

THE POOL BELOW

BY WILLIAM MURAKAMI-BRUNDAGE

ART & CARTOGRAPHY BY DYSON LOGOS & BRADLEY K MCDEVITT



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

The Pool Below

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A group of three teenagers disappeared recently. They all recently came of age, and the town guards merely assume they ran off to seek fame and fortune. The parents of the missing children are skeptical, and fear something more sinister has happened.

Additionally, the deacon of an old, burned out temple devoted to magic and portents is hiding a secret. Even though the temple is assumed to be defunct, an evil priest named Shukan is operating out of a secret chamber located in the temple's basement. Shukan has connected a magical portal to the temple's baptismal pool, turning the font into a gateway to hell and terror.

Shukan convinced the children to swim in the pool and the youth were transformed into terrible maw-covered abominations. Now they protect the temple and do Shukan's vile bidding.

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A1. Stairway

Stone steps descend from the burnt ruins above. The dust has been disturbed, and several boot prints can be seen.

A2. Foyer

20 feet below the ruins, this was once a greeting chamber and foyer for the temple. The wood double doors to the east are unlocked and slightly ajar.

A3. Prayer Chamber

Several dozen chairs fill this space. The chairs are covered with ashen dust and thick cobwebs. Another set of wood double doors to the east are slightly ajar. Anyone listening at the door hears rasping, jagged breathing.

A hidden stone button on the north wall opens a secret door.

A4. Blasphemous Altar

This chamber is dimly lit by a flickering oil lamp. In the middle of the room stands a stone altar adorned

with a black goat hide and two gold candlesticks. The candles are unlit and made of thick, red wax engraved with the names of demons and unholy prayers.

The candlesticks are worth 50gp each, and the goat hide is worth 1gp.

A5. Shukan's Chambers

Unless alerted by the sounds of shouting or combat, Shukan is here, studying his tomes of the dark faith. He grabs his *mace +1* and immediately charges into combat, showing and expecting no quarter. If the secret room isn't discovered, Shukan hears the sound of combat and attacks the intruders from behind while they are fighting the maw things (**Area A8**), attempting to push foes into the baptismal pool.

Shukan

AC 2 [17], HD 3 (12hp), Att 1 *mace +1* (1d6+1), THAC0 19 [0], Move 60' (20'), D11 W12 P14 B16 S15 (C3), Morale 7, Chaotic, XP 35

1st level: *cause fear, cause light wounds*

Shukan has 40gp. His collection of seven leather-bound prayer books is worth 10gp per book.

A6. Storeroom

This storeroom is filled with preserved food, as well as two small casks of ale. Shukan plans to corrupt as many villagers as he can, hoping to use the baptismal portal to create an army of gibbering servitors and control the land.

A7. Robing Hall

Six white silk robes still hang on hooks on the east wall. The air is damp and burbling water can be heard from the baptismal pool to the south. There are three homespun wool tunics, breeches, and soft leather boots dumped in a pile by the southern door, as well as a silver amulet engraved with the name of one of the missing teens.

The six silk robes are worth 5gp each, and the amulet is worth 75gp if returned to the family, or 5gp if sold for scrap.

A8. Baptismal Font

The center of the chamber has a glowing, burbling pool. The water is fed by an underground stream. Soaking in the pool are three human-sized creatures covered with chittering, clacking teeth. These are the

missing teenagers, now transformed into terrible monsters.

Maw Things (3)

AC 6 [13], HD 2 (9hp),
Att 2 bites (1d4),
THACO 18 [+1], Move
90' (30'), D12 W13 P14
B15 S16 (2), Morale 9,
Chaotic, XP 25

The Baptismal Pool

Anyone looking into the pool sees a giant, square-pupiled eye staring at them from the bottom of the pool. It occasionally blinks, but otherwise gazes unceasingly.

Anyone entering the water must make a saving throw versus death each turn or be transformed into a maw thing. While a creature is in the water, the water shimmers and a faint, guttural chanting can be heard.

Pouring holy water or casting *bles*s on the pool causes the eye to vanish instantly and soundlessly.

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