

MONSTERS

Void Bat

A Humanoid bat fiend.

(**HD:** 2; **AD:** 11; **ATT:** 1 Bite 1d6, Void Screech; **ML:** 5; **SP:** 30' Fly)

Void Screech: A high pitched screech that sends a reality-bending visual ripple through the room. PCs have a 1 in 6 chance of falling prone when it happens.

Eyeless Cultist

Their eyes have been removed but it does not seem to hinder them.

(**HD:** 1; **AD:** 11; **ATT:** 1 Dagger 1d4 + 1d6 Poison on CON fail; **ML:** 7; **SP:** 30')

Mermaid

Scaly humanoid upper body, fish tail lower body.

(**HD:** 3; **AD:** 12; **ATT:** 1 Bite 1d8, 2 Claws 1d6; **ML:** 7; **SP:** 40' Swim)

Skeleton

Blunt weapons to double damage, other weapons do half damage.

(**HD:** 1; **AD:** 11; **ATT:** 1 Sword 1d6; **ML:** 6; **SP:** 30')

Zeldizobek the Bat Serpent

Head and wings like a vampire bat. A mane of dark fur runs the length of its large snake like body.

(**HD:** 4; **AD:** 15; **ATT:** 1 Bite 1d8, 2 Claws 1d8, 1 Serpent Roar; **ML:** 10; **SP:** 40' Fly)

Serpent Roar: CHA save or be paralyzed by fear for next turn.

MAGIC

Amulet of Sobriety: Cannot become intoxicated while wearing. +1 to resist poison.

Bat Wing Spell: Your arms turn into huge bat wings for up to 10xLevel minutes.

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Many years ago the monks mysteriously abandoned their monastery on Mount Desmodus, never to be seen again. Local legends tell of foolish explorers who disappeared after traveling that far up the mountain. People who've wandered too close to the monastery's stone entrance claim they've seen something staring back at them from that black maw of a doorway. Surely, strange things lurk in the dark shadows of Desmodus.

D6 Rumors From The Local Villagers

1. A foul beast has been hunting in the mountain forest at night!
2. I heard the saddest singing in the world up near that old monastery.
3. Someone's been stealing grave markers from the cemetery! SCOUNDRELS!
4. I saw a herd of mountain goats the other day. Eyes missing from every one of them.
5. The monks gave up all worldly possessions when they left the monastery. Probably left some valuable stuff behind.
6. A man passed through town the other day. He had no eyes! He was wasted too. He went up the mountain.



Temple of The Bat Serpent

BY NATE TREME



A DUNGEON ADVENTURE OF DUBIOUS QUALITY FOR KNAVE AND OTHER OLD SCHOOL ROLE PLAYING GAMES

Temple Of The Bat Serpent

1. DEFILED FOUNTAIN

Strong smell of fermentation. A statue of a saint with the eyes crudely chiseled out stands in the middle of a shallow pool of amber colored moonshine. Hundreds of eyes, removed from all kinds of creatures, layer the bottom of the pool. If a PC drinks the moonshine they must CON save or take 2d4 poison damage. They get +1 on perception saves for the next 2d6 turns. A **chest** behind the pool contains a 2d10 gold pieces and a bottle of moonshine.

2. THE BAT ROOST

3 statues of holy figures with their eyes removed stand in the middle of the room. A **chest** sits in front of them. It's rigged with a **lighting trap**, DEX save or take 1d6 shock damage, 50% chance of being blinded for 1d8 turns. It contains Silver Icon worth 20g and an Amulet of Sobriety. **1d6 Void Bats** sleep on the ceiling, any talk above a whisper will wake them. A door behind a tapestry opens to a passage leading to **room 3**.

3. THE EYELESS SANCTUARY

The oppressive darkness in this room causes light sources to become 50% dimmer. **2d4 Eyeless Cultists** drink moonshine from bottles while dancing and praying before a large statue of a bat faced snake creature. The statue has an inscription: *"The Lord of Lost Light will once again gaze upon the rising sun."* Four alcoves house crude demonic **bat idols** haphazardly placed on pedestals. They face west. If all four idols are turned to face the East, an illusory wall behind the statue will dissolve, revealing a hole with a ladder going down 20ft to a cave system (**room 4**).

4. CULTISTS DORMITORY

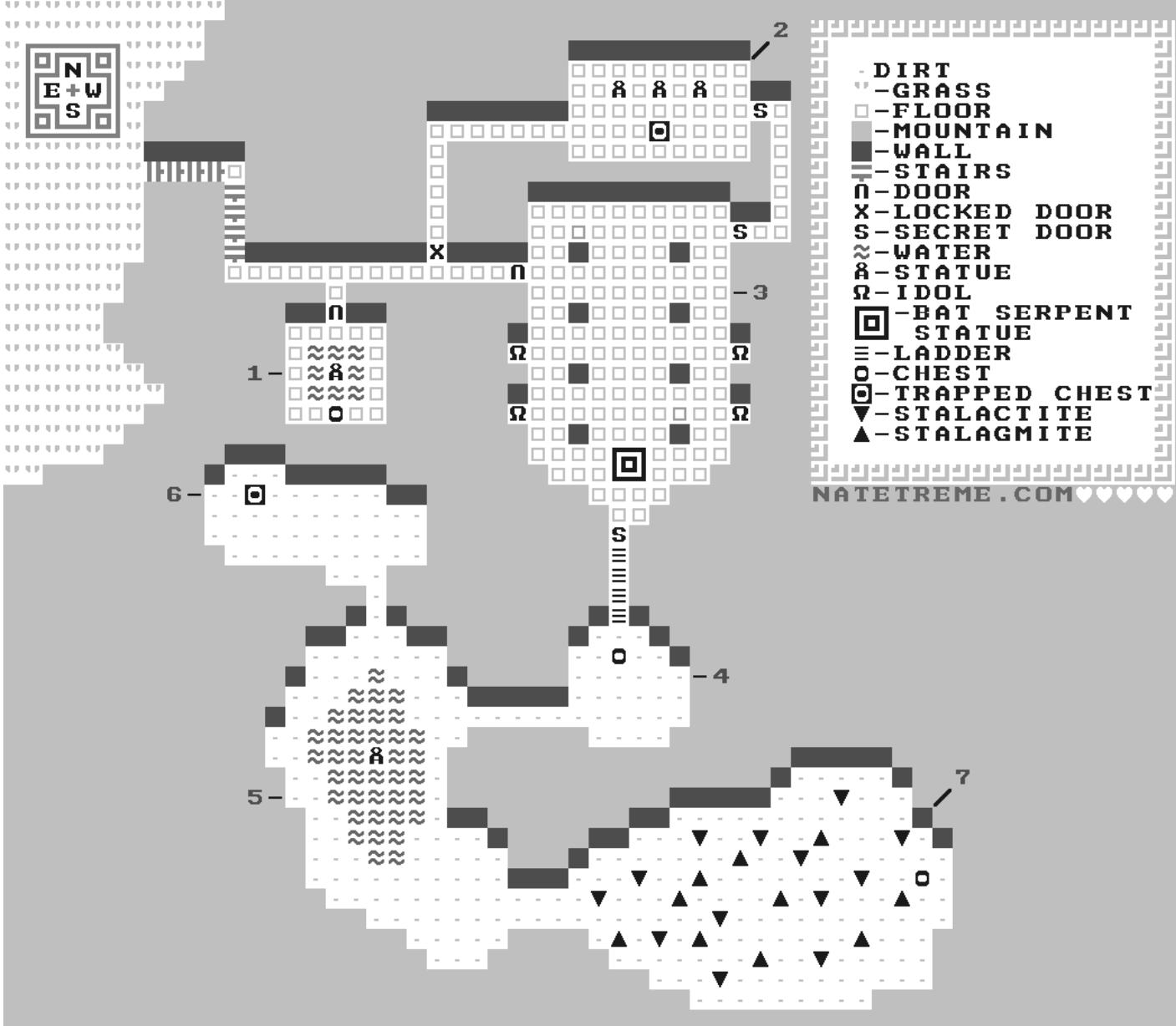
The air is cold, 5 worn sleeping mats are scattered around the room, **2 Eyeless Cultist** are asleep here. A **wooden chest** contains a hand mirror, a candle, a set of silver dentures (worth 50g), and a pack of playing cards with the eyes scribbled out on all the face cards. Low mournful singing can be heard coming from deeper in the cave (**room 5**).

5. THE MERMAID POND

A statue of an ancient warrior with its eyes chiseled out stands in the middle of a pond of ice cold murky water. 1d6 cold damage for every turn a PC spends in this water. A dim greenish glow emanates from the statue. Anyone who touches it is immune to fear for 5 hours. A **mermaid** casually circles the statue while singing a dirge in an ancient language. She keeps singing unless engaged by the PCs. She appears as a human woman from the waist up. But this is an illusion that very slowly fades away if she stops singing. Her true form is more fish-like: scaled skin, gills, large orb eyes, claws, and shark teeth. She would like to add more people to her skeleton collection underneath the water. She would also like to be released from the Bat Serpent's binding spell that keeps her in this pool.

6. GRAVE ROBBER'S STASH

There is a pile of stolen **grave markers** of various belief systems. Two empty wooden coffins are leaned against the north wall with a pile of bones in front of them. If the grave markers are touched, the bones assemble to form **2 Skeletons** and attack. A **locked chest** in this room contains a leather



eyepatch, a spellbook containing Bat Wing and an obsidian short sword that is warm to the touch. The key to the chest is in the pile of bones.

7. BAT SERPENT'S LAIR

This large cavern smells like a dirty dog kennel and has many stalagmites and stalactites. **Zeldizobek the Bat Serpent** lairs here. At night, there is a 5 in 6 chance it's here lying on a nest of dirty fabric, feathers, branches, and bones. Otherwise, it's out

hunting but will be back within the hour. It demands worship and fealty of all who approach it. Its vassals gain 2d20 HP for each eye they sacrifice to the Bat Serpent. Sunlight becomes deadly to them, the smell of fresh flowers disgust them and they age at 1/3rd of their natural rate. If vassals disobey the Bat Serpent, they lose 1d4 HP per hour unless the Zeldizobek dies or forgives them. A **chest** behind the nest contains 2 silver tablets of creepy poetry (worth 100g each), a bronzed wolf skull carved with

runes (worth 50g to most, 400g to the right collector), and a small painting of a sunrise (worth 25g). A passage in the ceiling winds its way to an opening high in the mountain.

1d4 RANDOM ENCOUNTERS

1. **1d4 Void Bats**
2. Large batlike shadow in peripheral vision.
3. A swarm of bats. DEX save or 1HP damage.
4. A cold gust of wind and sound of wings.
5. PCs shadows do not match PC movement.
6. Light source turns green then goes out.