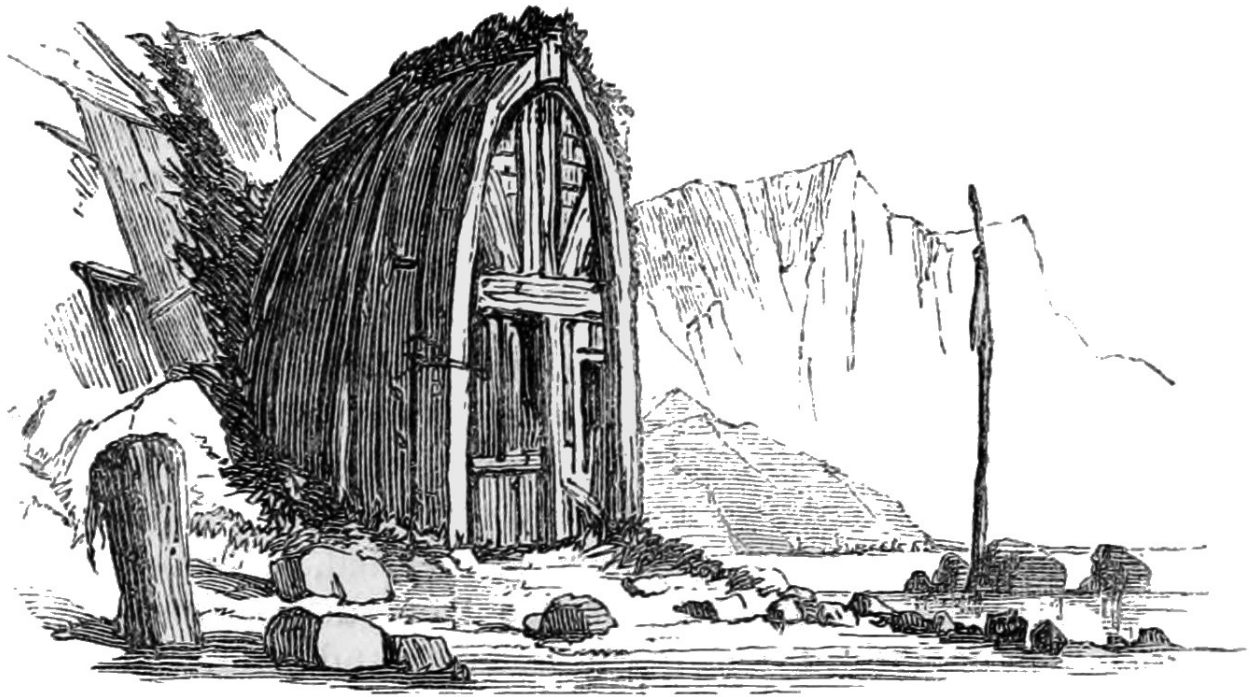


# SHRINE OF THE DEMON DEPTHS

An Adventure Location for Fantasy Role Playing



Max "Arioch" Caracristi

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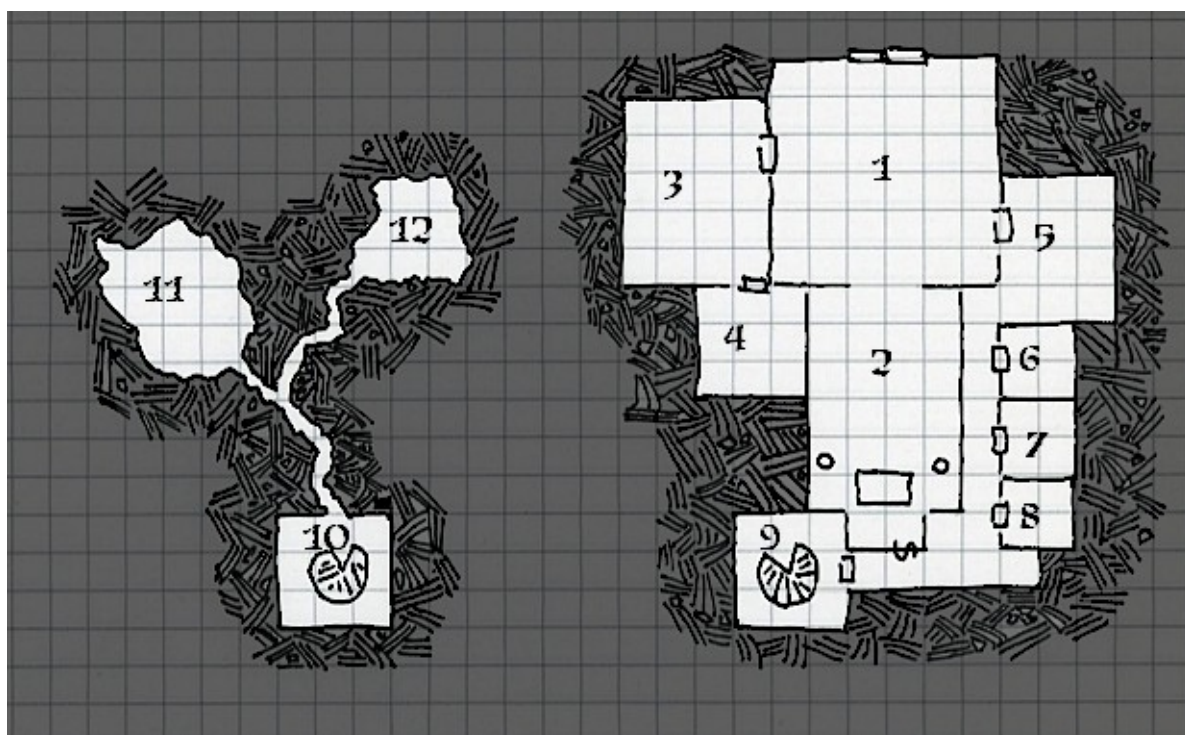
## Introduction

This long abandoned shrine was once the base of a small group of cultists, who called themselves the Esoteric Order of the Azure Shell. They worshipped Ea, Demon Lord of the Depths, and performed foul rituals in the hope of drawing the demonic prince to the material world.

The Order was eventually defeated by a valiant group of heroes, and the cultists were either killed or forced to flee for their lives.

The shrine was soon forgotten, but the evil summoned by the cultists didn't meet its end with the cult's demise. It hid in the dark recesses beneath the shrine, waiting and breeding...

This small adventure location can easily be placed by the DM near any water source in his game world. The shrine could stand on a small island near the coast, or hidden behind a waterfall. It could even be part of a larger dungeon, especially one connected to the sea or populated by lizardfolk and other aquatic creatures.



## Random Encounters (1 on 1d6 each turn)

1. The water level changes (first time this encounter is rolled, the lower floor of the dungeon becomes half-filled with water. Second time it's fully submerged. Third time, the upper floor will be flooded, making movement difficult. After that, just reverse the order as the water goes back to its normal level)
2. Creeping Spawns (1d4)
3. Shadows (1d6)
4. Gray Ooze (1)
5. Ceiling collapses! (TS vs Breath or 3d10 damage)
6. Slimy trail

## The Shrine

1. **Entrance**, a faint aura of magic permeates the area.
2. **Altar room**, characters standing in front of the altar must Save vs Spells or be hypnotized and incapable of taking any action until they're dragged away. Living creatures lose 1hp for each minute passed within 10' of the altar. Besides the altar are 2 golden candelabrum, worth 2d4x10 gp each.
3. **Carved room**, the walls of this room are carved with images of tidal waves sinking ships and swallowing cities. There's a small seashell shaped water basin in the middle of the room, full of what seems to be clear water, with a handful of extremely polished platinum coins on the bottom. Upon closer inspection, the characters will find the following phrase engraved on the floor before the basin: "The blood of the Deep One purifies our flesh". The liquid in the basin is actually a potent acid, that corrodes any organic material that comes in contact with it (dealing 2d6 dmg/rnd). There's a total of 100 platinum pieces on the basin's bottom.
4. **Archives**, the door to this room is stuck and must be forced open. There are several shelves on the walls, full moldy old scrolls & papers. Most of them are so damaged by the mold as to result unreadable, but a thorough search of the room will reveal a scroll of Water Breathing hidden on a shelf.
5. **Secondary room**, there are 4 Creeping Spawns here (16,8,16 and 12hp). They rarely leave this place during the day, but might be drawn to nearby areas by loud noises or if they smell the scent of blood.
6. **Old cell**, the door to this cell is locked with heavy, rusted chains. There are deep, long scratches and claw marks all over the door frame, apparently made by some kind of wild animal. When the shrine was abandoned, some of the cultists' prisoners were locked here and left to die. Their anguish and resentment turned them into wight upon their death. If the chains are removed, the door will suddenly burst open and three wights (13,10 and 20hp) will attack the party, surprising them with a roll of 1-3 on a d6. Each wight wears a golden necklace (3d6x100 gp each).
7. **Half-flooded cell**, a pool of murky, knee-deep water cover most of this cell's floor. There's a human skeleton on the bottom of the pool, holding a chest with 1d4x1000gp in its arms.
8. **Old cell**, the door to this cell is half opened and a trail of yellowish slimy substance (same as the trail Creeping Spawns leave behind them) oozes from it to area 9. The room is otherwise empty.
9. **Stairs down**, 50% chance of a Creeping Spawn being here at any time.
10. **Stairs up**, there's a breach in north portion of the wall, leading to a 2 feet wide natural passage.
11. **Creeping Spawns lair**, 2d4+1 Creeping Spawns will be found here during the day, resting and hiding from sunlight. During the night, there's a 30% chance of this cave being empty, and a 70% chance of meeting 1d4 Creeping Spawns here. 3d10 of each type of coins are scattered throughout the floor, amidst piles of human and animal remains.
12. **The Mother's nest**, the floor of this small cave is covered by piles of half-gnawed bones, broken skulls and other refuse. A slightly larger pile is in the middle of the room, with four big roundish objects on the top of it. At first glance, they seems to be huge pearls, each as big as a man's head, but they're actually Creeping Spawns eggs. They will hatch in 1d4 days, giving birth to a full-grown Creeping Spawn each.  
The Creeping Mother lies hidden beneath the central pile and will ignore the characters unless they approach it or disturb the eggs.  
Searching the room thoroughly will reveal a total of d20gp, 1d100sp and 1d4x100bp, together with a handful (1d8-1) of gems and jewels (1d3x10sp each) scattered all over the floor.



## New Monsters

**Creeping Spawn:** AL C; MV 30' (10'); AC 5; HD 3+1; #AT 1; Dmg (acid spit) 1d4+1; SV F3; ML 9; XP 100.

Creeping Spawns resemble giant clawed sea snails, about 3 to 4 feet long. They usually live near large bodies of water, swamps and marshes. Ever-hungry and viciously aggressive, these monsters will attack any other living being they meet, with little concern for strategy or their own personal safety. They can spit a glob of slimy, acidic substance, that will stick to their target, hardening and blocking its movements. A character hit by a Creeping Spawn must pass a Saving Throw versus Breath Attack or be entangled as per a Web spell. Entangled creatures will be usually dragged by the Creeping Spawns to their lair to be consumed later or taken to their Mother.

**Creeping Mother:** AL C; MV 30' (10'); AC 7; HD 6; #AT 3; Dmg (2 tentacles) 1d6 (1 bite) 1d10; SV F6; ML 9; XP 570.

Creeping Mothers are huge, pulsating mass of flesh, with a gaping maw full of teeth and two long tentacles protruding from it. Born from dark sorcery and foul magic, these hideous creatures have only two purposes: to feed and to breed their twisted Spawn. Creeping Mothers are always found in their lairs, surrounded by their monstrous children. A Mother can produce 3 to 6 Creeping Spawns a week, so the area surrounding its nest will be quickly swarming with these monsters if the Creeping Mother isn't kill soon enough.

A character hit by both a Mother's tentacles in the same round will be dragged to its mouth, automatically suffering its bite damage.

