

# Shrine of the Demon-Monkey God

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Background – The Shrine of the Demon-Monkey God is easily dropped into a jungle ruin or underground complex for some trap-filled fun. Players can be sent there to rescue the sacrificial prince, or stumble on his sacrifice as a new plot point. Originally conceived and playtested by 4th level characters under the Pathfinder Roleplaying Game. Treasure and magical items are left to the individual GM need.

- A. Hallway – The hallway leading into the shrine can be as long or short as required. Just before it opens into area ‘B’, there is a pressure plate trap. When triggered, it releases two spring-loaded blades that sweep out of the walls hitting the first two ranks at a height of 2.5 feet off the ground.
- B. Central chamber – A raised alcove at the east end of the room is filled with a life-like angry looking demon-monkey. The left hand of the statue is open, extended and contains a stone key. When the key is removed from the hand, the three hallways immediately seal shut as 5’ thick stone slabs drop from concealed slots in the ceiling. The eyes of the statue begin glowing bright red, after 2 rounds the room is super-heated to scorching temperatures inflicting damage to everyone trapped in the room for 3 rounds (and additional damage to those wearing metal armor). Two rounds after that the eyes stop glowing, the temperature returns to normal and the stone slabs retract into the ceiling. The stone key opens the double doors leading to area ‘C’. The far southern wall contains a sliding stone secret door leading to area ‘D’.
- C. Acolyte room – Behind the locked double doors are the simple living quarters for several demon-monkey acolytes. Currently 3 present and they attack! The southern wall contains a sliding stone secret door leading to area ‘D’. One of the acolytes carries a silver key which opens the doors to area ‘E’.
- D. Secret passage – A wide secret passage links the main hallway and the acolyte room, with peepholes in both northern secret doors. The secret door to area ‘J’ also contains peepholes. There is a minotaur in the passage who has been watching and waiting.
- E. Torture chamber – Behind the locked double doors, there is a room filled with torture devices and implements, such as chains attached to the walls and a table with leather straps. There are also 4 cages hanging from the ceiling. Under each cage there is a binding circle in silver dust. Two of the cages are empty and the other two contain imps. These imps are cunning, nasty and manipulative; they have been trapped here and subjected to various tortures by the demon-monkey acolytes. One of the imps managed to steal a key to area ‘F’ and will try to use it as a bargaining tool to escape.
- F. Open chamber – Behind the locked double doors is a large, open room. The northern end of the room has the remnants of a binding circle. The eastern door appears to be warded with painted runes.
- G. Hallway – An empty connective hallway to the priest’s chambers. There is a sleeping gas trap here which goes off 30 seconds after the door to area ‘H’ is opened, unless a small switch, on the southern wall opposite that door is pressed. One round after the gas trap goes off, a zombie demon-monkey is released from a slide away panel behind the switch.
- H. Priest’s chambers – Behind this door are the private chambers of the demon-monkey priest. A desk, a wardrobe and a bed are here. The desk contains a set of scribbled notes about the curative properties of the blood of a first-born royal son as well as extra-planer summoning.
- I. Alcove hallway – This long hallway contains 6 empty alcoves that lead to the main shrine. On either side of the double doors, twin demon-monkey heads are carved into the wall. There is a pressure plate across the midpoint of the hallway that triggers fiery blasts from the heads, capable of reaching the northern end of the hallway.
- J. Shrine of the Demon-Monkey God – A priest and 2 acolytes occupy the shrine; they are preparing to sacrifice a prince when the players enter. They are in the middle of their ritual and very displeased with being interrupted. If the minotaur from area ‘D’ has not been discovered, he will charge out of the eastern secret door upon seeing the priest killed. Just to the west of the doors is a switch that disables the trap in area ‘I’.

