



Cult in the Empire of Decadence

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DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

**BOVIDAE
STUDIOS**

Credits & Legal

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TABLE OF CONTENTS

Credits & Legal	2
Hook & Introduction.....	3
Temple Factions.....	4
Map of the Temple of Austerity.....	6
Exterior.....	8
Altar Room (A).....	9
Common Room (B).....	10
Kitchens (C).....	11
Prayer Room (D).....	12
Hidden Treasury (E).....	12
Cultists' Quarters (F).....	14
Private Study (G).....	15
Concluding the Quest.....	16
Further Adventures.....	17
Quick Reference.....	18
OGL & License.....	20



Hook & Introduction

INTRODUCTION

The *Empire of Decadence* - a land of the rich and wealthy. The nation has done away with petty coins, like copper and silver, in favour of gold. Few here are poor; treasures and trinkets flow through the land like the fine wines for which the country is also famous. It is a place of temptation for adventurers and bandits alike - however, most towns in the Empire are well-protected.

This adventure takes place at the edge of the Empire, where one man - **Ivan Marcus** - stands opposed to the Empire's extravagance. Visited by the god of destitution, **Penurion**, Marcus learned the truth about the win of wealth, leading him to found the **Cult of Austerity**, an organisation which encourages the wealthy to give up their earthly possessions in pursuit of a simpler life. While he insists that there is "spiritual salvation through donation," he also remarks that "silver and copper are beneath the gods."

Of course, **this is all a facade!** Marcus is a **charlatan**, swindling the Empire's people out of their coin to fund his own lavish habits - he is handing them the scripture and walking off with the gold.

However, **there is a slight complication**: unbeknownst to the players (and the cultists themselves), a **nearby band of kobolds** has skulked out of the jungle in search of Marcus' pilfered treasure. **Many of these greedy kobold thieves have already met their end** throughout Marcus' temple to Penurion: grim warnings of the dangers of temptation housed within.

HOOK

The player characters are recruited by a noble heir, whose inheritance has been 'donated' to Marcus after his parent joined the Cult of Austerity. He suspects the cult is a sham, and requests that the party find the evidence needed to expose the Cult's true nature and, if possible, return the stolen gold. The party is promised 300gp as a reward.

ALTERNATE HOOK

The player characters hear about mysterious golden skulls up for sale at exorbitant prices in a nearby market. Someone is certain that **one of the skulls belongs to a missing member of their family**. These skulls have been potentially traced back to Marcus - could players prove the skulls are being created intentionally?

PLACING INTO AN EXISTING WORLD

The Empire of Decadence may not fit in certain settings. If this is the case, it is recommended the referee convert the Empire into a single town of wealthy inhabitants - so that the theme of **austerity versus opulence** remains intact.

DESIGNER'S NOTES

This adventure does not have a specific 'win' condition. It does not matter if enemies are reasoned with or killed, or how much treasure is acquired. The players should be encouraged to **approach this adventure however they like**. The referee should simply react according to non-player characters' motivations, and they are encouraged to adjust encounter designs to suit the table.



Temple Factions

The following sections provide an **overview of the temple's occupants** at the time of the player characters' visit. To enhance the narrative, the referee may wish to **replace some of its occupants** with characters connected to the player characters.

Thieving Kobolds

Small, wicked, canine humanoids with scaly, rust-coloured skin. Typically dwell underground.

AC 7 [12], **HD** ½ (2hp), **Att** 1 × weapon (1d4 or by weapon – 1), **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8 with chieftain), **AL** Chaotic, **XP** 5 (bodyguard: 15, chieftain: 20), **NA** 4d4 (6d10), **TT** P (J)

Ambush: Set up surprise attacks.
Infravision: 90'.

Chieftain and bodyguards: A 2HD (9hp) chieftain and 1+1d6 1+1HD (6hp) bodyguards wander the halls of the temple.

Hoard: As the kobolds have already looted the Hidden Treasury (E), they should also have 1d4 stolen gems, a golden kobold skull worth 250gp, plus a sack of 1d100gp.

Wandering: Choose or roll 1d6 at the start of play to determine which (labeled) room the kobolds start in (excluding the Private Study). The kobolds should visit each room at least once before exiting through the Hidden Treasury (E).

WANDERING KOBOLDS

A band of kobolds wander the temple halls in search of treasure to use in trade with other clans. Kobolds are smart and crafty - they might not understand enough Common to speak it, but they can communicate perfectly with each other.

The kobolds **may not want to fight** proper adventurers **if their numbers are low** - they may run or accept bribes if victory is uncertain.

The referee should track the location of the kobolds and make movement checks as needed (see *Wandering Monsters*, under *Dungeon Adventuring* in *Old-School Essentials*).



Text boxes marked with the kobold symbol (above) describe what the kobolds may be doing in each room, or what they may have left behind when travelling through them. **They are included on each room page.**



Austerity Cultists

Dressed in nondescript rags, wields improvised weapons. Desperate for a sense of belonging and faith.

AC 9 [10], **HD** ½ (2hp), **Att** 1 × weapon (1d4 or by weapon), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **M** 6, **AL** Lawful, **XP** 5, **NA** 1d4 (1d20). **TT** None



THE CULT OF AUSTERITY

Ivan Marcus and his most loyal cultists live on the edge of the jungle in a long-abandoned stone ruin. Marcus has converted it into a boarding house and temple, in service to the god **Penurion**.

MEMBERS OF THE CULT

Aegon - friendly housekeeper, there the longest. He is hard of hearing (can hear if spoken to loudly, but prefers to sign in Common, if player characters know the language). **He may offer a tour.** Begins in the **Common Room (B)**.

Talis - A fallen noble and the parent to the noble mentioned in the hook (pg. 3). **They begin asleep in the Cultists' Quarters (F)**.

Cord - Former friend of Birdie's, Cord is the cult's chronicler and handles general administrative tasks. They begin **asleep in the Cultists' Quarters (F)**.

Birdie (Deceased) - A thief who **accidentally touched a cursed skull and died**. Marcus calls her greedy for her thievery. The other cultists are aware of her death, but are not sure where Marcus has moved the skull (it has been sold).

Ivan Marcus

A short, stout man with a neatly trimmed beard. His greying hair suggests he is in his late forties. A magic-user, his true name is Drake Silvertongue.

AC 7 [12], **HD** 3 (13hp), **Att** 1 × weapon (1d6 or by weapon), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **M** 6, **AL** Chaotic, **XP** 15, **NA** 1. **TT** U

Hoard: Ivan Marcus's Private Study (**G**) contains 5d100+1000gp and 1d4 stolen gems (from the noble).

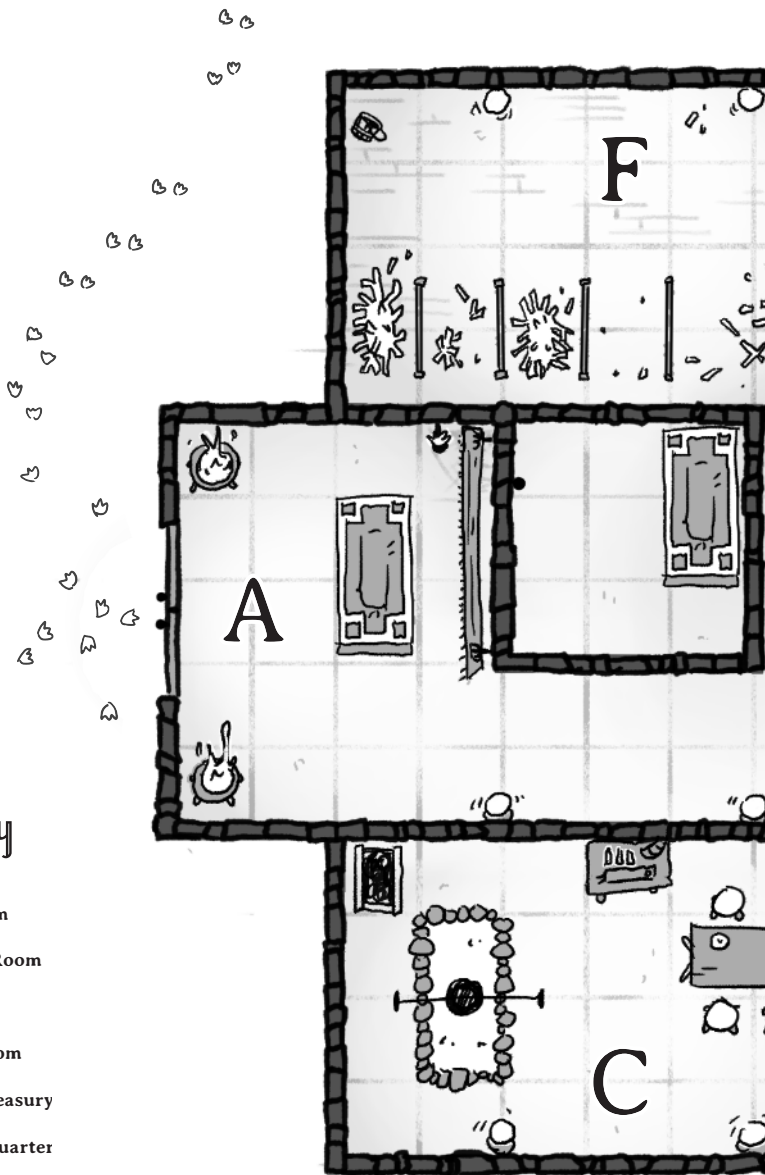
Spells: Charm Person, Sleep

Personality: Charismatic, narcissist, paranoid.

Voice & Speech: Deep, carries well.

Marcus **may try to convince the player characters to abandon their quest and let him go**. If using the suggested hook, he'll call the noble's son an "insipid wretch who cares more for his inheritance than his parents' spiritual well-being...". He'll offer them **600 gold of the noble's inheritance for their silence**.

Map of the Temple of Austerity



Key

- (A) - Altar Room
- (B) - Common Room
- (C) - Kitchens
- (D) - Prayer Room
- (E) - Hidden Treasury
- (F) - Cultists' Quarter
- (G) - Private Study



Exterior

The party stands at the **entrance** to Ivan Marcus' **repurposed temple**.

SIGHTS, SMELLS, SOUNDS

- **Obscured & repurposed:** a squat, west-facing single-story building made up of erratically-placed sandstone bricks.
- The main entrance has **two firmly-shut and locked double doors**, which look new. A message is inscribed upon them: "To be free of wealth is to be free of sin." The door has small **donation slots** for coins. Leads into the **Altar Room (A)**.
- Areas of the temple are **crumbling** as vines claw at the stone bricks.
- The din of jungle creatures and insects is **overwhelmingly loud**.

CONTENT & CLUES

- **Knocking loudly on the door** brings a **cultist** (Aegon pg.5) from the Common Room (**B**) to the entrance. He is **initially friendly** (if a bit scatterbrained), unless the players are hostile. He will **allow the players to enter the Altar Room (A)**, thinking the player characters are new recruits.
- The player characters can try to **pick the lock** or **force the door open** using tools (see *Doors*, under *Dungeon Adventuring* in *Old-School Essentials*). Failure in either case will draw the attention of the cultist (Aegon, pg.5) in the Common Room (**B**), who will be **hostile**.
- A **set of footprints lead to a hole in the wall**. The hole is too **small** for most humanoids to fit through, but it could be **broken open with a successful Strength check**. Doing so will grant **access to the Hidden Treasury (E)**.

Rumours

The players may request **information or rumours** about the temple. The referee may provide them with the following rumours at their discretion, **although not all rumours are true** (truth of individual rumours is left to the referee's discretion).

- The temple was **once a great treasury** for a long-extinct clan of kobolds. It is said they worshipped a long-forgotten death deity.
- A **great thief was cursed by a mystical object** in the temple. This malady was contracted while plundering the ruin for its riches.
- **Ivan Marcus is widely disliked**, as he is known to be narcissistic.
- **Thieves have infiltrated the Cult of Austerity**, suspicious of where the donated gold ends up. They seek to rob Ivan Marcus' coffer while passing themselves off as mendicants.



The **kobolds** (pg.4) have left **footprints** around the exterior of the temple (see Content & Clues under Exterior). These prints will lead the player characters to a hole in the wall with **access to the Hidden Treasury (E)**.

Exiting the temple from either the **Altar Room (A)** or the **Hidden Treasury (E)** will cause **1d4 sentry kobolds** to ambush the party from the jungle (see *Surprise*, under *Encounters* in *Old-School Essentials*).

Altar Room (A)

The first room beyond the main entrance to the temple.

SIGHTS, SMELLS, SOUNDS

- **Brightly lit & welcoming:** Braziers and torch sconces have been added to the room to make it significantly less intimidating than darker areas of the temple.
- There is a large wooden altar in the centre of the room, where the player characters may be asked by any **cultists** (pg. 5) in the room to deposit their treasures “to free themselves of sin”.
- A large **tapestry** hangs on the rear wall. It depicts a man pouring coins from a vessel into the altar.
- A **narrow hallway** stretches out east towards the **Common Room (B)**.

CONTENT & CLUES

- A strange energy emanates from a large wooden altar. The altar itself sparks to the touch, and any player characters who touch it will take 1 Hit Point of damage. If any coin or treasure is thrown upon the altar, it disappears with a spark.

- There is a **secret door** in this room behind the tapestry (see **Doors**, under **Dungeon Adventuring** in **Old-School Essentials**). Pulling on the nearby wall sconce activates the door, which **swings out towards the character**; they must make a Dexterity check to ensure they are not **crushed**. On a failed check, they take **1d4 Hit Point(s) of damage**.
- There are **1d10 gold coins inside the hidden room** (plus anything the party might have thrown in themselves - the locations are connected via **teleportation magic**).



If the kobolds (pg.4) are in this room, they'll be **trying to get the exterior door open** so they can escape. However, they are struggling to reach the high handle due to their short stature.

If the kobolds have already been through this room, a **kobold corpse** can be found in the hidden room, its body teleported by the altar and shocked to death in the process.



Common Room (B)

The main chamber, which connects nearly all of the rooms within the temple.

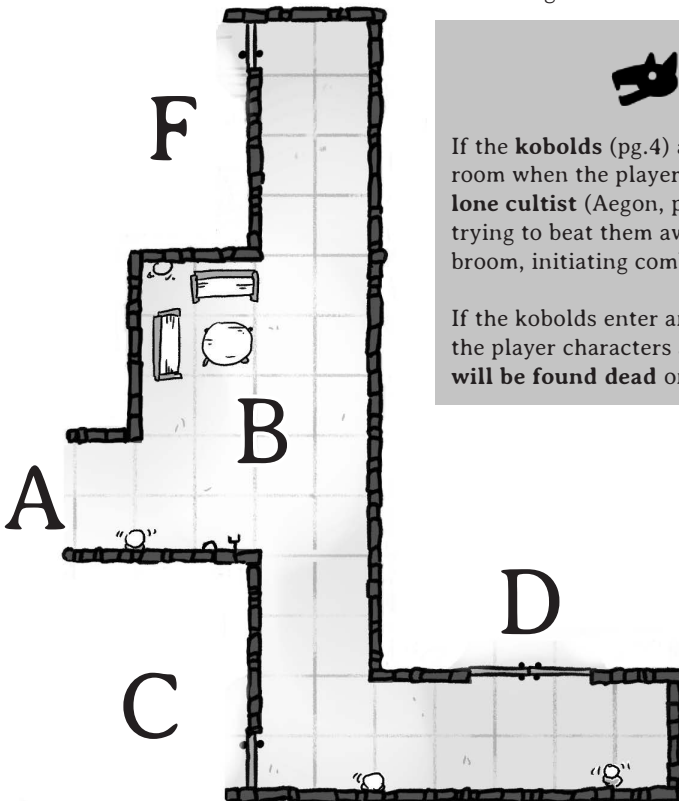
SIGHTS, SMELLS, SOUNDS

- **Echoing & Barren:** A wide room with multiple hallways stretching in three directions. There are only a couple of benches and a small low table in the sparse, dimly lit room. There are poorly-fitted wooden doors which don't look like part of the original structure.
- The scent of **freshly baked bread** wafts from the **southern hallway** (forks to both the **Kitchens (C)** and the **Prayer Room (D)**).

- From the **northern hallway**, the player characters can hear faint snoring behind a closed wooden door (entrance to the **Cultists' Quarters (F)**). **The door is not locked.**
- If the player characters entered through **the secret tunnel to the Hidden Treasury (E)**, they will be arriving from the southern hallway. The referee should tell the players that they can guess the western hallway would take them to the temple's entrance (the **Altar Room (A)**).
- The stone floor has **crumbled** in places and has been replaced with wooden planks.

CONTENT & CLUES

- If not drawn elsewhere, a lone **cultist** (Aegon, pg. 5) is here - handling some of the housekeeping.



If the **kobolds** (pg.4) are in this room when the players enter, **the lone cultist** (Aegon, pg.5) will be trying to beat them away with his broom, initiating combat.

If the kobolds enter and leave before the player characters arrive, **Aegon will be found dead on the floor.**

The Kitchens (C)

Where meals are cooked and served.

SIGHTS, SMELLS, SOUNDS

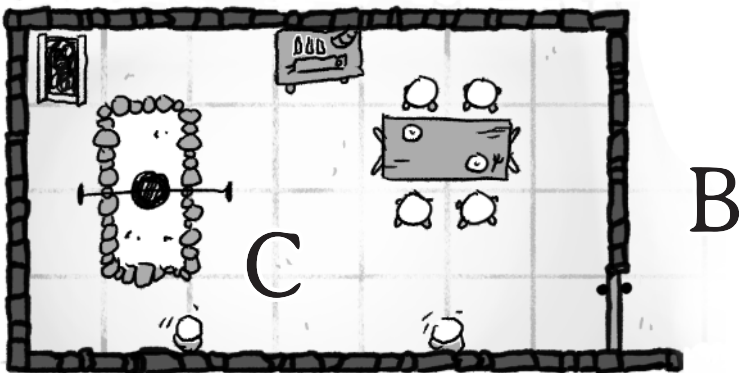
- **Distressed & Modest:** There is a rustic door and a small cooking area, which contains a fire pit with a spit and pot holding soup. There is an accompanying coal basket, a wooden table with four matching stools, and a baker's oven.
- A fragrant loaf of **freshly-baked and braided bread** is cooling on a wooden plate.
- **Recently-used plates** have been stacked on the table.
- **Mealy jungle bugs** are creeping through cracks in the stone, and threaten to contaminate the food.
- A wooden door exits east to the **Common Room (B)**.

CONTENT & CLUES

- A **shopping list** pinned to the wall mentions procuring a **small box of nails to fix some loose floorboards** in the Cultists' Quarters (F), as well as a **plump pheasant and marmalade for Marcus**.
- The **braided bread** has **1d8 gold coins** baked into it, made as an offering for a ceremony later.



If the **kobolds** (pg.4) have been here, the food in the kitchen has been **poisoned**. The bread is tinted green, and there is an off-smell from the soup. **Consuming it will require a save versus poison.**



Prayer Room (D)

A room for prayer and quiet reflection.

SIGHTS, SMELLS, SOUNDS

- **Uncomfortable & Destroyed:** Five poorly-built benches haphazardly face the central lectern. A large tapestry depicts four robed humans kneeling before a glowing coin-like deity, hung behind the lectern on the northern wall. **The lower portion has been torn** (by the kobolds (pg.4), when they came through).

CONTENT & CLUES

- Ivan Marcus' **prayer book** sits on the lectern. It is **trapped** (See *Treasure Traps*, under *Dungeon Adventuring in Old-School Essentials*); picking it up releases a **pressure plate**, which causes **all the candles in the room to go out**. Usually, Marcus does this to prove his connection with a deity. The book contains a **private note**: "Another would-be thief fell victim to the skull in the altar room." He has moved it to the **Hidden Treasury (E)** and placed the **spare key** in the **Cultist's Quarters (F)**.
- A **draft flows from beneath the large tapestry**, as the lower portion has been torn by the **kobolds** (pg.4), when they came through, hinting at an opened **secret door** behind it (See *Doors*, under *Dungeon Adventuring in Old-School Essentials*).
- A door on the eastern wall leads to Ivan Marcus' **Private Study (G)**. It is locked, but it can be picked with thieves' tools. The **key is in the Cultists' Quarters (E)**, unless it was picked up by the wandering kobolds, in which case the **Kobold Chieftain carries it**.

Hidden Treasury (E)

There is an opened **secret door** at the north end of the Prayer Room (D) behind the tapestry, which leads to the **Hidden Treasury (E)**.

SIGHTS, SMELLS, SOUNDS

- **Dusty & Empty:** A half-opened secret door to the south leads to the Prayer Room (D).

CONTENT & CLUES

- A **kobold skeleton, missing its skull**, is nearby on the floor.
- A large pedestal with a (**cursed, magical**) **golden skull** atop. A placard states: "The unfaithful are cursed for their avarice". Touching the skull, even through armour, requires a **save versus death**. On a failed save, their body melts, leaving behind their skeleton and golden skull (worth ~500gp). **Skulls produced this way are not cursed**.

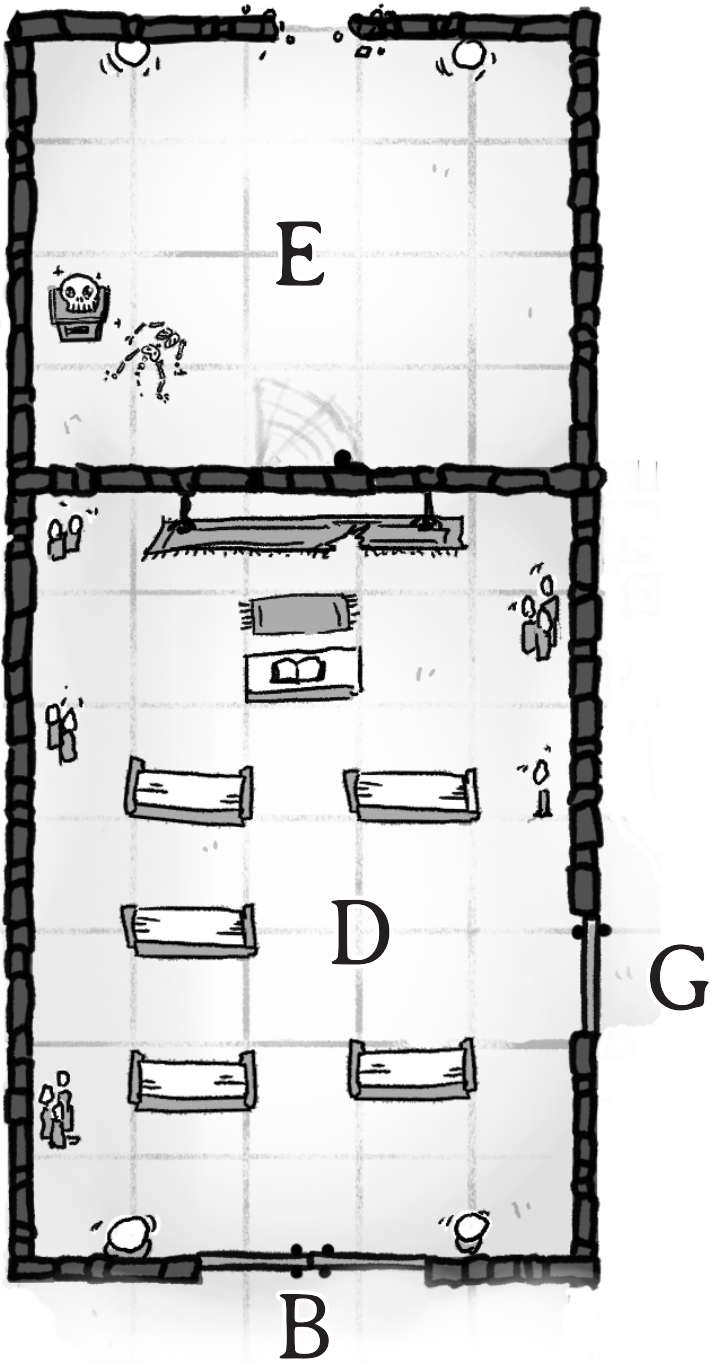


If the kobolds (pg.4) are **still in the treasury**, the player characters will witness the kobold (mentioned above) **fall to the curse and melt**, instead of finding the skeleton. The remaining kobolds will cautiously pick up the gold kobold skull and **flee into the Prayer Room (D)**.

If the kobolds (pg.4) are **in the Prayer Room (D)**, they will be destroying the furniture in a search for treasure. One kobold will clumsily attempt to pick the lock of the double doors to the Common Room (B), even though **they aren't actually locked**. Eventually, the Chieftain will grow frustrated, and **punish the kobold**.



Exterior



Cultists' Quarters (F)

The temple's modest sleeping quarters.

SIGHTS, SMELLS, SOUNDS

- **Quaint & Quiet:** The orb sconces are dimmed, and there is little light. There are **four piles of hay** on the floor which act as bedrolls, although there are low wooden dividers for privacy. Two are **occupied**.
- The crumbled stone floor has been patched up with **creaky wooden planks**. Walking over these might wake up the two **dozing cultists** (Cord and Talis, pg.5) nearby.
- A **chamber pot** sits in the corner, giving off a **foul scent**.

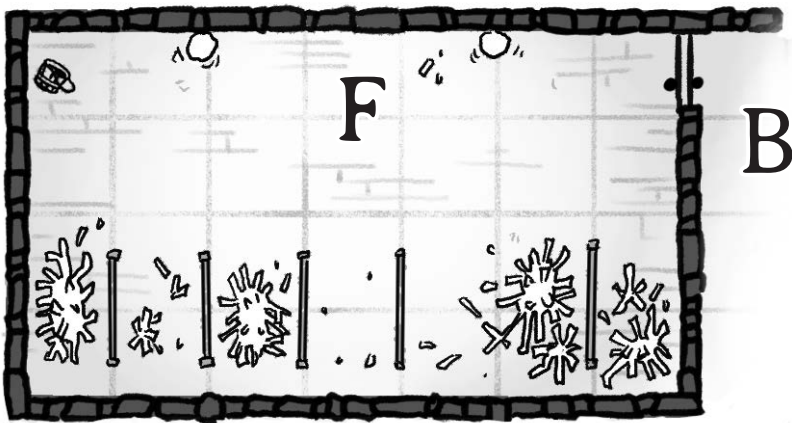
CONTENT & CLUES

- A loose floorboard; trapped (see *Traps*, under *Dungeon Adventuring in Old-School Essentials*). If the board is stepped on, it will break underfoot and **root the character in place**. The trapped character must take **one turn to free themselves**, and will wake the sleeping cultists (Cord and Talis, pg.5) nearby.
- If the aforementioned floorboard is removed or activated, the player characters find a secret compartment

below. This contains the **key** to Marcus' Private Study (G). The key is trapped (see *Treasure Traps*, under *Dungeon Adventuring in Old-School Essentials*). Attempting to remove the key without disarming it will cause a tied string to pull a small mechanism, spraying anyone in **immediate distance** with a fine blue powder. All characters caught by the trap suffer the effects of the **Sleep** spell (see *Magic-User Spells*, under *Magic in Old School Essentials*). If the trap is disarmed, the players can acquire the **magical sleeping powder** (a small sniff causes drowsiness).



If the **kobolds** (pg.4) enter the Cultists' Quarters (F), they will **kill the sleeping cultists** and rifle through their belongings - including those beneath the **loose floorboard**. Add all loot in this room to the **kobold chieftain** (pg.4)'s inventory (including the hidden key). The removed floorboard is clearly visible, blue powder scattered about, and it should be made clear that something was taken from the secret compartment recently.



Private Study (G)

Ivan Marcus's Private Study (G) can be accessed via the door in the Prayer Room (D) (see *Doors*, under *Dungeon Adventuring* in *Old-School Essentials*), or by using the **key** on it. The key is found inside the **hidden compartment in the Cultists' Quarters (F)**, unless it was picked up by the wandering kobolds, in which case the **Kobold Chieftain** (pg.4) carries it.

SIGHTS, SMELLS, SOUNDS

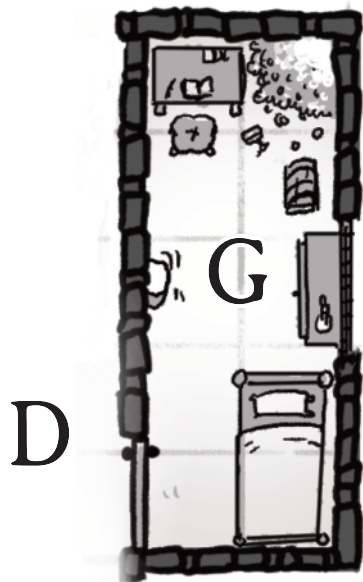
- **Rich & Luxurious:** The room is illuminated by an orb sconce and **filled with fine furnishings**; a desk, a bed, two small tapestries, a chair, and a **chest**. The chest contains a few sets of fine clothes and a dagger. **Gems and gold** are piled up in a heap on the floor in the corner of the room, near a second, **empty chest** that looks like it could hold them. It seems that the gold and gems were in the process of being counted.
- **A barred, shuttered window** on the eastern wall looks out into the jungle. Incessant natural noise creeps in through cracks in the shutters.

CONTENT & CLUES

- **Ivan Marcus** (pg. 5) can be found counting his stolen goods and making notes in his business ledger. Inside the ledger is a map that leads to a strange structure in the east (see *Further Adventures*, pg. 17).



The **kobolds** (pg.4) will not enter Marcus' Private Study (G) unless Marcus' quarters are open and unlocked.



Concluding the Quest

Whether the party decides to deal with **Ivan Marcus** or not, player characters may leave the temple at any time.

If they are feeling enterprising, the referee can have Ivan Marcus **exit his chambers** for a direct confrontation with the players in the Prayer Room (D). This may be a good pacing solution if the players fail to find the key or **cannot open the door** to Marcus' Private Study (G). Marcus will not be upset with the player characters as they haven't trespassed into his private study, and will instead **treat them as new recruits**. He will attempt to induct them into the cult like any other prospective member, **encouraging them to give their belongings to the altar in the Altar Room (A)**.

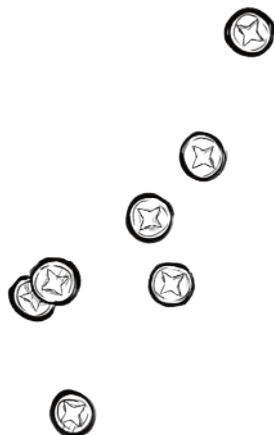
Marcus may also **ask for assistance in removing the kobold menace** (pg. 4) if he learns of their presence, though **he will not reward the player characters** (unless he has admitted to his crimes). He will instead ask that any loot be deposited in the altar in the Altar Room (A).

Marcus will **deny any accusations** of keeping the gold for himself, unless the party manages to **provide evidence**. If the party does so, they may **attempt a Charisma check to convince him to surrender**. On a successful check, he will offer them **payment for their silence** (see Ivan Marcus, p.5). If the player characters refuse this bribe, **he will willingly allow them to arrest him** as he is confident he can use his magic to escape later.

DESIGNER'S NOTES

The **sleeping powder in the Cultists' Quarters (F)** can be extremely potent if the party is crowded around the compartment. It should only affect player characters in **immediate distance** to the powder (not everyone in the room). Referees might want to decide ahead of time to tone down its effects, depending on their table, as it could create an unsatisfying end to the adventure.

There was some debate during playtesting as to whether the **cursed golden skull** would work on corpses, or if it could be picked up by tongs. **These decisions are left for the referee to decide.**



Further Adventures

EXTENDED SETTING DETAILS

The Empire is primarily jungle, and was founded by a team of adventurers with the **discovery of a dragon's treasure hoard**. Both the dragon and its slayers were found dead atop the coin; deep with a series of caverns located in the jungle. The gold found was enough to fund the creation of the capital city, *Delvern*, and the growing population has subsisted upon it for quite some time.

The jungle itself is on **fertile land** - and **rare native berries** are plentiful. These berries have been used to ferment an extremely **potent and luscious wine**, exports of which furthered the Empire's wealth.

Further adventures that may take place within the Empire could include:

- Marcus' **cultists** that do not stay with him at the temple are scattered about the Empire. These cultists wish woe to the wealthy, and have been **caught defacing valuable property, including statues of important figures**.
- The **city of Delvern** includes a taxation law where inhabitants pay for goods based on a percentage of their total net worth - the rich pay more, while the poor pay less, equalising the wealth. However, this has led to **the rich instead secretly hoarding their gold in innumerable hidden estates and dungeons**, feigning poverty to keep their individual wealth. The local government officials are also doing this, and are naturally unmotivated to stop the behaviour. However, the people of Delvern are getting wise to this charade...

MARCUS' LIFE

If this adventure is used as part of a larger campaign, referees may wish to follow up with Ivan Marcus (if he is still alive). The man has been stealing treasure for years - what has he been spending it on? In a nearby city in the Empire, player characters may find that **Marcus actually stays in a luxurious mansion while away from the temple, and uses his true name - Drake Silvertongue**.

THE GOD PENURION

According to Marcus, Penurion, the god of destitution, provided him with a single slate of stone containing the phrase: "To be free of wealth is to be free of sin".

THE MAP FROM THE PRIVATE STUDY

In Marcus' Private Study (**G**), there was a **map** detailing an unknown location. This map is meant to be a segue into further adventures, and a referee may wish to use it as a **connecting piece** to guide the players elsewhere in the world.

Potential points of interest might be:

- **Another venture by Marcus** - either complete or in progress, with Marcus posing under a different name - perhaps a political scheme.
- Another temple to the god, where **Penurion turns out to be real**.
- Any **existing location** within the referee's campaign of their own design.

WHISPERS FROM THE SEA

The map could also lead to treasures in a collapsed cavern off the coasts of the fishing town, *Mirae*. This adventure is detailed in a future supplement by Bovidae Studios.

Quick Reference

The following two pages are a summarised toolkit for the referee to use after obtaining a solid knowledge of the scenario, allowing them to run it on-the-fly without flipping through multiple pages.

Players start on the exterior, in front of the double doors to the Altar Room (A). There are a set of footprints leading to an entrance to the Hidden Treasury (E).

THIEVING KOBOLDS

AC 7 [12], HD ½ (2hp), Att 1 × weapon (1d4 or by weapon – 1), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6 (8 with chieftain), AL Chaotic, XP 5 (bodyguard: 15, chieftain: 20), NA 4d4 (6d10), TT P (J)

Ambush: Set up surprise attacks.
Infravision: 90'.

Chieftain and bodyguards: A 2HD (9hp) chieftain and 1+1d6 1+1HD (6hp) bodyguards wander the halls of the temple.

Hoard: As the kobolds have been through the Hidden Treasury (F), they should also have 1d4 stolen gems, a golden kobold skull worth 250gp, plus a sack of 1d100gp.

CULTISTS

AC 9 [10], HD ½ (2hp), Att 1 × weapon (1d4 or by weapon), THAC0 20 [-1], MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), M 6, AL Lawful, XP 5, NA 1d4 (1d20). TT None

IVAN MARCUS

AC 7 [12], HD 3 (13hp), Att 1 × weapon (1d6 or by weapon), THAC0 20 [-1], MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), M 6, AL Chaotic, XP 15, NA 1. TT U
Hoard: Ivan Marcus's Private Study (G) contains 5d100+1000gp and 1d4 stolen gems.

REVELATIONS & CLUES

The party needs to find a way to get inside the temple.

- Through the main entrance to the Altar Room (A): Players could pick the lock, force the door open with tools (results in 1 hostile cultist), or knock politely (results in 1 friendly cultist),
- Players can find an **alternate secret entrance** to the Hidden Treasury (E) by following the trail of kobold tracks (exiting this way results in **1d4 hostile kobolds**).

The party needs to find clues about Ivan Marcus' true nature.

- There is a hidden room in the Altar Room (A) accessed by pulling one of the torch sconces that contains 1d10 gold coins. It also contains anything the players donate, **revealing that the altar is a facade**.
- The key within the Cultists' Quarters (F) shows that Marcus is storing his ill-gotten goods for himself.
- Ivan Marcus has a Private Study (G) that contains his **stolen finery and gold**.
- The **prayer book** accidentally left in the Prayer Room (D) contains information about Marcus' hidden treasury.
- The party could wrangle a **confession** out of Marcus himself if confronted (or kill him and take the gold back).

The party needs to find a way to open the door to the final room and confront Ivan Marcus.

- They could **pick the lock**, or **find the key in the Cultists' Quarters (F)** under the floorboard trap (loose board causes unsuspecting players to get stuck, key is trapped and douses players in immediate distance with a sleep mist).
- The **key's location is hinted at in the prayer book** in the Prayer Room (D), and on the grocery list in the Kitchens (C).
- Knocking incessantly results in 1 hostile Ivan Marcus.

The party needs to deal with the kobolds.

- **The kobolds may steal evidence about Ivan Marcus** during play in all rooms.
- **The kobolds will kill or attack the cultists** they run into, such as by murdering those asleep in the Cultist Quarters (E).
- **The kobolds will poison the cultists' food in the Kitchens (C)** if they pass through.
- **The players can avoid or hide from the kobolds**, though this will let them **escape with whatever evidence they've stolen**.

Temple Summary

KOBOLDS: The kobolds will visit every room at least once (except the Private Study (G)).

(A) - ALTAR ROOM, contains two braziers, one wall-mounted torch sconce (opens a secret door to a hidden room, containing a second altar), and a large tapestry. Has an exit to the exterior, and an eastern hallway leading to the Common Room (B)

(B) - COMMON ROOM, contains two uncomfortable benches, a low rustic table, mostly barren. A lone cultist (Aegon) is usually here sweeping. Has exits west to the Altar Room (A), north to the Cultists' Quarters (F), and south to both the Kitchens (C) and the Prayer Room (D).

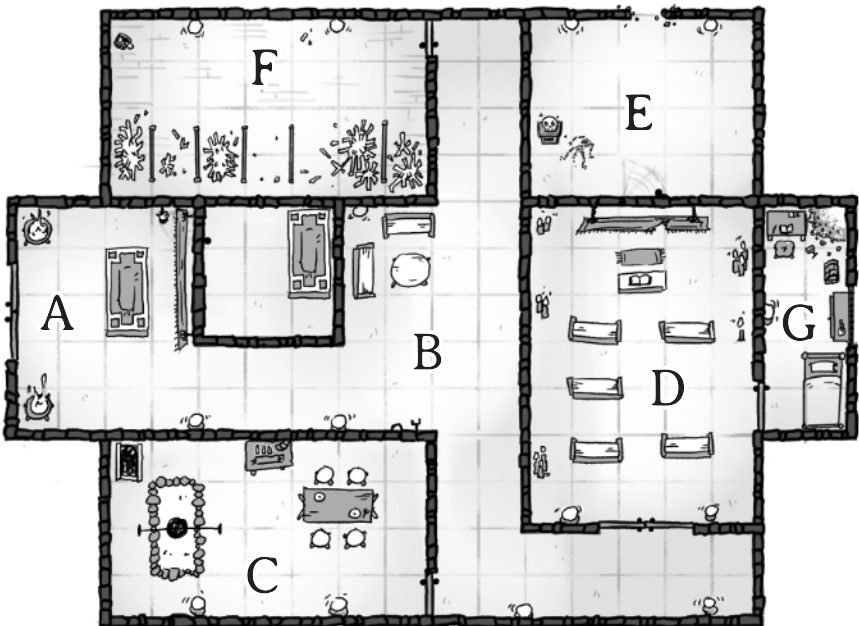
(C) - KITCHENS, contains a small cooking area including a coal basket, fire pit with spit and pot, a baker's oven, four stools, and a table with bread (save versus poison). Exits east to the Common Room (B).

(D) - PRAYER ROOM, contains uncomfortable benches, a lectern with a prayer book, lit candles throughout, a small rug, and a large torn tapestry on the rear wall. Has exits to the south to the Common Room (B), east to Ivan Marcus's Private Study (G), and a concealed door on the north wall behind the tapestry to the Hidden Treasury (E).

(E) - HIDDEN TREASURY, contains a cursed skull (save versus death), and a headless kobold skeleton. Has exits north to the exterior, and south into the Prayer Room (D).

(F) - CULTISTS' QUARTERS, contains four wooden panels dividing five straw bedrolls, a chamber pot, and a trapped hidden floor compartment. Two sleeping cultists (Talis and Cord) occupy two of the bedrolls. Exits east to the Common Room (B).

(G) - PRIVATE STUDY, contains fine furniture including a desk, bed, chest, and chair, a large pile of gems and gold, and two small tapestries. A window to the exterior lets in loud jungle noise. Ivan Marcus resides here. Has an exit west to the Prayer Room (D).



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