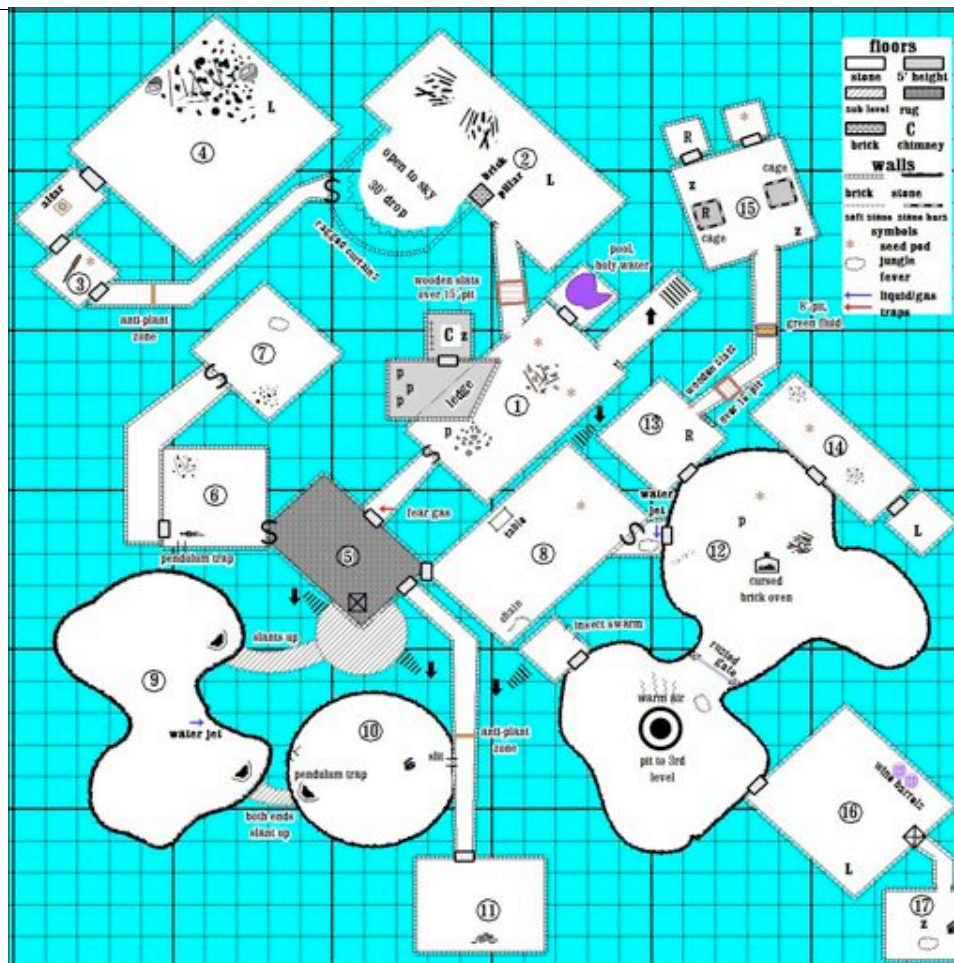


Shrine of the Savage Jungle – Level 1 by John Lavolette (talysman@gmail.com)



Defiled temple turned into shrine of Miazeim, the Lord of the Fiery Green.

Surface level: jungle ruins, large open pit (30-foot drop to chapel area 2) and intact 15-foot chimney (climbable, 45-foot drop to area 1C.)

Needs 2nd level w/ old priests' quarters in NE corner and 3rd level, any design.

Wandering Monsters (1d6) and Map Key

- 2-5 Pteroblins (winged 1' high goblins armed with darts, blow out candles & torches and deflect arrows with gusts of wind from wings.) Also marked "p" on map. Worship Miazeim & vine seed pods.
- 6-20 Giant Rat-sized red snapping lizards. Marked "L" on map.
- Vine infection seed pod (1' diameter, floats slowly, contact with flesh or burst after hit: victims become vine zombies in a matter of hours.) Asterisk on map.
- Vine zombie goblin, seed pod bursts from chest when slain. Marked "z" on map.
- Jungle rot (slow crawling fungus, destroys cloth and leather, eats flesh.) Marked "R" on map.
- Jungle fever (mobile, ravenous green mist of insect-level intelligence.) Cloud symbol on map.

In areas 3, 4, and 12, results 3-5 are treated as 1-6 ordinary goblins. They fear seed pods, vine zombies, jungle rot, and jungle fever.

Scale: 1 square = 10 Feet

Multi-location or Tunnel Traps/Features

Pit covered by wooden slats: 15' deep, crossable, but slats might break for heavily encumbered characters.

Anti-plant zone: section of red stone burns vine-infected, seed pods, other plant life.

Pit of green fluid: may be mistaken for acid, but does less damage. Odor causes slowed movement for an hour.

Water jet: blast of scalding water triggered by pressure plate. Resettable.

Fear gas: released by wire attached to top of door. Resettable.

Pendulum trap: tripwire releases wooden beam + stone weight from slot in wall, smashing as a war hammer. Resettable by goblins, not pteroblins.

Room Key

- Entry Chamber:** locked room next to stairs: pool of glowing holy water (no affect on vine zombies.) 2 Seed pods. Pteroblin carries 1 dart, small golden bottle (20 gp) of "unholy sap" with golden vine inlay. Shaded area: ledge 5' from floor, rooms with 4' ceiling; 3 pteroblins, rack of 30 extra darts, bag of 150 copper coins, vine zombie backup in nearby room. Small blade stuck into inconspicuous slot in south wall unlocks secret door.
- Chapel:** pack of red snapping lizards. Short, locked brick pillar contains 10 gold coins. Secret door behind rotted curtains opened by lifting stone slab (weight: 2 grown men.) Must be propped open or held to pass through.
- Vestment Room:** Seed pod, massive stone mattock, peg on wall w/ vestments of high priest of (human) God of the Gentle Dark. Brass sacral crown worth 10 gold, much more to someone who recognizes historical value. Room beyond contains stone altar with ashes from burnt sacrifices in central depression.
- High Priest's Chamber:** Large pack of snapping lizards. 3 silver bars under huge pile of rubble (300 coins worth.)
- Priests' Antechamber:** Secret door opens when pushed. Rotted carpet covers door in floor down to subchamber w/ two staircases to 2nd level (NW and South areas.)
- Skeleton w/ crushed skull marks location of pendulum trap. Secret door at end of passage opened by dagger in slot as for area 1.
- Cloud of jungle fever guards bag of 280 copper coins beneath rubble.
- Preparation Chamber:** Seed pod, large table, locked door down to 2nd level (NE, old priests' quarters.) Pulling chain in south opens secret door, revealing jungle fever.
- Hidden Double Cavern:** Entered by slanting passage from sublevel. One silver bar near water jet trap. Another hole in ground leads to another subtunnel to area 10.
- Hidden Cavern:** Pendulum trap triggered as characters exit crawlhole. Small chest near eyeslit in wall contains leather bindings and a copper branding tool with vine pattern.
- Treasure Chamber:** Extra difficult lock on door. Contains a sack of 200 copper coins. Signs that several chests used to be in room.
- Double Cavern:** East door protected by water jet trap. Cavern split by gate (rusted shut.) Jungle fever in south can pass through bars. Pterolin and seed pod can't. Burning wood in cursed oven creates a jungle fever cloud. Door to down staircase releases insect swarm onto landing.
- Guard Room:** Jungle rot covers 4 silver bars.
- Storage:** Broken glass and pottery, rusted pots, and wood. Seed pod. Lizards behind door crawl on small box of rare incense worth 20 gold coins.
- Jail:** Two goblin-made cages with stone bars, vine zombies near each. Jungle rot in one cage can crawl through bars. Locked rooms contain more jungle rot and a seed pod.
- Cellar:** Pack of lizards, 2 kegs strong wine (60 gp each, 1 glass = confusion, 2 = sleep.) Covered pit drops victim 10 feet, then floods with water.
- Annex:** Vine zombie and jungle fever, locked chest contains bronze flask of aromatic oil (10 gold coins.)