

# Descent Into Culwich

Basic Fantasy Contest Series: The Dark Temple

A Basic Fantasy Role-Playing Game Adventure  
For 4 to 8 Player Characters, Levels 7 to 9

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**1<sup>st</sup> Edition (Release 1)**

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**Introduction**

The temple stands on a rocky prominence overlooking the sea, a week's ride north of Slateholm. Once long ago a thriving town was nearby, and the townsfolk came to the temple to give tribute to the sea god; but the town was overrun in the first Goblin War, and the temple sacked and turned into a hobgoblin fortress. After the hobgoblins were vanquished, the temple lay empty most of a hundred years before, according

to rumors, another priesthood came to the temple and began repairing it. But these priests were secretive and more than a little ominous, and those trappers and hunters who frequented the region gave the temple a wide berth. Over the next few years, the priests were seen less and less, until finally all assumed they had died out.

Lately, though, strange tales have begun to circulate about *things* half-seen within the temple, or lurking in the woods nearby...

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*If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

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3.

The roof in here is mostly intact, but it doesn't insulate from the increasing thunder outside. There is a heavy layer of dust over the chairs and table in the middle. There is a large fireplace opposite the door on the west wall; it is oddly empty and clean. On the east side is a heavy and intricate mass of webbing, growing out up to the ceiling. There are skeletons of rats and other small creatures on the floor and stuck into the web. Even in torchlight you can barely see two large black masses in the corners.

**2 Giant Black Widow Spiders:** AC 14, HD 3\*, #At 1 bite, Dam 2d6+poison, Mv 20' Web 40', Sv F3, MI 8, XP 175 ea.

HP 9   
 8

4.

Upon opening the door you see several large holes in the roof. On the opposite wall is a large fireplace, filled with soaked logs and ash. In the northwest and southwest corner three bats are hanging from the ceiling, asleep.

Unless the PCs make loud noises the giant bats won't awaken (due to the noises from the storm).

**3 Giant Bats:** AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

HP 8   
 7   
 10

5.

The roof in here is completely intact, lending to much drier air. Opposite the door is a small fireplace with several logs in it.

If the PCs light the logs on fire, it will illuminate a scrawled message on the southeast wall: "". This message can't be viewed with any other light.

6.

Ahead are stairs leading down; they are quite steep, and require a hand on the wall to steady oneself. After a few flights the stairs bend left, and you come to a landing, with one more flight of stairs down. In front of you is a large door, and to the left are another set of straight stairs further down.

The door to access the stairs is locked, and requires the key from area 13.

7.

Several large holes in the roof have given way to a large puddle/pond of mucky water in the southwest corner. You hear a sloshing sound.

**Giant Leech:** AC 17, HD 6, #At 1 bite+hold, Dam 1d6+1d6/round, Mv 30', Sv F6, MI 10, XP 500

HP 26

8.

There are several smaller holes in the roof, but it looks like someone patched them. On the east and north walls are floor-to-ceiling shelving, filled with barrels, bottles, and jugs of various drink.

If the PCs smell or taste any of the stored drinks they will discover various ales, meads, wines, and ports; all are still fresh.

9.

The roof is intact in here. There are large piles of hay and sacks of dry food stores stacked against the west wall.

If the PCs disturb anything, the giant rats will emerge and attack.

**4 Giant Rats:** AC 13, HD 1d4HP, #At 1 bite, Dam 1d4+disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

HP 1   
 4   
 2   
 3

10.

As soon as you open the door you see corpses piled everywhere. Even at a cursory glance you see various races including human, orc, and more.

If the PCs disturb any of the bodies they risk the rot grubs attaching and penetrating their skin.

**5 Rot Grubs:** AC 10, HD 1 HP, #At 1 bite, Dam special, Mv 5', Sv F1, MI 12, XP 10 ea.

- HP 1
- 1
- 1
- 1
- 1

11.

As soon as you open the door you can smell the cured and smoked meats and cheeses. They are piled up on shelves, as well as hanging from the ceiling. Even at a cursory glance you can tell many have been opened and nibbled on.

**4 Giant Rats:** AC 13, HD 1d4 HP, #At 1 bite, Dam 1d4+disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

- HP 1
- 4
- 2
- 3

12.

There are makeshift beds lined up against the walls. Old worn shoes and clothes are piled onto and beside each one.

There is nothing of interest in this room.

13.

Against the opposite wall is a very large, wide desk, with a set of four drawers on each side. On top is a writing quill in its holder, three bottles of ink of different colors, and several sheets of papyrus with indecipherable scribbles on each one.

The key to area 6 is located in the middle right drawer. All but two drawers are locked, and to open them they must be fully pulled out in a certain order, with the final drawer being the one with the key. This pattern is left up to the GM to decide.

14.

Upon opening the doors you notice that almost the entire roof is gone! There is a row of pillars on each side parallel to the walls. Similar to the ones out front these are in various states of decay, but the back left pillar has completely collapsed. The air is even cooler in here, the humidity from the nearby sea soaked into everything.

Walking past the rows of rotting wooden pews, the walls flare out for about twenty feet before turning to meet each other at the back of the sanctuary. The back half of this large open area is a raised dais, with a surprisingly small altar in the center. The left-side wall behind the dais has a large hole in it. Stone fragments and other debris litter the dais.

Astute PCs will observe that all of the debris is inside, and not outside... Lined on each side of the altar parallel to the back walls are six gargoyles, each perched on a large obsidian base in different poses. They will not attack unless a PC moves within two feet.

**6 Gargoyles:** AC 15 $\pm$ , HD 4\*\*, #At 2 claws/1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11, XP 320 ea.

- HP 14
- 19
- 25
- 16
- 12
- 15

Behind the altar are several leather sacks, containing 2,000 cp, 600 ep, and 1 statuette (worth 700 gp).

**Middle Level Key**

15.

You notice the door is extremely moldy, slime reflecting any torch or other light. Budging the door open, you see patches of mold and mildew all over the walls and ceiling.

While most of the mold and mildew is fairly benign unless the PCs disturb it or stay in the room too long, on the back wall is a distinct patch of yellow mold.

**Yellow Mold:** AC n/a, HD 2\*, #At special, Dam special, Mv 0', Sv NM, MI n/a, XP 100

HP 7

16.

There are several small beds against the north and south walls, and a table near the door on the west wall. Sitting around it are four small humanoids with twitchy noses and mouth, and small black beady eyes.

**4 Lycanthrope, Wererats\*:** AC 13†, HD 3\*, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8, XP 175 ea.

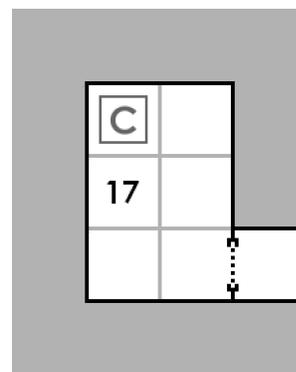
HP 9   
 13   
 13   
 16

Tucked under the beds is 1,800 cp, 1,500 sp, and 600 ep.

16a.

The door is locked; the key is on one of the wererat's person.

The entire floor of this closet is a hidden pit trap. A secret door at the bottom of the pit connects to room 21.



17.

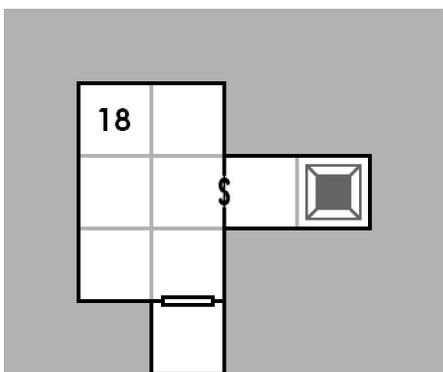
There is a pile of skeletons in the northwest corner. Weapons, shields, and supplies are scattered across the room. In the southeast corner is a gate of wrought iron.

The trap door in the ceiling here is hidden (found as a secret door). Scrounging around in one of the piles of weapons and armor is a rust monster.

**Rust Monster:** AC 18, HD 5\*, #At 1 antenna, Dam special, Mv 40', Sv F5, MI 7, XP 405

HP 19

If the players take the time to search through all the items and the pile of skeletons, they will find in total 2,400 gp, 2,800 sp, 1 pearl (worth 500 gp), 1 topaz (worth 500 gp), 1 sardonyx (worth 50 gp), 1 **Potion of Fire Resistance**, 1 **Scroll of Protection from Evil**, and 1 **Scroll of Protection from Lycanthropes**.



18.

There are large yellow orbs embedded in the walls, flickering light at random. Every time one of them does, you swear there was something else in the room with you.

The secret room connected to this area is a short corridor leading to an open 5' square pit. A set of iron rungs leads down 40 feet into the darkness, opening into a 10 foot cubical room with a trap door in the floor. It is this trap door that connects to room 17, above (which, perhaps somewhat confusingly, is below room 18).

**2 Shadows:** AC 13‡, HD 2\*, #At 1 touch, Dam 1d4 + 1 point Strength loss, Mv 30', Sv F2, MI 12, XP 100 ea.

HP 11   
 8

Piled in the northeast corner is 1,800 gp, 1,00 pp, 1 **Potion of Healing**, 1 **Scroll of Protection from Lycanthropes**, 1 **Scroll of Protection from Magic**, and 1 **Scroll of Three Magic-User Spells** (continual darkness, ESP, protection from normal missiles).

19.

There is a large wooden chest of drawers against the wall, and two large green crystal orbs inset in the ceiling, casting a soft green light.

Inside the chest of drawers is 4,800 gp, 1,100 pp, 1 **Map to Type G Treasure** (far from the temple), 1 **Potion of Heroism**, and 1 **Ring of Fire Resistance**.

20.

The ground is completely covered in dirt, anywhere from several inches to a foot or more in some areas. There are several large holes in the wall, some filled in with dirt while others partially open.

If the PCs spend more than 1 round in the room, the tentacle worms will emerge from the holes in the wall.

**2 Tentacle Worms:** AC 13, HD 3\*, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9, XP 175 ea.

HP 13   
 20

If the PCs take the time to sift through all the dirt on the floor, they will find 2,100 cp, 1,100 ep, 1,300 gp, 1 brooch (worth 900 gp), and 1 chain (worth 1,300 gp).

21.

As soon as you open the door you see several large cats, but with a blink they've moved to completely different positions!

**3 Displacers:** AC 16, HD 6\*, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8, XP 555 ea.

HP 24   
  
 26   
  
 31

Taking the time to search through all the rubble and mess will yield 2,000 gp, 1 pearl (worth 500 gp), 2 peridots (worth 100 gp each), 1 **Potion of Polymorph Self**, and 1 **Scroll of Protection from Elementals**.

**Lower Level Key**

22.

Opening the doors, you can barely see another door in the west wall because it is boarded up, along with stacks of barrels, sandbags, etc. in front of it. On the north wall next to it is an arrow pointing at the doors, drawn in what appears to be blood.

23.

There are four beds against the walls, each with a rotting corpse on it. They sit up and groan in unison.

**4 Zombies:** AC 12, HD 2, #At 1 weapon, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 10   
 15   
 13   
 10

24.

There are shelves lining the walls, filled with tattered clothing, bedding, and cleaning supplies.

There is nothing of interest in this room.

25.

There are several large desks against the walls, each made from a different wood. Each has various books and writing materials on it. There is a large round inset medallion in the northwest corner, and next to it is a small hole.

None of the desks have anything in their drawers. The medallion cannot be removed, and if pressed it sinks in for a few seconds before returning flush to the wall. It must be pressed at the same time as the one in area 26 for the secret stone panels to open. The small hole is about an inch wide, but the end of it can't be determined. It allows communication to anyone in area 26, allowing two PCs to know when to press the medallions simultaneously.

26.

There are small orbs embedded into the walls, emanating soft light that slowly shifts through the color spectrum. There are two large empty tubs, each with a wood sidetable with soaps and brushes on them. Beside them are empty wooden buckets. There is a large round inset medallion in the south wall, and next to it is a small hole.

The medallion cannot be removed, and if pressed it sinks in for a few seconds before returning flush to the wall. It must be pressed at the same time as the one in area 25 for the secret stone panels to open. The hole is the other end of the narrow opening connecting to the hole in area 25.

27.

You can see a single source of light shining from the inset wall in the middle of the north side. Within the soft glow in this hallway you see shifting humanoid shapes.

**2 Wraiths:** AC 15 $\frac{1}{2}$ , HD 4\*\*, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12, XP 320 ea.

HP 27   
  
 25

On the ground below the embedded yellow orb is 2,200 gp, 600 cp, 1 **Bag of Holding**, 1 **Cursed Scroll**, and 1 **Potion of Delusion**.

28.

Coming around the corner, you see two doors side-by-side in the middle of the north wall, with two large metal statues on each side. Opposite of the doors, the wall is set back ten feet. Within that additional space is a shallow but wide table, covered in a mass of candles now all melted into one gigantic waxy blob, only a few stray wicks sticking up. Above the table is a framed painting of an old man in robes. At the other end of the hall it turns left, ending at a door.

At the west end of the hall is a secret door.

**4 Iron Living Statues:** AC 18, HD 4\*, #At 2 fists, Dam 1d8/1d8+special, Mv 10', Sv F4, MI 12, XP 280 ea.

HP 15   
 17   
 16   
 17

29.

**Gray Ooze:** AC 12, HD 3\*, #At 1 pseudopod, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175

HP 17

30.

At the end of this long hallway you see a door slightly ajar, with wavering blue light pulsating through the open space. Pushing the door open enough to peek around, you see a floating hexagonal blue gem in the northeast corner, rotating and shining blue light with every turn. Sitting in the northeast corner in a plush chair is a man in robes, with a large slashing wound across his chest.

This light is harmless, but if anyone touches the gem with bare hands they will receive 1d6 points of frost damage per turn/round.

**Spectre:** AC 17‡, HD 6\*\*, #At 1 touch, Dam energy drain 2 lvs/touch, Mv Fly 100', Sv F6, MI 11, XP 610

HP 32

Piled on both sides of the chair are 1,100 ep, 1 **Potion of Gaseous Form**, 1 **Scroll of Darkvision**, 1 **Scroll of Six Magic-User Spells** (anti-magic shell, clairvoyance, continual light, dispel magic, knock, wizard eye), and a **Shield +1**.

31.

Against the north wall is a rack of weapons, containing various swords, axes, and a couple maces, hammers, and longbows. Opposite the door is a stand with a suit of plate mail armor. Hanging on the south wall are two shields.

32.

In the southwest corner is a bed, flanked by lit torches on either side. Laying on the bed is a young woman in a white dress.

**Medusa:** AC 12, HD 4\*\*, #At 1 snakebite+gaze, Dam 1d6+poison+petrification, Mv 30', Sv F4, MI 8, XP 320

HP 15

Underneath the bed is 900 pp, 1 **Potion of Clairvoyance**, 1 **Scroll of Protection from Undead**, and 1 **Scroll of Three Clerical Spells** (remove fear\*, silence 15' radius, speak with dead).

33.

A small landing sits above two flights of stairs going down. You can see the bottom of the stairs are illuminated in bright red light. As you reach the bottom of the stairs you find yourself standing on a raised dais. Embedded in the east and west walls are large red orbs about ten feet up, spaced out every twenty feet. There are four large pillars on each side parallel to the walls, the first of which are set into the dais.

Crouched at the north end against the curved wall is a large humanoid figure, rising to its feet. Large spiraled horns and tucked wings are the first thing you notice, then you notice where its legs should be is fading black smoke.

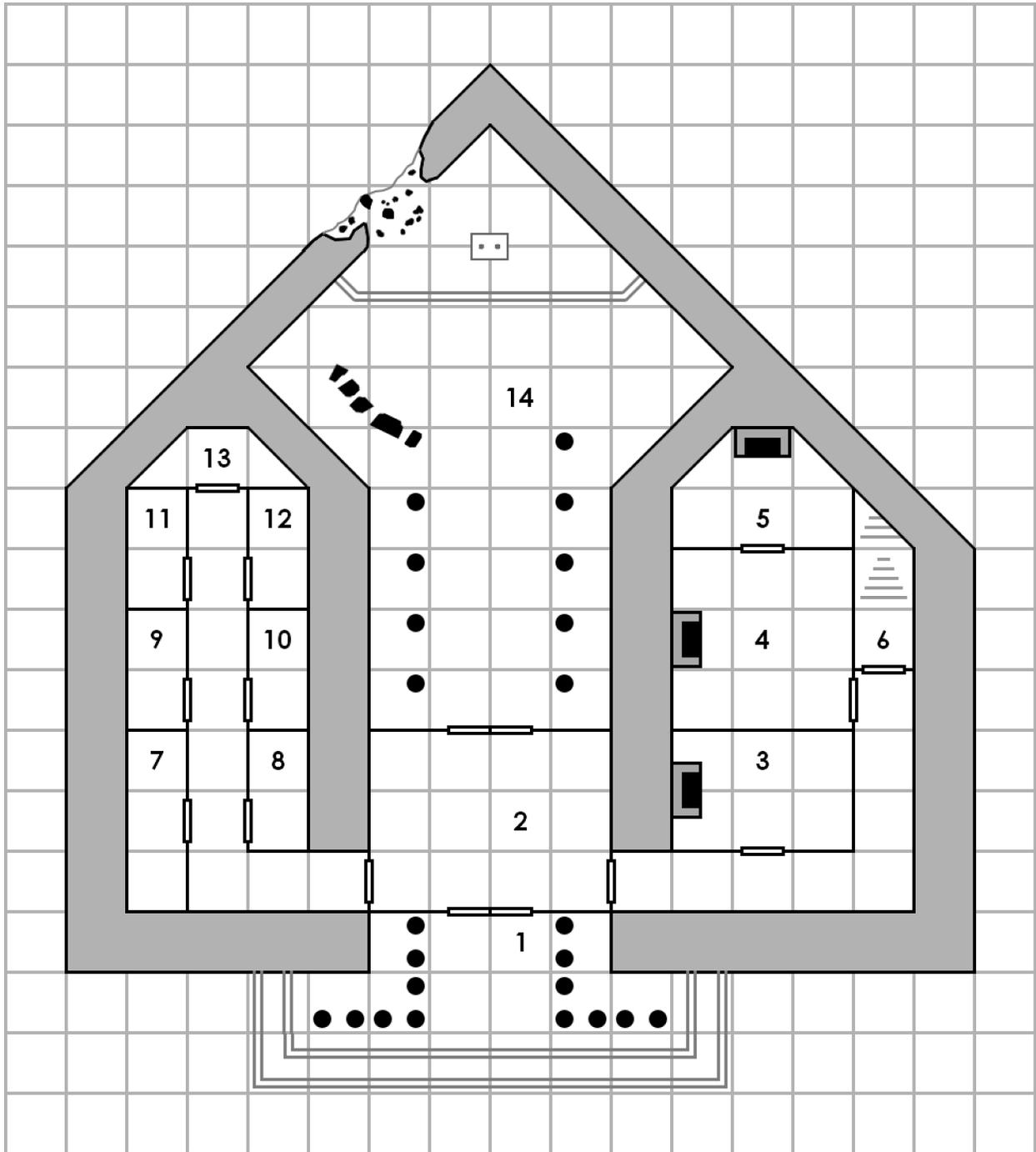
**Note:** For details on the *Shadow Fiend*, please see the **Basic Fantasy RPG Field Guide 2**, another free download from the website.

**Shadow Fiend Infernal\*:** AC 18‡, HD 8\*, #At 1 touch or 1 spell, Dam 1d6, Mv Fly 180', Sv T14, MI 9, XP 665

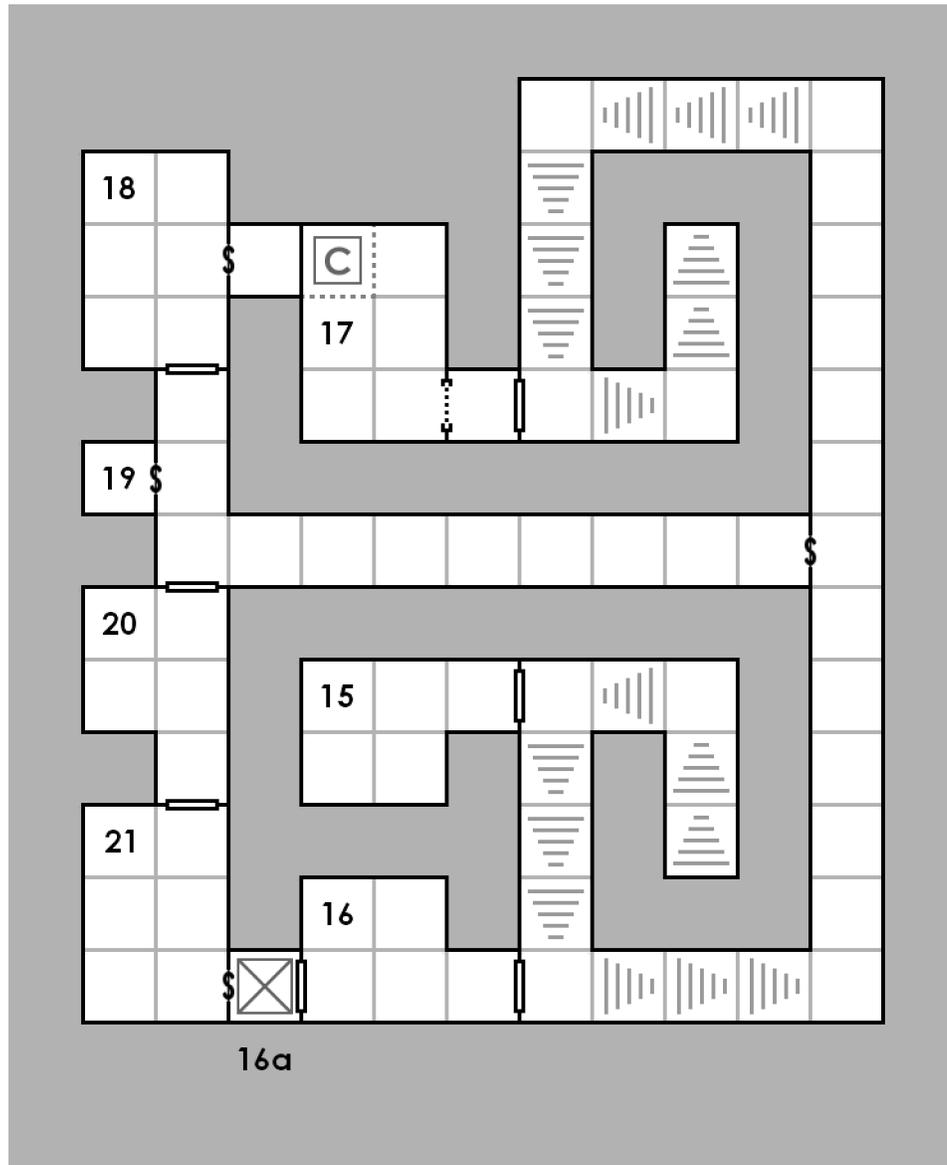
HP 46

Piled behind the northeast pillar is 1,500 gp, 1 **Ring of Protection + 1**, 1 **Scroll of Protection from Elementals**, and 1 **Shortbow + 3**.

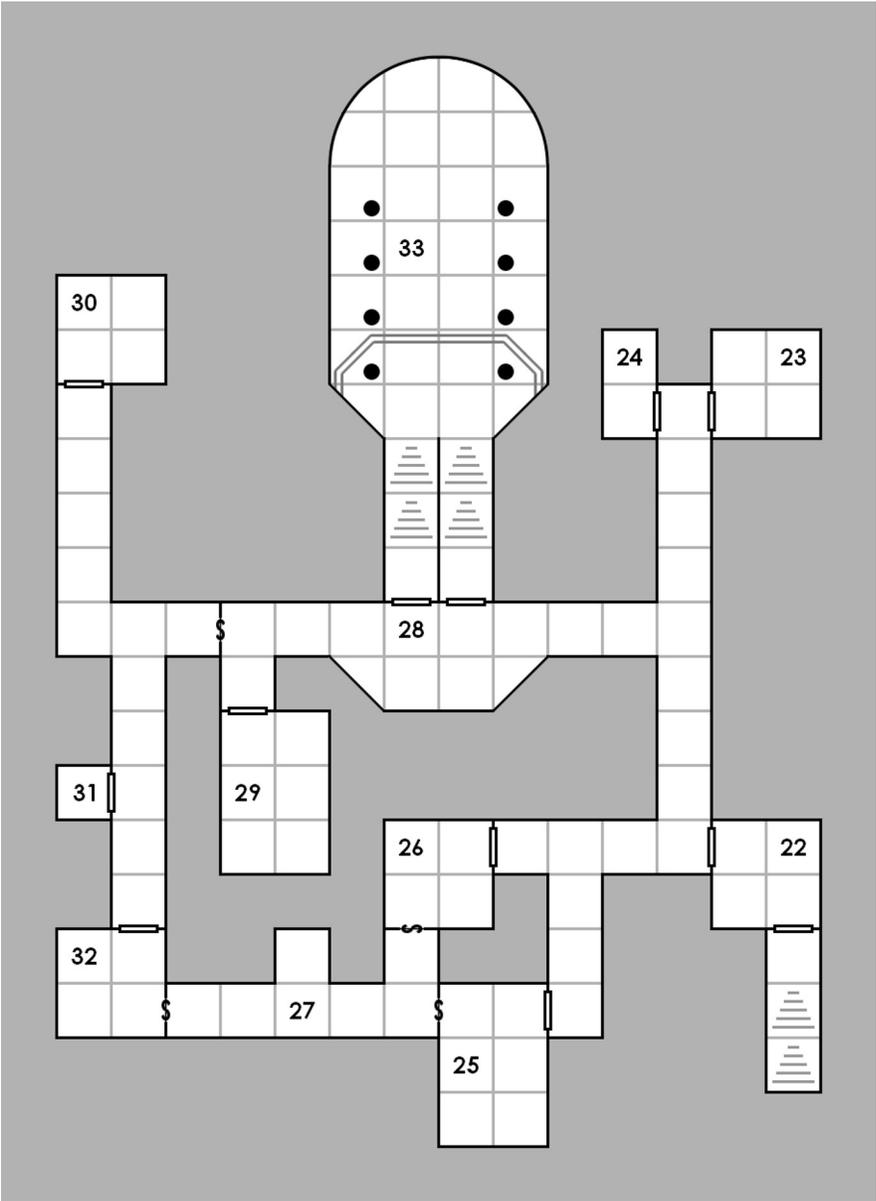
Upper Level Map



**Middle Level Map**



Lower Level Map



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