

DESICCATED TEMPLE OF LOCHA

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

ADVENTURE AND ART BY ANDREW DUVALL

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Credits

Special Thanks:

To my long suffering partner, Valerie. Without your love and support, nothing is possible. With it, everything is.

To the members of my home group, Matt Duvall, Edward Yeaple and Joe Dittenhafer, for which this adventure was imagined, I love you goons.

To my play-testers at Beggartok: Jordan Hunt(@GM_Jordan), @TheNerdySimulation, and KasenC, thanks so much for putting your imaginary lives in my hands. *Cackles evilly*

Infinite amounts of heart emoji to Kirby (@dtrpgs) and the rest of the Beggartok folks for encouraging me to make this thing exist!

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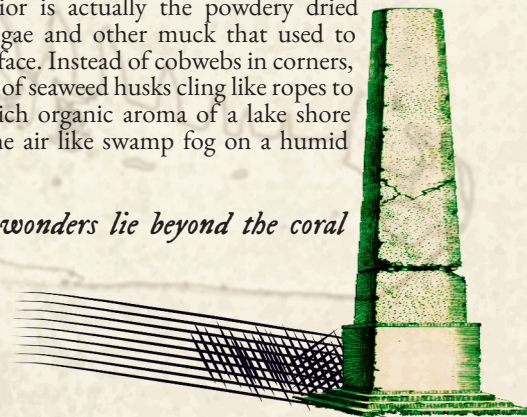
Introduction

Once upon a time, in the primordial muck at the dawn of civilization, there was a great and terrifying fish-god named Locha. Great nations of Fishfolk deep beneath the waves grew prosperous under Locha's watchful eye. As all things shift beneath the tide, rivers turned mountains into sand and earthquakes turned seafloor into mountains. The Fishfolk cities crumbled around their temples and Locha was eventually forgotten. Now, millennia after the last Fish King, all that remains of Locha is a single preserved landlocked temple.

Sandblasted smooth of all decoration, the upper half of the 25ft tall slate statue covering the entrance of the Temple of Locha sticks out uncovered from the cracked slabs of a dried lake-bed. The massive pillar sits atop a 10 foot pit which drops down to the entrance of the temple.

Inside the temple, evidence of its past as an underwater temple to a fish deity covers every surface and minute detail. The "dust" coating the interior is actually the powdery dried remains of the algae and other muck that used to grow on every surface. Instead of cobwebs in corners, the leathery strips of seaweed husks cling like ropes to the cracks. The rich organic aroma of a lake shore hangs heavy in the air like swamp fog on a humid summer night.

What marine wonders lie beyond the coral skeleton doors?



Ancient Aquatic Tomes

Adjective	Subject	Format
1 Abyssopelagic	1 Serpents	1 Catalogus
2 Aphotic	2 Roqual	2 Appendixes
3 Bathyal	3 Ambergris	3 Lexicon
4 Benthic	4 Haliopredatoren	4 Codex
5 Euryhaline	5 Lumiophytes	5 Liber
6 Hadal	6 Zooxanthellae	6 Compendium
7 Nektonic	7 Toxiosyphons	7 Treatise
8 Parasitic	8 Hyphaedonts	8 Cyclopædia
9 Physiognomial	9 Entheotrophs	9 Tome
10 Thalassic	10 Hypnocants	10 Atlas

Hallucinogenic Spores

*1-in-8 chance to inhale spores when reading Aquatic Tomes. Lasts 2d6 rounds

- 1 "Brain Smart, Mouth Toddler"
Adv on INT checks, Speak 1-syllable words
- 2 "The Walls, Such That There Are, Crawl with Geometric Hallucinations"
- 3 "Doors of Perception"
Succeed All Listen checks
- 4 "Collective Unconscious"
Use a party-members ability as if it were your own
- 5 "Bejeweled Self-Dribbling Basketballs"
1d4 automaton "hirelings" HP=1, AC=8, 1d4dmg
- 6 "Ego Death"
Lose all Abilities & Spells

Tension Dice

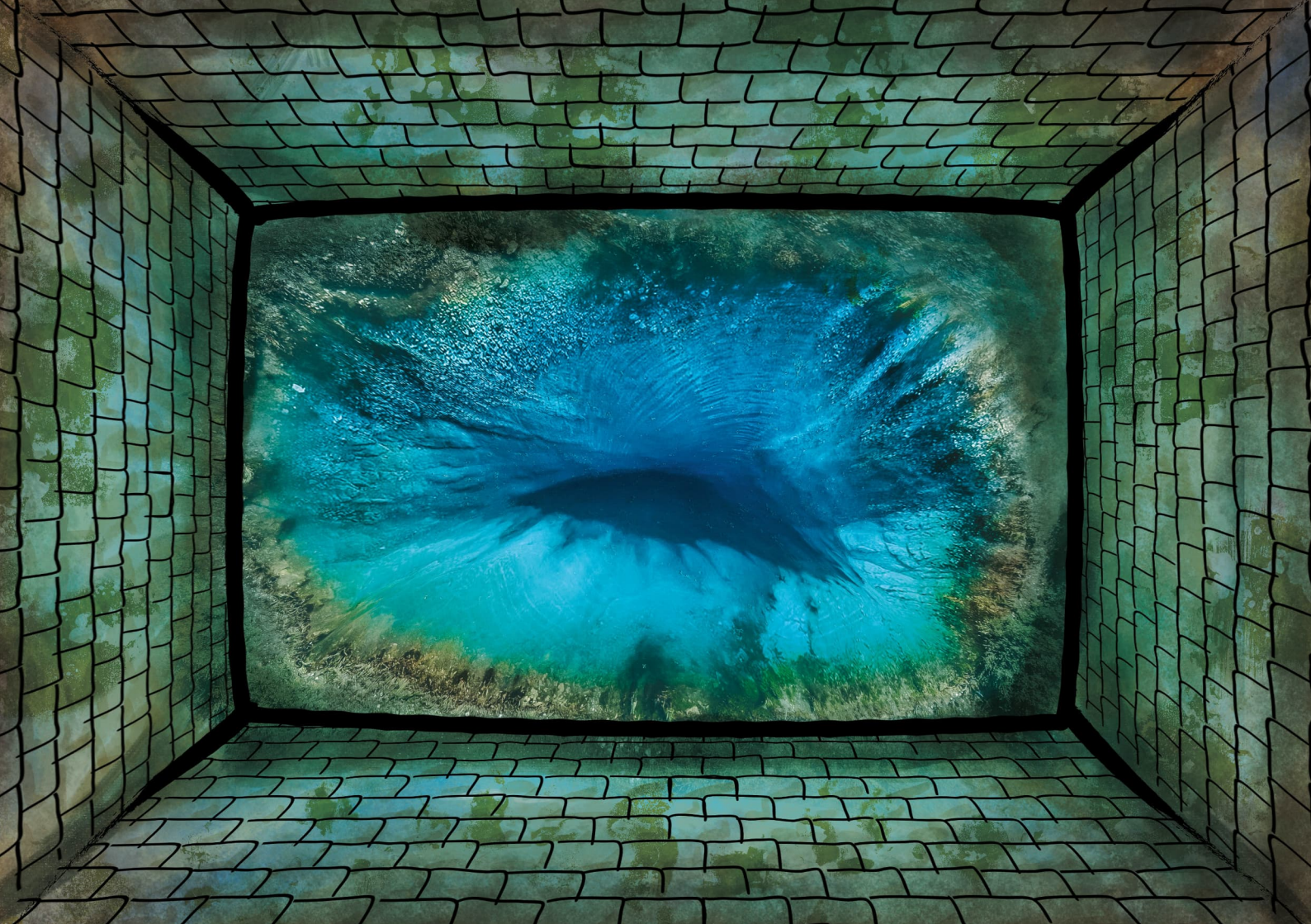
Tension Dice are an alternative to tracking time and wandering monsters in a dungeon. For every **exploration turn** (~10mins), one d6 gets added to the **Tension Pool**. For every **loud noise** the PC's cause, add one d6 to the **Tension Pool**. The **Tension Pool** can be rolled by GM anytime, but must be rolled when it reaches six d6's.

When the **Tension Pool** is rolled, any 1's count as an **Ill Omen**. Multiple 1's increase the severity of the **Ill Omen**. In this module, **Ill Omens** trigger a wandering monster encounter, with the number of **Ill Omens** corresponding to the number on the **Wandering Monster Table** above.

After 4 rounds of exploration (+1 d6 each), a player uses his Fighter to force a stuck door (+1 d6 for the turn, +1 d6 for the loud noise) reaching 6 dice in the **Tension Pool**. The GM rolls the 6 d6's and gets a result of 1,1,2,3,4,6. That results in an **Ill Omen** of 2, triggering a **Driver Ant** encounter from the **Wandering Monster Table**

Wandering Monster Table

- 1 2d4 Centipede, Giant
- 2 1d4 Driver Ant
- 3 Insect Swarm (2HD)
- 4 1d4 Giant Rats
- 5 Gelatinous Cube
- 6 3d4 Rot Grubs



8 Alchemical Laboratory

A small lab with shelves of evaporated reagents, caked-on salve residues, and centuries old herbal specimens.

Centuries:

- "Potions for Barbarians" tome
- Alchemy Set (Heavy and bulky)
- 1d4 Random Herbs
- 2x Healing Potions

1 Fish Bowl Statue

A dried up fountain topped with fishbowl containing a desiccated fish made of stone.

Adding H2O to the Bowl causes fish to come to life and jump into fountain, doors unlock and room is filled with shimmering ripples

2 Clergy Dormroom

4 beds - 2 have desiccated fishfolk (See: 9-Priests of Locha)
Chests: Locked.

If Forced there is 1-in-6 chance of breaking the Healing Potion and ruining Robe of Locha.

2x Robe of Locha
1x 1d6 Healing Potion
1d6 x 50gp

Robe of Locha

Blue cotton robes with a small embroidered insignia of Locha. Wearers of the Robes of Locha are considered Allies of Locha.
est value - 10gp

7 High Priest's Quarters

The High Priest's Quarters are a significant increase in wealth from the Dorms. The four poster bed is carved to look like live coral, the sheets resemble crashing waves. The armoire is fashioned like a giant clam. Laying on the bed causes the sensation of rocking waves, and resting has 2-in-6 chance of PC's being contacted by Locha in dreams.

Armoire contains *High Robes of Locha* and 1d6 jewelry worth 2d6 x 100gp each.

6 High Robes of Locha

Water Damage reduced by half for wearers

Locha Demands 1x day 20ft sphere 120ft range

- Caster can issue *single word command* to target
- Cannot self-harm and does not affect fellow PC
- *Saving throws* are *Hard* for Fish and Fishfolk
- *Saving throws* are *Easy* for other creatures

5 Solid Gold Idol of Locha

The sapphire bejeweled Idol faintly emits sounds of a babbling brook. Sprinkling with water and praying grants Water Breathing (24hr). Both effects are null if gems are removed.

1d4 gems worth 1d6 x 200 gp each

4 Golden Idol Room

Small room with golden fish idol on a cracked marble altar, floor covered in threadbare ornate prayer rug with clear wear patterns from countless feet kneeling to worship.

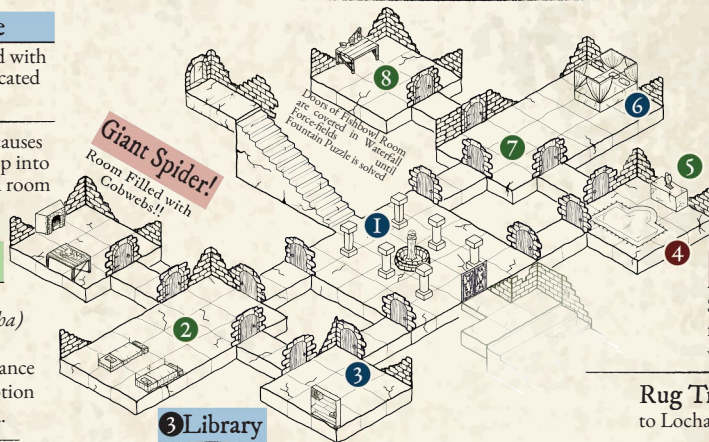
Rug Trap: Anyone who enters this room without praying to Locha idol gets attacked by **Rug**. Stats as per 1HD fighter.

Attacks:

- † *LEAP* - Jump 5ft - Target *DEX* save or is *Grappled*
- † *HUG* - On Attack: Target *STR* save or is *Grappled*
- † *CONSTRUCT* - If target is *Grappled* for 3 consecutive rounds they fall *Unconscious*. If *Unconscious*, take 1d6 *dmg* at the end of target's turn.

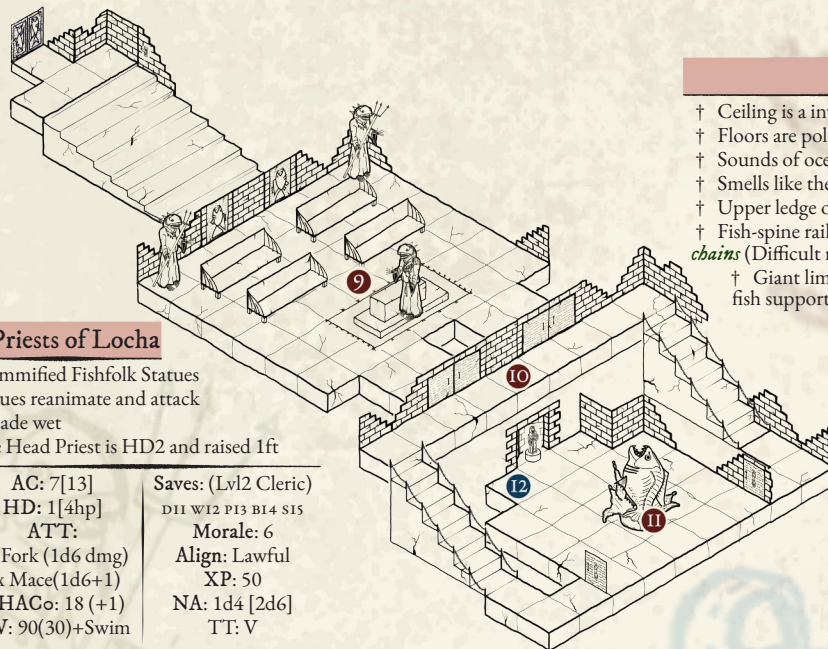
Don't hit your friends who are wrapped in the Rug!!!

½ of all damage done to Rug is done to *Grappled* PC's



Musty and moldering library
1-in-8 chance of hallucinogenic book-mold spores.
Contains several tomes on local history, local languages, fish ecology, mythic aquatic creatures, and the various watery planes. [See: *Hallucinogenic Spores* table, pg 4)
Worth 1d10 x 5gp each to scholars

- † Scroll of *Water Breathing* (24hrs)
- † Scroll of *Hydroblast* - 2d8 water damage + move creature up to 40ft away from caster. 5ft wide ray. 120ft range.



10 Blue Hole Antechamber

- † Ceiling is a inverted aquatic sink hole
- † Floors are polished carved marble
- † Sounds of ocean surf
- † Smells like the briny tropical sea
- † Upper ledge overlooks room below
- † Fish-spine railings hold *golden anchor chains* (Difficult removal - 100gp per ft)
- † Giant limestone statue of a dried fish supported in a water splash
- † Small marble statue of robed priest
- † Priest statue holds golden tray with bronze singing bowl & coral striker
- † Priest statue has featureless face but fish-fin hands and feet
- † At the end of every round - water level +5ft
- † Ceilings are +20ft above ledge

9 Priests of Locha

Mummified Fishfolk Statues
Statues reanimate and attack
if made wet

The Head Priest is HD2 and raised 1ft

AC: 7[13]	Saves: (Lvl2 Cleric)
HD: 1[4hp]	D11 W12 P13 B14 S15
ATT:	Morale: 6
1x Fork (1d6 dmg)	Align: Lawful
1x Mace(1d6+1)	XP: 50
THACo: 18 (+1)	NA: 1d4 [2d6]
MV: 90(30)+Swim	TT: V

Immune to Water damage
Can *Swim* [2x MV in >5ft water]
Spells:

- † *Lure - Save v Paralysis* or all movement must be towards Priest (as per a reversed Fear spell)
- † *Splash* - 15ft cone of Water. *STR* check or be pushed against opposite wall. Targets next attack is with *Disadv*.

- † *Mace of Locha* - +1 to Attack & Advantage when *Swimming*
- † *Amulet of Locha* - 250gp

Stat blocks based on Old School Essentials and 8o's B/X

11 Guardian of Locha

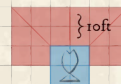
AC: 4[15]	Saves: (Lvl4 Cleric)
HD: 6[30hp]	D10 W11 P12 B13 S14
ATT:	Morale: 10
1x Bite 2d6	Align: Neutral
1x Tail Slap 1d10	XP: 500
THACo: 14 (+5)	NA: 1
MV: 60(20)+Swim	TT: n/a

Immune to Water damage
Can *Swim* [2x MV in >5ft water]

Attacks:

- † *Flop*: Creature flops up to 20ft towards target. 1d6 blunt + *DEX* check or knocked *prone*
- † *Dash*: When swimming, creature dashes 40ft towards target 1d6 dmg to target. All creatures within 5ft of Dash path must make *DEX* check or knocked *prone*

† *Feeding Frenzy*: In 10ft arc from Guardian front, *DEX/STR* check or 2d6 slashing damage. *Prone* creatures have *Disadv* on this check



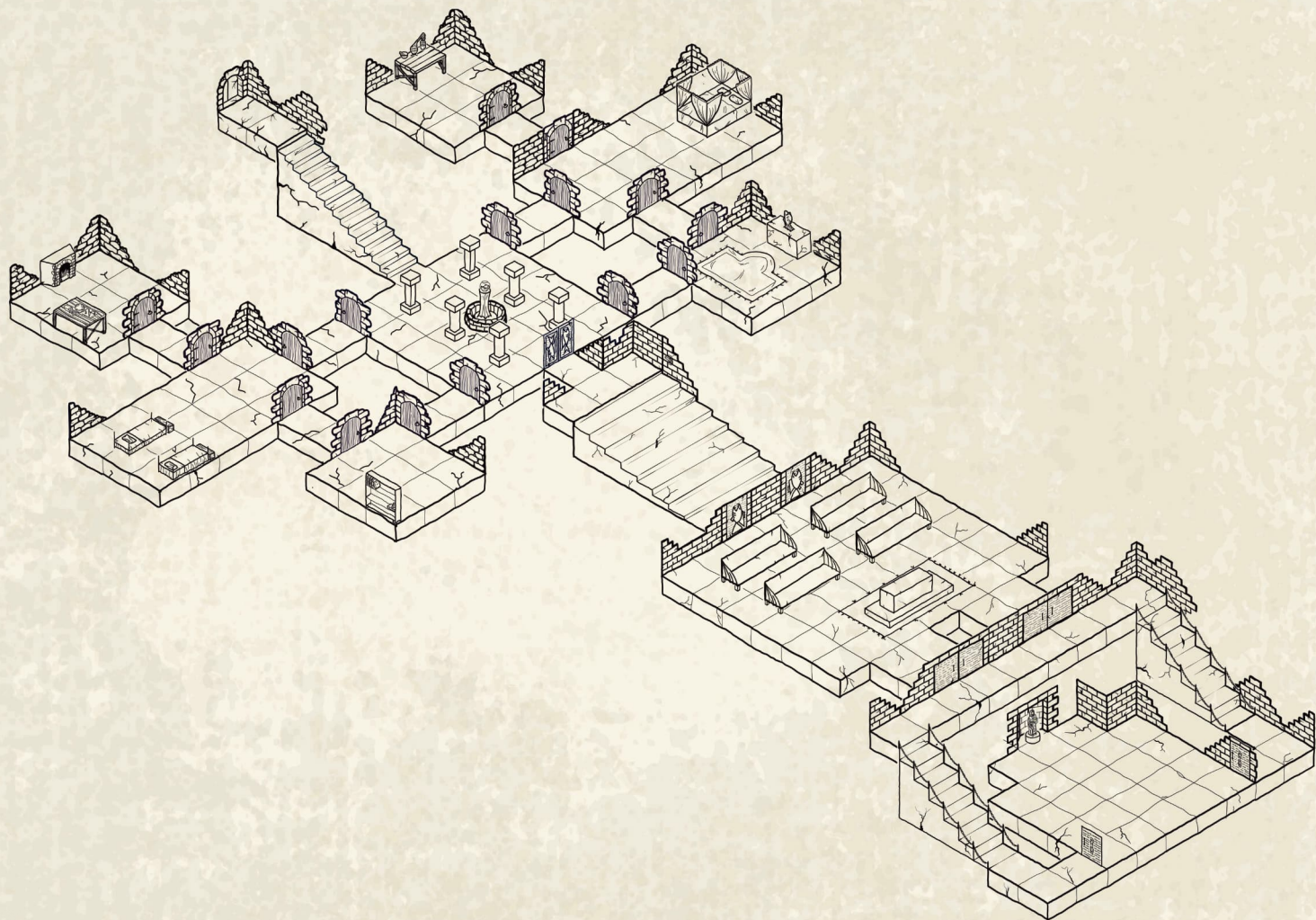
Stat blocks based on Old School Essentials and 8o's B/X

12 Bell of Locha

Bell of Locha looks and acts like a bronze "singing bowl." Taking the bell causes water to pour from the ceiling onto the Statue of Locha. *Water level +5ft at end of every round.*



- † *Lure* - Ringing bell casts Lure (reversed Fear) in 100ft sphere
- † *Pray* - Filling with water and praying to Locha gives 24 hours of *Water-breathing*; *Advantage* on attacks underwater
- † *Attuned Lure* - Lure also causes 1d4 psychic damage to effected creatures who don't move towards caster at end of targets turn.



Item Descriptions

Fish Bowl -

A 18in diameter crystal globe sits on top of a 3ft tall bleached coral pillar. Inside the globe sits an indistinguishably life-like stone lionfish. The pillar sits in the middle of a long dried out 4ft wide fountain pond that's 18in deep. Rings of limescale and calcified algae encrust the inside. Getting the stone lionfish wet brings it back to life and the ancient magic holding the doors closed evaporates into mist. The act of renewing Locha's Vessel begins the process of reconsecrating the temple. The pillar and globe begin to act as a fountain and fish with kaleidoscopic scales materialize in the pond.

Scroll of Water Breathing -

Casts Water Breathing on *self* for 1 day. As per Old School Essentials: "The subject can breathe water freely by means of this spell. Does not affect subjects ability to breathe air. No additional proficiency at swimming is granted"

Scroll of Hydroblast -

Causes a jet of water 5ft wide and up to 120ft range. Causes 2d8 water damage and moves affected targets 40ft in the direction of the blast. Save for half damage and half movement.

High Robes of Locha -

These fine blue velvet and brushed cotton robes are embroidered with opalescent fish-scales and bioluminescent sigils. Wearers of Lochian vestments can cast Locha Demands:

Locha Demands

Once per Day - 20ft sphere - 120ft range

Casters can issue a *single word command* to the targets
Target cannot self-harm and does not affect fellow PC's
Saving throws are with *Disadvantage* for Fish and Fishfolk
Saving throws are with *Advantage* for all others



Occupants

Priests of Locha -

Like the stone lionfish in Room 1, these appear to be hauntingly lifelike stone statues of bipedal Fishfolk. They exist in a near lifeless torpor, mimicking spores able to survive centuries without food or water. The touch of water causes their suspending enchantments to fizzle, returning them to resume their roles as Priests of Locha. [See: 9 - *Priests of Locha* on pg 7 for stats]

Guardian of Locha -

This 15ft tall statue of a deep bodied fish with a mouth full of serrated teeth leaps from a glistening, polished translucent quartz splash. It looks dried out like all the statues in the temple. The verdigris and skeletal polyp body are accented with the sea-spray glint of inlaid precious stones and hypnotic swirls of mother-of-pearl. Touching the giant statue feels like faint spasmodic sparks twitching beneath the skin... the magical protections tremble in parched anticipation. [See: 11- *Guardian of Locha* on pg 7 for stats]

Bell of Locha -

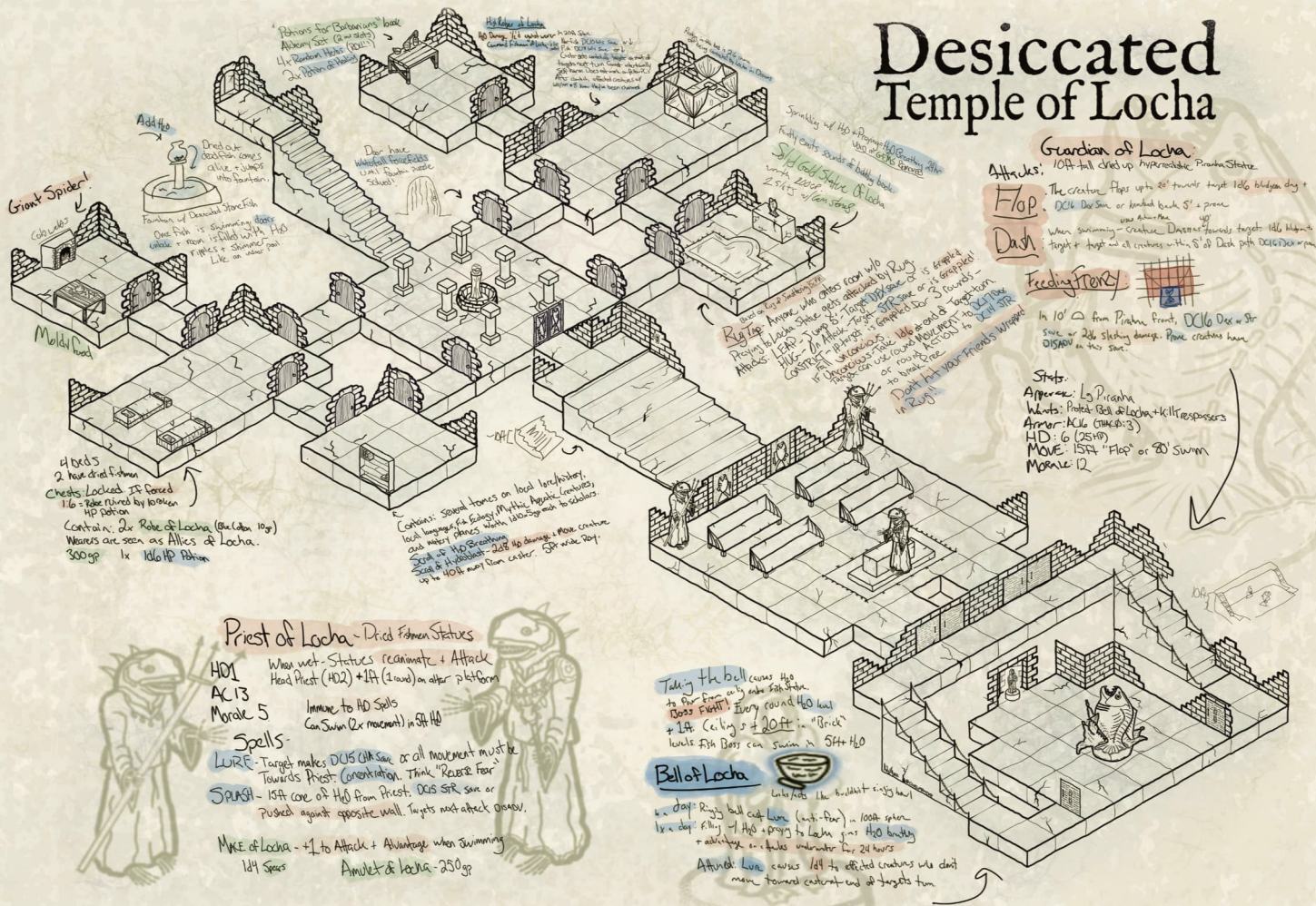
In an alcove protected by the Guardian of Locha, a robed statue holds a brass bell singing bowl. The robed statue is of a figure with a smooth mannequin face with fins as feet and hands. It faintly emits the sound of ocean waves and anyone who stands close by hears sounds of their feet splashing in a shallow puddle despite no water being found. Removing the bell causes the ceiling to start flooding the entire temple with Locha's Wrath.

There are a series of faint symbols carved into the surface of the patinaed brass surface which faintly glow when touched. It always feels and sounds like there is quart of water sloshing within, even when dry.

By ringing the bell, users may cast Lure, a 1st level spell with a duration of 1 hour. All creatures in a 100ft sphere must make *spell save* or all movement must be towards caster. If the Bell becomes *Attuned* to caster, any target who does not move towards caster takes 1d4 psychic damage at the end of targets turn.



Desiccated Temple of Locha



--- = Cut

- - - - - = Fold

- - - - - = Glue

Cut each token out



Fold into free-standing paper miniature



Glue or tape water tab on top of the sand tab

Bell of Locha



Bell of Locha

Priest of Locha



Priest of Locha

Priest of Locha



Priest of Locha

High Priest of Locha



High Priest of Locha

Priest of Locha



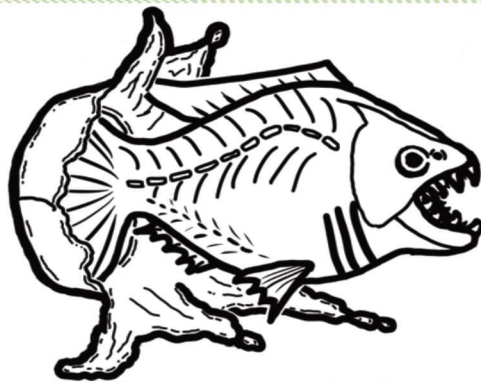
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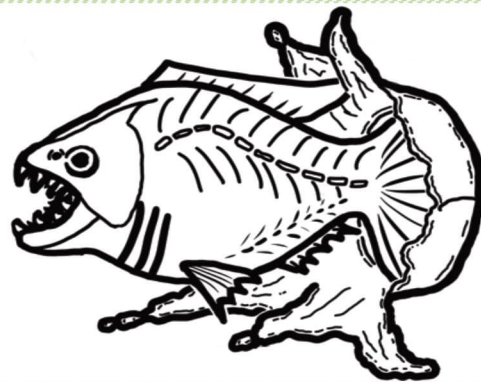


Priest of Locha

Guardian Statue of Locha



Guardian Statue of Locha



DESICCATED TEMPLE OF LOCHA

...A lone pillar juts out of the baked sand, exposed after countless millennia. It appears to be grown from coral, but we're nowhere close to the sea...

The Desiccated Temple of Locha is a short adventure module for low level characters designed to be completed in 4-5 hours. Drop it in your existing campaign or play it as a 1-shot!

†Star blocks are given for Old School Essentials, B/X and similar old school inspired systems†

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

Requires Old School Essentials

