

The Children of Zewlac

Basic Fantasy Contest Series: The Dark Temple

A Basic Fantasy Role-Playing Game Adventure
For 4 to 8 Player Characters, Levels 1 to 3

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1st Edition (Release 2)

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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 Old 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 nearly a century ago, the temple lay empty. By that time, the Old Sea God and his assemblage of queer saints had been all but forgotten by the local population, replaced by a more modern, respectable pantheon. Today the temple is simply known as "The Temple by the Sea".

Recently, though, a strange cult has taken up residence in the temple. This new cult is led by a man named "Zewlac". Despite the cultists' unsettling appearance and beliefs, the cult poses no obvious threat to the community other than winning the occasional convert from the dominant faiths.

Apart from these recent Zewlac cultists, the temple hasn't been visited in years. In the minds of most locals it is the subject of superstition and ghost stories told to frighten children, **a temple, ancient and crumbling, haunted by some eldritch horror...**

*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!*

The Children of Zewlac Adventure Key

What's Going On Here?

Up until recently, the Temple by the Sea had lain abandoned. Recent events began with Gregory, a charcoal-burner living a few miles from the old temple. One night Gregory received a revelation. Known only to him, this "revelation" consisted of an encounter with a wercockroach who infected him with lycanthropy. He started avoiding daylight, developed some new ideas, and renamed himself "Zewlac". He became completely nocturnal, spending his evenings in the village square preaching a gospel of spiritual liberation and poor hygiene.

A local woman, Elinor, became an early disciple. When she succumbed to Zewlac's charms and absconded with him, she donated her jewelry and other savings to his cult. With the proceeds, Zewlac approached the local rulers to purchase the dilapidated, unfrequented seaside temple. He promptly moved in with a small group of followers. Lately he's been winning more converts from the village of St. Dagon's Cove and the surrounding countryside. These "Zewlac-cultists" are mostly drawn from lowly fishermen and peasants, people more than happy to leave their lives of drudgery for the carefree squalor of the Zewlac cult.

The Zewlac-cultists occupy the temple's upper and middle levels. Elinor has fallen out of favor with the group and fled to the temple's lower level. That level, sealed off from the rest of the complex with a magical ward, contains more ancient, vengeful beings associated with the Old Sea God. Elinor herself fell prey to one of these beings, and is now possessed by an evil spirit. Her estranged husband wants her home safe and sound, but accomplishing that might prove difficult.

Notes for the GM

This adventure offers opportunities for role-playing, hack-and-slash, or both, depending on the party's temperament. An adventure hook is provided in the following description of the village of St. Dagon's Cove, but the GM may motivate players in other ways. Bloodthirsty parties might have a jolly time wading into battle in a temple full of raging cultists. Alternatively, orthodox clerics and paladin-types may just seek to wipe out an evil, heretical sect.

NOTE: This adventure makes use of monsters from the **Basic Fantasy Field Guide** and items from the **Equipment Emporium**. Both of these manuals, along with the **Basic Fantasy RPG** core rule book, are available for free from www.basicfantasy.org.

St. Dagon's Cove

As an adventure hook, the GM may have the players begin at St. Dagon's Cove, a coastal village 3 miles from The Temple by the Sea.

St. Dagon's Cove has a population of just over 400, most of whom earn their livelihood through the fishing trade. Its streets and docks are surprisingly well-maintained and clean, reflecting a population that is both serious and hardworking. At night, many enjoy unwinding at the village's only tavern: the Spoiled Mermaid. Any strangers in town are sure to be pointed in that direction.

The GM may substitute a different settlement, or skip a beginning town entirely, but the following sections provide possible resources for adventurers as well as a hook to engage the players.

The Spoiled Mermaid

Set amid a street of row houses down by the docks, this structure is perhaps the largest in the village. The outside placard depicts the stereotypical mermaid: long red hair, breasts tastefully covered in clam shells, and green fish scales and fin in the place of the maid's lower half. But unlike the stereotypical mermaid, this mermaid's face is twisted in an expression of scorn, her tongue sticking out.

The front door to the inn opens directly into the bar, which is smoke-filled and occupied at all times of day, only growing crowded after the fishing boats return in the late afternoon.

At *The Spoiled Mermaid* inn and public house a guest can rent a cramped single room for 5 sp a night or a cot in the smoky common room for 8 cp. Tavern fare is cod or clam chowder for 1 sp and a pint of beer for 4 cp. It is owned by Mother Mame, a stout but energetic woman with one eye and a heart of gold.

The bar is typically stuffed with drunken fishermen, and can be rough for out-of-towners. There is a 1 in 2 chance each evening that one of the locals will seek a violent quarrel with the weakest-looking PC (i.e., the one with the lowest Strength ability score).

Such nuisances aside, St. Dagon Cove's proximity to the Temple by the Sea makes *The Spoiled Mermaid* an inexpensive refuge where battered adventurers can tend their wounds. Also, *The Spoiled Mermaid* is the only place in town where PCs can find mercenaries for hire (at a cost of 2 gp per day). Each night 0-3 (1d4-1) such mercenaries, each level 1-3, will be in the tavern.

To generate such NPCs the GM may choose to use the Basic Fantasy site's Single NPC Generator (<https://www.basicfantasy.org/onegenerator.html>) or a resource like the **BFRPG Third Level Pregenerated Characters** (<https://www.basicfantasy.org/showcase.cgi?sid=78>).

Adventure Hook: Long John Ahab's Tale of Woe

While staying at the *Spoiled Mermaid*, the party is approached by **Long John Ahab**, a retired captain of a whaling ship. Long John Ahab is a salty old sea dog with a wooden leg and a chicken on his shoulder. In role-playing Ahab, the GM should feel free to improvise his or her best pirate speech.

Ahab offers the party a free round, and after a few pleasantries pulls up a chair and tells his tale of woe:

"A few miles up the coast from here stands The Temple By the Sea. It were built ages ago by those who adored the Old Sea God. Perhaps you never heard of the Old Sea God, but for hundreds of years he were the only god worshiped by men in these parts."

"The Old Sea God ain't worshiped no more, and a part of that is due to the Goblin Wars. Goblins came down here and put everyone to the sword, even the priests."

"But then the goblins all went mad and killed each other. So the temple were abandoned for a long time. That is, until Gregory Charcoal-burner come along."

At this point in the story, Long John Ahab pauses to spit on the floor before continuing.

"Gregory was nothin' to folks round here. No one thought anything of him. But one day he puts on airs, sayin' he had a revelation. Next thing you know, he's puttin' on airs and callin' himself "Zewlac" or some-such nonsense."

"I wouldn't care about none of this, but the scoundrel started talkin' to the folks in village, tryin' to get them to follow him and move into the old abandoned temple. Like he were God or somethin'! And a lot did follow him up there..."

"His followers, well they was mostly fools and layabouts, but then he starts charmin' some of the lady-folk. Charmin' ... bewitchin' them more like!"

At this point, Ahab pauses again, this time to down the remainder of his tankard. He then continues, with tears welding up in his eyes:

"And one of them lady-folk were my darlin' Elinor. Elinor... you never saw a more beautiful lass. But she were bewitched like the others. And now she's up there, with him."

Ahab pauses, this time to fish something from his pocket. He withdraws a single large coin and slams it on the table.

"That's one platinum piece. I've got 99 more for some brave folks who will march up to that temple and rescue my Elinor!"

"True, I had been feastin' a bit much the day she left, what with my nephew's birthday and all, and true it did take me three days before I knew she were gone. But when I did.... [*Ahab begins crying*] I didn't know what to do."

"I curse that Gregory, or Zewlac, or whatever he calls himself now! I only want my darlin' wife back. I'm a rich man, and will pay well if you bring her back to me. And mark my words, she is bewitched or she would not be up there with those people."

After one final pause, he exclaims in a loud voice "Elinor!" and slams his face on the table, sobbing. This draws several stares from neighboring tables.

Long John Ahab's long career was a violent one, and if pressed he is an accomplished fighter. In fact, he's capable of getting Elinor back himself but doesn't want the inconvenience of hiking several miles of rugged coastline with a wooden leg. Also, he and everyone else in St. Dagon's Cove have heard rumors of powerful, sinister beings in the temple (he'll keep this information to himself, but the PCs may hear it from other villagers). While Long John Ahab is fond of Elinor, in truth it's his pride that's hurt most of all. But he will not risk his life for his wife or his pride.

If the players accept the mission, Ahab will give them directions to the temple, but also tell them that the "weirdos" in the village square will likely take them to the temple if asked. Ahab will reassure the PCs that he doesn't think the cultists look very tough, though one should always be careful.

Ahab's chicken is trained to perch on his shoulder but nothing else, and will typically flee from combat.

Long John Ahab: Human Fighter 7, AC 13, #At 1 cutlass, Dam 1d6+1, Mv 20', MI 9, XP 800

STR 13 (+1) WIS 14 (+1) CON 16 (+2)

Equipment: **Cutlass +1**, leather armor, **Earrings of Spell Turning** (act as a **Ring of Spell Turning** but the left earring holds 5 charges and the right holds 6), His wooden leg is hollow and contains a map to a tree under which he has buried a treasure chest with 372 pp, 1,287 gp, 40 ep, 899 sp, and 490 cp.

HP 44 □□□□ □□□□ □□□□ □□□□
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Long John Ahab's Shoulder Chicken: AC 11, HD 1d2 HP, #At 1 beak, Dam 1d2, Mv 10' Fly 15'(10'), Sv NM, MI 3, XP 10.

HP 2 □□

Equipment Purchases

St. Dagon's Cove features a smithy and general store where PCs can buy and sell items costing no more than 200 gp. To buy or sell more expensive items the party must travel 20 miles to the nearest large town.

Village Square

The open space at the center of St. Dagon's Cove is rather small. Around its borders are numerous row houses, a small temple, a smithy, and a general store.

None of the locals appear to be spending much time in the square, with the notable exception of a young man and woman. These two wear identical brown robes and capes. Both have sandy blond hair and could be related. They would be attractive, though their appearance is marred by unkempt hair, noticeable dirt on their hands and bare feet and, as one approaches, the unmistakable scent of body odor.

The man and woman in brown are preaching. They are quite loud, and you catch phrases such as "Salvation" "Lord Zewlac", and "Open your minds, friends!". They are completely ignored by the locals, except for a couple boys standing some distance away making jokes.

If approached, these Zewlac-cultists will seize the occasion to discuss the group's core beliefs (see "The Zewlac Cult" below). With wide eyes they will claim that Zewlac has brought them limitless peace, and that the only way to truly understand Zewlac and his teachings is to attend the "Ceremony", a ritual held every evening at the Temple by the Sea a few miles from town. If the party expresses an interest in attending the Ceremony or seeing Zewlac for themselves, the cultists offer to immediately accompany them on the short trek from village to temple.

The cultists have no possessions aside from their clothes, their daggers, and a copy of a book entitled the *Teachings of Zewlac*, which they will gladly give to potential converts. The *Teachings of Zewlac* is 80 pages of meandering parables, terrible love poetry, and illustrations of insect anatomy.

2 Zewlac-cultists: AC 9, HD 1d6 Hit Points, #At 1 dagger, Dam 1d4+2, Mv 40', Sv F1, MI 11, XP 14

HP 5 □□□□□
 4 □□□□

These and other Zewlac-cultists fly into a rage whenever they believe their cult is under threat. This rage gives them a -2 to AC and a +2 to any damage rolls.

The Zewlac Cult

Any conversation with a Zewlac-cultist will cover any or all of the group's core beliefs:

1. Zewlac was once a normal man but through a miraculous revelation has become a perfect being.
2. Blind obedience to Zewlac is the only way to truly attain inner peace.
3. Work is unnecessary, unless following the orders of Zewlac.
4. Material possessions are unnecessary and should all be given to Zewlac to help spread his message.
5. Personal hygiene is unnecessary, and bathing is a cardinal sin.
6. It is forbidden to eat anything with more legs than oneself.
7. The meaning of life is to achieve Oneness with Zewlac. This is achieved through a ritual called the Ceremony, which is performed at the Temple by the Sea.

Each Zewlac-cultist is full of missionary zeal and will repeatedly stress the importance of the Ceremony to truly understand life, the universe, and everything.

If questioned about Long John Ahab's wife Elinor, Zewlac-cultists will speak glowingly of her goodness and generosity but profess ignorance about her current whereabouts ("oh she's in the temple somewhere", or "perhaps she stepped out to pick flowers"). In fact, the cultists are all aware that she was displeased with Zewlac and then, fearing for her life, fled to the temple's lower level and has not been seen since.

If Zewlac is killed, the cultists will disbelieve it unless shown proof. If they know Zewlac is dead, each cultist must make a morale check; success means they fly into a rage against Zewlac's killer, failure means they leave the temple complex to consider their life choices.

Travel from St. Dagon's Cove to the Temple by the Sea

A 3 mile long rocky, winding trail leads directly from St. Dagon's Cove to the Temple by the Sea. The distance is short enough, and the region settled enough, that the trip should be uneventful and free of wandering monster encounters.

Temple Upper Level Key

As displayed in the maps, the temple has three levels and can only be entered via the upper level. The cultists are mostly confined to the upper level, the middle level is where Zewlac resides and performs secret rituals, and the lower level is inhabited by creatures loyal to the Old Sea God.

1. PORTICO:

At the temple entrance are marble stairs leading to the wide temple door. To either side of the stairs is a curved row of seven pillars. As you approach the temple, two stern looking men in leather armor holding pikes glare at you.

If the party is accompanied by trusted cultists (e.g., from the village square in St. Dagon's Cove), the guards allow them to enter. Otherwise the guards will order them to leave or be attacked.

Sounds of battle from this area will lead Brother Kindar (room 2) to open the entry doors a crack and quickly peak out, after which he will shut and bar the doors and raise the alarm inside the temple. If this occurs, 1d4+2 rounds later the canine unit from room 8 will fling open the double doors and join the fray, and the following round the guards from room 12 will also join. Meanwhile, Brother Kindar will be going down to the middle level to warn and protect Zewlac.

Each guard has leather armor, a pike (polearm), a shortsword, and 2 gp. One guard has in his pocket a purported holy relic: the dried ear of St. Gertrude the Wholesome. It's not magical but will fetch 2 gp from any religious shopkeeper.

2 Guards, Human Fighter 1: AC 13, HD 1, #At 1 polearm, Dam 1d10, Mv 40', MI 8, XP 25

HP 7 □□□□□ □□
7 □□□□□ □□

2. FOYER:

Beyond the temple entrance a chamber prominently features a basin for performing ablutions, now cracked and empty. Two dozen brown robes of various sizes lay in a pile in the corner of the room. The roof has a few holes but is mostly intact.

If the party is entering the temple peacefully, they are greeted here by Brother Kindar, Zewlac's trusted lieutenant:

A tall, handsome middle-aged man wearing a filthy brown cape and robe smeared with grease approaches you. With a wide grin and arms outstretched, he exclaims "Welcome fellow-voyagers! I am brother Kindar, and will be your guide".

Brother Kindar will give brown robes to visitors. Visitors may keep their weapons and armor ("we're all friends here") but must wear the robe over any armor.

Visitors wearing robes but not the capes worn by the cultists are known as "the wingless". Brother Kindar will spend a few minutes going over the group's beliefs (see "The Zewlac Cult" above) and then accompany them to the Common Room (room 4). Until the time of the communal supper at sundown visitors may remain in the Common Room or wander freely anywhere on the upper level.

Brother Kindar is a level 3 former cleric who has been stripped of his spells after joining the Zewlac cult. As with all Zewlac-cultists defending their faith, in combat Kindar is filled with a wild rage that gives him a -2 AC and +2 to damage.

He carries a **+1 mace** and a **Scarab of Protection** (5 charges).

Brother Kindar, Human Cleric 3: AC 9, HD 1, #At 1 mace, Dam 1d6+3, Mv 40', MI 11, XP 145.

HP 12 □□□□□ □□□□□ □□

3. CULTIST SLEEPING QUARTERS:

This room is crammed with eight bunk beds. Aside from the beds and a large fireplace it is empty.

This room is empty most of the time. Only from the end of the Ceremony until dawn do the cultists described in rooms 4 and 5 come here to sleep.

4. CULTIST COMMON ROOM:

You are hit with an unwholesome smell of mother's home cooking mixed with body odor. Two 20' long tables and a large fireplace make this an ideal for communal meals.

This area is where cultists spend their leisure time while awaiting the evening's Ceremony. The room is occupied by filthy-but-cheerful cultists of all ages from dawn until the end of the evening communal supper, at which point they go to room 14 to attend the evening's Ceremony.

The communal supper is held at dusk and is open to visitors. The cultists here will greet visitors warmly provided there's no overt hostility.

During supper the cooks enter from the kitchen (room 5) and serve up dishes of piping hot stew with flagons of poor-quality wine. The meat in the stew appears to be pork, but if asked the cultists will claim it's chicken. In fact, it is human flesh. Anyone consuming it has a 1 in 6 chance of happening upon a finger or toe that will alert them to this.

If fighting breaks out, the cultists will swarm the party, their eyes blazing, their mouths foaming, and their knives waving wildly.

11 Zewlac-cultists: AC 9, HD 1d6 Hit Points, #At 1 dagger, Dam 1d4+2, Mv 40', Sv NM, MI 11, XP 14

HP	1	□	4	□□□□
	2	□□	2	□□
	3	□□□	3	□□□
	1	□	5	□□□□□
	1	□	6	□□□□□□
	5	□□□□□		

5. KITCHEN:

Obviously a kitchen, this room features a large fireplace, table, and three cupboards full of pots, pans, ladles, knives, bowls, and eating utensils. Two cheerful cultists are busy preparing a stew of beans, toasted cheese, and chunks of nondescript meat.

If the PCs inspect the "nondescript meat" closely they will discover it to be human flesh (leftovers from the previous night's Ceremony).

In the event of combat, the cooks are both armed with knives and frying pans.

2 Cultist Cooks: AC 9, HD 1d6 Hit Points, #At 1 knife or frying pan, Dam 1d4+2, Mv 40', Sv F1, MI 11, XP 14

HP 6 □□□□□ □
4 □□□□

6. PASSAGE TO MIDDLE LEVEL:

The door leading to this passage from the south has been reinforced with steel and is typically barred from the north side. Only Zewlac, Brother Kindar, the Three Sisters, or anyone in their company will gain entrance. No cultist is permitted to the middle level without Zewlac's permission, and no cultist ever descends to the lower level.

If the PCs gain entrance peacefully:

Two cultists stand at the top of a flight of stairs that lead underground. These cultists wear the same brown capes as other Zewlac-cultists, but instead of the customary brown robes are instead clad in chain mail and armed with hand axes.

If they come under attack, one cultist will throw his hand ax at an assailant and then run down the stairs to the middle level to warn and protect Zewlac. The other will produce a vial of oil and smash it at the feet of the intruders before setting it alight. This cultist has no regard for his personal safety, and would be happy if everyone in the room – himself included – was consumed by burning oil.

2 Zewlac-cultist guards: AC 13, HD 1d6 Hit Points, #At 1 hand ax or flaming oil, Dam 1d6+2 or flaming oil, Mv 40', Sv F1, MI 11, XP 14

HP 6 □□□□□ □
3 □□□

7. STOREROOM:

Crates, bags, and shelves full of supplies fill this room to the brim. There is a faint smell of something rotting, containers are stacked haphazardly, and overall the room shows poor organization.

Most of the inventory in the storeroom are dry goods, including root vegetables, dried beans, flour, and salt. The storeroom's other contents include:

- 34 bottles of poor-quality wine (value 5 sp/bottle)
- 21 brown robes, each with a matching brown cape
- 9 wool blankets
- 2 lengths of rope (50' each)
- 1 hand ax
- 5 daggers
- 1 shortsword
- 2 suits of leather armor
- 1 suit of chain mail armor
- 1 teapot
- 220 nails (iron)
- 2 hammers
- 3 shovels
- 1 pick axe
- 2 chisels
- 1 bucket
- 1 roll of twine string (100')
- 8 flasks of oil
- 4 lanterns
- 1 ladder (8')

8.CANEIN UNIT:

You are hit by a familiar smell... wet dog? A trio of large mastiff dogs are sitting on the floor. Sitting around them are three humanoids who also have mastiff faces.

When you open the door all six look up and in unison mutter "woof!".

This room is an apartment for three canein mercenaries and their war dogs. The cult uses this team to retrieve would-be escapees. During combat the dogs bite and hold their target while the caneins use clubs to subdue and nets to ensnare. If alerted to trouble in area 1 they'll be on the scene in 1d4+1 rounds.

Each canein wears canein-fitted leather armor and carries a club and net. Their room features several straw mattresses, a piss pot, medium-sized chest, night table, and lamp. The chest has a simple lock and contains 16 gp, 120 sp, and 80 cp.

3 Caneins: AC 14, HD 1, #At 1 bite, cudgel, or net, Dam 1d4 or 1d4 subdual, Mv 40', Sv F1 (+2 vs. Poison or Death Ray and Paralysis or Petrification), MI 8, XP 25

HP 7 □□□□□ □□
4 □□□□
8 □□□□□ □□□

3 Dogs: AC 14, HD 1+1, #At 1, Dam 1d4, + hold, Mv 50', Sv F1, MI 9, XP 25

HP 4 □□□□
3 □□□
8 □□□□□ □□□

9.THREE SISTERS' QUARTERS:

Very spartan, even by the cultists' standards, this room only has three single beds and three simple wooden chairs in it.

This is the dwelling quarters of three females who assist in the cult's rituals. They never leave this chamber except for when they are called to participate in the Ceremony or the Transfiguration ritual.

They all share similar facial features and the same long hair, though the first two are auburn and the third white. They are significantly different in age:

the first "sister" is a child of perhaps 12 years old, the second is a woman in her 30s, and the third is elderly. Their robes, unlike those of the cultists, are hooded and colored: the child's robe is white, the adult woman's red, and the old woman's black.

There is nothing of value in the room.

3 Cultists: AC 9, HD 1d6 Hit Points, #At 1 dagger, Dam 1d4+2, Mv 40', Sv F1, MI 11, XP 14

HP 1 □
4 □□□□
1 □

10.GOBLIN AMBASSADOR'S GUEST APARTMENT:

This room is more luxurious than any other room you've seen in the temple. The room is dominated by a king-sized four poster bed made of polished oak and covered with silk sheets. All of the furniture is made of matching oak, including a dresser, a chair and small writing desk, and a large wardrobe standing in the corner.

Sitting upon the bed are a small male goblin and a large female bugbear. The goblin is dressed in silk pantaloons, a velvet coat trimmed with (domestic) cat fur, a broad-brimmed feathered cap, and pair of lizardskin boots. The female bugbear wears a wolf-skin bikini. The goblin whispers something in the bugbear's ear and she lets out a boisterous laugh.

This room serves as the quarters of Toadthatch, the goblin ambassador to the temple. Toadthatch, along with his bugbear mistress Izolde, has been living on the cult's largess for several days. Zewlac has sought an alliance with the local goblin tribe to provide protection against interference by the local authorities, but both sides are still haggling over terms of payment.

Toadthatch is no fighter and won't hesitate to strike a deal to save his miserable hide. Izolde is made of braver stuff and will fight to defend true love.

Toadthatch's clothing is collectively worth 6 gp. In battle he wields a silver-bladed shortsword (value 60 gp). In the dresser is a small belt pouch with 8 gp and 11 ep. The wardrobe and dresser contain garish but well-made clothing worth a total of 5 gp and three garnets worth 10 gp each. Under the

bed Toadthatch keeps three small sacks of walking around money: 20 gp, 20 sp, and 20 cp respectively.

Izalde wears a wolf-fur bikini and a gold necklace with an inset jade stone worth 130 gp.

Toadthatch: AC 11, HD 1-1, #At 1 shortsword, Dam 1d6, Mv 30', Sv F1, MI 7, XP 10.

HP 4 □□□□

Izalde: AC 13, HD 3+1, #At 1 longsword, Dam 1d8+1, Mv 40', Sv F3, MI 9, XP 145.

HP 8 □□□□□□□□

11. EMPTY GUEST APARTMENT:

You see only a pair of double beds, a night stand, piss pot, and two lamps.

This is where the party will be led if they pass themselves off as visiting potential converts.

12. BARRACKS:

The room is furnished with a pair of single bunk beds, a pair of wardrobes, a pair of chests, and a lamp.

This room is where guards stationed in area 1 stay when they're off-duty. Typically there are always two on-duty guards in area 1 and two off-duty guards here.

If there's trouble the off-duty guards can quickly grab their shortswords, but in an emergency they won't take the time to don their leather armor.

The only things of worth in the room are two sets of leather armor in one of the wardrobes. The chests are full of clothing and personal effects, including a small bell pouch holding 5 gp, 3 sp, and 6 cp.

Each guard carries 2 gp and a shortsword.

2 Guards, Human Fighter 1: AC 11, HD 1, #At 1 shortsword, Dam 1d6, Mv 40', MI 8, XP 25

HP 2 □□
8 □□□□□□□□

13. BROTHER KINDAR'S QUARTERS:

This room is obviously someone's living quarters, though its odd shape makes it only suitable for a single bed, one nightstand, and a lamp.

This is Brother Kindar's quarters, but he's only here at night between the time the Ceremony ends and dawn the next morning.

See room 2 for Brother Kindar's description and stats.

14. SANCTUARY:

The temple's sanctuary is still usable, though in a state of disrepair. One section of the wall has completely collapsed so that it and the roof above are exposed to the open sky. Each side of the sanctuary is lined with a row of five pillars, but the pillar closest to the collapsed wall has toppled over and lays in sections on the floor.

At the far end of the sanctuary sits an altar upon a raised dais.

The sanctuary is usually quiet and occupied by a single guard. Anyone could easily enter the chamber from outside the temple through the hole in the northwest wall, but would normally be observed by the guard who would raise the alarm.

Each night, about an hour after sunset the cult holds a ritual they call the Ceremony.

THE CEREMONY

The following text describes what happens if the characters are present during the Ceremony. At the start of the ritual, cultists from room 4 file into the sanctuary through the double doors and form a semi-circle surrounding the north-end dais. If the PCs are participating (willingly or unwillingly) in the Ceremony, they will also be told to form part of the semi-circle.

The Ceremony consists of 5 stages:

- A) The Singing
- B) The Master's Entrance
- C) The Anointing
- D) The First Revelation
- E) The Second Revelation

A) The Singing:

Once the congregation has formed a semi-circle around the alter, they begin spontaneously humming and gently rocking back and forth.

This goes on for about five minutes, during which time the humming gradually becomes louder and the rocking more energetic. The PCs are free to join in, but there is no issue if they choose not to.

B) The Master's Entrance:

After the humming and rocking reaches a crescendo, someone exclaims "The Master approaches!"

"The Master" is a small, unassuming man. He has short, greasy hair, several days' beard growth, a long nose, and small beady black eyes that dart back and forth. He wears the same uniform as his followers: a dirty brown cassock and brown cape.

Zewlac enters the chamber through the double doors, followed by three women. These women (the "Three Sisters", see room 9) are the only cultists who wear a different style of clothing: a long hooded robe. The robes of each woman are colored: the first (worn by a woman in her 30s) red, the second (worn by a young girl) is white, and the third (worn by an old woman) black. Each holds a small pot the size of a sugar bowl that's the same color as their robe.

Zewlac and the three women slowly walk around one end of the semi-circle of cultists, stopping to face the person at one end.

C) The Anointing:

Zewlac walks down the semi-circle of worshipers, staring searchingly into the eyes of each. After a moment's inspection, he tips his finger into one of the colored pots held by the Sisters and writes an X in colored dye upon the person's forehead.

The color of the dye has great significance. Upon placing it on the cultist, Zewlac will exclaim the appropriate italicized words below (i.e., "Blessed!", "Second Revelation!", or "Transfiguration!")

- **Red** – *Blessed*. Almost all of the congregation receive this mark, which doesn't really signify anything special.

- **White** – *Second Revelation*. Only one person per Ceremony receives this mark. It will typically be given to one of the regular cultists as a reward for their devotion (i.e., not a newcomer or captive).
- **Black** – *Transfiguration*. This honor is only rarely bestowed, but the GM may well see fit to have Zewlac apply the black mark to one of the PCs. When the black mark is applied, there are audible gasps and broad smiles among the congregation. If a PC is marked for Transfiguration, once the Ceremony is over the Three Sisters will escort him or her downstairs to the Preparation Chamber (room 16). If the Transfiguration candidate is willing, he or she may select one companion as a witness to accompany him or her through the ritual. If the person marked for Transfiguration is unwilling, Brother Kindar will summon the guards in room 6 and the canein unit in room 8 to coerce them. Party members not participating in the Transfiguration ritual may continue to wander freely on the temple's upper level.

D) The First Revelation:

Standing behind the blood-stained alter, Zewlac exclaims in a loud voice: "What is the First Revelation?"

With one voice, the congregation responds: "THE FORM OF ZEWLAC!"

Suddenly, before your very eyes Zewlac's features change. His body darkens and becomes covered with a hard chitin, his eyes grow large and black as coal, an extra set of arms extend out from his midsection, mandibles extend from his mouth, and antennae extend from the top of his head. At the end of this transformation Zewlac appears as a repulsive 6' tall insect: half man, half cockroach.

E) The Second Revelation:

Once Zewlac's transformation into roachman is complete, the candidate marked with the white X on their forehead quietly approaches the altar and lays upon it. They have a look of serene joy upon their face.

After a few moments, in a strange new, brittle voice, the roachman Zewlac asks, "What is the Second Revelation?"

To this, the congregation responds: "THE TASTE OF MAN-FLESH!"

Suddenly, with surprising agility Zewlac leaps upon the altar and begins devouring the candidate!

Once the candidate is dead and Zewlac has eaten his fill, Zewlac, remaining in hybrid form, will then exit through the East door and go back down to his underground lair (room 18).

1 Guard, Human Fighter 1: AC 13, HD 1, #At 1 longsword, Dam 1d8, Mv 40', MI 8, XP 25.

HP 4 □□□□

For stats of Ceremony attendees, see room 2 for Brother Kindar, room 4 for the cultists, room 9 for the Three Sisters, and room 18 for Zewlac.

Temple Middle Level Key**15. SACRED VERMIN:**

The floors of this room are covered in rotting garbage and teeming with hundreds of roaches. A couple of these roaches are several feet in length.

The occupants of the room are 1 insect swarm and 2 giant cockroaches. These beings are considered holy by the cultists. The cockroaches can sense those who do not respect cockroaches and will deal with them accordingly.

Insect Swarm (Mundane Cockroaches): AC 13 (see Note below), HD 2*, #At 1 swarm, Dam 1d3 (double against no armor), Mv 10' Fly 20', Sv N/A, MI 11,

HP 7 □□□□□ □□

Note: It is possible to "ward off" swarming cockroaches by swinging a weapon, shield, or other similar-sized object around, and in this case also damage is reduced to 1 point per round. If a lit torch is used in this way, the swarm takes 1d4 damage per round. Weapons, even magic weapons, do not harm an insect swarm. An entire swarm can be affected by a sleep spell. Smoke can be used to drive a swarm away (if the swarm moves away from the victim(s) due to smoke, the damage stops immediately).

2 Giant Cockroaches: AC 15, HD 1*, #At 1 bite, Dam 1d4, Mv 50', Sv F1 (C10 vs, Poison; immune to disease), MI 6, XP 37.

HP 6 □□□□□ □

HP 3 □□□

**16. PREPARATION CHAMBER:**

This room appears completely empty except for a large rectangular table in the middle and a medium-sized clay pot at its base.

This room is set aside to prepare for Zewlac's Transfiguration ceremony. Those who receive the black mark during the Ceremony (see room 14) are brought here by the 3 Sisters (stats in room 9). At all other times, the room is uninhabited.

TRANSFIGURATION RITUAL PREPARATION

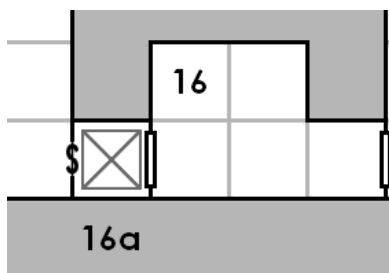
If a candidate is brought to the room in preparation for Transfiguration:

One of the Sisters asks you to undress completely and lay on the table. The table is of solid pine wood but otherwise unremarkable.

The Sisters then apply the contents of the pot – a dark brown ointment with a musky odor – to the candidate's body.

Once the ointment is applied, the Three Sisters will firmly instruct the naked candidate to remain in the room until Brother Kindar arrives. They leave the candidate's clothes and other belongings in a corner of the room, but lock the door on the east side behind them.

The door on the west side of the room remains unlocked but is a trap, a “test of faith” for those told to wait for the Transfiguration ritual. Anyone weighing over 50 lbs stepping on the floor west of the western door (area 16a) triggers the floor to open to a pit beneath them. The pit is 30 feet



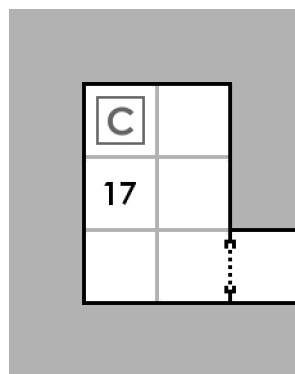
deep, causing 3d6 falling damage. The bottom of the pit is an empty 10 x 10 chamber adjacent to room 21 via a secret door.

If the candidate waits as instructed, after 30 minutes Brother Kindar arrives with the Three Sisters, unlocks the door, and accompanies the candidate down several flights of stairs and hallways to the Transfiguration Chamber (room 17).

17. TRANSFIGURATION CHAMBER:

The doorway to this room opens to a short 10' long passageway leading to a 20' x 30' room. Above the entrance to the room from the passageway is a raised portcullis. A winch on the north side of the passageway is attached to chains running up to the ceiling, apparently the mechanism for raising and lowering the portcullis.

The room itself is completely bare of furnishings.



A search for secret doors may reveal the trap door in the ceiling, but the ceiling is 10' above the floor and the room furnishes no means to access it.

TRANSFIGURATION RITUAL EVENT

Those who receive a Black mark during the Ceremony (see room 14) are escorted by Brother Kindar and the Three Sisters to room 16, where they are prepared for the Transfiguration ritual. They are then brought here, to room 17, and told to wait while Brother Kindar lowers the portcullis. If the candidate is not willing, Brother Kindar may enlist the canein unit (room 8) or guards as backup.

If a PC is in the room awaiting Transfiguration:

Suddenly, the silence of this underground chamber is broken by the unsettling sound of a large creature scurrying above you. The sound gradually gets louder until it's directly overhead and then stops. You hear a loud voice reverberating from somewhere above this room: *"There are many ways to become One with Zewlac!"*

The voice is followed by the creaking of a door, and you see a trapdoor opening in the ceiling. (You hadn't noticed the trapdoor before, it must have been hidden.) Through the trapdoor emerges a pair of black insect-like antennae, at least a couple feet in length. Following the antennae is the grotesque face of a roachman: shiny black bug eyes, mandibles protruding from the mouth, and spikes sticking out of black insect-like limbs.

This is Zewlac a wercockroach in roachman form entering the chamber from room 18. As Zewlac enters the room he will transform into giant cockroach form and attack the victim with his bite attack. Zewlac's goal isn't to kill the victim but to infect him or her with lycanthropy (i.e., "Transfiguration"). So once the victim loses half or more of his or her hit points to Zewlac's bites, Zewlac breaks off the attack, returns to his lair through the trapdoor in the ceiling, and Brother Kindar raises the portcullis.

As with other forms of lycanthropy, an infected person will become a wercockroach in 3d6 days. Anyone thus infected is considered highly blessed and venerated by the cultists, though not to the point of being worshiped like Zewlac.

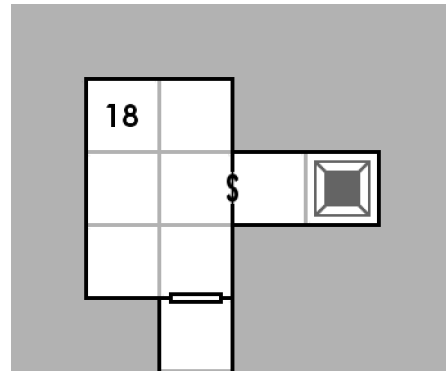
18. TOMB OF ST. DAGON (ZEWLAC'S LAIR):

Rooms 18, 20, and 21 were sections of the catacombs hidden away to entomb the arch-priests of the Old Sea God cult.

The first of these rooms (18), the Tomb of Saint Dagon, was the sepulcher of one of the senior followers of the Old Sea God. Zewlac has now adopted it as his lair.

While in this room, Zewlac remains in his roachman or giant roach form. He's almost always here except when he's conducting the Ceremony in room 14 or the Transfiguration ritual in room 17. For the latter, in roachman form he goes through the

secret door on the east wall and from a 5' square pit in the floor crawls down a 40' chute into a 10' x10' room built atop the northwest corner of room 17 (though the chute has iron rungs for climbing up or down, the wercockroach doesn't need them). A trapdoor in the floor opens to room 17, where Zewlac will find the Transfiguration candidate (willing or unwilling).



There is a stone coffin in the center of room 18. The coffin's lid requires a combined strength of 30 to shove aside. The coffin is completely empty. On both sides of the coffin's base, are carved the words "REST IN PEACE SAINT DAGON".

In the corner of the room is a trunk with the treasure Zewlac has amassed from his followers: 362 gp, 1354 sp, 2 **Potions of Healing**, and a jeweled belt (formerly Elinor's) worth 210 gp.

Zewlac (Wercockroach): AC 15, HD 3, #At 1 bite, Dam 1d6, Mv 30' Fly 60' (10'), Sv F3*, MI 8, XP 205.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

As a wercockroach, Zewlac can only be hit by silver or magic weapons, and saves as a Fighter 3 for everything except save as a Cleric 17 vs. poison. Wercockroaches are immune to all nonmagical diseases.

19. SURPRISE GHOUL ROACH:

Read this as the party passes through the hallway adjacent to the secret door:

The walls in this hallway appear to have been recently plastered over. As you pass through, you distinctly hear a scratching noise that seems to come from the western wall.

The ghoulish cockroach scratches the wall when it senses warm-blooded prey on the other side. Due to this noise, chances to discover this secret door are doubled.

When the secret door is opened the ghoulish cockroach emerges to attack:

Suddenly, a 3' long deathly white cockroach bursts onto the scene, its mandibles slicing the air with terrific speed and viciousness.

1 Giant Ghoulish Cockroach: AC 16, HD 2**, #At 1 bite, Dam 1d6 bite +paralysis +disease, Mv 50', Sv F2(C10 vs, Poison; immune to disease), MI 12, XP 125.

HP 10 □□□□□ □□□□□

Ghoulish cockroaches are turned as ghouls.

20. TOMB OF ST. TRILLOD:

This subterranean chamber features a large stone coffin in the center. On both sides of the coffin, at its base, are carved the words "REST IN PEACE SAINT TRILLOD".

Several piles of blankets are stuffed on the edges of room. Between that and the smell, this tomb is obviously now serving as someone's dwelling quarters.

This room holds the sepulcher of Saint Trillo, a holy woman who was a great friend to barnacles.

It has become the home of four cultists who want to prove their worth by remaining in the cold and dark. Like all other rooms on this level, the room is pitch black. The cultists will fight intruders with or without light.

The lid of the stone coffin requires a combined strength of 30 to shove aside.

The skeleton in the coffin once wore costly robes, but age has rendered them threadbare and worthless. The skeleton clutches a silver-plated three-pronged trident (value 60 gp) (see the **Equipment Emporium** for a description of tridents).

4 Zewlac-cultists: AC 9, HD 1d6 Hit Points, #At 1 dagger, Dam 1d4+2, Mv 40', Sv F1, MI 11, XP 14

HP 6 □□□□□ □
5 □□□□□
6 □□□□□ □
4 □□□□

21. TOMB OF ST. SKURKIN:

The door opens to a cold chamber devoid of any furnishings except a large stone coffin in the center. On both sides of the coffin, at its base, are carved the words "SAINT SKURKIN [Undecipherable] IN PEACE". The missing word has been destroyed roughly with a chisel.

This room holds another saint's tomb. It's identical to room 20 except that it's larger and features a secret door.

The cultists leave this room unoccupied.

The lid of the stone coffin requires a combined strength of 30 to shove aside. The skeleton wears a silver circlet and holds a silver-tipped spear (each worth 5 gp).

The area beyond the secret door on the east side is 30 feet below the covered pit in room 16A.

Temple Lower Level Key

Unlike the upper level and middle level, the lower level is completely avoided by the Zewlac cult. This level was originally the most sacred part of the Old Sea God's temple, where the most sacred rituals were performed. When the temple was conquered during the Goblin Wars, at first the invading hobgoblins left the lower level alone out of deference to alien gods they didn't understand. But the hobgoblin chieftain was greedy, and after hearing rumors of great wealth in the vaults beneath the temple, he personally led a band to loot it.

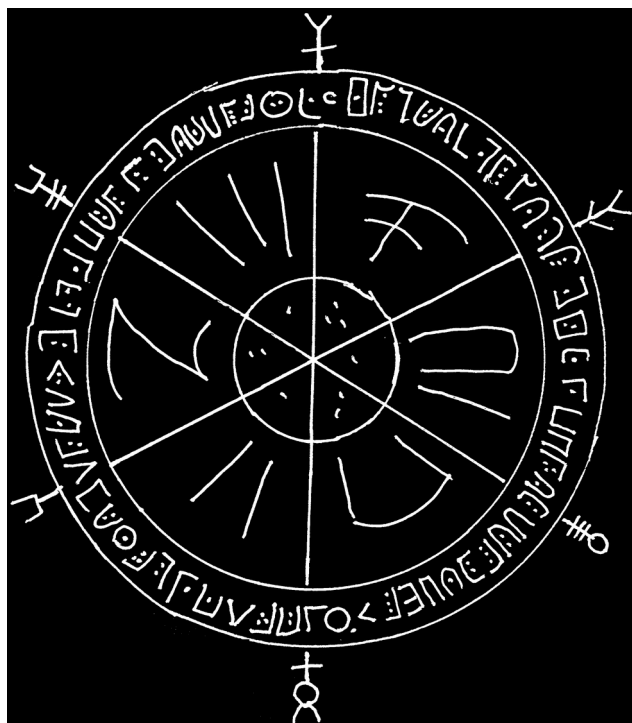
This decision proved fatal to the chieftain and his soldiers, for the Old Sea God took vengeance through a powerful curse. Two malevolent spirits took possession of the two greatest hobgoblin warriors, who single-handedly slew the chieftain and most of the contingent. The carnage only stopped when hobgoblin shamans were able

to place protective wards in room 22 that prevented the evil from spreading to the middle and upper levels.

The hobgoblin invaders have long since gone, but the curse remains in effect throughout the lower level, which is still warded off from the rest of the complex. Although worshipers no longer visit the place, several rooms have been magically restored to the state they were in back in the heyday of the Old Sea God. In these places dwell luminescent light, pool, and aquatic creatures eager to slay all who will not kneel before the Old Sea God.

22. THE BLACK DOOR:

The room is empty and unoccupied. The wooden door on the west wall has been painted black. In the center of the door a 3' diameter circular design has been carved into the wood. The carving is so deep that its design appears in bright contrast to the black door.



To any players who know the goblin language:

You instantly recognize that the engravings are of goblin – or more specifically, hobgoblin – origin. The symbols are of an arcane nature and are mostly too obscure to translate. But you do clearly recognize markings that signify “DEMON”, “MADNESS”, and “FORBIDDEN”.

To any players who are magic-users:

You recognize that the engravings are related to goblin shamanistic banishment rituals. But their precise meaning is undecipherable.

The door is unlocked, but the circular carving is a magical ward put in place by hobgoblin shamans. As long as the ward exists, none of the creatures from the lower level may enter room 22 or the levels above. When such creatures try to move through the doorway they experience the equivalent of an invisible **Wall of Iron** and take 1d6 hit points of damage each round they spend in the doorway or (were it possible) beyond.

Though the design channels powerful magic, the physical carving itself is nonmagical. If the carving is destroyed (e.g., by scraping it off with a chisel or bladed instruments), the ward disappears and all lower level denizens – most notably the two odeums in rooms 27 and 31 – would be released from their imprisonment.

23. HAUNTED, MUTINOUS BONES:

This 20' x 20' room once held a 15' diameter, 3' deep pool in its center. The pool's water has long since disappeared. The pool only contains the skeleton of a single hobgoblin.

As soon as you enter the room, the skeleton quickly jumps up and begins swinging a morning star over its head.

In life this hobgoblin had been a commander, but under the influence of malicious temple spirits took part in a mutiny against his chieftain. After the final battle in which most of the hobgoblins were slain (see room 26) he came to this room with a sack of loot but later died of his wounds.

The haunted bones skeleton wields a **+1 morning star**. Nearby is a large bag containing 4 cp, 353 sp, 301 gp, and 9 pp.

1 Haunted Bones Skeleton: AC 15, HD 3,
#At 1 morning star, Dam 1d8+1, Mv 50', Sv F3,
MI 12, XP 145.

HP 13 □□□□□ □□□□□ □□□

Like an ordinary skeleton, a haunted bones skeleton takes only half damage from edged weapons, and only a single point from arrows, bolts, and sling stones (plus any magical bonus). As with all undead, it can be Turned by a Cleric (as a ghoul), and is immune to **sleep**, **charm**, and **hold** spells.

24. STORAGE CLOSET:

This was once a storage room, stuffed with boxes and sacks. Most are rotting, and from the caked dust and musty smell it's obvious the room is no longer in use.

A pair of highly territorial vort snakes have made this room their residence, and will attack any intruders.

2 Vort Snakes: AC 15, HD 1+2, #At 1 bite, Dam 1d3 + poison, Mv 50', Sv as F1, MI 7, XP 25

HP 6 □□□□□ □
7 □□□□□ □□

The poison of the vort snake is only lethal to small-sized (e.g., halfling) creatures, for whom a failed save vs. Poison results in death. Medium or larger-sized creatures who fail their saving throw are rendered unconscious for 2d4 turns.

25. ARCH-PRIEST'S APARTMENT:

You see several piles of broken, rotting furniture. It looks like this might have been a living suite for a high-ranking person, but everything has been ruined beyond repair.

The only thing of note is a skeleton laying upon debris that might have once been a bed. The skeleton has a javelin thrust through its sternum.

This was originally the room of the arch-priest. It has been thoroughly looted and vandalized by hobgoblins.

If the party find the secret door to area 27, they will see a small compartment in the secret door's frame. That compartment has 1 **Wand of Lightning Bolts** (4 charges).

26. SIGNS OF BATTLE:

This 20' x 20' room was the site of a violent skirmish. At least a dozen skeletons are sprawled on the ground, all of which appear to be hobgoblin. All skeletons are armed with spears, a few positioned so they're still piercing their fellow hobgoblins.

Two of the hobgoblin corpses are undead haunted bones skeletons. These belong to the hobgoblin chieftain and one of his rebellious lieutenants. These two were specially cursed by the Old Sea God to remain here after their deaths as permanent guardians to the temple's lower level.

The chieftain (20 hp) haunted bones has a **+1 dagger** strapped to his ankle and a gold ring with an inset jade stone worth 120 gp.

2 Haunted Bones Skeletons: AC 15, HD 3,
#At 1 spear, Dam 1d8, Mv 50', Sv F3, MI 12, XP 145

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
HP 8 □□□□□ □□□

Like an ordinary skeleton, a haunted bones skeleton takes only half damage from edged weapons, and only a single point from arrows, bolts, and sling stones (plus any magical bonus). As with all undead, it can be Turned by a Cleric (as a ghoul), and is immune to **sleep**, **charm**, and **hold** spells.

27. HALL OF OBEISANCE AND SECRET SHRINE:

The area behind the secret door leads to a 50' long hallway. Unlike other halls and rooms in this complex, the walls are completely unfinished, and large stalactites hang from the ceiling, which at 20' is higher than that of the chamber you just came from. This area appears to have been part of a natural cave network that existed for thousands of years before the original temple was built.

If the party begin walking down the hallway, a **magic mouth** appears on the wall next to them and speaks. Each person hears a message in their own native tongue:

The magic mouth speaks in a booming voice that echos down the hall:

"LAND-DWELLERS, SHOW OBEISANCE TO THE LORD OF THE OCEANS!"

Upon saying these words, the mouth disappears.

The spirit guardians of this place will acknowledge any act of deference as "obeisance" (e.g., bowing, words of supplication, etc.), and will leave such persons alone. On the other hand, any person who fails to show obeisance will be attacked by one of the eight darkmantles that appear as stalactites on the ceiling.

Note that although there are eight darkmantles, only one will attack each person who fails to show obeisance.

The 10' x 10' area extending from the middle of the north side of the hallway is an alcove within which is a statue of the Old Sea God, decapitated in an act of blasphemous vandalism by hobgoblins. If the party reaches this area:

When you reach the center of the hallway, a 10' x 10' alcove extends out of the corridor's north side. Within the alcove is an 8' stone statue of a humanoid with a crab claw in place of its right hand, tentacle in place of its left arm, and the form of a scaly fish below the waste. The statue's head has been roughly shorn off and is nowhere to be found.

A coffer sits at the statue's feet, but any offerings it once held have been long since pilfered.

If anyone in the party touches the statue: a transparent bald woman in a flowing robe steps out of the statue. This is the spirit of St. Trillod, an odeum. St. Trillod will attack whomever touched the statue with wisdom-draining attacks and then attempt to take possession of them.

As with all undead, an odeum can be Turned by a Cleric (as a wraith), and is immune to **sleep**, **charm**, and **hold** spells. Odeums take damage from holy water, whether in corporeal form (e.g., possessing someone) or incorporeal form. The temple's lower level contains large reservoirs of holy water in rooms 30, 32, and 33..

If the statue pushed over it will shatter. Within its chest is a black pearl worth 500 gp.

8 Darkmantles: AC 17, HD 1+2, #At 1 constriction, Dam 1d4, Mv 20' Fly 60', Sv F1, MI 7, XP 37.

HP	7	□□□□□□	10	□□□□□□□□
	8	□□□□□□□	10	□□□□□□□□
	4	□□□□	9	□□□□□□□□
	4	□□□□	6	□□□□□□

St. Trillod (Odeum): AC 16 $\frac{1}{2}$, HD 4, #At 1 touch, Dam 1d6 touch damage + 1d4 wisdom drain or possession, Mv 60' Fly, Sv F4, MI 12, XP 280.

HP 20 □□□□□□ □□□□□□ □□□□□□ □□□□□□

28. THE STATUE KNOWS:

This trapezoidal chamber features two doors next to each other on the north wall. The door on the left is painted bright green; the door on the right is painted dark blue. Standing near the south wall directly facing the doors is a 15' tall dark lava-stone statue of a bald, robed female. Her left hand is placed on her stomach, her right hand raised at the elbow and pointing the index finger toward the ceiling.

The statue is actually a stone living statue. A few moments after the party enters the room it becomes animated:

Suddenly, you hear a deep creaking noise coming from the statue. It slowly turns its face toward you and points toward a member of your party.

The statue will slowly, ponderously point at each member of the party and then point at one of the two colored doors. The GM should determine this randomly for character (d2: 1=green door, 2=blue door).

Once the statue has pointed each character toward a door it will return to its original position and inert state.

Regardless of whether a character decides to enter the colored door indicated for them by the statue, the statue doesn't enforce these directives or pose any threat to the party. It will, however, defend itself if attacked.

If the PCs do enter room 33 through either colored door, keep track of who enters which door. The significance of the two doors is explained in the room 33 description.

1 Living Statue, Stone: AC 16, HD 5*, #At 2 lava sprays, Dam 2d6/2d6, Mv 20', Sv F5, MI 12, XP 405.

HP 23 □□□□ □□□□ □□□□ □□□□
□□□

29. ROOM OF SHELLS:

For whatever reason, five huge piles of shells are spaced evenly around the floor. Each pile has a mix of various kinds: oysters, clams, mussels, etc.

There's nothing exceptional about the shells, and the original purpose of the room is unknown.

30. SACRED POOL OF CRUSTACEANS:

This 20' x 20' room is dominated by a 15' diameter pool in its center. The pool extends 3' deep into the floor of the room. The water of the pool is luminescent, bathing the entire chamber in a cool blue light.

The bottom of the pool is sandy and littered with glittering coins and precious stones. It is empty of living things, except for an enormous 5' diameter crab.

Upon seeing your entrance, the crab ambles towards you, pincers outstretched.

There used to be other crabs and lobsters in this pool, but the giant crab ate them all (that's how it got to be giant). As a loyal subject of the Old Sea God, the crab will attack intruders.

The pool's light is created by the fact that it is magical, holy water. Clerics or paladins will recognize it as such.

Upon the pool bottom are 71 cp, 28 sp, 3 ep, 35 gp, 12 pp, and 7 semiprecious stones worth 50 gp each.

1 Giant Crab: AC 18, HD 3, #At 2 pincers, Dam 2d6/2d6, Mv 20' Swim 20', Sv F3, MI 7, XP 145.

HP 14 □□□□ □□□□ □□□□

31. MEDITATION CHAMBER (ELINOR):

In the center of this tiny 10' x 10' completely bare nook, a woman in the brown uniform of the Zewlac-cult sits cross-legged, eyes closed.

This woman has seen better days. Her robes are stained black with mud and dried blood. As the party enters, her eyes snap open.

Despite the placidity of her initial appearance, Elinor will interact normally with the party, expressing great gratitude at the prospect of being rescued. She is disenchanted with Zewlac and claims she wishes to leave. If her estranged husband Long John Ahab is mentioned she will quickly change the subject.

Elinor is possessed by the spirit of St. Skurkin, an odeum set on destroying all nonbelievers who currently desecrate the temple with their presence.

As with the odeum in room 27, unless the protection glyphs in room 22 are removed neither the odeum nor any creature it possesses may pass through the doors between room 22 and the rest of the lower level. Thus, the goal of the odeum is not to immediately wipe out the party but rather to escape its imprisonment and then destroy both the party and the Zewlac-cultists.

To do this, "Elinor" will seek to convince the party that the magic ward on the door in room 22 was placed by the Zewlac-cultists to prevent Elinor's escape. She believes, correctly, that it can be scraped off the door and this will allow her to leave the Lower Level.

If this approach doesn't work or if the odeum is found out, the odeum will cause Elinor's suicide and then seek to possess a member of the party:

From Elinor's lifeless body floats a transparent figure. This figure doesn't look like Elinor, but instead is in the form of a wild-haired, bearded older man in flowing robes.

In possessing a member of the party, the odeum will seek to influence the party any way it can to remove the magic ward (e.g., through persuasion or threats to end its new host's life through suicide).

As with all undead, an odeum can be Turned by a Cleric (as a wraith), and is immune to **sleep**, **charm**, and **hold** spells. Odeums take damage from holy water, whether in corporeal form (e.g., possessing Elinor) or incorporeal form. The temple's lower level contains large reservoirs of holy water in rooms 30, 32, and 33.

Elinor: AC 11, HD 1d4 Hit Points, #At 1 dagger, Dam 1d4, Mv 40', Sv F1, MI 12, XP 10.

HP 4 □□□□

St. Skurkin (Odeum): AC 16⁺, HD 4, #At 1 touch, Dam 1d6 touch damage + 1d4 wisdom drain or possession, Mv 60' Fly, Sv F4, MI 12, XP 280.

HP 19 □□□□□ □□□□□ □□□□□ □□□□

32. SACRED POOL OF FISH:

This 20' x 20' room is dominated by a 15' diameter pool in its center. The pool extends 3' deep into the floor of the room and teems with beautiful multicolored fish of various sizes. The water of the pool is somehow luminescent, bathing the entire chamber in a cool blue light.

The pool's light is created by the fact that it is magical, holy water. Clerics or paladins will recognize it as such.

There is nothing exceptional or dangerous about the fish in the pool. The bottom of the pool used to be covered in offerings of precious coins and stones, but these were looted by the hobgoblins.

33. POOL OF OFFERING AND SACRIFICE:

Those entering this chamber from room 28 do so either through a green door or a blue door (see room 28). The two passageways leading from these doors are identical but are separated by a wall.

The colored door leads to a 10' wide passageway which leads to a 20' long run of steps. As you begin going down the stairs, you can see ahead the passageway opens up to a large chamber, illuminated by a pale blue light. This chamber is flooded, and about 5' from the chamber entrance the steps become submerged. Judging by where the water level starts on the stairs in relation to the room, the water level in the room appears about 3' deep.

In fact, the water is 3' deep in the area around the southern entrance, but 20' from the entrance there are a couple more downward steps, making the northern 2/3 of the chamber 4' deep.

The chamber is roughly oval-shaped and about 70' long and 40' wide (much larger than any of the other rooms you've seen in the temple's lower levels).

On either side of the room are wide columns. Columns, walls, and, ceiling are covered in thousands of polished ceramic tiles in blue and green tiles.

The water itself provides a glowing blue illumination, perhaps by magic. It is surprisingly clear, and on the bottom you catch the glint of hundreds of coins and shiny stones.

When the temple was in the service of the Old Sea God, some worshipers would enter the blue door with offerings of coins and gems and others would enter the green door with living sacrifices of livestock. For hundreds of years, generations of sacred eels living in this pool were trained to regard anything coming through the green door (see room 28) as food. Those entering via the passageway leading from the green door will instantly be savagely attacked by 13 eels. Those emerging from the blue door passageway will be left alone.

The pool's light is created by the fact that it is magical, holy water. Clerics or paladins will recognize it as such.

The following treasure is underwater on the chamber floor: 2927 sp, 1431 gp, 67 pp, 41 moss agate (10 gp each), 17 lapis lazuli (20 gp each), and 3 pearls (100 gp each).

13 Eels: AC 11, HD1, #At 1 bite, Dam 1d6, Mv 60' Swim, Sv F1, MI 8, XP 25

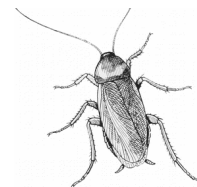
HP	7	□□□□□□□□	7	□□□□□□□□
	3	□□□	2	□□
	2	□□	4	□□□□
	6	□□□□□□□	2	□□
	6	□□□□□□□	1	□
	4	□□□□	2	□□
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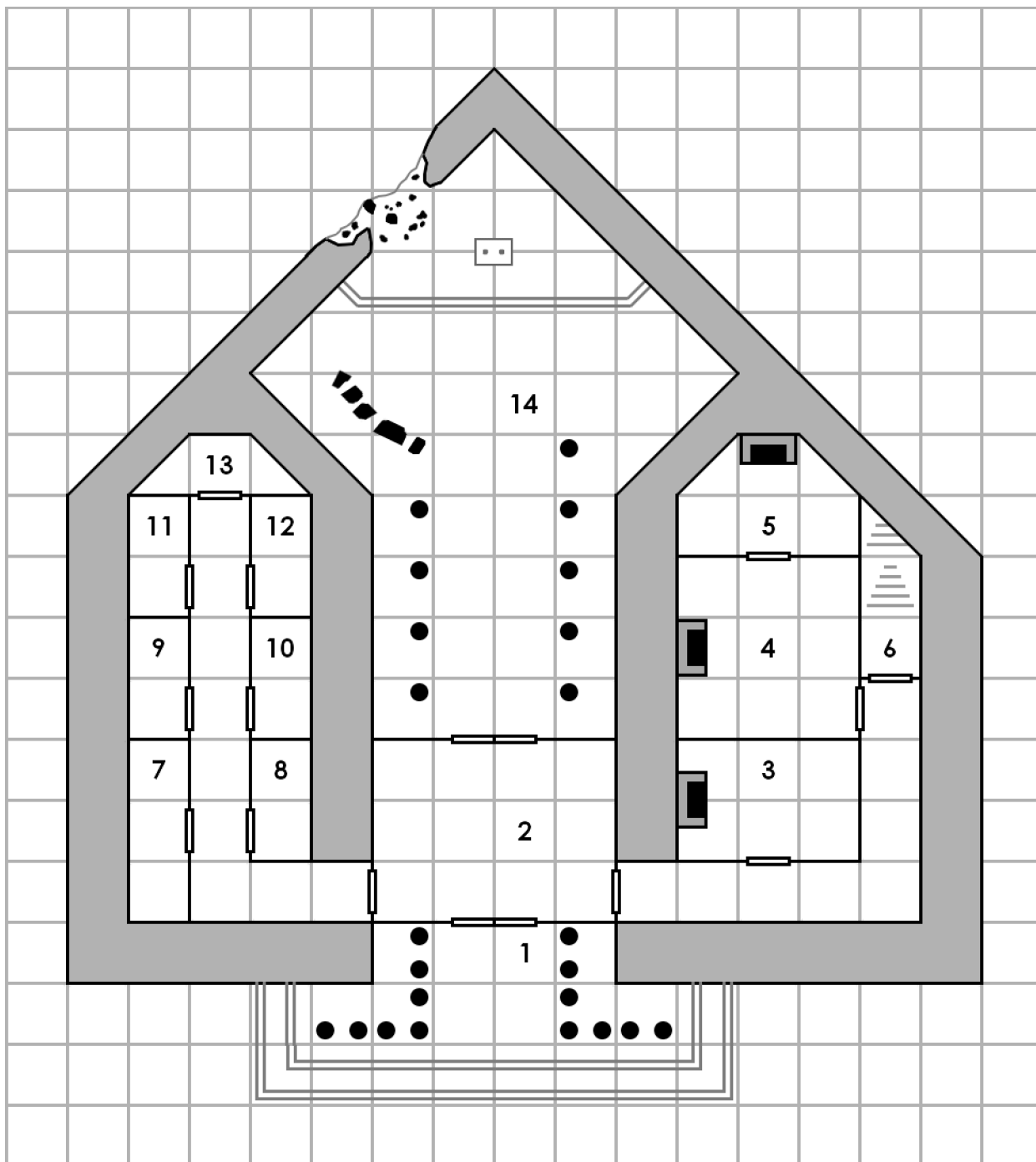
Outcome

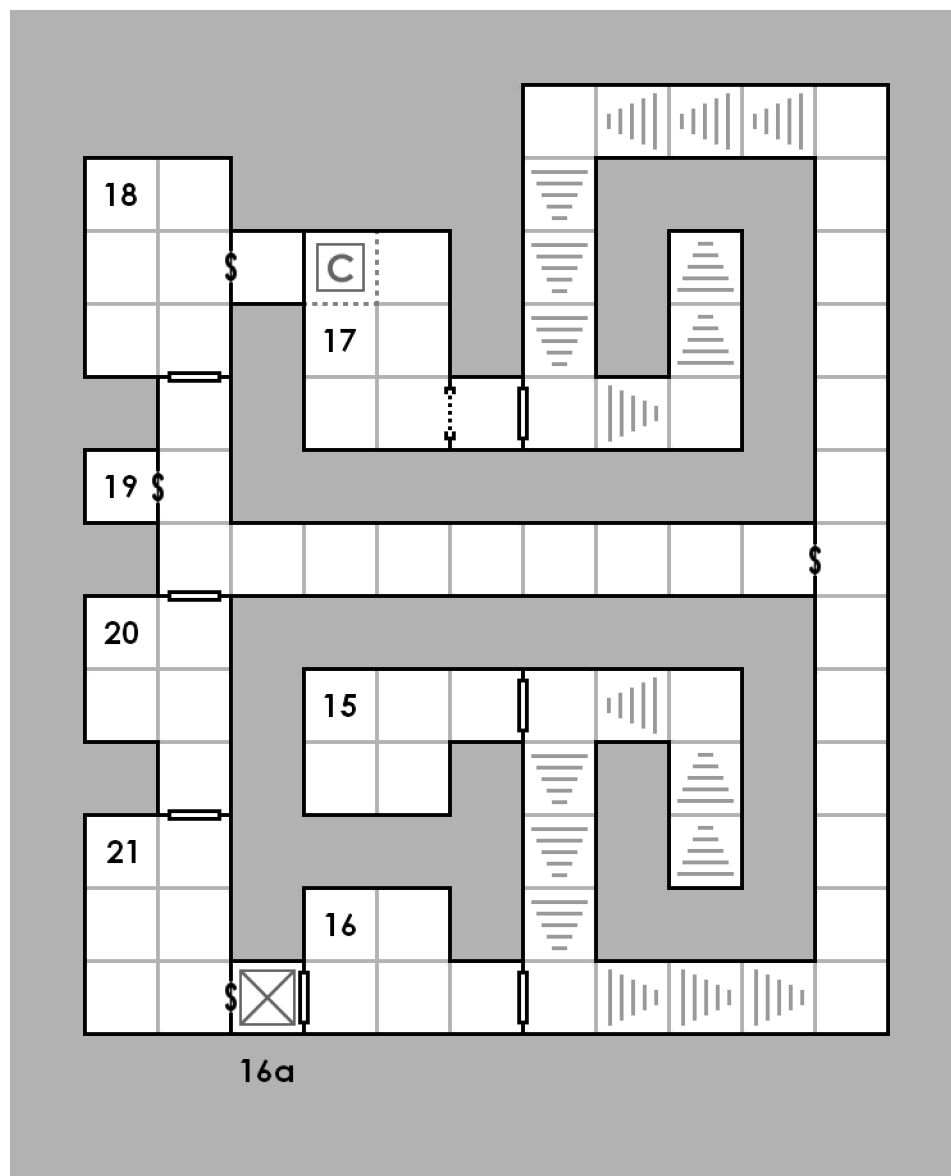
Long John Ahab is as good as his word, and will give the party the remaining 99 pp upon Elinor's return. Perversely, he will even deliver the reward if Elinor's corpse is returned to him.

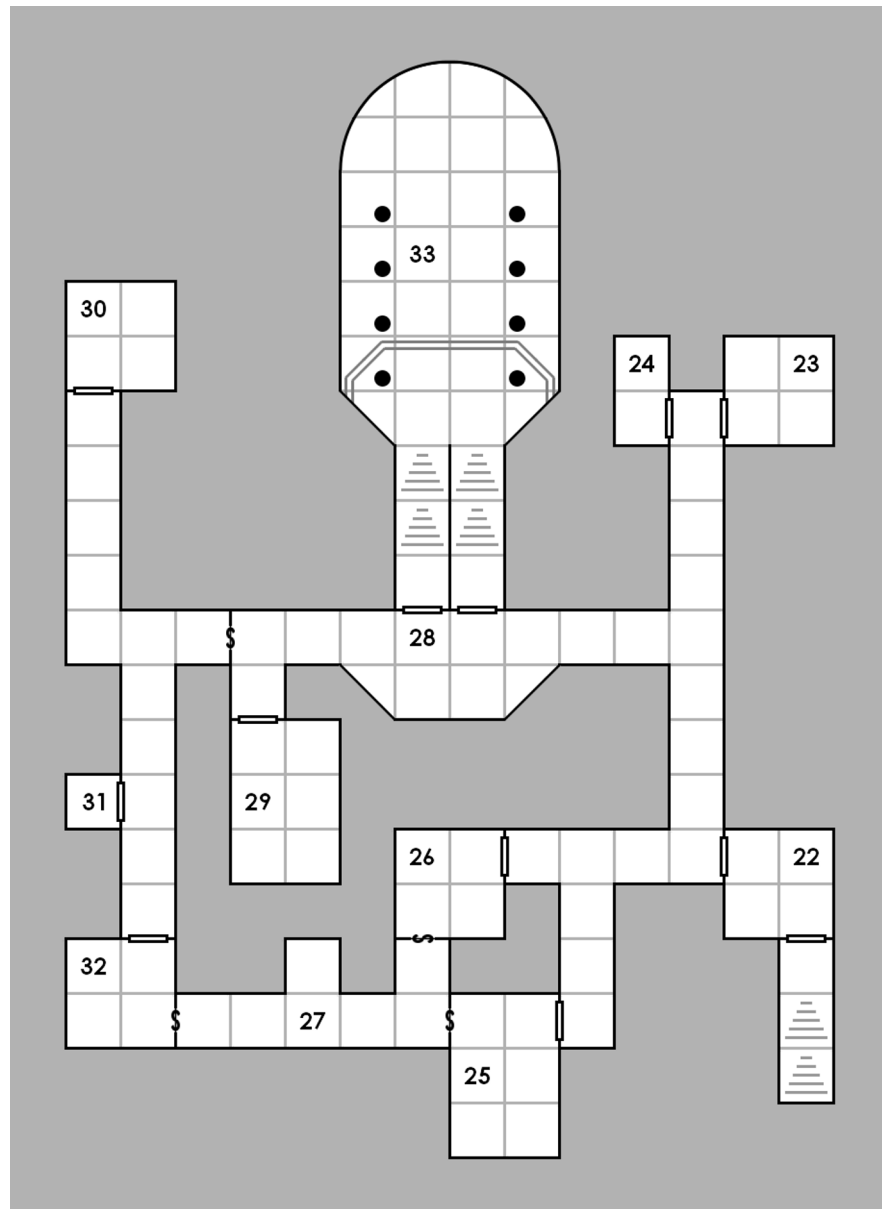
If the GM wishes, there are several possibilities for follow-on adventures:

- Elinor must have been pretty unhappy in her marriage to have chosen a cult of cockroach-worshipers over life with her husband. For this reason, she'll fight tooth-and-nail against a return home. The GM may opt to complicate the situation further by having Elinor fall in love with one of the PCs.
- If one or both of the odeums are released they will seek new hosts, ideally powerful locals (e.g., Long John Ahab)
- The third saint of the Old Sea God, "Saint Dagon", is unaccounted for.
- Not all of the Zewlac-cultists dwelt at the temple. Those who remain may seek vengeance, perhaps under a new leader.



Upper Level Map

Middle Level Map

Lower Level Map

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