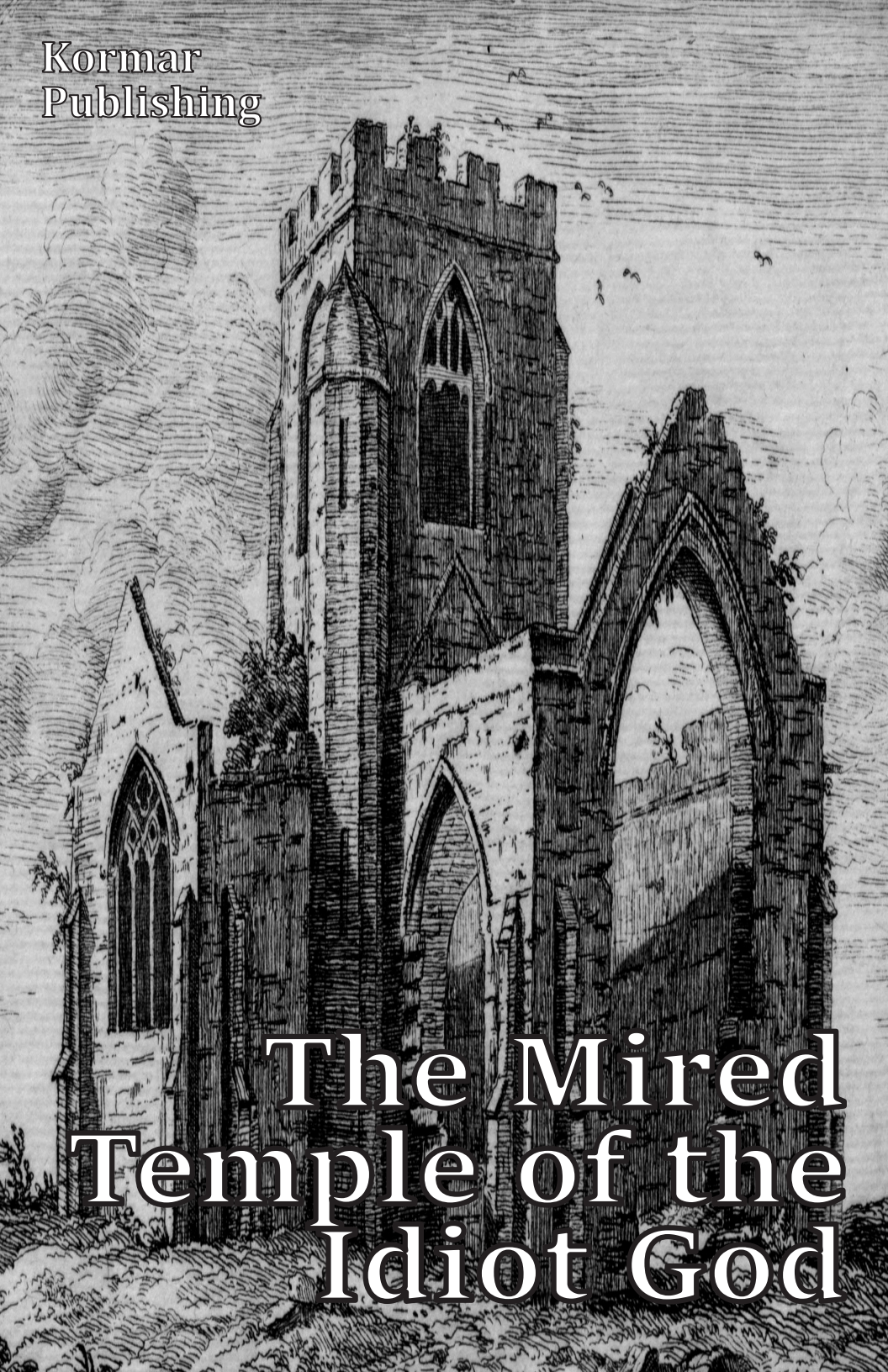


Kormar
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The Mired Temple of the Idiot God

The Temple of Septulus

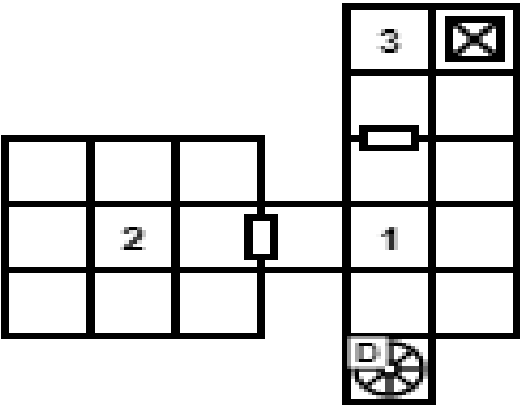
Sometimes, the Deep recedes temporarily and reveals its secrets to the in-landers. On one such pitch of black scum near the coast, an adventurer will find a ruined temple. Its decorative columns are tangled with seaweed and the roof is a mess of barnacles and fish detritus. Carved above the open entryway in the common tongue is the word: Septulus. The walls surrounding the structure are carved with graffiti depicting headless men, flying spheres of light, and humans consorting with demons.

Long ago, the temple served as a place of worship for the idiot god, Septulus. Followed by those who fear starvation and disease, Septulus also attracted a clergy prone to engaging in occult rituals outside of official church doctrine. One such example was the cleric of this very temple, who's gluttony and love of the bottle eventually led him to pairing his wine with members of his flock. Besides being a humanitarian gourmand, the cleric also engaged in dark rituals that accidentally bound demonic entities to corpses in the walls of the temple. When the ocean swallowed up this affront to the other gods, the cleric's life was preserved by the cruel hand of the Deep and he maintained a lonely vigil, the last follower of a forgotten god...

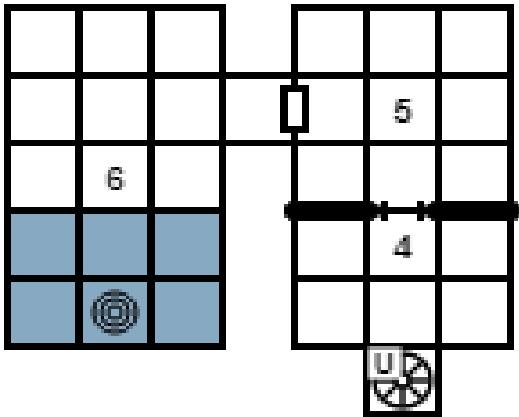
The inside of the temple is just as ruined as the outside and the various areas stink of mire and rotten fish...



Temple Ground Floor



Temple Basement



1. Foyer

- Ground littered with fish carcasses and mud, making it difficult to move
- Three statues, each labeled Septulus
 - An hourglass, representing time
 - A whirlpool with teeth, representing hunger
 - A chubby human infant, representing madness
- Arched wood and iron doors to **Worship Hall (2)**
 - Silver icons above the door depict believers violently baptizing an unwilling flock. Can be sold for 50 gp all together, but being pried off the wall recreates Septulus, who had ceased to exist after his worshipers had been swallowed by the Deep. The Cult of Septulus will start to be spread by village idiots throughout the inland.
- Austere wooden door to **Cleric's Quarters (3)**
- Staircase down to **Wine Cellar (4)**

2. Worship Hall

- Pews made of stone carved directly into the ground
- Altar in front of the pews draped in seaweed
 - On the altar is a golden chalice filled with sea water and an engraved stone slab that tells the fable of Septulus and the goat herder (**Appendix B** and **A** respectively)
- Behind the pew a screen of dirty opaque glass blocks the view to the back of the sanctuary
 - Area behind the glass has an empty rusted iron basin with a cork stopper. Removing the cork will cause the basin to fill with 1 flask worth of the **scum of Septulus (Appendix B)**



3. Cleric's Quarters

- Minimalist living, a bed, table, stove, and bookshelf
- Stash of empty wine bottles under bed and human bones in pot on the stove
- Table has two empty chairs, one with an empty wine bottle in front of it and one bare
- Sitting at the empty chair triggers a trap door that drops the victim into the **Chamber of the Afflicted (5)**

4. Wine Cellar

- Broken bottles and rusted sconces, a rotten squid sprawled across a wine rack
- An exposed wall flickers in-an-out of existence showing **Chamber of the Afflicted (5)** on other side
 - The wall does not exist at all, but attempting to walk through feels as though being split by solid stone and results in rejection back to point of attempted entrance (2d10 psychic damage and 10 seconds of discombobulation)
 - Jumping through could work, but clever adventurers can find solutions

5. Chamber of the Afflicted

- Torture chamber, think BDSM dentist's office
- Ruined journal on wooden table, next to dissected corpse
 - *"Through my flock, Septulus will speak. The foul parasites that inhabit these failed shells bring us closer and closer to his divine idiocy. More worshipers are required to suffer for his will."*
- Trapdoor in ceiling to the **Cleric's Quarters (3)**
- Four waterlogged corpses (**necrocites, Appendix C**) splayed out on/in various torture devices
 - One elongated on rack
 - One filled with holes in open iron maiden
 - One dissected on wooden table
 - One sitting in chair next to its severed head
- Necrocites are looking for new hosts and will use surprise or attack when ruined journal is read
- An iron door leads to the **Profane Altar (6)**



6. Profane Altar

- Stench of burnt rubber
- Shallow oval pool filled with **scum of Septulus (Appendix B)** occupying half the room
 - Simple altar on raised dais in middle of pool, with a gem studded thurible (200 gp) sitting atop
- Copper tube rises from pool into ceiling
- The **cleric (Appendix C)** stuck here flagellating and manifesting new scum.



Appendix A: Septulus and the Goat Herder

A parable about Septulus' encounter with a young goat herder that preaches the virtue of feasting. Easily misconstrued to be about cannibalism.

In the hills of Var there lived a goat herder. His herd was many in number and the young man was quite wealthy. However, he was in a constant state of hunger. One day, an avatar of Septulus appeared on a tree.

"Why are you hungry, child?" asked the fanged maw emerging from the bark.

The goat herder answered, "My goat herd brings me much wealth, but no food."

Septulus spit and lashed his tongue. Then he said, "Child, you have plenty of food. Devour some of your flock and you will grow stronger for it. Partake in the flesh of the beasts that you guide."

And so the goat herder did, and his belly was full for the rest of his days.

Appendix B: Magic Items

Golden Chalice of Constant Thirst

- A holy relic changed by the nature of the Deep. Drinking from the chalice gives someone the ability to breathe underwater for one hour with a 50% chance of getting violently ill and throwing up for ten minutes.

Scum of Septulus

- The scum of Septulus is created when a cleric mixes together their own blood, spit, and tears to imbibe water with the essence of the godhead. In this form, it has no magical properties and is used ritualistically in church services. However, by combining the depravity of the cannibal cleric with the corruptive nature of the Deep, this scum has taken on unholy aspects. Coming into physical contact with the scum causes a jagged mouth to appear on the afflicted flesh. The mouth will attempt to bite the body that it is attached to, dealing d4 damage until it is dealt with. The mouth has 6 HP and can be automatically hit, but any damage dealt to the mouth is also dealt to whoever it is infecting.



Appendix C: Enemies

Necrocite

- Treat as a **Zombie**, but with the additional ability to possess characters who are at half HP.
 - **Possession:** Make a Wisdom saving throw. If you succeed, you are immune to that Necrocite's possession for 24 hours. If you fail, you become possessed and cannot do anything but writhe around as the Necrocite sets up shop. You can try to save again at the end of your next turn, but three failures means the Necrocite takes control of your body. Roll up a new character unless the party tries to perform an exorcism
- Particularly nasty demons, the Necrocite love possessing humans and causing as much chaos as possible. During battle they will constantly scream obscenities and strange threats, often in a couplet.
 - "I'll swallow your soul, I'll swallow your soul!"
 - "Eat demon shit!"
 - "Bleed slower sweetie, I like to watch!"
 - "Dead by dawn, dead by dawn!"

Cleric of Septulus

- Treat as a **Ghoul** but wearing chain armor. Has one bite attack and two claws. Will attempt to paralyze the party and throw their bodies in the scum of Septulus where they will be devoured by their own bodies.
- The former cleric of this temple, preserved in his holy armor by the unnatural properties of the Deep. A corpulent fellow, even in undeath, the cleric continues his holy duties unaware that Septulus is dead and forgotten. Carries a pocket guide to the church's mysteries that explains how the scum is ritually made, as well as a locket with a picture of a glass domed city (worth 25 gp to a historian or archaeologist).