, and they seem to contain large grape-like milk white balls.

A **Giant Spider** and its spawn has its lair here. The whole room is covered with thick, sticky webbing white and wet. The webbing is fresh and moist and burns poorly, but clings to everything it touches. Everywhere are **white lumps or pupae** made of the webbing – some contain the victims of the spider, spun in webbing and slowly dissolved by spider poison so the spider could keep the victim alive as long as possible while sucking nutrients from it. Five contains the remains of kobolds and a sixth contains a paralyzed **plague kobold** still alive. **The knots** are pupae containing large sticky masses of spider eggs about to burst, and when disturbed a mass of 2 inch long spiders will emerge from them.

- **Spiderswarm** – a single bite is harmless, but the multitude of bites from the whole swarm becomes a poisonous. The victim must succeed a **Saving Throw vs Poison** or suffer 1d6 damage for 1d6 rounds.
- **Treasure** – one of the cocoons is a halfling, not a kobold, and the halfling carries a pouch with 52sp, a silver dagger, a **Potion of Antidote** and a **Lucky Coin**.

The Giant Spider (*pick a huge spider from your favorite monster tome*) is not present in the room, when the PCs enter. It is outside hunting, but will enter through the window, while the PCs are investigating the place.

Combat: The room is covered in sticky webs, some dangling from the ceiling. Any attack roll that fails by 4 or more traps the weapon in the web (Strength Test (average) to pull weapon free).

Note: The door is hidden by a thick layer of webbing, that needs to be cut through to gain access.

Walls and floors are covered with a thick layer of dusty webbing. In the center of the room stands a small group of figures, each heavily covered by the webs.

The spider has wholly covered the room with webbing, but has long ceased using the place as its nest.

The four figures are stone statues depicting dog faced humanoids with grave and stately dog faces. They lift their heads and palms toward the sky.

Treasure: Hidden underneath a statue is a hollow containing a **Flask of Frog's Breath**.

Four golden gemstones (75gp each) shaped almost like a sun lie in the hollow as well. The gems fit into the statues' hands.

#20 Southwestern Chamber – Forgotten Statues

Magical Items

Bottle of Frog Breath

A small bottle of soft stone that gives the impression of being moist.

The bottle contains the captured breath of a frog. When the stopper is removed and the opening is held next to an item the green breath emerging from the bottle reveals whether or not an item is poisonous, and the density of the green breath reveals the lethality of the poison.

Once used the owner must capture the breath again or the bottle loses its magical property. The user must succeed an easy Dexterity test or the breath is gone.

Tajem Herbs

A dark-green herb, that turns slightly grey when dried. The leaves are slender, and they fold up when dried. The herb is mostly used as incense by cults but does have other properties.

When used in treating poison, they work as an antidote granting a (renewed) saving throw with a +4 bonus.

The smoke from the herbs increases the chances for divine spellcasters (clerics, druids, paladins etc.) of receiving a prophetic vision from their deity.

Meditating for 1 hour in the smoke results in 30% chance of receiving a useful vision of a solution to a problem, the spellcaster was meditating on.

Orphite Jade Mask (Cursed)

The jade mask is shaped as human face with reptilian traits. The mask fits whoever wears it, and it feels heavy and warm, and just by holding it can a strange and distant pulse be felt.

Wearing the mask enhances senses, and the wearer can smell the surroundings much more easily than normal. The wearer can track by scent, and any tracking rolls, where scent is relevant receives a +8 bonus. Every night after having worn the mask, the wearer dreams strange and intense dreams of glistening green snakes in deep jungles slithering around ancient statues. There is 10% chance that the sleeper will mysteriously vanish during the night leaving a pile of green snake scales.

The mask is cursed and the owner will not willingly depart with the mask. The owner must each day succeed in an easy Saving Throw against enchantments or some time, during the day unconsciously put on the mask.

Orhite Dream-Amulet

A simple leather string with a jade piece shaped as a two-headed snake. The dream-amulet is a gift from the god to its worshippers.

Wearing this at night fills the sleeper's dreams with images of green poisonous snakes living in deep jungles crawling over ancient ruins of forgotten temples during hot humid and night humid nights, while the air is filled with the sound of thundering drums.

The dream grants the dreamer a +4 bonus/advantage on interpreting omens from the god, and the next day the dreamer has +4 bonus to the first saving throw against poison.

Wearing the amulet increases the effects of healing, if it is combined with the intake of snake poison: Any healing is doubled in its effect, if the wearer survives the intake of the poison.

Potion of Roaring Strength

The potion comes in an iron flask with a depiction of a roaring lion. The liquid is golden, sweet and strong, and it gives of a musky smell.

This potion grants the imbiber +4 bonus to strength tests, +2 to melee attack and damage rolls, and doubles the chances of opening doors, lifting gates etc.

While under the influence of the potion the imbiber cannot whisper, and the imbiber must speak yell, when speaking, otherwise the effects of the potion disappears immediately. The player must speak loudly, when speaking for his or her character, or the effects of the potion ends. Otherwise the effects of the potion lasts 2 hours.

Lucky Coin

An unseemingly gold coin worn with age. Its letters and image is almost worn off, but what is left reminds the owner of coin from their childhood.

The lucky coin grants its owner one reroll of a die (used after the initial roll is failed, but before the DM states the outcome), where after the player chooses which of the two results to keep. Once used the coin disappears along with the childhood memory of a coin.

Skraldr – The Enchanted Horn

The horn is an impressive sight. It is the size of a grown human, and it emanates great age and power. The horn is cut from a huge unknown species and hollowed out. It is said the horn is from an age when great beasts roamed the lands, until a rain of fire killed them.

It is decorated with silver patterns and the mouth piece is made of silver. The patterns depict mounted warriors in strange armors fighting beastmen. Two silver bands contain handles allowing the horn to hang from chains.

Skraldr is heavy and cumbersome to carry around, and it requires at least two persons to carry around. It is a unique magical item.

Using the horn: It requires stamina to blow the horn. When using the horn, the blower must succeed a Constitution check against difficulty 4. If successful the horn can be heard 1 mile away, and for each 4 points rolled above 4 the horn can be heard additional 1 mile away. If the check fails, the hornblower suffers 1d6 damage.

The sound of the horn is enchanted and even though it can be heard several miles away, the sound of the horn is not damaging to anyone's hearing. When successfully used the hornblower can choose one of the following effects:

Thunderclap: If the horn was turned toward the sky, then the sky will open and rain will come. If the sky was clear, clouds will gather and it will begin drizzling. If the sky was cloudy a heavy rain will fall, and if it was already raining then thunder and lightning will break out. The effect can be used once daily.

Fearsome Sound: If the horn was turned towards a hostile army within a mile. The army will hear a terrifying sound weakening its morale. The army will fail its first charge or attack. The effect can be used once daily.

Wallturner: If turned towards a wall or building within 150 feet, the targeted section will suffer structural damage, and there is 30% chance it will fall. Each additional use of the horn will increase the odds by 10%. The horn can be used once pr. hour.

