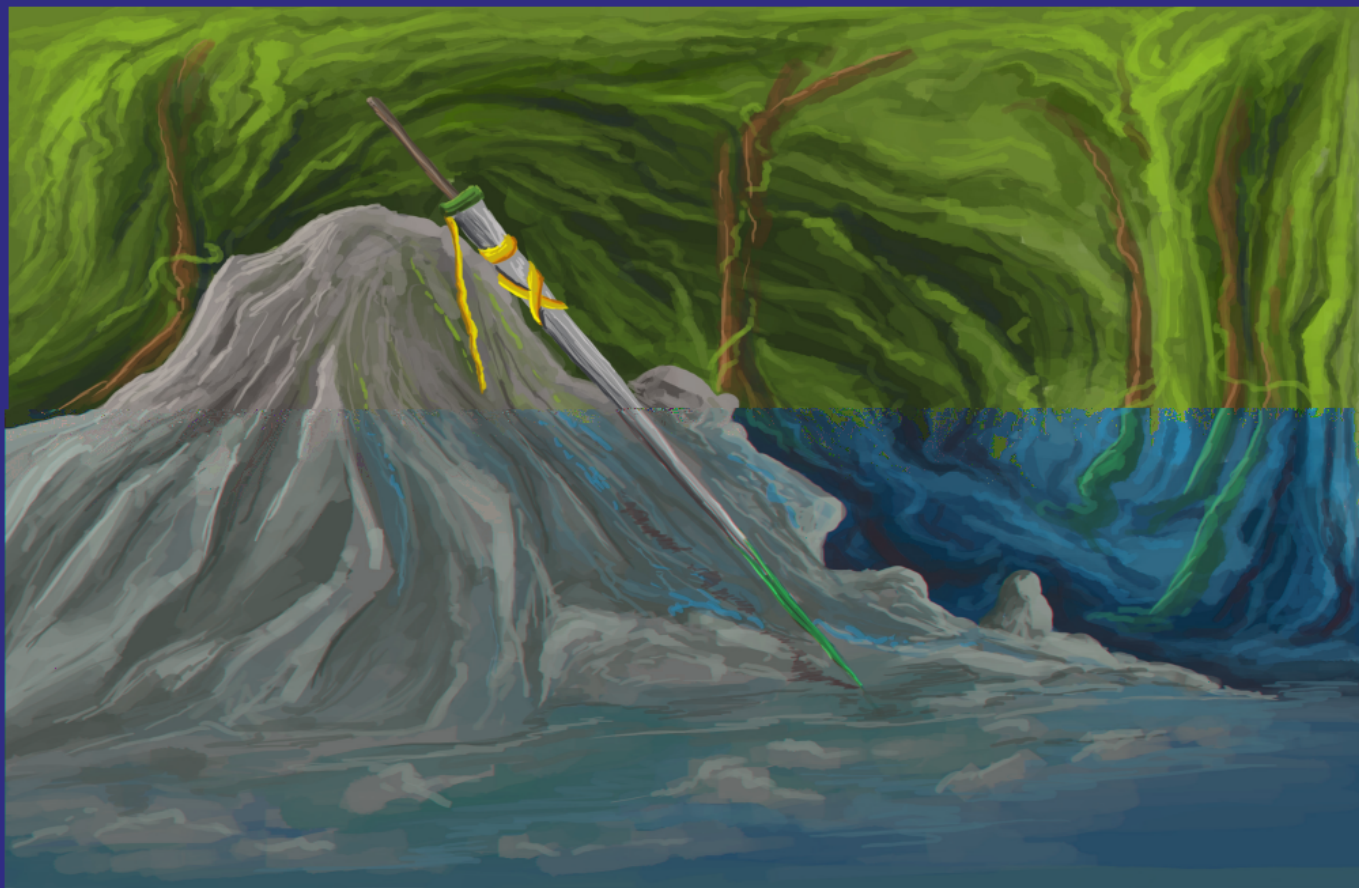


HS1  
For OSR Games

# The Lost Shrine of Sirona

By Jeremy Reaban

For 6-10 Characters Levels 5-7



*Twenty years ago, the Shrine of Sirona was attacked by evil creatures. Now it's time for you to take it back!*

This is a mini-module I put together. Unlike most modules, it is not meant to challenge the players to think or roleplay, it's largely hack and slash (or hack and slay as the British apparently said back in the day). It also features standard monsters.

The treasure was entirely randomly generated, so if having round numbers offends you, feel free to add or subtract d1000 from each pile of coins.

## Background

Atop a nearby mountain was a shrine dedicated to Sirona, a minor Celtic goddess of healing. Twenty years ago, the shrine was overrun and its guardian imprisoned. It was then turned into a lair of various evil creatures.

The PCs could stumble across it, be hired by a cleric of Sirona (or your campaign equivalent), be hired by the parents of the girl in room #5, by the real daughter of the annis in room #5, by a nearby village or town that was raided by one of the monsters in the shrine.

## 1) Entrance

In the center of the room is a large fountain with brackish water. Upon closer inspection, there are two large blackish lumps in the water. After a minute or so in the room, two large forms emerge from the water and attack. They are undead, re-animated zombie bears set to guard the shrine from any good beings.



**2 Zombie Bears** MV 30(120); AC 16(4); HD 6; hp 25, 28; Atk 1-8 (claw)/1-8(claw)/2-12(bite); SA Attack Last SD Undead immunities; AL N

## 2) Manticore Lair

Two manticores make their lair here. If they hear fighting in Room #1 (and they likely will), they will go to the far corners of this room and wait to ambush any intruders with their tail spikes as they enter the room.

**2 Manticores** SZ L; MV30(120)/Fly50(180); AC 16(4); HD 6; hp 35, 22; Atk 1-3(claw)/1-3(claw)/1-8(bite); SA Shoot Tail Spikes volley of 6, 1d6 dmg each (24 spikes total); AL LE

Treasure: 4000 gp, 11 +1 arrows, wand of secret door & trap detection (53 charges), magic user scroll of *Unseen Servant*, *Comprehend Languages*, *Audible Glamer*, *Locate Object*, *Levitate*, and *Mirror Image*, cursed scroll that causes terminal respiratory disease in reader, kills in d12 days if not cured.

## 3) Wyvern Lair

**Wyvern** SZ L; MV15(60)/Fly60(240); AC 17(3); HD 8; hp 43; Atk 2-16(bite)/1-6(tail sting); SA Poison Tail Sting (Save or 10 hp poison damage); AL N(E)

Treasure: 2000 ep

## 4) Empty Chamber

This room appears to be bare except for a statue in the center of the room. The statue is of a nude man with Greek features and is perhaps 7' tall. The quality of the sculpture is somewhat amateurish.

The statue is actually a mimic. It is intelligent and possibly friendly, asking the characters for food. If fed it will let them pass. If well feed (a week's rations or more), it will tell the party what it knows of the rest of the dungeon: That there is a large ugly woman in Room #5, a two headed giant in Room #6, and at least one ogre comes and goes. It is unaware of the mummies, demon, and spirit naga.

**Mimic** SZ L; MV 10 (30); AC 13 (7); HD 8; hp 50; Atk 2-12 (pseudopod); SA Glue; AL N

## 5) Annis Lair

As the characters approach this room, they hear a cry for help. In the room there are two very disheveled girls of about 17 years old that look as if they are sisters. One of them begs for help, telling the party that they have been kidnapped by ogres. The other one merely makes grunting noises.

As soon as the party gets close enough, the one that begs for help (really an annis) attacks the nearest PC. A moment after, the other girl (a real girl) attacks another PC, but in her case, does no damage, just punches and scratches which armor would deflect.

**Annis** SZ L; MV 40(150); AC 20(0); HD 8; hp 40; Atk 1d8+7(claw)/1d8+7(claw)/1d8+2(bite); SA *Casts Fog Cloud* spell 2/day, *Change Self* 2/day SD -1 damage from edged weapons, +1 from blunt weapons; AL CE

**Feral Girl** MV 30(120); AC13(7); HD ½; hp 2; Atk No Damage; AL N

The girl was kidnapped as a baby (and replaced with a changeling) and raised by the Annis to be eaten on her 18<sup>th</sup> birthday, which is soon. She is more or less feral and only speaks a few words of common. After 2 rounds of "attacking" a PC, or if her "mother" is killed, she simply curls into a ball. A druid or ranger will be able to coax her out quickly, other classes will require more patience.

Treasure: 1000 ep, 2000 gp, 5 gems (worth 4x 50 gp, 1x 500 gp), crude party invitations to the girl's 18<sup>th</sup> birthday "feast"

**Note:** Killing the feral girl is probably an evil act. And arguably so is taking the treasure, which is rightfully hers. On the other hand, if she the party takes her with them, they can take the treasure

## 6) Ettin

This Ettin is the Annis's sometime boyfriend. Upon hearing a commotion in Room #5, he will come charging. (The reverse is not true). He will hear the party talking to the mimic and try to fight by the entrance of the room, not allowing more than a few opponents to attack him by keeping them in the hall.

**Ettin** MV 30 (120); AC17(3); HD 10; hp 48; Atk 3-18(slam)/2-16(slam); SD Surprise only on 1; AL CE

Treasure: 2 gems (10 gp, 500 gp)

## 7) Mummies

This room was originally used to house the remains of a renowned cleric and paladin. The bodies have been re-animated as mummies.

**2 Mummies** MV 15(60); AC17 (3); HD 6; hp 27, 34; Atk 1-12 (slam); SA Fear, Mummy Rot SD Undead Immunities, Magic Weapons to hit, ½ damage from weapons (round down), Vulnerable to Fire; AL LE

Treasure: 6000 gp, 3 pieces of jewelry (300 gp, 6000 gp, 9000 gp)

## 8) Demon's Lair

This was originally a prayer room. Now it's the lounge for a demon that was summoned by the Spirit Naga (it knew the demon's name).

**Zaldabore the Nalfeshnee Demon** SZ L; MV 20(90)/Fly 30(120); AC 21(-1); HD 11; hp 59; Atk 1-4(claw)/1-4(claw)/2-8(bite); SA Symbol of Discord, Fear, Sleep, Stunning; Telekinesis 500 lb; +2 on to hit roll SD Darkness 10' radius, 65% Magic Resistance, +1 or better to hit; AL CE

As he is not particularly happy to be here, he will not bother to gate anyone in. If he loses, he loses as far as he is concerned.

## 9) Altar

This room is an altar, originally dedicated to the goddess Sirona. Besides the altar, there are two defaced statues of the goddess. The western statue is of a beautiful nude woman holding a lyre in one hand and a snake in the other, while the eastern statue is of a woman wearing a long dress, holding a basket of eggs in one hand, and a snake around her other arm.

**Spirit Naga** SZ L; MV30(120); AC16(4); HD 10; hp 60; Atk 1-3(bite) SA Charms with gaze; Casts spells as 5<sup>th</sup> level MU (1<sup>st</sup>: Comprehend Languages, Enlarge, Sleep, Shield; 2<sup>nd</sup>: ESP, Web; 3<sup>rd</sup>: Lightning Bolt) and 4<sup>th</sup> level cleric (1<sup>st</sup>: Cure Light Wounds x2; Command 2<sup>nd</sup>: Hold Person, Silence 15' radius); AL CE

**3 Ogres** SZ L; MV 20 (90); AC 15(5); HD 4; hp 21, 18, 15; Atk 1-10; AL CE

The spirit naga will call for the demon in room #8 if he's not dead. Will cast web, silence 15", and hold person while the ogres melee. Will also use lightning bolt at anyone entering the hallway. This will also strike the mimic, which will possibly cause him to (slowly) join the fray on the side of the PCs three rounds later.

Treasure: 3000 cp, 3000 sp, 2000 gp, 2 pieces of Jewelry (700 gp, 900 gp), and a longsword of sharpness (13 intelligence; AL CG; Detect Magic; Detect Secret Doors)

## 10) Secret Room

Trapped in this room is the true guardian of the shrine, a Guardian Naga. She will be quite grateful to be released, letting the PCs take all the treasure they have found (including the loot in the mummy room) and using its clerical powers to cure any diseased or poisoned party members.

Once the shrine has been fully restored and cleansed, the fountain in the first room will heal 1d8 damage per drink once per day and cure disease once per week (per person).

If the PCs didn't kill the girl, the Guardian Naga will reluctantly take her in at last resort if the PCs can't come up with anything better.

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## Monster XP

Zombie Bears - 500  
Manticores – 1500  
Wyvern – 1000  
Annis – 1600  
Ettin – 2500  
Mummies – 2500  
Nalfeshnee – 4000  
Spirit Naga – 3500  
Ogres – 400

Total = 17500

## Notes:

This was written with first edition of the advanced rules in mind. It was playtested with a party of 9 characters total (including henchmen) of 5<sup>th</sup> to 6<sup>th</sup> level

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