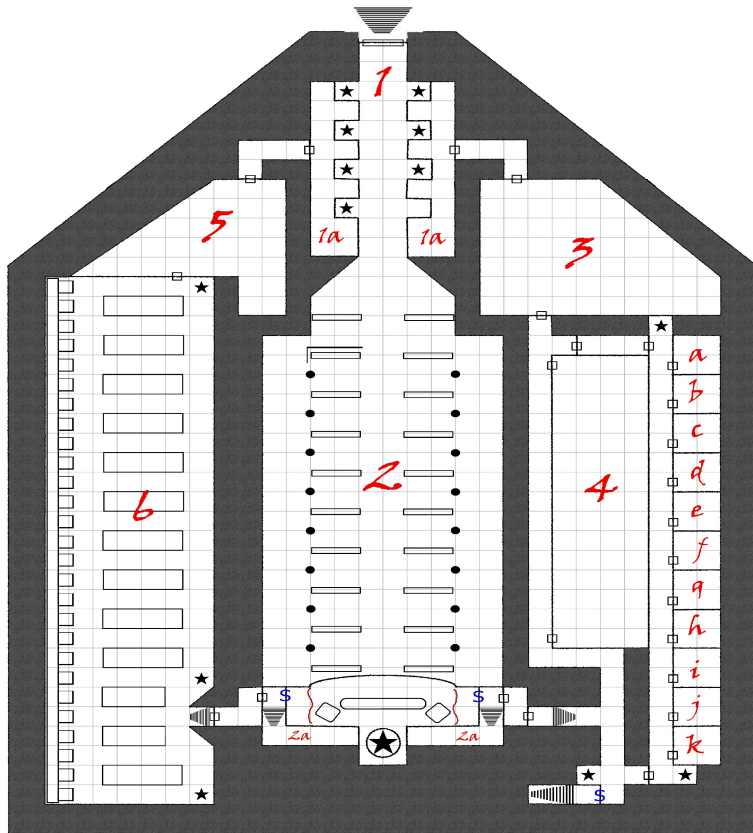


The Ebony Obelisk of the Snail Demon

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Room Key:

1. Entryway: Damp stone steps lead down from the ruins of a forgotten temple above. Through the heavy iron doors, the entryway is lined by 7 statues in alcoves. The statues represent a humanoid manifestation of the servants of the Snail Demon, Urosh the Magnificent. The 8th alcove is empty because seven is a holy number and the eighth alcove is to house Urosh at his return. Each statue is a humanoid stone golem with a slug in place of feet, each one holding a different melee weapon. They will fight if disturbed or if activated by a Cleric of Urosh. Six other golems sit at various places through the temple. The floor slopes gently downward to the south and is covered with a mucus-like substance. The mucus flows downhill; Wherever present, the mucus reduces travel to ½ normal speed for all but the golems, the Urosh Thralls, and the Clerics of Urosh.
- 1a. Reservoirs: A mucus-like substance oozes constantly from behind the statues from these reservoirs. The ooze collects on the floor of Room 1 and seeps down the floor toward the south end of the temple. If the doors are opened, the mucus will flood the corridors into Rooms 3 and 5, and so far as the doors are open, filling the corridors and rooms to the ceiling within four rounds. Room 6 is warded against mucus; no mucus will flow into this room. The mucus is ever-flowing and ever-replenishing from a small portal in the room; the portal leads to the Plane of Ooze. The mucus is resistant to both flame and ice, but is susceptible to acid and salt. If a creature partakes of the mucus as part of the Urosh Thrall ritual, the creature becomes a Urosh Thrall after 1d6 days; Urosh Clerics have complete control over all Thralls (treat Thralls as zombies). Any creature captured within the

temple will be forced by the Underpriests to undergo the Urosh Thrall ritual.

2. Nave: The nave is lined with pews and pillars, the floor is completely covered with the mucus-like substance. The Chancel is on an elevated platform, approx. 5' higher than the nave. The mucus on the floor collects at the platform and seeps down through the floor into Rooms 2a, draining at the Obelisk. Services are led from two thrones flanking an altar. Two massive hanging curtains conceal secret doors leading to the inner rooms. An enormous ebony and obsidian obelisk has its base on the ceiling behind the altar and plunges into the depths of the earth. The tip of the obelisk lies somewhere deep below; if the inscription on the tip is read aloud, it is said that Urosh, the Snail Demon will appear on the Chancel to lead his followers. Actually, five Huge flail snails will appear and tear through the temple killing all inside. On the altar is a candelabra (50gp), a silver platter (300sp), two small silver knives (200sp), and a snail carved from obsidian (10gp). There is a 10% chance that the High Priest will be leading rites for the Thralls from Rooms 4a-k.
 - 2a. Fonts: The mucus from Room 2 seeps into these areas used for creating new Thralls. The mucus is 4 ft. deep in both rooms. One wall of each room is actually the side of the ebony obelisk; the mucus fills the arcane runes on the obelisk's surface and slowly seeps down the entire length of the structure.
 3. Kitchen: Two level 9 Underpriests of Urosh are here preparing for a meal. With them are three humanoid Urosh Thralls armed with cleavers (treat as humanoid zombies with hand axes). Each Cleric here has 400 sp and 5 gp on his person. Each Thrall will have 10 sp. The room has scattered crates and barrels holding basic food stuffs and water. There are four long tables and numerous tall stools. Fired-clay dishes and cups are stored here, as are various utensils. Foul gruel is bubbling in cauldrons at a large fireplace in the south-east corner. There is no mucus on the floor.
 4. Mess Hall: At any time during the day you can find 1d30 Urosh Thralls here eating. Each one will be armed with either a knife or a chair (treat as daggers and clubs). A level 6 Underpriest of Urosh is here serving the food; he will direct the Thralls to protect him. Among those in this room will be 800 silver, 10 gold, a jeweled belt (400gp), a necklace (1400gp), an anklet (200gp). Battle in this room will draw the Thralls from 4a-k. The floor is clear of mucus.
 - 4a-i. Thrall Rooms: Each room has two sets of bunk beds, occupied by three Urosh Thralls at any given time; each bunk has a filthy blanket. There is a 33% chance that a Thrall will be asleep. Each Thrall carries a dagger. A small chest holds dirty rags and 1d100 silver pieces. The floors are covered with mucus.
 - 4j-k. Underpriests's Rooms: Each room has two sets of bunk beds, occupied by one Underpriest at any given time; the Underpriests are level 8 Clerics. There is a 50% chance that an Underpriest will be asleep. Each Underpriest is armed with a heavy mace. A small chest in each room holds 4 clean robes, 4 ebony snail carvings (10gp), 4 leather belts (10sp), 1d20 gold pieces and a handful of smooth stones. The floors are covered with mucus.
 5. Priest's Quarters: The rooms of the High Priest of Urosh. 90% of the time the High Priest will be found here. He is a 15th-level human cleric and wields a +3 heavy mace. The room holds a large bed, a wardrobe filled with his holy vestments, a desk covered with miscellaneous papers, and a long table filled with potions and scrolls, including a scroll of healing. If he is reduced to ½ his total hit points, he will enter a rage, temporarily returning his hit points to normal and increasing his strength. He rages until he is either killed or 10 rounds have passed. Hidden under his bed is 500gp, 200 sp, and a platinum idol of Urosh, the Snail Demon worth 1000 gp. The walls and floor of this room are covered with seeping mucus, draining at the south-east corner.
 6. Library: The library is filled with thousands of ancient tomes, many filled with dark and evil lore and/or rituals. The room is warded against mucus; no mucus will flow into this room from any source. There are 4 level 10 Underpriests in this room armed with heavy maces and carrying 100gp.
- At any given time in any room in the Temple, there is a 15% chance of the presence of a slithering tracker. This increases to 25% where mucus is present.