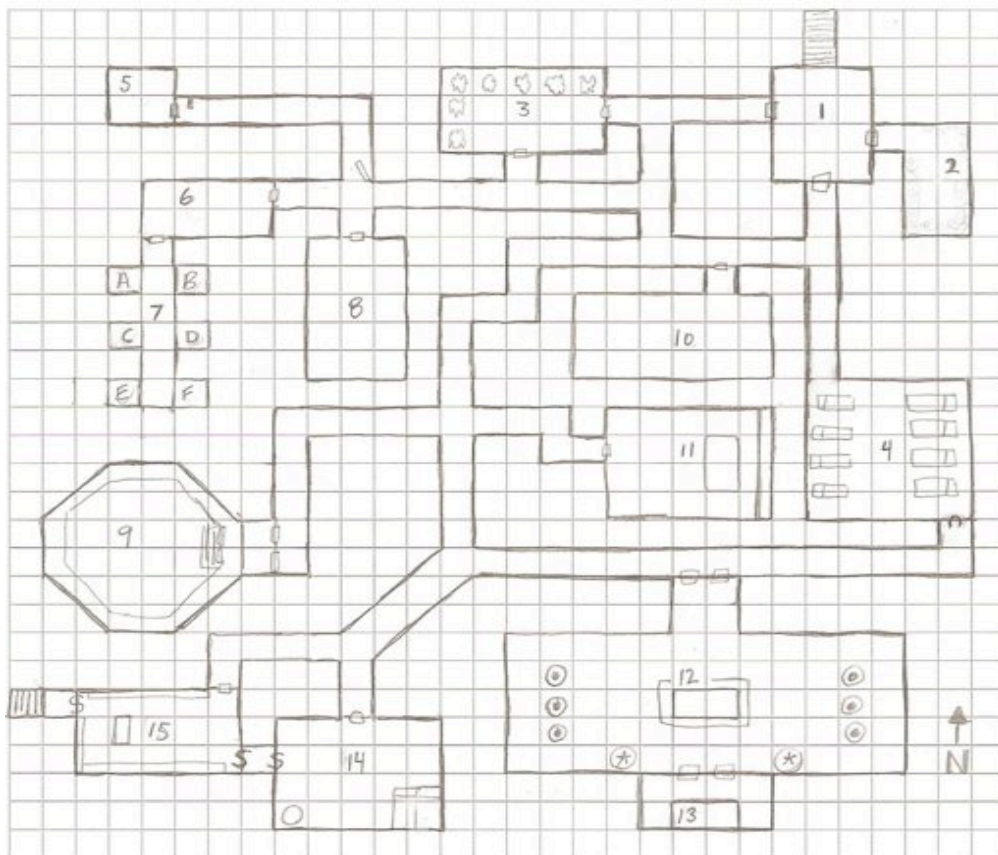


The Temple of Corruption



Lighting: Magical lighting (a sickly green) in hallways and most rooms. Rooms 5, 8 and 10 are in complete darkness.

Corrupted Inhabitants (1d6)

Due to overexposure to the diseases and fumes of the temple, the priests suffer from slight mutations:

1. Weeping sores on face that secrete green pus
2. Brown, rotting teeth
3. Hands covered in warts
4. Sickly green skin
5. One eye bloated and yellowed
6. Nose blackened with rot

Legend

S – Secret Door

C – Concealed Door

**Random Encounters (1 in 6, every three turns)
1d4**

1. Green Mist blows into the area (Same effect as Fungus Chamber)
2. 1-2 Priests
3. 1-4 Wererats
4. 1-6 Giant Rats

Background:

The prophet of a diseased god plagued the local city for years. He was eventually caught and executed, but his body was recovered by his supporters and spirited away into a swamp south of the city where with the help of their wererat allies, the priesthood built a temple complex. The priesthood now captures travelers on the southern road to the city for their diseased experiments. Their ultimate goal is to raise their fallen prophet as a Zombie Lord who they believe will spread the diseased god's corruption throughout the land.

Room Key

1. **Entrance:** Green lichen covers the floor in each of the four corners of the room. It glows faintly and looks poisonous, but is harmless.
2. **Fungus Chamber:** Various types of mushrooms and fungi grow in this room, each mildly poisonous. PCs must make a saving throw or suffer one of the following effects: (1d4) – 1. Stick to stomach (-1 to attack and damage for 1 day) 2. Effects as *aweakness* spell 3. Character breaks out in a rash, but suffers no ill effects 4. Character catches a disease.
3. **Wererat Barracks:** This barracks is covered with pallets of dirty straw and houses the priesthood's Wererat allies. There are six in total, but at any give time 2 are absent. (Treasure: Equipment and small amount of monetary treasure).
4. **Priesthood's Chambers:** A faded rug covers the floor of this musty room, which contains the beds for the temple's priesthood. At any time at least 3 of the 6 under-priests are present (L2 Clerics). Each priest carries a serrated dagger, a small amount of monetary treasure and a magical medallion that protects them from the sludge monsters in Area 12. Under the south eastern most bed lies a chest which contains 4 valuable gemstones and a scroll of *Protection from Lycanthropes*. A tapestry on the southern wall of the room conceals a doorway that leads out of the room.
5. **Wight Room:** A lever on the north wall opens the door to this room. When the lever is pulled, the open doorway to the south closes as the door to room 5 opens (unless they are paying careful attention, characters will be unaware that the door behind them has closed). It can only be reopened by pulling the lever again. This room is in total darkness. Inside are 3 wights who attack on sight. Treasure: A fire opal and *asword*+2
6. **Prison Guard Room:** 2 Wererats guard this room. They are unprepared for an attack and are automatically surprised. Each carries a small pouch with a few coins and one holds the key to the cells in room 7.
7. **Prison Cells:** Houses the priesthood's prisoners, used for various disease-related experiments and sacrifice. Cells A, D and F are empty. Cell B contains a malnourished human F1; Cell C contains a diseased human MU3 who is contagious; Cell E contains a ghoul.
8. **Charnel Chamber:** Skulls and bones fill this room. Searching the room has a 1 in 6 chance (per character searching) of finding a *Ring of Protection +1*
9. **The Pit:** A narrow ledge rings this room. The pit is filled with 2 ft. of brackish water from the nearby swamp; rotting vegetation on the surface. A shambling mound floats in the water, waiting to attack. The priesthood brings the remains of their experiments here for the Shambling Mound to feast on. (Treasure: an *Axe* +3 and *bag of holding* with 10 opals (under the water)).
10. **Storage:** This room is filled with empty jars, many of them broken. There is nothing else of interest here.
11. **Laboratory:** This room has a 2 in 6 chance of being occupied by one of the priests from area 4. The room is dominated by a rough wooden table and shelves behind it are lined with various vials of liquid. Most are poisonous, but *detect magic* reveals 2 potions (1 of *cure disease*, 1 of *healing*).
12. **Altar of Corruption:** A large altar dominates this room and is covered in dried blood. Many of the priesthood's experiments and sacrifices are done here. Six pools filled with sludge (3 on each side of the room) are also present, as are two statues of bloated demons. If any PC enters the room without a priest's medallion, six sludge zombies rise from the pools (1 from each) and attack the party. On a successful hit, the zombies transmit a disease that drops target's STR 1 point per round until it reaches 3. The disease proves fatal in 1d3 days unless *acure disease* is cast (save to negate). On a pedestal by the altar is the *libram of decay*, a book dedicated to the god of disease. Among other things, it contains instructions on creating a Zombie Lord. Any non-evil characters touching the text must make a save or contract a wasting disease that drops CON by 1 point per day until character dies. A successful save results in 2d6 damage.
13. **Tomb of the Diseased One:** This small chamber holds a sarcophagus that houses the decaying remains of the prophet of corruption, who founded the priesthood. He wears a *ring of protection* +2, and has *mace of rotting*+2 (successful hit causes Mummy Rot) and a pouch with 5 emeralds.
14. **High Priest's Chamber:** The high priest of the Corrupted One lives in this chamber with his Wererat mate. He wears a medallion, carries a *staff of withering* and is a L5 Cleric. His wererat companion fights at his side. If the fight goes sour, the priest will try to escape through the secret door into the library
15. **Library:** Various tomes on vile gods and demons line the walls of this room, which also houses the writings of the prophet of corruption. A secret door leads out of the complex. A careful search uncovers 2 clerical scrolls – one with *hold person* x2 and the other with *cause disease* and *fear*.