

The Sanctuary of Urushan the Summoner

Urushan the Summoner studied for decades to perfect his summoning circle. Unfortunately for him, he succeeded...

- 1. Main Hall:** The collapsed southwest corner opens into a cave system below. Loud noises will (2 in 6) draw 1d6 CAVE BASTARDS.
- 2. Ransacked room:** Scrap paper, smashed furniture and debris.
- 3. Collapsed section:** This pile of rubble takes 24 man-hours of work to clear, given appropriate tools. To the west the double doors are stuck fast. Pulling them open unleashes an avalanche of loose stone (1d10 damage to anyone in front of the door, save for half).
- 4. Statue room:** Two statues of wizards on the east wall (under the circle) each have a large gemstone (200gp ea.) in their foreheads. The two on the west wall have chisel-marks where gems have been removed.
- 5. Chapel:** Devoted to a god of wizardry. The altar-ware is worth 400gp.
- 6. Latrines:** Thankfully empty.
- 7. Experiment chamber:** Menaced by a hungry GELATINOUS TUBE.
- 8. Homunculus pit:** Behind the secret door, the back half of the room is a 10' deep pit filled with FERAL HOMUNCULI. They constantly devour each other and bud off new homunculi. If someone is nearby their numbers will (1 in 6 each turn) swell enough for 1d10 of them to escape the pit.
- 9. Study:** Esoteric equipment (500gp) and scattered papers (can be pieced together into a spell book with spells including *Summon Monster*).
- 10. The Source:** Urushan, deceased. The chalked circle is easily erased.
- 11. Reagent storage:** Shelves stocked with magical instruments and rare substances worth 2,000gp. 4,000gp more is inside the incursion. At 11a. a doorway is bricked up and plastered over, blending with the walls.
- 12. Caves:** So long as the party carries a source of light or makes substantial noise, 1d6 CAVE BASTARDS will attack each turn. They nest in their hundreds in the water-filled cave at the western end of the cavern.
- 13. Treasure room:** The iron door hangs off its hinges. Chests and shelves are empty, looted. 50gp in loose coins is scattered on the floor.

Creatures

Rogue Plasm (as spectre): Confused extraplanar being. Wizards can turn/control these as a Cleric of twice their equivalent level.

Feral Homunculus (as giant rat): Naked babies with wizened old-man faces and needle teeth. Bite has 1-in-20 chance of causing *homunculus fever*: Buboos grow over 12 days, then hatch into 1d4 homunculi which suckle 1 CON/day from their host.

Cave Bastard (as wolf): Subterranean amphibians resembling deep-sea fish. Their mating cycle urges them to swarm light sources. Ravenous hunger demands they treat all living creatures as food.

Gelatinous Tube (as gelatinous cube): Cylindrical counterpart to the cube. Rolls at double normal speed and slinkies up stairs.

by Simon Carryer, <https://creativecommons.org/licenses/by-sa/4.0/>

Plasm-realm Incursion

An invisible effluvium (yellow circle) radiates from the sigil at 10. Entering causes immediate intense pain. Lose 1 INT every few moments (5' of movement, 15' if running). At the end of each day, roll 1d20. If the roll is above current INT, the loss is permanent.

Encounters

On a 1-in-6 each turn:
1-3: 1d20 FERAL HOMUNCULI
4-5: ROGUE PLASM
6: GELATINOUS TUBE

