

# Epona's Temple

## The ancestral mediator of the forest and its inhabitants

The *Menhir* erected in honor of *Epona* is actually the entrance to a small *magical plane* where her devotees are tested to receive her blessings.

### 1 Pool

Bathing here turns characters into **Small Rodents** (HP 1d4, **Att** 1x bite (1d2)). Through the small entrance in the wall, the goddess calls for humble and courageous devotees.

### 2 Ravine

The pool waters flow down to a ravine among rocks and roots. Remaining in the current can **cause damage** (1d4).

### 3 Pasture

**Horses** graze, run, and play in the flowery pasture. **Falcons** circle the sky (risk of attack!).

### 4 Mire

The muddy ground hinders crossing (risk of drowning!). Significant presence of **Insects**.

### 5 Camp

Abandoned in a clearing, a small **Chest** holds 2 **Gems** worth 500 **Coins** each.

### Inspiration Source

The "Rat Games" Mausritter & Mouse Guard.

The **Epona's Temple** seeks to challenge players and their wit. Here, the XP and HP of the group don't matter, but rather their ability to solve challenges intelligently. It is a test of "**player skill**" that favors solutions through role-playing rather than mechanics.

Practice **Dungeon Fu**!

Written and cartography by **Fellipe da Silva** (@coolwayink)  
Concept and review by **Guilherme Providello** (@gprovidello)  
Layout by **Ícaro Agostino** (@icaroagostino)



### 6 Forest

Covered in flowers. Its Pollen induces sleep (**Save** against sleeping).

### 7 Waterfall

Slippery stones and strong current in the stream. The drop is fatal.

### 8 Lake

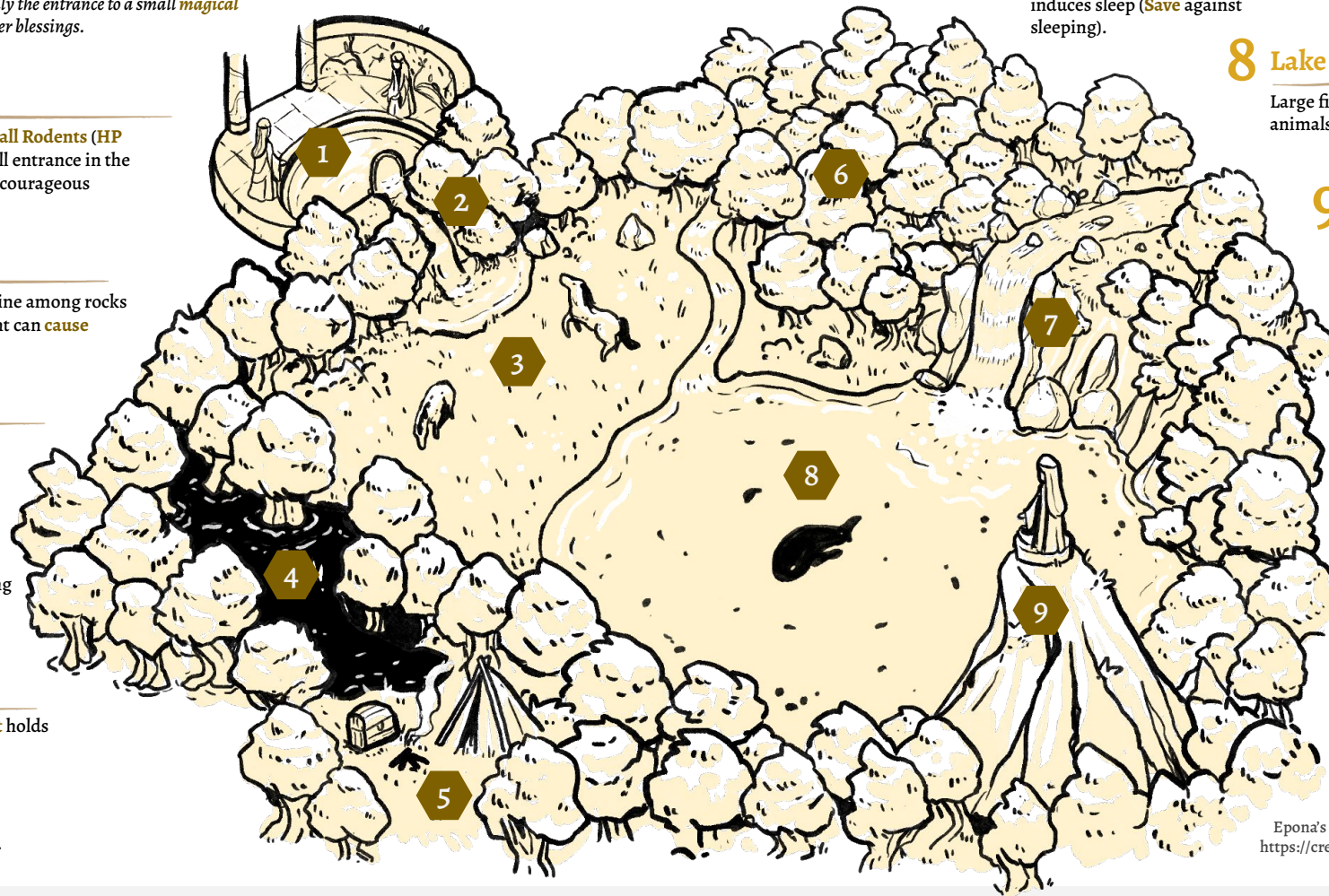
Large fish feed on insects and small animals (like rats) that fall into the water.

### 9 Peak

A large statue of the goddess at the top. At her feet, a basin with water. Drinking or bathing in it brings the characters back to room 1 in their normal form. They are blessed and learn the language of an animal species or the spells **Speak with Animals** and **Enlarge Animals**, if they prefer.

**EPONA** - One of the 9 honored ancestors, mythical characters of the people in the region since prehistory. **Epona** is the ancestor who deals with animals, but she is also known as the rider who takes the dead to the Beyond.

Epona's Temple is licensed under CC BY-SA 4.0  
<https://creativecommons.org/licenses/by-sa/4.0/>



### Encounters (1-in-6 chance every two turns)

- 1. Honey Badger. Very clever, immune to poisons.
- 1d2. Fox. Hungry and persistent.
- 1d3. Falcon. Efficient in an open field.
- 1. Venomous Snake. Paralyzing bite.
- 1d3. Southern Grasshopper Rat. Fights like a berserker.
- 1d4. Frogs. They mind their business.

### Honey Badger

AC 5 [14], HD 1+1, Att 1x bite (1d6), **THACo** 18  
[+1], **MV** 50', **SV** D12 W13  
P14 B15 S16, **ML** 8, **AL** Neutral, **XP** 15

### Fox

AC 8 [11], HD 1+1, Att bite (1d4), **THACo** 18  
[+1], **MV** 50', **SV** D12 W13  
P14 B15 S16, **ML** 6, **AL** Neutral, **XP** 15

### Falcon

AC 8 [11], HD ½, Att claws (1d2), **THACo** 19  
[+0], **MV** 160' (fly), **SV** D14  
W15 P16 B17 S18, **ML** 7, **AL** Neutral, **XP** 5

### Venomous Snake

AC 6 [13], HD 2, Att bite (1d4 + venom), **THACo** 18  
[+1], **Mov** 30', **SV** D12 W13  
P14 B15 S16, **ML** 7, **AL** Neutral, **XP** 25

### Southern Grasshopper Rat

AC 7 [12], HD ½, Att bite (1d3), **THACo** 19  
[+0], **MV** 40', **SV** D12 W13 P14 B15 S16, **ML** 8, **AL** Neutral, **XP** 5

### Frogs

AC 7 [12], HD 1, Att bludgeon (1d4), **THACo** 18  
[+0], **MV** 30', **SV** D12 W13 P14 B15 S16, **ML** 6, **AL** Neutral, **XP** 5