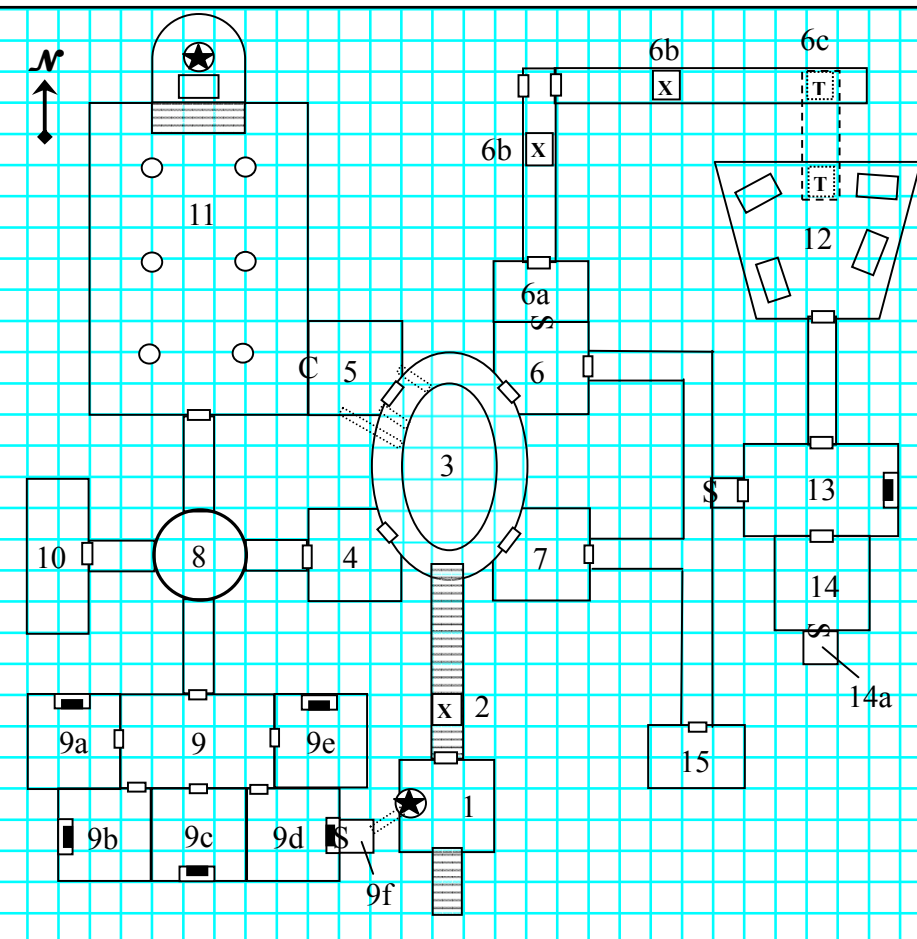


Shrine of the Rodent God

1 square = 10'



☐ **ing**: All rooms & corridors are in complete darkness unless noted otherwise.

Design: Rooms & corridors are 10' high and all passages are 10' wide unless noted otherwise.

Wandering monsters (1d10):

1. 2d4 giant rats
2. 2d4 giant bats
3. 1d2 giant centipedes
4. Wererat
5. Wererat + 1d4 giant rats
6. Zombie
7. Werebat
8. Werebat + 1d4 giant bats
9. Giant spider
10. 1d100 spider hatchling swarm

Background:

Ages ago an obscure cult to the Rodent God built this underground complex to hold worship and perform sacrificial offerings and experiments in the name of their God.

Some years later the shrine was destroyed and the cult scattered by a group of wercats and weretigers known as the Feline Order. Members of this order have sworn allegiance to the Cat Lord and to this day they roam the land eradicating their mortal enemies - the rodent vermin.

At present only one aged and solitary member of the order tries to fight back the efforts of a wererat and a werebat to restore the cult.

Room Key

1. **Entrance**: An iron moneybox for alms stands on a pedestal over the W wall. Upon entering the room a magic mouth on the east wall asks for 1 g.p. per person to grant admittance to the temple. If everybody pays as requested, the trap on the stairs (2) does not activate. If the box is removed a fist-sized chute is revealed underneath. The chute goes down into a huge collection chest in room 9f.
2. **Stairs**: 60' of stairs leading down (trap @ 20'). A rigged step turns the whole flight of stairs into a slide that ends abruptly in room 3.
3. **The Pit**: An elliptical room with a 15'-deep oval pit. Rusted manacles hang from the E and W walls of the pit. The noise made by anyone falling into the pit will alert the rats in room 5. They will appear from cracks on the NW wall in 1d4 rounds and attack.
4. **Empty room**. Guano droppings lie scattered on the floor.
5. **Rat Den**: Trashed furniture lines the room and ragged tapestries hang on the walls. 2d6 giant rats (1d4 carrying disease).
6. **Empty room**: Food scraps give this room a pungent smell.
 - a. Dusty cupboards and shelves full of miscellaneous items cover the S, W & E walls. Treasure (Minor).
 - b. Pit trap, 10' deep with spikes, 3 in 6 to fall in. Gnawed bones line the bottom.
 - c. Trapdoor hidden under a loose flagstone. A ladder goes down 10' into a corridor.
7. **Empty room**. Bones and cobwebs.
8. **Domed Chamber**: This chamber is 30' high. Walls and floor are stained with guano droppings. 2d4 giant bats lurk on the ceiling.
9. **Antechamber**: A wererat and 3d6 giant rats have taken residence in this area and adjacent rooms. Rooms a to f were formerly the priests' chambers. These apartments, once lavishly decorated, now lay in ruins.
 - f. A huge wooden chest stands on a dais over the E wall. This collection chest is trapped by a scything blade on the inside. Treasure (Assorted coins).
10. **Robbing Room**: Covered by dust and cobwebs, a dozen of moldy gray robes hang from several pegs in the west wall.
11. **Chapel**: Three pairs of twisted columns support the domed ceiling that raises 30' high. Tattered hangings cover the E and W walls and broken benches lay on the floor. In the N wall on a large niche after a short flight of steps a defaced statue overlooks a stone altar. A closer inspection reveals recent repairs and some fresh cheese scraps. A werebat and 3d6 giant bats dwell in the chapel, perched high up on the ceiling.
12. **Laboratory**: Between 4 stone slabs, scattered tools, hanging chains and broken glass and pottery, 3 zombies, product of long forgotten experiments, roam the room aimlessly. S door is locked.
13. **Cozy Lounge**: A cat (actually a weretiger) dozes on a pillow by a lit fireplace. Several trinkets can be seen over the mantle, and old musty rugs cover the floor. There's also a small table with glasses and a bottle next to a couch on the SE corner.
14. **Library**: Bookcases cover every wall from floor to ceiling with dusty tomes and scrolls. Treasure (Minor).
 - a. **Teleport**: Silver runes line the floor vaguely shaping a circle.
15. **Storeroom**: Cobwebs cover shelves and barrels. This is the lair of a giant Spider and her hungry hatchlings.