

ONE PAGE CLASSIC ADVENTURES®

Shrine of the Serpent God

Deep in the dark of the earth, a shrine once forgotten has been unearthed by a recent earthquake. What secrets do its shadowed halls hold? Shrine of the Serpent God is a short dungeon crawl for characters of 4th to 7th level ready to be dropped into your campaign.

1. Entrance

The long passage leads down to a small alcove with two statues to either side of the opening. Two more passages lead off to either side. The floor here and throughout the temple is damp and uneven stone with small puddles of brackish water sporadically underfoot. The walls appear to have been cut stone at one time, but are damp and dark with moisture and have begun to crumble in places. The occasional dripping echoes through the halls and a general chill hangs in the air.

The statues are of women with the lower bodies of serpents, their heads bowed and their hands pressed together over their chests in prayer. They looked to be carved from the same stone as the walls and floor with moss and lichen clinging to their serpentine bases.

The east statue's right arm has fallen off, though the hand remains connected to the left, severed at the wrist. There is also a deep rent in the statue's head and abdomen.

The wall directly across from the entrance has a large symbol etched into it (an inverted triangle with a circle in the center). The center circle looks as if it has had a chunk broken out.

If a holy symbol of the Serpent God is placed within the center circle, it will depress and open the secret door hidden in the wall. If there is any other method used to open the secret door, a statue will animate and attack. If the opening attempts persist, the second statue will then animate and attack.

Statue Guardian: (2) AC 2; HD 4+4(33, 24); #AT 2; D 2-9/2-9 (Stone fists); SA n/a; SD Immune to normal missiles, 1/4 damage from edged weapons, 1/2 damage from cold, fire, or electrical; MV 9; SZ M; AL N; ML 20; S 18, D 9, C 0, I 0, W 11, Ch 1; XP 420.

2. The Fountain

This chamber holds the sacred fount of the Serpent God. Two statues identical to the ones at the entrance flank the fountain (however, they are normal statues). Through the grate in the floor, moving water can be heard. If a bright light is shown through the grate, water can be seen below and there is a 10% chance to glimpse a large serpentine body moving at its surface.

Anyone wearing a holy symbol of the Serpent God may drink from the fountain and gain the benefits of a bless spell for twenty-four hours and be healed as if drinking a potion of healing. All others drinking from the fountain are affected as follows:

Roll d6: 1 - poison (save or 2d6 dmg)
2-4 - nothing happens
5 - raise one random stat, one point: this can only happen once per character, further results of 5 are treated as if nothing happens

6 - summons a Water Wyrd.

Water Wyrd: (1) AC 4; HD 3+3(21); #AT 1; D 0; SA Drowning; SD 1hp from P/S weapons, 1/2 (none if saving throw is made) from fire. Cold acts like a Slow spell; MV 12; SZ L; AL CE; ML 13; S 15, D 16, C 14, I 12, W 12, Ch 6; XP 420.

3. Concealed Doors

Two concealed doors lead to the true shrine of the Serpent God. Each door is locked, but may be picked; however, the locks are well made and an attempt to pick suffers a -10%.

4. The False Door

The eastern door to the Serpent Shrine is trapped. If the lock is picked or the door is forced open, the floor before the door drops away to a fifteen-foot pit filled with ten feet of water.

5. The Serpent Shrine

Two doors open into this simple chamber. The southern wall is dominated by a large shrine carved into the form of a giant serpent whose head is covered by a draped cloth.

This is a lesser shrine to the Serpent God; here, pilgrims or those seeking the blessing of the Serpent God would leave offerings in the coils of the shrine. Now a few baubles remain worth little more than a few gold.

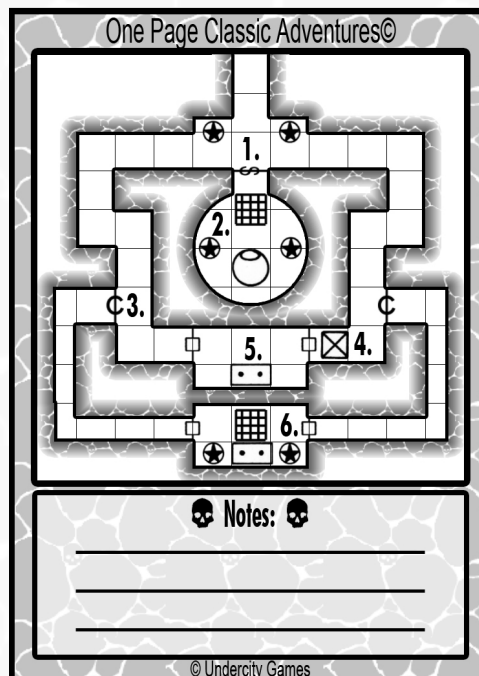
6. The True Shrine

At the end of the two concealed halls lies the True Shrine to the Serpent God. Entrance to the chamber is gained through the Serpent Doors. The face of each door is a fresco of serpent coils with the head of the snake resting in the center, its mouth agape as if ready to strike. To open the door, a faithful must place their arm into the mount up to the elbow to reach the latch concealed within. If an unfaithful attempts to open the lock in this manner, there is a 1 in 6 chance that the mouth of the serpent slams shut, severing the offending limb.

The shrine itself resembles the lesser shrine in design; however, statues identical to those at the entrance and the fountain flank the larger serpent. There is a grate on the floor before the shrine. The coils of the Shrine are laden with offerings gathered over the years. If any of the offerings are disturbed, the grate drops out beneath the would-be looter, dropping them thirty feet into a shallow underground lake (five feet deep). The ceiling of this chamber is irregular, and the hole back to the shrine is approximately five feet above the surface of the water. Here the Serpent God awaits and will attack any dropped from above.

The Serpent God: (1) AC 5; HD 10 (62); #AT 2; D 1-6/3-18; SA Poison (-2 to save, Death/Incapacitated for 1d4 days); SD n/a; MV 12, Sw 12; SZ G; AL CE; ML 19; S 18, D 15, C 16, I 3, W 9, Ch 15; XP 5000.

[The treasure of the coils: coins, gems and jewels totaling approximately 3000gp in value, Runescythe (Dagger +2, +4vs Summoned creatures); Glimmerscale (Shield +2, 50% chance to reflect any gaze attack).





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