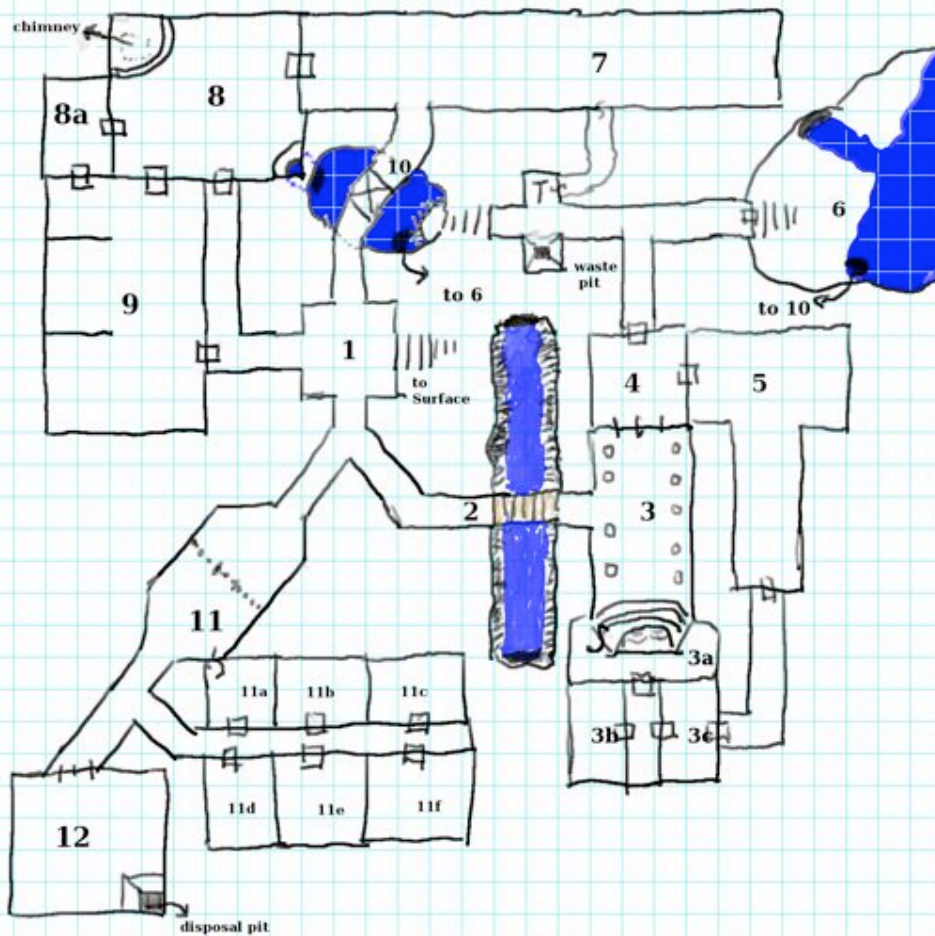


# The Ghouls' Shrine – by Joshua Macy v1.0

Warning: This is meat-grinder if the party isn't largely immune to Ghoul's Touch. Reduce the difficulty by using a rescue-the-prisoners scenario, or substituting Zombies



## Wandering Monsters –

- 1 in 6 chance per 20 minutes
- 1- The sound of a crying child
- 2- Ghoul carrying a fresh corpse
- 3- 1d4 random body parts
- 4- The stench of decayed roses
- 5- Ghostly Knight stalks by and vanishes
- 6- 1d6 Ghouls
- 7- Carrion Crawler
- 8- 1d6 Ghoul hounds
- 9- \* Ocher Jelly from #9
- 10\*- Ghoul Jester from #3a
- 11\*- Ghoul Knight from #5
- 12\*- Ghoul Princess from #3b, and 3 in 6 chance of 2d4 Ghoul Retainers. If alone will attempt deception

\* Unique, will not recur if defeated; if encountered outside their rooms, replace the contents of the rooms with 1-3 Nothing, 4-5 1d4 Ghoul Hounds, 6 1d4 Ghouls

## Legend

S – Secret Door  
 X – Pit in floor, 2 in 6 chance, closes after  
 T – Blade Trap, Dex Save or 2d6 damage.  
 Stonework or Architectural sense reveals this is a new installation.

## Smoke Effects

- 1- Nauseated, unable to fight for 1d6 turns; if enough are nauseated the Jester may hurry through the secret door to attack
- 2- Hallucinating, 1 in 6 attack companions for 1d3 turns
- 3- Eyes water, but no other effects
- 4- CON increases by 1d6 for 1d4 hours
- 5- All wounds are healed
- 6- Permanent immunity to paralysis

## Room Key

1. **Entry:** It is cool and dank down here. Throughout the shrine there are torch sconces in the walls, but no torches. The floor is covered with cracked faded tiles; it is impossible to make out the original pattern, but it is still somehow vaguely disturbing.
2. **Rotting Bridge:** The sound of a rushing river becomes noticeable well before you can see the source. The water is 20' below the rickety, rotting wooden bridge. 2 in 6 chance of falling through the boards, Dex Save or fall in; 1 round before even a strong swimmer is swept under and carried off. There is a metal bucket on stout rope tied to a metal ring on the Western wall. Instant action to toss bucket to person in water allows Dex Save to grab it.
3. **Shrine:** Shrine of the Forbidden God; the party knows nothing about this God other than his worship was forbidden by an evil ruler in ancient times and he is now forgotten. Statue of the God's face on the raised area, detects magic but not evil. Oil Brazier in front of the statue. If the party has not yet defeated the Ghoul Jester from #3a, the statue will speak to them in a booming voice. Jester will attempt to convince the party that it is the Forbidden God speaking to them, and they can cleanse the God's shrine and be richly rewarded (Option: true if they clear out the complex of Ghouls). It will then attempt to lure them to their doom, in whatever way seems most expedient, most likely confronting the Giant Crab in 6 or the Ocher Jelly in 9 depending on its assessment of the party's strength. If the party lights the brazier it gives off green, roiling smoke. Roll on the Smoke Effects chart for each person in 10'
- 3a: **Room of the Voice:** Pipes voice to Statue. Ghoul Jester: 3 x tougher than lesser Ghouls, and can hurl his head which will attack independently as another Ghoul (bite only) for 1d4 round before having to return. Needle-trapped chest with 3,000 GP, 12,000 SP and another 5000 GP in gems.
- 3b: **Priest's Quarters:** Ghoul Princess. She can pass for human, and is startlingly beautiful, and richly dressed. 4 x tougher than lesser Ghouls, and can cast spells as an Anti-Cleric of a level equal to the highest in the party. Charm Amulet (1/day). Fireproofing Ring. Wand of Telekinesis. Given an opportunity she will attempt to trick the party into believing she's a captive. She possesses the keys to the Prison and all the cells. 3 in 6 chance noise of a fight here will attract Ghoul Knight and 1d4 Ghouls from #5 if not already defeated.
- 3c: **Acolytes' Quarters:** Empty. Under a rotting rug there is a Scroll of Rock to Mud, flattened out.
4. **Vestry:** Empty, save for piles of clothes and assorted weapons and gear taken from captives. Option: Healing and other potions to make it easier.
5. **Crypt:** The coffins are all shattered and the crypts emptied; body parts, mostly skeletal, are strewn ankle-deep throughout. 2D6 Ghouls lurk clinging to the walls overhead. Ghoul Knight, 3 x tougher than lesser Ghouls, +1 plate armor. There is a 1 in 6 chance that the Ghoul Princess is here; if not, then any sounds of battle will (3 in 6) attract her and another 1d4 Ghouls in 1d6 turns, assuming she has not yet been defeated.
6. **Lake Room:** Giant Crab lurks in the lake. It's a brute, and should be impossible to defeat for the party's current power level without suffering losses (or at least expending all their power).
7. **Long Hall:** This was the dining hall, and still has furnishings. There are 1d6 Ghouls here, feasting on fresh corpses.
8. **Kitchen:** Cold fire-pit, chimney to the surface; chute w/20' drop to #10. 2 in 6 chance per turn that the Ocher Jelly from #9 will come investigate.
- 8a. **Pantry:** Both doors barricaded from inside; skeletons of 3 Dwarf adventurers. Each had mail armor, one had +2 War-hammer of Returning.
9. **Store Room:** Literally tons of desiccated and rotting food and goods. Large Ocher Jelly. Wand of Lightning with 3d10 charges and skeleton of wizard.
10. **Feeding Pit:** 2 in 6 chance of dropping 20' into the water, 10' deep. Stairs down from trapped corridor come to a rocky outcropping 10' above the water. 5 Carnivorous Crabs. Heaps of bones of all kinds piled on the bottom; 10 minute search has 1 in 6 chance of revealing sword and armor originally belonging to the ghostly Knight. Sword is +2, grants immunity to Ghoul Touch, Continuous Light on command; armor is size 14 full plate +1.
11. **Prison:** There are floor-to-ceiling bars, and a locked gate. There are furnishings for the guards. 2 skeletons of guards. 11A-f are cells. Cell F contains an animated marble statue named Arunthel, who will be favorably disposed towards the party if free. Arunthel was an Elven bard before being transformed; he's been trapped for centuries. The other cells contain 1d6 naked captives each, from recent raids by the Ghouls. Arunthel cannot be harmed by the Ghouls, so depending on the combat abilities the GM gives him, he can be made the key to the scenario or just a hanger-on.
12. **Torture Chamber:** Full of implements of torture, iron maiden, rack, etc. The pit in the corner is to dispose of bodies. 20' down there is water. There is an anrv Ghost. One of the 4 skeletons chained to the wall has a glass eye that grants See Invisible if inserted in an empty eye-socket.