

Sanctum of the Elephant God

Face the perils of an unholy cult, and reap an incredible reward if you survive!

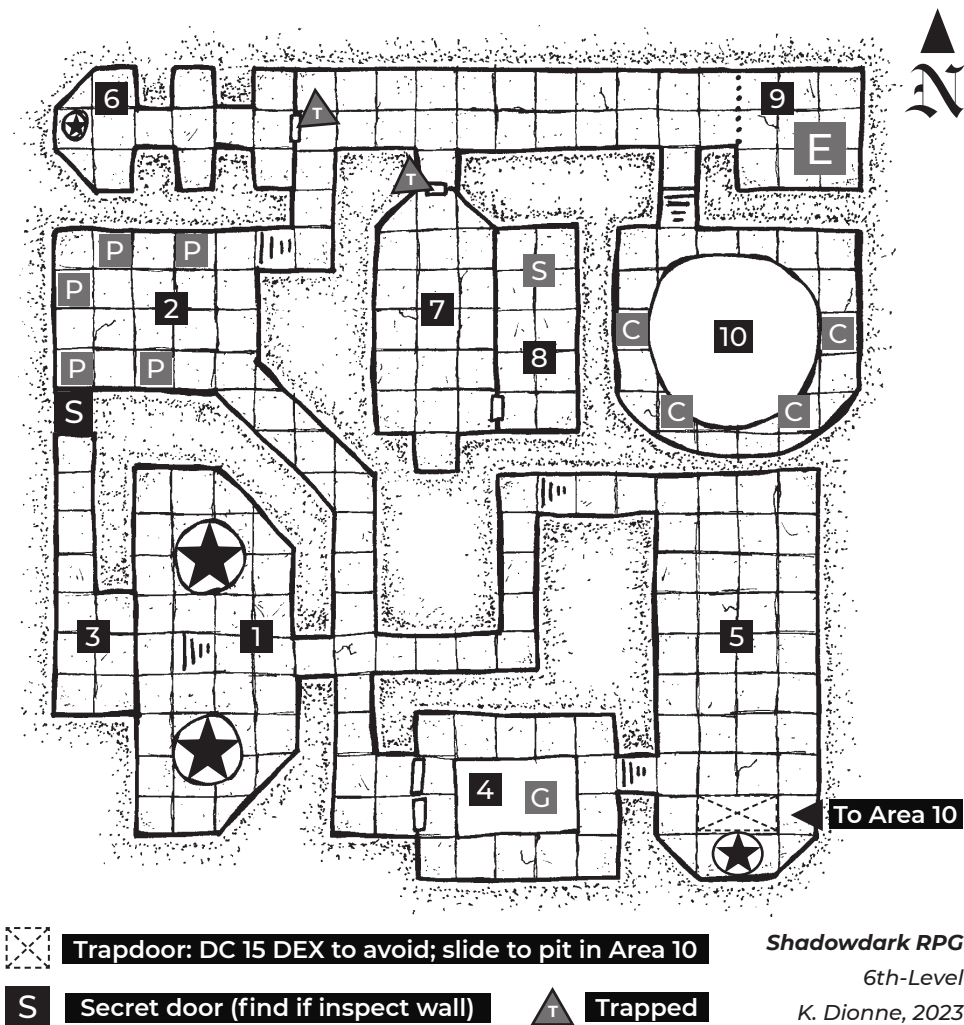
The **cultists** of the Elephant God lurk in their dark domain, murmuring prayers over a glut of riches. Rumors say the Overlord has paid them a fortune in exchange for their wicked sorcery, and now the **Jewel of Alkalla** glitters in their coffers. A prize too tempting to ignore...

RANDOM ENCOUNTERS

d4 Details

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| 1 | 2d6 cultists lead a drugged and bound peasant to Area 10 |
| 2 | Elephantine clay golem on patrol |
| 3 | One of the Overlord's assassins ambushes from the shadows |
| 4 | 2d8 scorpions surge from a crack |

Jewel of Alkalla. A brilliant, egg-shaped sapphire of indigo blue. Worth 1,000 gp. The jewel is a symbol of the crown and grants the wielder the Overlord's authority. The royal assassins would hunt down anyone using it illicitly.



1. Elephant Statues. Low ceiling, walls of reflective black slate. Two glistening, mud **statues** of life-sized elephants kneel beside stairs, trunks raised. They trumpet if creatures exit room without prayer to Yag-Kesh, Elephant God. Air thick with spicy **incense** (DC 12 CON per round or 1 temp. WIS damage). It pours from Area 3 through tiny wall holes.

- 120 gp **ruby** buried in chest of each statue. Removing silences the statue.

2. Hall of Petitioners. Incense-addled **peasants** kneel on dirty mats amid flickering candles, droning for Yag-Kesh to “take us into the herd.” 1:6 chance per round that 2d6 **cultists** come to take one to the ivory maiden (Area 7). **Secret door** to Area 3 in south wall.

3. Incense Room (Hidden). Dense, white smoke. Six silver **censers** on floor churn out potent incense (as Area 1, but DC 15 CON). Engraved with eyes, 30 gp each.

4. Sacred Mud. Narrow walkway around pool of waist-deep, earthy-smelling mud. Mud heals 2d6 HP per use. If pool is touched, a clay man with an elephant head (**clay golem**) rises from surface; it attacks those who take mud but don’t toss a gold offering into the pool. If killed, reforms in 2d4 rds. **80 gp** and *Amulet of Vitality* on bottom of pool.

5. Hall of Offerings. Cavernous, silent hall of reflective black slate. A giant brass **idol** of a meditating elephant-man sits in south alcove. Dozens of guttering candles are melted to it. **100 gp** are scattered haphazardly around its base.

- **Trap:** Weight on the floor in front of the idol causes floor to fall open into chute. DC 15 DEX to jump aside. Chute dumps into **mud pit** in Area 10.

6. Idol of Yag-Kesh. Door trapped (see Area 9). Inside, a lumpy, grey statue of a humanoid elephant-man with wings sits on a black plinth. A creature who touches the statue and says a prayer to Yag-Kesh gains +1 INT (once only) and an ugly, permanent scar on their palm.

7. Prayer Hall. Door trapped (see Area 9). Silk mats line the floor. In the south alcove, a dead peasant is skewered inside an open **iron maiden** fashioned entirely from ivory (including elephant-tusk spikes). The blood runs into a floor gutter where a 120 gp ruby is trapped.

8. Sorcerer’s Chamber. Gilbrath Dorn, the twitchy head sorcerer of Yag-Kesh (**archmage**), hunches over a *Crystal Ball*, feverishly scrying on the ritual in Area 10. He isn’t fool enough to be present for it.

9. Undead Mammoth. Iron bars enclose a towering **mammoth skeleton** (as mammoth + skeleton’s Undead talent). The skulls of 15 dead cultists rattle from cords inside its ribcage.

- **Trap:** Opening doors to Areas 6 or 7 lowers iron bars (closing raises them). Mammoth charges at non-cultists.

10. Mud Pit. Four cultists chant guttural prayers around a bubbling pool of knee-deep sludge. One lifts the sparkling **Jewel of Alkalla** high overhead, preparing to toss it into the mud.

- The cultists chant for 3 rounds before throwing the jewel into the mud pit. If even one finishes the ritual without interruption, an avatar of Yag-Kesh (a grey-skinned **chimera** with three elephant heads) bursts from the pool and attacks all in its path. The avatar seeks to **slay** the Overlord so Gilbrath Dorn (Area 8) can seize power.