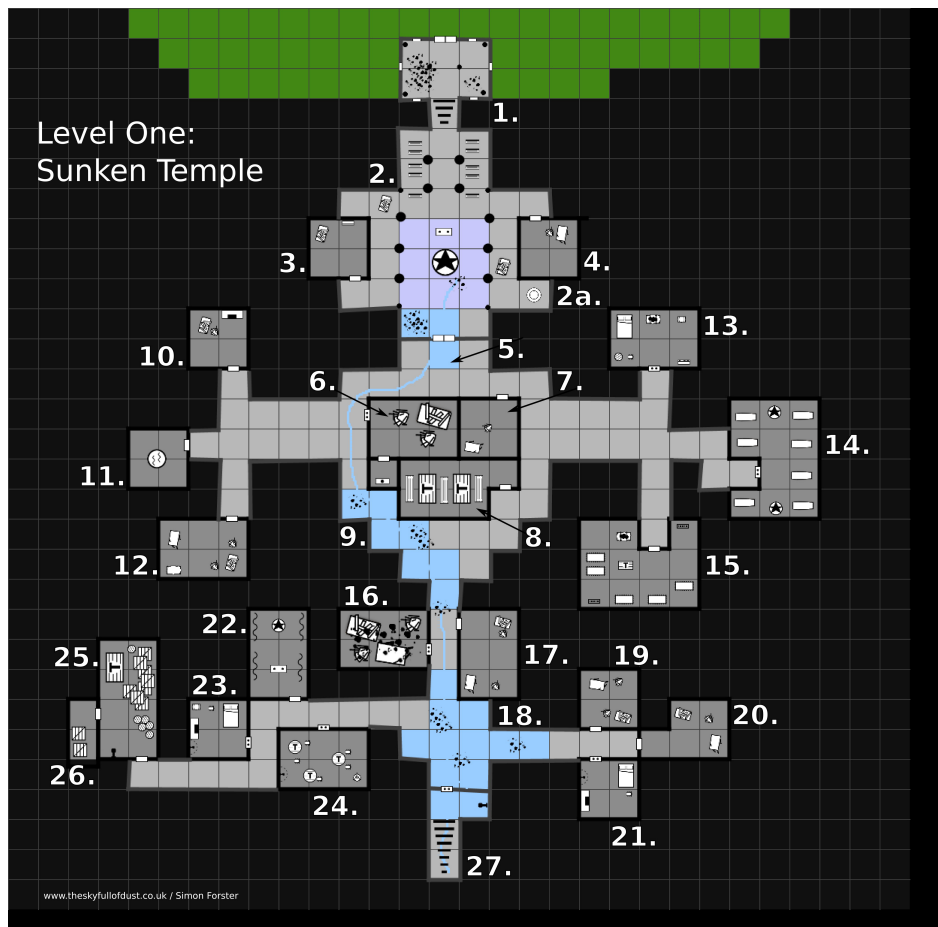


Watery Palace of the Ooze Behemoth: Level One - The Sunken Temple



Wandering Monsters

1 in 6 chance, every 2 turns

1d6 Encounter

1 Bricks fall from ceiling: save versus paralysis or be struck for 1d6 damage;

2 Sounds of voices heard in the distance;

3-4 2d4 Goblins on patrol, led by a champion;

5 1d4 Giant Carnivorous Flies, hunting;

6 2d4 Goblins escorting the Mud Lord.

Overview of Temple

Originally a temple dedicated to a forgotten god, the temple partially sunk into the marshy ground, so that only the entrance and roof remains above the ground. It has since become home to a cult of Goblins, who worship the nameless things that inhabit the lower levels.

Inside the temple is damp, musty and starting to crumble. The Goblins have made a home here, living a monkish life, leaving behind their families so that they can devote their lives to their worship. They are led by a Chieftain who has given himself the title of the Mud Lord, and his right-hand Goblin, Sub-Chief Grewch.

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Room Key

1. Entrance: this vaulted, crumbling hall is littered with animal bones and debris. It is home to 1d6 giant **carnivorous flies**.

2. Temple: this place of worship has columns lining the path up to a plain stone altar, with a bronze statue of a hooded woman looming behind it, her hands open as if to hold something. If a bronze sceptre is placed in her hands, a secret compartment opens at her feet, in which is a *Cube of Frost Resistance*.

Pews, damp and rotten face the altar. To the back of the room water has leaked in, forming a stagnant pool. In an alcove, 2a, is a deep shaft that leads all the way to Level Four. Rusted iron rungs form a ladder leading down; there is a 1 in 6 chance that they break if used.

3. Damp Room: the walls of this largely empty room are damp and patched with mould. A seemingly empty bookcase stands against the wall, covered in animal droppings. It is also infested by 5d4 **Rot Grubs**.

4. Empty Room: aside from some broken furniture this room is empty.

5. Pool: the door opens onto a pool of brackish water, with a stream of muddy water leading down. The temple from here on in slopes slightly to the south.

Standing guard by the door to room 7 is a tall, well-built man dressed in worn chain mail. He is a member of an adventuring party who have started to explore the temple; his two allies are in room 7. He is a **1st-Level Fighter**, with the following treasure: a bulky sack holding 1,500 silver pieces.

6. Locked Room: the door to this debris-strewn room has been barred from the outside, and scratched into the wood, in Goblin, are words of warning. Trapped inside is a hostile and hungry **giant crab spider**, lurking above the door.

7. Rivals: in this room of broken furniture, the two other members of the adventuring party are searching for treasure. One is a **1st-Level Elven Spellsword** (Fighter/Mage, or Elf) with a wrought-copper bracelet with leaf patterns (worth 60 gp), and 100 gp in a large pouch. His comrade is a female **1st-Level Fighter**, who carries a sack with 250 silver coins, and a *potion of healing*.

8. Guard Room: sitting quietly, meditating, but on guard, are 2d4 **Goblins** led by a **Goblin Champion**, who will investigate any noise from outside.

9. Water in the Corner: this corner has accumulated several inches of water, with bricks and rubble making footing uncertain.

10. Empty Room: remains of a bedroom, with an intact but blocked fireplace.

11. Well Room: a deep well, with fresh water, sits in the middle of this room.

12. Empty Room: another empty room, once a bedroom, that has aged well compared to the rest of the temple.

13. Sub-Chief's Room: the Goblin Sub-Chief lairs here, with a 35% this he is home. **Grewch** has a locked chest with 1,500 copper pieces, 50 silver coins.

14. Crypt: several stone coffins, with skeletons inside, occupy this cold, dank room. Two statues of the the same hooded woman watches over them.

15. Goblin Dormitory: inside this living area are 4d4 **Goblins** and 2 **Goblin Champions**.

16. Junk Room: the Goblins dumped all the cleared junk in here. Since then a **Grey Ooze** has made its home here, and the Goblins locked the door.

17. Empty Room: more broken furniture. However, a search through the rubble finds a lock-box holding 500 silver coins, and 10 gold pieces.

18. Deep Water: the floor here has subsided, and a foot of water fills this area. The door to the stairs, room 27, is locked. The Mud Lord has the key.

19. Crumbling Room: this damp room of debris has a weak ceiling. There is 2 in 6 chance of bricks falling, save versus paralysis or deals 2d6 damage.

20. Empty Room: this room of broken and rotting furniture has the head of a statue (an elf) lying in the corner. This fits the body of a statue on Level Five.

21. Empty Room: a bedroom that once belonged to the Goblin Shaman, before the Crab Spider from room 6 ate him. A chest still holds 1,000 coppers.

22. Shrine: this room is dedicated to the unknown 'gods' below. Tapestries show pictures of fungi forests and slim monsters. The statue is of a pile of mud.

23. Chief's Lair: the **Mud Lord** himself can be found here 75% of the time. He has a chest holding 4,00 silver pieces and a *potion of giant strength*.

24. Dining Hall: the remaining Goblins can be found here, silently eating stew. There are 4d4 **Goblins** and 2 **Goblin Champions**.

25. Store Room: the Goblins store holds five barrels of preserved fish (5 gp each), boxes with iron ingots (6d6, 1 gp each), and 2d3 rolls of cloth (10 gp).

26. Store Room: this storage room holds 2d3 rugs of patterned linen (5 gp each), and a box of leather caps used in the Goblins ceremonies (30 in all).

27. Stairs: These damp stone steps descend to Level Two.