

# Rania's Curse - AnomieCoalition 2015 - DrunkenNerdery.com

**Introduction:** Rania was once a beautiful elvish maiden given the gifts of immortality and prophecy by the gods. This temple was built for others to witness her talents and pay tribute to those which bestowed them. However, Rania was beset by visions of the downfall of the elvish empire she served. Unable to stop the destruction, she languished in despair. The weight of her sorrow was so great that the temple itself began to sink into the lake on which it sat. Angry that they had chosen someone clearly unworthy of such gifts, the Gods punished Rania. Her prophetic ability was stripped and they condemned her to endure eternity as a hideous medusa.

**Hook:** The adventurers can be lured into investigating the temple either in search of the oracle's knowledge or by the rumored treasure that accompanies most elvish ruins. They will be directed to a lake in the ancient elvish homeland, but are surprised to find that most of the complex is submerged. With only a few buildings protruding above water, they will have to dive to reach the entrance.

**Temple Features:** The entire first floor is completely under water; its mosaic floor tiles are covered in muck while the walls are illuminated by phosphorescent plankton. All the doors have rotted away and many passages are blocked off by rubble. Stairwells lead to the second floor which is above the water line and largely free from the ravages of the lake.

## First Floor Wandering Monsters:

- Electric Eels (1d3)
- Stingrays (1d3)
- Piranhas (1d4)
- Medium Water Elemental

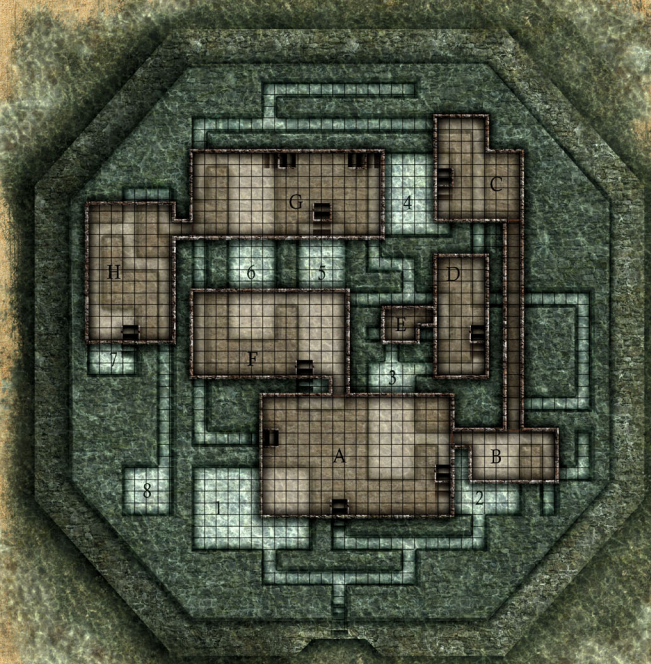
## First Floor:

**1 - Purification Room:** Several tattered cloaks still cling to pegs that line the walls. Algae collects in the cracks of a shallow pool in the center of the room. Craftfully inscribed on the walls in ancient elvish are the words: "Cleanse yourself of the past to understand the future."

**2 - Antechamber:** The decapitated statue of an elvish maiden sits atop a raised dais in the center of the chamber. Three Lacedons (Aquatic Undead) occupy this room.

**3 - Sanctuary:** Two rows of rotted benches fill most of this room and face an altar to the south. A hideous Sea Hag sits atop the altar admiring the decapitated head of a statue.

**4 - Servant's Quarters:** Broken fragments of furniture clutter this room. The skeletal remains of an elvish man lie sprawled on the floor. Crudely carved into the floor next to him are the words: "Where there was hope is only despair."  
- Rania is cursed."



**5 - Feasthall:** A long low table fills the center of the room while tattered tapestries, faded beyond recognition, adorn the walls. Broken shards of pottery and the bones of the dead float in the still waters. Three Lacedons (Aquatic Undead) sit at the table.

**6 - Kitchen/Pantry:** The southern half of this room once served as a kitchen with an iron stove and several tables for food preparation. The northern half is lined with an assortment of crates, sacks, and barrels. Small fish swarm around the rotted flesh that still clings to meat hooks hanging from the ceiling.

**7 - Librarian's Office:** The room is bare except for a writing desk and a journal that lays open upon it. The pages crumble as you leaf through the book. Although most of it is illegible there is a passage that speaks of everyone's sorrow at the fall of the empire and how the temple itself seems to be somehow being crushed by the weight of that despair.

**8 - Reliquary:** Ornately carved columns frame the walls and in the center of the room is an exquisite wooden chest inlaid with precious gems. The chest contains a magical item (GM choice) but is also protected by a Glyph of Warding (Blast-Electricity)

## 2nd floor:

**A - Prophecy Room:** This room features a large cathedral ceiling with domed glass protruding from its center. The sun/moon light shines down upon a circular platform surrounded by rows of curved benches. In the northwest corner is a scribe's desk with several pieces of parchment. Most of the words on the page have been scrawled out but you can still make out a prophecy about the flooding of the temple and a curse to befall Rania.

**B - Artists's Workshop:** The room is filled with easels, looms, a sculptor's table and various art supplies. Among the unfinished works that have been abandoned is a painting that depicts a hag and several undead swimming by an altar.

**C - Servant's Quarters:** This room looks very much like its counterpart on the first floor except that much of its furniture is still intact. There is a strange statue of a man lying prone on the floor attempting to cover his eyes.

**D - Vault:** There are number of treasures sitting upon tables in this room (GM choice). Two Grimlocks occupy this room.

**E - Secret Treasure Room:** The door to this room is hidden behind one of the tables in the Vault. It contains a number of precious artifacts (GM choice) but is also protected by a Glyph of Warding (Blast - Electricity).

**F - Hall of Veneration:** The walls are adorned with beautiful tapestries, paintings, and sculptures depicting the visions of the Oracle. Several of these works of art have been defaced, including those which depict a medusa and the sinking of the temple into the lake. Three Grimlocks occupy the room.

**G - Oracle's Chambers:** This room features the finest furnishings of the temple. But there are also several statues positioned in poses of action or defense chaotically arranged around the room. Rania/Medusa occupies this room. The party may converse with her, but she is only toying with them and combat is inevitable. (A generous GM might include a mirror in the room or as treasure in another room.)

**H - Library:** The room is a disheveled mess with bookcases knocked over and piles of parchment littering the floor. Scorched tile in the southwest corner suggests that many books were burned. Those tomes that survived contain the prophecies of the oracle. Two Grimlocks occupy this room.

**Concluding the Adventure:** Unfortunately for the party, there is no wisdom to be gained from the Oracle. They can however take solace in surviving the temple and perhaps leaving a little richer than when they came. They also have a great story to tell.

